



- Published & Edited by Ellytinkin Twinfirbling -

1<sup>st</sup> Earth 2150R

# TENSION ALONG THE FURLOW

**Western Elkia (38<sup>th</sup> Gold 2150R)**

Stories are emerging concerning



reported movements of Sardinian troops on the move along the west bank of the Furlflow River. Reports are unconfirmed as yet but our correspondent in Cleeve has spoken to several eel farmers who work the Porgruu bogs near Fort Stonewater who tell similar tales of witnessing large columns of soldiers attired in black uniforms, moving along established trails in the swamps. Descriptions of banners and devices used by these troops would indicate that they are elements of the elite Trezkillian led legions, *the Sundered Skull and the Black Widow*. These are both elite Sardinian units who are usually based far to the south near the

capitol of Gablehead – so what are they doing along the frontier with Elkia?

There has been tension along the Furlflow River, ever since the unsuccessful attempt last year by Captain Jerl Artilees to lead an attack on Jasper and seize the Imperial State. Captain Artilees, a devotee of the Siritar faith captured the Eastarch Bridge with his company and sent word for the Elkian order, the Protectors of the Faith, to join his cause and take Jasper. Unfortunately his request fell on deaf ears and Artilees was arrested by officers of the Protectors of the Faith.

The Legion Commander of Jasper commented that his city was never in jeopardy from the actions of the hot-headed paladin, Artilees, and was quoted as saying, “the Imperial State remains resolute and will last 1,000 years!”

Though the attack was unsuccessful and nobody was actually killed, the ramifications of Artilles’ actions have heightened the animosity between Sard and Elkia. Kharichaan, Chancellor of Sard, called upon the Lord Protector of Denhaven to disband Elkia’s strategic forts along the east Furlflow and create a demilitarised zone around the Imperial State. Denhaven’s response was to increase its presence and upgrade the garrison in our fair city of Darringmoor. Over the past few Marches there has been a lot of rhetoric but it all seemed to be bluster until these reports started flowing in a few days ago.

The Dart will keep you posted on further military movements on the border, but in the opinion of this humble editor, I believe this will amount to nothing but a lot of parading up and down in front of each other by both sides. Meanwhile, Captain Artilees is still waiting for his hearing before an Ormocean tribunal, scheduled to take place on the 12<sup>th</sup> Earth.

## THE TEMPEST RUN RETROSPECTIVE

### Darringmoor (1<sup>st</sup> Earth)

The First Day of Air 2150R will mark the first anniversary of the day the famous 'battens sailed wonder from Y'sira', *The Winged Gull*, ended the longest winning streak in Eldorian maritime history by defeating Elkia's *Graced Albatross* to win the Tempest Run. *Old Gracie* (as she was affectionately known) had remained victorious for 132 years straight. As this year's race draws closer and competitors begin to arrive in the bay, let me give you a few insights into last year's Run.

The Tempest Run was a grand joust between two of the world's finest helmsmen; Jape K'trand representing Z'herachi Merchant Company with *The Winged Gull* and Kannis Dennup skippering the *Graced Albatross*, for Elkia. While *The Winged Gull* and *Grace* differed in concept both were fine examples of their respective boat-makers skills. In reality there was little difference between them in boat speed, except when it came to quick changes of direction. *The Winged Gull* was very fast and easy to handle and that, plus fine tactics, accurate steering and fine trimming of her multiple sails, gave her the winning edge in race.

From my observations, as a daily broadsheet reporter at Darringmoor for several days before the Tempest Run, it was clear that Jape K'trand had a potential winner in *The Winged Gull* from the very start. But in the end it was not easy for the Y'Sirian contingent and they almost lost because of technical mishaps in the first leg of the journey to Tempest. But the courage and tenacity of Jape and his fine crew of seasoned Y'Sirian sailors, finally unbolted

the seemingly immovable Elkians from their hold on Elkia's longest running boat race.

For those few who have never heard of our favourite maritime obsession, the Tempest Run starts in Darringmoor and the competing vessels must haul a cargo of fifty laden barrels to Tempest, unload and return to Darringmoor.

# The Tempest Run

## Famous Boat Race and Festival of Darringmoor City

Begins First Day of Air, 2150

The undersigned would respectfully invite the public to the start of The Tempest Run, boat race Darringmoor City, harbour. On the first day of Air 2150 and concluding when the last boat arrives back from Tempest! Every effort has been made to make this grand affair a wonderful week for all.

## The Greenwitch Band

Will present and enliven the people with good music and jolly japes

*Leafina Hillbone Mayor of Darringmoor*

## MASTER FORESTER TO ACT OVER CONTINUING DISSAPPEARANCES

### Ashfold (39<sup>th</sup> Gold)

For the past two spans, the Justicator of Ashfold has been actively engaged in an investigation into the circumstances surrounding the suspicious disappearance of two young men; Brocar Thaddic and Baha Yopart. Both men were apprentice millers from the village of Crowscall who, set off on foot, two hours before sundown on Pharianzar last. They were heading to Ashfold a distance of about five miles, where the lads were planning to spend some time with their families. They failed to arrive.

As it was a surprise visit, the alarm was not raised until Draelinzar last when they still had not returned to their master's residence. After contacting the lads' families their master, Olgave Grolling, promptly raised his concerns with the local Justicator who immediately organised a search for them, which is ongoing.

So far, not the slightest trace can be obtained of them. However, evidence of recent goblin activity was noted by several woodsmen involved in the search. These latest disappearances bring the total number missing in the last year to ten. All have shown evidence of goblin activity in the area. Locals fear, that the Mourning Forest Goblins, previously considered nothing more than a nuisance, are now mounting a serious threat to the safety of settlements in and around the forest. Lord Rhenmarden, a notable land owner of the region is calling for the bounty on goblins to be doubled from 5gp a head to 10 gp.

Master Forester Blackwood is resisting this, publicly stating, "The goblin threat is overstated but I concede that numbers have increased and I will accordingly raise a new company of Forest Wardens to help combat the threat."

## THIRRISH IN SHORT SUPPLY

### Tempest (35<sup>th</sup> Gold 2150R)

The Guild of Gold has reported an unprecedented shortage of thirrish, caused by a blight that severely affected the crops on Loakiish Island. We are all used to seeing the gaudy blue rooftops that appear in the early spans of the March of Fire, painted thickly with thirrish, which is an excellent flame retardant. Now it looks like we will be 'blue-free' in a few Marches.

Fire is a particular problem for Tempest, since the city is built mainly on wooden platforms spanning the atolls of the Lonely Isles. Tempest has the strictest laws regarding the use of fire and maintains year-long schedule of painting and re-painting the port city with thirrish. The Guild of Gold is

desperately seeking a new source of supply from distant Rhenfara but is unsure if they will be able to obtain a sizeable shipment that will

## Missing



Cecie Velle

Last seen Crossing Sardinian border, Elkia:  
Season of Earth 2049.

**Description:** Blonde hair, sturdy build and hazel eyes. Tattoos on forearms and chest.

**Contact:** Anyone with information please contact her sister Kace Velle at the Two Flags Inn.

allow the painting of Tempest prior to the onset of the firestorms of the March of Fire.

And where does that leave us good citizens of Darringmoor? Tempest will look after its own needs before others and it will be unlikely that we will see any thirrish this year. The Protector of Darkmoor has already announced that all supplies of thirrish in the protectorate are to be requisitioned. Compensation of a silver trade per pint will be paid to all citizens who turn over their supplies to their local council or village elder.

The Darringmoor Council is also establishing a militia to watch for fires during the week of the storms. All volunteer will be paid 1 copper trade per day and will be fed and housed at the Siritar compound in the city. Apply to be a member of the Firewatch at the Council Hall between the 10<sup>th</sup> Earth and the 20<sup>th</sup> Earth. You must be available to watch and fight fires between 15<sup>th</sup> and 27<sup>th</sup> days of Fire.



## WHAT NOW FOR THE ACORNS?

### Tokia, Llan (32<sup>nd</sup> Gold 2150R)

For many years we have continued to hear tales of rebellion in Llan; a return to power by the noble families who intend to wrest power from the mercantile guilds that hold power in that country. We all know the story, when Sardellan companies seized control of Llan 500 years ago, after the collapse of the Empire, the Guild Houses hired mercenaries to fight and drive them out. When the Sardellans were finally defeated, the King and nobles of Llan said, "Thank you very much and we will have the kingdom back now!"

However, the Guilds like the new-found political power they had acquired and refused to disband their mercenaries. They allowed the King to continue in the role of a figurehead and took control of the country, using their standing army as veiled threat.

Ever since then there have been attempts to destabilise the Guilds by different noble factions but nothing has really amounted to much. Ten years ago, Sir Earlon Tarr ruffled feathers when he declared the free Highlands of Llan as a separate state. Tarr was a popular figure in the frontier settlements of the Highlands, where the influence of the Guild was much less than that of the Lowlands. He garnered the support of several noble houses and brought together a small but effective fighting force that quickly drove out Guild soldiers stationed at forts across the Highlands.

It took two years for the Guilds in Quorull to get worked up sufficiently to send several of their mercenary companies west and Sir Tarr was initially successful in defeating the mercenaries at a series of encounters around the High Lakes. However, late in 2147R, the renowned mercenary captain, Dlerdra Duelbane travelled to the Highlands and took control of the campaign, destroying the power of the nobles at the Battle of Farristar's Field. Earlon Tarr survived and escaped and since then has been leading a loyal band of followers, called *the Acorns*, who have been attacking Guild merchant wagons and ambushing units

from mercenary groups. Tarr has been trying to get the Lords of the Lowlands to support him but, although they have no love of the Guilds, the nobles remain divided by ancient feuds.

Is Tarr the man who will manage to unite the Llanish families? He is a charismatic figure who seems to appeal to the wealthy and commoners alike. He is rumoured to have left the Highlands at the beginning of the year and has been seen in Tokia on several occasions during the March of Water. Spies from The Guild alerted mercenaries in the region but they failed to find him. It is interesting that many Llanish nobles chose to relocate to Elkia over the years and your humble editor will be seeking to interview Lords such as Rhannis Greenshield to see if his sympathies lie with Tarr and his Acorn rebels.

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those who register who find placements in the

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