

# THE ASHBURY TIMES

MONTH OF HAWK 614



## PRELUDE TO WAR

BY NYARIEN SILVERTREE

The diplomatic summit in Fairedale on the 26th of the Month of Dragon proved as dangerous as it was fruitful for the gathered nations.

National representatives in attendance for the talks included His Grace, Sir Nevin Kendrick, Duke of Ashbury; Sir Amaranthus Landcharmer, Knight of Brittington; Andros von Stratton, Dominus of South Galanthia; High Lord Gilthalion Thantellin, Prince of Imladar, and his ambassador, Lennith Helia; Lord Digby Goldsmythe, Speaker of the House of Lords of Home; Commander Alexios of the Isles of Camulous; Dorgun of the Vakkar; and Zaniyah, alleged ambassador of Tarzateranzan. While numerous other Icenian nobles and foreign patriots stood in attendance, no emissaries of Saridbis, Dwarrenagor, the Sarr Kingdoms, or Thessi were listed as

having attended.

The summit was seated to begin talks shortly after sharing dinner, at which point Duke Nevin Kendrick spearheaded the conversation with High Lord Gilthalion Thantellin upon the issues concerning imminent war with Thessi. The lack of a Thessi representative proved to hinder any negotiations of peace, but the present emissaries each offered their individual concerns regarding the repercussions of another open war in Tar'Navaria.

While Thessi-Imladari relations could not be resolved at the time, the Vakkar and Camulan representatives were able to come to an agreement upon a truce between their troubled nations. Commander Alexios and Dorgun of the Osprey declared a cessation of hostilities between the Isles of Camulous and the Vakkar, at least until the mysterious attacks and kidnappings of Camulans could be stopped.

Despite the summit concluding on a positive note between the emissaries, the final word came unexpectedly from Thessi when a squad of Thessi soldiers were rifted into the Black Stag in an apparent show of power and an attempt on High Lord Gilthalion's life.

While the assembly reeled from the attack, Sir Amaranthus summarily declared war on Thessi on behalf of Brittington.

The announcement was later punctuated when Imladari encampments were attacked and destroyed by more Thessi soldiers and mercenaries, followed by the false representative of Tarzateranzan revealing her true relationship with the Thessi by assassinating the Imladari ambassador, Lennith Helia. Tarzateranzan claims no responsibility for the individual and that the true designated ambassador sent to the summit remains missing.

### WITHIN:

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- *Troll Emperor Slain*
- *Vakkar vs. Corsair*
- *Lord Squire Grim Anvilstrike Knighted*
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### TROUBLE UNDER ASHBURY CITY

BY B. FEATHERBOTTOM

The citizens of the Dwarven hold known as Stonehollow have been plagued by nothing but problems for the past three hundred hears. It seems that no sooner than their curse was lifted and they were awakened that they began having problems with undead and other issues.

Now, the attacks within

Stonehollow have increased. Ducal troops were sent to help the Stonehollow Dwarves defend their territory. Shortly thereafter, the wondrous underground sun known as the Luminary began to glow brighter than ever, the runic charges protecting their forges became vibrant, and glyphs hidden in the walls longer than anyone

can remember became visible.

His Grace has asked the Vanguard and the Court of Corrheim as well as any available and able-bodied adventurers to travel to Stonehollow under Ashbury City to assist the Duchy's allies in this matter.



## VAKKAR, CAMULANS MAKE TRUCE

In the wake of recent attacks on the Isles of Camulous by what some speculated to be Vakkar, the diplomatic summit in Fairedale this past month provided a new perspective on the tensions between the two nations.

The present representative of the Children, Commander Alexios of the Shark Tribe, displayed a lack of interest in any negotiations with the Vakkar, instead seeking recompense for the loss of lives and property.

The chosen representative of

the Vakkar, Dorgun of the Osprey Tribe, sat down with another ambassador of the Children and former temporary Council member, Kerrigwen, for a conversation that centered primarily on making peace between the two nations at odds. While Dorgun stressed the unlikelihood of any true Vakkar involvement in the attacks on Camulous, Kerrigwen pointed out that many of the civilians and ships disappearing hadn't turned up elsewhere, suggesting potential enslavement. Both parties agreed upon the necessity for working

BY NYARIEN SILVERTREE

together peacefully to seek the source of the violence and recover the lost civilians.

Talks between the Vakkar and Camulans proved fruitful by the conclusion of the summit, when Commander Alexios displayed an apparent change of heart and declared that their nations had agreed upon a temporary truce. Dorgun of the Osprey explained that he would return to his elders to discuss the truce that would entail assisting the Camulans on their patrols to stop any further attacks on the Isles.

## TROLL EMPEROR, ACEDIK, SLAIN

I was sitting outside of my cabin listening to the melodic sounds of the rain falling on my cabin's roof. If I had to make a guess I would say sometime around 12 bells at night a large group of adventurers exited the tavern and began heading towards one of the roads leading out of town.

One of my fellow Children of Autumn, Ruis, invited me to join the party and gave me a short rundown on what she knew. Apparently not far from town a gypsy caravan was violently attacked by a band of trolls. After a short walk we came upon the smoldering wreckage littered throughout the field. We were confronted by a large group of Trolls who then began to attack with tainted Chaos magic.

The tide of the battle shifted

back and forth for many minutes. [Sergeant Simon Neville] and I skirted the edge of the battlefield during the confusion and made our way behind enemy lines in search for survivors. We successfully found and saved one gypsy before retreating back to the town's defensive line.

After many more minutes the strangest thing happened during the heat of battle... Time stopped! I could still see what was happening around me but could not move, the falling rain hung in the air as if it were part of a painting. Soon Zalarik emerged from thin air and began addressing the Troll Emperor. Zalarik berated him on his treachery and his disregard for all that is good.

Soon after his scolding he used Dragon Magic to cast a

BY CYPRETHIUS BOGMENDER

regeneration ritual on the Troll and then followed up with four successive obliterations, permanently killing the troll and turning him into a shower of dust and smoke.

Zalarik then turned to us adventurers and began giving us elemental blades. With our new-found enchantments, once time returned to normal we made short work of the remaining trolls and the day was ours.

*"WE MADE  
SHORT WORK  
OF THE  
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VAKKAR AND CORSAIR: FRIEND OR FOE? *BY NYARIEN SILVERTREE*

Following a story printed in last month's edition of the *Times* regarding the attacks on the Isles of Camulous, the *Times* was contacted by a Vakkar known as Dorgun of the Osprey regarding our view of the Vakkar and the Vacarran Corsairs. To obtain a better perspective of their differences, I attended last month's gathering in Fairedale to meet with the gregarious Vakkar.

As explained by Dorgun, who was elected of his people

to represent the Vakkar for last month's summit, the Vacarran Corsairs are his "traitor kin," Vakkar who gave up their freedoms and their property to the Sea Dragon, Vacarra.

The Vacarran Corsairs are not averse to using Celestial magic and possibly even Necromancy, as some of their captains have allegedly accepted transformation to Undead. They should be regarded as highly dangerous and consid-

ered criminals by any nation.

While Dorgun admitted it may be difficult to determine the difference between a Vakkar or Vacarran Corsair, he remarked that Corsairs sail only in longboats with curved keels. Any Vakkar seen utilizing Celestial magic could potentially be a Corsair as well.

Regardless, caution on the open seas remains paramount and any ships without recognizable sails or banners should be avoided at all costs.



THE NEW KNIGHT OF CORRHEIM *BY PROSERPINA GLAEDWINE*

The Ashbury Times wishes to congratulate Sir Marcusagrim Anvilstrike on his recent knighting. Corrheim's first knight in 300 years agreed to be interviewed by the *Times* after the last gather in Fairedale.

*How long was your squireship? Who was your liege?*

I was a Squire for two years. My liege was Count Ulthoc with my training carried out by himself and His Grace Nevin Kendrick.

*Can you tell us any particular stories of squire's tests that stuck with you?*

Every day is a test. Can you put others first? What does the code mean to you? Where do you flex, where do you break? Can you flex? How can we make the world better? Everything sticks. You do have a different view of the world and the impact of your actions. That is a very true thing.

*Why did you choose the path of*

*nobility?*

I think some eventually see that we can impact the world positively. We choose to serve. We want to do all we can to make a difference. It was pointed out to me by Sergeant Tinder Boulderback [that] I could be one of those people. Count Ulthoc and the late Baron Harrison also influenced me heavily.

*What do you feel is most important about being a knight?*

Being knighted carries with it a lot of weight. It makes the court of Corrheim, which hasn't existed in 300 years, now a real thing. I realize I represent all the citizens of Corrheim from all backgrounds. I hope to be a servant who can be about positive change and make it so our people can rest easy at night, grow, learn, and prosper.

*What is the most important part of the Code of Chivalry, to you?*

The one you have the hardest time dealing with. You have to face that and make it part of you. Come to terms with it. It's

changed for me over time. But at any time whatever you have the hardest time dealing with... That's the most important.

*Can you comment at all on the current situation in Corrheim, and how your knighting will affect the military state?*

Corrheim being a military state is a positive thing. The military allows for a large development for infrastructure and supplies. It allows us to better develop roads and schools and gain better control over outlying areas. We are not the courts of the past. The people are not a commodity. We will do all we can to protect and ensure their prosperity.

*“EVERY DAY IS A TEST.”*





## ELEMENTAL MAYHEM ON THE RISE

BY NYARIEN SILVERTREE

The elemental instability continues to wreak havoc around Icenia and recent reports show occurrences of more than just storms: actual elementals seem to be “falling” into our plane by the dozens.

Last month’s gathering in Fairedale proved the planar instability when elementals appeared in town “out of nowhere.” As one adventurer remarked, “They seem angry at being ripped from their

homes.”

From fire elementals appearing in tavern kitchens to Death Knights marching through farms, it seems that confusion prevails on both sides of the fence: the elementals don’t seem to know what’s happening or why, and the Ashbans surely don’t either.

Fortunately, reports say that most of the elementals don’t appear to have much desire to linger on our plane and only

wish to return to theirs.

The *Times* attempted to reach out to Paladin Beatrice Windham in Cil Cilurion for any further comment on the escalation of elemental incursions, but received no reply.

If you or anyone you know sees a stray elemental, it is recommended to stay away from it and to avoid catching its attention. In case of an emergency, notify your local military outpost.

## RESTLESS REFUGEES RETURN HOME

BY NYARIEN SILVERTREE

Military reports in Nordenn and Blythedale show a trend of rising crime in the residential locations where Falkirk refugees have been resettled.

Though most refugees appear thankful for the generosity and kindness offered to them by the Ashbans, the harsh winter and brutal spring storms have caused the destruction of some much-needed harvests, bringing about a food shortage for many refu-

gees that are only just being settled in after months of displacement from their homes.

A notable number of refugees have chosen to make their way back to their homes in Falkirk, believing the worst of the fighting to be over. One farmer explained he “would rather die in the ruins of the house [he] built than in someone else’s yard.” The notion that the Falkirkers feel like they’re occupy-

ing someone else’s home appears to be a common theme in their reasoning to return home.

However, Baroness Bonnie Bannock and Paladin Vacht Silverfang have decreed a limitation on traveling within the Duchy, causing yet another roadblock for the restless refugees.

*“THEY SEEM ANGRY AT BEING RIPPED FROM THEIR HOMES.”*

## TOURNAMENT PREPARATIONS BEGIN

BY NYARIEN SILVERTREE

A recent announcement from Duke Nevin Kendrick confirms that he annual Ducal Tournament will officially be held at the Gilded Claw’s Flameheart Keep in Corrheim.

This announcement comes after much deliberation from Duke Nevin Kendrick’s court due to last year’s disastrous

corruption scandal in Two Towers’ Festival of Blades. Though the parties involved have since been met with appropriate justice, Ashbury courtiers seek to recover the tournament’s good name this year.

Flameheart Keep was recently rewarded to the Gilded Claw by Count Ulthoc for their assis-

tance during last year’s Arturan Apocalypse in the Vansir Reclaim.

The tournament will begin on the 18th of the Month of Ferret. Details upon the individual tournament events are expected to be forthcoming.



## FROM THE DUKE OF ASHBURY

In light of the assassination attempt on Gilthalion Thantellin, Imladar has prepared to take action against Thessi aggression on the Vacarran Sea. Ashbury will support Imladar as much as possible. Though we still have active conflicts with North Galanthia in the west, Marwolaeth raiders in the north, and large Undead forces underground, I encourage members of the adventuring community to consider lending their abilities and time to the Duchy of Evorra, the Kingdom of Brittington, or the Kingdom of Imladar.

Duke James Logan and the Evorran Navy maintain a heavy presence in the Eastern and

Central Vacarran Sea. They are actively recruiting any strong sailors and willing warriors to crew warships in the area.

Ashban Ducal soldiers have been assigned to watch Geolithe sites in case of Thessi incursion and Dame Beatrice Windham has taken it upon herself to investigate the nature of the breach.

Ducal soldiers have also been assigned to form the 1st Subterranean Division to train in aspects of underground combat. In one week's time this Division will be deployed to aid the underground Dwarven city of Stone Hollow. Adventurers are encouraged to join this effort to repel and eradicate the undead

menace currently threatening the area.

Individuals willing to donate time, training, effort, or resources to any of these causes may contact me directly in Ashbury City.

Sir Nevin Kendrick  
Duke of Ashbury



*“ASHBURY  
WILL  
SUPPORT  
IMLADAR.”*

## TO THE ADVENTURERS OF FAIREDALE

As I could not spare the time to personally address you all at the conclusion of last month's gather, I felt it pertinent to address you all with a simple letter.

I, Zaniyah K'kozan, was exiled more than a century ago from my proud homeland of Tarzatterranzan. I am houseless; my actions do not,

in fact, represent them in any way, and I do not wish to implicate my people in a crime for which they had no responsibility. My employ by the lords of Thessi was one of convenience and purely business. Your futile wars and pitiful struggles do not interest me in the least.

However, know this: you

have set for yourselves a course to your own end. My friend Imagos was correct in all ways but one: reassembling the landbond will not save you. Imagos Pyatt is the only man who can possibly help you, yet not even he can stop what's coming.

For that, only I can help.

Farewell,  
Zaniyah K'kozan



## ADVERTISEMENTS

The *Ashbury Times* is actively seeking contributors of news articles in exchange for two silver per article. For more information, contact us at our headquarters in Ashbury City.

The Gilded Claw will be casting both Earth and Celestial Rituals at the upcoming gather for a small payment of two components per ritual cast. Contact Raven or Lady Darksun for further details.

The Gilded Claw wishes to invite any who are interested to their canopy late Saturday night for second dinner! Prices vary depending on items.

Any interested in Alchemy Roulette should speak to Vox privately. Any Healers willing to part with their spells for gold may also speak with him. Alchemy Roulette will commence before dinner on Saturday.

## PERSONALS

Hello people that actually read this or get this read to them. I am Grok. Mostly everybody doesn't know me. I'd just like to say thank you to Baron Ivan Drake of Blythedale for accepting my oath and allowing me to join the Court of Blythedale under military guidance of Lord Captain Khorwyn. No one except maybe five people heard me when I swore an oath so let me make it publicly known now. I, Grok, swore to protect my homeland of Blythedale and as an extension, every other barony under the Duchy of Ashbury until my final breath. This is a huge honor for me and my people. I shall wear the colors of the court with great pride.

*Interested in advertising or posting a personal? Seek out your local Times representative or send a missive to our headquarters in Ashbury City!*

## TALK OF THE TAVERN

In our monthly installment of "Talk of the Tavern," we'll be sharing some of the most notable rumors and stories going around Ashbury's local taverns — to keep you, our readers, apprised of what the common folk are saying.

Baroness Ezri's appearance at last month's summit in Fairedale confirmed that she is, indeed, with child — a development that some suggest is part of Count Ulthoc's plan to single-handedly rebuild his decimated race. Surely the Amani Council will have plenty to say about that!

Word around the Black Stag is that its resident tavern keeper, Sir Amaranthus, defeated each of his predecessors in single combat to lay claim to the Stag as his own. Has anybody even

looked at that sword he's carrying around?

No one would be even remotely surprised if this one was true — not even the Thessi could wrest the Stag away from him.

Zalinarik seems to have a great deal of interest in Natalia Gallonovich. Curiously, both her brother and best friend permanently died at the hands of the Troll Emperor, Acedik, who "just happened" to track down a traveling gypsy caravan and then "just happened" to get blown to bits by the very same dragon mage. Does



anyone else smell a Black Widow trap here?

The belt of knighthood must weigh pretty heavily — Dame Jovunn is looking pretty tired these days. It

looks as if she's aged twice as much since she received her title; perhaps Sir Dorian seeks to be the only knight of Nordenn.

With Corrheim and Nordenn both made counties under Count Ulthoc, will Duke Nevin choose to combine Blythedale and Ash Forest under another noble? Perhaps it would be wise of Baroness Ezri and Baron Ivan to get friendly in the coming months.

The Gilded Claw seems to have gotten pretty cozy with the Duke of Ashbury — it seems like Nevin could be showing some favoritism towards his friends from Flameheart. But as one local declares, "As long as they're serving second dinner wherever they are, I have half a mind to join them myself."

Much of the talk around taverns lately seems to be centered around redemption and whether or not a single person can be redeemed for their past crimes. It seems some adventurers may have much to repent for.

If you have anything to add to Ashbury's rumor mill, let us know by way of a missive to our headquarters in Ashbury City!