

The Korranberg Chronicle

Korranberg, Zilargo

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

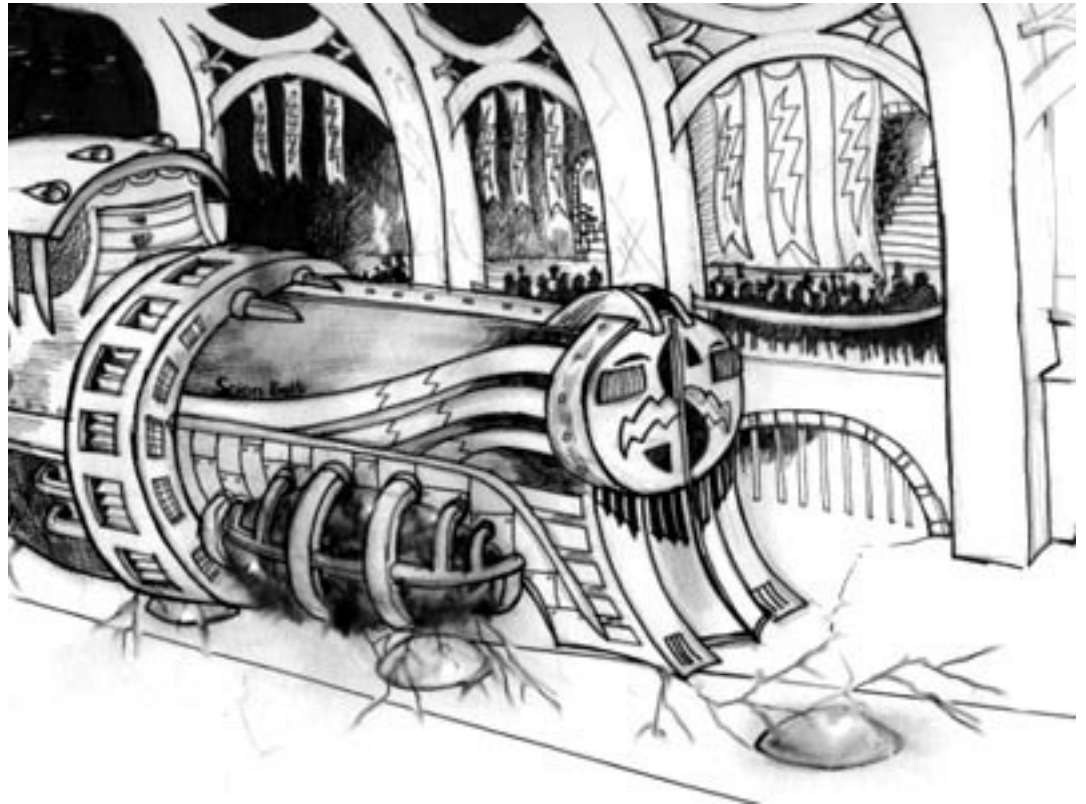
3cp Issue

Scion's Bolt Unveiled in Passage!

By Isran Imrador

The new lightning rail coach, "Scion's Bolt" was out in public for the first time on Far 27th Lharvion. It was an awesome sight, slowly gliding out of the construction yard in Passage. The 'Bolt' appeared to have a face and a personality that struck everyone there. Painted white and with red stripes, the clear blue of the lightning glinted in the front. Using the best materials and constructors from all over Khorvaire, Scion's Bolt took house Orien two years to build. Three expert gnome elemental binders laboured with the local Cannith enclave in Passage, and combined with the efforts of Orien leaders to finish the transportation engine, completed a full month before schedule. The new transportation engine is said to be highly experimental, and several artificers have commented that it is nothing less than a "work of pure genius."

Speculation regarding the maiden voyage has already begun. Rumours say the old line that linked Fairhaven and Flamekeep is to reopen, while other whispers suggest the queen of Aundair will be aboard, as well as leaders from the Dragonmarked Houses



The Scion's Bolt is displayed in Passage construction yard for the first time.

and other nobles. Still others suggest that perhaps it might be the first of a new line of luxury lighting rail coaches.

The speed of The Bolt is rumoured to have been dramatically increased due to the binding of two elementals into the propulsion system. While this has yet to be proven, artificers throughout Khorvaire are waiting to see if such a feat truly is possible. The Bolt operates publicly at the start

of Rhaan. Before this, Scion's Bolt can be viewed in Passage as preparations are made for the inaugural trip. Visitors who wish to view this splendour are advised to send message ahead by Sivis message station to ensure they can get a good glimpse.

Lets hope all goes well with Scion's Bolt and all the passengers she will carry in the future!

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WEATHER
 Korranberg
 Cloudy Skies
 High: 109 Low: 86



News From the Five Nations

Korranberg, Zilargo

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3cp Issue

Spark of Hope as Kraken Crisis Continues

By Avias d'Vadalis

The ship of Captain Dult, a changeling pirate of particularly ill repute from the Lhazaar Principalities, was boarded and its captain detained yesterday by a New Galifar vessel patrolling the waters of northern Q'barra.

The capture turned out to be of worth not only to those plagued by his crimes in the Principalities, but also to southern Khorvaire as vital evidence was found connecting the pirate to the kraken threat along the south coast.

The Korranberg Chronicle was forbidden from releasing what the evidence entailed, though it was reported that Dult had been relaying information regarding strategies to quell the kraken threat to the creatures themselves. The pirate committed suicide before any

more information could be gathered.

Breland official Johan ir'Talen gave the following comment: "Although Dult did not talk, our own investigations following this new revelation has revealed that the changeling has been infiltrating our lines of communication between Breland, Zilargo and the Lhazaar Principalities for some time. The capture of the kraken's informant gives us a temporary edge over the foul creatures. This is the time to strike. Although our plans to enlist the aid of the sahaugin fell through, we have managed to assemble a small, but very capable team, to track down and eliminate the kraken before we suffer any more attacks. For fear of the information being passed on through other informants, I cannot reveal their identities. I am confident that

these men will succeed in their task, and I look forward to our waters being safe once more."

Although Breland officials seem confident of success, their associates in Zilargo are not as positive. "The Brels are underestimating the kraken," said Zilargo official Deana Gysesti. "These aren't just simple, mindless beasts; they are cunning, merciless and powerful. We still don't know exactly how many there are, there could be dozens for all we know. Ir'Talen is sending these men to their doom."

Whatever the outcome, the Korranberg Chronicle will bring you news as soon as the information is released. For now, all sailors of the southern coast are advised to make necessary journeys only and arm themselves against attack.

Forest Bane Tribe Sightings Laid to Rest

By Gilganarx of Droaam

The sightings of the ghostly forest bane tribe have finally been put to rest. The spiritualistic gnoll tribes of the Byeshk Mountains mounted patrols, waiting for the apparitions to pass, so that they may be laid to rest through battle.

Many winged residents of Droaam witnessed the fierce conflict that erupted between the orc spirits and

the gnolls.

"Spells, lots of spells." Remarked Rhi-aara of the Cloud Reaver flock.

Eventually after almost an hour of fierce battling, the gnolls emerged victorious with surprisingly few casualties. This was due to the help of their shamans, who had appropriately blessed the combatants beforehand, and used their powers to ensure victory.

Many young gnolls had this

battle to establish becoming a full-fledged warrior, as such a skirmish would be proof enough of their prowess.

Scholars are still uncertain as to what caused the forest bane tribe to emerge or what caused them to disappear in the first place. With the orcs finally defeated, it seems that the answers will be buried with them forever.

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News From the Five Nations

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Tracker Turns Scum to Scouts

By Masakari

A new pilot program tried and tested in the deep jungles of the Adder Valley in Q'barra is ready for its second run. A famed tracker in the region has decided to take some of the worst criminals of the continent and transform them into productive members of society using a new method.

Rho'Maktha'haru, a member of the Cold Sun Tribe and renowned tracker and guide, has established a new way to take society's trash and transform them into treasure.

Speaking in the common

tongue with only a hint of accent, Rho made time for comment before setting into the deep jungle.

"Your people produce many criminals. The problem is that your societies try to hide the animal inside. I take the criminals who show talent for the hunt and I take them to the deep jungle. Once in the bush with no way back, they're unshackled. They either get right or get eaten."

Rho has a small staff of some of the most well trained kobolds and lizardfolk any civilized person has ever seen. Together they take the prisoners

out and let the jungle bring out the wild side of each prisoner. Reducing them to base instincts allows them to perceive what Rho calls, the law of the jungle.

"If they understand the laws of one kingdom, learning to live under other law not so hard," proclaims Rho.

The first troop trained by what has been dubbed in Newthron as, "The Program," has been a rousing success. Some have gone on to be hired by some of the militaries of Khorvaire while others have disappeared from sight entirely. Many eyes are on The Program to see what this next troop produces.

The Road of Flesh and Bones

By Tielkar Nafal

Travelers into the ruination of Cyre have returned with disturbing news: the creation of a so-called 'road of flesh and bones', apparently laid down by warforged agents of the mysterious Lord of Blades.

The road of flesh and bones, created by terrible machines and arcane magic, utilises the corpses of those who fell upon the Day of Mourning, 20th Olarune 994YK.

As noted half-elven traveller and explorer, Palarth Dailan reveals, the sight is one of gruesome wonder.

"We came upon the site two weeks ago, though the stench of death and decay travelled with us for a week prior to that. The whispers of the damned called to us to turn back and we would have done so, had we not spied the vast undertaking on the clouded horizon.

"Bodies stand piled as high as the tallest towers in Sharn," Palarth continues with no hint of exaggeration. "Monstrous machines work the plains, lifting bodies at the direction of a seemingly limitless warforged army, grinding the corpses into a wide thoroughfare that, I would estimate, lies a mere one hun-

dred and fifty miles shy of the border to Breland, east of Vathiron.

Asked for his thoughts regarding the purpose of the work, Palarth shakes his head. "There are horrors unimagined in the desolation of Cyre, but I have seen nothing that could match the absolute madness of this road. I would suggest that, if the warforged seek to conduct cordial relations with their neighbors, then such a highway built from men, women and children, is less an omen for the future but more a statement of intent."

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The Scarlet Shade Unveiled?

By Kivara D'Angelan

"His eyes glitter as the fallen shards from Siberys' wings, his soul is as black as the depths of Khyber, he wears the stuff of shadow in veiling form. He is The Scarlet Shade and there is no love in his withered heart, only unceasing games, and a mind bent to torment."

1st verse of Heralds

It was thought that 'The Scarlet Shade' was nothing but a memory, however recent research into the historical affairs of The Royal House of Aundair and House Vadalis, instigated by Morgrave University, may yet stir the demons of the past.

One hundred years ago, during the winter of 898YK, the infamous unsolved murders of prostitutes in Sharn's Welcome plagued a city already in turmoil. Well documented as the final case undertaken by Master Inquisitive Xathian Voolo, the murders of Casselle Tirae, Direndra Siraelia, Larabelle Tan'arn, Opu Idi and Morwen Fauls were noted for the nationality and race of the victims: all human females of Aundair.

The case also brought attention to Xathian Voolo's addiction to Dreamlily, upon which Xathian's findings were famously dismissed at council. The very fact that Xathian's report contained intrinsic evidence relating to Aundair and Vadalis involvement in

'purifying the royal line of Aundair' only served to damn the whole investigation as a "nonsense dreamt up by an addict whose imagination found the better of him".

Or perhaps not, if Morgrave University's Marras Jalask is to be believed.

"Letters locked with arcane marks and scribed with illusory script have been uncovered in Vallia Towers, deciphered by a dragonmarked heir to House Vadalis, who shall remain unnamed pending further investigation.

"What is remarkable about these letters are the numerous inferences to Kielko ir'Wynarn, Aundair's ambassador to Sharn during the years 896-900YK. It is noted that Kielko's predilection for the finer things in life often drew him into the embrace of ladies working the red light districts of the city, though his numerous excursions into the shadows were hushed up by none other than representatives from House Vadalis.

"Quite why Vadalis intermediaries would intervene in the affairs of an Aundair dignitary have been kept secret, however it appears that Xathian Voolo's addiction to the Dreamlily substance only came about as he befriended Saminya D'Anyia of House Vadalis, long rumoured to have plied a profitable trade in Firelight, whereupon she met Kielko ir'Wynarn, who duly

fell in love with her."

The recovered letters shed further light on the unrequited love, Kielko's passion for Saminya and, in later missives, his reference to 'your Scarlet Shade' - a signature that played heavily on Kielko's use of scarlet silk; a fact that Xathian duly noted at the scenes of the murders, as each body was draped in the finest red silks from Lhazaar.

"It makes sense that, denied the affections of the woman he loved, Kielko ir'Wynarn descended into madness, purifying Aundair and his own indiscretions in the murders of Aundair prostitutes within the city, whilst for her part Saminya misdirected the investigation by introducing Xathian to Dreamlily, thereby calling into question the truth behind his allegations."

Marras Jalask is due before council later this month to disclose full details of the letters, not least the notion that the royal line of Aundair and House Vadalis signed a pact of co-operation that has culminated with the recent marriage of Queen Aurala to the House Vadalis noble, Sasik, who gave up his position within the dragonmarked family, possibly to displace investigations such as these from connecting recent Aundair-Vadalis affairs from those thought consigned to history.

Interesting times indeed...

News From Beyond the Five Nations

Korranberg, Zilargo

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Dread Waters in Lhazaar Principalities

By Marshal Quinn

House Kundarak has descended on the Principalities in force following news of an escape from the infamous Dreadhold Prison.

The agents of the Mark of Warding have issued assurances that the situation is well in hand. Promising to bring the full weight of the house to bear, agents of the house have begun to storm the waters of the region.

Reports indicate the escaped prisoner is Masako Kaeda of the nation of Darguun. The mysterious prisoner has been held at Dreadhold since before the end of the Last War. Rumors abound of his training in the ghostly

mountain strongholds of the Dhakaani, as well as being an agent of terror during the War. Kundarak agents will not confirm any rumor of Kaeda's disposition but will only say that he is a danger.

Kaeda is huge, even for a half-orc. He is heavily tanned and bears large scars across his arms and back. The one thing that makes him stand out is his manner. Speaking as though he was educated in the finest halls of Morgrave University, and carrying himself as a true Salifar Noble, Kaeda is easily distinguished by his manner. His bearing as a patient, educated man of Khorvaire, offsets his brutish appear-

ance. Anyone seeing him should report to the authorities as soon as possible.

House Kundarak is offering a large reward for information leading to the capture of this criminal. House agents are being situated around the Principalities and are being supported by a recovery team with its own airship.

The Lhazaar Princes are worried that such a large purse will draw large amounts of bounty hunters to the region. The Princes have bolstered their own forces to keep any incident by reckless fortune hunters down to a minimum.

Dulkan of Valshar'ak – Cultist of the Dragon Below

Dulkan of Valshar'ak, mastermind behind the ill-fated Dulkan Tunnel, was revealed to be a cultist of the secretive Dragon Below cults. The discovery was made when Aundair officials attempted to reach Dulkan for questioning in the multi-national inquiry related to the tragedy that occurred in Oror. His Fairhaven domicile was unoccupied, but it contained many books related to Khyber, including notes on

his involvement in the recent excavation project.

In an exclusive Chronicle interview, a spokesman for the Fairhaven guard revealed the contents of the notes.

"They were elaborate plans to trick others into digging a tunnel that would release a great number of aberrations onto the surface. Everyone, especially House Lyrandar, fell for it."

House Lyrandar, for its part, sent of-

ficial condolences to the families of all who died because of this tragedy.

Dulkan of Valshar'ak is still at large, and House Lyrandar has put a significant bounty on the cultist's head. Ex-project spokesman Tuvin d'Lyrandar revealed: "Anyone with any information relating to Dulkan's whereabouts is asked to send message to House Lyrandar, and will be generously rewarded for their efforts"

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Arts & Entertainment

Korranberg, Zilargo

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Lady H presents – Sharn Secrets Bodices and Breeches Out and About in Sharn

Davandi has unveiled a new line of maternity clothes this season – the new fabric he is using actually is able to magically conceal a pregnant belly, right up till the moment of delivery. Lara d'Deneith attended a party last week looking slim as a reed – despite the imminent birth of her first child. Although her face was flushed and she preferred to sit through most of the evening, the illusion was quite remarkable. Davandi has refused to disclose the magic involved in creating the fabric, although he is said to have prayed to Onatar for guidance. . . Think of the possibilities, dear readers—especially for wedding gowns if the bride has something to hide!

Until next time . . .

See you in the Clouds!

~Lady H.



Janna d'Thuranni Performing on the Grand Stage

Greetings, Lords and Ladies! A new star has burst forth on the theatrical scene this month in Sharn—the passionate and talented Janna d'Thuranni is selling out the Grand Stage in *The Demon and the Serpent*, a new play based on the life of Tira Miron. Move over, Tyasha d'Phiarlan—Janna's performance is drawing rave reviews! I myself was lucky enough to attend last Sar's performance and found myself in tears, dear readers! Not only a skilled actress, Janna is also a great beauty with flashing green eyes, pale skin, and flaming red hair. Although she has risen quickly from relative obscurity, Janna is said to have already attracted many admirers and even several marriage proposals in the past few weeks. At the evening's end, I saw several hopeful young men competing with each other to toss elaborate bouquets of flowers at Janna's feet as she took her final bow. We shall certainly be following both her career and her social life closely in the weeks to come . . .

The play itself, while relatively conservative in its storytelling, is still attracting some criticism from the more conservative followers of the Flame in Sharn, especially since the lead role is being played by an elf. This did not deter Ythana Morr from attending a recent performance, however—The Archierophant was spotted in a private box last week, taking in the play with rapt attention. She granted a private audience to the play's cast later that evening, and while the proceedings were kept in the strictest confidence, rumor has it that Ythana strongly suggested that a portion of the play's profits be donated to the coffers of the church. I have no word as yet on whether the Stage's owners would honor such a request—or what bad luck they would bring on themselves by denying it. . .

Dining & Travel

Korranberg, Zilargo

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3cp Issue

An Evening at the Celestial Vista Restaurant

By Cyrdwyn Greyrock

The Celestial Vista Restaurant is a well known tourist attraction in Sharn, prized for its stellar food and splendid views. Perhaps the best known eating establishment in Skyway, the Celestial Vista does indeed live up to its name.

As befits such a splendid eatery, the trip to the restaurant is simply splendid beyond all words. The skycoach to the Celestial Vista has a fully stocked bar inside and has been detailed in rich leather. Diners are treated to a splendid view of Skyway and Sharn below as they travel in style to their dining experience. The liquors offered are of the finest quality and the skycoach was indeed a gentle ride.

Once inside the restaurant, one is immediately taken in by the splendor of the place. The walls are paneled in rich darkwood and lit by silver chased everburning lanterns. The dining room ripples with the laughter of dozens of diners, many of them high society members and fascinating tourists. The tables are crafted of fine woods and covered in silk tablecloths. The silverware is indeed made of the finest silver, and provided exclusively for the restaurant.

Diners are free to walk around the place and observe the stunning view from the large windows. On this night the stars shone brightly from above, halving the dining area in silver light. Many constellations can be seen from the windows, and on staff astrologers

are happy to do readings and point out some of the more important stellar bodies. Looking below the restaurant one can see Skyway in its twilight splendor, and further below the rest of Sharn spreading out in a soft glow of the everburning lanterns.

The staff of the Celestial Vista is knowledgeable and quite friendly. All of them can recite the day's special at a moments notice in a wonderful song sort of manner. In addition to the wait staff, wandering minstrels and story tellers are happy to provide diners with excellent entertainment. The harpist I happened to attract played as well as anyone I have heard, and was happy to take requests.

The food itself is indeed worthy of high praise. The meal is always started with a fine wine chosen by the wine steward for each diner. The steward was highly knowledgeable and more than happy to indulge diners with his knowledge and suggestions. The wine I started with was a very pleasant white from the slopes of Karnath, and it went well with the braised shrimp and kelp in a sauce of reduced wine.

The second course is always a splendid soup our salad, and I felt a fool not to try the kraken tentacle soup. The soup was simply superb, with little hint of the heavy fish taste that usually pronounces the presence of Kraken. The crusty bread that accompanied it was coated with a wonderful cheese and herb top that was delightful.

As sublime as the appetizer

and soup was, it was the main course that was truly the star of the show. The head chef truly outdid himself with the daily special, baked sea bass crusted with roe and stuffed with garlic, olives and live eels. The sea bass was easily the size of a small child and when the waiter cut it open live eels spilled out in a wriggling mass, much to the amusement of this reviewer. The eels were then quickly gathered, cooked in a quick white sauce and returned within ten minutes to be served along with the sea bass. The sea bass was light, flakey and full of spice. It went down very easily with the crisp wine supplied with the meal. The eels to follow were quite tasty as well, the sauce not overpowering the eel.

The meal was concluded with a brandy soaked pear flambé, which was as tasty as the rest of the meal. The pear was still crisp and fresh with a pleasant finish from the brandy. The fresh cream served with it was a delicate counter balance of flavor, a fine compliment to the chef.

In closing, I cannot remember a more pleasant dining experience than the one I had at the Celestial Vista. The atmosphere, food and service all combine to make this restaurant perhaps the finest in all of Sharn. Anyone serious about the culinary pursuits must visit this place at least once in their life. Be warned, however, that the Celestial Vista is often busy and reservations are a must. The Celestial Vista is open each for your dining pleasure in Skyway.

Opinion Pages

Korranberg, Zilargo

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3cp Issue

On the Return of the Last War

By Gladan the Eloquent

The imminent return of the Last War is so obvious that even a monarchist couldn't miss it. Aundair's posturing last month against both the Eldeen Reaches and Karnath shows that the country, never a fan of peace, is ready to go back to war. And considering her primary antagonists are Karnath and the supernaturally evil lycanthropes spewing out of Eldeen, Madame Aurala had assured themselves that Chrane will fill the position of loyal lapdog in the upcoming battles.

Even the thought of the return of the Last War conjures powerful mental images. Who of us did not look on with proud eyes as our glorious king led our army to victory after victory against the Cyrans? I, for one, can feel my Brelish blood coursing with

excitement at the thought of the potential glories we will undoubtedly face in the upcoming war.

But what is this? The great warrior Boranel is dispatching across Khorvaire to cool tensions? This cannot be! Why, with such a powerful nation behind him, and no Cyre to pester him, would Boranel even consider stamping out this war?

I'll tell you why! Old Boranel knows he is no elf, and that he is in his twilight years. He knows that, no matter how victorious we are, it will take many years for us to reclaim all of Salifar. More years than he has left to spend upon Eberon. And he knows that, upon leaving the nation he loves, one of his heirs will take over the nation. Our wise Boranel knows that no nation, no matter how glorious and powerful, can survive under the in-

competent leadership of his kin.

But we are missing out on a great, glorious opportunity. And it is just that, an opportunity. Prince Ryger of Lhazar undoubtedly sees the upcoming war as such, and knows that the "traders" of his land stand to gain much from a re-escalation. Why must we, the citizens of the most powerful nation on Eberon, sit by while others profit from this opportunity?

Why? Because of Boranel's staunch refusal to let the parliament take over upon his resigning or passing! All it would take is one agreement, and Breland would be positioned to reunite the glory of Salifar! We could rule the continent from the Bitter Sea to the Thunder Sea!

But alas, instead, we sit on our thumbs and watch...

Frostfell Comes To Sharn

Many of you have written in to share your fears regarding the recent snowstorm and Frostfell conditions that blanketed Sharn last week. Harjan K'iltaka is of the opinion that "...were it not for the efforts of the city watch in certain middle ward districts then I feel certain that the number of casualties would have increased dramatically. Bravo to the Watch!"

"I'm well impressed with the

community support I witnessed at Dacia's Watch," Liralee Piquan announces. "As the blizzard raged down around us, Dacia remained seated on her pillar, answering questions and offering insight as people cast protective spells on the gnome...and each other! I shall remember a special night for many years to come."

Yet for every story of kindness we have received, two more request

answers as to how this bizarre manifestation occurred in the first place.

"Was this Syrania's influence?" Ulakar Shae wonders, echoing the thoughts of others. The official answer received is a resounding no, while conspiracy theorists are happy to believe that "...eldritch machines and the twisted plots of insane artificers," are behind the snowy conditions, as offered so succinctly by Qujo Dans.

Sports & Leisure

Korranberg, Zilargo

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3cp Issue

Orcball Week Three Post Match Review

By Dreg Skullcrusher

Greetings Orcball fans, and welcome to the week three post match review. We had several close games this week as well as two total blow outs. With the Orcball season well into the third week now, the league seems to have taken quite an unusual turn.

The first match of the week was the Varna Vanguard versus the recently reworked Krona Peak Berserkers. With the Krona Peak starting lineup still banned from playing by the Khorvaire Orcball League, it was up to the second string to pull through for the team. Unfortunately, it seems that the Krona Peak second string was not up to the task. Varna came out strong and continued to dominate throughout the game, with a final score of fifteen to four in Varna's favor. Things are starting to look bleak for the top ranked Krona Peak Berserkers, as without their starting string they seem to be losing quite a few games.

The Sharn Specters and the Wroat Wraiths have long been bitter rivals, being one of the few teams to hail from the same nation. The Specters goalie Roland looked to be in fine form this week, though he let a total of fourteen goals slip past him as the Wroat quick Belindra showed the fans

just why she's the star player of the Wraiths. But the superb front line of the Specters managed to pull off a difficult win, scoring fifteen points by the end of the game, giving the Sharn Specters the win. It looks like the Specters might just be the team to beat this year.

In a surprising upset this week, the Zarash'ak Zealots beat the Karklakton Kraken twenty one to six. The crowd was quite surprised when the Zealots came out painted in traditional Dhakaani war paint and clothed in nothing more than breach clothes. Their new captain seemed to lead them in some sort of chant, a chant that led the Zealots to a resounding victory. The captain, one Vereshk, kept the chant up the entire game, stopping only a half-time and then starting again during the second half. It seemed that the Zealots were an unbeatable team, playing with a ferocity that has yet to be matched this season.

The Fairhaven Fiends came out rather flat this week, though the Flamekeep Servor seemed little better. Both teams seemed to play in a half-hearted manner for both halves, though the Servor beat the Fiends thirteen to nine.

The Rekkenmark Regiment looked good this week, and seemed to

have overcome their lackluster performance of the last few weeks to beat the Gatherhold Giants nineteen to twelve. The Regiment seems to have undergone intensive training in team tactics, for they made up for their lack of star players with a highly disciplined style of play. The Giants, on the other hand, seemed to be strangely unfocused, letting a few goals slip by uncontested.

The last game of the week was also the one with the biggest margin. The Rheklor Regents crushed the Trollanport Trolls twenty two to two. The Regents scored four goals within two minutes, and the poor Trolls never really recovered. For some reason their star player kept wandering off into the stands, almost as if he was dazed for the entire game.

Well Orcball fans, that wraps up this week's recap. Next week looks to be a good lineup as well, but until then, Go Orcball!

Dreg's Play of the Week: This week Dreg honors Vereshk of the Zarash'ak Zealots for his superb leadership skills and a simply stellar shot in the second half, scoring from the midline in one clean shot. Dreg salutes you, Vereshk!

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Weekly Weather Forecast

Korranberg, Zilargo

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3cp Issue

Fairhaven

Lharvion, Far 27th

Cloudy Skies

High: 90

Low: 81

Wind: S 9mph



Flamekeep

Lharvion, Far 27th

Cloudy Skies

High: 93

Low: 76

Wind: S 10mph



Korranberg

Lharvion, Far 27th

Partly Clear Skies

High: 106

Low: 82

Wind: N 14mph



Sharn

Lharvion, Far 27th

Cloudy Skies

High: 109

Low: 86

Wind: NW 6mph



Lharvion, Sar 28th

Partly Clear Skies

High: 104

Low: 82

Wind: NW 7mph



Lharvion, Sar 28th

Mostly Clear Skies

High: 93

Low: 76

Wind: S 1mph



Lharvion, Sar 28th

Partly Clear Skies

High: 99

Low: 79

Wind: NW 8mph



Lharvion, Sar 28th

Mostly Cloudy Skies

High: 93

Low: 80

Wind: W 6mph



Barrakas, Sul 1st

Mostly Clear Skie

High: 90

Low: 73

Wind: SW 22mph



Barrakas, Sul 1st

Mostly Clear Skies

High: 85

Low: 69

Wind: SW 22mph



Barrakas, Sul 1st

Mostly Clear Skies

High: 107

Low: 78

Wind: SW 22mph



Barrakas, Sul 1st

Mostly Clear Skies

High: 108

Low: 76

Wind: SW 22mph



Barrakas, Mol 2nd

Heavy Rain

High: 88

Low: 73

Wind: W 6mph



Barrakas, Mol 2nd

Partly Clear Skies

High: 79

Low: 65

Wind: SW 24mph



Barrakas, Mol 2nd

Partly Clear Skies

High: 106

Low: 80

Wind: NE 5mph



Barrakas, Mol 2nd

Partly Clear Skies

High: 104

Low: 83

Wind: SW 22mph



Barrakas, Zol 3rd

Clear Skies

High: 85

Low: 73

Wind: SW 3mph



Barrakas, Zol 3rd

Partly Clear Skies

High: 76

Low: 59

Wind: SW 24mph



Barrakas, Zol 3rd

Partly Clear Skies

High: 101

Low: 83

Wind: NE 5mph



Barrakas, Zol 3rd

Light Rain

High: 109

Low: 77

Wind: N 12mph



Barrakas, Wir 4th

Mostly Cloudy Skies

High: 93

Low: 73

Wind: W 14mph



Barrakas, Wir 4th

Moderate Drizzle

High: 86

Low: 66

Wind: SW 5mph



Barrakas, Wir 4th

Partly Clear Skies

High: 109

Low: 85

Wind: NW 9mph



Barrakas, Wir 4th

Moderate Drizzle

High: 103

Low: 77

Wind: NE 7mph



Barrakas, Zor 5th

Partly Clear Skies

High: 94

Low: 73

Wind: NW 12mph



Barrakas, Zor 5th

Partly Cloudy Skies

High: 91

Low: 77

Wind: S 4mph



Barrakas, Zor 5th

Partly Clear Skies

High: 103

Low: 85

Wind: NW 9mph



Barrakas, Zor 5th

Very Cloudy Skies

High: 94

Low: 80

Wind: N 9mph

