The Cindere Herald

JUNE '26

Lashamir Enters the Fray — Eastern Front Reinforced at Last

Word arrived this week from the southern edge of the Mire Fields that the long-isolated nation of Lashamir has at last committed its forces to the war against the Star Fallen. A host of elven warriors from beyond the Broken Mountains, marching alongside the famed Hunters of The Stronghold, crossed the southern passes and made contact with orc defenders along the frontier. The column is led by none other than Gorrem the Sly — a name known to any who have traded, gambled, or made poorly-considered agreements east of the mountains.

The timing could not be more welcome. For months the orcs of Avgahd Ol Brahka and their scattered kin have borne the weight of the eastern campaign with almost no outside aid, fighting both goblin raiding parties and the encroaching tide of Star Fallen corruption with little more than stubbornness and the advantage of knowing every cursed bog and black-water channel in the region. Travelers departing the Mire Fields in recent weeks described lines of orc defenders stretched thin over territory twice what any force their size should be expected to hold.

The elves of Lashamir are not a people who commit lightly. Their capital Elenthyr has long watched the wider world from behind the Broken Mountains, admitting travelers only through the guarded pass and extending trust still more reluctantly. The elven host is commanded by Cero, Night Watch commander of Lashamir — a formal appointment that signals this is no unofficial venture. That it was Gorrem the Sly who persuaded Lashamir to commit at all, however, is the detail travelers are whispering about. Gorrem's reputation is that of a negotiator who gets what he wants without quite explaining how.

Hunters of The Stronghold are among the most capable monster-slayers in Cindere, trained specifically to bring down the category of creatures now pouring through the corrupted east. Their presence alongside elven warhost suggests Lashamir's strategists understand what kind of enemy awaits them. Whether this force is a vanguard of greater commitment or a carefully measured gesture remains, as of this printing, unknown.

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Velstradi Admiral Praises Worland Shipwrights — Festival Promised

Admiral Tarrent Halbrecht of the Velstrad Dominion's 3rd Naval Cohort has extended a rare public commendation to the shipwrights and dock workers of Worland, announcing his intention to host a festival in their honor. The Velstradi fleet, which arrived on Cindere's coast in considerable disrepair following a difficult voyage through the Everstorm, has been under repair at Worland since January. In the Admiral's own words: "I have never seen such hard-working people. I feared we'd be here for at least two years, but with the Worland dock workers' efficiency and expertise we'll be good as new in no time."

The pace of repair has reportedly exceeded all Velstradi projections, with roughly half the fleet returned to seaworthy condition in six months' time. This is no small thing: the fleet is substantial in scale, and the demands placed on Worland's craftsmen have been considerable. That the work has proceeded not only quickly but to the Admiral's evident satisfaction speaks well of the town's reputation.

Details of the proposed festival have not yet been announced. Worland residents are advised to watch for further word from the Admiral's representatives.

Slaughter in the Splintered Forest — Satyr Clan Found Dead, Horns and Hooves Taken

Residents of Braymere and the outlying settlements near the southern Splintered Forest are shaken this week after a group of Satyrs was discovered slaughtered in the deep woodland. The bodies bore clear signs of deliberate mutilation — horns removed cleanly at the base, hooves cut away. Those who found the scene described it as purposeful, not the work of a predator. The Satyrs were known locally as a quiet, reclusive group who troubled no one and asked nothing in return.

Herbalists in Braymere note that satyr horns and hooves carry significant value in certain apothecary practices — particularly those that work with Fae-adjacent reagents. Whether this was the work of poachers driven by coin, agents of some darker purpose, or something else entirely, no witness has yet come forward. The Arvada town watch has dispatched a patrol, but the forest offers little in the way of tracks.

Anyone with information is urged to contact the Braymere village council. The Herald notes that Satyrs, as Fae-adjacent creatures, fall within the broader protections extended by the accords with Adara. Those who think otherwise are invited to explain their reasoning to those who negotiate such things.

Gnolls Strike the Rear — Outriders Pushed Back in Forsa Valley

The Ironcrest front has grown considerably more complicated. Fighting that had been concentrated in the mountain passes has now spilled south into the Forsa River Valley, where a Gnoll tribe aligned with the Star Fallen struck the rear flank of the allied position with startling speed. The West Arden Outriders — the cavalry force bearing the brunt of rear-guard duties — were caught between the Gnoll assault and the main enemy line. They did not hold. Witnesses describe a fighting retreat that kept the unit intact but left the valley approach dangerously exposed.

Had the Outriders been left to their own devices, the rout might have become a catastrophe. Instead, it was the Harkathian Undead, commanded personally by the Marquis, who closed the gap. The cursed knights of the former Kingdom of Harkath — those same spectral figures who haunt the wasteland beyond the Drop — descended into the valley and held the line with the singular advantage of not being particularly concerned about dying. The Gnoll advance stalled. The Outriders were given room to regroup.

The Marquis has issued no formal statement, as is his custom. The front remains unsettled. Merchants traveling the Orem road are advised to seek convoy.

Strange Visitors at Jarn Torne — Confrontation Spills Onto the Bridge

An unsettling scene unfolded at Jarn Torne earlier this week when a group of dark-cloaked figures arrived at the great white tower mounted atop a single creature — massive, winged, and described by onlookers as dragon-like in shape, though those with more experience would call it a wyvern. The distinction offered little comfort to those who saw it land. Initial contact appeared to go smoothly — two of the figures were admitted into the tower, a rare event by any measure — but the courtesy did not last. Less than a day later, the tower doors were flung open and what onlookers characterized as a heated altercation between the visitors and two members of the Circle of Nine carried itself out onto the bridge itself.

Witnesses are careful to note that no blows were struck, but the threat of violence was evident to all present. The dark-cloaked figures and the Circle members eventually separated, and the visitors departed on their winged creatures. Neither the Circle of Nine nor the visitors' party has offered any explanation. The tower doors are now closed.

The Herald has no further information at this time. The Forsa River crossing near Jarn Torne remains open to travelers, though river traffic has reported an unusual quiet in the area. The matter remains entirely unresolved as of press time.