

Rinka Tur

Race: Three-Quarter Wood Elf, One-Quarter Dwarf

Gender: Female

Homeland: Wyn Eryi and Morgandy

Birthplace: Last Wood, Realm of Shorehaven

Profession: Courier, Inn Keeper, Reluctant Heir
Apparent to the Duchy of Wyn Eryi

FALO Standing: Elder



Rinka is a confusing mix of what some might call the courtly elves and wild elves of the Realms of Shorehaven. She was born into a tribe of woods elves who, through difficult circumstances, had come to distrust and despise magic and magic users. When the fervor got to dangerous proportions, her parents decided it would be best if Rinka were to leave Last Wood. So, at the age of 20 Summers, Rinka accompanied her father to Shorehaven, where they both entered into service to the court. Eventually Rinka was made official courier to the court, while her father was promoted to Master at Arms.

Over the following two centuries, Rinka faithfully served Queen Grellia as messenger for Shorehaven, as well as other "various" duties she was entrusted with on the Queen's behalf. As a trained Shadowrunner, Rinka learned the pathways through the Shadowlands as well as the spells to work the Gates, knowledge necessary in her duties to the court.

The court Seer had predicted a terrible storm and resulting tsunami would hit Shorehaven, and in response, the capital was evacuated, the court moving to Wyn Eryi, the former Winter Palace. Rinka was in the process of opening a Gate, on her way to Rock Morrey, on an errand for Queen Grellia when the storm hit. When she awoke, she was in a strange wood, where a kindly druid named Brother Bart found her, and in turn brought her to Faló.

Eventually, Rinka found an overland route to Wyn Eryi, and was able to return home. Her Uncle, the Lord of Wyn Eryi, gifted her with a generous sum of coin, with the explicit instruction that she NOT buy a ship. This frustrated Rinka, as she had always loved life at sea, and had planned to do just that. Finding a Gate on E'atara, on the grounds of a floundering tavern and inn, Rinka bought the Morgandy Inn with the money, and re-named it Wyn's Favor, in honor of her Uncle's gift. She promptly turned around and traded half the Inn to Captain Rodin Rae in return for a half interest in a ship, whose name, Renard Voulant translates to Flying Fox, keeping to the spirit if not the word of her Uncle's bequest. Indebted to hOOt Dreamsinger for saving both her life and that of her barmaid Brandy, Rinka also agreed to half of her half of the profits going to hOOt anytime the bard is performing there.

When Rinka took the position of Courier Envoy of Shorehaven, she inherited a problem. The Courier was ensorcelled by the spirit of a deceased mage named Makei. With the aid of new friends in Faló, eventually, the identity of this mage was discovered, as well as a way to free him. The Mage Areanna cast the spell, and Makei was freed from his physical bond. Recklessly, Rinka swore to finish Makei's final task in order to persuade him to leave the body of Rahne Whitebriar, who had been temporarily possessed by the

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mage. Unfortunately, Makei neglected to tell Rinka what exactly that task had been before disappearing. Finding the details of that task has proved to be frustratingly difficult.

When Makei's spirit was released, Rinka found out she had been discharged from service to Shorehaven, released from her oath of service, for, as Queen Grellia said "Her own good." The Queen urged Rinka to explore and experience life for herself. Rinka was just settling into a new life on E'atara, working with her friends to fulfill her oath to Makei, when she was summoned 'home' by Grellia and deeded and charged with keeping the duchy of Wyn Eryi safe. Rinka served as the unwilling Duchess of Wyn Eryi until Tidewild was returned home. Her cousin Aedin has been hiding for years, and has no more desire to hold rank than Rinka, leaving Rinka with the responsibilities of seeing to Wyn Eryi and her people in the absence of her uncle.

The Wyn's Favor Inn was beset by creatures of shadow. These creatures consumed, in rapid succession, the Inn's stores, the livestock, the furnishings, the building itself, and then set about the neighboring lands of Morgandy to do the same. With the help of Tidewild, Rinka cast a spell to corral the creatures until a more permanent solution can be found. Once done, the Inn will be rebuilt.