

Aegarius Times

MAY 522

THAYDON'S REST

PRICE: 2 COPPER

Sir Thera Slain!

Last moon, the citizens of Thaydon's Rest drove Sir Thera into a cave. There was a cave-in shortly after, trapping the death knight inside. Those brave folks of Thaydon's Rest thought that would be the last of him. This past moon some newcomers were making their way to town via a cave system and stumbled upon a false wall. It was opened, revealing Sir Thera, who was able to heal fully during the month.

Knowing he would return, the townsfolk were able to find a way to defeat him for good. A centaur named Guardian Thell arrived in town with a druid. They spoke of a

magical lightning dagger that could be driven into his heart, rendering him incapacitated. The dagger was lost in a deep cave filled with giant spiders. The town heroically heeded the call, entering the cave and quickly dispatching the arachnids.

Sir Thera returned to town on Saturday night with a horde of undead and two Shadow Binders. The town fought valiantly for hours. When all seemed lost the heroes were able to strike him down. The dagger was placed into his heart and he dissipated. Local wizards have looked into the matter and have verified that Sir Thera is no more.

Death Knights: A Reminder

by Fiddle Faddle

Greeeeeeeeeeetings my potentially traitorous friends. Unfortunately, it's me Fiddle Faddle.

I am going to be honest, I have borrowed a LOT of money, I was trying to get a cool alchemist book but it turns out it was actually a cookbook! And by cookbook I mean a pamphlet, and by cook, I mean a menu for a pizza shoppe down Earthern Avenue.

I went there and had a double-decker pizzaninininini and it was pretty good! But now I am out of that mobster money, and without a single alchemy recipe to sell...

Not that I really COULD have sold anything if I didn't have the ingredients... But I was just a boy with a dream. And for now, that dream is to keep my knees.

And I hope to do that with a steady income, and that income comes from the NEWSPAPERS! You can always trust the papers right?

You know I used to eat these things back in the day?

Oh right, news or whatever.

So we got attacked on the Saturday moon! Not by the harsh consequences of our absolutist ideologies (that was the

morning), but by the UNDEAD. Specifically a Death Knight!

Fortunately, after an extensive conflict with the death knight and his two Shadow Binder attendants, a lightning dagger was nailed to the heart of the beast, permanently dispelling it into the grave... but why?

Not "why did we kill the Death Knight?" It was trying to kill us. Not "why was the Death Knight killing us?" That was some rant about violating local mining laws. But "why is a Death Knight tied so deep to the Earth that wind was needed to put it down?" Isn't it a ya know, DEATH knight!? Shouldn't you just have to heal it to null? Or light it?

Well, sit (likely at a toilet; this is a newspaper), and Fiddle will tell.

The Death Knight's story, it is no happy one. And truly it is barely the story of the Knights at all. It is the tale of Lord Demarkis.

Lord Demarkis was a noble long ago, how long is unknown, but likely after the Shadow Lord's fall due to some context in the story. The Lord was considered kindly but poor, with little to his name but his 4 great knights.

(Continued on page 3)

Shadow Lord has Risen?

On Friday night a Shadow Binder walked into town carrying a murdered woman. The unnamed servant of shadow began yelling that the Shadow Lord has returned with the sacrifice of the young lady. Upon examination of the corpse it was found that she was heavily sedated with strange alchemical substances before being murdered. The woman was given a burial in town. Most don't believe the Shadow Binder's words, but are still worried nonetheless.

Rat Attacks Increase

Thaydon's Rest is still afflicted with the troublesome Rat Plague. In just one moon the number of cases has doubled, leaving many ill, and with no means of healing. Luckily, on Saturday afternoon a Plague Bearer came to town and healed those who were sick. The individual had no name, but stated he was a Maggot of Murzul. Healing was done for free but donations were accepted for the temple of Murzul. Coincidentally, no one seems to know who, or what, Murzul is.

Local Barbarians Visit Thaydon's Rest

On Saturday night a tribe of barbarians came to town. They invited townsfolk to join in a drum circle. Rumor has it that barbarian drum circles are sacred and can show participants many things.



Take a Lode Off

by Eugene

Those from Thaydon's Rest, despite heat and the occasional necromancer, entered this gathering with eyes and hearts set on the Annual Talamh Festival.

Residents dressed up in their finery, donned sensational masks, and made the most of the heat wave that engulfed the region.

The Talamh Festival was full of exciting events and plentiful foods, and for local residents that is the time of year where all worries (and work!) are cast to one side. Farmers take a holiday, businesses shut down, and the streets are empty. The town's asleep while the fairgrounds are abuzz with activity from noon to night - and even dawn for the more rambunctious sort.

The festival began at midday, with the parade of residents helping the Dragon's Head Tavern decorate and prepare for the coming events. Throughout the day, various events sparked joy and amusement with the townsfolk.

The first (and this rockporter's favorite) event was the Budayda sack race, won by none other than Clarence the halfling (a personal friend).

The scavenger hunt took the participants far and wide and the Riddles really got the town's gears turning!

Mid afternoon the warriors of Thaydon's rest threw down in the largest participated event of the festival (aside from the Masquerave).

There were spectacular performances from the top fighters around, and ultimately the crowd was the winner for having witnessed such a display.

Even with all the heat and sun the people of Thaydon's rest marched on to the Masquerave. A most exquisite feast was had which impressed and filled the stomach of everyone present. The Dragon's Head Tavern made the event with the presented feast.

How will Thaydon's Rest top this festival next year?



Talent Show Thrills!

The local bards of Thaydon's Rest hosted a talent show for the Talamh Festival. Many performers entertained the town, including Fiddle Faddle, Red, Phoenix, and others. The audience was very receptive to most performers, except puppeteer Henson who was booed off stage. Some locals state that at one point the puppet, Mister Peepers, talked and moved on his own.

New Mine Discovered

A network of caves has been found in the area. Unfortunately, there is a section that is collapsed, limiting how far the miners can go. The local dwarves are looking for explosives to clear the rubble.

Stone Cold Truth: Exodus of Valdarin's Gate

by Eugene

Time for some truth! What truly happened at Valdarin's Gate? What disaster befell the warrior-filled town which would force its resident to move on? The town that withstood the onslaught of a Lich, a coven of witches, and the Anti-Paladin Gideon.

The simple answer... A witch by the name of Mumbaga. She hatched a devious, insidious plot that cursed the land around Valdarin's Gate so no fauna will graze and no flora will grow, leaving the small town a barren wasteland.

Despite Warden Tobias' best efforts we were unable to restore the land and were forced to pack up and leave on orders of the crown.

The Lovellian Bardic Hall

Classifieds

LTB moonbloom - See Able.

Single green male looking for love that's real. Pointed ears need not reply.

Lefty Say - Who here ever really exists in some telepathic head-space except chosen hosts extracting special tactics?

What is that horrible shrieking at night? 2 copper if you can figure it out. It's affecting my sleep - Nana Sophie Flickerbean.

Locks will be available this moon at Hothorn's!

Did you hear about the drunk geologist? He hit rock bottom.

Death Knights: A Reminder

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However he did right by his people and earned his knights' loyalty. So the knights sought to return this favor through a great ritual. Each one tied themselves by oath to the elements, pledging to always serve their lord and asking for the power to do this task well. And the ritual provided, binding each one to one of the four elements (Void, Mystic, Nature, Entropy, and Light don't count apparently). And with this power they served the Lord well.

Demarkis's reign grew and his wealth became many times greater for it. And with that wealth came greed. Soon Demarkis became a tyrant, raising taxes and enacting strict laws to harvest his land of anything in it that held worth.

So it was not long before others grew resentful of Demarkis, who treated them so cruelly just to take more of what he already had so much of. He was so reasonable when they had little, but through the Knights' loyalty the land had even less. So protests began, then the riots.

Demarkis, already mad with his unquenchable thirst for what he already had, was enraged when he saw the forces, ANY force, levied against him. He demanded the leaders of the protest come forward so they may be struck down. And the leaders did, and among them were the families and children of Demarkis's loyal knights.

When Demarkis ordered his four knights to execute their traitorous kin the knights could not. What kind lord would demand a man bury his own daughter, much less cut their throat by their own hand. To them, Demarkis, the one they pledged to, was a shallow mockery of who they swore to, and this demand only made apparent the horrible things they already did. But this line was too far for even them.

And so, the knights became oath-breakers and the ritual killed them. But, the ritual was very powerful and even if the souls of the Knights was unwilling to serve, the ritual had the means to ensure their pledge continued. All four were instantly raised as powerful undead, mindlessly carrying out Demarkis's orders.

Now how did the death knights fall? Well... they didn't, they couldn't. Demarkis was as cowardly as he was cruel, and the only flesh the Death Knights cut were starving peasants, hardly great warriors.

However Demarkis was, according to the legends, not even a magi, much less a Shadow Binder. He was just a tyrant, and plague did what peasant could not. And without any Lord to mindlessly obey.. the death knights didn't do anything. They finished their last order and stood there, still as the grave.

Eventually the braver of the peasants took the statues and slowly peeled their armor and weapons off them, doing their best to dismember the invincible knights. Unable to kill the beings, they were simply locked away, in pieces, far away in every crevice the peasants could find. Only recently have the death knights stirred, and seemingly not by order of Demarkis, but by ambitious Shadow Binders with a shovel and a map. It is likely some enthromantic trick that lets them command the knights.

BUT this is not to say the knights are invincible, as tied they are to the elements, their opposite is strong against them, as it frays the bindings to the oath. Indeed there are four great weapons, one of each element, that will fell each knight... but only by pausing the Eternal Oath. To keep the death knight buried, the item must be left within their corpse, eternally countering

the magic compelling them. And one of them, I believe Sir Ellwis of Stone, was just felled in such a way by a Lightning dagger that was guarded by Spiders.

Buuuuuuuuuuuuut this raises several questions doesn't it?

1. How the Smoldering Wounds did a random empowerment ritual seemingly spontaneously turn people undead? Was the Oath enthromancy the whole time? Was it tainted?

2. How did knights even CAST a ritual, much less one that made four people immortal? Were they all sorcerers? They WERE wearing heavy armor so maybe... but I mean, that's some powerful magic for knights from a poor village to have on hand.

3. Why is Demarkis such an asshole? How did someone who was trusted so much by his knights turn so quickly into someone who would kill their children? Were the knights just stupid?

4. How are the Shadow Binders able to order the Death Knights around when they, by definition, only serve Demarkis? Where IS Demarkis anyway, how did he ACTUALLY die?

5. The Lightning Dagger isn't some ancient blade from hallowed legend, it simply showed up in the forest, seemingly spontaneously, guarded by spiders who also seemingly spontaneously showed up? Why is that? Are the spiders working for the Shadow Lord? If so, why did they know the Dagger would be there? Why did the dagger resurface, was it just the Wind Knight's blade?

6. Why are they so mad about the Mine? Especially since the mine was supposed to be caved in?

Very mysterious stuff! Far more mysterious than I could answer. But hopefully these riddles will help shine some light in the future's dark.

THE DRAGON'S HEAD TAVERN

Offering the finest food and drinks in Aegarius!

Open daily!



Igneous is Bliss

by Eugene

Rumors of a new cohort of roguish figures have been reported around Thaydon's Rest. Secret messages and hidden caches keep popping up with little indication of where they came from or why they were put there.

Signed by the "Rogue Union," what nefarious plots does this Union have in store for the people of Thaydon's Rest? Remember, if you see something, say something to your local town guard!

Boulder Humor



Obituaries

Starlily met her demise by the hands of a strange tribe. These orcs were not a part of the Talamh treaty. If anyone has any information on the shrieking orcs they should contact the town guard.

Hothorn's
MERCANTILE
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With you (Rakoos Pyndarus) as Magistrate, what kind of things can we expect?

Opportunity.

Based on what I've seen so far of the natural resources in the area, the capabilities of the people who have taken residency in the Rest, and the motivations of the Lord Steward, I believe that there will be great opportunities for all that come here. That is, if everyone is willing to work together.

Having taken the time to walk about the land, as well as reports I have received, there seems to be a rather wide breath of common resources about, and even a few uncommon ones. I'm hoping with the changing of the moon, we might get a variety of alternating rare resources as well.

I was able speak to most everyone living here, and also see their dynamic abilities as well. This has allowed me to hear the interests of the people, and get a sense for who might be able to support certain initiatives.

Having now worked with the Lord Steward, I can report that he

isn't rash to action when the time allows for it, but is also quick to purpose when it is apparent and needed. I have also found that he is amenable to ideas that have yet to enter his consideration.

Of course this is all well and good, but would exist without the Magistrate position, or even with me in it; to that point, your question... I believe that having a position such as Magistrate will benefit the area, as it will give cause for one person to focus on uniting all of these favorable circumstances.

Having myself personally in the role, I can report that in my time spent at the Gate, I saw the strength of great people unite, to then sadly fall away. Adapting to overcome those challenges, I will see with facileness, the exchange of ideas flow between the people of the Rest and the Lord Steward, as well as traveling merchants and other special interests looking to grow in our community.

I look forward to collaborating with each of you, as long as the spirit of the community is au fond the same.

- Rakoos Pyndarus

Rook's Rittings

Rook is druid, Rook the Ratspeaker of Bugwater. Rook just learn to rite so no make fun. Threatened to kill newspaper writer for trying to change my words.

Rook speak to almost nobody, cause Rook not like to speak to strangers. Trust no one yet, but travel with small group of elves and humans. Still sleep in woods though.

This is stuff I saw in new town Thaydon Rest:

Rook saw a horse-man with two tails. His hooves made a funny cloppity sound.

Rook saw a bear who was very angry to be outside his cave and was killd. Tried to talk with bear, but bear no mood for talking. Hope his fur will keep someone warm.

Rook saw rats attacking town and

fought them. Talked with a rat and they are sick and hungry and in pain. Need to find cure for poor rat-folk.

Rook saw other druids but only talked to one girl druid... druid with lighted stick and other druids did not talk to. Grove circle looks like good gathering place.

Rook saw big meeting with folk fighting about chaos and a lighted sword. Chaos is bad, tool for shadow-binders and hurts the land. Many Hobgoblins follow Shadow Lord but many do not.

Rook fight undead. Rook not big as other Hobgoblins but a good scrapper. Rook try hard to be peaceful druid but battle makes me want to join fray.

Rook will stay awhile and see what happens, need to get to know town-folk. Strangers not live long alone.

Out of Game Corner

NPCs!

As always, we are looking for NPC volunteers – those tireless and over worked (but awesome) guys and gals who help us make Kyranthia come to life!

If you know anyone who would have fun entertaining players with fighting, roleplaying, and general mischief-making of all kinds, send 'em our way.

You'll get 2.5 SP for bringing them, provided they stay most of the event and register on our website. NPCs get free food and drinks, and access to our plethora of costumes and weapons for the event.

You also get 5 Skill Points for your character. And the satisfaction of beating up, er, entertaining the players! Oh, and they can win cash!

2022 Event Schedule

April 15-17
May 13-15
Sept 16-18
Oct 14-16

All events are \$100 including meals if you preregister up to two weeks before the event.

After that, the cost is \$125 including meals.

All events are held at Camp Marshall, 92 McCormick Rd, Spencer, MA 01562

THE PESTLE AND MORTAR
APOTHECARY
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POTIONS AND TINCTURES WORKSHOP

Kyranthia Communications and You

Don't miss out on Kyranthia news and announcements!

We try to communicate with you guys, but sometimes you have to pay attention - stuff on Facebook tends to get lost among a sea of rants, articles, and goofy videos.

Make sure you periodically check our Official Facebook page for any valuable information you may have missed.

Also, get involved! If we post an event, make sure you join it and say a little something. Spread the excitement and invite people you think may enjoy our events. Feel free to ask us questions and make comments. We love hearing from you guys.

Make some in-game posts on the forum; it's a good way to get involved in-between events. Post your pictures and tag yourself. Tell us stories about your adventures. Some players even send us in-game journal entries from their characters.

And don't forget to send in your Event Report Cards within two weeks after an event. You'll get 3 Skill Points and our gratitude. It's also a good opportunity to let us know what's going on with your character.

Kyranthia Around the Web

Official Website: kyranthialarp.com

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Forums: kyranthia.proboards.com

Email us: If you have any other questions, comments, ideas, submissions, etc., email us at logistics@kyranthialarp.com