

War Reaches the Rest!

Several attacks have been made on the town of Thaydon's Rest. A goblin mercenary tribe known as the Gho-Mal Raiders have been hired by self-proclaimed kin Varin Krecksin. Led by General Tog'rok, the goblins viciously attacked the town numerous times, declaring that they were taking over the town because it's on the main supply road from Port Armonia.

The General murdered the Lord Steward Friday evening. The attacks were relentless but the citizens of the Rest were able to fight them off time and time again. Local elves RED and

AVI showed true courage when they single-handedly attacked an encampment of raiders that were building siege engines. All military apparatuses were successfully destroyed by the two elves.

The goblins returned Saturday night with greater numbers, including an orc champion and a nachtjager. Thoradus Copperware was able to fell the nachtjager assassin, a task up until recently seemed impossible. It is unsure why a nachtjager was helping the goblins, so rumors say General Tog'rok was trained by them.

Hothorn's **MERCANTILE SHOPPE**



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Unicorn Appears Town Moves Her to Safety

Saturday afternoon something unbelievable, yet wonderful happened in Thaydon's Rest. A unicorn, named Dancer, was escorted through town by two Fairy Folk, or guardians of the forest. They explained that Mumbaga's curse had reached the surrounding forest so they had to relocate the unicorn, as she is one of the last of her kind.

People had a chance to pet and feed Dancer before she left, however. Such magic and beauty was thought to be just legend, but the citizens of town can attest to the wonder, having a tale they can pass down for generations.

Town Mine Secured

Local dwarves were able to open the collapsed tunnel of the newly located mine. Clan Copperware and friends were able to make bombs to breach the collapse.

Upon entering the newly opened chamber they were attacked by a small rock gollem. This creature proved no match for the brave warriors, but just before they could celebrate their victory a giant rock gollem emerged. The battle was long and treacherous but the dwarves and companions were able to defeat the massive foe.

When asked about the battle Curator stated "that thing almost killed us, I thought we were dead!"

Rats Still Run Amuk

More disease-ridden rodents have attacked, indicating that the rat disease is going nowhere anytime soon. There is a bounty offered for their hides. See the town guard or Lord Steward Vargin Seaclaw for details.

Creature Spotted

A beast with a giant maw and fists was seen lurking around town. Some townsfolk recognized him as Langley, a creature that was once under control of the lich Lord Vroktis. They assure everyone that Langley is friendly and poses no threat.

Town Given Gift of Dolls

Puppeteer Henson Vogel, who was booted offstage during the talent show at the Talamh Festival, returned to town with a gift that was carried by sentient dolls! It appears Mr. Vogel had made a doll of every citizen in town. "This is the most reassuring thing I have ever been in" Fiddle Faddle commented when Henson arrived with his gift and minions. The motive for the gift is unknown at this time.



THE DRAGON'S HEAD TAVERN

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Temple Offered Aid

Since the closing of Citadel U'Dundei, the temple has been without supplies for some time now. Lord Solar Demonty has offered aid from his templars in exchange for using the temple as an outpost for him and his men, who's sole purpose is to eradicate Chaos.

“Hello, citizens of Thaydon's Rest. Some of you already know me, doubtless many more of you have heard of me. However, I will introduce myself for the benefit of those who are lucky enough to be ignorant of my existence.

My name is Maheegan and many things have been said about me that are not true. It is true, however, that I am what you would call an enthromancer. I am not however a wicked fiend bent on destruction. A chaos being placed a seed of chaos within my soul granting me magical powers that until very recently I

believed were tied to the path of nature. Having discovered the truth, I now seek a way to remove this blight from my soul.

I am told by Sister Whitehall that in order to do this a ritual must be created. I, however, have no experience with ritual magic and even less with the path of light. So, I must call on you fellow citizens to aid me.

If you have any knowledge that may be useful in this endeavor, I implore you to come and speak with me as quickly as possible.

Regrettably, I have barely enough coin to pay for my own meals and cannot offer you any monetary compensation, however I would gladly pay my debt to you in any way I am able.

Thank you friends and tread carefully, I fear darkness is entering the world once again.”

Maheegan the Exile

Adventurers League Forming

The Lord Steward Seaclaw has granted me permission to form an Adventurers League. This league will work as a counterpart to the Mages Guild, Bards College, and the Temple of Light.

Anyone not associated with these organizations is eligible for full membership; members of the other organizations are welcome to attend meetings but will not be considered members.

The Adventurers League aims to provide representation for the common warrior, traveler, and adventurer.

The head of the League (to be chosen by election) will have a seat at any meetings that call for the presence of guild leaders.

Furthermore, the League shall attempt to provide a place for adventurers to share ideas, sell and trade equipment, and organize, as well as providing a way to gain financial support with minor matters.

Come and join me for the first Adventurers League meeting at the League Hall at 11:00 AM on Saturday.

Quintus Camelius



THE PESTLE AND MORTAR APOTHECARY CLUB

POTIONS AND TINCTURES WORKSHOP



The Screeching Kettle

Your Local Source for Hot Tea

Opinion Pieces by Renay Sanceman

It is rarely a point in history so set in stone, so romantically tied to the strings of the world, such as the ascension of the great and miraculous Lord Steward Seaclaw. A man of great ambition and courage worthy of envy so seldomly arrives at our door, let alone rises to join the cream. From his stylish, coal black hair to his gloriously round buttocks, he is a meal tastier than any served at The Dragon's Head Tavern. The sheer weight of his presence sends cowards running and the most gallant knights tremble in fear. Oh it is to him we owe our safety from the evil goblin forces to a mighty man like the Lord Steward.

From his selfless endeavors to repair the broken Mage's Guild, to his love and support of the Church of Light, we can all count on his strong, muscular back to carry the organizations of Thaydon's Rest to new heights. His generosity and his bulging wallet are always looking to service anyone who needs his gentle touch. So elegant is the hand of charity when it comes from a being so erroneous as he who is the Lord Steward.

As such, I beseech ye all to graciously bow your heads in his presence, reach out to touch his olive oil skin, and feel his gentle caress around your bodies. He will lead us all to a prosperous utopia, where we can all be handled with care.

Rook's Ritings

I am Rook the Ratspeaker of Bugwater, back in Thaydon Rest. This time I see even more strange things:

Big puppets bring little puppets. Found one that look like Rook. All the little puppets that look like townsfolk still in tavern, and magic not let you take them out. Its fine because I already have my own little puppet, Grinth the Goblin.

Unicorn leaves the Rest, first one I see. Try not to step in unicorn poop. Met a troll who says he smoked it once and saw fairies for three days.

War with goblins now. Battles go well for the Rest, but not for Seaclaw Steward. Rook try to be good druid and not kill all goblins I see, but its hard avoiding battle.

Rook talk to tree that says there is ancient spirit in forest here, could sense it too. Seems like good spirit to help fight the witch that is making the forest sick.

Rook will begin consecrating forest, building shrine, and will fight the bad witch Mumbaga - hopefully not alone.

I have plan. Anyone want to help, come see Rook, especially druids.

Beastmen Return

Those horrible mismatched creatures known as beastmen, or mongrel men, attacked the town this past moon. Although they are very dangerous, they seemed to stay clear of Pachamama's monolith, leading us to believe that might be a safe place to avoid them.

Alchemy Guild Robbed

Much to the Lord Steward's annoyance, the local Alchemy Guild was robbed recently. Several potions were stolen as well as some other items.

There is a reward for any information that leads to the thief or the missing items. Contact the Town Guard or the Lord Steward.

Guild of Magical Studies

Scorched Tongue Rumors

Some people say that the Lord Steward attacked the Goblin first, but that is obviously ridiculous.

Sources say that townsfolk bullied bog creatures into pooping into buckets. What has become of this town?

By popular vote, the Best New Refugee in Town Award goes to all of the puppets. Congratulations!

Nosey Neighbor says the Lord Steward was accepting bribes for a letter. I wonder what that means.

The Unicorn that came through town crapped all over the town. It was everywhere, and Unicorn dung is NOT easy to clean out.

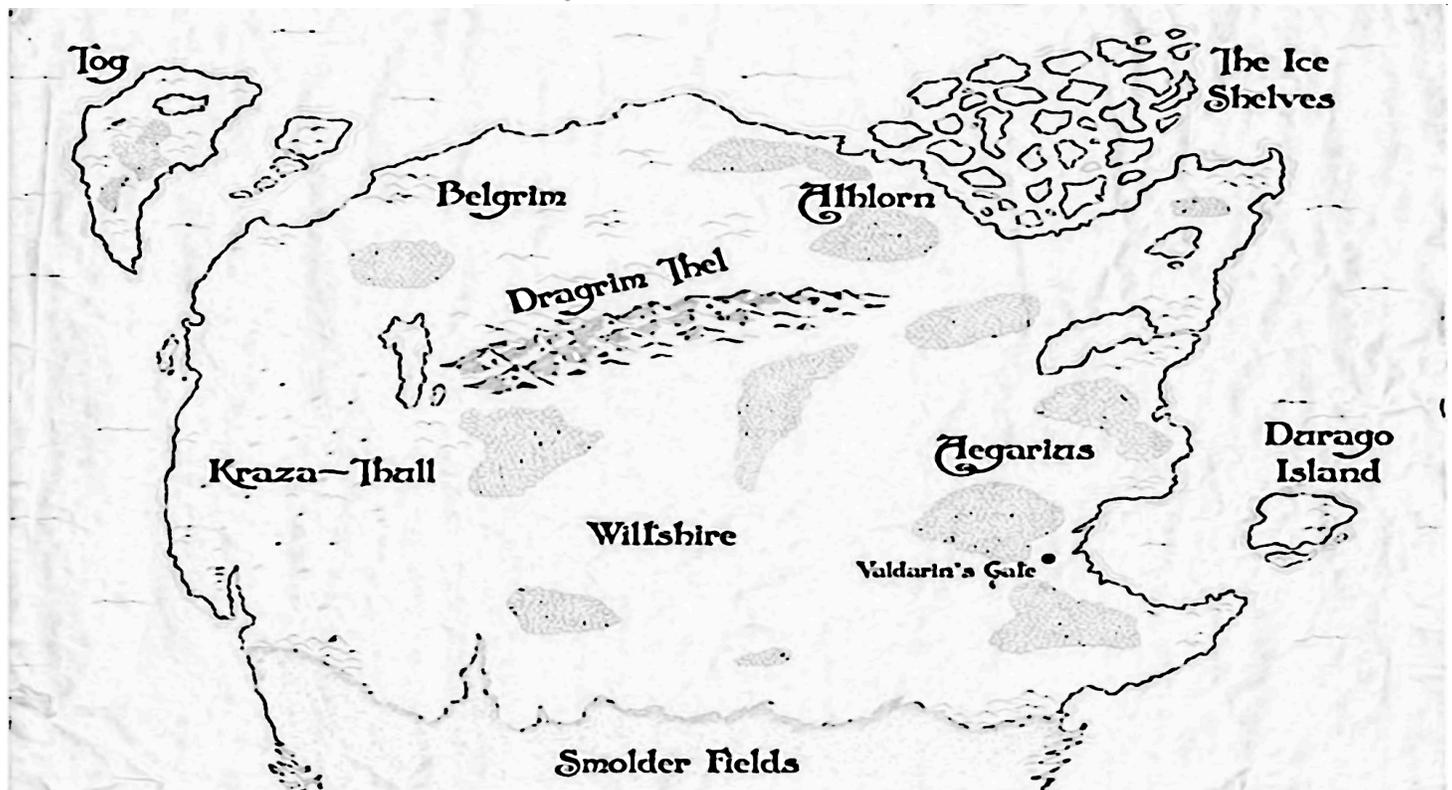
Classifieds

Jewelry workshop Saturday, see Cerydice

Hothorn's to offer gloves and hats, just in time for fall

Strange vines have been killing the forest, see Akani to help destroy them

Missed connection – you were by the lake last moon, a pile of living muck. Your smell is all I can think of



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
Lovellian
Bardic Hall*

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

Official Facebook Page:
facebook.com/officialkyranthia

Forums: kyranthia.proboards.com

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