

Aegarius Times

APRIL 521

VALDARIN'S GATE

PRICE: 2 SILVER

Undead Army Dispersed! Throck Displeased with Town

One night last Fall, the impenetrable ring of undead that surrounded Valdarin's Gate was broken, and the remaining undead began to wander off from their vigil. Soon afterward, Throck Vul' Doon and a blood-thirsty regiment of Orcs burst into town, and chaotic fighting ensued. The town got bombarded by Orcs, a ballista, and even a catapult! It is unclear who started the fighting, but Throck is reportedly upset about the situation, claiming the town was in rebellion against the King.

The Lord Protector of Kraza-Thull and his army apparently attacked and won the battle against the undead army of Lord Vroktis. Afterward, he and his Orcs were just looking to celebrate their victory at the tavern when they were attacked

by townsfolk, claims the mighty Throck. Rumors are, the King is displeased with the town as well, since Throck is one of his loyal vassals.

Lord Vroktis was nowhere to be seen during this battle, nor were his most powerful necromancers, which leads us to wonder about the importance he placed on the occupation of Valdarin's Gate. In fact, all is quiet on the undead front since the lich lord's last visit. One might speculate, with caution, that the whole scenario was just a machination of trickery, a game set up by the enigmatic Shadow Court. Whatever the real answer is, it is a fact that a very angry Orc general now has his army encamped outside of our fair town.

Gideon Defeated by Town

The Shadow Binders were dealt a greivous blow when the villainous Gideon was defeated by the heroes of Valdarin's Gate. Gideon was killing off members of the town, one per hour or so, and there was nothing anyone could do to stop him as he was seemingly invincible. No weapons would affect him, and he seemed able to resist all magical attacks.

The townsfolk joined together in a ritual led by Mak'ton, Moroth, and T'char to summon and bind an ancient Paladin spirit to Richard, one of the local clerics.

Even though Gideon and his undead cronies attacked the Circle of Light, they could not stop the ritual and it was a success. Wielding the Sword of Light, Richard and other townsfolk quickly dispatched Gideon in a heroic battle.

There was some tension in town afterwards, and fighting nearly erupted between residents of Hightown and Lowtown. This is thought to be the lingering influence of Gideon, as it is known that the Shadow Lord sows hatred and mistrust in others.

Whispering Moon Goblins Cleanse Town

A pair of strange Goblins visited the Gate last Fall, and performed a cleansing ritual - a ceremony meant to strengthen the Veil and ward off dark spirits. They wandered around town, circling buildings with smoking leaves while chanting and beating drums. Then they ate ethereal mushrooms soaked in blood, which was apparently the closing of the ceremony. Several

townsfolk, including Vree, Alkaria, and the lizardman Bartok, joined them.

One of the Goblins, named Grinth, lamented about being attacked by townsfolk during a previous visit while hunting wild boar. It appears that several members of the Whispering Moon Tribe have made the outskirts of Valdarin's Gate their home.

A Royal Visit?

There has been some rumours of late concerning an impending visit from His Royal Majesty, King Teros Montel. The staff of the Aegarius Times have confirmed the possibility from reliable sources, and his visit will most likely take place sometime this Fall. Perhaps it is time to get the Town Militia in place and ready so that the visit may go smoothly?

Red Maws Attack!

Last Fall, Valdarin's Gate was besieged by a large tribe of what appeared to be dangerous and cannibalistic barbarians. They appeared on the second day of the moon around the 2nd afternoon bell. The tribe hit swift and hard and left many citizens bleeding and dying in the streets. Their blows were able to take down some of even the toughest fighters in The Gate.

Witnesses say that these barbarians have a taste for human flesh and that some of the tribe had strange features similar to that of a werewolf. The tribe have been nicknamed the "Red Maws" because of the fresh blood encircling their mouths from consuming their kills. Witnesses also claim that these "Red Maws" were attempting to convert people. Convert them to what? All of us are unsure. The tribe left just as swiftly as it had come. However if they do return, the Gate must be ready.

-Snow Owl

Pyewacket's Shop of Many Things!

Buy - Sell - Trade -
Other Arrangements Made

Come find us if you know where to look! By appointment or other special arrangement!

Eugene and Foot

You missing an ingredient for recipe?

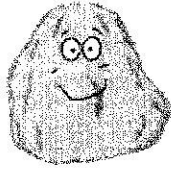
Maybe you not smart and don't know where to look.

Beneath your time and efforts to go dig for it?

Well worry no more! Eugene and Foot is your answer!

Few tasks, herbs, or items are beyond our esteemed ability to handle and our prices are great!

Simply come find Clarence or Bilge and we will do what we can to help you on your way!



News from the Smolder Fields

The battles against the Hobgoblins and other creatures are not going so well for the Flame Wardens. The Crimson Brothers are reportedly fleeing and hiding, though not all the Sentinel towers have fallen. Little word has come from the Smolder Fields, but things are looking grim.

Mysterious Deaths

There have been reports of several corpses appearing around town with a number carved into their foreheads. These corpses are apparently unable to resurrect, and this may have to do with the numbers and the way they were killed. The High Wizard Dingar apparently had been looking into the matter, then wound up dead himself. He has not resurrected thus far. Anyone with further information on the matter should contact Royal authorities immediately.

Unlikely Aid

The Order of Murzul, mistakenly called Plague Bearers, have come to the Citadel Udundei to offer help in curing the plague that has been spreading throughout the Kingdom. While they are mostly met with suspicion, they appear to be genuine in their offer of help, and have cured many around the Citadel already. They are reportedly working on a cure they can give to others to kill off this plague once and for all.

Deathfury Orcs

These powerful and militant orcs have been raging around the area since last Fall, and have made their presence very well known in the process. Few who meet them survive the encounter intact. They are best avoided when you see them - if you do before it's too late.

Brothers and sisters: of green flesh or pale, those of horn and tusk, those oppressed far and wide, hear me. The Kingdom of Kyranthia was built by unified armies against Darkness, it's brick and mortar was the courage and blood of heroes. Warriors of old who defied the Shadow-Lord died to end his reign, in his stead rose King Teros Montel. The Elf King promised equality across the realm so did he divide the lands into provinces and placed his puppets in their charge. Four Hundred fifty years and more besides have passes, and yet look at the states of the realms: those of green skin live as outcasts condemned to live as marauders and raiders, those with horns are walled off isolated from the kingdom and slaughtered like beasts, even those of pale skin's cry out to their elder's and are turned away or ignored. King Teros and those of his ilk live in luxury as tyrants. He and his chosen nobles are your slave drivers, your toils are for their gain alone.

Brother and sisters, the time has come for us to honor our ancestors. Just as they stood tall against their enemies, we too will fight for what should be rightfully ours! Rights; that were earned and promised hundreds of years ago that were ill delivered by the liar king and his lackeys! No more will some live in opulence while others live as savages and outcasts in their own kingdom! Those with the courage to fight for and claim that which is rightfully yours; stand with us! Cast down their traditions and lies, built to keep us feeble and benighted! Head thy call to arms and we will gut the bloated corruption of Kyranthia and from it's corpse we will carve an Empire of our own!

Those who would stand against us, those who would deny us that which is our ancestral right, those who oppress us, who abuse and murder our people, know this: your time has come, the Risen-Fist is here.

May your strength and courage never falter, your death be honorable, and your legacy long.

-War-chief Mugthar of the Risen-Fist

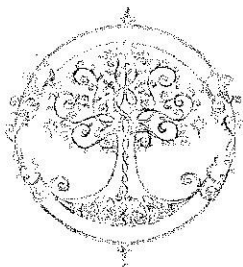
COME TO "I VARDE LINDE"

(The Sublime Song)

Elven Wines, snacks, and the now famous "Elven Onion Grilled Cheese Sandwiches!"

Along with fun company and a fire on cold nights.

Located in the heart of Lowtown



Cosmological Shift Occurs

An event of major astronomical proportions has taken place recently, and has seemed to change the very nature of magic itself. All over the Kingdom are reports of changes in the casting of magic spells and Alchemy - some slight, some drastic. Supposedly this shift happens every thousand years and is a natural occurrence, but one might wonder how this will affect the Shadow Lord's prison.

Shadow Binders Defile Crypts

There are a lot of Shadow Binders in the area lately, though they don't appear to be doing much since the defeat of Gideon. There seems to be a bit of a power vacuum that no one has filled yet. Perhaps they seriously underestimated the heroes of our fair town! Nonetheless, many crypts and tombs in the area have reportedly been broken into and defiled, and witnesses have seen dark rituals being cast within these crypts. Whatever they are up to, it isn't pleasant.

Forest Corruption Continues

Corruption of the forest continues despite the efforts of townsfolk and Dark Fey to purify it. Witches serving the Shadow Lord perform chaos rites that causes trees to wither and rot, creating sickly groves of chaotic power. A few of these witches have been dispatched by our local heroes, yet corrupted areas remain.

Tobias, a local Druid now turned fey, along with several other townsfolk, is involved in an effort to deal with the matter and help protect the forest. Members of the Shadow Court have been seen casting purification rituals and ceremonies, but these are having less and less effect as time goes on.

Accursed Fey Spirits

Even the fey are not safe from the rising corruption of Chaos. Last October, several corrupted fey spirits haunted the town. These spirits included a vile banshee, a stalking assassin shade, a zombie that refused to die, and a creature known only as the Grumpel. Reportedly these spirits were defeated, but it is unknown whether these spirits were put to rest or may be returning. Since the fey (according to rumors) cannot harm another of their kind, they aided the townsfolk in less-than-obvious ways in defeating their poor brethren.

Classified Ads

Congratulations on the newly-wed couple, Bilge and Princess Flower, for their brood of healthy Goblin babies!

10 Gold bounty for the blind witch. Alive. Talk to Org-mar.

Pachamama says visit her for da Alchemy changes.

The Temple of Light is currently looking for donations of coin, prayers and time. All are welcome in this sacred place.

Reward offered for information regarding one "Mogag" and his half-orc companion. Send word to Lathrain of the Asuren Lacai.

Gaad, We will be returning to Valdarin's Gate as time has again come for a prayer to be shared by those who know the light, it'll be at night so expect it to be pitch black! Continue to monitor the sinners, and know that an old heretic has been seen for the first time in years a few months ago, it is not known the sorts of garments he wears i'd assume red.

Oh and I know you asked about Viscount Davos's favorite color: it's blue.
Praise the Light,
Elijah

"To all who deeply cares for the forest,

A Forest Council will be forming with the purpose of sharing information and making decisions to protect it among those who care deeply for it's future. This council will consist of those who are uniquely in-tuned with the forest and any who wish to apply may do so. A simple trial to test your connection to the forest will be given.

Anyone may attend these meetings unless deemed a possible threat to it's purpose by the council. For more information, you may simply ask the forest, it should be able to provide such information as well. If you cannot do this, please seek out the druid named Tobias, he will be able to provide more insight on this council.

May the cycle free your souls and bring peace to mind."

The Drunken Dragon Tavern

Come to the Drunken Dragon for the Finest Ales and the most delicious food!

Open Daily from Morning til the wee hours! We serve fresh food throughout the day and evening, and our fine selection of ales is always available! Fair Prices! Huzzah!!

Located in the very heart of Valdarin's Gate, in-between Hightown and Lowtown!



Out of Game Corner

Donations

- Weapons and shields (boffer or latex is good, Epic Armoury is approved)
- Cream makeup (white, green, brown, black, red)
- LED candles
- Glowsticks (yellow, green, purple)
- Baby Wipes
- Black tarps
- Rope and string lights
- Duct tape
- Extension cords

You will get 1 SP per ten dollars if buying new, otherwise it's negotiable. You may only apply 15 Skill Points to your character per Season from donations. Points earned beyond that from donations may be applied to another character or will carry over to next season. Thanks!

NPCs!

As always, we are looking for NPC volunteers - those tireless and over-worked (but awesome) guys and gals who help us make Kyrantia 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 25XP 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!

Newsletter Submissions

We're always looking for submissions. Let your character be heard! Send in an ad for your in-game business. Write about an adventure you went on, or rumors you heard, or let everyone know your character's thoughts on something. If you have any articles, editorials, or advertisements, send them to logistics@kyranthialarp.com.

New Player Discount

New players can play their event for just \$35, which is a \$30 savings. This includes all meals and snacks served at the tavern. Please spread the word and help us grow Kyrantia!

2015 Event Schedule

April 24-26
May 22-24
Sept 11-13
Oct 9-11

All events are \$65 including meals if you preregister up to two weeks before the event. After that, the cost is \$85 including meals. Pre-reg early and often!

All events are held at Camp Howe, 557 East Street Goshen MA 01032

Kyrantia Communications and You

Don't miss out on Kyrantia 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.

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