

THREIG RELEASED: GAHL TORMENTS DHOL FALDUR

One of the Shadow Lord's threig was released last moon. The dwarves of Dhol Faldur, who were tasked with mining the valuable resource luminite, unknowingly opened a gateway to the elemental realm of earth, where Gahl was imprisoned.

Upon his release, he tasked the citizens of the town with vile tests, and if these tests were not done the people suffered dire consequences.

The town refused most of his tasks, taking the punishments in lieu of helping a shadow-sworn. As Gahl's tests progressed, they got worse, eventually demanding a sacrifice or else everyone would have their life force weakened.

Local hero Roger Rhubarb valiantly stepped forward and gave his life for the people he loved so much. Rhubarb

always did wondrous things, such as training wombats, wrestling the fire-lizard king into submission, and personally saving dozens of children from a burning orphanage. He leaves behind his seventy-two children, his wife Ruta, and his girlfriend Grunda.

Gahl has since disappeared, but is still considered extremely dangerous.

Luminite Retrieved, Dwarves Freed

The dwarves that went missing mining luminite were found deep in the mines beneath town. They all had gems embedded in their foreheads, which put them under the control of an unknown assailant. When the gems were removed, the dwarves returned to their normal state. Upon freeing the dwarves, the luminite mining continued and enough was gathered to aid in the war.

Elementals Attack!

A gate that opened to the elemental realm of earth left the town of Dhol Faldur open to attacks from earth elementals. They attacked without warning and caused much destruction.

Late Saturday night, a large force appeared with numerous warriors, a lesser elemental, and a greater elemental. The townsfolk were able to activate the magical dwarven forge thanks to the bards of the Lovellian and the mages of town.

Local dwarves were able to use the forge's power to strengthen the weapons of the brave citizens, and after a long, heated battle the gate was closed via ritual and the force was dispatched.

Greetings, citizens.

I am writing another article to update you all on the progress of my quest to cleanse my soul of chaos. I have acquired half the gemstones I require for the ritual we believe will cleanse me. I still require topaz, ruby, garnet, and aquamarine. I also require some ritual components. I can only remember one of them: blood root. I am working on getting in contact with the individual who has the complete list written down.

I have recently come into a little money, and could pay for any help given to me or offer payment in some form of service. My thanks to all those who have selflessly helped me without asking any payment. I am in your debt.

As always, tread lightly.
Maheegan.

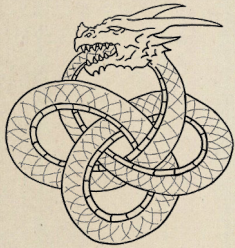


Necklace Stolen

A magical necklace was stolen late Saturday night. The item was kept in a state-of-the-art safe and belongs to Berret Thornglove, a collector of magical trinkets. The thief left no clues, so anyone that has information can report to the town guard.

Keg Vardum Passes, Temple in Need of Leader

The Temple of Light in Dhol Faldur lost its leader this past moon. Keg Vardum died of natural causes. The temple is looking for a replacement, but many speculate that the Templars of Purity will take over following the closing of Citadel U'dundei.



Greetings, Thaydon's Rest.

I write to announce the second meeting of the League of Adventurers. The meeting shall be held at the league hall after breakfast on Saturday. This meeting will be to go over league protocol and operation.

If you are not familiar, the League of Adventurers is an organization seeking to help the otherwise unsupported members of town. The wizards have their guild and the faithful the temple; we have the league.

Anyone is welcome, and any that are not a part of another organization will have a vote.

Quintus Camelius

THE DRAGON'S HEAD TAVERN

Offering the finest food and drinks in Aegarius!

Open daily!



Thaydon's Rest Receives Much Needed Upgrade

The township of Thaydon's Rest received funds to improve it's buildings. After months of construction, the upgrades are complete. There are now more houses for people looking to settle down as well as buildings for new businesses. Speak to Lord Steward Vargin Seaclaw for permits.



Classifieds

Hothorn's has all your needs! We don't have it? Just ask and we can procure it for you!

Looking to purchase silver oils to help with a werewolf problem – see Olim

A hunter is coming to Thaydon's Rest to teach tracking and advanced archery skills

ATTENTION: Writers Wanted

The Aegarius Times is looking for writers in Thaydon's Rest to contribute to this fine paper. If you can write (or know someone who can), you too can help make our newspaper great!

If you have news, gossip, or an opinion, you can make up to 2 Silver per article!

Ads cost just as little as 1 Silver (size depending), and as always, Classifieds are free to post!

Send submissions to the Tavern c/o Jesfin.

THE PESTLE AND MORTAR

APOTHECARY
CLUB

POTIONS AND TINCTURES WORKSHOP

Fiddle Faddle Says...

Officer Fiddle Faddle here to warn you that you, yes you specifically, have been played for a SUCKER! They try to tell you that chicken fried rice is real, it's not. Think about it, can a chicken REALLY fry a whole ass rice by itself? I've met chickens they are not dexterous, and none of them know a single cooking skill. And if THEY are lying to you about your food... What else are they hiding?

And who can hide things better... than the dwarves? The answer has been there the whole time... right under our noses.

Um, literally, they are pretty short.

But hold on Fiddle, I hear you angrily message my editor, not all dwarves are "in on it", after all, you haven't even said what "it" is.

Well be patient, I'm getting to it, gosh. You can't rush the truth, it follows a narrative structure.

However I will concede that not every dwarf is engaged in conspiracy... at least not every dwarf is engaged in the SAME conspiracy. We've all done a little conspiracy in college and dwarves aren't any different... but this is a dwarf specific conspiracy.

Let's review some cool mining facts shall we?

Luminite? You know it, you love it, but does it love you back? Do you even know it, or the idea of it? Why does a glowing object create both gates, temporary shatter coatings, and seemingly nothing else?

Well the latter is obvious, after all if hoarding certain components had a long term benefit, then you'd correlate selfishness with frugality and any attempt to do things as banal as fight off evil would require sacrificing any sense of advancement from the inherently type-a competitors who end up acquiring these resources.

All of time would be reduced to a bottle neck of corner room conspiracies and basement holy relics, slowly mothballing less an angry mage gates it to the backside of behemoth. Power will accumulate yes, but as commodities, something to speculate on future rituals and personal advancements, never spent and sacrificed for the advancement of good or the subversion of evil.

Time will move, but never advance, skills will be learned, expertise unlocked, but never to fight, less injury be risked, never to be spent, lest the public good be snatched up by the privately powerful... Hell will be as it has always been, as it always was, amidst us and beyond us, and so we watch the puppet show, we see the shadows dance before our bound eyes and we mistake it for depth, as truth, as all there is. For it is the light above that blinds and hurts us, it is charity that is charlatan, and it is our greed which giveth to us.

What was I talking about? How giving long term benefits for hoarding and avoiding conflict only consolidates power among those who will not use it for others and brings nothing but stagnancy to all parties? No, wait I was talking about luminite.

So Luminite deconstructs, it breaks objects, and it breaks barriers, allowing one to tunnel through nothingness. It makes gates! We all know that!

Other things we know in no particular order:

1. Lord Protector Drahm Silveraxe, the king of Dragrim Thel, wished to create a Gate and asked for our help.

2. Dwarves of Dragrim Thel went missing, causing us to be required to help.

3. There already was a Gate at Dragrim Thel, right next to the halfling table.

4. Dwarves were found in the Luminite Mine, wearing a valueless gem on their forehead and mindlessly mining Luminite (rather poorly too as they did not seem to actually accumulate any supply of it).

5. After gathering a sizable quantity of luminite, we were instead told to use the luminite to fight off a horde of elemental earth monsters that poured out of the Gate as our mages and clerics worked to destroy the Gate.

6. Hypnotized dwarves also arrived to defend the Gate.

So, despite us arriving to help set up Silveraxe's gate, we instead destroyed one that was already there... Now why could that be?

But that's not the most important question... Why was a horde of angry elementals pouring out of the Gate in the first place?

Fun facts, Gates used to cover Kyranthia, with many towns still having a broken gate somewhere.

In fact they were intentionally dismantled by royal decree.

See Gates, which were intended mostly to assist with the King's travel, were eventually used constantly by Shadowcasters, smugglers, and anyone who needed to get stuff in and out quickly... So, to avoid the gates being weaponized by Chaos against us, they were destroyed.

Then the dwarves build a new one, which is immediately weaponized by chaos and used to try to destroy us... Very bizarre...

Fun fact about mining two, Dwarves don't inherently know the secret to twisting space-time... that is something Mages do. I don't know what arcane path Space time is in, but the wizards were handed knowledge of the Gates to safeguard, as knowledge is what to be. You know, locked away by Wizards so that no one but those who already weaponize such lore can use it.

And, like many things safeguarded by the Mage's Guild, it has somehow reached the hands of those who would misuse it anyway. Though I can't fault the Mages this time... After all the dwarves do not HAVE a mages guild to leak such secrets. It mysteriously burned down.

You see Dwarves HATE magic, in fact large bands of dwarves tend to... well I'd not like to use the word lynch, lets go with "Censor the aircavities" of any arcane user they find... And MANY a caster has been put to torch behind the backs of the law in Dragrim Thel... Which coincidentally thins out all the people who would otherwise be safeguarding the towers archives before it'd be destroyed.

It's worth noting here for the common conspirator that the Dwarves do not seem to have the highest respect for the church of light either, not only are dwarves disadvantaged in learning light magic (and reading magic in general (Besides druid)), there's a general cultural disdain for magic that may seem counterintuitive given our specific experience with numerous dwarven clerics. But more tellingly, the Dwarves left the stewardship of

the temple of Dragrim Thal to Lady Whitehall. Which means that not only do they not respect or know about the excommunication controversy from the Puppetcaust... but more than that there simply wasn't already a cleric leading the temple of Dragrim Thal, or not one in a high enough standing to not immediately be replaced by Lady Whitehall. This means that the temple is NOT leading witch hunts against the mages to steal arcane rituals to use. Sometimes people jump to what they want to hear, not what is actually being said, it's a logical trap, don't fall for it. Witch-hunter is not the same as an Inquisitor, and just because you have multiple enemies doesn't mean the enemies are coordinating in a cabal.

This isn't even getting to the WEIRD stuff, but lets review:

The Dwarves of Dragrim Thel built an illegal Gate, using blueprints that were supposed to be safeguarded by a guild they banned, one that was immediately countermanded by the forces of evil, and made using minerals that were also being mined and hoarded by mind controlled dwarves that, coincidentally, had a vested interest in keeping the Gate up.

The questions are numerous, such as "Why" and "Are we REALLY not getting paid"? (The answer is no) And of course an important one is "Why"? After all, if the entity hypnotizing the Dwarves was actually associated with the gate, why didn't he just pay them and build it officially like we were mandated to do by Silveraxe? Hypnotism seems unnecessary in the face of the Lord Protector's approval? And if he wasn't associated with the gate, why did he defend it? Were there just multiple hypnotists? HOW did Drugrim Thal acquire blueprints to make a gate (And dismantle one) if they destroyed the mage's guild meant to safeguard such things.

The easy answer is this: SOMEONE within Dragrim Thel wanted to build that gate, someone with enough authority to make it a official project, and someone who managed to get the Gate plans DESPITE the stewardship of the mage's guild, which is coincidentally is highly persecuted in the area... In addition someone, potentially the same someone, has been using possessed dwarves to horde Luminite, and was invested in keeping the gate up.

This leads to the first immediate question, why is our Gem Mage slowing down gate creation if he wanted the gate in Dragrim Thel up... the answer is somewhat simple.

Corruption.

Here's the theory:

Our culprit, who I shall call Gatebeard for now, KNEW about the gates and how they were used for evil, that is listed in the library after all. They acquire the gate plans through deception and violence, using the Dwarves hatred of magic to expel the mages who could otherwise inform the high wizard of the illegality of these plans (Not that the high wizards are not preoccupied, at the moment with Liches and other foul sorts).

Gatebeard then uses dark magic to force the dwarves mining Luminite to instead supply him with the material, but not enough to seemingly halt progress on the Gate, only to slow it. Gatebeard then reallocates dwarves from mining to protect the already existing gate.

This points to the idea that Gatebeard is trying to reestablish the Gate Network, both legally and illegally. Using their personal supply they acquired from their mind slaves, Gatebeard can establish unofficial gates in unknown locales, creating either smuggling dead drops or staging grounds for Shadow forces. Gates that could use the official gate in Dragrim Thel to mask their own presence, letting people slip through the gates on "official duties" to do under the table actions... and even simply invade the town when the time comes.

Also importantly is that, since Gatebeard was able to get Silveraxe to sign off on the Gate project, Gatebeard has to be of sizable authority in Dragim Thal, or have influence with those who do (Gatebeard can be multiple people after all). And if that same authority that was used to get a Gate set up in the Tavern can also be used to access Drah'Ma'Then, which is reserved only for the highest ranked dwarves.

The tunnels of Drah'Ma'Then go throughout Kyranthia, which can easily be exploited to place gates beneath key locations throughout Kyranthia, granted travel through such a massive mine with carts of luminite must be slow, but given we are dealing with someone with enough arcane ability that they can amass a hypnotized workforce, we can

assume that we are dealing with a high enough ritualist that such things can be expedited. Also a degree of patience must be involved...

Which leads to conspiracy two, a fun theory involving someone called... the Threig.

You see, there has been some misinformation out. People were under the impression that Gahl, the Threig of Greed, the Shadow Lord's number 2-8 depending on who's asking, was NOT locked in the Earth Seal. He was sealed in Earth, but a totally different earth... the elemental plane of earth.

You know, the kind where earth elementals come out of... like the ones that were coming out of the gate... that Gahl was using...

This leads to a theory that I can not confirm but seems to be somewhat self evident... that the Gate was used to gate to the elemental plane of earth and Gahl just walked out. There are three potential reasons:

1. Gatebeard is a shadowcaster and manipulated things to bring about Gahl's summoning.

2. Someone got greedy, forgot about Gahl (I can personally attest its very difficult to find out where these Threig were sealed... presumably because people were worried this info would be used to break them out), and just wanted the infinite gems of the elemental plane of Earth... and Gahl just happily walked out.

3. Gahl was already released, saw the gate, and started using it to unleash the hordes of his former jail because he's made about that for some reason.

Either way things are skivvy as smoulder... and I am very concerned about these gates.

After all, Kel'Thorn was not built in a day... but it certainly burned in one.



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!

2023 Event Schedule

Spring 1: April 21-23

Camp Frank A. Day
125 S Pond Rd, East Brookfield, MA 01515

Spring 2: May 19-21

Camp Howe
557 East St Goshen, MA 01032

Spar-B-Que: June 10

25 Lawndale Rd Tyngsboro, MA 01879

Fall 1: Sept 15-17

Camp Howe
557 East St Goshen, MA 01032

Fall 2: Oct 13-15

Camp Haiastan
722 Summer St, Franklin, MA 02038

All events except the Spar-B-Que are \$100 including meals if you preregister up to two weeks before the event.

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

Kyranthia Communications and You

Don't miss out on Kyranthia news and announcements!

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.

Spar-B-Que

Sat. June 10th, 2023

Cost is \$30

12pm-6pm

25 Lawndale Rd Tyngsboro, MA 01879

Come join us for day of grilling and killing! This is an OOG event with food, raffles and battles. Bring boffers and nerf weapons. BYOB

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