

THE MAGESTIC MESSENGER

The official newsletter of the Magestry Live Action Role-Playing Game

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ELADROS RAMPAGES!

The world of Magesta is under attack by demonic forces! A Demon Lord, known only as Beladros, has been sowing a path of destruction starting from the Fiddleheads and headed southwest towards Tradegate. This creature is rumored to hail from the Abyss, and is killing everything in his path. Though casualties are approaching the one thousand mark, they have been significantly reduced through the heroism of a Spirit Hunter who allegedly witnessed the summoning of this terrifying creature. He arrived on foot in the small hamlet of Hedragon's Ford, bloodied and semi conscious, warning townspeople to abandon their homes and seek refuge in the woods. He collapsed and runners from Hedragon's Ford continued his journey of warning. Unfortunately, this Spirit Hunter arrived only moments before the Demon Lord himself arrived, and so most of the town was lost. The Spirit Hunter's name, whereabouts, and condition are unknown. Beladros slowed down considerably after the first few hours of his attack, for reasons unknown. The Hedragonian runners continued on horseback, warning all within the path of Beladros that they should flee their homes and pray that they simply lose their possessions. Upon their arrival at Tradegate, the city simply strengthened their defenses with extra watch members, declaring a city-wide evacuation as 'logistically impossible.' Despite the confidence of Tradegate authorities, people have been leaving the city in droves, leaving only those who are too stubborn or too poor to leave. As for the effectiveness of the city's defense, the Demon Lord has not yet arrived, and so until Beladros arrives, Tradegate waits. In the mind of every citizen lies the hope that the Demon can be stopped.



LAUGHTER!

The spirit hunter Green Hill Encampment, located in the Fiddlehead Hills, was breached last moon. The Green Hill Encampment is primarily an education facility, constructed to promote and recruit spirit hunters to patrol the land. Word has it two people were being held as prisoners, information as to who was being held remains unknown. The order wanted to keep these secrets from the public, the school was not equipped to hold such dangerous persons. The prisoners were to be transferred in only a few weeks to a secure location. Apparently only the commander and his staff were aware of the specifics, but they were found, with several other spirit hunters and perspective spirit hunters, murdered! One night last moon all the guards in the tower and on the wall seemed to fall into unconsciousness, and then raiders entered the encampment. It is believed the purpose of the raid was to rescue the prisoners; however, rumors say that only one prisoner was in their cell at that time. Experts arrived to find clues that might identify the raiders. They determined from the battleground, dead bodies, and accounts from survivors, that no less than ten highly skilled raiders attacked the establishment. Many, if not all raiders, were highly skilled in necromancy. A large reward is offered for the return of the prisoners or the capture of the raiders involved.

WARNING

A messenger of the Collective was murdered in the forests near Elmerton. To all rogues, brigands, thieves, murderers, or whatever titles you excuse yourselves by - THIS IS YOUR WARNING. Now, WE are waiting in the shadows for YOU.

The Collective

ATTENTION!

Duke Worlan's murderer has been discovered by the King's investigators. It so happens that held responsible is a Dark Elf calling himself Winion. Winion has several offenses against him in the Kingdom of Irvanshire alone and has long been called an outlaw by authorities. He is now officially, named by King Rulian V, an enemy and threat to the state, is still at large, and is to be considered to be extremely dangerous. In addition to the King's Guard, the Dark Elf Registration Authority of Ken Ryndil will be keeping close watch over the Kingdom and lands surrounding and are prepared to take Winion into custody. Anyone with information leading to the capture of the renegade Winion should report to either of these organizations immediately and be compensated with a handsome reward. Any non-cooperation or interference with these investigators will be considered aiding and abetting a criminal or worse: treason against the King. Please cooperate as fully as you can in this matter, as it is of paramount urgency and importance. Winion **MUST** be apprehended.

Court Proceedings for October

Matters brought forth for consideration-

- The appearance of large spider webs near midnight on Friday
- Baeric has posted bail
- Large groups of skeletons and zombies were seen during daylight
- The spirit of Oz was observed wandering through town
- Farrock and Tyrion had swords stolen Saturday morning.
- Mouser was sighted, and said to be heard casting by the power of the Abyss
- Kalim reported good progress on the Literary School for Orcs

Two men were charged for the possession of a sealed letter originally held by a messenger, addressed to Siegfried. They were sentenced to pay a fine of one silver piece, to be paid to the Town Watch.

Baeric was charged and convicted of the murder of Rakanishu. He was found to be under the influence of the Incarnation of Evil.

Justin Patrick Kray was brought before the Lord on charges of removing the spirit of Hatch Van Graves from his body. Winion gave his testimony, accompanied by the Hatch brought here from an alternate timeline by Winion. Sylvia was called upon to restore Justin's mind, and Justin agreed to undergo hypnosis, wherein Justin confessed and was questioned on his motives. He was sentenced to pay a fine of twenty gold pieces and to retrieve the bottle in which Hatch's soul was stored.

Haku confessed to the murder of Duke Worlan, and requested investigation on the matter of the Duke's rumoured support of the DRA. Xanados requested a private audience with Lord Renwar on the subject. Winion stepped forward and claimed that Haku was also under another's influence and therefore not at fault. Haku contested this, and the sentencing is postponed.

~Reported by *Lynsara L. Wolf's-Tone*, Town Scribe

TUESDAYS WITH DEVASTATION

And so our journeys brought us over the wide world of Magesta, but perhaps one of the more interesting stories is how he befriended an entire town of people. He arrived in this nameless town in his usual manner, showering the surrounding areas with explosions and singing to himself. The people of the town (those who were left standing, of course) gave him a wary eye, as if they had been warned about him. He told everyone to gather in the square, and he said, "I will Tell you What! If you can Guess my NAME... I will Spare the Rest of town from Devastation!" Everyone shuffled uncomfortably, and one peasant raised a finger to be called on when he added, "The First person who Guesses Rumpel-anything will be Popped with Extreeme Prejudice!" The Peasant quickly lowered his finger.

As everyone was quietly preparing themselves for sweet oblivion, a small girl managed to escape the clutches of her mother and ran up to the Robed Menace. He didn't notice her at first, but he looked down with a bit of surprise when she tugged at his robes and gestured for him to lean down. The Incarnation replied, "Ohhhhhh... you are such a cute Little girl! Do you have a guess?" The child whispered into his ear and he stood up immediately, looking shocked. "You guessed Right! Little Girl, who Told you my name!?" The child shrugged her shoulders and scuttled back to her horrified parents.

Devastation had a distasteful look on his face, as if he wasn't used to holding up any part of a bargain, and he said, "Well... I guess I can't Blow up Your TOWN anymore... Let's have some Dinnner!" And so the farmers all pooled their harvests together to make a de-

licious meal that the whole town gathered for. Devastation himself brought a strange and colorful box of pastries that he referred to as Donut Elementals, and passed them around the table. As everyone ate and laughed nervously, Devastation began to fidget. I could tell from the look of it that he was getting ready to do something awful.

But before he could act, a group of people appeared out of thin air. One was a wispy, almost dreamlike man, while another was covered in leaves. The third held a flute and had the look of a Bard. They looked at Devastation in his seat, mentally thumbing through his repertoire of spells. The man in leaves said, "We cannot allow you to do this... we have been following your trail of destruction and you cannot be allowed to continue this foolishness."

Devastation leapt up, spell components in hand, and grabbed the first person he could as a hostage. Luckily for the town, it was the same little girl who had melted his heart in the first place. He hesitated, and in that moment, the three men gathered their power together and banished him to another dimension. It was an impressive sight, seeing the tinted spectacles begin to collapse in on themselves as a small portal spirited Devastation away. He called out, "I'll get you guys! Just wait till I learn TimeLord!!!!" and then disappeared. Everyone cheered the saviors of town, and ever since then, a harvest meal celebrating everyone's good fortune has been the tradition of late autumn.

And I was a free woman...

for the time being.

PUBLIC LETTERS...

To My Friends in Elmerton,

I addressed you with a similar letter over a year ago, thanking you for your help in gathering portal signatures and squelching an attack on Magesta by the DoD and the Elemental Plane of Fire. I write to you today for a similar reason, but one much worthier of praise. For a number of long months, the occupation of Incarnation of Death was, for reasons unknown, occupied by the Incarnation of Evil. I know many of you may not believe in the Incarnations, perhaps because you hold faith in some other deity, but I assure you they are very real entities, and Evil, also known as Starthmorta, had replaced Death for some evil purpose, undoubtedly for the benefit of her evil master. Much to her chagrin, I'm sure, your town was almost single-handedly responsible for the restoration of Death to his rightful position. I don't know how you did it, but I, and many others, are grateful that you did. You can be sure that we will assist you, with our own rather capable hands, in your future endeavors, however menial, though I have a feeling that menial is not a word that often enters the vernacular in Elmerton.

Magesta may never fully realize what you did to save us, but rest assured that you all are the reason we will still have a Magesta in the coming years. This demonstrates what I have repeated for a century: the will to accomplish a task is more powerful than the power to do so. I can't thank you enough.

-K'Tar

Wayward Ranger of the Northlands

In that past few moons a group has come to me asking for certain components. And, more recently have asked me for certain potions that provide a 'euphoric effect'. I gave them an option in potions known to fill their user with a sense of morale, but they told me that they didn't want that kind of potion, and I played dumb. They, after a few minutes of trying to get me to say it, told me to start brewing the other kind of alchemy, a euphemism used by people I won't name for poisons. The group of people asking me to make these poisons was of the merchant house Atriell. These people also tried to sell insurance to Tyrion, a good honest man from here in town. I will admit I provided these people with components before I knew what I was for, but now that I do know, I can't in good conscience allow this to go unknown.

— Farrock Frosthill

Dearest Friends,

I am journeying home to rekindle my associations with my family and my guild. I will return after the snows. Please take care of each other and be careful with whom you associate. Too many evil things wear pleasant faces in this world.

I have one small job offer . . . I am offering one gold per moon to reserve the services of anyone versed in spiritualism or any type of healing - to watch Rakesh like a hawk and keep him from harm.

Thank you,

*Thessaly Bittern, Master Healer
Guild of the Gilded Lily*

P.S. For Rakesh:

I trust your skills as a warrior, beloved . . . but I would like you to only be embraced by me and never by the cold arms of Death. I'll return as soon as I can.

*Yours,
Thessaly*

Ever wish you had eyes in the back of your head?
Does the back of your head constantly have a bump on it?
Are you scared of your own shadow?
Ever want an extra weapon at hand, with an extra person to use it?

If so, then you should get a BODYGUARD!

If interested, contact Thesally (00G: Fizzig1202@aol.com).
Prices and conditions can be arranged upon meeting.

Riddles by Rakesh

Rakesh the Smith humbly submits these riddles for your consideration. Anyone desiring the answers should seek him out.

What is it that was given to you, belongs only to you, and yet your friends use it more than you do?

Who is it that rows quickly with four oars but never comes out from under his own roof?

THE LOCAL SMITHS GUILD WOULD LIKE TO RECOGNIZE KAYBIN STORMSILL FOR HIS ADVANCEMENT TO THE MASTER LEVEL IN SMITHING. THE SMITHS GUILD WOULD ALSO LIKE TO RECOGNIZE LUTHER HUNSINGER FOR ADVANCING TO THE JOURNEYMAN LEVEL, AND WELCOME ROH AESON AS AN APPRENTICE SMITH.

Justin's Library And Information Gallery

BANKRUPT!

The public library in Elmerton has temporarily closed its doors. After paying all bills and taxes the library went into debt and was forced to close until more funds can be found. The library sold several of its books, scrolls, and maps in an effort to keep the doors open for public use. An advisory council has been formed, and charged with the mission of raising funds to construct a new library in town. Unfortunately this will take quite some time, and assistance would be greatly appreciated.

For urgent matters the town librarian, Justin P. Kray, still holds his private collection.

COMING IN 2005....

ASK SEEBO

Want to know an expert gnome's perspective on your dilemma? Whether you are the dumbest orc or the smartest elf, Seebo has all the answers!

Send your questions to: SeeboTheGnome@yahoo.com

HOLIDAY PARTY

Because you love Magestry so much that you can't bear a month without seeing your friends, we will be hosting a Holiday Party over our winter break.

The party will be held on Saturday, January 8, 2005 at Shepardson Community Center in Middlebury, CT (same place as the Halloween Masquerade Ball). The festivities will begin at 2PM and run until 10 or 11PM. There will be a \$5 cover charge.

Directions are available at www.Magestry.com. Details will follow once the part committee decides on the activities we will entertain ourselves with.

This event is alcohol-free and open to the public, so bring your friends (but not the inebriated ones).

MAGESTRY'S Best of . . . October 2004

Here are our picks for the best of the October 15-17 event:

Last event's **Best PC Award** goes to **Graham Sternberg** for a rousing performance of Galynn Silverbow, especially in his visit to the Shadow Realm (I think he's starting to like that place.). He also discovered that a simple shield can almost compensate for 5 lost levels as he single-handedly occupied a werewolf who desperately wished he had just one more Shatter left. Graham, way to delight NPCs one minute and aggravate the next!

Speaking of werewolves, an **Honorable Mention** goes to **Amy Maruhnich** for totally flipping out like a ninja with a silver pole arm after Kaybin transformed and ate Kendrick. No offense to Jamie, but Amy is a lot better with that thing than he is. She also did a great job tossing a super-strong orc around the module building. Keep it up, Amy!

And, last event's **Best NPC Award** goes to **Gary Woina**. Gary was new to Magestry last game, but he came with the will to do anything expected of him. He was our go to guy when something needed to get done, and quick! Thanks, Gary. We hope to see you back every game.

All Character Updates (skills and brownie point work only) should be sent to MagestryUpdate@yahoo.com.

All Newsletter Submissions should be sent to MagestryMessenger@yahoo.com.

All other correspondence, especially plot related, should be sent to PDabbleGames@aol.com.

**MAGESTRY'S Next Event is
NOVEMBER 12th to 14th**

At Chesterfield Scout Reservation in Chesterfield, MA

The cost is \$50 (\$45 if by October 8) for PCs and \$10 (Free if by October 8) for NPCs.

Hard copies of version 1.2 of the MAGESTRY PLAYER'S RULEBOOK will be available for purchase for \$10.

There will be two or three large cabins for players to sleep in and one for NPCs. Space is limited and assigned, so pre-registration is best. Camping will also be allowed if you wish. You will be responsible for setting up your area to your liking (and we will award Brownie Points for great-looking sites).

There will be snacks available, and at least one full meal will be served to PCs and NPCs who include an extra \$5 with their registration fees. PCs and NPCs should also bring some of their own food!

Remember, we're still awarding 50 Brownie Points through the end of the year to all new players and the players who brought them, so bring your friends. (Just be sure that they know the rules!)

See you at the event! Register Now!

MAGESTRY Spring 2005 Dates
(At Chesterfield)

April 1-3
April 28-30
May 27-29

**Directions to Chesterfield Scout Reservation,
Sugar Hill Road, Chesterfield, MA:**

From Interstate 91: Take I-91 to Exit 19 in Massachusetts (Northampton/Amherst exit). Get on Route 9 West and go (through Northampton) for about 8 miles. In Williamsburg, turn left onto Route 143. In 4.1 miles, the camp road will be on your right. Drive up that road and park in the large dirt lot that will come shortly up on your right (after the Camp Office driveway).

Registration Forms, Waivers, Medical Forms,
and a free downloadable copy of the **PLAYER'S RULEBOOK** can be found at Magestry.com
*Make checks payable to "Magestry"

PDabble Games

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Magestry.com
PDabbleGames.com