

THE MAGESTIC MESSENGER

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

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ELEMENTAL PLANE CRASHES INTO MAGESTA!

While across the surface lands of the Shires where people prepare for the impending war, something much more subtle is happening beneath the surface, hidden from the eye of the average Magestan. In fact, the average Magestan doesn't even realize that there exists under the surface of Magesta a veritable second world, with rich plant and animal lives and settlements populated by races not so different from those they know on the surface. The Magesdeep, it is called by some, the Underlands to others; whatever you choose to call it, it is in very immediate danger, and its fate is tied to that of all who dwell on and under the surface.

The situation came to attention of the Riverton Court when a team of Dwarven miners from the Pine Hollow Mountains reported their operation sabotaged by unexplainable magic. The Dwarves had been hired three years ago by the late Duke Worlan to mine iron ore for Riverton's defenses. They had some small success during the first two years but struck a rich deposit less than a year ago. "One morning," one of the miners claimed, "the deposit was simply gone and all our mine shafts were bent and twisted in nonsensical patterns."

For a better understanding of what could possibly cause such an occurrence, this reporter sought out the Waywatchers, a group of rangers founded by the late Duke. They di-

rected me to their Magesdeep expert, one named Waywatcher Nightwind. Nightwind was a mysterious figure who seemed to have more information than was willing to offer, but what was offered is more than I could find elsewhere, however unlikely it seems.

"We have experienced, in the last two years, some trouble with the Elemental Planes," Nightwind reported. "Portals had been forced open due to their unusually close proximity to Magesta, releasing denizens of those realms onto Magestic soil. The Portal Authority of Tradegate has dismissed the issue as a simple coincidence; since the Elemental Planes have always overlapped many dimensions while roaming the multiverse in no definite pattern, they have assumed that the four planes are only here as part of their sporadic wondering."

Not finding satisfaction in the Portal Authority's theory, the Waywatchers claim to have come the closest to identifying the true catalyst in this quandary. Nightwind graciously elaborated. "What is happening to the Magesdeep is the fault of one of the Elemental Planes, in particular — Earth. And what we are experiencing is more than a mere brush with the Plane of Earth; it is a merger that, if left unchecked, will soon be so complete as to include the entirety of that plane within Magesta. Effectively, Magesta will become the

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Elemental Plane of Earth.”

Durias Undybbar, the Waywatchers would also offer, is a man who is very skilled at an ability known to them as “earth-speaking.” They have placed the blame for this merger on him and have tried, unsuccessfully, to reach him in the matter. The Waywatchers would not speculate the cause of the proximity of the other three planes, but they are restfully comfortable in the accusation of Undybbar for this merger with the Plane of Earth.

This merger is apparent in several places around the Magestdeep, but the Waywatcher’s Dark Elven contacts under Irvanshire’s own Fiddlehead Hills have identified an area just to the south of their settlement as “highly involved.” The current conflict with the elementals has extended so far as to reach even their subterranean home; however, they now report the utter disappearance of every type of elemental save those of the Plane of Earth. The Waywatchers believe that Durias’s magic has contaminated the Magesdeep to the point that other elementals simply can’t exist there; it has even become difficult for the Dark Elves to keep fires lit or find necessary water supplies.

“One thing is certain,” Nightwind concluded with an air of assurance. “We Waywatchers have turned the brunt of our attention to this matter and will not rest before we’ve seen Durias brought to justice, whether by law or by Nature Himself.”

**ROGUES, BRIGANDS, THIEVES, MURDERERS.
YOUR GUISES ARE CLEAR GLASS TO OUR EYES.
WE ARE WATCHING YOU.**

The Collective

IRVANSHIRE RECEIVES UNEXPECTED HELP

The last few months has seen an increase in violence perpetrated by the armies of Tohmshire. Though an official declaration of war was issued in Gnomust by King Borgeh II of Tohmshire, evidence of his hostility toward Irvanshire has been little found. Since the closing of last year’s Summit, most of Aszuron’s kingdoms have sworn some type of allegiance to Tohmshire; to this Irvanshire has remained resistant.

It has been long known that, of all the kingdoms in Aszuron, Tohmshire has the largest and best equipped army, and, though there have been numerous strikes made on Irvanshire by that neighboring kingdom, they have not yet attacked with full force.

Humanuary the first, however, witnessed the most devastating strike yet. Not expecting Tohmshire to enter so far to the North, the town of Lakedale found itself unprepared. The assault began just before dawn and, by sundown, Lakedale had fallen under Tohmshirian control. While many inhabitants of that town remain, more have fled to nearby villages for refuge and reinforcements. Of all the settlements in that region, Loft Cratvia is the only one able to launch a feasible counterstrike; however, that is a Drakian settlement with little loyalty to King Rulian V in Point Edgar.

The Tohmshirian forces are suspect to be acting under the orders of King Borgeh himself as former General Ruben Pol’Callow was relieved of command shortly after the close of the Summit. In fact, Pol’Callow had been missing since the Summit, but, in a

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stroke of luck for Irvanshire, he has recently been discovered in the South Farthings, under the care of Lord Mac'a'Fay of House Lav'Endros. The general had been severally wounded outside of Riverton in a skirmish with the same Tohmshirian soldiers whom he once commanded. Lord Mac'a'Fay's men found him and brought him to a secret location to administer medical attention.

On Humanuary 15, General Pol'Callow was escorted to Point Edgar, where he swore allegiance and promised aid to King Rulian V. The general was pronounced Marshall of Irvanshirian forces, which promises to be a favorable decision as he has intimate and unique knowledge of Tohmshirian tactics and geography. Irvanshire's three military generals; General Higladd Jortson, General Kortton Dayhawk, and General Rueg Lordum; have all recognized their subordination to the new Marshall and promise to proudly serve him against Tohmshire to whatever end.



Riddles by Rakesh

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

Red, blue, yellow, green - no one can reach it, not even the queen. What is it?

Mountains will crumble and temples will fall, and no man can survive its endless call. What is it?

TRADEGATE SAFE FROM DEMON HOAX

What was recently reported to be a demon heading for the mercantile center of Tradegate is now understood to be nothing but a clever hoax. Several villages between the Fiddlehead Hills and the city realized brushes with minor destruction during late Orctober and Dwarvember, and many inhabitants of those settlements laid claim that the attacks had been made by something suspiciously known as the Demon Lord Beladros. Officials have announced that the attacks were not made by any demon at all, but rather a Tohmshirian force with the aid of a powerful illusionist. The image of the demon was last seen over a month ago moving toward Tradegate. Since then, there have been no such reports of demonic activity. Officials are still unclear as to why Tohmshire has not admitted to the attacks as they certainly stand as a testament to the kingdoms military prowess.

PUBLIC LETTERS...

Send your Help Where Flesh is Still Strong

CITIZENS OF ELMERTON,

IT IS MY UNDERSTANDING THAT YOU HAVE IN YOUR MIDST WOLF DAILO, HE CHOSEN BY THE DENIZENS OF THE ELEMENTAL PLANE OF AIR TO LEAD THEIR FORCES IN THE PRESENT ELEMENTAL WAR. WHAT YOU HAVE BEEN WITNESS TO THUS FAR IS NEGLIGIBLE COMPARED TO WHAT WILL BE UNLEASHED IN THE COMING MONTHS. THOSE WHO ARE AWARE OF THE CURRENT SITUATION IN THE MAGESDEEP HAVE REALIZED ONLY THE BEGINNING OF THE TEMPEST THAT MAGESTA NOW BRACES ITSELF FOR. INHABITANTS OF THE ELEMENTAL PLANE OF EARTH NOW MOVE FREELY IN THE UNDERLANDS AND ARE RESHAPING THE VERY GROUND IN THE IMAGE OF THEIR HOME DIMENSION; A DIMENSION UNLIVABLE TO VIRTUALLY ALL LIFE ON MAGESTA.

I BESEECH YOU ALL, AS FRIENDS AND ALLIES OF GENERAL DAILO, TO ASSIST HIM IN THE CESSATION OF THE SUBTERRANEAN TRANSFORMATION. STORIES OF YOUR COLLECTIVE HEROISM HAVE REACHED ME EVEN HEAR IN JAR GARRETH, WHERE I INSCRIBE THIS LETTER AT A LOCAL TAVERN, WHICH HAS RECENTLY BEEN RENAMED "THE WINNING MINSTREL" IN HONOR OF YOUR OWN KALIM RUSAL, WHO SO IMPRESSED THE TAVERN OWNER WHILE ON HIS WAY THROUGH IRVANSHERE LAST SUMMER AS A DELEGATE TO THE ASZURIAN SUMMIT.

IN THE COMING WAR, IF ANY ELEMENT IS TO GAIN DOMINANCE IT MUST BE THAT OF AIR, FOR IT IS, OF THE FOUR, THE MOST BENEVOLENT AND CAPABLE OF RESTORING MAGESTA TO ITS PACIFIC STATE. IF

AIR HAS CHOSEN WOLF AS LEADER, THEN I TOO MUST PLACE MY TRUST IN HIM AND YOU HIS FRIENDS. ONCE YOU AID HIM IN HIS TASK AND MY WORK ONCE AGAIN FINDS ME IN YOUR LANDS, I WILL SHOW YOU SUCH GRATITUDE AS MY POSITION MAKES POSSIBLE.

YOURS IN OPEN AIRWAYS,
OHRAN DARE
GUILDMASTER
CONCORI DRARI

Attention Gilbert!

Your message had not the effect on me that it should have. Rather than frightening me, you only fill me with remorse. There has been enough killing, and we don't need to fight amongst ourselves, especially over an incident we have no way of changing. But if you must have it your way, face me like a real man, with a sword in your hand. If all you can do is make dark threats and hurl foul magic from the shadows, then you have no right to call yourself a friend of the town! If we must fight, then confront me in the open, where everyone can see. I will not back down from your threats, lizard!

-Baeric DeSeiss,
murderer of Rakanishu

!WANTED!

The Magestic Messenger earnestly seeks Reporters, Story Writers, and Cartoonists. Imagine — your work in black and white for all Magesta to see! Simply send submissions to the editor in a timely fashion, and soon it will be your work that fills this very spot!

MAGESTRY'S Best of . . .**Dwarvember 2004**

Here are our picks for the best of the November 12-14 event:

Last event's **Best PC Award** goes to **Jason Doolittle** for an intensely believable performance of Xanados Ironthumb. He really played it to the hilt...literally! Just ask Sergeant Jako of the DoD!

And, we'll send an **Honorable Mention** to **Nate Capodiferro** for a well played and unbroken performance of Seth Barder. We really felt like we were there on Magesta with Seth while Nate waited in the car where he belongs. These two displayed just a sampling of the improvement that we are witnessing in just about everyone. Way to go, Jason, Nate, and the rest!

Last event's **Best NPC Award** goes to **Angela Jacobs** for the profound effort she displayed in every role (as proven to any who saw her reaction to Galynn's pain spell in the Arcane Realm module). Though her first Magestry event, Angela showed no shyness in taking charge when charge was in need of taking and making sure every plot was the best it could have been. Superb work, Angela! We are thrilled to have you as part of the Magestic team!

Winter LARPing with CRO

Don't want your LARPing season to end? Got the gonads to trade boffer blows in the icy night? Try out our neighbors at the Creative Role-Playing Organization (CRO). CRO is located in Eastern CT and will be holding events February 25-27, March 25-27, and at least one a month for the entirety of 2005. Details including a free copy of the rules can be found at www.Cro-Larp.com

All Character Updates (skills) should be sent to MagistryUpdate@yahoo.com.

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

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

MAGESTRY'S Best of 2004

Here are Magestry's superlatives, as determined by election at the Holiday Party, for the 2004 season.

Congratulations and Great Work to the following:

Best Role-Player: **Kaybin Stormsill**

- Runner-Up: Xanados Ironthumb

Best Costume(s): **Kaybin Stormsill**

- Runners-Up: Galynn and Aferoxxynomak

Best Boffer Fighter: **Haku Steelwind**

- Runner-Up: Kieran Whitewind

Best Puzzle Solver: **Hatch van Graves**

- Runners-Up: Justin Kray, Kalim Rusal, and Xanados

Best Props: **Siegfried**

- Runner-Up: Aneurin

Best Living Space: **Siegfried**

- Runners-Up: Kieran, Wolf Nailo, and Lucian J.

Favorite NPC: **Terrance**

- Runners-Up: Mouser and Sabyl

Most Feared NPC: **Sabin**

- Runners-Up: Beladros and Amhilston

Favorite Plot: **"Rhapsody in Brain"**

- Runners-Up: "The Summoning of Beladros" and "Desert Visions Happen"

Address Changes

Please inform Magestry of any address changes that you experience: home address, email address, phone number, whatever. Please remember to keep your information with us current so we can continue to bring you the important and not-so-important news about Magestry. Remember, we're your family, whether you want us or not, so keep in touch.

MAGESTRY 2005 Event Schedule

February 19-20 (Directions/ Info Below)

April 1-3*

April 28-30*

May 27-29*

*Events located at Chesterfield Scout Reservation in MA.

**Keep an eye on the website for additional event information.

Directions to All Adventure Climbing Gym, 634 Migeon Ave., Torrington, CT:

From the North - Take RT-8 to Exit 44 [Downtown Torrington]. Turn right onto RT-4 (E Elm St) Continue on RT-4 across Main St (1st light, N Elm St). RT-4 becomes Migeon Ave at 3rd light. Turn Right on Dwyer Pl, we are in the rear of 634 Migeon Ave.

From the South - Take RT-8 to Exit 44 [Downtown Torrington]. Proceed straight through 1 light. Turn left at the 2nd light onto RT-4 (E Elm St) Continue on RT-4 across Main St (RT-4 becomes N Elm St). RT-4 becomes Migeon Ave at 3rd light. Turn Right on Dwyer Pl, we are in the rear of 634 Migeon Ave.

From the East - From RT-202 turn right onto RT-4 (E Elm St) Continue on RT-4 across Main St (1st light, N Elm St). RT-4 becomes Migeon Ave at 3rd light. Turn Right on Dwyer Pl, we are in the rear of 634 Migeon Ave.

From the West - Take RT-4 (Goshen Rd) Continue on RT-4 across RT-272 (1st light). RT-4 becomes Migeon Ave at light. Turn left on Dwyer Pl, we are in the rear of 634 Migeon Ave.

Note: The gym is located between two gas stations: Cumberland Farms and Sheerazi. As parking at the gym is limited, we will be arranging a shuttle from a nearby parking area. You will receive details upon arrival.

MAGESTRY'S Next Event is February 19-20: Indoor Event!

We have considered the idea of an indoor winter event for some time now, and we are finally ready to make it a reality.

On February 19-20, 2005, Magestry will hold its first indoor LARP event at All Adventure Climbing Gym in Torrington, CT. The cost for PCs will be \$50 with no discount for early registration and the cost for NPCs will be \$15. Since space for PCs is limited and space for NPCs is severely limited, registration will be taken on a first-paid, first-served basis and no person will be registered as an NPC unless he or she has played Magestry at least once before. Dinner will be served for PCs and NPCs on Saturday night at an additional cost of \$5. As each player will have only a small space on the floor in a designated sleeping area, please limit your gear and props to only what is necessary. Check-in will begin at 7AM on Saturday, February 19th, and we will start game at 10AM. The game will run throughout the day and night and end at Noon on Sunday, February 20th.

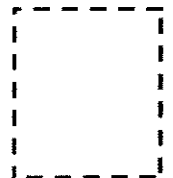
The theme of this event will be an episode in the Magesdeep: Magesta's subterranean world.

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"

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Magestry.com
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