

# THE MAGESTIC MESSENGER

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

Maygrelian (May) 2005

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People of Elmerton,

I fear that dread times have once again returned to us. Last Orctober, you heroes of Vorkarian cured my people of the strange form of lycanthropy we had been inflicted with by Sabin Wolfstone. Since that time, thanks to Lynsara (whom I am reluctant to name Sabin's daughter in anything but blood), my people have been true Wolfkin and have lived peacefully in the deep forest as "Banta Kinswae" or "The Healed Brethren." It seems, however, that we have been too comfortable in our success, and that has made us weak and vulnerable for what happened not a fortnight ago...

The Wolf Lord himself came to Elmerton. I do not know what havoc he wreaked in town except for what I heard through Kaybin about his own horrible exploits, but once he was done there, he found my people in the forest. We were not hurt as we scattered upon his arrival. He seemed to be looking for something and was not finding it. I followed him through the late hours and he returned to town after you had all gone to sleep. He made his way to the front of the Mead Hall, where, in the pine hedges there, he discovered a portal which was opened to a location unknown to me. He entered it and has not bothered us, in this world, since, but I fear he will return.

And if the threat of his return was not enough, what is more is that the entire hedge grove is shrouded in some type of haze. There is no longer a portal there, and the area cannot be entered, but it seems to be slowly growing. I can only hope and beseech that a solution can be found to this before whatever that thing is creeps into the Mead Hall or farther.

Fear what is to come,

-[Lord] Renwar

*Dark times are indeed  
upon me...*

*as well as all in Elmerton. There is nothing that I can say or do that will make up for the terror and destruction that I have caused. I have tried to find piece for myself, and in turn those around me, but all doors are shut to me. I have no other option than to keep living this life and following the cruel path that Fate has set for me. As much as I would like to tell you, "I will be sure that this will never happen again." I can do nothing to stop it; I have explored all options. All I can say is if you hear the howl of a wolf, find your loved ones and hide. If it is me, I cannot bare to have any more of your blood on my hands, and if it is another wolf, I will make sure it meets its end swiftly and painfully. For what it is worth, I will still try to protect all of you. If any of you have need of a sword at your side, you have but to ask and I will be there, laying my life down if need be. Let us all pray that the tranquility of Gwendilar finds us soon.*

*-Kaybin*

*Heroes of Elmerton:*

*Even in the secluded lands of northern Irvanshire, word of the terrors that descend upon Elmerton and its inhabitants have reached my ears. As I was leaving Elmerton, there was talk of the Wolf Lord and the impending wave of carnage that he would spread upon the town. I can only think that the town made a defiant stand and fought with the same courage, skill, and passion that saved them from certain destruction in the past.*

*I will not say much of my travels; however, I have found myself pondering the words of a forgotten tome which I came across in my journeys. It reads "Danger gleams like sunshine to a brave mans eyes." As I have not much to offer or bring to the town, perhaps these words will remind some that in the darkest of moments, there is still light which shines defiantly.*

*Do not mistake my words for hope, that word is forsaken. Rather, they are a reminder that courage is what drives men to charge onward. Courage is a strong weapon, keep its edge keen at all times. Yet, do not find yourself far from your vigil, for knowledge is power; safeguard it well.*

*This will most likely be the last you hear of me, for soon I must put down the pen and once again reach for the blade. Take care of each other; for a town that does not stand together, does not stand.*

*-Luther*

To all Lovers of Peace:

As you may or may not be aware, in the recent past I declared myself devoted to the defense of House Midvae and an enemy of all those who defile its name. What you may also be aware of, the houses Irune and Morlaix have begun to war. House Morlaix has been known to use the name Midvae as a guise to gain our trust, and through subsequent actions have attempted to destroy the name of House Midvae. Thus, I have become an enemy of House Morlaix, and will stand against the true sons and daughters of that house.

However, a friend of mine, and a powerful ally of the town, Bubbles, has fallen in with House Morlaix. This proves to be a poor time for her to fall from grace. Though, I must say, if anyone finds her, do not kill her. She can be returned to her former state of innocence, and with every incarnation as my witness I WILL repair her innocence. Even if it costs me my life.

I noticed recently that those who knew of the war did their part to assist in the destruction of House Morlaix, which summons a great thank you from myself, and, I am sure, House Irune. I ask that those whom have not yet risen to the occasion, please do so, as Morlaix has proven themselves Unselie, and unrepentantly so. I also would ask that House Midvae join the fight alongside Irune, and if I were so bold as to speak for the town of Elmerton, we as well. This is not to say that only those of Elmerton and Midvae have my personal invitation to join this fight; I ask the assistance of any who are Lovers of Peace.

I also am continuing my search from last moon for a way to fix my friend Bubbles, whom I mentioned earlier in this article. I would like to thank K'Tar and Twumblo for their help thus far in my research on the ritual, and either one of them is welcome to come to me and ask anything of me, once the ritual is successfully performed. As is anyone else who helps me in any way.

May we Return to Peace Soon,  
Farrock Frosthill  
Defender of Midvae and its Name

## Emperor Borgeh Tips his Hand

DoD and Tohmshire combine their forces in Elmerton

It is clear that the association between the DoD and the Tohmshirians has grown. In Impril, I reported on the Rumor of the secret meeting between the DoD leadership and the King, "Emperor" Borgeh. At the time, many speculated on the cause. Now it has perhaps become both clearer and more clouded.

The DoD claims it is an anti-Government organization, essentially anarchistic in origin. The organization of such a group is troubling. How can one organize anarchists? The truth is new membership largely comes from the disgruntled populace who see Anarchy as a solution for the corrupt ways of the governing parties. (Membership shot up as the corruptions that lead to the war with Mahhaad was revealed.) Nevertheless, the DoD is likely run by less anarchistic men with a darker agenda.

In light of the rumored meetings between Borgeh and DoD leadership, we must believe that their association has come to fruition. This is confirmed by the DoD's combined operation with uniformed Tohmshirian forces, as occurred in Elmerton and in other towns in Irvanshire on Maygrelian the 1<sup>st</sup>. The results of the interrogations of those captured at Elmerton have not yet been revealed, but the preliminary reports suggest true cooperation between the DoD and the Tohmshirians. Several speculate that the relationship can only lead to a rapid move by Borgeh; he's a poor gambler who has tipped his hand; he can only hope to play his cards quickly and hope we can't beat them. He's not the type to leave the table unless he knows he's beaten.

There is the chance that some other power, or the DOD itself, plays on our fears, making this overt collaborative attack. But so far, the Emperor has been none too subtle. There is no good reason to sit and try to rationalize our fears. Let the diplomats negotiate with this evil Emperor; *we* must prepare for war.

-W.E.P.

Dear Friends,

It is my duty to bring you all some terrible news: Roh Aeson has fallen in combat.

We had planned to meet just outside of town after we each were finished with our individual training. When he didn't arrive at the scheduled time, I went searching and found him fallen just off a small path. He must have fought valiantly because his blade was covered in blood and he had many wounds. They were most likely brigands as there was no money left on him and the wounds seemed rather sloppy and poorly executed. I carried his body to a nearby farm and buried him there, alone.

He was always happiest around farms and I believe it to have been his true calling. I know he had many friends in town, such as myself, but in truth, he was most comfortable alone among nature. Thusly, I feel he will be happy in the place I buried him. May he find the peace in death that eluded him in life. My words don't do Aeson justice, so perhaps someone more eloquent than I can be encouraged to say a few kind things next moon. Regardless, here is my feeble attempt at a proper obituary. Aeson was at heart a simple farm boy contented in the fulfilling nature of a hard day's work. He had a talent for many things and even took up blacksmithing in his final months. He was the last of his line, as far as I know, and only ever picked up a sword in the name of his slain family or the defense of his dear friends. His strongest trait was his loyalty to those he cared for. He will be missed by many. He was always a simple man forced by tragedy from simplicity into greatness and though he may have been born a farm boy, he died a hero.

Solemnly,

Rowen Syaoran

## Obituaries

**Kritzskad the Werewolf Hunter:** A Drakian from Loft Cratvia, Kritz's family was murdered by a lycanthrope when he was just a child. Years later, he met the legendary Kade Silverstorm and joined him in an organization of werewolf hunters known as The Purifiers. Kritz was a friend to Elmerton and helped Kaybin Stormsill insofar as he was able. Last moon, he came to Elmerton to warn and prepare Kaybin for the arrival of the Wolf Lord. Alas, he was too late as the vile king of lycanthropy found Kaybin and cut down Kritz before his time. His body faded that night on Elmerton's tourney field, never to return to Magesta. May he be remembered as a hero and a friend.

**Roh Aeson:** The son of Ae and Rosetta Cleffson and a farm boy by birth, Roh Aeson trained in the art of combat, which ultimately led to his death. His body was found outside of Elmerton in the Fiddlehead Hills, reportedly mutilated by highwaymen. Let his example be a warning to all who travel these lands alone.

### Let Kalim Look it Up

With the Library out of commission, I have volunteered my time to travel and do what research needs to be done. I will charge only what it costs me to research and no more. I will not, however, look up things for malevolent purposes, so if you want to know how to become a vampire or properly cook babies, talk to someone else. But, until Duffy comes back to town I am one of your only resources. So ask or write me anytime.

## RIDDLES BY RAKESH

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

- A mile from end to end, yet as close to you as a friend. A precious commodity, freely given, seen on the dead and on the living. What is it?

- Alive without breath, as cold as death; never thirsty, ever drinking, all in mail, never clinking. Who am I?

### Armor for Rent

A suit of ring mail is now available for rent from the Smiths Guild. This light armor will protect its wearer from four sword blows and is the ideal solution for those who cannot afford to buy their own armor.

The cost to rent this armor is one silver per day. Normally, the armor must be returned undamaged, but the renter can pay one additional silver to return it broken. Alternatively, the renter can pay four silver and receive unlimited repairs.

All costs must be paid up front, and the renter must replace the armor if it is stolen or destroyed. Contact Rakesh for details.

## Magestry is now FREE to New Players!

So that new players can try the game out and/or get a feel for it before joining on as an NPC, Magestry will waive the registration fee for any player's first game. This FREE registration does not include the Saturday Dinner fee of \$5 and does not entitle the new player to a cabin reservation. New players accepting this offer must be prepared to camp in a tent. If there is cabin space available after all paying customers have been assigned, new players may fill those spaces. If new players wish to sleep in a cabin, they must pay the regular registration fee.

Now's the perfect time to convince those skeptical friends of yours to come give us a try. New players should submit their characters and character histories to Paul at [PDabbleGames@aol.com](mailto:PDabbleGames@aol.com) at least one week prior to their first event.

## A Little Plug for Another Game, Cause We're Nice Like That

If you are such a geek that Magestry just isn't enough LARP for you, maybe you should check out *Terres Rising*. They play at a camp not 10 minutes from Chesterfield, are a small game that is able to give individual PC attention, and are great role-players capable of very creative plot. Rules, event dates, and other information can be found on their website:

<http://www.terresrising.com/>

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

### 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.

## Beaver Day Beckons

Okay, umm, Moose Day was two weeks ago, and Magestry's turnout was poor at best. I realize it was short notice, but I know at least some of you were free and I would have liked to see a bit more participation. Perhaps the rain [that never came] scarred you away. I don't know.

Anyway, June 4<sup>th</sup> bears a chance to redeem yourselves and to maintain a good relationship with camp Chesterfield, our beloved Elmerton. That Saturday is Beaver Day. The service day begins at 9AM in the Dining Hall and ends around 3 or 4PM. Lunch will be provided. Please make it if you can. Let Paul ([PDabbleGames@aol.com](mailto:PDabbleGames@aol.com)) know if you plan to attend so he can give the camp director a number so that he may properly plan. Once we start hearing from people, perhaps a carpool or two can be established. Thanks.

Magestry event dates, rates, rules, directions, and more are available at  
[www.Magestry.com](http://www.Magestry.com)

### Magestry's Best of . . . Impgrelian 2005

Here are our picks for the best of the April 29-May 1 event:

Last event's **Best PC Award** goes to **Anthony LaRosa** for a fine Sunday Morning carousal as Tonerius Cypress. In addition, Anthony is a player who stays consistently in-game and, by his very presence, promotes others to do so as well. By Toner's very nature, when you see him coming, game is ON! Get ready; he probably carries plot for you. All hail the Messenger Magestic! Good work, Anthony.

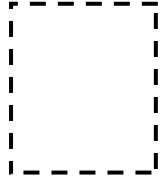
And last game, Toner delivered more plot to one person than everyone else combined, so an **Honorable Mention** goes to **Phil Krzeminski** for a cosmic performance of Kieran Whitewind. Phil is another player who we know is consistently in-game, and this award was a long time in coming, and certainly not his last.

And we would be absolutely remis if we didn't also kick a **Most Terrifying PC Award** to **Jamie Lundell** for his hour-long hunt as Kaybin Stormsill. That night, Jamie did some of the best role-playing we'd ever seen and, with his super track star lungs, continued running people down like a mad wolf for a full hour. He sent more PCs to Death than the Dire Elves, Shadow Creatures, and Beladros combined.

And, last event's **Best NPC Award** goes to **Mike Faulk** for handling the entire plot schedule and making sure everything went off as smoothly as possible. We caught a few snags here and there, non of which could have been helped, but Mike didn't run when things got tough; he kept his cool and his ass in the chair and made it happen. Rock out, Mr.Faulk. Rock out with what ever appendage you deem appropriate.

**PDabble Games**

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Magestry.com  
PDabbleGames.com

**MAGESTRY 2004 Event Schedule**

**May 27 - 29, 2005** (Chesterfield)  
**June 24-26, 2005** (Schreiber Farms)  
**July 22-24, 2005** (Schreiber Farms)  
**September 2 - 4, 2005** (Chesterfield)  
**October 7 - 9, 2005** (Chesterfield)  
**October 28 - 30, 2005** (Chesterfield)

**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"

\*\*There will be a \$25 charge for all returned checks.

**MAGESTRY'8 Next Event is  
May 27-29, 2005**

**At Chesterfield Scout Reservation in Chesterfield, MA**

The cost is \$55 (\$50 if by May 20) for PCs and \$10 (Free if by May 20) for NPCs.

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!**

See you at the event! **Register Now!**