

The Magestic Messenger

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

Ogrune (June) 2005

Volume 3, Issue 5

The Passing of a Great Lord

Just over a year and a half ago, I received a letter from an old friend. Ostensibly, it seemed nothing more than a simply invitation to enjoy a few weeks by the water, sipping the best mead in the Kingdom, but underneath, it was a desperate cry for help. I welcomed the invitation and, as suggested to me in the letter, brought along many of my people who dwelt with me on Shryber's Farm. We arrived in Elmerton on Elfember 19, 2003, and were welcome by the esteemed Lord Renwar of House Lav'Endros. Like myself, Renwar had always been one of the more benevolent nobility, never requiring his people to kneel or bow to him, though perhaps he should have sometimes demanded a bit more respect.

For respect is what was lacking the night that Sabin Wolfstone came to Elmerton in the spring of 2003. While my people and I were enjoying the autumn festival, Renwar and his people were secretly worried about revealing to us the true reason they had called us to their town. We would later discover that every one of Renwar's people was cursed with a very strange form of lycanthropy, but we discovered it too late as a quarantine was placed over the town and return to the farm was out of the question. The quarantine was placed quickly; it was a set up, but this we did not realize until Sabin Wolfstone returned in the spring of 2004, exactly one year ago, to "fix" what he had broken.

As I have already used the name twice, I suppose it is proper for me to explain what Sabin did in his first visit to Elmerton. In the spring of 2003, he was actually called here by Renwar. You see, Renwar and his people had learned about the Wolfkin, creatures of great power and attunement to nature, almost lycanthropic but in complete control of their transformations and of their behavior when transformed. They desired this power and Sabin, knowing he could use their greed against them to serve his vile master, agreed to perform a ritual that would imbue each of them with the same abilities that he possessed: those of the Wolfkin. However, Sabin was a man of lies and deceit, and instead he cursed them all with a lycanthropy that drove them to frenzied slaughter and destruction, which in turn strengthened his master, The Wolf Lord. (I should here mention as a side note that The Wolf Lord is not a creature of Magesta; rather, he is a greater demon of the Abyss [much like Beladros] who just so happens to assume the form of a wolf on this world. He has been manifest here for centuries, collecting astral power so that he might continue to war in the Abyss against other demons.) Sabin, of course, claimed ignorance as to why the ritual failed and promised to fix it once he learned how. He suggested that, in the meantime, Renwar enlist the aid of "Vorkarian's Heroes," referring to my own people, who had been gaining kingdom-wide renown for their frequent courageous acts. Sabin knew that his daughter Lysara was among my people, and he desired to collect her life force so that he may live forever. Renwar called us, we came, and Sabin assured that a quarantine was imposed on the area. We were trapped...

Until Sabin returned in the spring of 2004 to right his "mistake." Lysara warned us not to trust him, but we had little other choice. His objective was to fake yet another ritual and finally absorb his daughter's spirit, but he disguised his second ritual as an attempt to remove the curse. This time, however, Sabin failed and Lysara learned how to perform the proper ritual, allowing Sabin and his people to become true Wolfkin.

Sabin went on to perform more seditious acts, but our story lies with Renwar, who continued to rule as a benevolent chief and Lord. Accepting a curse that had formerly affected our own Thessaly Bittern, Renwar became blind, but continued to lead in all ways, even in his protection of the forest, of which he knew nearly every rock and root.

Two weeks ago, Sabin returned to Elmerton with the intention of sending us all to the Spirit Realm, where our presence might strengthen his Wolf Lord, whom was currently doing battle there with the demon Beladros. Sabin was successful in this task, but it would be his last great task for his great master, for that Sunday, Maygrealian 29, the noble Lord Renwar met him, at last, on the battlefield. Summoning forth some strange power, Renwar struck Sabin a blow that forced the spirit of the wolf out of him, making him finally vulnerable to the weapons of my people. In return, however, Sabin dealt Renwar a wound on his very soul. Sabin died swiftly at the hands of the citizens of Elmerton. Renwar passed slowly. There, on the tournament field of Elmerton, just below the mead hall from which he had lead his people for decades, in weather reminiscent of the springs of his childhood in which he would hunt and play, Lord Renwar of House Lav'Endros died, and at long last, and maybe for the first time, those in attendance kneeled before him.

With greatest respect, I, too, kneel,

~Vorkarian

People of Elmerton, Vorkarian's Heroes,

I fear that you have been too long away from Shryber's Farm, which contains both a known Saedius Ritual site and the capacity to house an elemental gateway. In addition, it has been, in the past, a minor elemental battleground, and the DoD are more than interested in operating from that location. I ask General Wolf Nailo and any of his friends and fellow citizens to please make some degree of a trip there to investigate and secure the area. Perhaps I will meet you at the farm.

-K'Tar
Ranger of the Northlands

Court Proceedings for Maygrelian 2005 Inscribed by Lynsara, Town Scribe

*Scout soldiers of Lowex, allies of Tohmshire, have come into Elmerton. They wear blue and orange tabards. All of Lowex and Tohmshirian soldiers will henceforth be sent to Point Edgar.

*Mouser threw Town members into the hazy hedge maze with the purpose of feeding their power to Beladros so that he may fight the Wolf Lord. The battle did occur, with the Wolf Lord as victor.

*Mouser gives a brief explanation that Luther was attempting to repair a sword called Pandemonium and that a set of demon horns was necessary in this task. Mouser then gave his own horns to Hatch with the parting quip "Burn in the Abyss."

*Hatch Van Graves called to the front Mister Justin Patrick Kray. Because of Justin's actions, Hatch lost a six moon period of his life and therefore ruled that to atone for his deeds, Justin is to be imprisoned for the next six moons.

*Farrock Frosthill asked that a member of the court notarize his certificate of adoption so he may adopt Tonerius Cypress as his son. Toner was in agreement to the arrangement and Lord Renwar signed the document. Tonerius is now known as Tonerius Cypress Frosthill, son of Farrock Frosthill.

*Farrock is looking for Redcaps, if any hear news of them, please relay it to him.

*Kalim laments the death of Junior Town Watch Member Roh Aeson, and announces that there will be a short ceremony in his memory after dinner on the Tournament Field.

The Path of Evil

It seems that another may have fallen into the clutches of Evil last moon. During one late spring afternoon, the Shrine at Elmerton was defiled. Some poor unfortunate's blood was spilled all over it and the surrounding area. What could have lead to this terrible incident?

The path of Evil is well worn. This time it was beaten down by the boots of StarthMorta. Eyewitnesses place this lover of evil in the area just prior to the incident. Though evil walks a path, it often sends others to do its bidding.

Was it threats or promises which brought the perpetrator or perpetrators to do this evil? Could it have been simple loyalty to Evil itself? Many of us walk between the true good and evil ways. Few would choose the burden of always acting in one way despite the circumstances. When we can measure choices, we allow a true path to rise before us. When we are deceived, we may follow the wrong one.

One day we may know who did this. When we find out, it may be time to consider our own responses. The desecration of our Shrine has caused many great pain. Evil's path is one which leads many into the dark. In our quest for revenge, we may slip deeper into its lure. Let our hearts measure our action as we fairly mete out justice for this crime. As we do, let us remind ourselves the shrine is but an object. True goodness cannot be destroyed by attacking its artifacts. And evil cannot be destroyed by becoming it.

-The Counselor

To All Town Members,

I would like to convey my most sincere thanks to those who helped protect the town from my father and his master. Long have I sworn to see my father answer for his crimes and am eternally grateful for those who stood by me, and by each other, to accomplish his death. I could not have faced him without the support of this town and the astonishing loyalty and strength of my friends. It is a great sorrow that the man most deserving of my thanks will be unable to read my words of appreciation. Lord Renwar was a good ruler, friend, and pack chief; he will be sorely missed.

~With all my heart,

Lynsara Wolf's-Tone

A strange fate for Justin Patrick Kray

Few may know of the machinations that have lead us like pawns to where we are today. Take the case of the Librarian, Justin, and his significant crime of bottling the Magistrate, Hatch Van Graves's soul in a bottle. Few can know why this crime was committed but we can speculate.

When the Magistrate was bottled, there was a general outcry. Soon, the culprit was brought forward. His punishment, a fine of twenty gold and the possibility of further once the Magistrate was recovered. Despite the possibility of this future punishment, the Librarian offered to help in this recovery. Some indicate the Librarian claimed to be under the control of another when the Magistrate was trapped.

Can it truly be believed that a Librarian made this powerful object (a soul collecting bottle) and set it upon the Magistrate himself. Obviously; something else was at work. Whatever it was seemed to rear its ugly head in and around the Court of Elmerton at the end of Orcay.

Upon the Magistrate's unseemly punishment of the Librarian (who had paid his fine, and by all other means shown himself to be a loyal subject), there was no protest from the otherwise vocal Librarian. More strange happenings occurred as court was adjourned. Immediately after as citizens were milling around the jail there was a commotion and someone destroyed Justin Patrick Kray's mind while he sat dutifully in custody in a cell in Elmerton.

Sources report that they heard someone do it out of further revenge for Hatch. In the meantime, eyewitness accounts of the Magistrate leaving saying "my work is done here." Leaving many with the impression that Hatch was indeed not himself that day.

Following Court, the Lord Renwar and many others were unable to find Hatch Van Graves; he seemed to have disappeared. When later questioned about these topics, the Magistrate seemed evasive or hazy at best. With the possibility that one or both were controlled to perform these actions upon the other, we can only consider that there may be other forces at work.

Who are these shady figures who seemed to play two of our own against each other? What was hidden inside the destroyed mind of Justin Patrick Kray, and was it so damaging to merit that additional punishment? Does this terrible fate await any others?

We can only hope that we learn these answers before it is too late.

-The Inquisitor



Dear Citizens of Elmerton,

I thank you for your kind hospitality over these last few months. I have enjoyed your company and will always remember the camaraderie; I fear I shall greatly miss it. I have enjoyed my time in Elmerton but must be on my way. I have received a message, of sorts, which bids me travel South. I do not know when I shall return.

I wish you all luck in your endeavors. I apologize to any and all I have offended and hope I shall have opportunity to make amends.

I truly hope that fate will bring us together again soon.

Yours endearingly,
Tegwald Dunham

People of Elmerton,

I am happy that the witch Ylianna and her brother, Dante are dead. You have made this so. For this, I thank you and owe you a debt of gratitude. Because of you, two long-time enemies of mine are dead. Give yourselves credit and celebrate, but do not let your guard down; there are other forces out there that are much more powerful than Ylianna. I will be staying in Elmerton, and waiting to see what develops here. As for all else that has happened, I would just like to say, I am sorry for your loss, Lynsara. I wish you the best, as I do for you all, and, in the future, that good fortune may smile upon you.

Yours,
Ri Trapspringer

Lowex – A Nation Divided... but Uniting with Tohmshire

Our distant neighbor to the East seems to have joined forces with the Emperor, Borgeh II, in his conquest of Irvanshire. The Queen of Lowex has sent militia to towns in Irvanshire, including the border town of Elmerton. Despite this there are some loyal to old alliances, a patriot of Lowex, who shall not be revealed here, has joined with some of his fellow citizenry to return to his homeland to see what has happened. A soldier stated, "the Queen is not herself" seeming to agree with the possibility of possession or control by an outside force.

Meanwhile, some indicate that some of the DoD soldiers are expecting to be granted control of Irvanshire following their conquest with Tohmshire. This bait that Borgeh II used to solidify the alliance is not expected to be actually granted. It does not seem feasible that anarchists could do it. DoD may be able to win some battles but they cannot govern even themselves.

As predicted, Borgeh II has again tipped his hand but now we see a Jack and a Queen. The fact remains that Borgeh II, with statements like "you're either with us, or you're against us," is gaining more to his unworthy cause. The decision of the Lord Renwar in his last session of court in Elmerton to pass on all Prisoners of this conflict to Point Edgar is a wise one. Who knows what fortunes Irvanshire may win by the ransoms, we may yet be able to finance this terrible war.

W.E.P.

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.

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.

I am a box that holds keys without locks, yet they can unlock your soul. What am I ?

A bright pearl on black velvet, with diamonds twinkling in a case. What am I ?

Those pesky dampeners getting through your magical locks? Need to store some items in a locked box? Maybe you need some manacles to keep people for questioning, or need a key for the old ones you have. Well, come and see me. I am taking orders for mechanical locks, from the most simple (there is no such thing as cheap in my inventory) to the most complex (there is also no such thing as expensive). They range from 7 silver to 4 gold, everything else will be negotiable. All my locks are made of heavy Iron to keep those irksome Red Caps away. Also, I am looking into the creation of permanent magical locks and methods for building traps into my locks. Price, again, will be negotiable.

-Ri Trapspringer

Magestry's Best of . . . Maygrelian 2005

Here are our picks for the best of the May 27-29 event:

WOW! It was so difficult to choose one person out of so many great role-players this game, but since we have to do it, we're going to give the **Best PC Award** to **Tom Sadler** for his brilliant performance of Helik Windsaber. He was everywhere and always in-game and honored a dying Renwar with a most convincing litany. Tom successfully induced the greatest number of actual tears we've ever seen at Magestry. Way to dehydrate us, Tom!

Now, to honor all of the other great role-playing that happened last game, we're going to give **Honorable Mentions** to **Aneurin, Hatch, Lynsara, Teg, Kieran, Jonathon, and two new PCs: the barbarians Braka and Vrokta**. Great job, everyone, and keep it up!

And, last event's **Best NPC Award** goes to Paige Riordan, who was always willing to do anything asked of her, even playing the part of a mind controlled, abused girlfriend. Paige was on top of her game and a great role-player. Come back soon and frequently page...Level 15!

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.***

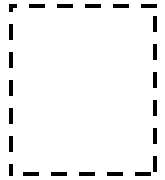
Address Changes

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.

Rules Changes

We are currently updating the rules and version 1.3 of the *Magestry Player's Rulebook* will soon be available. For now, the changes are available for download, as well as the most recent version of the rulebook, at Magestry.com.

PDabble Games
PO Box 1037
Middlebury, CT 06762



Magestry.com
PDabbleGames.com

Magestry 2004 Event Schedule

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)

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.

Directions to Schreiber Farms, 571 Quaker Farms Road, Oxford, CT 06478:

From East or West: Take Exit 16 off of I-84. At the end of the ramp, take a left onto Route 188. Go for about 3.5 miles (follow 188 carefully because it will turn to the left and then immediately to the right). The camp gate is on the right side of the road (If you see the big farm with huge silos, you've gone too far!). Drive down the dirt road and around the pond until you find the parking area.

Magestry's Next Event is June 24-26 At Schreiber Farms in Oxford, CT

The cost is \$55 (\$50 if by June 18th) for PCs* and \$10 (Free if by June 18) for NPCs.

There will be no buildings, electricity, or plumbing available at the next event. However, the property we are using is beautiful and large (water hole included: yes, you can go in it) and we will set up large tents for our "town" buildings. You will have to bring your own camping equipment (you can rent a tent from us for a \$5 fee, but we don't have many so try to bring your own [NPCs, too!]). Camping is allowed in almost any location, but new fire pits must be approved.

There will be snacks available, and one full meal will be served on Saturday night 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!