

THE MAGESTIC MESSENGER

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

Elftember (September) 2005

Volume 3, Issue 8

WANTON ELEMENTAL DESTRUCTION!

Who could have imagined it would happen like this?

Two years ago, the Portal Authority of Tradegate diagnosed increased Elemental activity within Aszuron as the result of chance proximity of the Elemental Planes of Fire and Water to Magesta. Soon after, however, the Planes of Earth and Air came just as close. The multiverse is simply too large for this kind of absolute coincidence. What could be the odds? Odds were: it wasn't a coincidence...

Early this year, it was confirmed that the Elemental Planes were, in fact, being drawn toward Magesta by men with the very powerful ability to call individual elements, extract them, out of Nature itself. What they are bringing the planes close for is uncertain, but it is known to the Waywatchers of Irvanshire that the Disciples of Dissention and a group of barbarian cultists worshipping a being known only as "The Sleeping Lord" have been aiding these "callers" in their mission.

In Elftember of last year, the DoD and other renegade organizations attempted to activate gateways across Aszuron that would serve as direct summoning points for elementals. In many locations, their efforts failed; however, they succeeded in many more. In Irvanshire alone, there are currently gateways open in the Great Frostwood (dangerously close to the city of Ken Ryndil), the Go-Betweens, and the Fiddlehead Hills just outside of Elmerton. There is another strange force that seems to summon solely fire elementals near the northern city of Pith Sinkum, and it is now known that a man named Durias Undybbar has almost entirely merged the Plane of Earth with the Magesdeep beneath the Fiddlehead Hills and Pine Hollow Mountains.

By far, the most elemental activity Irvanshire sees is in the Great Frostwood, where the elves have fought hard and lost many lives. Even the forest itself has suffered much destruction. But Irvanshire has been shown mercy compared to the rest of the continent...

Fires rage across all of Fegoria, the entirety of Tsard is inundated with water and ice, tearing winds rip Loreth to tatters, and earthquakes in Lowex, particularly in the mountains, cost hundreds of lives each day. Despite the fact that we have very real, conscious foes to fight, this is not a war. The elementals have powers over the elements themselves; they can bend them to their will. How can you fight what you can't even reach?

The heart of every Magestan has hoped that these creatures would simply fight themselves to extinction, but their toll on Magestic life has been too great to allow this to continue unchecked. Our world is their battleground, but they cannot even truly die here! Their bodies simply rejoin their home plane and they are remade. If this fight is to be won, we must bring it to *their* homes. Once distracted, we might be able to send their planes away from Magesta, but we will need a power greater than what brought them here.

Please, because you have not yet felt the full brunt of this conflict, do not think it will not come to you. All Magestans need each other in this time of war. Let us even forget our spat with Johmshire for the time being. Information is the best weapon we have against these creatures that most citizens cannot even hope to bring down, so do your best to keep your eyes, ears, and social contacts open; and be prepared to fight.

~Waywatcher Harlo Leafdrop

MAGISTRATE RESCUED – A MOMENT TO TAKE STOCK

Two moons ago at Shryber's Farm, Lowexian soldiers with excellent skill and execution of strategy attacked and made off with the Magistrate of Elmerton, Hatch Van Graves. The circumstances of his capture were very disheartening to the population of Irvan-shire, but the tale of his rescue should bring a lesson to us all.

It was the weekend of the Gypsy Festival when some of Elmerton's best learned enough to proceed with a mission to free the Magistrate. As they marched off, the confidence in their righteous cause was branded on the visage of each hero. Weapons polished and armor glistening they moved out of the town and into history.

The Lowex have shown remarkable ability as soldiers. They are impeccable at following orders and are disciplined beyond all reckoning. Hatch modestly claims that he was held "in good health and treated impeccably well by [his] captors"; we can only imagine the tortures that he endured to finally succumb to this defeated point of view.

On arrival to the camp, a Lowexian wise man, Nexus, took charge of the situation. While demanding for the release of Van Graves the Lowexians sought to destroy the party. While unseen Lowexian minions prepared (which some say includes armies of Orcs and Dragon Riders, but we will not entertain such wild fantasies.) Bloodshed was limited by the heroic offer of Nexus when he accepted the challenge of a *fight to the death* with his former student, the Lowexian Captain.

The two powerful men faced off against each other. Nexus protesting that this duel was unnecessary. The Captain made the first attack, easily parried by the wizened warrior. The Captain appeared outmatched until a valiant flurry managed to land the first blow on Nexus. This small success, which simply damaged a corner of Nexus' armor, brought out a brash confidence in the young, strong Captain. Nexus again offered the fight to the death be withdrawn. Then the Captain extended his threat to Nexus to include all the soldiers of Elmerton should he accept anything less, Nexus was forced to fully engage his former student.

The ring of steel on steel as two mighty warriors fought for the ultimate prize still echoes in the canyon. The wise and battle hardened Nexus, against his younger stronger student. Despite the tears that filled his eyes, Nexus won by each engagement. Slowly he cut his student down. For each hit the Captain scored, Nexus scored two. Then the first fall, the Captain went to the ground, rapidly rebounding into the fight. As the battle was drawing more towards an end it was clear the victor would be Nexus. In this moment, Nexus, once again, showed his mercy.

Lying bloodied the Captain seemed to be finished. Nexus turned to the crowd to appeal for this contest to be declared ended. Then, the apparent hatred that the Captain had for his former teacher was unleashed. With his jaws clenched, he called forth the last of his stamina and ran towards Nexus. Nexus stood facing the crowd, oblivious to his peril.

As if time slowed, members of our heroic team became aware of the threat. As the Captain's sword was raised in a killing blow toward our hero's head, Nexus, either reading the crowd or sensing the threat turned out of the way of the deadly attack as he counterattacked. The next moment it was over. The Captain fell on the blade so hard it passed through his breastplate and cut straight through his heart and pierced through the other side. As the blade passed to the hilt it was clear the fight was over. A passing flicker from the student, seeking forgiveness; with a glance from the teacher it was granted.

In the moments that followed, as the Magistrate was liberated from his captors bonds, the men were all hushed. Each as if asking himself, how has it come to this? Each man, sad that it has.

~N

Scandal!

Two chefs of the royal court in Point Edgar were fired after nearly a decade of service earlier this month when what was thought to be a simple case of food poisoning turned out to be malicious.

After being served an extravagant meal for the king and his court, three unidentified members of the royal family complained of stomachaches and retired early. The food was inspected, but no poison was found. During the night, one passed away (but returned from death) and two were found paralyzed in their beds. Which family members were affected remains unknown.

All of the cooking and serving staff were interrogated, and two were found with holes in their memories. Unable to prove their guilt, but also lacking any way to assure their innocence, the two Dovskastradi cooks - Muchek Zastolov and Natalia Rachtshia - were detained temporarily before being removed from the service of the royal family.

Security within the castle has been increased after the incident.

Tohmshire Gains Comfort from Alliance with Lowex

Lowex, Tohmshire, and, less recently, the **DD** have made frequent raids and currently hold territory in Irvanshire. Sentiment in Tohmshire has been mixed over the war, but for anyone who follows Borgeh's reports on the matter, great solace is drawn from the union with Lowex. Part of Borgeh's "Union of the Willing" has been the talking point that he is not alone in his hatred of Irvanshire. Many of the rumors about the Irvanshirians has failed to capture the public imagination, but the alliance with Lowex is touted as the main reason people feel justified in the war.

In the meanwhile, reports of the Queen of Lowex's increasingly erratic behavior has some wondering about her sanity and many about whether she is truly the Queen. Several highly placed Lowexian soldiers (under influence of strong drink to talk so boldly) indicated feeling she could be under the control of a Demon. Recently, her falling to corporal punishment and execution recently seems particularly out of character. Early in her reign she was criticized for her leniency on a couple of thieves who had claimed to be reformed (claimed they hadn't committed a crime in months) as she guided them towards a life of charity. Recently reports of her having a starving orphan beheaded after being caught in the area where a loaf of bread had been stolen. This has remained a rumor in light of the recent clamping down on information coming from the palace.

The Lowexian Queen had earned a love and respect; now it is the tool she uses against her people. Only the thinking men and women are dissenting currently, though the sentiment is spreading. It remains that Lowex stands with Tohmshire in this unjust cause. Tohmshire is heartened by the support and we are left with a battle simply to live our meager lives.

Perhaps we should be looking to healing the Queen of her affliction, or perhaps I grab at straws which are only a hope against a bitter campaign. As winter approaches, the battle may leave many of us out in the cold.

W.E.P.

They say that once you get the sweet taste of blasting jets of fire into encampments of uptight soldiers, you just can't stop. Believe you me - that's *totally* true!

I've been... uh... on a little trip, you could say, for the past few moons. Now I know we weren't specifically "asked" to help, but we really couldn't resist. It was too much of a tease to only get to lob a single fireball into the Tohmshirian's tents at Shryber's Farm.

So yeah, like I said - you just can't stop. So my little sojourn has taken me into Tohmshire and the borders of Irvanshire where there is more fuel for my fire. Heh - literally! The sweet scent of burning tents aside, you'd be amazed at the things to pass by my ears.

So to begin with, Ahbrim Kristoff, that grumpy dwarf - once a peer of your buddy Nexus - ain't so big in his britches anymore. The once-proud Captain got smacked around once he hit Lowex. I guess he's wearing silver now, demoted down to Lieutenant.

That's not even the good part though - the amazing thing is the Lieutenant of the Warmage, Aldric Brandel, has a fat old bounty on his head. Some high-up military chap will give the bearer of said head (or whole person, I guess) 50 gold! That's right - five magestic - five hundred silver - enough clay to fill a tavern with! I guess the bounty started at 25 gold, and has since been raised. Play your cards right and I'd bet you could double the current price. Heck, if I see him, I might even test my blowin'-up skills.

Cheers, Irvanshirians! Keep on burnin'!

*~ Inferno!

WASTING AWAY IN ELMERTON

ANOTHER MOON HAS WANED LEAVING ONE OF ELMERTON'S CITIZENS, JUSTIN PATRICK KRAY, WASTING IN ITS SMALL PRISON. JUSTLY IMPRISONED FOR BOTTLING THE MAGISTRATE HE WAS SET THE ADDITIONAL PUNISHMENT OF HAVING HIS MIND DESTROYED BY A POWERFUL WIZARD WHO REMAINS AT LARGE.

DUE TO THIS ADDITIONAL INSULT THE CIRCUMSTANCES OF HIS CAPTIVITY ARE LEADING TO SIGNIFICANT HEALTH PROBLEMS. DESPITE HIS MENTAL STATUS HIS BODILY FUNCTIONS CONTINUE UNABATED. SOURCES SAY HE HAS MINIMAL CARE BUT IS FED AND WASHED ON SOME BASIS. IT IS ALSO SAID THAT HE HAS LOST A LOT OF WEIGHT AND IS IN SIGNIFICANT PHYSICAL DANGER FROM COMMON HEALTH CONCERNS. HIS COT IS INADEQUATE FOR THE MINIMAL ACTIVITY HE DOES AND HE IS PRONE TO BEDSORES. HE DOES TOLERATE ANY POSITION YOU LEAVE HIM VERY WELL, AND THUS CAN BE SAVED SOME OF THIS INJURY. SOURCES ALSO COMMENT THAT HE IS VERY WELL BEHAVED COMPARED TO SOME OF THE CRIMINALS THEY'VE HAD IN THERE. A MODEL PRISONER IF YOU RULE OUT THE FACT THAT HE IS AS THOUGHTFUL AS A VEGETABLE.

IN THE MONTHS THAT PRECEDED HIS PUNISHMENT, THE PRISONER HAD BEEN A HELPFUL AND PRODUCTIVE MEMBER OF SOCIETY. THE TERMS OF HIS IMPRISONMENT EXPRESSLY ALLOWED HIM TO BE ABLE TO CORRESPOND. NOW WITH THE UNPLEASANT TERMS OF HIS DEMISE HE HAS BEEN SUBJECTED TO THE LOSS OF PHYSICAL HEALTH. I PREFACE THIS BY ACKNOWLEDGING THE EXCELLENT CARE THAT HE IS RECEIVING AND THE EFFORTS TO BRING THE CRIMINAL WHO COMMITTED THIS ASSAULT ON THE PRISONER TO JUSTICE. DESPITE THIS, WITH THE ADDITIONAL PUNISHMENT OF THIS VIGILANTE, THE PRISONER HAS LOST SIGNIFICANTLY MORE THAN WAS EXPECTED AT SENTENCING.

WHILE THE CARE IN ELMERTON'S JAIL FAR EXCEEDS STANDARDS IN OTHER DUNGEONS IN THE LAND; WHERE SOME REPORT TERRIBLE CRIMES BEING ALLOWED FROM PRISONER AGAINST PRISONER, IT REMAINS THAT THERE IS A STARTLING LACK OF AN OUTCRY AGAINST THE POOR SECURITY OF PRISONERS THROUGHOUT THE LAND. THUS FAR, NONE HAS BEEN ABLE TO RESTORE THE LIBRARIAN TO HIS FORMER THOUGHTFUL SELF. OUR VULNERABILITY AS CITIZENS HAS NEVER BEEN MORE OBVIOUS. WITH A SYSTEM OF LAWS STILL PREFERENTIAL TO THE RICH AND A LIST OF PUNISHMENTS DOLED OUT WITHOUT REFERENCE TO PRECEDENTS WE MUST STILL FACE INCARCERATION WITH THE RISK TO OUR VERY MINDS.

POWERFUL AND DEADLY WITH LITTLE REGARD FOR HUMAN LIFE, A CRIMINAL OF THE MOST DANGEROUS KIND STILL LURKS, POSSIBLY AMONGST US.

THE INQUISITOR

A Warning to the Inquisitor

In recent months, you have dabbled in studies not meant for you. These objects of your interest are not to be scrutinized by the likes of you. Best if you would mind your business.

The "other" has not shown his face for some time, and most think it best that way. Let him rest in his own realm, we are safer without his "assistance." And as for the object of your attentions, he is in a better state without your meddling. Let him drool a while longer, caution in this regard could keep us all safer.

I suggest you reveal yourself next moon, there are several who would like to talk some sense into your thick ugly skull.

Sincerely,
An Admirer

Attention Citizens of Elmerton:

I, Luther Hungsinger, have been approached by many people asking for help in the arts of war. Whether it is becoming proficient with a sword, excelling through the skills of combat, or understanding war itself, I am offering my seasoned skills to any who is eager looking for a mentor. If you seek evidence of my qualification as a mentor in the arts of war, simply ask the more senior citizens of Elmerton.

While I do not charge for simple lessons and practical skills, I do have a small price for the advanced lessons which I offer. As always, prices are negotiable. My lessons are not limited to those who wish to live by the sword.

For all those who may be interested, seek me out in Elmerton.

- Luther Hungsinger

Armor Armored, Jewelry Jeweled, and Engines Engineered!

Need a shield made? A sword repaired? Perhaps you wish to see what can be done about a machine to make your life easier! Maybe you want to buy a pretty thing for your special pretty thing! If any or all of these apply, come speak to Jynx. Prices are reasonable and determined by project. See the wonders of clockwork assembled before your eyes, and own a piece of the future!

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.

What gets wet when drying?

What comes once in a minute, twice in a moment, but never in a thousand years?

Professional Messenger: Ready to Deliver!

Have you ever caught yourself in a situation where you just really need to send a letter, but just never had the actual time to deliver it yourself? Well, today luck looks favorably upon you! Your message could be delivered with safety and confidence ANYWHERE on the land of Magesta thanks to the prestigious Messenger's Guild! You think it's too long a journey? It's NO problem for the guild! Just hand your message to Tonerius Cypress Frosthill, you're friendly messenger in the area, and away it will go! Delivery is fast and efficient and can be by hand if desired. Let the communication between all of Magesta commence!

Magestry's Best of . . . Elftember 2005

Here are our picks for the best of the September 2-4 event:

Well, we had a gypsy festival, which means hide your gems and daughters, but not your role-playing! The Magestic staff has been increasingly impressed with the improved performances of many players recently, but we have to give this month's **Best PC Award** to **Leda Tolliver** for her A-1 involvement and even better performance. Just think, Leda, a little while ago, Thessaly wouldn't know which direction to look to yell at a gypsy! And getting yelled at by Mike Faulk isn't easy. Just ask Paul... oh, no...wait...he can't talk while he's crying.

Last game saw an unusual shortage of NPCs, and the staff was very impressed with the extra hustle that everyone exhibited. Though they were all hard players, one man played a little harder than the rest, which is why this month's **Best NPC Award** goes to Chuck Corley. Chuck was always on top of whatever he was asked to do, and he did it well. He actually wrote, in just mere minutes, the story that the gypsy Orloph told at the end of the campfire on Saturday night (before Orloph was showed up by Tom Sadler's Xavier). And best of all, Chuck comes to game actually knowing the rules. As our way of saying thanks, Chuck, we will never let you PC!

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.

The Trading Post is now open under new management. Contact Kalim with requests. All banking guaranteed. For banking needs, contact Daedalus DeSaussure by messenger, or leave a message with Kalim.

Twin Half-Elves Born on the Realm of Earth!

On one of my recent travels I had occasion to return to the Realm of Earth, a place I have been before. I had been to this place several months ago and had visited my "Earth Wife". In the time since that last visit she had grown large with twins and on this visit they did arrive. It was a spectacular occurrence as they do things differently on Earth (in an Op-er-ating room for instance, and without even a mid-wife.)

She always imagined I had been from the North-west and I had believed she had been from around here. It was on the birth of our twins that here true heritage was revealed. She had elvish blood (see magic painting inset).

The twins are doing very well, though born somewhat early for humans (but right on time for half elves) at 33 weeks and 4 days on the 15th of September. Thomas Gabriel was born at 10:18 am at 17.5" and 4lbs 6oz. Stephen Jacob followed his brother 10 minutes later and 6 ounces heavier. They had a bit of a time on a magic breathing assistance machine but now have progressed to an occasional nasal straw feeding. They should be home with us soon.

I have not had them tested for their potential in Magesta but they both seem to have extra-casting (*light*).

See you when I can,
Teg.





Congratulations Ed Kaine!
**All of your friends at Magestry are happy
for your new family members, and we
wish you and your wife the best of luck
until Foreverday!**

Between Games

Who says nothing interesting happens in Elmerston in the time between events? How 'bout this: there have been lots of elementals attacking. Yep... and they destroyed the Mead Hall. That's right; you heard it. They iced it, electrocuted it, pounded it, and then torched it. I guess they aren't fond of alcoholics (or maybe Lucian J called them a bad gypsy name).

Renwar's beloved Mead Hall has gone off to meet him. He's going to use it to get Gwendolar good and wasted. (Well, she's already good, so he's half way there.)

Anyway, this destruction means to following for everyone, for real, out-of-game...

NOTICE: BUILDING CHANGES

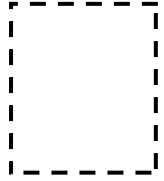
As of this coming event, the Dining Hall at Chesterfield is no longer the Mead Hall (Tavern); it is now going to be a totally sweet module building. The Tavern will move into the Upper Cabin and the Upper Cabin will move to where the module building has been because that building holds twice the players of the current Upper Cabin (Ecology Lodge). Everyone registered to stay in the Upper Cabin will now be registered for the "Middle Cabin," as we will call it for now. If you'd prefer to move elsewhere, please contact Paul at PDabbleGames@aol.com.

Theft at Magestry

Well, we have looked in every possible place and we are left with only one explanation: the staff of Magestry has been the target of our first serious theft (and, no, we aren't talking in-game). Many months ago, both of our light chain mail shirts went missing. Before we chalked it up to theft, we wanted to be sure... and now we are. We can now say, beyond any doubt, that both of these shirts (which have been so lovingly referred to as "Sexy Chain") have been stolen from us by one or more of our own trusted players. Magestry has a lot of equipment, and we actually do keep inventory, but, as these things are for shared game use, we have little way of stopping someone from walking off with them. These chain shirts are worth \$200 each, and they were a very valued and often-used part of our costume collection. So, we ask that anyone who knows anything about this to please come forward. Additionally, we ask all of our players who knew what this chain looked like (and there are several who could flawlessly identify it) to keep your eyes open for them as you play Magestry and other LARPs. We will also take this opportunity to remind everyone that out-of-game theft is punishable by law and spells immediate and permanent expulsion from Magestry. We don't want this, of all reasons, to be the reason we can't have nice things.

PDabble Games

PO Box 1037
Middlebury, CT 06762



Magestry.com
PDabbleGames.com

MAGESTRY 2004 Event Schedule

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 Sugar Hill Road, Chesterfield, Massachusetts:

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).

MAGESTRY'8 Next Event is

October 7—October 9, 2005

At Chesterfield Scout Reservation in Chesterfield, MA

The cost is \$55 (\$50 if by September 30) for PCs and \$10 (Free if by September 30) for NPCs.

We are back at Chesterfield Scout Reservation with more players than ever and the cabin space there is limited. Therefore, it is suggested you pre-register (this includes payment) and, when you do so, choose your cabin preference. If you plan to pay at the door you are not guaranteed a cabin. There is also unlimited tent space, so if you plan to pay at the door, bring a tent because you might not have a cabin. Those who have already pre-registered need to choose a cabin; please email Paul @ PDabbleGames@aol.com. If you do not choose a cabin, he will assume you will be tenting and not reserve you a cabin space.

At the beginning of the event, DO NOT set your things up in a cabin until we've told you which one you've been assigned to. You may have to move your things if you do this.

There will be snacks available, and 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!**