



THE MAGESTIC MESSENGER

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

Reapingdusk 119 (October 2009)

Volume 7, Issue 7

Wedding Announcement

The Ardent of the South Farthings, Siegfried of GothRok, and Lex Mitorae will be wed on the 3rd Wakingday of Reapingdusk the 17th, at the Grand Allegiant Temple in Point Edgar. Transportation will be provided for the people of Elmerton who will be attending, all are welcome. Once again, all ranking members of the Allegiant in Irvanshire who are able, are invited, and encouraged, to attend. A feast will be provided following the ceremony.

An engagement party will also be held on Gatheringday the 16th of Reapingdusk at the Sons of Plunder gambling hall located in Elmerton. The festivities will begin after midnight, and there will be plenty of drinks and gambling. Please feel free to bring snacks of any kind to celebrate this occasion (don't forget the Ardent's favorite: pecan pie!)



Windlock Nobles Reported Missing

House Windlock has recently requested any and all information regarding the whereabouts of Morian and Olia Stormbreeze, last seen in the South Farthings, leaving the Manor House located there. Stenton Stormbreeze disappeared over a year ago, and the disappearances of his older brother and younger sister were not discovered until very recently. No remains of any of the three have been found, and, as their deaths would terminate a family line, foul play is suspected. Any information can be given or sent to Dame Aleria Windlock in Elmerton.

Aid Given in Abundance to Hamates

The following is an excerpt from correspondence received by the Portal Authority from Marrehel Zigoxorin, the Last Sovereign of Hamates:

Please allow me the opportunity to thank you formally for your recent assistance. Our world is a world not on the precipice of disaster, but we have fallen. For too long on our world, magic was unchecked and unregulated. The ephemeral bargains that led to the sundering of Hamates were our own doing.

With the phasing of the Abyss into our world, daemons of every shape and description flooded our world with their perverse devastation and insatiable hunger of carnage. Through much effort, my fellow warlocks and I were able to close the rift cutting off their travel between realms. Sadly, this could not be done sooner, as nine out of every ten Hamatians had become a victim.

Now, with your help, we hope to rid our world of the daemonic infestation and begin anew. If we can cleanse the world, then perhaps time and the charity of others in the multiverse can make us a whole people once again.

The Portal Authority would like to thank the various mercenaries across Magesta that aided this cause last moon. According to our calculations, last moon the Authority sent nearly one hundred groups to Hamates, and claimed the destruction of close to one thousand daemons. As the daemons have adapted to our surprise attacks and strengthened their resolve to hold Hamates, we have ceased the project at this time and will commence in one moons time. This additional time will allow us to modify tactics to most beneficially serve Hamates needs.

We would like to thank all those that assisted in the prior moon, and would ask that all those brave Maggestans consider their support. As always, please coordinate your mercenaries members prior to departure. And again, all dimensional travel has risks associated with it, as does dispatching daemons.



Circle of The Sword Maidens

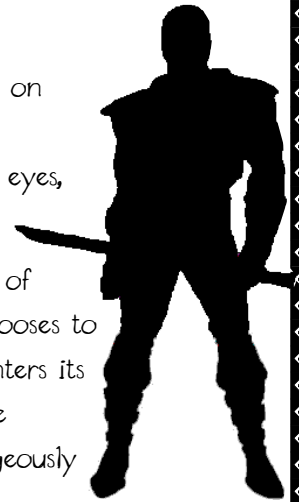
Maidens of Elmerton and those in surrounding towns are invited to attend the meeting of the Sword Maidens. I wish that all maidens from Elmerton will attend. We will have a little muster that will be looked over by our own Lex Mitore, if she is not busy with wedding preparations. If anyone would like to be a guest speaker, please let me know. It will be a time to be taught if anyone needs any teaching, time to explore our weaknesses, and to make our

name known in the world. We have been silent too long. Our voices will be heard. The meeting will be in Reapingdusk on Wakingday the 17th, after court. We shall meet in front of the Wining Spirit. If you have any questions, please see me in Elmerton.

-Suki

The Hero Complex of Elmerton

By Majento



According to its local oral tradition, Elmerton has been the center of heroic deeds on Magesta since well before the Age of Fortune. This short argument will analyze my views concerning why this small town's citizens, which number less than sixty or seventy, in my eyes, contemporarily feel it is their responsibility to act courageously.

A large motivation for this town's citizens to act heroically stems from their fear of retribution by a spirit named Aulian, formerly called Luther, I believe. If the town ever chooses to sidestep an encounter, or embrace the natural urge for self-preservation, Luther swiftly enters its borders and "teaches it a lesson" through murder. Perhaps without such unfair pressure, the towns' members could follow their own desires and not have the obligation to act courageously because their free will has been stifled by a powerful, spiritual force.

Another driving force behind heroism involves the town's belief that it is the epicenter of activity on Magesta, and even in some eyes, the Dabbleverse, where the great problems of Magesta frequently originate. Thus, because their started there, Elmertonians feel it is their moral responsibility to solely quash them and have them finish there. Although it is natural to some extent to feel this way, it is extremely illogical. Problems effecting the health and safety of all of Magesta should not so heavily burden a minority to solve them. The responsibility falls on all Magesta. However, Elmerton does not perpetuate this notion and thus takes the whole worlds' problems on its shoulders. This forces its townsfolk to act heroically, or else feel subordinate and open to ridicule to the towns' perceptions of how its members should act.

Elmerton's tradition of heroes also unfairly pressures its current citizens to act courageously. The legendary heroes of Magesta are sworn to have existed here by its citizens. For example, Kaybin Stormsill, destroyer of "The Wolf Lord," was said to sleep in the same cabin I sleep in today; Galynn Silverbow, or, "Galanthas DuMentharen," destroyer of "The Sleeping Lord," still frequents the town, although not recently (please come back, Galynn!). Furthermore, the town has housed not one, not two, not three, not four, but five! Incarnations in its history: Mother Memory, Luck, Music, Vengeance and Knowledge. Elmerton's current citizens hold these powers (well, some of them), as role models on life's possibilities and shape their ambitions and actions accordingly, often through heroism. It is unfair for a citizen of Elmerton to feel like they need to match the accomplishments of these great powers throughout their lifetimes by acting as heroically as they did in their lives.

For the record, I am not against people acting heroically. Bards would not have professions if people did not act this way. Furthermore, I am not against *myself* acting heroically, or inspiring those who are performing heroic deeds. That is kind of my role in battle. What I am against is the expectation of every citizen of Elmerton, including myself, to act heroically and to be pressured to do so in every situation, especially those of life and death. Free will and choice rest at the heart of the human condition and should not be squelched, regardless of the situation. Perhaps this is the reason why Psionics is so dangerous; it has the possibility of making an individual appear as if he is acting on free will through a manner that cannot be easily detected when he really is not. Interesting...more on that later.



Elmerton Trading Post—Items For Sale



Potions	Price
BarkSkin <small>NEW & LOW COST</small>	6 cp
Cure Wounds 1 <small>LOW COST</small>	1 sp
Cure Wounds 2 <small>NEW</small>	4 sp
Elemental Missile	2 sp
Elemental Weapon	7 sp
Feat of Strength	3 sp
Literacy	3 sp
Neutralize Poison	8 sp, 5 cp
Psychic Weapon <small>NEW</small>	8 sp, 5 cp
Remove Disease	6 sp
Resist Magic	6 sp
Spell Immunity	1 gp, 3 sp
Spiritual Weapon <small>NEW</small>	8 sp, 5 cp
Stabilize <small>NEW & LOW COST</small>	6 cp
Stoneskin	7 sp, 5 cp
Translation Stone	5 sp, 5 cp

Scrolls	Price
Bestow Magic <small>NEW</small>	8 sp
Control Elemental, Level 10	1 gp, 2 sp
Dismissal, Level 07	2 gp, 4 sp
Elemental Immunity	3 gp
Empower Spell <small>NEW</small>	4 sp
Restore Mind	15 gp
Resurrection	15 gp
Stone to Flesh	15 gp
Turn Undead, Level 10	3 sp, 5 cp

Mundane Items	Price
Piece of Parchment	5 cp
Vial of Ink	5 cp

Open Daily:
10am - Noon
11pm - 1am

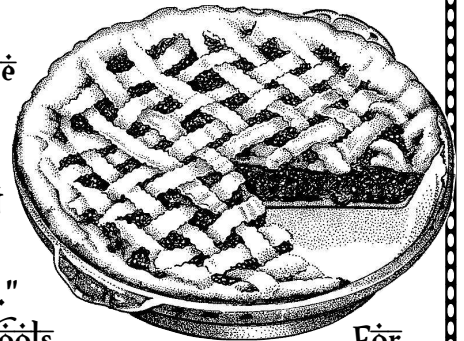
Rush ordering available for a 1 gold fee - limit of
six items per rush order.

Located on the porch on the hill above the tavern.
Submit special requests to Rakesh.

Any ode to the mighty messenger would be incomplete if it failed to point out their true significance. To say they carry but letters and packages is insulting. Nay, they carry musings, wisdoms, warnings, anecdotes, and love. They carry life and death itself at times. All for a few coins never as valuable as what was delivered. Then again a true messenger is in it for the adventure.

A short time ago I was fortunate enough to possess the swiftness to follow a truly dignified man on his quest to join the storied guild. His feet moved carefully over the rocky ground with utmost balance out of great respect for the objects he carried. He held his sword high to deflect the many blows of the foul enemies that pursued him. He could not risk unconsciousness. Do not misunderstand me; he was not concerned for his own life but for the sanctity of his precious cargo. He had already delivered 2 letters but the last parcel would be the most challenging. Few alive can resist the call of baked goods.

And so our hero was subjected to the blows of numerous monsters, the tricks of calculating brigands and even the spells of arch mages seeking to cut their teeth on this unfortunate soul. I can't describe the horror I felt as I watched him crawling on bloodied knees using his crippled limbs to protect the delicious treat. Friends, I assure you it is true that when D'este handed that pie off to Osirus it was completely intact. He then collapsed. It was only his duty that had carried him this far. I lowered my head to listen to his last words. They ring as true as the man himself. "I did it all for the hat... Bury me with it."



Some say D'este did not in fact die that day. They are fools. For one to be truly reborn as D'este has been, one must shed their old flesh to embrace the new. So join me. Join me in praising the man who will guide fate and fortune to our unworthy hands. Congratulations D'este. May you answer all future challenges with timely delivery.

-Tumbles

Greetings Lex!

Hi! I'm Anintula, and I'm your new little sister!

I'm very excited to be with you soon, Big Brother tells me that you are a brave warrior! So am I and I can't wait to go on adventures with you and be brave with you! We will have much fun and excitement! Big Brother says that he would like to tell you my story at dinner on the day of Faith in the moon of Reapingdusk on the 17th and then I will be yours forever! I hope they will allow Big Brother to tell my story to you and everyone else while they are eating!! You're a brave warrior; you should make them allow Big Brother to do it! I promise you it will be worth it!!

Yours truly in scaring away goblins and being brave,
-Anintula, lover of Battleday and mini agent of war

Children of Elmerjon, Big Brother has worked and
 slaved over me to make me complete! Irae has spent
 many sleepless nights summoning me! Without further
 ado I shall arrive to my new home in Elmerjon some-
 time in the moon of Reapingdusk! I'm a fan of music
 and its meanings so as a gift to you I give you this
 song, about my coming to be and the experiences through
 my eyes.

Yours truly,
 In Darkness, Fear, and enchanting music,
 -Vivian

The Little Music Box-
By Vivian

Music box music box
 You turn and twirl
 A white dress and little bells
 Your promise is so real
 We aren't real
 But our arms will sway
 Left and right
 Every which way
 Dead girls dance
 They burn and twirl
 Witch hunt witch-hunt
 Burn this girl
 I lay myself down to sleep
 I hope for fear and vengeance
 My soul to keep
 If not I will wait in between
 Mommy shall always watch over me
 A scream of death
 Often reveals to me

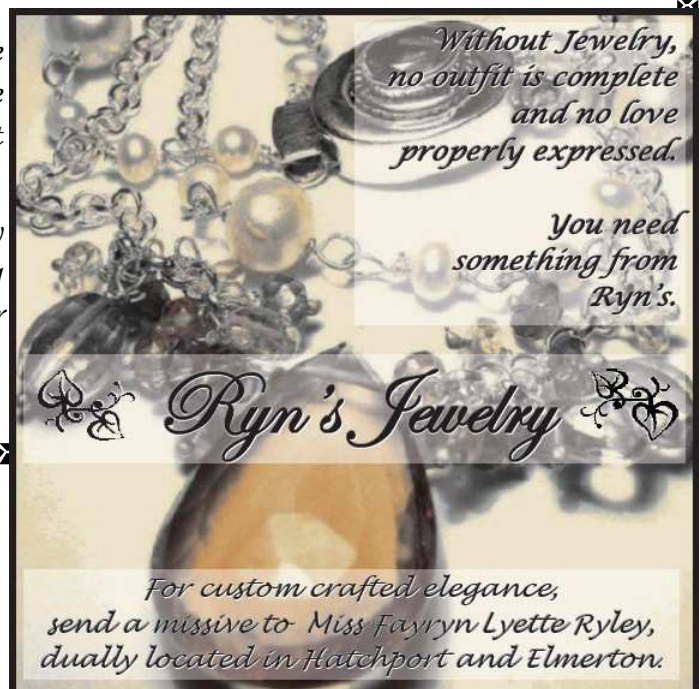
How beautiful it is
 To be set free
 Death is so close
 I can almost taste it
 I can see them everywhere
 But I am not scared
 Dead girls dance
 They burn and twirl
 Witch hunt witch-hunt
 Burn this girl
 I lay myself down to sleep
 I hope for fear and vengeance
 My soul to keep
 If not I will wait in between
 Mommy shall always watch over me
 They will never give up and die
 I'll always be by your side
 I've been waiting for you
 To find me

To find me
 And kill me
 So I may be set free
 I've been waiting for you to become
 a part of me
 Dead girls dance
 They burn and twirl
 Witch hunt witch-hunt
 Burn this girl
 I lay myself down to sleep
 I hope for fear and vengeance
 My soul to keep
 If not I will wait in between
 Mommy shall always be with me
 Music box music box
 You turn and twirl
 A white dress and little bells
 Your promise is so real

Looking for a way to help the world around you? Consider these worthy options, some of which can be done just by spending some time traveling within the borders of Elmerton.

- Travel with Ghorig and Evie to enchant rocks with elemental energy so the damage done to the forest can be cleared away and given a chance to grow anew.
- Work with Eraku and Rakesh to determine how to let Luther's spirit rest in peace.
- Search for and destroy the talking zombies that preach the good of Project Deadman on the outskirts of Elmerton.
- Research how to grant Byron clarity of mind and a final rest, possibly using a toad wood circle.
- Discover how to repair the damage done to Haku and Izen.
- Locate the black orbs that the Nah'Zah'Rin feed on so they stop corrupting plant and animal life here and go back to their negative energy dimension of Gelad'Rian.
- Investigate why children are being kidnapped by necromancers on the outskirts of Elmerton.
- Determine how Tshurkurka is using the gypsy Blood Beads to sever the family protection of gypsies that receive them, as well as members of House Windlock, and uncover how to destroy or contain him, possibly using his dark circle of summoning to the far north of town.
- Find a way back into the Evernight Forest to transplant the Dark Tree.
- Uncover who murdered Sir Alcyn van Doren from the Portal Authority Department of Restricted Travel on the night of Harvestwane the 26th.
- Search for the missing Light Creatures who have left their sanctuary without a trace.
- Discover the agenda of "Mama" – the being taking over the woods beyond the Gwendolar shrine, silencing and enraging the trees, having the Wood Trolls collect alchemical components, attracting people who desire to become like a Wood Troll themselves, kidnapping people, and organizing the attack on Baron Simon Windlock.
- Contact the tribe of goblins that is looking to move to Elmerton en-masse and help them overcome whatever danger is forcing them out of their current home.
- Determine the link between the recent unusually high rodent activity, the large amounts of missing food, and the unknown resolution of the Rage Fever epidemic.

The next session of court in Elmerton will take place on the 17th of Reapingdusk at 3 bells after midday in the amphitheater. Taxes of one silver will be collected from each person.



*Without Jewelry,
no outfit is complete
and no love
properly expressed.*

*You need
something from
Ryn's.*

Ryn's Jewelry

*For custom crafted elegance,
send a missive to Miss Fayryn Lyette Ryley,
dually located in Hatchport and Elmerton.*

Hello Elmonton!

I was so happy to receive contributions from new people last moon when I came in to collect them for my story! I cannot explain to you how excited it makes me that so many people are partaking and enjoying my competition.

Without further ado, the winner of the setting challenge is Matthias Nathaniel Eckhardt. His description of a dimension named Sathmia was interesting, creative, and detailed so that, when reading it, I could really picture the place in my mind. His setting seemed the most story-writing friendly and I am excited to use it for the story. Congratulations, Matthias!

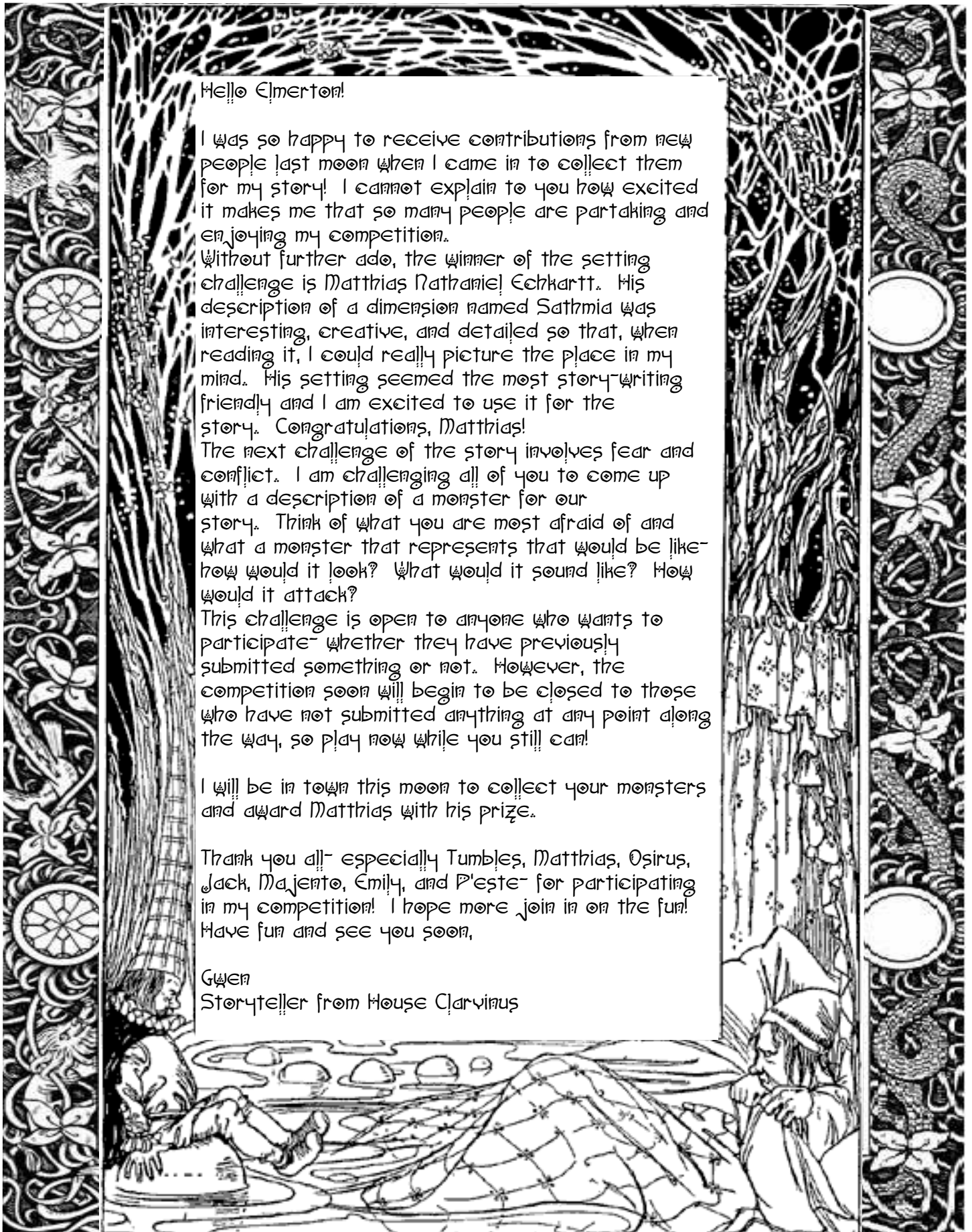
The next challenge of the story involves fear and conflict. I am challenging all of you to come up with a description of a monster for our story. Think of what you are most afraid of and what a monster that represents that would be like- how would it look? What would it sound like? How would it attack?

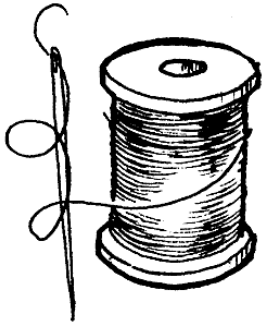
This challenge is open to anyone who wants to participate- whether they have previously submitted something or not. However, the competition soon will begin to be closed to those who have not submitted anything at any point along the way, so play now while you still can!

I will be in town this moon to collect your monsters and award Matthias with his prize.

Thank you all- especially Tumblers, Matthias, Osirus, Jack, Majento, Emily, and P'ester- for participating in my competition! I hope more join in on the fun! Have fun and see you soon,

Gwen
Storyteller from House Clarvinius





Seloin's Stichery

Hail and well met. I am an apprentice tailor and may be able to help you with several things. What I can do and the cost for the service are listed below:

Mending Services:

-Mend a small rip or tear (less than 2 inches)..... 1cp

-Mend a large rip or tear (2 inches and up)..... 2cp

(there will be an additional charge of 1cp for each inch after 2)

Note: Please allow sufficient time for repairs, we all know how Elmerton can be.

Created Items:

-Money Pouch/Components Pouch..... 1sp

(I will have a limited amount in stock when I return to town, if you wish one reserved, write me a letter)

-Satchel/Sack..... 5sp

(All special satchels and sacks must be pre-ordered, with your specifications attached to the letter. I will try to have one or two in stock when I return to town)

-Plain Tunic..... 8sp

(Must be pre-ordered, no exceptions, specify color, size, etc and allow time for creation, thank you)

Come and see me if you wish me to attempt anything else for you.

NEW PLAYER PROMOTION!

New Players can now give Magestry a try at half the normal registration cost! That is right; just \$30 for a weekend of adventure (plus dinner!). Also, the veteran player who brings a new player to the game will be given 50 Brownie Points as a token of the staff's appreciation.

For a new player to register, he or she should send \$30 either through PayPal (to pdabs@hotmail.com) or by check* to:

Magestry
P.O. Box 1037
Middlebury, CT 06762

*Make checks payable to "Magestry."

He or she should also email Paul@Magestry.com to tell us where he or she would like to sleep and to get a character and account set up in the Magestry Database. New players can also pay \$30 at the door, but if they chose that method they may not get cabin spaces and may have to camp out. And even if a new player plans to pay at the door, he or she should still email us before the game to tell us he or she is coming and to get a character all set.

So, get out there and recruit! Include your friends in this activity that is special to you. The staff will love you for it.

BOFFERS BY MAGET

If you want a boffer made by Maget, send an email to MagicBoffer@gmail.com

With the following information:

Blade Length and color

Handle length and color

Pommel length and color

Crossguard length and color

Pictures you pull off the internet, to give him an idea of what you want, will help. You'll get an email back with an image that will clarify exactly what you want before actual construction begins.

**YOUR AD COULD BE
*HERE!!!***

**REMEMBER TO SEND
YOUR SUBMISSIONS
TO**

Newsletter@Magestry.com

**DEADLINE IS ONE
WEEK AFTER THE END
OF EVERY EVENT!**

CONGRATULATIONS, KAREN AND JEFF!

Magestry would like to congratulate Karen Hobbes (Monushisa) and Jeff Mitchell (Raziel) on the birth of their son!

Cole Mitchell was born on October 8th, 2009 at a weight of 7 lbs 5 oz and both he and Karen are healthy and doing well. Congratulations Karen and Jeff, and Welcome, Cole!



Cole Mitchell (swaddled above) begins his devious plans for interdimensional domination.

Ever think of helping us improve MAGESTRY'S Atmosphere?

Donations, questions about donations, requests for what we need donated and other like queries and comments should now be sent to:

Donations@Magestry.com.

ITEMS NEEDED FOR THIS GAME:

- **Glowsticks!!**
- **Tube Makeup (email me for colors)**
- **In-Game Paper**
- **Baby Wipes**
- **Cosmetic Sponges/Wedges**
- **Pointed Q-Tips (not regular ones)**
- **NPC Snacks**

If you are planning on donating anything, please email me, Angela Jacobs, at the above email address before bringing it to game. In the email, please describe what you are donating including how much it cost you and/or how long it took you to make. Donations at the door will no longer be accepted without having emailed me first.

A list of other ideas and suggestions of what we need and jobs you can do for Brownie Points is also available on the website under the link "Donations Page."

Thanks in advance!

MAGESTRY'S Best of Harvestwane '09

Here are our picks for the best of the September 25th–27th, 2009 event:

This month, we have decided that our **Best PC** award should go to **Andrew Richard** for his performance as **Vaashra**. Aside from establishing, setting up, and running a pretty swank place for PCs to go other than the tavern (with little to no GM or NPC intervention needed), we heard good things about his interactions from our NPCs and other PCs as well. More than a few PELs expressed your happiness at having another well-run place to relax in town, and as a staff, we are also excited to have a new place to plunder. Thanks for all your hard work, Andrew! Congrats!

This month's **Best NPC** goes to one of our prodigal NPC's, **Tim Stricker**. We have loved having him back behind the scenes and, apparently, so have you! Your PELs spoke of his enthusiasm and great role-playing, and we were pleased as punch with his seemingly endless energy and willingness to do what needed to be done. It is great to have him back at game. Thanks, Tim!

All Character Updates must be entered yourself into the Magestry Database. (link at Magestry.com)

Send any Database questions to

Database@Magestry.com.

All Newsletter Submissions should be sent to

Newsletter@Magestry.com.

All general Magestry questions should be sent to

Questions@Magestry.com.

All plot summaries and character histories should be sent to ***PDabbleGames@aol.com.***

All matters concerning the Magestry Guilds should be directed to ***Guildmaster@Magestry.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.

MAGESTRY'8 Next Event is
October 16-18, 2009

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if ***received*** by October 9th) and Free for NPCs.
Cabin space is limited. When you pre-register (this includes payment) choose your cabin *preference*.
At the beginning of the event, DO NOT set your things up in a cabin until you are told which one you
have been assigned to. You may have to move your things if you do this!

For those planning to pay at the door, bring a tent because there may not be cabin space for you!

There will be snacks available, and both PCs and NPCs will receive a full dinner on Saturday night.

The cost of the dinner is included in the registration fee.
NPCs will also be fed breakfast on Saturday and Sunday mornings.

PCs and NPCs should also bring some of their own food!

See you at the event! Register Now!

MAGESTRY 2009 Event Schedule

October 16-18, 2009 (Chesterfield)
November 13-15, 2009 (Chesterfield)

Directions to:
Chesterfield Scout Reservation
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).

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.com
PDabbleGames.com