



THE MAGESTIC MESSENGER

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

Boneharvest 119 (November 2009)

Volume 7, Issue 8

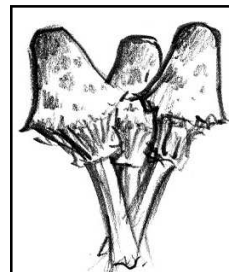
Byron: A Closer Look

I noticed my subject growing even more distant - more abstract as the weeks had gone on. Mostly I would study Byron from afar, unless his scholarly personality was dominant. That one was already somewhat detached, so he could help offer a critical view of himself. But, I noticed the personalities fading even further apart and I worried that Byron might be lost in himself, and become something far more terrible than he already was: a reckless, near-mindless beast of destruction whose fantasies and dreams would play themselves out over the entirety of the Evernight.

So, imagine my pleasure and surprise when I was approached by a group of Nature-minded individuals who had some insight into this process! They suggested a way for the different personalities within Byron to gain a firmer grasp within himself - a word of power, each different, that it could meditate on. I brought this idea to the scholar and was shocked to hear that he agreed! The scholar disseminated the information to the other personalities (even the dangerous ones, in the interest of knowledge). It was then that Byron approached the townsfolk of Elmerton with this quest. I believe Byron subconsciously altered the souls appearing within the Evernight to give clues to himself. Outruly, the Elmertonians experienced the souls around the town and found all of words of power for Byron. I admit, I helped a bit - I came out early on Wakingday to sell some information on the different personalities I had compiled. I would have dispersed them for free, but my schooling at the Academy doesn't pay for itself.

Perhaps now we are simply back to where we started, but instead I'd like to believe that by strengthening the personalities of Byron (even the dangerous ones) we have made him an individual easier to study and deal with. Even now, I watch him move about and act with more purpose. I have yet to encounter the scholar again, but this is no surprise - I imagine they are all trying to find themselves with their words and I dare not interrupt.

For the first time since I was cast out of my family, the Shavora, I am glad for it. For the first time, this little red bead has proved a blessing instead of a curse. I have had nowhere to go to, no one to take me in and have been following behind my caravan for moons, using their numbers as protection, though I know that they would not do so now. However, not a week ago, I was again traveling in their wake, when suddenly the air was filled with wild cries that mingled with the cries of anger and terror coming from my family. Our wagons were suddenly aflame as sparkling balls of fire hit their sides. A ring of fae marked in colors of fire circled the caravan and danced among my sisters and brothers, flames shooting from their fingertips and dancing into the sky. I hung back, unsure of what I could do to help, when all of a sudden, the entire caravan, 9 wagons, their horses and the whole of my family disappeared in a shower of sparkling light leaving behind only the echoes of cackling laughter. Stunned, I moved forward to where my family had been surrounded and found only a ring of mushrooms the color of fire... steaming and hissing as the morning's dew fell on them. I left as quickly as possible and hope to find more of my family soon so that I can warn them. Let this be a warning to all of the families of the blood of the wrath of the fae. They seem to have increased their efforts... we should do the same.



The Necromancy Problem

Hello, friends. My name is Oscar Desantis and I am part of our great kingdom's law-making body. The following is a proposal that, at the moment, is quite controversial but is something that I feel is necessary. There are many, myself included, who wish it to be written into law that any person who lives within the borders off the Kingdom of Irvanshire and who chooses to worship the Incarnation of Evil be required to register themselves with a special branch of the RIS so we can keep tabs on them. I want it known that this is not an attack on the faithful, but is rather a safety measure to protect the kingdom as a whole. I have heard of the attempts of this so-called Project: Deadman and I have seen first hand what Necromancers, Agents of Evil, are capable of and your imagination cannot even begin to create images vile enough to compare. Any person who wishes to disturb the dead in such a fashion needs to be found and executed. Though I realize that there are many who simply wish to worship Evil and not become one of her Agents, it is not enough to quarantine only the bad apples; the whole festering tree must be watched and separated from the rest of the orchard. Good King Adamar will be taking this matter into consideration at his next chamber session. Letters of support from ranking Allegiant members would be most welcome as I make my presentation.

Long live Irvanshire! Long live the King!

Oscar Desantis

A letter to the town of Elmerton



First off, on behalf of my family, I would like to congratulate Ardent Siegfried von GothRok and his bride Lex Mitorae on their marriage. May the fire in your hearts that burns for each other never be snuffed out. Secondly, House Lav'Endros would like to thank the citizens of Elmerton for coming to our aid on Fortuneday, the 18th of Reapingdusk. We do not know how you found out we were being attacked, but we are ever so grateful for your valiant rescue. We would also like to thank you for not destroying our favorite gargoyle. It is difficult to put into words our gratitude, not only for this instance of heroism, but the countless efforts you have all put forth in keeping Elmerton and afar safe, though I really think the most appropriate way to put this would be, 'Thank you.'

Sharp swords and safe travels,
Sir Logan Lav'Endros



On behalf of Magistrate Rakesh, as shared late in the night of the 16th of Reapingdusk:

This was the time for the Festival of Souls, where old stories are told and spirits come to visit. It was also the time of Ayslee, where the faelings created in the Spring end their lives and are remembered by those who gave them life. I would also like to take time to remember those who can no longer be with us. As this list was being made, I was surprised by how many memories it helped me recall. Read through these names, and think of those who you once knew.

*Balthazaar Pathwarden
Niddog JinRah (Jynx)
Will Grey
Farrock Frosthill
Tonerius Cypress Frosthill
Aferoxynomak
Kaybin Stormsill
Lintessa Ravenwood Stormsill
Mouser
Baeric DeSeiss
Rakanishu
Haku Steelwind
Luther Hunsinger
Kalim Rusal
Rowen Syaoran
Avery Wiland (Hatch van
Graves)
Justin Patrick Kray
Duffy MacTyre
Thessaly Bittern
Sanlom Steelhammer*



*Carol-Ann, Terrance, and Biggs
Lord Renwar LavEndros
Langstrom Dawnbringer
Lady Amelie Silverstream
Baron Marcel Camis
Noldon Stellacci
Abigail Roman
Alaric
Lynsara Wolfs-Tone
Cinraeus Estave
Tyrion Bladeburn
Scarlet Codarossa
Wolf Nailo
Xanados Ironthumb
Glenn
Yari
Tric
Moloch
Adora Brightmoon*



Jail Break in Elmerton

In the afternoon hours on the 16th day of Reapingdusk, there was a violent and sudden jail break from the holding cells of the LavEndros manor house. Two prisoners brought to the cells by the Town Watch of Elmerton awoke from their unconscious states, brutally murdered the 5 guards escorting them, and escaped. The lone survivor from the attacks was unable to get a good look at the attackers and was quoted as saying, "So fast... so strong never seen anything like it." The guard thanks his ability to keep his wounds stable with saving his life. An inquisition into the nature of these prisoners will be held and anyone with any information is ordered to beg audience with Justicar Dame Aleria or with Major Kreig directly.



Elmerton Trading Post - Items For Sale



Potions	Price
Barkskin <i>NEW & LOW COST</i>	6 cp
Cure Wounds 1 <i>LOW COST</i>	1 sp
Cure Wounds 2 <i>NEW</i>	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 <i>NEW</i>	8 sp, 5 cp
Remove Disease	6 sp
Resist Magic	6 sp
Spell Immunity	1 gp, 3 sp
Spiritual Weapon <i>NEW</i>	8 sp, 5 cp
Stabilize <i>NEW & LOW COST</i>	6 cp
Stoneskin	7 sp, 5 cp
Translation Stone	5 sp, 5 cp

Scrolls	Price
Bestow Magic <i>NEW</i>	8 sp
Control Elemental, Level 10	1 gp, 2 sp
Dismissal, Level 07	2 gp, 4 sp
Elemental Immunity	3 gp
Empower Spell <i>NEW</i>	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.

~Court Minutes~

Court on Wakingday, the 16th of Reapingdusk in the year 119 in the Age of Fortune was presided by Magistrate Rakesh. Justicar Aleria was also present.

As court was assembling, the Magistrate participated in a brief but informative question and answer session with those already gathered.

The proceedings began by protecting all in attendance with magical armor.

The Report of the Guard, delivered by Captain Ghorig Liesh:

- A collection of undead – ghouls, skeletons, & zombies – have been encountered throughout the night in town.
- Red-eyed constructs, those that can only be harmed by a single person at any one time, had been defeated after seeking D'este, Dorian, & Kel.
- Marionettes had made attacks in the vicinity of the tourney field.
- Werewolves following Sir Logan were attacking by the Sons of Plunder gambling hall.
- Separate encounters by undead (those that are only vulnerable from behind) along with groups of ghouls have been sent by Tshurkurka. These ghouls can be identified by a slash underneath their left eye.
- Luther was in town seeking Eraku who was taken, killed, and later returned.
- A group of spirits followed, also searching for Eraku, that killed William Ellington III.
- Byron spoke to many and shared that some souls seen during this year's festival have been influenced to depict letters, which will be put together to form five letter words.
- Humanoids known as Grazshi, enemies to the Nah'Zah'Rin, were seeking the same black orbs that their foes desire so that they could destroy them (the orbs) and then take over Magesta.

Zealthanos & Evie have details on this conflict.

- A pair of mercenaries (noted by horizontal blue stripes upon their face) attacked a woman from Ahn'Tumbel. This is somehow related to the light children.
- Two separate groups of fire elementals were encountered within town.
- Keepus came into town. Helik Windsaber has details on this occurrence.
- Multiple wood trolls have been encountered in the last several days bearing flowers (purple with yellow centers) that help to calm Byron. These flowers must be harvested in a specific way. Pull the stem taut and inhale deeply. As you exhale, make a quick half-moon cut with a blade.

The floor was then open to announcements, of which Zealthanos and Evie spoke briefly about the Nah'Zah'Rin and Grazshi. The black orbs being sought are just sustenance. The Grazshi are blue faced and intensely magical that explode upon defeating.

Dame Aleria presented charges brought forth by a traveling man named Donald against Jack Garren and Scindo. The two were accused of attempting to strong-arm Donald to pay them for his safety. Jack and Scindo's defense was that it was to honor the Incarnation of Fear and done in good fun. Punishment was left to be decided by Major Krieg.

Thus concluded the formal court proceedings. Time unfortunately did not allow Magistrate Rakesh to make a small presentation to the town at this time. After the wedding of Ardent Siegfried of Gothrok & Lex Mitorae, his words were shared at the Wining Spirit. However since many were absent, they are included as a separate announcement by this moon's Magestic Messengers.



~M.N.E.

-By order of Baron Quinton Falstoke-



WANTED ALIVE:

Middle Aged Male Dark Elf with Unusual Markings on Face and Chest
Armed, Dangerous, and Skilled in the School of Magestry
Last Seen Traveling South from The Lakeshires

For:

The Murder of:

House Falstoke Guards, A Spirit Hunter, Several Civilians, ect...

Several Strikes Of:

Assault on a Noble, Assault on a Guardsman,
Assault on a Civilian, Use of Poison, Kidnapping, & Resisting Arrest

Reward of 12 Gold Crowns to the person(s) who delivers the Dark Elf
Alive, Unconscious, and Intact

-or-

Reward of 3 Gold Crowns for information that leads to the
immediate apprehension of the fugitive

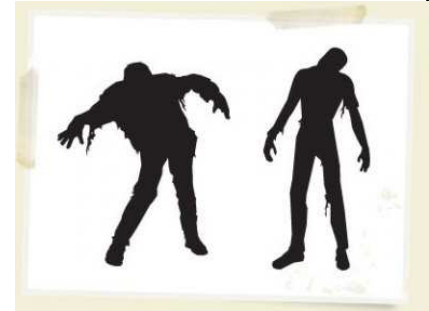
**To claim the reward contact Baron Quinton Falstoke
at the Falstoke Manor in Port Hensworth**

I HAVE BEEN QUIET FOR FAR TOO LONG. I FEEL THE NEED TO BE HEARD AGAIN. I REMEMBER THE DESTRUCTION AND DEFILEMENT OF GLITTERDIM. TO THE BROTHERHOOD: I HOPE YOU DID NOT KILL ANY OF THE BEINGS IN ZOME. WHAT I DO WANT TO SAY IS TO WHATEVER OR WHOMEVER STOLE WHAT WAS ONCE SOMEONE ELSE'S WILL BE FOUND, AND WHEN I FIND OUT WHO DID THIS I WILL LET THE NAH ZAH RIN FEED ON YOU! IT IS MY PROMISE. AS FOR THE PORTAL AUTHORITY; I WILL FIND OUT WHO IS CROOKED AND WHO IS JUST. I HAVE ALWAYS BEEN HERE.

-IRON MAIDEN

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 Eraku and Rakesh to obtain an item that will help Luther's spirit finally rest.
- Help Evie and Zeal find ways to drive the Nah'Zah'Rin off Magesta.
- Find the Light Creatures that were kidnapped from a group of Waywatchers by men with blue lines on the side of their head.
- 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.
- 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.
- Discover the agenda of "Mama" – the being taking over the woods beyond the waterfall bridge.
- 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.



*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.*

The next session of court in Elmerton will take place on the 14th of Boneharvest at 3 bells after midday in the amphitheater. Official reports and business will be conducted first, followed by an open town meeting discussion. Taxes of one silver will be collected from each person.



Have you ever found yourself in need of a strong sword arm?

Thanks to a rare technique while re-tempering the edge of a blade, now you can have that strength without any training.

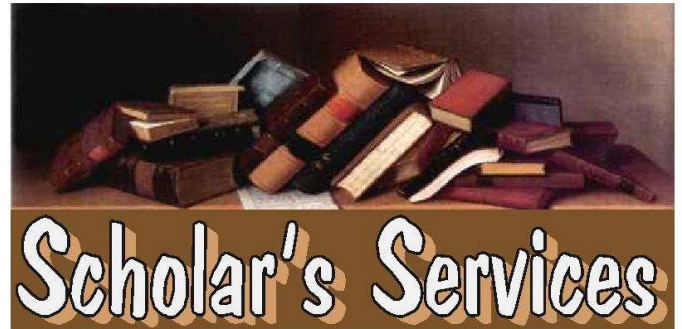
In a matter of minutes, Rakesh the Smith can enchant your weapon to shatter a shield or sword, or even deliver such a punishing strike that only the greatest of combatants could turn it aside. These abilities are available for a gold crown or two, and more common fighting skills cost about a silver per grade.

Never find yourself on the wrong end of a fight again!

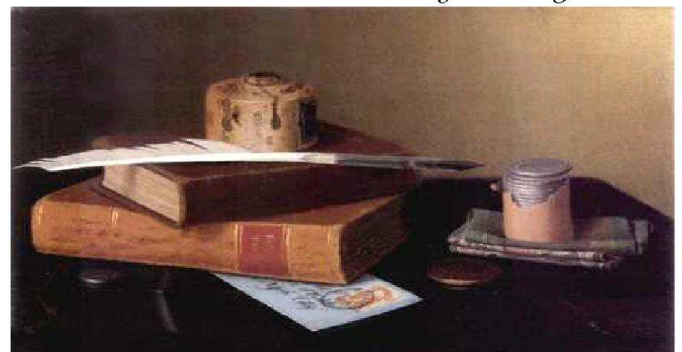
Rakesh the Smith humbly submits these riddles for your consideration.
Anyone desiring the answers should seek him out.

Consumes all and lays to waste, pull out of its mouth for better taste. What is it?

Can not be bought, can not be sold, even if it's made of gold. What is it?



Services of several scholars available in the Town of Elmerton. Please contact Vincent Scott, Kenpochie, Mathias or Tegwald Dunham for more information. Reasonable rates, as low as at cost for worthy causes.



Hello Elmerton!

I enjoyed the opportunity to celebrate Ayslee with you all and I am especially appreciative to those of you who helped our friend Tumbles with his preparations. I also enjoyed getting the chance to sit down with some of you and talk, and I really enjoyed your monster submissions- a contest very appropriate for the Festival of Souls! Your monsters were all very creative in their own respects.

The winner for the monster contest is Nevada with her own creation of the Brrrrrdhddh. (Feel welcome to ask her how that's pronounced!) I'm very happy she joined our competition, though last minute, as I am sure her participation will add a lot to our story.

In addition to naming the winner of the monster, I am also ready to announce the genre for our story. Because we had so many creative and interesting ideas for our story's genre, I had a friend of mine choose two from the lottery as opposed to only one. The genre of our story will be:

A Tol! Wairien Horror Romance!

With this said, my final preliminary challenge for the competition is simple, yet I think still fun. I am asking you to come up with a title for our story based off of our genre. This will help us determine some of the plot as well as prepare us for actual story writing.

This is the last challenge before the actual story-writing will take place, so if you want to have a chance to continue in the competition, and have not submitted anything yet, this is your last chance. After I collect the titles, only those who have previously submitted something at some point will have the opportunity to participate, except for under extreme circumstances. So tell your friends this is their last chance!

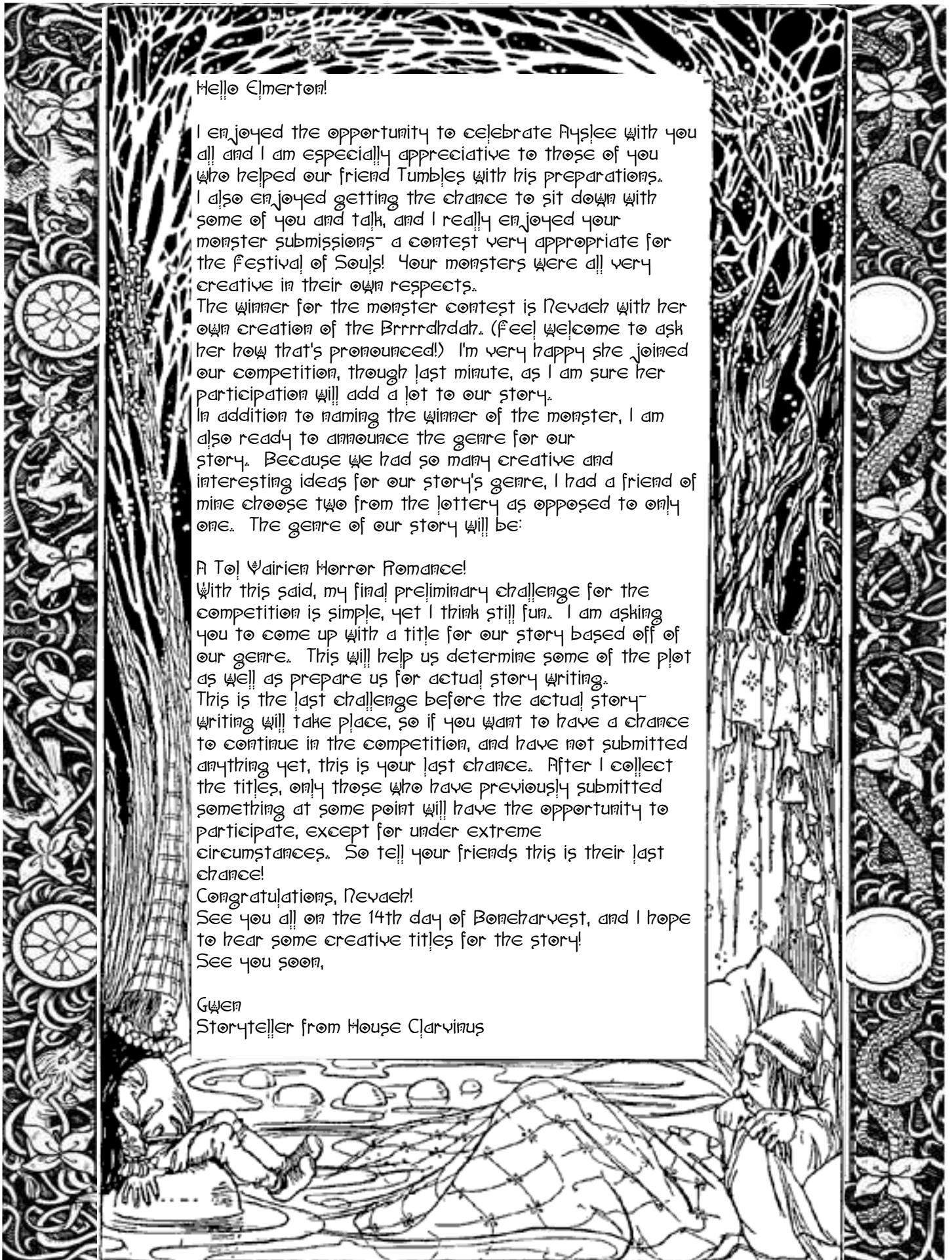
Congratulations, Nevada!

See you all on the 14th day of Boneharvest, and I hope to hear some creative titles for the story!

See you soon,

Gwen

Storyteller from House Clarvinius



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

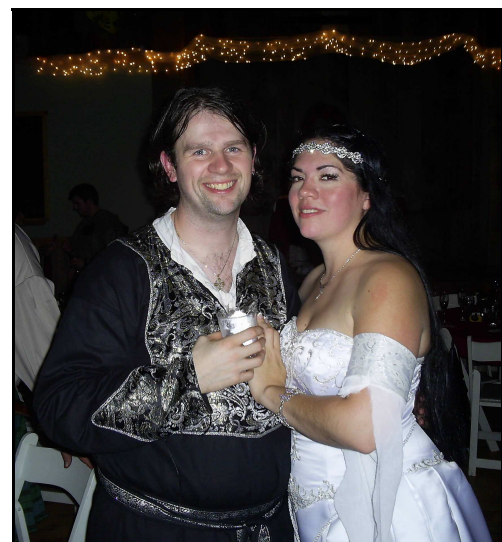
Pommel length and color

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.

Congratulations, Gina and Adam!

Magestry would like to congratulate Gina Biello (Aneurin) and Adam Worth on their marriage, which took place October 31, 2009! It was a beautiful Renaissance-themed wedding, lacking only a final battle (just kidding, guys!). We wish the both of you many happy years together. Best wishes and congratulations to the new Mr. and Mrs. Worth!



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

**REMEMBER TO SEND
YOUR SUBMISSIONS TO**
Newsletter@Magestry.com

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

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:

- ***Spell Packets!!***
- ***6-8 inch Glowsticks***
- ***NPC Snacks***

Thank you to everyone who donated items last game. It really helps to keep our costs down for the game.

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 Reapingdusk '09**

Here are our picks for the best of the October 15th–17th, 2009 event:

This month, our **Best PC** award goes to **Chris Adams** for his performance as **Eraku**. Last game we noticed Chris starting to really come into his own as his character. He provided both NPCs and PCs with some great role-playing experiences and we really enjoyed interacting with him. Your PELs told us that you too were thrilled with Chris' performance. Nicely done, Chris!!

This month's **Best NPC** goes to a brand-new-to-Magestry NPC, **Thaddeus Oliveria**. We were so happy to have such an enthusiastic new NPC on board, and many of you noticed and appreciated his enthusiasm and energy as well. Thaddeus was willing and happy to do whatever was asked of him and in those "in-between plot" times, we always saw him immersed in the rulebook. He was a great addition to the NPC staff. Thanks so much, Thaddeus!

All Character Updates must be entered yourself into the New 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 Magestry questions (including Gather Informations) 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
November 13-15, 2009

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if ***received*** by November 6th) 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

November 13-15, 2009 (Chesterfield)

March 26-28, 2010 (Chesterfield)

April 23-25, 2010 (Chesterfield)

May 21-23, 2010 (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