



THE MAGESTIC MESSENGER

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

Ravingfrost 119 (January 2010)

Volume 8, Issue 1

Preparing to Meet the Knight

To fully appreciate the cyclical nature of the Green Lady and to understand the nature of the cycle we find ourselves in now, it is necessary for us to return to the end of the last age. The Book of Gwendolar speaks of an ancient time when the Green Lady was considered only a goddess and a steward of the Incarnation of Nature and embodied the virtues of purity, of peace, and of gentleness and sought to pass those values on to her followers, the Fellowship of Gwendolar. There was a time when the mantle of Nature lay unclaimed, but Gwendolar, though dedicated to the Incarnation and the natural world, was not worthy. She understood only the life-giving, peaceful aspect of the Natural world. She had no understanding of balance and cycles, and could not embrace the concept and necessity of death, of survival, of the nature and circle of life.

There was another at that time, who vied for power with the Lady. He had many followers as well, and they relished the aspects of Nature that dealt with death, corruption, and decay. His name was Morkanthos and his followers called themselves the Knights of Nocturne. He had no place on Magesta and his presence corrupted the natural world. With haughty presumption, he placed himself directly opposite Gwendolar and her followers, though he was not worthy of the noble mantle of Nature either. However, together they created an awkward balance.

Though the Knights of Nocturne had been plaguing the Fellowship and her members since their onset, it was the Incarnation of Devastation that truly upset that balance. He instated Morkanthos as the Incarnation of Faith and thus gave him powers beyond that of Gwendolar. It was not long before the Knights of Nocturne, newly empowered, trained in battle and with little respect for life, began to overrun the gentle, peaceful Fellowship. Thousands of the faithful were slaughtered mercilessly and groves dedicated to the Gentle Lady were destroyed and desiccated. Knights of the Fellowship were few and untrained, and before long, the tenuous balance that bound the two beings was broken.

Chaos danced among both sects the day that Morkanthos was destroyed, and lingered for several months afterward. The Knights of Nocturne, devastated by the loss of their god, prowled throughout Magesta seeking only to inflict pain, suffering, and death on any in their paths, but especially on those still dedicated to the Gentle Lady. Much of the Fellowship was destroyed in the wake of Morkanthos's destruction. Many lost faith in the Lady, seeking solace in the Sleeping Lord or in other Incarnations. Indeed, the Fellowship may have been lost completely, if not for the efforts of Priestess Amelie Silverstream and her disciples. During this time, they rode throughout Aszuron, seeking those still faithful to the Lady, giving faith to those who had lost it, and preparing all to fight. It was by their hands that the new Fellowship was born.

Ward Kieran Whitewind was responsible for reinstating the Lady into her position as the Incarnation of Nature. Through a ritual now lost to all save the Lady herself, he implanted the Dark Heart of Morkanthos into the goddess, instilling in her the balance of Nature. Then, with the Favor of the one who had vacated Nature, she was thrust into Incarnia, taking Ward Whitewind with her, to serve at her side as her faithful steward.

With this new acceptance of the balance of life and death, the new tenants of the faith were created. Morkanthos supplied the goddess with the ability to fulfill her destiny, and many of his Knights began to recognize him in the Green Mother. They left their paths of destruction and came to worship the whole Gwendolar as they had their god, defending her and the balance and purity of Nature with the rest of the Fellowship.

Some of the Knights, unsure of what to do next, gave up worship altogether and left the faithful, leading their lives as they would see fit. Others fell to Evil, and still others fell to vile ways, waiting, it seemed, for another to lead them once again. And even within the Fellowship, there grew a cult of dark druids devoted to the Dark Heart of Morkanthos and convinced that his return is nigh. For years it was tolerated as no more than a perverse worship of Gwendolar, but now the cult has grown larger, and their ways more fanatic. It seems the Knights of Nocturne are among us again, claiming the rebirth of their lord from the cursed soil of the Evernight Forest.

Thus, one cycle is completed and a new one begins. This time, however, the Fellowship is prepared to fight. This time, the Fellowship will not cower before the Night. The necessary balance will be maintained. . . no matter the cost.

Ward Gavriela Sorrel

Knight of the Fellowship of Gwendolar

Citizens of Elmenton:

I cannot express my thanks to all of you even nearly enough to fully show my appreciation for your courageous acts. We were, no doubt, facing a force many times stronger than us, and still you were all willing to fight and put your lives on the line for the safety and protection of, not only Elmenton, but Magesta as a whole. This is by far the most significant victory that we have achieved against our common enemy in this old conflict and, although they are not defeated, we have shown them that their crimes against the very fabric of existence will not go unchecked or unpunished. I am sure your courage and your steel will be needed in the future and it is good to know that not only my group, but the people of all Magesta can count on it. Once again, thank you all and I will be seeing you soon.

-B

A Bad Name

In times such as these, a strong mind and sharp quill can serve as much purpose and importance as a trained sword arm and honed blade. However the fruits of the former can very frequently be less visible than those of the latter, and it can take trust and an open mind to see the importance of both. It is therefore a shame when one comes along who puts a bad name to researchers, scholars, and learned individuals across the land.

Donald Goldpalm was his name – or at least it was at the time. His surname varies from place to place, person to person ("Swiftfoot" at one time), though he has kept his given name constant. Be wary of the wares this man sells, for he is fueled by nothing more than greed and spins as many falsehoods as truths.

This plain enough and slightly scruffy looking young man of approximately six feet in height with a head of unastonishing brown hair was last in the region of Elmenton in Reapingdusk. There he made cries about the tough life of a traveling scholar, needing to pay his academy fees and to get to the next town. While some of his research seemed authentic, he had also promised that he had not shared its contents with any other.

Such lies may get one about in the big cities, but in the small town his falsehoods were easily revealed. Furthermore he was not as poverty stricken as he had claimed, already having made several gold from previously selling this duplicate information.

If you come by this man, believe not his lies. Purchase what he has to offer for no more than a few copper, for he has almost assuredly made his profit already.



Few of us will have the opportunity to glance outward and watch our demise approach. Most of us will be caught off guard. One minute, our heart beats and the next it falters. Like everything else in Elmerston, there are exceptions. Take, for example, the case of Julian Mousécàrvèr. Unlike most, she had advance knowledge of her death. Additionally she was to die in a most fantastic manner.

I saw the cat that I had only met a few weeks earlier staring off into the distance from the tavern porch. Her eyes were affixed to the horizon. I interrupted her wandering of the mind to get some insight into why she would so willingly sacrifice herself. The answer was terrifyingly simple. "Luther made me happy," she said. I pressed a bit, dissatisfied with the answer. After all there was likely a myriad of things that made her happy. Would she willingly end her life for a good meal? She started elaborating and was soon throwing reasons at me as fast as I could pen them to a scroll.

There were reasons of mercy. She was quick to point out what is apparently a rule of Elmerston: "We don't let our friends suffer." There were reasons of gratitude. Apparently Luther taught her almost everything she knows. Specifically the tools she uses to defend her very life. There were also reasons of debt. Luther had apparently come to the aid of her family in their time of need. As our conversation drew to a close her eyes returned to the horizon, moving ever back and forth, awaiting Luther's return and her own exit. She left me with a few parting words. "I hope I am the one that walks Luther home tonight."

Now that the situation is apparently at end, I can say all's well that ends well. Tiki's sacrifice was not so personally costly as to take her from life permanently. In life, I am told Luther made it his duty to guide spirits who lost their way on the journey to Vorkàrian. Tiki made it clear she would do anything to earn his approval. Perhaps in emulating him, she has.

Perhaps it began with a single tree, a mile or two from your tavern: a giant branch creaked like an old man's stiffening, aching joints. Perhaps it was a puddle of mud in a nearby marsh, that bumbled like a festering wound. Perhaps it was the stream that runs through your own Greenshadow that carried toxins through the veins of the forest. Perhaps it was a dead raccoon, who oozed her infected blood onto the grass.

However it started, He is risen.

You can destroy the Zombie Rot within a body, but you cannot destroy Zombie Rot itself. So it was that the body that suffered our Lord was destroyed a hundred plus years ago and is now remade anew - all thanks to you. All thanks to your rocks, your stumps, your lake, but most importantly, you.

Don't worry Elmerston, despite your less than reverential reception, Morkanthos may still accept you in his flock. We understand you may not yet be ready to accept the legitimacy of his Rise. Give it time. You will.

- Revered Master Caldornukedezzer
Knight of Nocturne

To all those interested in an Elmerston Mages Guild:

Please bring all your ideas for the charter with you next moon. The sooner we get started, the sooner we may all benefit from the cooperation.

-Solun





Elmerton Trading Post—Items For Sale



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

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 ¢p

Mundane Items	Price
Piece of Parchment	5 ¢p
Vial of Ink	5 ¢p

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 14th of Boneharvest in the year 119 in the Age of Fortune was presided by Magistrate Rakesh. Justicar Aleria and armored guard were also present. The Report of the Guard, delivered by Captain Ghorig Liesh: Many from Elmerton successfully returned from their quest in Peir Thanyn to retrieve the item needed to allow Luther's spirit to rest.

Magistrate Rakesh added additional comments on this matter: things to remember to successfully complete this task are that at the end Julian "Tiki" Mousecarver will be sacrificing her life. While now is the time to say goodbyes in the event of Tiki not returning from Death, do not let Luther know of this. When Luther comes to town, mention memories to him and keep speaking to prepare his spirit. There will likely be an entourage of troops with him.

- Brigands unsuccessfully attempted to take over The Wining Spirit by force.
 - A group of werewolves are doing ongoing "training" by attacking points in town. Be careful with the leader, an accented man known as "Fleck."
 - Skeletons, ghouls, and zombies were encountered on the upper road.
 - Wild men who were attacking a messenger were captured and taken to the manor house.
 - Byron and a group of the Knights of Nocturne attacked the town, killed many, and then disappeared.
- Several townsfolk commented on this matter. Magistrate Rakesh explained that Byron needs items important to his personalities given to him, perhaps in a certain order, and Helik Windsaber proposed that the order might be that which the names were originally given. Byron was also heard saying "tell him it didn't work because I have my feet in both worlds" which Fayryn clarified to be in response to something that Raziel tried to do.

- Ari, who was being controlled, killed Kendrick Teague.
- Fayryn, in turn, killed Ari for his actions.
- Many aggressive elementals, a variety of types, were encountered in town, and thus concluded the Report of the Guard.

Justicar Aleria Windlock took the floor of court to bring forth charges against Master Counselor von Hogenfeld who had been tried and found guilty of high treason. For his crimes, he was to be beheaded. The sentence was carried out by Captain Ghorig Liesh in Elmerton to remind the kingdom that Elmerton does not have any involvement with Project Deadman.

The counselor's last words were as follows: "My actions are my own. And I cannot regret or apologize enough and can only hope that everyone can learn from the mistakes I have made and serve their king to the fullest, unlike a traitor like myself."

Magistrate Rakesh then adjudicated the charge of murder brought against Ari Mitorae. In response to the charges, Ari said "I guess that I did it" though claimed not to remember any of the events, without formally giving a plea of guilty or not. Vashra and Fayryn were witnesses to the events in question.

- Vashra's recollection was as follows: Ari, Kendrick, and he were fighting two blue and red faced creatures. Ari asked "Do you have this one?" and then went for Kendrick. Fayryn then charged and took out Ari. Alianora then attempted to diagnose the now deceased Ari.

- Fayryn's account was as follows: They were fighting creatures and she turned to see Ari's blade at Kendrick's throat. She shouted, charged him, and took him down.

Ari was found guilty of murder of Kendrick Teague and was sentenced to pay four gold to the town by the next court session. On a related matter, the town's treasury will cover expenses for Kendrick's funeral arrangements.

Magistrate Rakesh then adjudicated the charge of murder brought against Fayryn. In response to the charges, Fayryn plead guilty. She has been sentenced to pay 20 gold to the town, in two gold payments over the next ten court sessions. The town's treasury will deliver payment to Ari as compensation.

Upon conclusion of charges brought before the court, the floor was opened to the public.

- Captain Ghorig relayed that when dealing with the wildmen, D'este had come up to the tavern to seek help transporting the criminals on behalf of the town watch. It is not an option to turn this request down. Any and all capable are to lend a hand in such situations and refusal is a crime.

- Vashra announced that in honor of their fallen comrade Kendrick, there will be a Fegorian hold 'em tournament held at the Sons of Plunder following dinner at the Lav'Andros manor.

- Evie and Zeal will be traveling over the winter months to a grove to deal with the Nah'Zah'Rin and seek any available help with their endeavor. Magistrate Rakesh commented on how this must be dealt with soon.

- Jack Garren and Scindo received a sentence from Major Kreig. Both parties are to forfeit coin equal to the amount of two months pay for a Sergeant of the watch and are placed on probation with a restriction to conduct themselves in accordance with the expectations of a town guard member, even if they are not on the guard. If such behavior is not exhibited, the sentence is to be revisited.

- And finally, Dame Aleria wished to express her and House Windlock's condolences for the town's loss.

Thus concluded Reapingdusk's session of court.



-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-

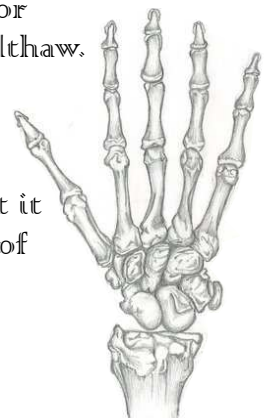
Reward of 3 Gold Crowns for information that leads to the
immediate apprehension of the fugitive

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



For Sale

The winning prize from the Magestic Games from the one on one tournament. It is a skeletal hand and very lovely. It's an item that seeks information from five spirits resting in the Spirit Realm. I'm offering it to the town of Elmerton before Vaashra heads off to the Brewers' auction and puts it up for bid over there. If you have a lost loved one you wanted to talk to this is your chance! Believe me, I can get a lot of gold for this at the auction so I will be taking offers or bids in the month of Bloodthaw. To be somewhat fair, I will only accept bids at certain days and times, Gatheringday between midnight and 2 bells past, then at dinner time on Wakingday and again at noon on Fortuneday. Starting price will be 50 gold, which is ridiculously low for this item, so take advantage. After that it will be taken to a real auction house and sold there and out of the hands of Elmertonians for good.



--Fingion

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 Evie and Zeal to drive the Nah'Zah'Rin out of the grove called Heartwood.
- Find the Light Creatures that were kidnapped from a group of Waywatchers by men with blue lines on the sides of their heads.
- Research how to grant Byron clarity of mind and a final rest, possibly using a toad wood circle.
- Find a way back into the Evernight Forest, possibly with Byron's help, to transplant the Dark Tree.
- Investigate why Morkanthos has returned and what he intends to do.
- Discover how to repair the damage done to Haku and Izen.
- 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.
- Search for and destroy the talking zombies that preach the good of Project Deadman on the outskirts of Elmerton.
- Discover the agenda of "Mama" – the being taking over the woods beyond the waterfall bridge.
- Investigate why children are being kidnapped by necromancers on the outskirts of Elmerton.
- 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.



Elmerton it seems I have underestimated you all. Make no mistake, my wrath will be felt and I shall spare none. All you have succeeded in doing is kicking the hornets' nest. You and that fool Brandal will pay and pay dearly.

You know who.....

*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.*



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.

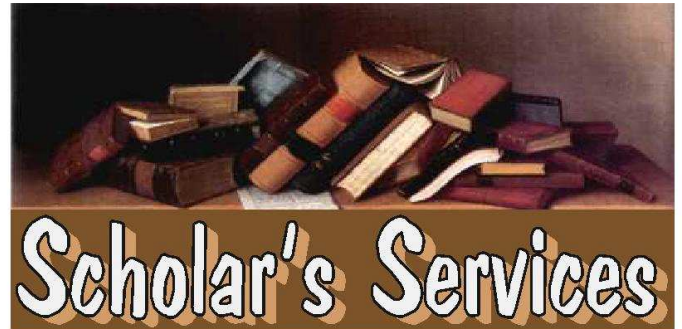
Never find yourself on the wrong end of a fight again!

The next session of court in Elmerton will take place on the 27th of Bloodthaw 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.

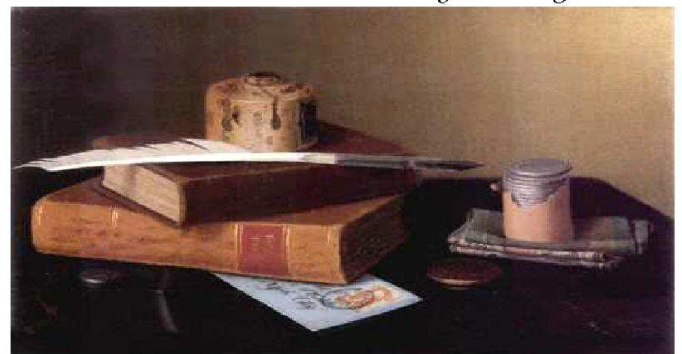
Rakesh the Smith humbly submits these riddles for your consideration. Anyone desiring the answers should seek him out.

Where can you find roads without carriages, forests without trees, and cities without houses?

Two bodies have I, though both joined in one; the longer I stand the quicker I run. What am I?



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.



A Boneharvest Treat - Bon Appetite

When I had planned my visit to the Lav'Endros manor to see my old friends, I never had imagined that I would get to experience a full dinner provided by none other than the renowned Master Chef Goodreaux! Preceded by his reputation all around Aszuron and throughout Magesta, he had stopped by Elmerton to pay a small visit to an old colleague after a month long stay in Tradegate, where he offered his skills and culinary prowess to all of the city's premier establishments.

The night's first course was a savory squash and pumpkin soup. Its slight aroma awoke our senses and caused a buzz around the entire dinner table before we could even take our spoons. The flavor of the fresh vegetables of the season was accented by sprigs of fresh oregano and savory. The servants would have an easy time with the dishes tonight, as each and every bowl was emptied in its entirety, leaving us eager for the second course.

A light salad of mixed greens native to Tol Vaire followed the soup, accompanied with a soft crumbled cheese, carefully portioned dried berries, and a light dressing of oil and vinegar with just the right touch of salt and freshly cracked white pepper.

Our main course was veal osso bucco. A good meal can always be gauged by the silence that accompanies it, and it was (appropriately for the month of Boneharvest) quiet as the grave. The perfectly braised veal shanks were paired with just the right amount of saffron infused risotto. The chef's dish was not only remarkable in its flavor, but we had to appreciate the appropriateness of the (albeit grim) choice for our entrée.



As we ate dinner, Master Chef Goodreaux was kind enough to grace the table with his presence and enjoy the evening sipping upon a small snifter of fine brandy. The hours passed quickly with his wonderful stories and clever wit. Over this period of time it was revealed that the Master Chef had actually been offered the permanent cooking position at the manorhouse! Unfortunately he declined the offer, not citing any specific reason per se but hinting towards an unpleasant experience earlier in the night.

In this case, House Lav'Endros' loss is Magesta's gain. This meal will not be soon forgotten! Only time will reveal where Master Chef Goodreaux finds himself next.



Winter 2009/2010 Donations/Wish List

So, it is winter time and there are several months until the next Magestry event and I know that some of you would love to be spending some of that time creating things that can help make the game better! Therefore, I have decided to make this list of items that I would love to see donated. If you have any questions about any of these things, please email me (Angela) at Donations@Magestry.com with "Magestry Donations" in the subject line. Also, make sure you email me before bringing the items to game. Thanks so much in advance!

Costuming: *Please make sure that all costuming is medieval looking (there are quite a few patterns you can get for this) and well-made: LARP clothing takes a lot of abuse and we need our clothing to be durable.*

-LG, XL, and XXL shirts, vests, bodices, and doublets for our "big kid" NPCs. While most of the pieces can and should be more "common," we could really use a couple of dressed up costume pieces for our larger NPCs. Many times our nobles have to go in "dressed down" simply because we don't have the costuming to make them look fancy. A couple of shirts with some ruffles on the sleeves and collar or some really nice-looking doublets or bodices would be great!

-2 or 3 LG-XL simple chemises (dresses that go under all the other layers), preferably light beige or another neutral color (white is OK too).

-Big and Tall pants! We would love to have more "all-purpose" pants for our taller and bigger NPCs, as well as some for our everyday NPCs. Wrap pants work really well for us, and monster pants are great too! We'll take most colors, though neutrals are best as they can really go with anything.

-Hats and headwear. We love 'em, but we don't have a lot of them! Tri-corner, muffin, pirate, Jester's, jaunty or floppy! Circlets, veils, antennae, etc! It would be great to have a few more medieval style hats and other headwear in our collection. However, please don't try and pass off bowlers, fedoras, or cowboy hats and the like as medieval (unless you're giving them to Devastation), 'cause I won't take 'em.

-Hoods and Hooded Mantles. We like the plain black ones (and could use them!) but we like, and will take, other hoods as well.

Makeup:

-Elf ears. In pairs and in singles! Got a couple of ears lyin' around that you can't do anything with 'cause the other one is missing? Or perhaps you have a pair that you will just never wear again... Give 'em to us! And, though we love the single ears, we could really use some new, paired up ones as well. Our favorites are the stiff latex ones that you don't have to use spirit gum to keep on (unless combat is involved).

-Horns. Either the tie-on ones or the prosthetic ones.

-We will also need some cream makeup (you know... in the tubes). Email me and I will let you know what colors we are looking for.

Miscellaneous:

-Spell Packets. Boy howdy do we need spell packets! Please make sure that you are using twine to tie them and *please* do not use birdseed with sunflower seeds in it. After all, we will be throwing these at you! I have some fabric scraps that can be used for such projects so if you email me, we can arrange to get fabric to you.

-Glowsticks. Specifically the 6"-8" kinds. We prefer green, yellow, and blue, but will also take other colors as we get them.

-Glue Gun Sealing Wax in red and gold. <http://www.nostalgicimpressions.com/> is a good place to find it.

Magestry's Winter Festivities Are Nigh!

The winter months are upon us and, while many of us are enjoying our long winter nap, we know that there are quite a few of you who are languishing in the knowledge that there are *months* until the next event. We would like to propose a break in the sad monotony of those in-between times by announcing Magestry's Winter Festivities!! That's right, Magestry will once again be hosting a Winter Party full of music, fun, games, and most importantly, the people we love to hang out with. This year's affair will be taking place on Saturday, February 6th, 2010 from 3:00pm to 11:00pm at the Lodge in **Coventry** (different place than last year; address is at the bottom) and will be, like last year, an entirely OOG event. It will include dinner, music, and various goings-on such as we had last year, including a raffle, a trivia game, and likely a tournament of boffers.



Mike, Mike, and Toner all had a blast at last year's party!

Admission for the event will be \$20.00 at the door or by mail (see the P.O. Box address below) or \$21.00 online. Because of the upfront costs needed to make this party go, prompt registration is both needed and encouraged.

Dress will be casual (though you are welcome to wear anything from the new costume you bought to a top hat and tails) and friends and family (no charge for future Magestans 12 and under) are invited and encouraged to attend. As an added bonus, we are giving a holiday gift of **10 Skill Points** to all those who register (whether by mail, internet, or at the door - Magestans and new friends alike!).

And finally, we are hoping for an outpouring of deliciousness in the form of a potluck of hors d'oeuvre-type munchies, drinks, and desserts brought by willing folks. You will, of course, receive Brownie Points (never have they been so appropriate!) for your generosity. If you are willing to bring something to the party, or if you have questions about what needs to be brought, please email Jess at ldymorgan069@gmail.com so that she can fill in any empty spots, make sure we have enough of everything, and make sure that you get your BP.

If you have any other questions, please feel free to email me at Angela@Magestry.com. Hope to see you there!

Party Location:

Coventry Senior Center and Lodge
174 Lake Street
Coventry, CT
06238

Please Mail Checks to:

Magestry
P.O. Box 1037
Middlebury, CT 06762



Magestry's "Best Of 2009"

Magestans! It is time once again to vote on Magestry's "Best of 2009!" We tried this last year, but it seemed as though people weren't sure exactly how to fill them out. This time around, we are going to put out Superlative categories ahead of time, (complete with short descriptions), so that they can be voted on and tallied up. The winners in each category will be announced at the party!

Your nominations for each category can be sent to **Erin@Magestry.com** where they will be collected, tallied up, and a winner will be determined. Vote on any or all if you wish, but if you don't like one of the categories or can't think of someone for one of them, then don't worry about answering that one, just continue on to the next!

And so, without further ado, here are the categories:

Rookie of the Year: This could be either a PC or an NPC that started anytime in 2009 that you feel made the most positive impact at Magestry, whether in-game or out.

Best Role-Player: This could be either the PC or the NPC who you think did the best overall job of role-playing in 2009.

Best Boffer Fighter: This could be either a PC or an NPC and is the person you think was the safest, cleanest, and overall best boffer fighter in 2009.

Most Fun Person to Fight (PC): This is the PC that you think was the most fun to fight, be it in single combat or in a group.

Most Fun Person to Fight (NPC): This is the NPC that you think was the most fun to fight, be it in single combat or in a group.

Favorite Villain: This category is for the villain that has made an appearance in 2009 that has found a special place in your heart.

Best Costume(s): There are some great costumes out there from both PCs and NPCs... Whose do you think was the best this year?

Best Puzzle Solver: "It's a riddle! ... Kill it!" This category is for the person who was able to solve our riddles and/or traps and/or puzzles the best this year.

Best Props: We have seen some great props this year, from both PCs and NPCs. This is for you to decide who has the best props in game and even, perhaps, what said props are!

Best Living Space: IG, not OOG, who do you think does the best job of setting up their living space and making it look and feel IG?

Favorite NPC: Who was your favorite NPC this year? It could be for plot-related reasons, or just someone who made you feel exceptionally welcome or special. We should give them kudos!

Most Feared NPC: Just seeing this NPC walk down the hill with that look on his or her face is enough to send shivers of fear down your spine and the rest of the town running for cover. Oooh! We want to know! It could either be an NPC or the character he or she played this year.

Favorite Plot: It was the greatest plot in the history of mankind!!! Or maybe just 2009. What was your favorite plot that took place this year (it does not have to have been completed yet!).

So think about it, decide who you want to nominate, and send in your votes! Happy nominating!



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!**

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.

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 Boneharvest '09

Here are our picks for the best of the November 13th–15th, 2009 event:

This month, our **Best PC** award goes to **Mike Blackmer** for his performance as **Reinen**. It is always thrilling for us to see a new player jump into the game as though he had been LARPing forever and really bring his character to life. Mike was no exception! His hunched-over dedication to his character along with his "newly found" (read: creepy!) voice and stellar interactions with PCs and NPCs alike really made him stand out as a great new addition to the game! We are glad to have him at game and hope to see him at many more. Great job, Mike, and Congrats!

Though his performance was not intended to be as an NPC, we have decided that this month's **Best NPC** award should go to **Steve Hall**. Not only was he fantastic behind the scenes, crunching, role-playing, and tending a difficult fire with wet wood, but he did so happily even after losing a character that he had begun when Magestry was only a year old. We appreciated the help immensely, but appreciated the attitude more than we can really say in this box. Steve, from everyone on staff, thank you.

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
March 26-28, 2009

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if ***received*** by March 19th) 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

March 26-28, 2010 (Chesterfield)

April 16-18, 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