



THE MAGESTIC MESSENGER

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

Petalsong 120 (May 2010)

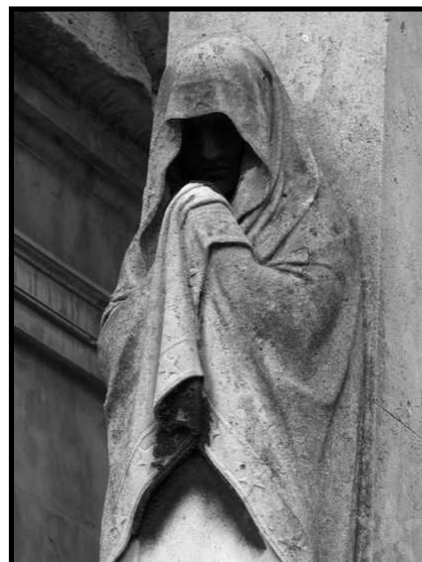
Volume 8, Issue 4

And Still His Power Grows

A single, blood-chilling scream shattered the night air and its echo rang through the Thicket of Doors, where we were all gathered, but it was the silence that followed that raised the gooseflesh on my arms. We stopped for a moment, suspended in the pregnant silence and then, with a renewed fervor born from the terror of the ghastly hush, we continued our work: We, the Mestere, were trying to save the remaining members of the Shavora family in Irvanshire from complete annihilation. Recently, it seems that the efforts of the Exiled One have been focused on the Shavora family and he has been, most unfortunately, quite successful. The Shavora begged us to hide them, to save their family, and so we have tried. However, on this night, we were thwarted.

As we frantically opened doors to other dimensions, shoving the families we were trying to save through them, five cloaked figures appeared in the fog. Their faces were covered with hideous brown masks of some sort, and they cut down any and all Shavora that remained within the Thicket, massacring even the women and children. However, they did not harm the Mestere, unless ours was the first attack. Throughout the whole ordeal, they made no sound and carried bodies and still-screaming victims off with them into the night.

I followed for a time, curious as to where they might be going, but as I neared the borders of the town of Elmerton, I knew, there lies a dark circle in that town, and sure enough the cloaked figures headed there, depositing the bodies into or around that malevolent patch of darkness, making sure to avoid several red, twinkling symbols that hung in the air. I took flight before they could find me and am relaying this story to all who will hear it. Beware of these creatures- I fear the Cursed One has called upon the darkest of his thralls and we have yet to see their full power.





Royal Matrimony?



Today is a glorious day for all peoples of Magesta as talk of a royal wedding is floating about not only through Irvanshire and Azsuron, but all over Magesta. The wedding of Prince Adamar Brighthand II, heir to the throne of Irvanshire and Princess Dominique Gennevois, daughter of King Micheau Gennevois II and Queen Constance, sovereign rulers of Tol Vaire, is set to take place on Fortuneday, the 15th of Stillbreeze in this, the 120th year of the Age of Fortune, at the castle in Point Edgar. The Princess will be arriving at an undisclosed location in Irvanshire on the 1st of Petalsong while she gets acquainted with her new home kingdom. There is no better guide through the wilderness of northeastern Azsuron, nor is there a woodsman more skilled or acquainted with the land than his Royal Highness the Prince.

The wedding ceremony, courtesy of the King and Queen of Tol Vaire, is expected to be one of the grandest in the history of Magesta, even rivaling that of Dominique's great grandfather King Micheau V, in which everything, including the Grand Temple of the Allegiant, was coated with a layer of pure silver, as well as almost an entire zoo's worth of completely white animals scattered about during the proceeding.

The ceremony will be ministered by Arch-Minister Valvik Gallows and both it and the reception will see such dignitaries as General Mondolo Kervantis, Arch-Devoter Nexus Thatcher, Arch-Fervent Xae, Arch-Ardent Goranne Bromsvern, Lord Haebius Donato, and many other political and military figures throughout Magesta. Among other guests are a few wealthy and upstanding friends of either the Royal Families or those who have worked with them in the past, including Cornelius von Beck, Torigal McBash, Master Brewmaster Mangus, several other members of the Brewer's guild, and many others.

Rumors abound that rulers of some of the Fae houses may also be in attendance, as well as countless other dimensional travelers. As such, per order of General Kervantis, the Portal Authority will be locking ACC portal anchors in Irvanshire during the wedding, as well as the day before and after. If that is your sole means of travel for the month of Stillbreeze, you should begin looking elsewhere for transportation.

By order of His Royal Majesty King Adamar Brighthand of Irvanshire, any and all attempts, talks, or thoughts of interfering with his son's wedding in any way will be taken as treason against the crowns of Irvanshire and Tol Vaire and will be punishable by a fate far worse than death.



MURDER IN POINT EDGAR

Last night an hour after nightfall the bodies of 4 Royal Guards were found atop the castle steps within the gate. A witness was able to confirm that three men cloaked entirely in black were the perpetrators of the attack. Castle guards have been doubled since the incident, and even more will be put on duty when Princess Dominique arrives. Any information on this attack should be brought directly to General Mondolo Kervantis immediately.

The Trials of Jack Garren and Siegfried of Gothrok

Since the bizarre confession in last moon's Messenger you wouldn't think it could get any more surreal. You'll recall Jack Garren confessed to the attempted murder of Siegfried of Gothrok, Ardent of the South Farthings, Hierophant of Evil. Quite a story leading up to the vigilante act also... one we may never know entirely.

Adjudicated by a representative of the Allegiant of Law, it kept to a certain narrow path. The Judge swept away the results of the Magistrate's investigation as hearsay and did not allow it to be considered. In the ensuing minutes several eye witnesses gave their shaky accounts; cross examination by the Allegiant of Law put them on their guard. As with any recounting there was significant variation in their recollections. When asked to respond with his side of the story, the Hierophant of Evil seemed to consider carefully before saying, "Honestly, I don't recall."

As a spectator I was puzzled by the very few witnesses who spoke. I was aware of 2 others who had railed against what they had seen in private but now were quiet as church mice. The charges had been that Siegfried of Gothrok had delivered Jynx to Project Deadman, opened magic locks for the marauding perfects and had been a part of Project Deadman for an extended period. Without its key witnesses, whose single insights reverberated as a resounding gong of guilt, the case was not made that Siegfried, Hierophant of Evil, had much to do with anything even mildly negative during the bloodbath of an undead siege on the town. In fact, much the opposite, eyewitnesses testified to seeing Siegfried healing people.

In the end a hefty fine of 15 gold was levied against the Hierophant for apparently petty negligence allowing the Perfects to bypass a magic lock. Jack Garren was sentenced to dimensional banishment for his crime, tantamount to a death sentence to anyone but a hopper.

So here are my questions, when are the stakes too high for us to hold true to our words? Why would the witnesses, said to be so heroic, fail to speak in public what they would whisper in private? It seems that we may not be as heroic in court that we are in battle. There is a certain courage that comes with taking a stand for what you believe in, the same bravado on a battlefield has been give the same honor. Perhaps I learned that there is a significant difference: bravery on a battlefield may simply be working to survive in a hostile situation, a fine line separates it from foolhardiness. Meanwhile, courage of character leaves us to our anonymous comments on one bizarre situation after another.

Yours Ironically,

W

To the Town of Elmerton:

I must apologize for being unable to join you for dinner back in Newgreen; but there was an attempt on my life while I was traveling through your town. If it were not for Magistrate Rakesh and Ari Mitorae I would have surely succumbed to my poisoned wounds. Their generosity and timely rescue only adds to my list of deeds I wish to praise Elmerton for I would also like to extend a profound thank you to Brother Burnes for restoring my memory of the cowardly attack; such an act does not go forgotten.

I planned on joining all of you for dinner because I wanted to publicly extend my personal compliments for Elmerton's latest victory over Project: Dead Man. Elmerton is small place, yet its people are nearly as diverse as Tradegate. It is indeed my hope, and that of Terra Solace, that Elmerton can become a tranquil community of mixed races and serve as an example to the rest of Irvanshire.

Because of this, I have advised my associates to stand down and I am asking any interested citizens of Elmerton to assist me in tracking down my attackers as a symbol of Elmerton's joint effort with Terra Solace. I shall make a travel to Elmerton in Petalsong to speak with anyone who is interested and to present a gift to the town of Elmerton on behalf of Terra Solace.

My thanks to you all,

Aklis Swordmoon of Terra Solace

Attention Elmerlton mages

You are all hereby invited to the first official meeting of the Elmerltonian Mages guild. The meeting will take place on the 21st day of Petalsong at high noon. The guild will be sponsored by Concori Magesli and the benefits will be described at the first meeting.

The purpose of the guild is to bring together the magical knowledge of Elmerlton to make decisions for the greater good of its members and the town as a whole. The guild will operate with optional rotating speakers and every member will have equal say in the topics discussed and the decisions made.

The following are requirements of membership;

- You must within the first three moons of membership have learned how to teach and be able to cast a spell.
- You must also be willing and able to pay membership dues of 5 copper pieces per moon beginning the first meeting.

If you have any inquiries to make regarding the guild please speak with Oşirüs, Malthias or myself.

- Sölün



The Man Who Cried... Squirrel!

If you were anywhere in or around Elmerlton on the new moon you, no doubt, were roused to protect Echo. "Help! Help! They're after me... the squirrels! they want my nuts." Complete with the explicatory pointing.

He discovered humor and made a rather good go of it. He is refining his delivery and is getting quite close to true laughs. While he also happens to be playing on some rather dangerous themes in Elmerlton, as we do get attacked a fair bit, I am reminded of the story of a young boy who got similar kick out of a certain ribald change up... he was crying wolf... and he got eaten.

I have to say I really enjoy our new new man. I look forward to watching him grow before our very eyes; there seems more to Echo than simple mimicry.

Hee hee he haw haw,
Walden

Dwarven Masonry

Need a foundation made, any pillars or stonework carved, or a tombstone for a loved one? Bastion of Elmerlton is the proper stoneworker for you.



Les citoyens d'Irvanshire,

Je très attends impatiemment de devenir la partie de la famille royale de votre royaume. Peut-être autrefois je serai capable de rencontrer certains des citoyens comme j'ai fait dans Tolvaire. Ce sera parfait. Je très voudrais voir un peu de campagne, bien que que je plus voudrais faire soit voir certains des magasins hautement acclamés dans Tradegate et Bloomingport! Oh un tel projet ce voyage sera!

*Au revoir pour maintenant,
Princesse Dominique Gennevois*



Elmerton:

In the late evening of the 21st of Petalsong there will be a muster of the Town Watch, any persons interested in becoming a member of the Town Watch should seek me out at that time. No prior training is needed; you will be properly trained. Town Watch members who served during Newgreen shall be paid. Also, if there are enough members of the watch present, someone may be promoted to Sergeant of the Watch for the moon. Drinks will follow at my expense. On the 22nd of Petalsong there will be a midday muster in the tourney field. Pay for the watch will be distributed then.

Many have claimed that they can perform the duties of a Watchman; yet, few have followed those words up with action. I challenge you: show your fellow citizens that Elmerton still has what it takes to form an unbreakable Town Watch, show them that Elmerton is a place worth defending and a place where anyone can find safety. Show Magesta what Elmerton is truly capable of.

Yours in the fraternal arms of war,

Major Krieg

calling all LOVERS of music!

Do you enjoy singing and/or playing music? Like the camaraderie that comes with performing to a public? Have aspirations to be famous not only in Elmerton, but all of Magesta?!

Your friendly maestro Majento is looking for interested individuals to form a musical chanting troupe. Seek him out for more information. Rumor has it that musical groups have the power to unlock some of Music's magical power to aid one another. Let's find out together!

Cheers!





NOTE WELL



On Weepingday the 28th of Newgreen
a combined force from the Purifiers and agents hired by House Falstoke
have

CAPTURED

the Dark Elf fugitive who evaded arrest for the past several moons.

The fugitive was found held up in a cave deep in the Fiddlehead Hills.

The Purifier who led the search remarked that the Dark Elf was almost too much trouble to take alive, he felt that the fugitive should have just been put to the sword; but, the agents from House Falstoke said that Baron Falstoke will deal with the Dark Elf personally.

The Fugitive Has Been Captured, The Reward Has Been Paid,
Justice Is Done.

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

I am a colored window, set in white. I can say much,
but I have no words. What am I?

We are all around, yet to us you are half blind.
Sunlight makes us invisible, and difficult to find. What
are we?

The next session of court in Elmerton will take place on the 22nd of Petalsong at 3 bells after midday in the amphitheater. Official reports and business will be conducted first, followed by an open town meeting discussion. Afterwards, the census tax of five copper will be collected from each person.

Mystery Man Rescued from Orcs

On the last Wakingday of Bloodthaw a man was rescued from 4 oninous orcs. An orc petitioned Elmertonians to pay a ransom for an unknown man. A modest sum was agreed upon and the orc brought

a small group to help return with the man. The heroes Anastasia, Zax and Rakesh followed west of town where the orc's 3 companions laid in wait. I accompanied them to document the journey.

Oblivious to their perilous situation, the heroes suggested that the orcs surrender their hostage to the authorities and request a small donation rather than demand ransom. The ferocious orcs instead turned with weapons in their hands. In moments, with scarcely a drop of blood spilled the orcs were laid low. They were taken back to the garrison where they were released from their unfortunate state.

The hostage was dressed all in white with no footwear, he was stretched out and unconscious on a bench. He awoke easily and before he had even learned to speak he had borrowed a pair of boots from an orc, and he shivered until we wrapped him in a cloak. Within minutes the man was repeating words he was told; he was nicknamed 'Echo' or affectionately 'Mr. E'. He seemed to be learning and even making jokes at an accelerated rate; he was quickly progressing through the learning of skills that would take others moons to master.

'Mr. E' remains very much an enigma. Persons with information should contact Magistrate Rakesh of Elmerton or I'd be pleased to do this for you if you contact me,

Walden of Elmerton

Misguided Fools

People in this town meddle with that which they never can comprehend. Not every moment in your pathetic lives have to be incorporated into everyone's business. Stop taking sides with that you do not know. The only thing this town knows how to do is to bicker with one another making rifts everyone else or idiots of themselves. We are not the all-powerful or anything close to it. People in this town destroy one another. Judgment will come to all who deserve it and wrath will be ever so sweet. May all the people in Elmerton watch their actions and know that one day, they will be torn down into the primitive nothings they are. Relying on the powerful to save you is slowly going. The numbers of old ones dwindle and soon there will be no true heroes left.

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.



- Spend time repairing the disruption near the Sadius rock.
- Search for Devoter Fica in the forest surrounding Elmerton.
- Find the Light Creatures that were kidnapped from a group of Waywatchers by men with blue lines on one side 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.
- Discover the agenda of "Mama" – the being taking over the woods beyond the waterfall bridge.

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!



BEAVER DAY BECKONS!

On Saturday, June 5, 2010, Magestry will be lending its hands once more to Chesterfield Scout Reservation for its biggest annual service day, known as Beaver Day. The day begins at 9AM in the camp dining hall (module building) and ends at around 4PM. Last year, Magestry brought a herd of helpers; let's see if we can get an even better turnout this year! Remember that Brownie Point awards for service days are always first class. Ding!

The camp is providing lunch for us, but they need to know our numbers, so please email Paul at Beaver@Magestry.com and let him know what hours you can join us.



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.

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.

**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 Newgreen '10

Here are our picks for the best of the April 16th– 18th, 2010 event:

This month, our **Best PC** award goes to **Brian Zapata** for his outstanding performance as **Hoodwink**. For the entirety of the weekend, NPC HQ was abuzz with compliments and conversation about the stellar role playing and extremely safe fighting styles that Brian exhibited. NPCs and GMs alike were extremely pleased and gratified with how well Brian took and role-played his hits (he has very quickly become a favorite to fight) and were impressed at how intense his role playing was throughout the weekend. Brian, it is good to have you back at the game! Thanks, and Congratulations!

We would like to thank this month's **Best NPC**, **Brad Harrison** for all the hours he dedicated to the game, both during and before the event. Brad spent countless hours creating wonderful and aesthetically pleasing props to add to the game (all those eggs you guys collected? All made by Brad!) and then came to game to help us out behind the scenes. He has also done his part in writing entertaining plots that involve so many different players. We are very lucky and extremely happy to have him on staff here. Brad, we tip our hats to you! Thanks!

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.

PDabble Games

PO Box 1037
Middlebury, CT 06762

MAGESTRY'8 Next Event is
May 21-23, 2010

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if ***received*** by May 14th) 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

May 21-23, 2010 (Chesterfield)

Fall Dates To Be Announced

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