



THE MAGESTIC MESSENGER

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

Stillbreeze 120 (August 2010)

Volume 8, Issue 5

Tragedy in Point Edgar

The 15th of Stillbreeze proved to be one of the saddest days in the recent history of Irvanshire. Prince Adamar Brighthand II, heir to the throne of Irvanshire, and Princess Dominique Gennevois, daughter of King Micheau Gennevois and Queen Constance, rulers of Tol'Vaire, were to be wed at noon at the castle in Point Edgar with a grand reception to follow. The ceremony went off without a hitch and guests were ushered into the Great Hall of the castle immediately after the couple was married. Dancing, feasting, and music went on throughout the day and well after sunset.

Once darkness came, the hall was illuminated with magical light. Several entertainers from across Magesta, including Irvanshire's own Impresario Dayilen Songweaver and Bardic Retainer Melody Capstan performed for the royal guests while a number of hand-picked bards from around Irvanshire, including Majento Iaieshii from Elmerton, Kyiki Brunston of Tradegate, and Raeahel Kanmilquis of Ken Ryndil, kept the multitudes of commonfolk entertained. Hundreds of heavily armed and armored guards kept a vigilant eye on everything. At the stroke of midnight, a great fireworks display was to be presented as a gift from the Emperor of Qi Yong. The guests were led outside into the courtyard, the first wick was lit and burning down to the charge when everything fell silent. The rocket took off into the air and disappeared without a sound. Everything had gone black and quiet as if by some magical force. Guests began panicking, shoving each other to get blindly back into the castle.



A single voice could be heard through it all. "For too long have we sat idly by watching as you surface dwellers let this place become a land of turmoil and tragedy. For too long have you turned a blind eye to corruption and deceit within your own ranks. It is apparent that only through darkness will you ever see the light.. Only through punishment will you break your ways." The darkness and silence broke, only to reveal several cloaked figures vanishing through a portal with the Princess, with several dead and injured guards strewn about the hall, and His Majesty, King Micheau, with a dagger wound in his side. Those who were able to catch a glimpse of the assailants reported seeing a group of Dark Elves enter the portal.

Any information on these happenings is to be brought immediately to Sir Jarvis Stromm, Captain of the Royal Guard of Point Edgar.

ROYAL DECREE:

Let it be known henceforth: The Sons of Alarie have been cleared of all charges of treason and are no longer wanted by any royal or local authority. They have revealed themselves to be true and loyal to the crown and the kingdom, and their tactics against the necromancy of Project: Deadman are being used to train the Irvanshirian army.

Furthermore, it has been revealed that General Krevantis himself was one of these beings known as a "Perfect," and has, for quite some time, been withholding information from the crown, as well as downplaying exactly how powerful this *project*. These "Perfects" look and act as all regular people do, save for the fact that they do not eat, drink, or sleep. If you suspect someone of being a "Perfect" do not try to arrest or kill him. Report your suspicions to the local magistrate or to a member of the Sons of Alarie.

If you see a large demonic looking creature with the word *ultimate* carved in its arm, DO NOT, UNDER ANY CIRCUMSTANCES, ATTACK. These are extremely powerful Project: Deadman creations called "Ultimates." They have been known to slaughter whole towns and it takes a very specific type of enchantment to even injure it. Various energy types have been known to effect it once and then never again. Once again, report your suspicions to a magistrate or Sons of Alarie member. Other abominations within this project include a red eyed construct that not much is known about, and a sort of mechanized perfect that explodes when defeated. The Sons of Alarie also tell Us that werewolves have been made into perfects as well.

My people, be aware of all these threats and rest assured that the Irvanshirian army, working with the Sons of Alarie, are in search and destroy parties for all these creatures. Hold fast, my loyal subjects; We have overcome worse and we will overcome this. Project: Deadman is Our number one target and We are focusing all Our energy into destroying it.

If you are an experienced warrior or mage and you wish to join a search party, please report to your local magistrate and they will see what they can do. Your faith in Us and in Our Kingdom will not be misplaced. We promise you, we will win and Project: Deadman will fall.



To all enslavers of souls and raisers of dead who call yourselves necromancers: Your days of grave raping are numbered. From this day forth you are officially on notice, a new group has formed to fight your atrocities against humanity. Blag's ruining was our beginning. Soon all necro-manors and undead lairs shall be reduced to ash and rubble. And from it the necro hunters shall rise. Repent, and cease your evil ways, for that is your only salvation.



-You have been warned...
Xoxo The Necro Hunters

Disappearances in Irvanshire

Rumor has it that, as of late, guards from noble houses and Irvanshirian army soldiers have been disappearing from all over the kingdom. There is no further information on these happenings, and local town watchmen and officials are advised to be extremely cautious when traveling.

Offshore Fleet?

Several large naval vessels of an unidentified origin have been spotted anchored off the coast of the East Farthings, south of Eddinburg. The ships, bearing plain black sails, arrived just a few hours ago seemingly out of nowhere and have yet to make any hostile actions toward Irvanshire.

At noon on Wakingday, the 4th of Harvestwane, the Magic Guild will hold a meeting. Enjoy using and discussing Magic? Not a member? You can express your interest in the guild before noon and we can start taking your membership into consideration at that meeting.

We really have them on the run now! The end of Project: Deadman is near. The Sons could have never gotten this far without your help. Thank you, Elmerton, I think all of Magesta owes you all a huge debt of gratitude. Brandal, Sasha and I shall see you all soon, victory is not far now.

Pollard, High commander of the sons of Alaric.

121ST ANNUAL BREWERS' GUILD FESTIVAL IMMINENT

Are you a brewer? Do you dabble in wines and ales or are you simply an "active observer" in the whole brewing process (especially the end results)? No matter what your interest is in brewing, you will want to be at the 121st Annual Brewer's Festival! The Brewer's Guild of Irvanshire is once again sponsoring the Brewers' Festival and Auctions. This year will see the various parts of the Festival happening in different cities and townships around the kingdom in order to allow people from all over the opportunity to involve themselves in the many events that will be happening. The events, their dates, and the towns they will be taking place are listed below. For more information, contact Hale Lonnigen in Tradegate.

Opening Ceremonies:

Gatheringday, the 24th of Harvestwane, Brewmaster's Tavern, Tradegate
Witness an Opening Ceremony as only the Brewers' Guild can put on! Come take part in the Beer and Brew tasting, watch and enjoy our colorful and varied entertainers, take lessons on making your own brews, and marvel at our magnificent fireworks display, all within the walls of the Grand city of Tradegate!

"By Invitation Only" Brewmaster's Auction:

Wakingday, the 25th of Harvestwane, Brighthand Castle Banquet Hall, Point Edgar

Tradesmen's Auction:

Wakingday, the 25th of Harvestwane, Amphitheater, Township of Elmerton
This popular auction allows everyone from Tradesman to Commoner to Noble to participate. If you have wares you would like to have auctioned off, you may bring them to the auctioneer before the auction starts. You will need to provide a description of your item as well as the price at which you would like to start the bidding. You will receive 80% of the final bid (the other 20% goes to the Brewer's Guild to pay the King's taxes for the auction). This auction has boasted items in the past from homemade brew to treasure maps to guaranteed magical protection! It has always been a wonderful time and we encourage any and all craftsmen to take part!

Amateur Brewers' Competition:

Wakingday, the 25th of Harvestwane, The Sword and Tankard, Battlekeep
The brewer's competition is a chance for all those aspiring brewers to show their merit. If you are interested in entering the competition, all you have to do is sign up with the Brewmaster in Charge of ceremonies, Hale Lonnigen, before the start of the festival.

***New* "Name My Brew" Wine Tasting Contest:**

Wakingday, the 25th of Harvestwane, Wining Spirit, Township of Elmerton
Sometimes, no matter how creative the brewer is with his ingredients and processes, he just balks at the idea of naming and labeling his new creation! We have a brewer or two with that exact problem and we have decided to bring it to the people to decide. This competition will allow the participants to taste the brew, view the recipe, and come up with a name and a label for the brew. Anyone is welcome to participate, and the winners will be chosen by Master Brewer Fiorello Windlock.

Closing Ceremonies:

Fortuneday, the 26th of Harvestwane, Roots and Branches Inn and Tavern, Raldo's Refuge
The Closing Ceremonies promise to be full of wonder and merriment! Raldo's Refuge opens its gates to the Brewers' Festival and welcomes any and all to join. Come watch the "Living Lights" display and marvel at the craftsmanship and magnificent gardens of this beautiful city! This is sure to be an event you will never forget!

Farmer Problems

Reports of villager and farmers gone mad have swept across the South Farthings. Random attacks, destruction of crops, devouring of live livestock, and generally acting unlike themselves. Citizens should be wary of such behavior and find the nearest local authorities.

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

It's been around for thousands of years, but it's no more than a month old. What is it?

What joins two people yet touches only one?

Has a friend or loved one passed onto the spirit realm? Do wish for them to be purified before they are laid to rest? If so please feel free to contact Eraku in Elmerton. I will see to it that



your loved ones find the rest they deserve.

The next session of court in Elmerton will take place on the 4th of Harvestwane 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.

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!



Donations! Donations! Donations!

If you all are looking to spend time or money this season, the staff has A BUNCH of requests for donations. We need:

- o 1-2 Bows
- o Some amount of arrows
- o elf ears
- o black sheets
- o short sword and long sword boffers
- o unarmed boffers
- o dagger boffers
- o pouches with straps (to sling over the shoulder)
- o zombie and skeleton masks
- o scarring make-up (rigid collodian)
- o wigs (of normal hair colors)
- o glowsticks (6"-8" sticks, not the thin bracelets)
- o Candy/snacks for NPCs
- o liquid latex
- o hats / hoods

Please email Angela at Donations@Magestry.com with any interest or questions. Thanks in advance!

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 TO MAGESTRY'S NEW PLAYER REPRESENTATIVES!

Amanda Mooney
Artie Cote
Casey Pastore
Lynn Strickrodt
Myk Meyer
Steve Hall

These six people will serve you proudly until the summer of 2012.

**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 season. 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 Petalsong '10

Here are our picks for the best of the May 21st– 23rd, 2010 event:

This month, our **Best PC** award goes to **Talya Goodman** for her outstanding performance as **Emily O'Malley**. Tal is someone that we can always count on to be in character the whole game, and it was really exemplified this event. Our NPCs spoke highly of their interactions with her and, in your PELs, many of you expressed how impressed you were with Tal's role-playing this event. And we are always extremely grateful for her help cleaning up after the event. Awesome job, Tal, and thanks!!

Our **Best NPC** this month, **Joel Flint** was invaluable to the Dark Side this event. His never-ending energy and enthusiasm really helped to make our small group of NPCs into something larger and... well, more energetic and enthusiastic than many of us actually were. He was always willing to play any character that needed playing (mask or no!), and always did so with a smile on his face. On top of all that, he even brought snacks and drinks for all the NPCs, just 'cause he's a nice sort of guy. Joel, it was great to have you back at game, and we loved having you behind the scenes! Hope to see you back again soon!

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
September 3-5, 2010

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if **received** by August 27th) 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

September 3-5, 2010 (Chesterfield)

September 24-26, 2010 (Chesterfield)

October 8-10, 2010 (Chesterfield)

October 29-31, 2010 (Chesterfield)

Registration Forms, Waivers, Medical Forms, and
a free downloadable copy of the **Player's Rulebook**
can be found at
Magestry.com

*Make checks payable to "Magestry"

**There will be a \$25 charge for all returned checks.

**Directions to:
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 Williams-
burg, turn left onto Route 143. In 4.1 miles, the
camp road will be on your right. Drive up that
road and park in the large dirt lot that will come
shortly up on your right (after the Camp Office
driveway).

Magestry.com
PDabbleGames.com