



THE MAGESTIC MESSENGER

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

Harvestwane 120 (September 2010)

Volume 8, Issue 6

ALARMS RAISED AT THE PORTAL AUTHORITY

The following was quoted from a public safety announcement in Tradegate:

Citizens of Tradegate,

It is with profound sorrow that we at the Portal Authority must admit that villainous tragedy has fallen upon us. Late last Fortuneday, during the trial of a criminal guilty of numerous crimes against the citizens on various worlds, he was set free by his minions. The criminal Mobius Darkheart has broken free after a mere eighteen months of imprisonment. His trials were still underway due to the complexity of compiling information across the dimensions. It was mid-day and after a brief recess, the judges were recalled to the Division of Restricted Travel to complete the day's hearings. As the criminal heard the charges and offered no apology for his crimes, there was a breach of security resulting in the death of nine of the guards on the fourth and fifth floors. Not known at the time, this later appeared to be a distraction from the trial. And while the trial continued on the lower floor, the guards and judges there attempted to repel the jail break but met heavy resistance. Many were felled by spells most often associated with dark magic. As Mobius was freed from the tower, there were some in the area that spotted about four or five other individuals flee through the streets. The local authorities were not able to capture any of them in time and none were identified.

What is more terrifying is that after Mobius was freed from the Portal Authority, he returned within the span of twenty minutes. As there was a small posse of a dozen or so gathering to search after him, they attempted to apprehend him quickly. Yet, when they grabbed him they soon became aware that this was yet another of his traps and the illusion of Mobius shattered to thousands of sharp slivers, most of which eviscerated those that had gathered to capture him, leaving their bloody lifeless bodies at the front gates of the Portal Authority. Only with any luck did they not all perish that day.

Further horrors fell upon the Portal Authority a mere three days later. Reeling from the death of so many agents, and in efforts to try and maintain order, another, more terrible event transpired. The Ashe Wastes, a dimensional

prison used by the Authority, was breeched by Mobius. Those who know this place have never heard of any attempt of escape and no one had considered that the dimension was susceptible to assault. Mobius and a small band of his treacherous portal jackers made into the Ashe Wastes and released the remaining members of his crew. All but one of the guards that had been posted to that station has gone missing. The one found during a travel to the Elemental Plane of Fire, had been stripped of any power to survive the dimension, and was dead, but magically cursed to feel the suffering. A trick often used by Mobius in his tortures and crimes. All others have been presumed dead or worse. As for the remaining prisoners, Mobius released them in order for them to fight with one another; some of the most evil minds the worlds have ever encountered now fight for supremacy.

Even now, the Portal Authority has only been able to seal off the dimension, they have not been able to take back the Ashe Wastes. It has been rumored that they will be seeking outside assistance in the efforts to secure control over the dimension. With any luck, they will recapture this scoundrel quickly before he causes any more harm to our world.

There is some good news at this time. Some leads were collected on those responsible for the break out. We have confirmed that these criminals appear to be native to Magesta. They also were well versed in the arts of stealth as they were able to evade most of the protections both magical and martial during the battle. Lastly, we feel that they were lead by a woman based on the eyewitness reports of the survivors. As the group worked together quickly and professionally, we feel that we will soon be lead to this outfit, which obviously has been pulling off many lesser crimes up until now. Fear not citizens, for we will see that justice is done. The Bounty Hunters within the Authority have been mobilized and are reaching out to their contacts at this very moment.

May your travels keep you safe,
Arthrocite Vermillion of the Portal Authority

121ST ANNUAL BREWERS' GUILD FESTIVAL: ELMERTON

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 following events will be taking place in the township of Elmerton:



Tradesmen's Auction:

Wakingday, the 25th of Harvestwane, Amphitheater

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!

"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 blanks 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. Sign up with Vintna Nalley before the auction in order to participate.

Celebrated Chef Awarded Noble Title

In spite of the tragedy that befell the royal wedding, it can not be denied that prior to midnight on the 15th of Stillbreeze, performers and craftsman were at the height of their abilities. One man in particular is being recognized for his outstanding efforts coordinating the unparalleled wedding feast.

His Majesty, King Adamar Brighthand I has appointed Benoît Goodreaux and his heirs to be recognized as nobility throughout the kingdom of Irvanshire from this day forth. Sir Goodreaux now bears the title of "Noble" along with all associated duties and privileges as he oversees his new lands in the South Farthings.

Congratulations to Sir Goodreaux, Master Chef!



Attention Elmerlön Mages Guild

The next meeting is to be hosted by Majento Lajeshii and held on the 11th hour of Wakingday of the 25th day of Harvestwane. The agenda for the meeting as well as the current charter follows.

Elmerlön Mages Guild Agenda

- Discuss and prioritize major issues (Please bring your suggestions)
- Document the current mages people have access to
- Discuss What to begin researching using our access to Concordi Magesti resources
- Guild charter additions suggestions (Please bring your ideas)

Elmerlön Mages Guild charter

- 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 your first meeting
- Teaching non guild members in magical fields of study requires a payment of 1 silver per circle starting after the 4th circle where the teacher keeps half and the other portion goes to the guild coffers.
- All members are entitled to 1 vote
- 2/3 vote from current members is required for entrance into the guild. This vote is not done in the presence of the prospective member.
- 2/3 vote from current members is required to forcibly remove membership. This vote is not done in the presence of the person possibly losing membership.

Feel free to come to the guild meeting with any questions you may have.

Sölün

I would like to take a moment, on behalf of the town of Elmerlön, to thank a man who has worked selflessly and endlessly towards the greater good of our beloved town. Magistrate Rakesh does not have an easy role in Elmerlön, yet has tirelessly striven to protect and defend each and every one of us. His latest act of incredible generosity on top of his other many deeds deserves our sincere gratitude. Thank you, Rakesh, and may Elmerlön always have a retort to give to the many dangers in the world, lest we give them an ultimatum.

as spirits roam the neighborhoods
at night,
let loose upon mages till it be light...
greetings elmerlön...
it will be so good to see you all once
again.
though big brother and the rest of our
crew had tons of fun with the wussy tout
wife, it has sadly come to an end.
we will be seeing you all very shortly,
hope your hearts beat quickly or else
they will beat silently..
kook

CITIZENS OF ELMERTON,

My name is Leklonesis. Some of you may remember me. Your people have always been thoughtful and honorable to me. In the near future, I will be retiring back to my home in Loft Cratvia. My family always intended for me to become a statesman, and I shall finally fulfill their wishes.

But before then, I wish to take on one more student. For those who are not familiar with my name, I was one of the first students of the world renowned Swordspeaker, Caitlyn Snow. I wish to train another in her style of Speaking, so that the legacy will live on.

If you are interested, please contact me via courier.



Prepare thee men and prepare thee maids
To rest thy mind and sheath thy blades
The news I share is grand indeed
Be seated whilst this note you read
See to it you are free to play
Through the night of the 30th day
Kissed with scents of fruit and musk
Or sensual wood for Reapingdusk
Make your attire rich and fair
Scrub your boots and comb your hair
A final touch of class and grace
Bring a mask to veil thy face
At time of day inverse from dawn
Appears Her Majesty Queen Ieanhaun
For now you must with patience wait
And count the days down till the date

CITIZENS OF ELMERTON,

The Sun-Born Daughter of Moon, Fair-Wife to the
Gloaming, the Tender Flame, Seeker of the Lost, the Dusky-
Eyed, Her Majesty, Queen Ieanhaun of House Tierian

craves your presence at a ball held in honor of her arrival on the 30th day of
Reapingdusk in this, the 120th Year of Your Age of Fortune. The ball shall be a
formal, masked affair and you are encouraged to bring your own masks. However,

Her Majesty has a generous heart and shall provide for those unable to attain one
themselves. Dinner shall be served during the course of the ball, and there shall be dancing
as well as an opportunity to amuse Her Majesty with stories, songs, dance, and any other
types of entertainment. Whomever the good Queen finds most amusing shall receive prizes as
are befitting such a competition. Her Majesty's attendant, Solun the Honey-Tongued, will
arrange the competition in these days preceding the ball. If you wish to enter please make
your arrangements with him.

Her Majesty, Queen Ieanhaun Ravenfire, awaits this celebration with tremulous
anticipation and desperately yearns to meet you.

Scribe in Her Majesty's Service,
Fidget Moonshift of House Tierian

Court on Wakingday, the 4th of Harvestwane in the year 120 in the Age of Fortune was presided by Magistrate Rakesh.

The Report of the Guard, delivered by Eraqu:

- *Papa Romeno, clarified as not Lucian Romeno, was seeking the entrails of undead creatures. Majento Laeshi explained that the intent of this collection is to ascertain the identity of the undead or perhaps the next targeted family.*
- *Sergeant Jako returned to the rift, calling living beings towards it so that he could pass one through to re-create them as a creature of positive energy known as an "Arcanis." His efforts were thwarted.*
- *Several psychic shades were in the area.*
- *A man passed through town who was in excruciating pain. His condition was only lessened by inflicting pain on others and revealed to be a curse.*
- *On Wakingday there were large, hostile groups of elementals, DoD members, wood trolls, and serpent creatures encountered in and around town.*
- *Some who have been bested in combat and taken away by wood trolls have awoken from within a tree across the river in what has been come to be known as "Mama's" woods.*
- *A small silver object of some sort was taken from Arturo Nightleaf, which seems to be the reason that serpentine aggressors have been about.*
- *In the woods near Greenshadow a small plant has sprouted which seems to be exuding a small area where magic is dampened.*

No announcements followed, other than the collection of taxes.

Thus concluded Harvestwane's first session of court.

~MNE



Perfects Strike near Port Hensworth

When the Perfects came, there was nowhere to hide. The southern villages around Port Hensworth were overrun before their Town Watches could even answer the call to arms. The abominations cleaved their way to House Falstokes manor house and set upon the guards without mercy. The fighting was gruesome, and if it were not for the miraculous arrival of the Sons of Alaric then all would have been lost. The Sons of Alaric admitted that they had been pursuing the Perfects for the past few days and that only now had they been able to catch up with their foe.

The Perfects had pushed their way deep into the extravagant manor house of House Falstoke and the room to room fighting pitted men against monsters at every turn. Fires erupted throughout the house and walls of raging flames trapped men in. Before long the entire manor was consumed and the battle was no longer to save the manor house, but merely for each man to find a way to survive. The Perfects ignored the consuming flames and pushed their attack amongst the chaos. The Sons of Alaric abandoned the house and blockaded the exits, trapping as many Perfects in the crumbling inferno as they could. When the first of the pillars gave way the screams of men and the decimation of Perfects were accentuated in a shower of sparks and a searing wave of heat. By the rise of the Magestream, all that was left was a charred and smoking mass gave for the Perfects and House Falstoke.

With the tragic loss of all the persons residing in the manor house, including the noble members of house Falstoke, there was no one to lead and comfort the mourning people in the villages. Nobly, the Sons of Alaric stayed and helped preserve order in the surrounding villages till an entourage from House Brexiano arrived. Territorial disputes never end, and House Brexiano would not miss the opportunity to bring order to their neighbors. The Sons of Alaric had seen their foe destroyed and with the war against Project Dead Man coming to a close, the fierce warriors set off vowing that victory would be theirs.

Greetings Elmertons!

I will be so happy to finally come back home! I have been so busy fixing all the problems Mirari, Kook, and Big Brother have caused! And I apologize in advance for everything they are about to do to all of you! But don't worry I'll fix it!

My name is Irae and in a goody goody two shoes!!

I enjoy long walks on the beach and ruining Big Brother, Kook, and Mirari's fun!

See you soon, love for all! (EWWW GROSS!!)

-Irae goody goody two shoes

The next session of court in Elmerton will take place on the 25th of Harvestwane at 3 bells after midday. 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.

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

What is too much for one, enough for two, and nothing at all for three?

What is it that you cannot hold for half an hour, even though it's lighter than air?

AN OPEN LETTER TO THE NECROMANTERS.

WHILE YOU SIT IDLY BY IN YOUR QUANT LITTLE TOWN OF ELMERTON, I HAVE ALREADY ELIMINATED AN ENTIRE GENERATION OF YEL'VANNE, ONE TELPERIEN, EIGHT DARK ELF COUPLES (I DID NOT CHECK TO SEE IF THEY WERE MARRIED OR NOT), AND FEASTED ON ONLY A SCANT FOURTEEN CHILDREN DURING MY STAY IN THE MAGESDEEP. I WILL CONTINUE MY ENDEAVOR TO ELIMINATE THE WORTHLESS AMONG THE UNDERKIN UNTIL YOU EITHER COME FIND ME OR ELSE, GIVE ME A GOOD REASON TO COME TO YOU.

DINNER, PERHAPS?

CYMMERENIAN TARSANYL, THE GHOUL KING,
FIRST SYLLABLE OF THE WICKED WORD



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 one finds the rest they

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!

War On The Horizon

The following was said by Prince Adamar Brighthand II, heir to the thrones of Irvanshire and TolVaire, when recently asked about the happenings at his wedding.

Recently, my father has received a rather inappropriate letter from King Michgau Gennvois of TolVaire voicing accusations that Irvanshire is not doing all we can to search for Princess Dominique. He has gone as far as to threaten us that if we do not find her by the first of Ravingfrost his allies will do so for us. War is not unfamiliar territory to Irvanshire, and if that is the course they wish to take, so be it, I shall take the throne of TolVaire that much sooner. Finding Dominique is my main priority right now and if Michgau and his lackeys cannot see that then they and whoever foolish enough to assist them deserve whatever is coming to them. I do not want to see this situation come to war, but if that is to be what happens, we will be prepared. They think sending spies to our towns and having the Calderan Royal Navy sitting offshore is going to intimidate us, let's see what happens when they step foot onto Irvanshirian land.

More Missing Guards

Guards throughout Irvanshire and the neighboring kingdoms are still disappearing. Smaller town watches are to be on high alert for any suspicious activity and are advised to not travel too far by themselves. Anyone with any information is to report to their local Magistrate.

Spoiled Harvest

Farmers and produce merchants alike are in a panic at the mysterious blight that has swept across Irvanshire this season.

Despite looking perfectly fine, most of the fruits and vegetables picked this harvest season were found to be rotten and unfit for sale or even as feed for pigs. Several farms feel they will go out of business due to the unexplained spoiled crops.



HEYA ELMERTON

Its gonna be knife to finally meet you all again!! I missed stabbing you all!

My sister Irae is writing a letter next to me for the herald. Little does she know I will be taking care of her letter before she sends it out!

Regardless Elmerton I cant wait to visit you all again its been so long!!!

We went on a wonderous trip and I think the seat pel wound in our tour guide has finally got infected!

I am upset however that we only sunk the boat twice, but on the brightside our tour guides horse threw him off over five times!!!!!!

Well

STAB YOU LATER!!!

-Mirari



Circle of The Sword Maidens

I have decided that The Circle of The Sword Maidens will be disbanded. I wanted to thank all that attended. If anyone has any question, I will be in Elmerton.

Suki

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 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
- o 1 Bow
- 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)

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.

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 Harvestwane '10

Here are our picks for the best of the September 3rd-5th, 2010 event:

This month, our **Best PC** award goes to **Jonathan "J.D." Bates** for his stellar performance as **Bastion Gerhardt**. J.D. really impressed the staff this event, and NPC HQ was constantly abuzz with the latest doings of Elmerton's grumpiest dwarf. It has been great watching Bastion carve a niche for himself in the town, and we think he really outdid himself this event. Congratulations, J.D.! Way to go!

After much deliberation and nail-chewing (we had so many great NPCs!), we have decided that our **Best NPC** this month had to go to our newest PC-turned-NPC staff member, **Jeff Mitchell**. Jeff was absolutely superb during game, crunching with the best of us, and playing roles that no one else wanted to play, as well as providing a calm presence that is welcoming in those crazy moments behind the scenes. On top of all of that, he wrote and executed some great plots and really helped out with much of the pre-game work. Though we know we will have to give him up to PC-dom someday, we are extremely grateful to have him on staff right now. Thanks, Jeff!!

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 24-26, 2010

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if ***received*** by September 17th) 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 24-26, 2010 (Chesterfield)

October 8-10, 2010 (Chesterfield)

October 29-31, 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