



# THE MAGESTIC MESSENGER

The official newsletter of the Magestry Live Action Role-Playing

Reapingdusk 120 (October 2010)

Volume 8, Issue 8

## THE WORLD REJOICES AS PROJECT: DEADMAN IS DESTROYED!

Just this past moon in the town of Elmerton a great battle took place. The heroes of Elmerton, along with Brandal and Teagen of the Sons of Alaric, defeated a huge army of those terrifying demon/undead hybrid 'Ultimates' and a horrible creature known only as "The Weapon". The battle started roughly at the tenth hour, as one group of Elmertonians, led by local warlord Lex Mitorae, Teagen, and another agent from the Sons of Alaric, split off on a separate mission to Rowendeeep to destroy what they called the primary beacon, which would deactivate all the others.

Meanwhile a second group of Elmertonians led by General Brandal McConnel of the Sons of Alaric went to the outskirts of Elmerton to deal with the threat of Sebastian, the last remaining leader of Project: Deadman. They found him and a large group of 'Ultimates' by the lake side in front of a raging fire. General Brandal tried to convince him to give up and destroy his creations but he would hear none of it. One of the Elmertonians even tried to subdue him with a spell but was quickly struck down by Sebastian's evil magic. He then stood over a slab with a huge creature lying on it, and after he chanted some words in an ancient language, he killed himself over the creature. At first nothing happened, but then, seconds later, it rose from the slab and let out a mighty roar. The horrible and twisted looking creature was a sight to behold: Over seven feet tall with half of its skin black as night with the other half a pale white. Numbers were scrawled across its chest, from fingertip to finger tip. It seemed to have not only an impressive array of fighting skills but also was very skilled in the dark art of necromancy. The numbers were just too great for the Elmertonians and the General to deal with. A retreat was ordered back into the heart of the town. As they arrived word reached them that the first group had returned from the Rowendeeep. Their mission was a success; they had not only destroyed the beacon but retrieved one of their own that could be used to heal the living. A second retreat was ordered with the abominations closing in on them to rendezvous with the others and with the beacon to the large tourney field by the smithy.

It was on that field that a mighty battle raged on, the Elmertonians and General Brandal fought bravely against a horde of dozens of 'Ultimates' and the horrible Weapon. Many were felled in combat even with the healing glow the beacon gave off. Very few weapon blows were hurting the 'Ultimates' or the Weapon, save for the magestic weapons created for the town for this purpose by Master Smith Rakesh and the odd energy type that

radiated from the blades of General Brandal and his other nameless special agent. A good hour into combat, the General was slain on the battlefield by the weapon who nearly removed his spirit from his body in one stroke. Still, as his body faded from the battlefield, the Elmertonians pressed on, fighting bravely for not only their lives, but their very spirits. Not long after he was killed the General returned to the battlefield, given new life by Vorkarian himself, as well as the ability to enchant whatever weapons he could with that odd energy type. The Elmertonians now could affect their enemy with every swing. The fight began anew and the night looked clearer for all involved.

The newly invigorated Elmertonians charged their attackers with the fury of a thousand heathen armies, slicing through 'Ultimates' while fending off the weapon. Finally, after fighting for nearly 3 bells against what seemed like impossible odds, the death stroke slammed through the chest of the Weapon. In his death throes, he managed to tackle General Brandal in a last ditch effort to see him die once again. The Elmertonians, however, would not give him that chance. The town almost as a whole never stopped striking the Weapon, their fury unmatched as they finally had the chance to destroy Project: Deadman once and for all. As the Weapon slumped dead all of Elmerton let loose a war cry of victory. They had completed the impossible against odds that seemed unbeatable. They had done what possibly no other group in this world was capable enough to do. At long last, after suffering over 120 years of corruption and infiltration, and after 4 years of fighting a dangerous, secret war, this small, mysterious town destroyed Project: Deadman.

After the combat ended, the town lay sprawled on the now quiet battlefield, exhausted and reveling in their well-earned respite. General Brandal and his nameless special agent gave their thanks to all of Elmerton, stating that if it wasn't for the efforts of the heroes of Elmerton, there would have been no stopping the Weapon or the evil of Project: Deadman. I bore witness to these events and I have to agree with him. If not for their combined bravery I doubt anyone would be reading these words right now. The kingdom as a whole owes a huge debt of gratitude to Elmerton. I for one will always know where the true heroes of this world reside and it is in the small fighting town of Elmerton. If not for their legendary bravery, this world would be a different place... if even it existed at all.



Hector Brancroft : Traveling scribe

Bravo, my friends!

We have finally done it: Project Deadman has been destroyed!!!! By all reports and indications of our worldwide network of agents, perfects have been dropping like flies. We have had almost no reports of rogue ultimates, and the one or two that we have come across have been dispatched with ease by anyone decent with a sword. There may be a few perfects that have their own beacons, but they are of little concern as everyone now knows what to look for and these random perfects have no master to control them.

The threat posed by Project: Deadman is now gone. We have won this war. The Sons of Alaric will always call Elmerton and its people close friends: We will do anything to help any of you who came to our aide. The Sons would have never succeeded without Elmerton's help and we shall never forget it. Call on us when you need aide and we will answer, that you can always believe. Thanks again. I shall see you all soon.

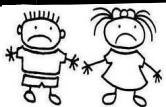
General Brandal Mcconnel of the Sons of Alaric.

## Ashe Wastes Rebellion Quelled! Portal Authority Grateful for Aid

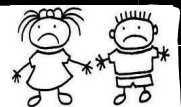


The Portal Authority would like to thank the following kingdoms of Aszuron: Fegoria, Irvanshire, Jar Garreth, Kire Dero, Swardia, and Tsard, all of whom came to its aid during the recent insurrection. The dimension of the Ashe Wastes has been secured, and order has been restored. Additional protections have been installed to prevent any attempted repeat by its prisoners and sympathizers. We are proud to state that over ninety-five percent of those brave Magestans who helped to suppress the rebellion and subsequent break-out, were successfully returned to their homelands. We have currently sent out agents in search of those that were unfortunately and egregiously

*Dismissed* during their efforts. Furthermore, several suspects thought to be involved in the break in of the Portal Authority earlier this summer have been captured, and trials are set to begin once the proper forms have been completed.



## Children Missing!!!

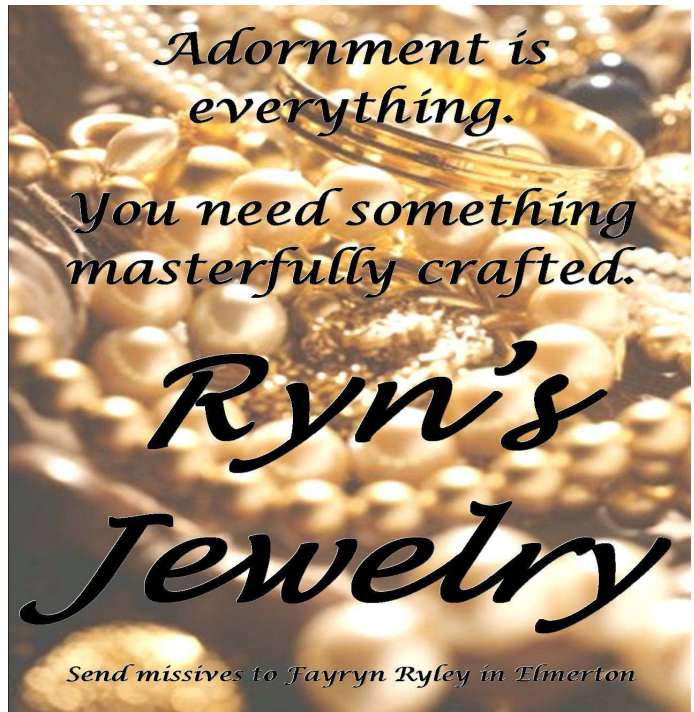


Two children have gone missing within the past two weeks. These young ones were at their home, last seen with Neveah Phoenix who was hired as their guardian for the night. Upon their parents' return home the next day around mid-morning, they found that the home was empty and that there was no sign of their beloved children. Unfortunately due to the disbanding of the local guard, no one has been able to come to their aid. Both parents are frantic with the absence of their children. They report that the children have a rough experience with their sitters and that this is not the first person to have absconded with the children or simply walked away from their charges. The parents both hope for the quick and safe return of their children.

## Student Sought

Eko is seeking a dedicated and committed student who desires to learn the world of mind magic, psionics. The student(s) of Eko will receive the most profound lesson available. Please, only serious applicants- anyone trying to steal Eko's gems should go away.

Yay Elmerton!



## Contest!

One last chance to enter!

Eko purchased a shield that everyone can use (even if you can't use a shield you can use this one- that is how awesome Eko is) but he needs help with the picture on the front. Contest rules below:

- Create an image, design, color pattern, etc for the shield and give it to Eko by the 30th of Reapingdusk on Wakingday.

Selection will be made during the winter. If your idea for the shield is selected you will win the following:



- Artist credibility
- Eko's friendship (but everyone has that, except the turnip DOD who stole Eko's gems)
- 5 copper pieces
- A profound lesson in your choice of Psionics 1-5
- You get to name the shield (Best thing ever!)

Everyone will be welcome to use the shield once it is created, please help make sure it looks super cool with a twist of awesome!

Yay Elmerton,  
Eko



Citizens of Elmerton,

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

craves Your presence at a ball held in honor of her arrival on the 30<sup>th</sup> day of  
Reapingdusk in this, the 120<sup>th</sup> 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 short stories, songs, dance, and any  
other types of entertainment (please keep them under 5 minutes). 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 Iganhaun Ravenfire, awaits this celebration with tremulous  
anticipation and desperately yearns to meet You.

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

## TRADEGATE ASYLUM SEEKING HELP

The Tradegate Asylum is seeking workers and volunteers who wish to help contain and control patients within their institution. Workers have reported an upswing in unusual and remarkable behaviors of the patients within the walls, though none of the current workers will disclose what those behaviors might be. Citizens of Tradegate report hearing strange cries and noises echoing throughout the grounds where there have been none previously. Those who are interested in helping should contact the Asylum head, Faunsten Oaks, as soon as possible.

## HELP NEEDED AT THE WINING SPIRIT!

*We have heard your complaints and we want to  
serve you better, but we need your help!*

*Please consider working with us,  
even for just an hour or two every moon.*

*There will be a sign up sheet at check in  
and a short training session after opening meeting.  
The wages are good, the tips are often generous,  
& you earn brownie points, too!*



## Trading Post Items for Sale

Located on the hill above the tavern  
Open Daily: 10am - 11am and 5pm - 6pm  
Special orders and rush orders available



Potions	Num	Price
Cure Wounds 1	12	1 silver
Cure Wounds 2	4	4 silver
Fearlessness	2	6 silver
Feat of Strength	4	3 silver
Vial of Ink (6 pages worth)	4	5 copper
Literacy	q1	3 silver
Neutralize Poison	4	8 silver, 5 copper
Psychic Weapon	4	8 silver, 5 copper
Remove Disease	4	6 silver
Spell Immunity	4	12 silver
Spiritual Weapon	4	8 silver, 5 copper
Stabilize	12	6 copper

Scrolls	Num	Price
Bestow Magic	1	8 silver
Blank Parchment	10	5 copper
Control Elemental, Level 10	1	12 silver
Resurrection	1	15 gold
Stone to Flesh	1	15 gold
Turn Undead, Level 10	2	3 silver, 5 copper

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

I have many feathers to help me fly, with a body and head, but no eyes. It is strength that tells how far I go. I am held in the hand, but not thrown. What am I?

You seek it out, when your hunger's ripe. It sits on four legs, and smokes a pipe. What is it?



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 he or she deserves.



### 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 zombie and skeleton masks                        | o elf ears   |
| o scarring make-up (rigid collodian)               | o black sheets                                     |
| o wigs (of normal hair colors)                     | o short sword and long sword boffers               |
| o glowsticks (6"-8" sticks, or the thin bracelets) | o unarmed boffers                                  |
| o <b>Candy/snacks for NPCs</b>                     | o dagger boffers                                   |
| o hats / hoods                                     | o pouches with straps (to sling over the shoulder) |
| o <b>Alcohol swabs</b>                             |  |

Please email Angela at [Donations@Magestry.com](mailto: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](mailto: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](mailto: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](mailto: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 Reapingdusk '10

Here are our picks for the best of the October 8th– 10th, 2010 event:

We were really impressed by this month's **Best PC, Erik Dey**, who spent the weekend cavorting as **Eko**. It seemed like we could not send out an NPC without him or her coming back with some sort of good-roleplaying comment or hilarious story that involved or starred Erik. Many PCs were also impressed and entertained by Eko's lighthearted antics and your PELs were filled with comments regarding just how well you thought he did. We agree! Congratulations, Erik!

This month's **Best NPC** can really only go to one man. He is a man who has spent the last 4 years tirelessly finding new ways to make you run screaming in terror. He is a man who showed you what it takes to bring a kingdom to its knees and beg for deliverance. This man helped the good people of Elmerton realize that they ARE the heroes that they have claimed to be; that they ARE capable of saving this world, even when no one else believes in them; THAT. THEY. **ARE WORTHY** of the four years of dedicated plot work and two events full of fantastic monologues, terrifying creatures, and truly amazing battles. This man is none other than **Johnny LeBlanc**. Thanks, Johnny. We love you, man.

*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**  
**October 29-31, 2010**

**At Chesterfield Scout Reservation in Chesterfield, MA**

The fee for the next event is \$60 for PCs (\$55 if **received** by October 22nd) 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 2010 Event Schedule**

**October 29-31, 2010 (Chesterfield)**

**MAGESTRY 2011 Event Schedule**

**April 1-3, 2011 (Chesterfield)**

**April 29-May 1, 2011 (Chesterfield)**

**May 20-22, 2011 (Chesterfield)**

Registration Forms, Waivers, Medical Forms, and a free downloadable copy of the **Player's Rule-book** can be found at

[Magestry.com](http://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 the South: Take I-91 North to Exit 19 in Massachusetts. Stay straight on the Route 9 Truck Route (Damon Road becoming Bridge Road) for 3.3 miles before taking a right onto Route 9 West. Stay on 9 West for 5 miles, going into Williamsburg, and then 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](http://Magestry.com)  
[PDabbleGames.com](http://PDabbleGames.com)