



# THE MAGESTIC MESSENGER

The official newsletter of the Magestry Live Action Role-Playing

Bloodthaw 120 (March 2011)

Volume 9, Issue 1

## He Hunts us All

An entire caravan of Shavora disappears in a single night. Families report members being stolen off the streets, never to be found. Dark creatures prowl through our caravans at night, while daylight hours catch creeping *Curst Ones* stealing through our camps. We wait for our children, husbands, and wives to disappear. Papa Laieshi has not been seen in more than a month.

The Allegiant Halls lose members slowly but steadily as dozens of those once faithful to Fear have been facing devastating and sudden losses of faith. A handful of these Fearful, lost and broken, have desperately thrown themselves into situations so dangerous as to immediately and obviously lead to their deaths in an effort to regain that which they have lost... or perhaps to end a now meaningless life. Invanshirian Ministers of the Allegiant have reported a serious decline in new members faithful to Lady Fear.

The bodies of humans, elves, dwarves, and many other races are found exsanguinated and discarded in cities and towns all over Invanshire. Graveyards the kingdom over have been disturbed and desecrated. Some graves have been emptied, some have had their burial soil taken, and others are missing headstones.

The dots are subtle, but they are there waiting for someone to connect them. The Families can feel *his* presence... it seeps into our very beings and floats upon the surface of our souls like oil on water, contaminating anything and everything that tries to touch us. And still we do so little. We try to run, but we are snatched from our beds and stolen by shadows that prey on our caravans. We try and hide, but watch in horror as the decimated and mutilated bodies of our loved ones return to do *his* bidding, bringing fresh sheep to his ghastly flock. He has paralyzed us in our fear. Thrown us into disbelief. Sent the families scattering, hiding from the darkness, when we should be uniting under the banner of Blood and Light. Yet, we do so little.

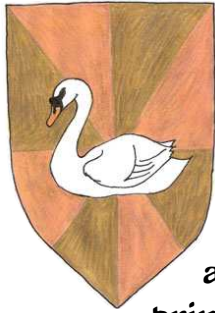
While we cower, trembling at the thought of his next move, he gathers the parts he needs to bring himself into the world. While we are distracted by our anguish, he slowly makes his reincarnation possible.

Your callousness at our people's plight - your hatred of us - will be your own downfall. Now he threatens all of Invanshire and beyond with his plans, however inscrutable they may be. Maybe now you will do something to help us.

- Papa Gramorga

## Missing Brewers Rescued!

Fortune be praised! The two missing brewers, Brewmistress Vintna Nalley and Brewer Remkorminzazorak returned to the halls of the Brewmaster's Tavern in Tradegate, apparently alive and well, late in the evening on the first day of Boneharvest. Since they retained no knowledge of their whereabouts for the last moon or so, their disappearance remained a mystery until a letter was received from the Magistrate of the small town of Elmerton detailing their daring rescue. It seems that these brewers have the town of Elmerton and the leadership of one, Cael Daithi, to thank for their very lives. Master Daithi will be made a champion of the Brewers' Guild and will be provided a place of honor at this year's New Year's Festivities in Tradegate.



## Brexiano Ousted By Vampires

The Brexiano estate house, located just outside of the small town of Lockwillow Gorge in the South Farthings, has recently played host to a large and aggressive group of vampires. The estate was placed under siege on the 2<sup>nd</sup> day of Greysky, and a vampire named Amaranth, titling himself a vampire prince, began a parlay with Baron Restore Brexiano requesting that the Baron, his family, and his men, leave immediately or face the consequences that would inevitably follow such a impertinent refusal. All servants of the estate were to remain at the estate in order to serve the new lord of the house. The Baron ordered his men to vacate the estate immediately. However, his son, Cristoforo Brexiano and a small contingent of men refused to obey and stayed to defend their home and fight the oncoming hoard, despite the frantic pleas of his parents. The fates of those brave young men are unknown at this time.

Until further notice, Baron Brexiano and his family will be residing at the manor house near Point Edgar.

## Followers of Nature Meeting

Hello fellow Elmertonians,

To those who know me, my name is Seloin, to those who do not I look forward to meeting you next moon. I would like to invite those of you who are interesting in furthering your studies in the many circles of Nature to a gathering of like-minded folk. All practitioners of Nature magic who were interested in sharing stories, or teachings of Nature magic (even those who have yet to learn it) are welcome. I would like to have a gathering at 12 bells on Wakingday at the peninsula. We will gather at the tavern prior to 12 bells to make sure that all who are interested are able to come along to the meeting. I will be waiting by the hearth in the go. Hope to see you there

Yours truly,  
Seloin





## Funeral Services

Baron Benoît Camis and five others did not return from Vorkarian's Realm after dying while defending the Grove of Gwendolar in Sapshire from a splinter group of Morkanthos' worshippers known as The Sons of Morkanthos. Services will be held at his familial estate in Point Edgar on the 15th of Petalsong. The service is open to the public and has been delayed until his fiancé, Daryl Acciora, can return to the country.

Thank You

I showed up to Elmerston late this moon so there was no opportunity to thank those of you who helped my city Ar-Feiniel and I. Normally one of you people gather us together to all go out on an adventure to save a group of people or a town or village but, this time I asked. I have been with the Heroes of Elmerston since the beginning and when I asked for help you came to my aid. There are no words to describe to all of you how thankful I truly am. I also like to thank the other groups who aided us in this battle.

Bruiser we got off on a rough start a long time ago but through the years, have realized that we both are very similar. Your aid in the assault is much appreciated and as I said if you ever need anything from me, my blade and mind are at your disposal. Thank you.

Declan to you, you are a great man and no one should tell you otherwise!

I have never seen anyone cut off so many limbs in all my battle torn years.

Ar-Feiniel and I appreciate and thank your heroics and should you need anything from me then you as well have my blade and mind at your disposal. Thank you.

Wingion and the Black Angels, your grand entrance has as always been both Heroic and Magnificent. Not only do I and Ar-Feiniel thank you for your great help in this battle, but the people of Elmerston as well. You were the wind that helped blow away the storm just in time. Thank you.

Elmerston, we have had our rough times together, you and I. I may yell at you, frighten you, and threaten to kill you all in your sleep, daily. But trust me I'd sooner kill my self before consciously taking a blade to all of you, my brothers and sisters. I will always do everything in my power and beyond that to see that all of you live forever no matter what foolish decisions you make. Be it lashing out against one another in anger, upsetting an unruly group of Vampires, or starting a fight for no reason against a group of evil doers simply because they spilt your drink. I love you all.

Now like normal, don't tell anyone I said any of this.

I don't want people thinking I'm getting all "soft" or something.

-Fingion Telperian

To The Ghoul King

-I know we set out to destroy you in this attack. However I do believe it is much more satisfying witnessing a humorous Fake "King" such as yourself, become Homeless. I hope you enjoy sleeping on the ground, get use to it. Mayhap you have learned a lesson here? Never swing a stick at a Hornets nest as you will surely be stung over and over. Who am I kidding, you have the maturity of a young child you haven't learned a thing.

See you soon.

## The Winds Are Coming...



I have heard of windstorms. I have experienced winds so strong that they pushed over even the mightiest of strongholds. But never had I ever known a gust of wind to cause the demise of an entire caravan of people. The strangest part about it? The gust didn't seem particularly strong at all. Here I tell you the story of how my family dwindled before my eyes and I, Miramarr Gramorga, became the sole survivor of tragedy.

We were relocating our caravan, traveling from our camp in Southern Irvanshire to find a new place in Tohmshire. While a bit cold out, the weather was fair, the sun out and shining down on us as we traveled. But as we moved, the wind began to pick up. It wasn't particularly swift or anything, just hinting at its presence. Coming from behind us, it began to blow the direction we were traveling, as though accompanying us to Tohmshire. Something peculiar caught my eye as I drew my cloak closer around me. The wind appeared not to be reaching the branches in the trees along the path we were walking. The narrow path the wind was taking appeared to be aiming directly at us.

As we reached our new camp, I set forth to scout the area for taverns, posts, and other camps as the rest of my caravan set up tents and started the fire for supper. As I traveled away from camp, I heard a shriek come from behind me. I turned around just in time to see my family collapsing under one last, gentle gust of wind. As I rushed back to my family, I noticed the breeze had ceased to blow, leaving only the dead bodies below it. I've never heard of a gentle breeze wiping out an entire group of people, but I can't imagine what else might have done it.

I aim to warn groups traveling, especially those traveling toward Tohmshire from the Irvanshire region. Beware a Southwest wind- a weapon formed to kill leaving no trace of itself behind.



### 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!

## Are You an Entertainer?

The Brewmaster's Tavern in Tradegate is seeking out bards, dancers, and other entertainers to provide music and other entertainment for their New Year's festivities. Interested parties should meet Hale Lonnigan in Point Edgar before the 30th day of Bloodthaw to audition.

Even if you are not an entertainer, allow us to invite you to the New Year's Festivities here at the Brewmaster's Tavern in Tradegate.

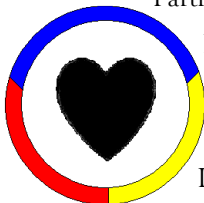
Come join us in Aszuron's greatest city for a Festival the likes of which cannot be replicated anywhere else! See you in the New Year!





## Don't Have The Heart?

It was announced on the 14th of Bloodthaw that Baron Simon Windlock has stepped down as Fervent of the Heart of the South Farthings.



He refused to comment why, though the popular theory is that he will be dedicating all of his efforts into his potion-crafting experiments with the Enlightened Order Concerning Alchemy in Irvanshire.

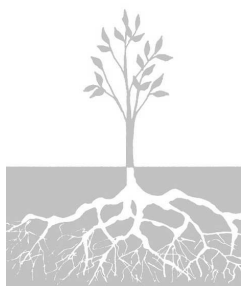
The Executor of the South Farthings, Porri the Advocate (Agent of Community) has been looking frantically for a replacement.

## Tradegate Asylum Breakout Concerns City Officials

*On the first day of Ravingfrost, Tradegate Asylum became the site of the biggest mass-breakout to ever take place in Irvanshire's history. City and Asylum officials have identified over 100 of the escapees, more than 4 times the amount of escapees in the Asylum's last recorded breakout in year 62 of the Age of Fortune, many of whom were in near*

*or total isolation from the rest of the Asylum community. The breakout, which seemed to take place in the wee hours of the morning, has Asylum officials baffled in many ways, the least of which was the mode of egress of the escapees: a twisted series of mutated vines and plant-made ladders that seemed to shoot from the ground itself, and several now-caved-in tunnels. More baffling were the sequence of concentric circles, each laced with symbols and designs that could not be interpreted, but contained traces of magic. There was one of these circles in each of the cells of the escapees and, planted in the middle of each of these circles, was a sapling- many times mutated, twisted, or grotesquely shaped, but strong and growing all the same.*

*The Asylum has sent out many officials in search of the escapees, but outside of her walls, there seems to be no trace. A watch has been posted around the city, and officials of the nearby towns have been notified. Anyone with information about the breakout or any of the inmates should seek out the head of the Asylum, Fausten Oaks.*



## All Magestans, take heed!

Conflict has once again erupted between the followers of Incarnation of Nature and the followers of Morkanthos! Reports of desecrated shrines and groves over the last year have been dismissed as isolated incidents, however, the number of these foul attacks have increased to staggering levels over the last several moons and can no longer be overlooked.

Revered Masters of the Knights of Nocturne have attributed these attacks to a rogue group calling themselves the "Sons of Morkanthos" and have stated that the attacks are not endorsed by either Morkanthos or his true followers. To this end, the Knights of Nocturne have committed a great deal of resources to tracking down their rogue Knights and aiding the beleaguered Fellowship of

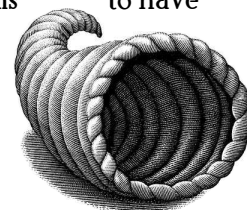
Gwendolar.

However, hostilities and suspicions run high on both sides, regardless of any official positions declared by their respective representatives. Many find Morkanthos's censure of the attacks to be rather convenient and wonder how independently these Sons of Morkanthos are actually acting.

What little is known is that the Sons are lead by two of the Nocturne's most fervent and gifted followers, the brothers Ammon and Abraxas. The attacks have been carried out with unprecedented speed and efficiency, leaving no survivors and little evidence of their ultimate intentions. The splinter group has thus far managed to avoid detection or capture, despite the combined best efforts of Gwendolar and Morkanthos's elite.

Although the Sons of Morkanthos have not announced their intentions, the effects of their deeds are growing quite apparent across Magesta. With her shrines and places of power destroyed, the natural order seems to have been disrupted. This is most evident in the crushing winter weather experienced by all, but experts think that the implications could be disastrous if the Sons are allowed to continue in their destructive mission!

To this end, followers in both groups plead that any being with information regarding the activities or whereabouts of this rogue faction be reported to the nearest Allegiant representative.



With a heavy heart I must recount to you the saddest of tales. The memory remains so fresh and the trauma so great that my hand trembles as I attempt to put these words to paper.

However, it is the sworn duty of the bard that beacons me to recount this *tale for both the memory of my friends and in the hopes it may save other unfortunate souls.*

Yorrin's eyes were never brighter than on that day. He and his new bride were basking in the warmth of loved ones, food and celebration. He had an evening to look forward to that a man waits his whole life for. Yet the glow in his eyes was nothing compared to that of Dora's. There was barely a second that passed where she was not smiling and relishing the added weight on her hand of the new ring.

I was given the privilege of marrying them only hours prior. There is no greater joy then to make official such a strong bond. I remember thinking no force in all of Magesta could force these two apart.

Almost as an answer to this beautiful thought, a terrible sound echoed through the partygoers. Yorrin and Dora were both maestros of the highest caliber and indeed, many of the audience members were also musically inclined. Yet, judging by their faces, no man, woman or child present knew what could make such a noise. There was a calm and quiet as people tried to look about them for the source of the racket. No beast nor monster prowled about. A man a few feet to my left had climbed upon some crates from which the lavish decorations had been unpacked. His goal was to get a better vantage point to identify the cause. With a loud shriek the

man was thrown high enough to touch the tallest of trees before he crashed back to earth in a broken heap. I stood, stunned and confused, as this was repeated over and over. The cacophony hit palpably as flesh peeled off of skulls and bones shattered like glass. Pandemonium broke out as the partygoers - people I'd never seen before - seemingly attempted to match scream for scream. I went to the safest place for any bard to be in a fight and hid under a table.

I closed my eyes for several minutes and only opened them when I heard the sound of quiet whimpering. At first I thought it might be me but from under the table I could see Dora's legs sliding past. She was being dragged. I watched horrified as a man leaned over and opened Dora's mouth. I shut my eyes again too afraid to watch but try as I might, I could not stop the noise.

I felt a tap on my shoulder a minute or two later and turned quickly ready to meet my end. It was Yorrin and, over the ringing in my ears, he was asking me where Dora went. He had his lye now and I knew him to be quite formidable with magic. I pointed him towards where I had last seen Dora and he told me to flee. I began my egress and only turned to look back when I heard Yorrin exclaim how happy he was that Dora was unhurt. I spun around. I thanked the Incarnations that the madness was over. Perhaps love protected them from this random and pointless assault. The lovers - LOVE itself - had survived!

But then she tossed her head back. Almost instinctually, I closed my eyes and held my ears as parts of poor Yorrin splattered against me.



## The Witch of Jar Garreth Freed!

Protect your children, friends. A great sense of gloom pervades my soul as I tell you that the Tzigane Witch of Jar Garreth, Tavya Gramorga, has been freed from her imprisonment. Four years ago, prominent citizens from our fine nation banded together to blind and bind her beneath the earth, thus ending her years of child-snatching and forcibly stealing the seed of the honest men of our nation. Townsfolk of villages all over the nation already claim to be

missing children again. Four men claim to have been attacked while they slept.

A group of foreigners claim they were tricked into freeing the witch, and did not know what they were doing.

## LAKEDALE GUARDHOUSE RANSACKED

EARLY IN THE MORNING ON THE 30<sup>TH</sup> DAY OF REAPINGDUSK, THE GUARDHOUSE WAS SET UPON BY A LARGE GROUP OF BRIGANDS. AFTER INCAPACITATING AN ASSOCIATE MEMBER OF THE PORTAL AUTHORITY WHO STOOD GUARD AT THE PORTAL ANCHOR, THEY PROCEEDED TO BREAK INTO THE GUARDHOUSE WHERE NUMEROUS CONFISCATED ITEMS WERE BEING HELD UNTIL TRANSPORT COULD BE ARRANGED. THOUGH THEY INCAPACITATED ONE OF THE GUARDS, THE OTHER ON DUTY MADE IT OUT OF THE GUARDHOUSE ALIVE AND RAN TO ALERT HIS COMMANDER AND THE REST OF THE TOWN WATCH. WHEN REINFORCEMENTS ARRIVED, THE BRIGANDS HAD LEFT, BUT HAD TAKEN WITH THEM SEVERAL EXPENSIVE AND ILLEGAL TOXICOLOGY COMPONENTS, A SMALL CHEST OF GOLD, A LARGE WOODEN FLUTE (BELIEVED TO BE MAGICAL IN NATURE), AS WELL AS SEVERAL EXPENSIVE, UNDISCLOSED ITEMS. THEY ARE BELIEVED TO HAVE RETURNED BACK THROUGH THE PORTAL ANCHOR FROM WHICH THEY CAME, AND THE PORTAL AUTHORITY IS INVESTIGATING WHERE THE PORTAL WAS LAST OPENED.

SEVERAL TOWNSFOLK SUSPECTED OF HAVING SOME PART IN THE RAID HAVE BEEN TAKEN INTO CUSTODY FOR QUESTIONING. ANY OTHER INFORMATION REGARDING THE WHEREABOUTS OR IDENTITIES OF THESE BRIGANDS SHOULD REPORT TO CPT. GREYDAWN, HEAD OF LAKEDALE TOWN WATCH. ANY RELEVANT INFORMATION WILL BE REWARDED.

Has a friend or loved one passed onto the spirit realm? Do you wish for them to be purified before they are laid to rest?



If so please feel free to contact Eraku in Elmerston. I will see to it that your loved one finds the rest he or she deserves.

## Royal Bardic Retainers to be Succeeded in New Year's Ceremony



As Point Edgar prepares itself for the New Year, the Royal Court prepares itself for the traditional Switching of the Bards, which will take place on the eve of year 121 of the Age of Fortune in the King's Banquet Hall. This auspicious and delightful ceremony, which takes place every five years, celebrates the rotation of the Bardic Retainers within the King's troupe (known as the Conchordium). It is part performance, part rite of passage, part festival, part solemn ritual, and is thoroughly enjoyed by all who are lucky enough to attend.

The bards of the Conchordium are expected to maintain the highest levels of talent and variety in their performances, and as such,

are expected to travel the world, finding the best in songs and entertainment and returning to present them to the Royal Court of Irvanshire. Therefore, the ceremony is necessary, not only to allow for newer members of the Conchordium the honor of playing for His Majesty and His court, but to allow her more veteran members the freedom to expand their repertoires and refresh their skills.

Stepping down this year will be Head Bardic Retainer, Melody Capstan, along with Maestros Siemon Cart, Helva Shillington, Arpeggio, and Jenner Songsmith. Though the considerable talents of this troupe will be missed, those of the troupe-to-be (the newest members will be named at the ceremony) are highly anticipated.

## Noble's Daughter Murdered in Riverton!

Gennevieue van Doren, the wedding daughter of Baron Fredrik van Doren, was found murdered in a room she had rented out at the Spinster's Sister Tavern in Riverton. Gennevieue had been missing from her father's estate house just outside of Riverton for almost a year. Her body, mutilated and torn open, was found in her room next to the remains of the city's most prominent midwife. Though it was apparent that the young noblewoman was in the throes of giving birth at the time of her death, the child could not be found. Other effects found were a half-finished letter to what is assumed to be the child's father, and several sheets of music signed with an as yet unidentified signature. Gennevieue is survived by her grieving parents, two sisters, and her fiancé, Sir Rikard Acciora. Funeral services will be held on the 15th day of Bloodthaw on what would have been Gennevieue's 18th birthday. Any one with information about this tragedy should seek audience with Baron van Doren.



## MAGESTRY WINTER PARTY 2011

### THANK YOU!

We wanted to say a big "Thank you" to everyone who helped make Magestry's Winter Party such a success! First and foremost, I would like to thank Magestry's Events Committee for planning, setting up, and running the party. It was the first year that the Events Committee undertook the party independently, and they did a wonderful job. Thanks too, to all of you who made sure that we were well stocked with food and drinks. You wouldn't believe how much of a help it is to have that kind of donation! Additionally, we are very grateful to the lot of you that showed up: it wouldn't have been a party without you! We thank our stars that we have such wonderful PCs (and NPCs!) like you.

And finally, thank you for your participation in our Raffle! We had a lot of great prizes, and your contributions really helped us get a head start on our season.

See you all very soon!!

Yours in Gratitude,  
The Magestic Staff



A thumbs-up for a job well done!

## MAGESTRY'S "BEST OF" 2010

These were your picks for Magestry's Best of 2010. Congratulations to Everyone!

### Principal Categories:

- Best Role-Player (PC)**- Mike Blackmer (Reinen)  
*2nd Place: Erik Dey*
- Best Boffer Fighter (PC)**- Myk Meyer (Jack Garren)  
*2nd Place: Talya Goodman*
- Most Fun Person to Fight (PC)**- Myk Meyer (Jack Garren)  
*2nd Place: Amanda Mooney/Casey Pastore/Mark Dey*
- Best Costume(s)/Props (PC)**- Sean Dey (Siegfried/Maget)  
*2nd Place: Tom Sadler*
- Rookie of the Year (PC)**- Sam Rochford (Anastasia Markovitch)  
*2nd Place: Nate Sprague*
- Most Helpful at Set-Up and Take-Down**- Amanda Mooney

### Supporting Categories:

- Most Likely to be Found Unconscious:** Eraku (Chris Adams)  
*2nd Place: Mike Blackmer*
- Town Jester (PC)**- Majento (Anthony LaRosa)  
*2nd Place: Myk Meyer*
- Most likely to push a dagger in his/her friend's back for a few copper (PC)**- Scindo (TJ Coppola)  
*2nd Place: Bryan DeJoseph*

**Most likely to sleep through an epic fight (PC)**- Tamlin (Avery Breakell)

*2nd Place: Sean Dey*

**Toughest PC**- Rakesh (Mark Dey)

*2nd Place: J.D. Bates*

**Spookiest Character (PC)**- Atreyu (Bryan DeJoseph)

*2nd Place: Sean Dey*

**Best Cook (PC)**- Jeff Mitchell (Raziel)

*2nd Place: Dan Timbro*

**Best Leader (PC)**- Rakesh (Mark Dey)

*2nd Place: Myk Meyer*

### NPC Categories:

**Favorite Plot**- Project: Deadman (Johnny LeBlanc)

*2nd Place: Angry Mob*

**Favorite Villain**- The Ghoull King (Phil Krzeminski)

*2nd Place: Mordeth*

**Favorite NPC**- Cornelius VonBeck (Brad Harrison)

*2nd Place: King Mydreer*

**Toughest NPC**- Johnny LeBlanc

*2nd Place: Angela Jacobs/Pete Dey*

**Most Fun NPC to Fight**- Johnny LeBlanc

*2nd Place: Paul Dabkowski*



## MAGESTRY WINTER PARTY 2011... CONTINUED

### 2011 MAGESTRY RAFFLE WINNERS

#### Lot 1: Skill Points. Lots of 'em!

1st draw: 35 SP- Dan Timbro  
 2nd draw: 25 SP- Dave Kopchick  
 3rd draw: 20 SP- Jess Leslie  
 4th draw: 15 SP- Mike Blackmer  
 5th draw: 10 SP- Tom Sadler  
 6th draw 5 SP- Mark Dey

#### Lot 2: Skills

1st draw: 4000Sp character build for one day- Bryan DeJoseph  
 2nd draw: Try Before you Buy- Casey Pastore  
 3rd draw: Regeneration for an entire day- Dave Tanguay  
 4th draw: Single Use of Any Skill in the Rulebook- Ed Kaine  
 5th draw: Goblin Slayer: Crits 2's all day- Mark Dey

#### Lot 3: Informational

1st draw: A Legend Lore written for your character- Pete Dey  
 2nd draw: Two Free Gather Info's- Jess Leslie  
 3rd draw: Punched a Scholar (1 free library access)- J.D. Bates  
 4th draw: A Ticket to Ride (1 free travel by horse or boat)- Erin Gilbert  
 5th draw: These Boots Were Made For Walking (1 free travel by foot)- Mike Kinnally

#### Lot 4: Plot Related

1st draw: Share a bloodline with a villain- Chris Adams  
 2nd draw: Someone from your character's past comes to town- Artie Cote  
 3rd draw: Messengers Guild Goof (intercept an intriguing letter)- Jess Leslie  
 4th draw: Your history is connected to another PC's- Bryan DeJoseph  
 5th draw: Special Knowledge regarding a current plotline- Nate Sprague

#### Lot 5: Zany Miscellany

1st draw: Leadership Opportunity- J.D. Bates  
 2nd draw: Learn an Add-On Skill- Anthony LaRosa  
 3rd draw: 3 Magestic Pieces- Mark Dey  
 4th draw: Create a Monster *With* a Monster- Myk Meyer  
 5th draw: 5 random potions- Dan Timbro

#### Lot 6: Dice Mice- Gina Worth

#### Lot 7: Brown Vest Handmade by Karen Hobbes- Shawn Robbins

#### Lot 8: Leather Bracers Handmade by Brad Harrison- Mike Kinnally

Thanks again for participating!

### A Fond Farewell...

As you may or may not have heard, the NPC staff at Magestry is losing several staff members to the wonderful world of PC-dom! Though we are sure that they will poke their heads behind the walls of NPC Central to help out now and then (or to make off with our Fascini!), we would still like to acknowledge the following folks that have done so much to help us:

**Miss Erin Gilbert:** For the last 3 years, Erin has been contributing her talents and time to making magic happen behind the scenes here at Magestry. Her creativity, enthusiasm and never-ending optimism have been priceless to us, and have helped to ease some of the unavoidable tensions that crop up during game. While we can't begrudge her the opportunity to play the game (check, don't we all wish we could play?!), we will miss her like crazy. Thanks for all your help, Erin!

**Jeff Mitchell:** Jeff took a year off of PCing just to come help us behind the scenes for a while. In that time, he was dedicated, motivated, and extremely helpful. His calm demeanor and laid-back-but-still-on-top-of-things attitude coupled with his willingness to do whatever needed to be done made him an invaluable part of the team. We know that you enjoyed his additions to the Magestry storyline, and we are beyond grateful to have had him on staff for the time we did. Thanks, Jeff!

**Pete Dey:** Pete also took some time off from PCing to help us out on staff. In that time we were impressed by the staggering amounts of energy that he demonstrated and were wowed by his creativity and initiative. We could always count on Pete to help us recharge the group or lead an NPC charge if we needed it. Though we will miss him on staff, it will be good to see all that energy transferred to the "other side." Thanks for all your help, Pete!

## Donations! Donations! Donations!

If you all are looking to spend time or money this season, the staff has A BUNCH of **NEW** 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, or the thin bracelets)
- o **Candy/snacks for NPCs**
- o hats / hoods
- o **Baby Wipes**
- o Spirit hoods (white hoods with mesh faces)
- o **Polaroid camera and film**
- o **Alcohol swabs**
- o Bow (25lb draw weight)
- o Quivers (to hold arrows)
- o elf ears
- o black sheets
- o short sword and long sword boffers
- o unarmed boffers and claws
- o dagger boffers
- o pouches with straps (to sling over the shoulder)

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 29th– 31st, 2010 event:

This month's **Best PC**, plucked from a pool of excellent role-playing, goes to none other than **Allison Powders** for her portrayal of that feisty faemin, **Holly Cypress**. Allison is one of Magestry's newer players, but has done a fantastic job of jumping into and helping to create the world around her. Last event we saw some fantastic things from Ms. Powders, and are confident that she will continue to grow and become an integral, thrilling, and vibrant member of our LARP family. Way to go, Allison!

This month's **Best NPC** is going to an NPC who demonstrated epic levels of helpfulness this weekend. **Mike Coffey** seemed to be everywhere this weekend, whether it was crunching, helping out in the mod, or volunteering to do what needed to be done. His experience as a veteran LARPer helped to make our jobs as GMs easier, and you were witness to the many demonstrations of the first-class role-playing that he is capable of. We have been most pleasantly impressed by having him with us on the Dark Side and are eagerly anticipating his return. Thanks, Mike! Hope we see you on our side 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.

**MAGESTRY'8 Next Event is**  
**April 1st– 3rd, 2011**

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

The fee for the next event is \$60 for PCs (\$55 if ***received*** by March 25th) 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 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

\*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  
PDabbleGames.com