



THE MAGESTIC MESSENGER

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

Stillbreeze 122 (August 2012)

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NOBLE HOUSE LAV'ENDROS RECLAIMS MANOR HOUSE AND ELMERTON!

In an extremely unusual political move, the noble House of Windlock has conceded and restored the land in and surrounding the town of Elmerton (previously known as the Evernight Forest) to its original holders: the noble House Lav'Endros. Countess Windlock claims that the guidance and guardianship of her house is no longer necessary since the town seems to be able to stand on its own. Baroness Lobeia Lav'Endros has ordered a thorough cleansing of the manor house and its grounds and is aiming to be able to reside in the manor house once more by the end of Harvestwane.

A cursory inspection of the house and grounds revealed that, tragically, most of the staff and previous residents of the house that had been residing there have either been killed or gone missing. The Baroness has said that she will be searching for the missing and looking to avenge the fallen. Whatever tragedy has befallen those poor folk, it is hoped that they will be met with either a timely rescue or a peaceful rest.

The House has not yet decided who will maintain authority in the town of Elmerton, nor which of the House's members will be permanently residing at the manor house there.

Shadows Converging Around Elmerton

It started off slowly at first— just a shadow here and there moving with what seemed to be a purposeful stride towards the town of Elmerton in the South Farthings. However, since the town is used to dealing with strangers and different types of creatures, it was passed off as another odd occurrence. Since they have been spotted flitting about in the daytime, this can no longer be overlooked. It seems as though shadows are being drawn to Elmerton; as though they have a need or a purpose to be there. And, it might be my imagination, but the lands in the area *do* seem a bit darker these days. Are the shadows working to bring about the return of the Evernight Forest? Are they seeking shelter? What or who is driving them? I hope the good folk of Elmerton read this and take heed before it is too late to learn those answers.

123RD 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 again 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 Festival's many events. The events that are taking place in the Township of Elmerton are listed below. More information on these events and their prizes (if applicable) will be forthcoming.

Tradesmen's Auction:

Wakingday, the 6th of Reapingdusk, 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 must submit a list of your items (no more than 3 items/tradesman, please) to Vintna Nalley by no later than the 9th day of Harvestwane. Items to be auctioned will no longer be accepted on the day of the auction. 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!

Brewer's Challenge- Tasting and Identification:

Wakingday, the 6th of Reapingdusk, Wining Spirit, Township of Elmerton

Any brewing aficionado can tell how "good" a drink is, but a true connoisseur can accurately identify and describe the various components of that drink. Come display your distinguished palate and taste some of the most interesting brews the guild can offer!

Scavenger Hunt

(Sponsored in part by Fortune's Vanguard)

A Festival-Long hunt, Township of Elmerton

Come hone your skills of discovery as you search through the mysterious woods and grounds of this legendary town. Come alone, in pairs, or in groups, but come ready to find adventure!

Legendary Writers Competition:

(Sponsored in part by House Windlock)

Wakingday, the 6th of Reapingdusk, Wining Spirit Tavern, Township of Elmerton

Do you see yourself as a writer of great merit? Perhaps a storyteller with epic legends just waiting to be told? Well, now is your chance to prove yourself and see your Legendary writings in beautiful script! To compete you must submit an original short Legend (with some foundation in truth) that is no more than 2 pages in length to Fiorello Windlock on the 6th day of Reapingdusk.

Mages' Competition

(Sponsored in part by Concori Magesti)

Wakingday, the 6th of Reapingdusk, Township of Elmerton

It is time to show your magic-wielding chops! Come fling Magesta's energies around with wild abandon in our Mass Magical Melee or get ready to go one-on-one with some of Irvanshire's finest folks in our Bracket Tournament! The details on this event are not finalized, but rest assured this should prove a challenge!

Many years of tedious musical acts had crushed my hopes for ever being filled with joy ever again. As a patron of young musical talent, I trade money for the privilege of contributing to greatness. However, over the last several years I have been forced to attach my name to sorry substitutes for real bard-hood. That is of course until recently.

It was just another disappointing foray into Evanshire's most well renowned taverns in search of talent that didn't exist when they walked in. They were tricksters, allowing me at first to think them pathetic even by back-alley-bard standards. The male vocals left much to be desired and closely resembled a goose honking in its nasal *WORD*. The girl was lacking in any sort of girlish whimsy. In fact the word *homely* comes to mind, but she completely redefined the word, pushing me to find anywhere else in the room to lay my eyes. To think it was all a ruse.

After a couple of failed attempts at song, they brought out the real wonder. I froze in wonder at what I couldn't believe that I was seeing. Before me, on center stage, was a beautiful creature that could sing and play instruments. The sounds it made were not in any language I could understand, but rolled around the ear nearly causing my head to light afire.

When they were finished performing, and I had taken several minutes to collect myself, I immediately offered my patronage. They eagerly accepted and have begun touring Evanshire bringing their gift to any lucky enough to be in the right tavern at the right time. I suggest you pray to *Music* that you get that chance.

~Reginald Vikrum



A New Form of Sleeping Sickness Claims 15 Lives

Reports are coming in from all over Magesta about a new sort of sleeping sickness that has claimed over a dozen lives to date. The Incubic Death (known to the commoners as the Screaming), as it has been named by Healers' Guilds, does not appear to be a physical disease, capable of being transmitted through air or touch, but rather a mental disease. Additionally, there is little evidence that this affliction is contagious at all, though there are some hypotheses that claim otherwise.

At this point, there are no discernible symptoms. Witnesses of these strange deaths say that the victims appeared fine, if tired, as they went to sleep, but minutes later would scream and thrash as if though they were in the throes of a deep nightmare. Seconds later they would fall dead on the spot. In every case, aside from the first 3, shortly after the victim had died, both of his or her entire eyeballs turned a deep black, and tears of blood were noted falling from the left eye.

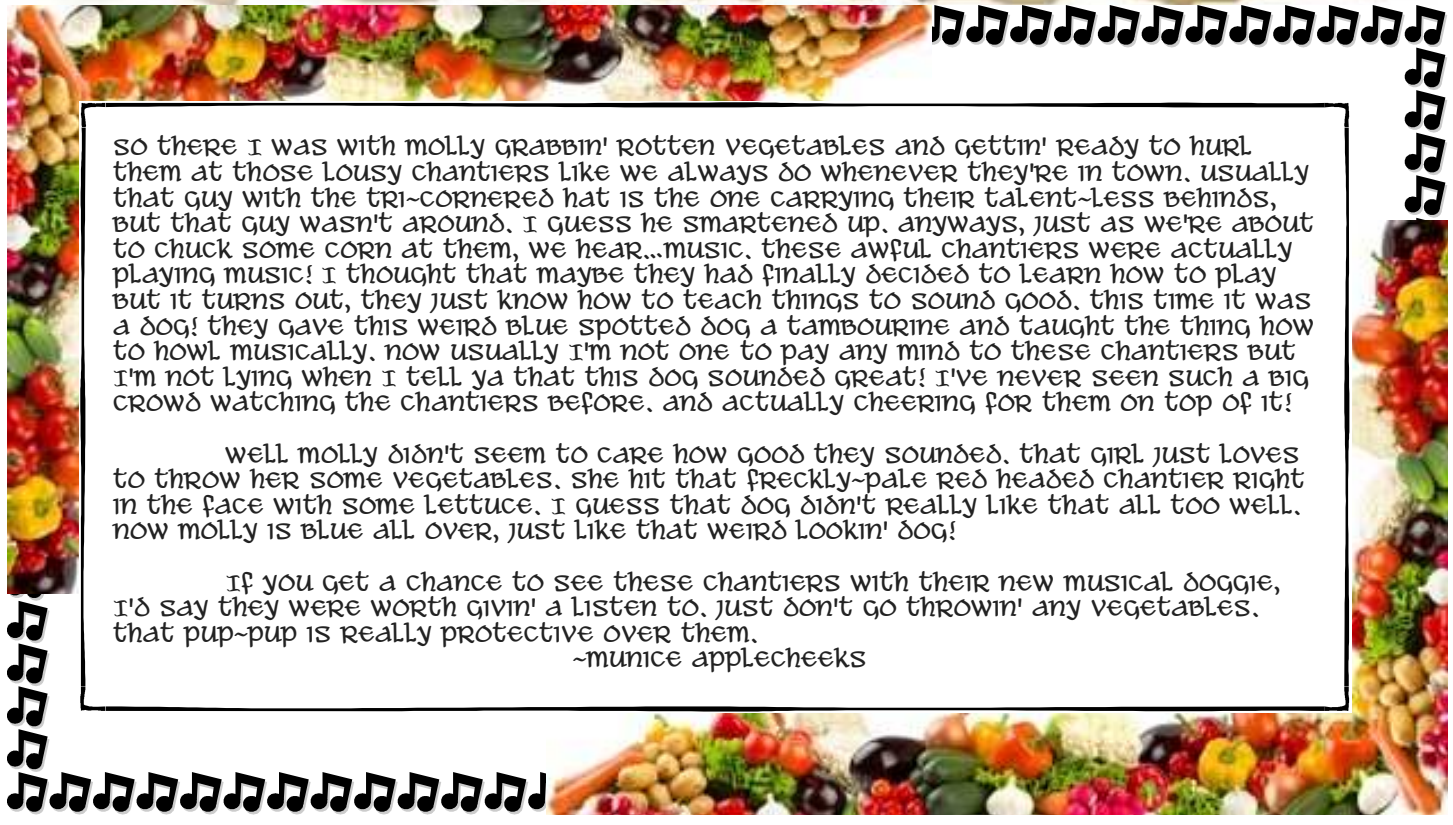
Unfortunately, there are currently no clues as to what is causing this. Even the Royal Healers have admitted to being stumped, though they have offered assurance that they will continue to work on finding more information about the Incubic Death, as well ways to identify and cure it. Though the disease seems to be rare right now, anyone who can provide any help on this matter is asked to report to your local noble house.



Dear Elmerstonians,

I have met in secret with some of your comrades to further explain my situation. I was a bit mad when I declared war on you all. You see to put it in simple terms, my family is starving to death. I regret those we have killed as we have had to resort to cannibalism in order to survive. I know this will mean little to any of you and that's fine just know you have my word my family will never attack anyone ever again. I should point out though, I cannot control all of my family. A few have gone so mad they no longer listen to me and have gone off to do their own thing. Those who still listen to me have already laid their arms down. I will do my best to pacify those who don't.

Bosephus Blackgate



so there I was with molly grabbin' rotten vegetables and gettin' ready to hurl them at those lousy chantiers like we always do whenever they're in town. usually that guy with the tri-cornered hat is the one carrying their talent-less behinds, but that guy wasn't around. I guess he smartened up. anyways, just as we're about to chuck some corn at them, we hear...music. these awful chantiers were actually playing music! I thought that maybe they had finally decided to learn how to play but it turns out, they just know how to teach things to sound good. this time it was a dog! they gave this weird blue spotted dog a tambourine and taught the thing how to howl musically. now usually I'm not one to pay any mind to these chantiers but I'm not lying when I tell ya that this dog sounded great! I've never seen such a big crowd watching the chantiers before. and actually cheering for them on top of it!

well molly didn't seem to care how good they sounded. that girl just loves to throw her some vegetables. she hit that freckly-pale red headed chantier right in the face with some lettuce. I guess that dog didn't really like that all too well. now molly is blue all over, just like that weird lookin' dog!

if you get a chance to see these chantiers with their new musical doggie, I'd say they were worth givin' a listen to. just don't go throwin' any vegetables. that pup-pup is really protective over them.

~munice applecheeks

NEW THINGS AT MAGESTRY!

A new autumn season also means a new group of Player Representatives. The votes were tallied, the elections confirmed, so it is time to welcome Magestry's Player Reps. Their term begins now and ends in the summer of 2014:

Anthony Coppola (Scindo)
 Steve Hall (Kendrick)
 Myk Meyer (Jack Garren)
 Amanda Mooney (Nevaeh)
 Casey Pastore (Osirus)
 Lynn Strickrodt (Kel)

Also, it is about time Magestry added another Game Master to the roster. Coincidentally, we found someone whom was more than ready. After more than 8 years of dedication as a Permanent NPC, we have elevated Johnny LeBlanc to the rank of GM. Join us in congratulating him. You have earned it, Johnny.

Dangerous Foods

Attention citizens of Elmerston!

Should you ever decide to be so gracious as to assist with preparing dinner for the town, it is advised that you stay away from using any of the following in your dish, as consumption of them for some can result in serious illness or worse:

Peanuts/tree nuts
 Peppers
 Artificial Smoke Flavoring (commonly found in barbecue sauces)
 Mushrooms
 Shellfish of any kind

Remember, using these foods in a main dish can result in some townsfolk going hungry! If you do happen to use any of these items when cooking a meal for the town, PLEASE be sure to inform someone at the manor house so they can inform whoever it may concern.



INFORMATION REQUEST DEADLINE CHANGING!

You read that correctly! Starting now the deadline for all your information requests (Astrologies, travels, information gathers, etc.) will be the end of the night on the Sunday (6am Monday morning) after the event. This is changing in an effort to provide the staff more time to get our action items done and more plot written for the game.

Thanks for your cooperation!

Donations! Donations! Donations!

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

- **Spell Packets!! Earn Double BPs!**
- **Thin Storage Drawers** for individual makeup colors ⇨
- **Glow Sticks** (6"-8" sticks)
- **First Aid Kit Supplies** (band-aids, ace bandages, etc.)
- White Wigs
- NPC consumables (snacks, baby wipes, makeup wedges, etc.)



These are priority, but we have many more requests! **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 ENLIGHTENING, 2012

Here are our picks for the best of the June 22nd– 24th event:

In true mad scientist style, we have, with the use of some lightning rods, waxed thread, and a leather rawl, decided to combine this month's **Best PC** and **Best NPC** into one frighteningly amazing person. This gentle monster did so much for this event both in and out-of-game- whether it was organizing what the events would be, herding the players to go do them, or helping us try and manage our technical problems backstage– that we were inspired and extremely grateful. He was truly amazing and we were, and are, incredibly lucky to have him at our game. Therefore, and without further ado, I bring you this month's **Best PC/NPC, Jeff Mitchell!** Seriously, thanks for all you did last event, Jeff. We appreciate it.

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

August 31st-September 2nd, 2012

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if ***received*** by August 24th) 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 and lunch on Saturday and breakfast on Sunday.

PCs and NPCs should also bring some of their own food!

See you at the event! Register Now!

MAGESTRY 2012 Event Schedule

August 31- Sept. 2, 2012

October 5-7, 2012

November 2-4, 2012

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