



THE MAGESTIC MESSENGER

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

Petalsong 121 (May 2011)

Volume 9, Issue 3

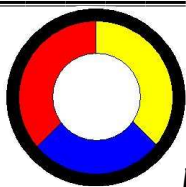
Families under the First Father,

I use his name to summon you to a *Raidin*, a gathering. The time has come for the families to gather and speak openly about the things that are threatening and important to the well-being of our people. No longer can we stand aside and cower in fear as the Exiled One throws his vile shadow over us. We will meet on the 21st day of Petalsong in the old *Tzigane* encampment on the northern borders of the town of Elmerton. The presence of the Elders of each family in the area of Irvanshire are requested as per the summons. Citizens of Elmerton, as tradition and *Tzigane* law dictates, your hospitality in hosting the *Raidin* entitles you to participation in the gathering as well as help with what concerns you. I entreat you to join your voices with ours as we discuss a common and very dangerous threat.

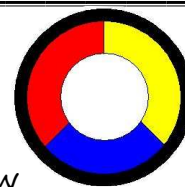
Pestilence Runs Rampant Throughout Aszuron!

Aszuron, and possibly all of Magesta, is seeing one of the worst outbreaks of disease and Pestilence it has ever known. The once extinct Rage Fever has spread rapidly throughout Fegoria and Ceapei, while Mind Rot creeps throughout Romoria. Several unidentified diseases appeared in Vorrex, Swardia, and Coreth, causing havoc among the people there. Healers' Guilds around the continent have been working to the best of their abilities, trying to cure the masses while figuring out the symptoms and causes of the newest diseases. Causes for these outbreaks are unknown for certain, though Allegiant members have alluded to the addition of a new lesser Incarnation: Pestilence.





The South Farthings now has a new Ardent.



"For near twelve years I have served as Ardent of the South Farthings, executing the duties of my office diligently. It is now time for that torch to pass on to another able soul. I have progressed to the point where I would better serve the Allegiant by abdicating, for the world is ever growing and changing, and thus we must all eventually do the same. It is also my duty to recommend to my peers a replacement who bears my endorsement. After careful consideration, and much deliberation, I have named Malcolm Faublud, Minister of Northwatch, Servant of Dream, as my successor. His length of service and experience have shown him to be more than capable of performing these duties, and I trust the Allegiant will be better served by him in this position. That is all."

Statement given by Siegfried of GothRok in a recent interview of Allegiant officials in Point Edgar.



Come to the Elmerton Clinic!

Had a rough fight against those orcs? Forgot your gloves while looking for some shiny coin on that zombie? Maybe your last drink didn't taste quite right?

Head on over to the Elmerton Clinic, just across the road from the Wining Spirit Tavern, where our master healer Būisaiyowaq (the larger one covered in fur) and his apprentice Reinen (the smaller one with all the stitches) can patch up your wounds, repair your mangled limbs, purge poisons, and cure diseases, all for a reasonable fee. We also have a limited selection of alchemical concoctions available for purchase should you need that extra edge out on the road.



Entertainer of Exotic Martial Skills

*Performing for those who
value the beauty of art
~Seek out Silver in
Elmerton~*



"Fellow townfolk,

If you find yourself in need of healing, I will do my best to get you back on your feet. I may be only an apprentice, but I will try my hardest. Don't worry, I'll make sure you don't end up looking like me."

 ~Reinen

"Elmerton, oh Elmerton"

Elmerton, oh Elmerton!
 You embody contradiction.
 To a stranger with a coin,
 Or a lover with extended loin,
 You rise to the occasion.
 But, my people you shun,
 As from death we do run,
 But Tshurkurka ruins all in time.

Elmerton, oh Elmerton!
 The frost daggers not in your blood.
 To my face you deploy
 Warm wishes you enjoy,
 Yet to me they just baffle and dun.
 As we hope to outrun
 Engulfing murder, you stay
 stunned,
 But Tshurkurka ruins all
 in time.



Elmerton, oh Elmerton!
 In a "town of heroes," I see none.
 Are we not still people SHE purloins?
 Are we not still people SHE destroys?
 Think on this: Elmerton, oh Elmerton!
 Every moment you have fun,
 A Tzigane child like my son is undone,
 But Tshurkurka ruins all in time.

Elmerton, oh Elmerton!
 Act before my people are all hung.
 With my people's plights, please, with your
 hearts, enjoin,
 Although you feel we steal and decoy,
 Are we, thus, undeserving of salvation?
 Please, help us avoid animation,
 Please help us destroy a terror to all nations,
 'Cause Tshurkurka ruins all in time.

- The Ghastly Bard

Court will be held on midnight as Gatheringday turns to Wakingday on the 20th day of the month. Your attendance in the tavern is mandatory. If interrupted for whatever reason please immediately return.

Immediately following court the Elmerton Magés Guild will depart for the Sons of Plunder for a meeting. Should the weather be bad or the Sons of Plunder be closed, the meeting will continue in the tavern

- Solun



Friends and Comrades of Elmerton,

I must first beg your forgiveness, for I have been terribly remiss in maintaining ties with those who have become my family and the place that has become my home. My studies have taken me to many places, some very distant from Elmerton, and the excitement and danger that my adventures bring have forced me to delay the writing of this letter time and time again. I do not intend to offer this reason as an excuse – my lapse in correspondence is abysmal – but know that our legendary town of legendary people has never once strayed from my thoughts or memories. My fondest desire – to hopefully be fulfilled not too long from now! – is to return to see my friends and comrades-in-arms healthy and whole, to pay respect and honor to those who have fallen, and to fight the evil of this world by your side once more.

I have finally made time to set quill to paper because I can bear my lack of knowledge concerning the town's affairs no longer. I crave news about our town's great battles; its day-to-day workings; the names, personalities, and abilities of the town's newest members, that I might know them too; and the names of those who have passed, that I might say my goodbyes in my heart. I would be more than appreciative if anyone can find the time to write me detailed letters about the events that have taken place since my departure – the last time I was in town for an appreciable length of time was in Reapingdusk of 119, in our current Age of Fortune. I would also be willing to pay for your time, of course. For the three most detailed letters concerning people, events, battles, I will pay one gold to each author. I just ask that, for those who seek this reward, these letters be very detailed about the people, allies, enemies, and events from the date of my departure until the present day. There is no word limit on this request. Write as much as you can!

I would also welcome letters from those with whom I am not yet well-acquainted! If I have never met you and you wish to write me a (detailed!) letter telling me something about yourself – the known parts of your background, your aspirations, your role (as you see it) within Elmerton, and how you have participated in Elmerton's struggles – I would be pleased to pay you three silver for your time. I hope that many citizens take me up on my offer, and I cannot wait to hear about all of you and piece together the events that fate has brought to our town since my departure!

Lastly, I write because it pleases me greatly to have fellow medics on the path of the non-magical Healer. To Reinen and his half-yeti companion – forgive me, but I don't know how to spell your name, and I was unable to decipher more than a phonetic spelling from Reinen's letter – I wish you the best of fortune on what can be a difficult path of study, and I hope that my small gift to you both will aid you as you aid the people whose lives are most dear to me.

I hope this missive finds you well, city of my dreams, and I hope to be reunited with you soon.

With heartfelt sincerity,
D'Este of Elmerton

*The mountains in autumn
there are so many fallen leaves,
looking for my lost lover
I cannot find the path.*

銀 Silver

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)**
- o **Candy/snacks for NPCs**
- o hats / hoods
- o Spirit hoods (white hoods with mesh faces)
- o **Spell Packets**
- o Alcohol swabs
- o Bows
- o Quivers (to hold 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 Newgreen/Petalsong '11

Here are our picks for the best of the April 29th-May 1st, 2011 event:

Our **Best PC** for this month is the quiet, unassuming **Sister Thessaly**, stunningly portrayed by **Danielle "Leda" Tolliver**. As a veteran LARPer and generally outstanding role-player, Leda is someone we can usually count on to show us how PCing is done. This event, however, she really "Wow'ed" both players and staff with her ability to always be in character, her ability to improvise, as well as prepare and perform when needed. We were impressed and, as always, glad to have her at game. Nicely done, Leda.

We were threatened with sharp objects if we did not give this game's **Best NPC** to **Phil Krzeminski**. So to keep our faces pretty, we're giving it to him! But seriously, Phil did a fantastic job this weekend. From helping to write, set up, and coordinate some awesome plots to role-playing some really touching moments, to helping out where he could in Ops, Phil was fantastic behind the scenes. Rumor has it that he is going to PC one of these days... We'll see.

Thanks, Phil!

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
May 20th– May 22nd, 2011

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if **received** by May 13th) 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

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