



# THE MAGESTIC MESSENGER

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

Bloodthaw 121 (March 2012)

Volume 10, Issue 1

## *Kicking the Hornet's Nest*

*And just like that, you have incurred his wrath. Up until this point the Exiled One has seen your town as a nuisance and a trifle. Something to worry about- and punish- later. But your town, by soundly destroying the anchor that Tshurkurka had in the Spirit Realm, has dealt him a great blow. One of his ties to Magesta is gone and his exile is once again imminent. He knows this and it serves to make him more desperate and even more dangerous. He has turned his face towards you now, and is gathering his resources and planning his strategy. Yes, his strategy. The Exiled One is a cunning foe and one who will not give you an inch if he can help it. He seeks to divide you from your allies and strives to spread discord and enmity between friends and family. He will probe into your hearts,*



*minds, and lands to find whatever he can to thwart and then destroy you before assimilating your corpses into his cursed family.*

*Take heart, however, you have dealt him a mortal blow and you are aware of the paths you need to take to secure his exile once more. For now you have the support of the families as well as a powerful ally. Though his wrath will be terrible, you must prepare to find yourselves equal to it. Though his attacks have been fairly predictable as of yet, you must think of the unthinkable and prepare to defend against abnormal and abominable assaults, infiltrations, and betrayals.*

*He and his family are coming and take care that you are able to recognize them when they do.*

*-Thanir Itori*

## SOMETIMES A PINCH IS A PINT, AND MUDDLED MEANS MINCED.

For months now, there have been strange, alchemical goings-on within the quiet town of Elmerston, where I make my home. Certain flowers wilt upon immediately upon being harvested. Ichors previously thought inert are now producing a queer smell. Perhaps it is the influence of the being known locally as "Mama"? Maybe it is just the perverting nature of the Evernight Forest or the work of the Tzigane Witch? Dozens of my brothers and sisters in the Enlightened Order Concerning Alchemy in Irvanshire have come to investigate, but no real headway has been made into the cause. We have, however, begun devising workarounds.

What was once a community problem is now a national one. It seems the same thing is happening to components in all of Irvanshire. We expect all of Aszuron to be afflicted within months. We have been forced to modify our recipes and processes. We have contacted the members of our guild and, in a show of outreach, are offering our explanatory services to any other alchemists who could use our expertise in these uncertain times. Please do not hesitate to contact us, and we will do what we can to assist you in this matter.

- Baron Simon Windlock of the Enlightened Order Concerning Alchemy in Irvanshire



## Obituary for Bastion Gerhardt: Master Warrior and Servant of Evil

Bastion Gerhardt died on the night of the 5<sup>th</sup> of Boneharvest, in the year 121 of the Age of Fortune, at the hands of a powerful demon possessing the body of Sevn Mitorae. He is survived by his brother, Ezekiel.

Bastion was well known for his physical prowess and ability to enter a nearly unstoppable rage in battle. He taught many in Elmerton how to fight, focusing less on mobility and more on strength and endurance. He was also a skilled mason, and could regularly be seen wielding his massive stone axe.

Bastion participated in the effort to destroy a cursed poisonous statue being kept by Farrock. He fought with distinction at the battle of Felwyn's Gap. He assisted Maija in her ritual to restore the Ephialtis and defeat Nem'Narrok. He was the first to discover the Fire Shades in a mine a few hours walk to the south-west of Elmerton, and built a shrine to honor the fallen miners. He also journeyed on the quest to obtain the Tears of the Redeemer, which was vital in the eventual salvation of Luther Hunsinger.



Over the last few years, Bastion was drawn to worship Starthmorta. With his brother being a necromancer, Bastion found answers to his questions and found Her guidance to be quite compatible with his beliefs. Small acts, such as arranging for captured necromancers to go free, or torturing helpless individuals, built his confidence and earned him respect from other followers of Evil. His greatest physical action in the service of Starthmorta was the destruction of the shrine he made to honor the fallen miners, eventually replacing it with a larger shrine to Evil. He also spread Her teachings of selfishness to those in Elmerton, finding eager listeners in Anastasia and other townsfolk.

I will leave it to others to determine if Bastion's departure is a good event or not, but either way, his absence will be felt. I only hope that in death, with Vorkarian's help, Bastion will find the peace he never had in life.



### ALL THAT REMAINS...

THE ALLEGIANT OF ELMERTON REGRETS TO ANNOUNCE THE SAD PASSING OF ONE OF OUR TOWN MEMBERS: BASTION. THIS DWARF WAS GRUFF AND OPINIONATED, BUT A STALWART DEFENDER AND AN INSTITUTION IN OUR ROUGH AND TUMBLE TOWN. WE WILL BE HOLDING A RESPECTFUL MEMORIAL SERVICE THIS COMING MOON AT APPROXIMATELY THE FIFTH HOUR PAST HIGH SUN. THOSE WHO WISH TO SHARE REMEMBRANCES OR TO HEAR OF THEM, ARE ENCOURAGED TO JOIN US AT THIS TIME. THE SERVICE WILL BE HELD NEAR THE GRAVEYARD. WE STRONGLY ENCOURAGE THOSE THAT WISH TO LEAVE TOKENS OF REMEMBRANCE TO BRING THEM AT THIS TIME. THE EVIL THAT MEN DO LIVES AFTER THEM; THE GOOD IS OFT INTERRED WITH THEIR BONES.

THE ALLEGIANT OF ELMERTON

### 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.

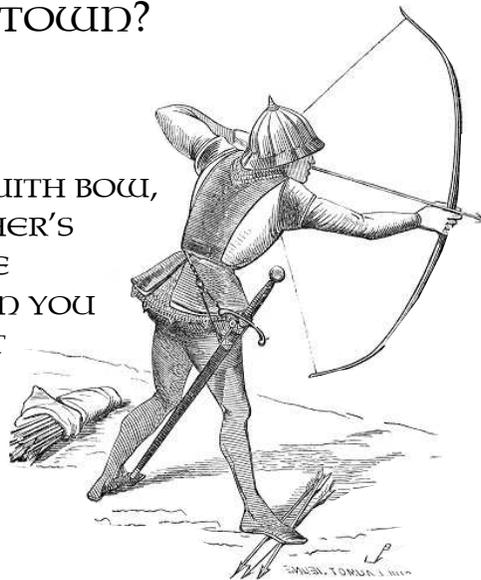
Even if you are not an entertainer, allow us to invite you to the New Year's Festivities here at the Brewmaster's Tavern in Tradegate. We are expecting this year to be one of our finest, and we are pleased to announce that none other than Brennon Tolpelosille will be singing us unto the New Year. So, come join us for a Festival the likes of which cannot be replicated anywhere else! See you in the New Year!



THINK YOU ARE THE BEST ARCHER IN TOWN?

PROVE IT!

WHETHER YOU NORMALLY FIGHT WITH SWORD OR WITH BOW, YOU ARE WELCOME TO TRY YOUR LUCK IN THIS ARCHER'S CONTEST. DO YOU THINK YOU CAN HIT AN ORC IN THE HEART FROM 50 YARDS? WHAT ABOUT A GOBLIN? CAN YOU SHOOT AN ARROW THROUGH A HOOP? FIND OUT JUST HOW GOOD YOU ARE ON THE 26TH DAY OF PETALSONG ON THE TOURNEY FIELD IN ELMERTON. IF YOU ARE UP FOR THE CHALLENGE, CONTACT ME FOR FURTHER INSTRUCTIONS, OR FIND ME IN THE WOODS AROUND ELMERTON.



SLAINTE,  
WAYWATCHER RAVEN

## Supreme Commander Pollard of the Sons of Alaric Kidnapped!!!

General Brandal McConnel confirmed earlier this week that Commander Pollard was kidnapped after his ship was sacked coming back from a trip to Terl Ayre.

Commander Pollard and three SoA special agents were sailing to Point Edgar when their ship was attacked. All the information we have is due to the grit of one of the special agents who, even with a mortal wound, managed to complete the journey after the attack. After sailing into the docks he told his story to the local dock foreman and died on the spot. All three special agents are dead and clues are in short supply. General McConnel will address this matter in his own words at a later time. Anyone with any information should contact his nearest noble house or Sons of Alaric agent.

Jeremiah Cosgrove  
Scribe of the Sons of Alaric

## BOUNTY HUNTERS WANTED:

MINISTER OLIVER FINESTERRA IS SEEKING SEVERAL BOUNTY HUNTERS TO SEEK AND THEN CLAIM A QUARRY. THOSE BOUNTY HUNTERS THAT HAVE PROVEN SUCCESS OR HAVE THE CONFIDENCE THAT THEY CAN SEEK THE HIDDEN SHOULD PRESENT THEMSELVES AND ANY CREDENTIALS AT THE ALLEGIANT MEETING TO BE HELD AT THREE HOURS PAST HIGH SUN. NO LIMIT APPLIES TO THOSE THAT SEEK TO BE REWARDED, HOWEVER ONLY THOSE THAT ARE SUCCESSFUL AND CAN BEAT THEIR COMPETITORS SHALL RECEIVE COMPENSATION.

## Congratulations all Elmerstonians of Pure Heart.

This beautiful Wakingday, the 14<sup>th</sup> of Newgreen we will present the Illustrious and Immortal Mordeth with his well deserved tribute.

It is agreed that the handsome sum of 200 gold is far less than he deserves. And one we will gladly pay again and again to his benevolence.

Convoys will bring the treasure to Elmerston for the celebration in the afternoon of the 14th. The presentation will occur in the late evening, soon after the Shadowstream. Come enjoy the celebration.

Yours In Much Rejoicing,

*The Town Decoration Committee*

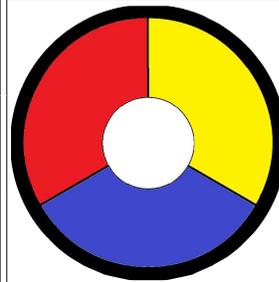
*P.S. The Town Decoration Committee will meet at high noon on the Tourney Field to decorate the town for the celebration. Come one and all. The more the merrier.*

You have no idea what you have done. The man you have taken was not only my commander and the SoA leader, he is also my best friend and a man who has been like a father to me. We have eyes and agents everywhere and they are all looking. There is not a place in the world you can hide. Whoever you are, we will find you and he had better not have even one hair out of place. It is just a matter of time. You better pray to whatever Incarnation will have you that it's one of my agents who find you. Trust me, you don't want it to be me.

General Brandal McConnell.

TOWN of heroes....more like TOWN of killers. TOWN of thieves. TOWN of liars and worse. For too long we have sat back and watched from the shadows. You all think your secrets are safe because you are deep in the woods. That couldn't be more wrong. We have heard all your late night scheming, seen your acts of murder, felt the pain of those you have robbed. Our time has come to take our TOWN back. We were here before you and we will be here long after you. Your time is up Elmerton, the Blackgate family declares war on you all. Death will be slow and without mercy. Except for those who participated in the murder of my sweet little niece Daisy Mae. You will be quickly wiped out at my hands. Welcome to your worst nightmare.... See you all in the woods.

Bosephus Blackgate



## THE ALLEGIANT'S CALL

THE ALLEGIANT WILL BE HOLDING THEIR MEETING AT THREE BELLS PAST HIGH SUN. THOSE THAT HAVE ANY BUSINESS THEY WISH TO RAISE, OR HAVE ANY IMMEDIATE CONCERNS ARE ENCOURAGED TO SEEK OUT THE MINISTER, CORDENT, YEOMAN, OR CONFESSOR. IF YOU ARE A MEMBER OF THE ALLEGIANT, HOLD FAITH IN YOUR HEART FOR AN INCARNATION, OR WISH TO LEARN MORE ABOUT HOW THE INCARNATIONS CURRENTLY WATCH OVER YOU, YOU ARE MOST WELCOME TO ATTEND. PETITIONS TO BECOME A MEMBER OF THE ALLEGIANT NEED NOT WAIT UNTIL THE MEETING. PLEASE COME TO THE ALLEGIANT HALL TO EXPRESS YOUR INTERESTS.

THE ALLEGIANT OF ELMERTON

### A Fond (and Overdue) Farewell!

The staff of Magestry would like to wish Ryan Cahill a fond farewell as he passes from the dark, cookie-filled lands of NPC-dom to the bright and shiny lands where PCs roam freely and romp through the... \*Ahem\* Well, anyway, Cahill has been a great and loyal staff member, and we are happy to support him in enjoying the game in a different way, even if we will miss him behind the scenes. Thanks for all your help, Cahill, and enjoy PCing!!

# DONATIONS! DONATIONS! DONATIONS!

If you 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 **White wigs**
- 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](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.

## MAGESTRY WINTER PARTY 2012

### 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 Mike Kinnally and Amanda Mooney for helping to plan, set up, and run the party. Thank you as well to Erin Gilbert, Toner LaRosa, and Casey Pastore for their help in various ways. 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 are grateful and honored that we have such wonderful PCs (and NPCs!) like you!

And finally, thank you all for your participation in our Raffle! It was a success and a big help to get the season started. We really appreciate your generosity.

We will see you in just a week or so!!

Yours in Gratitude,  
The Magestic Staff



Artie's snazzy finger guns mean deep and heartfelt Gratitude.

### MAGESTRY'S "BEST OF" 2010

You picked 'em, and we agree that they deserve them. Congratulations to Everyone!

#### PRINCIPAL CATEGORIES (PC):

- Best Role-Player-** Toner La Rosa (Majento)  
*2nd Place: Casey Pastore (Osirus)*
- Best Boffer Fighter -** Jeff Mitchell (Minister Oliver)  
*2nd Place: Dave Tanguay (Llew)*
- Most Fun Person to Fight-** Myk Meyer (Jack Garren)  
*2nd Place: Toner La Rosa (Majento)*
- Best Costume(s)/Props-** Steve Hall (Biisaiyowaq)  
*2nd Place: Meg Plumb (Fayryn)*
- Rookie of the Year-** Tom Law (Dante)  
*2nd Place: April Corl (Fayne)*
- Most Valuable PC-** Toner La Rosa (Majento)

#### SUPPORTING CATEGORIES (PC):

- The Unsung Hero:** Eraku (Chris Adams)  
*2nd Place: Steve Pulaski/Casey Pastore*
- The Thinker—** Jarad Demick (Mathias)  
*2nd Place: Tom Law (Dante)*
- The Doer:** Erik Dey (Eko)  
*2nd Place: Myk Meyer (Jack Garren)*

**Most Inspiring PC—** Casey Pastore (Osirus)  
*2nd Place: Amanda Mooney (Nevaeh)*

**Town Scoundrel—** Sam Rochford (Anastasia)  
*2nd Place: TJ Coppola (Scindo)*

**Good Samaritan—** Mike Blackmer (Reinen)  
*2nd Place: Dan Timbro (Samson)*

#### NPC CATEGORIES:

**Rookie of the Year—** Polina McGuire  
*2nd Place: Caitlin Furio*

**Favorite Plot—** Tshurkurka (Angela Jacobs)  
*2nd Place: Elemental Callers (Plot Team)*

**Favorite Villain—** Durias Unddybar (Scott Slater)  
*2nd Place: Tshurkurka (Dave Tanguay)*

**Favorite NPC—** Bobkis (Paul Dabkowski)

**Most Feared NPC:** Pete Dey's Ghoul (Pete Dey)  
*2nd Place: Durias Unddybar (Scott Slater)*

**Most Fun NPC to Fight-** Johnny LeBlanc  
*2nd Place: Mike "Hippie" Coffey*

**Most Valuable Staff Member:** Mark Vadney  
*2nd Place: Ryan Cahill*

## 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 Boneharvest, 2011

Here are our picks for the best of the Nov. 4th-6th event:

This month's **Best PC** goes to a man who was threatened with bodily harm should he stray behind the scenes for too long. We think that **Jeff Mitchell** played **Minister Oliver Finnestera** so well simply so that his knee caps would not be broken! Intentions aside, he did a wonderful job role-playing and the good comments never seemed to stop coming! Jeff is a model example of a good PC: He's always in character, helpful in and out of game, and striving to make everyone's game a good one. We truly appreciate it, Jeff! Thanks so much!

And what would a game be without naming a **Best NPC**? Well, thankfully we don't have to find out because **Polina McGuire** managed to get herself that title! Polina was a ball of energy and seemed to be everywhere—always helping, always willing to crunch and doing it all with that irrepressible smile on her face. On top of all that, she was a great role-player and just a lot of fun to have behind the scenes. Thanks, Polly, and congratulations!

*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  
April 13th-15th, 2012

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if **received** by Apr. 6th) 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**

**April 13-15, 2012**

**May 4-6, 2012**

**May 25-27, 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