



THE MAGESTIC MESSENGER

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

Petalsong 122 (May 2012)

Volume 10, Issue 3

ASTRAL MERGERS AND YOU: A SPECIAL INSTALLMENT OF GILBERT'S GUIDE TO THE PLANES

SO YOU'VE FOUND YOURSELF IN THE MIDST OF ONE OR MORE PLANES MERGING AND CONVERGING UPON YOUR IMMEDIATE VICINITY. AND THE EMINENTLY QUALIFIED (AND WELL SPOKEN) FELLOW WHO USUALLY GUIDES YOU THROUGH THESE SORTS OF THINGS IS NOWHERE TO BE FOUND. WELL, MAGESTANS, IF I COULD BE THERE WITH YOU, I WOULD BE, BUT UNFORTUNATELY, SOMEONE AMONG YOU SAW FIT TO DETAIL MY ACTIVITIES AND WHEREABOUTS TO THE PORTAL AUTHORITY (AN ORGANIZATION EMINENTLY UNQUALIFIED TO FACILITATE SUCH A MERGER). AND SO ALL OF A SUDDEN, MAGESTA IS NOT A VERY SAFE PLACE FOR ME TO BE ANYMORE. MY EXILE WILL CONTINUE UNTIL THINGS ARE A BIT MORE FRIENDLY FOR HOPPERS ON MAGESTA. WHAT HELP I CAN GIVE IS PENNED HASTILY (BUT DEFTLY) AND GIVEN TO AN INTER-DIMENSIONAL COURIER WHO I PRAY FINDS HIS WAY TO THE MAGESTIC MESSENGER.

AND SO WE FIND OURSELVES UPON THE PRECIPICE OF A LARGE-SCALE DIMENSIONAL ENERGY TRANSFERENCE EVENT, WHICH YOU ARE UNDOUBTEDLY CALLING A WAR, OR SOMETHING. FIRST, A BIT OF CONTEXT: YOU SHOULD KNOW THAT THE DABBLEVERSE IS A MASSIVE, SWIRLING MYRIAD OF PLANES JUST LIKE THE ONE OCCUPIED BY MAGESTA. THERE ARE LITERALLY TOO MANY PLANES TO COUNT - MUCH LESS INDIVIDUAL WORLDS AND REALMS, WHICH ARE BUT SPECKS ON THE FACES OF THESE PLANES. THEY FLOAT IN AND OUT OF THE SLIPSTREAM AT THE WHIM OF THE UNIVERSAL MIND.

NOW, BEFORE YOU START GETTING A NOSEBLEED FROM YOUR SENSE OF THE TRUE SCALE OF THINGS, YOU CAN BOLSTER YOUR OWN EGOS IN THE FACT THAT MAGESTA DOES LIE ON ONE OF THE LARGER ASTRAL PLANES THAT COMPRISE THE KNOWN DABBLEVERSE. THERE ARE MILLIONS OF DIMENSIONS WITHIN IT, AS WELL AS THOUSANDS OF SEPARATE, SIMILAR (BUT DISTINCT) ELEMENTAL PLANES OF THE VARIETIES TO WHICH YOU'VE BECOME ACCUSTOMED. THE WORLD YOU KNOW AS AHN'TUMBEL RESIDES ON A SMALLER ASTRAL PLANE. THIS PARTICULAR PLANE IS NOTABLE BECAUSE OF THE WEAKNESS OF ITS ELEMENTAL PLANES, AND THE FACT THAT THEY HAVE ONLY ONE SET, WHERE MOST OTHER PLANES HAVE MANY. AHN'TUMBEL IS ALSO NOTABLE BECAUSE IT IS THE ONLY WORLD ON THIS PLANE.

MAGESTA, ON THE OTHER HAND HAS A VERY POTENT SET OF ELEMENTAL PLANES, WHICH IT SHARES WITH MANY OTHER DIMENSIONS. FROM YOUR PLANE OF EARTH ROSE AN EARTH CALLER NAMED DURIAS UNDYBBAR (UND-YEH-BAR, FOR THE PHONETICALLY INCLINED) WHO REACHED ACROSS THE ASTRAL BOUNDARIES TO TOUCH THE WEAKER EARTH PLANE OF AHN'TUMBEL. HIS PLAN WAS TO BECOME THAT DIMENSION'S PERSONIFICATION OF EARTH ENERGY, IN THE

HOPES THAT HE COULD FORCE THAT EARTH PLANE TO MERGE WITH MAGESTA'S. ONCE CONNECTED, HE WOULD BE AFFORDED MUCH MORE POWER THAN WHAT HE HAD (WHICH WAS ALREADY A CONSIDERABLE AMOUNT OF POWER). HE DID NOT INTEND FOR THE ENTIRE PLANE TO MERGE, BUT CALLERS ARE UNUSUALLY, ALMOST PATHOLOGICALLY SHORT SIGHTED. WHAT DOES HE CARE, AFTER ALL?

MEANWHILE, ON MAGESTA'S SUN REALM (WHICH IS A SUBSIDIARY OF THE PLANE OF FIRE, FOR THOSE FOLLOWING ALONG ON THEIR COSMOLOGICAL MAPS) THERE EXIST CREATURES KNOWN AS SPECTRILA (SINGULAR, SPECTRIL). MAGESTANS REFER TO THESE CREATURES AS STARS. THEY ARE RELATED TO THE ELDILA (UNSURPRISINGLY, ELDIL IN THE SINGULAR) BUT NOT EXACTLY, AND BESIDES, THAT IS A TALE FOR ANOTHER TIME.

FROM MAGESTA, YOU ARE ABLE TO SEE THE SUNS OF OTHER DIMENSIONS THAT POPULATE THE ASTRAL PLANE TO WHICH YOU OWE ALLEGIANCE. USUALLY, THEY ARE ONLY VISIBLE IN THE NIGHT SKY. NOW, THE REASON WE CAN SEE THESE SUNS AT NIGHT IS BECAUSE THE SPECTRILA TRAVEL AWAY FROM THEIR HOME IN THE SUN REALM, OUT INTO THE EXPANSIVE DARKNESS AND VOID, AND LIGHT THE WAY FROM MAGESTA TO THOSE OTHER SUNS. THEY ARE BEACONS, OF A SORT. MILLIONS OF THE CREATURES HOLD THEMSELVES IN THE DARKNESS, MARKING THE WAY TO AND FROM THE MANY DIMENSIONS FOR ETERNITIES ON END, FORMING A WEAVE OF POSITIVE LIGHT ENERGY USED BY SOME HOPPERS AND PORTAL STEALERS TO TRAVEL BETWEEN THE PLANES. RIGHT-THINKING AND CONSCIENTIOUS HOPPERS PREFER OTHER MODES OF TRAVEL, OF COURSE.

AHN'TUMBEL IS A DIMENSION WITH THREE SUNS (READ: UNBEARABLY DRY). WHEN IT MERGES WITH MAGESTA, ALL THREE SUNS WILL NEED TO BE MARKED BY SPECTRILA. AND SO KELADRY, THE WIDOW FROSTHILL, MUST BID HER CHILDREN GOODBYE VERY SOON. FOR THE SPECTRILA YOU FOUND AND RAISED ARE EXCEEDINGLY RARE, AND THEY MUST TAKE THEIR PLACE IN THE HEAVENS. IF MY CALCULATIONS ARE CORRECT, ON 26 PETALSONG, AHN'TUMBEL BECOMES AN OFFICIAL MEMBER OF ASTRAL PLANE 47-B/557 (BY THE OLD ONES' RECKONING, WHICH I FEEL OBLIGATED TO HONOR).

FOR THOSE OF YOU LEFT READING AND NOT BORED INTO TORPOR, I WISH YOU LUCK IN YOUR NOBLE ENDEAVOR. FOR MINE OWN PART, I WILL BE ON ADJACENT PLANES, ENSURING THAT NO OTHER DIMENSIONS ARE DESTROYED BECAUSE OF DURIAS'S TERRIBLE, TERRIBLE DECISION. FOR THERE ARE OTHER WORLDS, YOU KNOW, WITHOUT SO MANY ABLE BODIED ADVENTURERS TO CARE ABOUT THEM. GOODBYE, MAGESTA, UNTIL WE MEET AGAIN.

People of Elmerton,

You have assured me and reassured me that you are working to help my brother. You have promised me that what we are working together to accomplish is to restore order and balance to the elements but that it will also fix whatever is causing Durias to act the way he has been acting. It has come to my attention that this was a lie. I have been informed that you intend to kill him, something that I specifically asked- BEGGED- you not to do. You are not understanding. This is not who Durias is! It is out of his control that he is acting this way.

Durias has always been stubborn. He is one who is very determined, and I remember the letters he wrote me while he was working so hard, devoting himself to the study of Earth and its ways. I remember reading about how he felt unappreciated and betrayed by the other callers, bullies all three of them, forcing him to do their bidding regardless of how uncomfortable he was with their plan. My brother has been harboring so much hurt all these years, but in the end he is a strong, brave man and I know, if he were to be given the chance, he will do the right thing.

So this is me, someone many of you have grown to be friends with, asking you one last time to do what is right. Be the heroes you claim to be, and give him the chance to do what is right in return. There must be another way to solve this. I urge you to find it. He has so much potential to do so much good, who are you to take that away from him? Who are you to take him away from me? Please do not kill him. I beg of you. Please.

Delfiah



You are doing well, Elmertonians. I'd say I'm impressed but I'm not - this is, apparently, what you people do best.

Fayris, Argwyl, and I have been focusing on keeping sites in the rest of Irvanshire empowered and their people there fighting more than dying. This has been somewhat successful. We will continue keeping the majority of the elemental and druidic forces at bay or Vorkarian's door. You will likely only have to deal with stragglers and - upon the final confrontation - Durias' personal entourage, which I am sure is extensive.

Do not waiver. He is a power-mad monster who must be dealt with and his tools destroyed.

Do not have fear. You are not alone. Argwyl and I are bringing you the storm.

-Ohryn Nyre

Ernadan,

We have heard word that you wish to meet each of the renowned master Sword Speakers of Magesta. Should you desire a visit from us, you need only ask. Be forewarned, not all of us are the shining examples of heroism and discipline that we are made out to be.

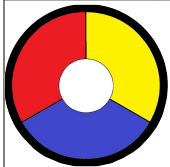
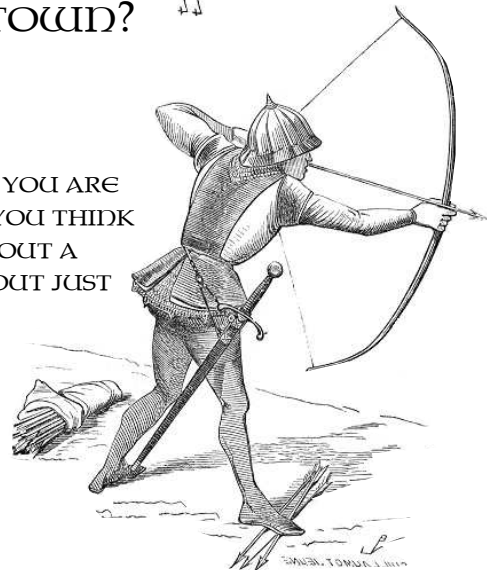
Kelwyn & Shadowsong

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.

SLADTE,
WAYWATCHER RAVED



THE ALLEGIANT'S CALL

THE ALLEGIANT WILL BE HOLDING THEIR MEETING AT ELEVEN O'CLOCK IN THE MORNING ON WAKINGDAY, THE FIFTH OF PETALSONG. 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

Riverton's Misfortunes



The river port-town of Riverton is well known for its beauty, refined culture, and diplomatic nature, but recently it has played unwilling host to a series of heinous disasters, crimes, and murders. Almost a year and a half ago Gennevieue, the beloved daughter of Baron vanDeren, was murdered and her unborn child kidnapped by a maestro known as the Ghastly Bard. On that same night, the Healer's Guild hall run by Ghaatma's Own was burned to the ground, killing many people and leaving many more without homes or healing. The town of Riverton was devastated by these events and it was suspected that the two events were in some way connected.

In the last half year or so there have been a series of murders that seem to be directed at parents in and around Riverton. At least a two dozen children have been orphaned due to the grisly deaths of their parents, and in all cases, the children have been left alive and unharmed. Based on the evil nature of these murders, it is assumed that this is so that they will be the ones to find their parents when they wake. One young man claims he saw the murderer in his house as he came home late one night:

"I was walking to the house after having finally found the lamb that had been lost earlier that evening and I saw someone moving inside my parents' house. Thinking it was my brother, I crept to the window, hoping to scare him. I saw a short, soaked figure drawing a hood over her head as she left the room in which my parents slept. I only saw her face for an instant, but she was definitely female and had short-ish black hair. She walked over to the cradle where my baby sister sleeps and I caught my breath as she reached out her hand and gently caressed my sister's head. She turned, then, and I ducked down by the woodpile as she left the house, humming a quiet lullaby to herself. I would have followed her but when I found my parents..."

At this point, the sad could not continue. Nothing more is known about this serial murderess, but families are being cautioned to keep their doors locked at night and to report any suspicious behaviors to the Town Guard. Any information regarding this unknown woman should be sent to Baron Frederik vanDeren or the head of your local Town Watch.

Trading Post Items

Potion: Astral Weapon x2	2 gp	
Potion: Cure Wounds 1 x7	5 cp	
Potion: Cure Wounds 2 x4	1 sp, 7 cp	
Potion: Elemental Weapon x3	2 sp, 5 cp	
Potion: Fearlessness x2	2 sp, 8 cp	
Potion: Great Health x1	1 gp, 5 sp, 2 cp	
Potion: Literacy x2	1 sp, 5 cp	
Potion: Mending x1	1 gp, 5 sp	
Potion: Protection from Undead x2	3 gp, 5 sp	
Potion: Psychic Weapon x3	5 sp	
Potion: Refresh Cantrips x3	1 sp, 6 cp	
Potion: Restoration x1	5 gp	
Potion: Spell Immunity x1	1 gp	
Potion: Spiritual Weapon x3	5 sp	
Potion: Stabilize x10	4 cp	
Potion: Stoneskin x2	5 sp	
Potion: Sunbeam x2	2 sp, 5 cp	
Scroll: Elemental Immunity x2	2 gp, 5 sp	
Scroll: Stone to Flesh x1	7 gp	
Scroll: Resurrection x2	12 gp	

Special orders for items not present in the Trading Post available upon request!

Let me know what you want and I'll get it for you!

Dangerous Foods

Attention citizens of Elmerton!

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.



Manor House and Greater Elmerton Attacked!

In their boldest attack yet, members of the recently active Blackgate family popped out of a tunnel, killed a manor house guard, and then tried to sack Elmerton. Senior guard Oscar Kelleher managed to survive the assault and then made it to the local town tavern to warn the citizens and request their help in beating them back. The brave townspeople gathered up and counter attacked the Blackgates. One of this strange family, going by the name of Billy Joe Blackgate, tried to escape to the tunnel that had been opened by the manor house. Little did he know that Oscar and a few towns people had already found and destroyed it. Citizens are reminded to be very careful when traveling. Stick to main roads in groups if possible. Any and all suspicious activity should be reported to town guard or directly to the manor house.

Lucius Barnes,

Local scribe and roving reporter.

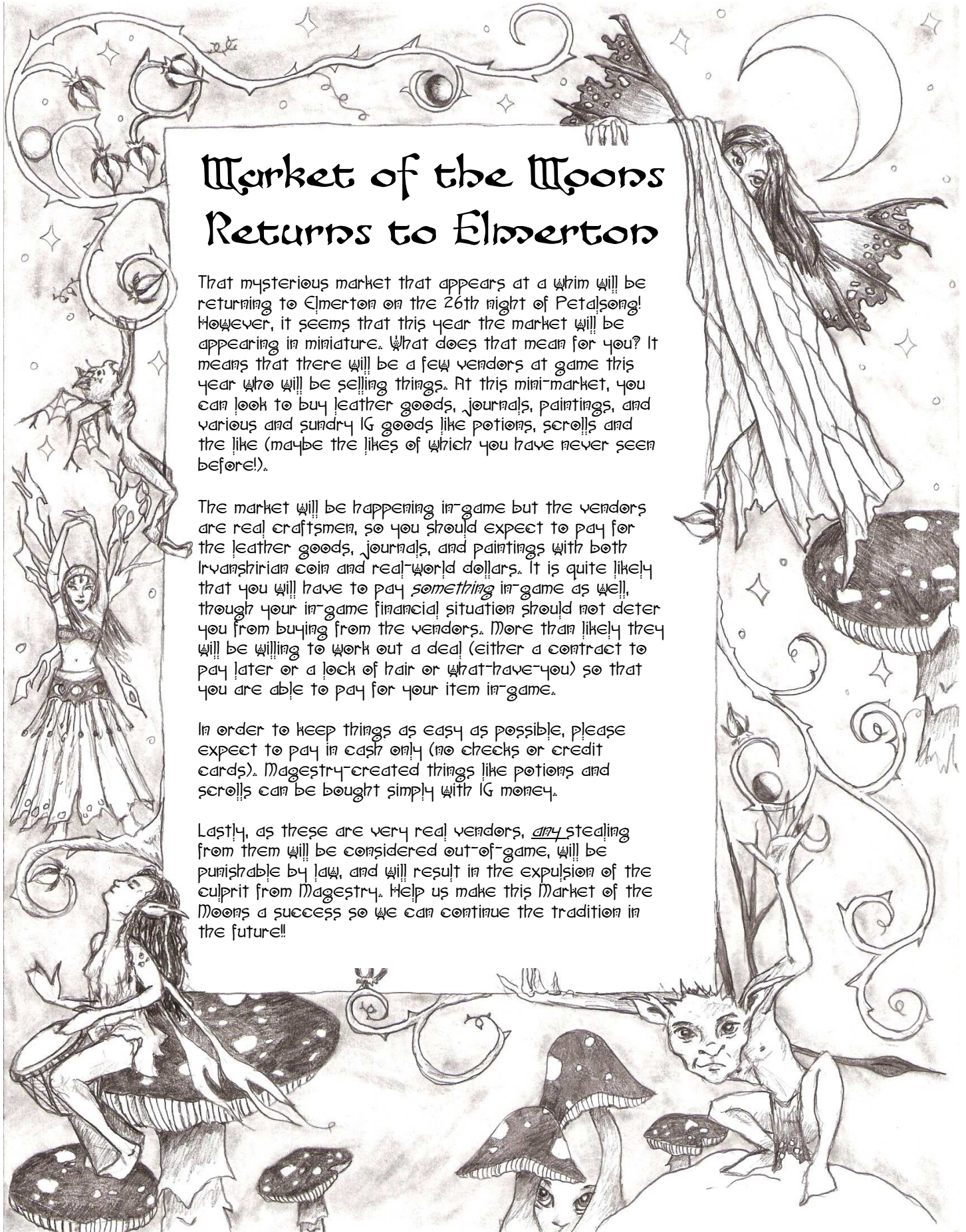
Market of the Moons Returns to Elmerton

That mysterious market that appears at a whim will be returning to Elmerton on the 26th night of Petalsong! However, it seems that this year the market will be appearing in miniature. What does that mean for you? It means that there will be a few vendors at game this year who will be selling things. At this mini-market, you can look to buy leather goods, journals, paintings, and various and sundry IG goods like potions, scrolls and the like (maybe the likes of which you have never seen before!).

The market will be happening in-game but the vendors are real craftsmen, so you should expect to pay for the leather goods, journals, and paintings with both Iranshirian coin and real-world dollars. It is quite likely that you will have to pay *something* in-game as well, though your in-game financial situation should not deter you from buying from the vendors. More than likely they will be willing to work out a deal (either a contract to pay later or a lock of hair or what-have-you) so that you are able to pay for your item in-game.

In order to keep things as easy as possible, please expect to pay in cash only (no checks or credit cards). Magestry-created things like potions and scrolls can be bought simply with IG money.

Lastly, as these are very real vendors, any stealing from them will be considered out-of-game, will be punishable by law, and will result in the expulsion of the culprit from Magestry. Help us make this Market of the Moons a success so we can continue the tradition in the future!



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 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.

BEAVER DAY BECKONS!

On Saturday, June 2, 2012, Magestry will be lending its hands once more to Chesterfield Scout Reservation for it's biggest annual service day, known as Beaver Day. The day begins at 9AM in the camp dining hall (module building) and ends at around 4PM. Over the past couple of years we have been the biggest and hardest working volunteer group; let's see if we can keep that tradition going. Come prepared to defy both sun and bugs and be prepared to paint and/or walk into the lake! Remember that Brownie Point awards for service days are always first class. Ding!



The camp is providing lunch for us, but they need to know our numbers, so please email Paul at Beaver@Magestry.com and let him know what hours you can join us. Hope to see you there!

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, 2012

Here are our picks for the best of the April 13th-15th event:

This month's **Best PC** is no surprise to those of us who have been here for years. **Myk Meyer**, in all of his roles, but specifically as **Jack Garren**, almost never fails to impress us with his role-playing abilities, his knowledge of the game, and his desire to make the game a good one for everyone there. Spectacular emotive role-playing aside, Myk takes his hits well (and noticeably), and fights safely and competently. We are very pleased to have him as one of our players. Thanks, Myk!

In order to give you a sense of the mental state of this month's **Best NPC**, **Tommy Sadler**, I have eaten a pound of Laffy Taffy on my own and am just waiting for THE SUGERRUSH! OMG TOMMY SADLER WAS AMAZING THIS EVENT!!!!!! HE WAS EVERYWHERE AND EVERYTHING AND HE DID IT ALL WITH A SMILE ON HIS FACE AND A HUGE AMOUNT OF ENERGY!! TOMMY REALLY HELPED TO KEEP OPS GOING AND TO GET PLOTS AND CRUNCHIES OUT THERE ALL THE TIME!! HE WAS AN INDISPENSABLE PART OF THIS WEEKEND'S GAME... And... we are... *yawns* reAlly... grAte... fuL... ThAnks, tOm—Zzzzzzzzz...

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
May 25th-27th, 2012

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if ***received*** by May 18th) 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

May 25-27, 2012
June 22-24, 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