



THE MAGESTIC MESSENGER

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

Enlightening 122 (June 2012)

Volume 10, Issue 4

Elmerton Proves Itself Once More

I whisper prayers to the incarnations that they guide my hand so that my words do justice to these heroes of Elmerton.

As night fell, we rallied. Our town banded together and planned to not only survive the planar shift, but by our mortal hands, guide the events. Never have I been so impressed by those who live on the edge of the wilds. At that very moment, I could sense the strength within us to defeat any impossible task. And on this even, we had but two impossible tasks to perform.

One wing of our town made haste for the peninsula. As the children of light began their ascension, dark beings sought to devour and destroy them. Although not at that battle, I have been told of the blood that was spilled and the ground was stained Elmertonian red. As that troupe held the ground, the remainder headed off dimension in a foolish effort to gain the attention of an Overworlder.

We stalked into a world of darkness, and all around us were trinkets, baubles that held significance for the Overworlder. Cornelius was able to play the flesh from Jack Carren's hand so that he may touch the forbidden objects. As we held the guardians at bay, Jack was able to abscond with each item so that Cornelius might inspect it. And after hours of searching, we gathered that which the Overworlder held most sacred. And returned to Elmerton, to draw her attention from her colliding Ahn'Tumbel into Magesta. And so did she come...

As the Overworlder, as some soon found out, Cornelius Von Beck's mother approached, Cornelius took the sacred knowledge we had stolen and thrust it into my mind. He told me to run and so I did. Barely escaping her minions, we were able to keep the knowledge from her until the children of light ascended completely. As waves of energy pounded the peninsula, and the rocking of Magesta was felt, the Overworlder demanded her knowledge. Knowing full well her disposition, Cael returned it to her and she gifted him the end of his life.

She then bade her minions to destroy the rest of Elmerton. It was then I offered up myself as the sole thief that she might spare our battered brethren. She accepted, and left Magesta with what was hers, as well as my spirit.

But as the heroes of Elmerton returned. Wounded. Bloody. But not broken, not defeated. True heroes of Magesta.. However, another battle loomed on the horizon. The night was coming to a close, and hope was waning. As the Magestream flooded the world, my spirit departed and I ceased to exist. But in that brief period of time when the Magestream passes, one could hear the sound of hope on the horizon. Those common men and women of Magesta, as well as the very incarnations themselves prayed for the courage and stamina to see their task through. And so did their victory come to pass, fully and completely.

Elmerton. I stand proud of you, and count myself the luckiest elf alive that I walk on your paths, rub elbows with our brave men and women in our pubs, and call you my friends. May the incarnations join us again soon.

-Minister Oliver Finnestera

So you have heard of the market of the moons? Who hasn't! Consider as well the Market of the Suns! For the second consecutive year, Maximillion and I will be hosting a market of the suns. Maximillion may only be there in spirit but I will be there in body, mind and essence so it is sure to work out.

Any Faë will tell you of the importance of symbols. They can be used to communicate, hold powerful magics or even sum up your entire being which is where words fall painfully short. Allow me to paint your symbol onto shields or weapons, etch it into glass or tattoo it under skin. Are you a member of the Allegiant? I know well the symbols of the incarnations. Would you like to display a well deserved position as squire or a knighthood? I can do many of the Irvanshirian noble houses so you can wear your allegiance for all to see. Perhaps you have a traditional family symbol or would like to start one? I can help there too! I will have with me many examples but bear in mind much of this work is custom and so delivery may not be immediate.

Disinterested in symbology? I suppose I am not here to judge. I will also have goods available for sale. Expect anything from the mundane to rare prized delicacies.

Some of you may now be thinking "I want to spend 100 gold at your market but I was recently briganded! Is there any hope for me?" Fear not, future patron. I trade in coins, goods, services and favors. But know this, a deal done is a promise made. I always pay what I owe and collect what is owed me. A contract sealed in blood can be drawn up upon request.

·Tumblers



To the People of Elmerton

The Allegiant is searching for many artifacts that are associated with Various Incarnations and are currently taking down suggestions on which one to search for. If you have a suggestion or information on where one may be located please contact The Minister, Cordent, Yeoman, Confessor, or Dante.

Thank You

To the town of Elmerton and its allies,

You did it! From the tales I have heard in my travels told by astounded faces, every conflict was a close contest, and the heroes of Elmerton ultimately prevailed every time. Thank you so much for all that you have done. Not only did all of the light children that Keladry and I helped raise safely ascend to the sky, and not only were hundreds of thousands of Ahn'Tumbellians and Magestans spared a sudden death due to a bad dimensional merger, but Durias Undybbar was finally freed from the control of Zal'Batool and reunited with his sister and the other Elemental Callers.

More personally, however, you proved to me that Elmerton can still be a town of heroes. Despite everything bad that has happened to the town and its inhabitants, both from without and within, I took great comfort in hearing that the adventurers of Elmerton could still rally together and act decisively. Each of you has made a difference in how events unfolded.

As other challenges draw near, remember what you have done here and know that we can accomplish great things when we are united. I regret not being able to be there in person, but am now fully confident in your abilities. Great deeds like this are why I am proud to say that I am from Elmerton.

Rakesh the Smith

Sorry Folks...

We the owners and proprietors of *The Tavern With No Name* are sad to announce that we are closing our doors once and for all. This being not just the end of our Irvanshirian business adventure but all *McKraken & MacGuinness* endeavors throughout Magesta, for we both have come to agree to call it quits as both partners and friends and head our separate ways. We would like to thank all of our loyal patrons over the years and wish for Fortune's Favor to bless thee as she has does so for us all these years!

For what its worth,
McKraken & MacGuinness,
"Brothers No More..."



Trading Post Items

Potion: Astral Weapon x2	1 gp, 5sp
Potion: Awaken x4	6 cp
Potion: Cure Wounds 1 x16	5 cp
Potion: Cure Wounds 2 x6	1 sp, 7 cp
Potion: Cure Wounds 3 x3	3 sp
Potion: Fearlessness x2	2 sp
Potion: Literacy x2	1 sp, 5cp
Potion: Mending x1	1 gp, 4 sp
Potion: Protection from Undead x2	1 gp, 5sp
Potion: Psychic Weapon x3	5 sp
Potion: Refresh Cantrips x8	1 sp, 6cp
Potion: Restoration x1	4 gp
Potion: Spiritual Weapon x3	5 sp
Potion: Stabilize x10	4 sp
Potion: Stoneskin x2	5 sp
Potion: Sunbeam x2	1 sp, 3 cp
Scroll: Disarm x2	1 sp
Scroll: Entangle, lvl 10 x2	1 sp, 3 cp
Scroll: Trip x2	5 cp
Scroll: Stone to Flesh x1	6 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.



*From the Head to the Hand and the Heart.
The dealer has shuffled and the deck has been split, but the cards have NOT been dealt.
The marionette has flipped the coin, but the pot holds all the beans.
The stone is in the air and the rock is in the ground.
Order another dark ale, but do NOT drink until the barmaid has been paid.
The Head also owes the Hand for the fleas!!!*





THE ACE



*A Classy Establishment
Calling All Rollers...*

Come to Shryber Farms
Wakingday, the 23rd of Enlightening
For 3 Fegorian Holdem Tournaments

Low Rollers - 3 Silver

Medium Rollers - 1 Gold

High Rollers - 10 Gold

Come try your luck and skill.

1st, 2nd, and 3rd Place Prizes

Also Cards, Blackjack, Dice, Backgammon, Chess, etc.
No Violence, Security Escorts & Courier Services Available,
Comps, Fire Brews, etc.

Presented by

Hobbes and Associates

For information or to arrange Security or Courier services contact:

Hobbes - ClassyEstablishment@gmail.com

Court Minutes
Wakingday the 26th of Petalsong
As recorded By Dante Stormwind

- *Leaders of the Elemental Rituals Spoke of their progress*
 - *Loxi "Everything is well"*
 - *Eraku reported many Potent Earth Abilities.*
 - *Linarian reported Lightning based abilities.*
 - *Solun reported that the Fire ritual group lacked the Fire Orb but were close to retrieving it.*
- *Master Mathias brought forward a plan to cure Durias and retrieve the Fire Orb.*
- *Solun reported a Vision on the cure of Durias.*
- *Lynsara gave Solun the ability to empower the site of the Fire Ritual.*
- *Neveah reported the ascension of the Light Children and requested aid in protecting them.*
- *Master VanBeck expressed interest in Rakesh*
- *Minister spoke of the Festival:*
 - a. *It will take place at Shryber's Farms in the Go-Betweens.*
 - b. **TOWNSMEMBERS ARE EXPECTED TO SHOW THE UTMOST RESPECT FOR THE HONORED GUESTS WHO ATTEND.**
 - c. *D'este mentioned the possibility of a Merchants Guild attending. Contact D'este for more info or to express interest.*
- *Minister Oliver Finnestera leveled charges against Samson Aethelbald. The charges were numerous counts of Assault upon members of the town.*



**Meeting Adjourned **

"Son of the Silver-Tongued Devil"

Once there wrote an author,
And from his pen flowed ink.
Some exclaimed he scribed the truth,
While others spat, "He stinks!"

I found his words informative,
Though at times a bit far fetched.
At moments they told the honest truth,
While others somewhat stretched.

What one took away from these,
These stories he did so tell,
Was up to you thy reader...
If truth be what thee smelled.

But if thee are the other sort,
Who doubts the words he sees,
Then stick your fingers in thy nose,
And hope thee does not sneeze.

Now I've said all I will,
On the subject of him.
Going forward let it be known to all,
That he was but a Kin.

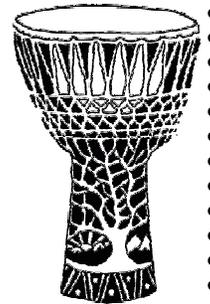
My "Father's" shoes I now doth wear,
Along with his good name,
With which I hope to further travel,
Upon the road to fame.

Today I write as he once did,
But my words more on the level,
For you have my promise on this day,
As the "Son of the Silver-Tongued Devil".

Elmerton!

Tighten your skins and tune your instruments! This Wakingday evening, I, Melody Capstan, will be engaging you in a community-building circle of pulsating rhythm and songs, both beautiful and raucous.

Please bring your drums and other musical/percussive instruments (and some to share!) so that everyone who wishes to can participate. There will be time for individual performances as well, so start practicing now! See you there!



Just A Thought

As I sit here thumbing through countless issues of past newsletters I can not but take note of the nearly endless number of articles, letters, stories and blurbs about things one might think no longer worth the parchment they are printed on, and yet even the quickest of glances have revealed to me a surprising amount of information useful today.

Now I'm not going to waste either of our time retelling these "tales of olde", but I am going to try to draw your attention to them and stress, if you already haven't, to take a look for yourself. There is no telling what you may find that may be applied to your current situation, endeavor or dilemma, or perhaps aid someone you may know. There are all sorts of information which may answer long asked questions or offer insight into entirely new ones.

Some of you may have already read many or most or even all the issues of the Magestic Messenger, but how many of you can say that they have read every article? How many of them can you honestly say no longer pertain to today's issues and affairs? Are you certain that even though time has passed, that so have the problems they once presented? Also, if asked again, could you recall their conclusions or outcomes, or are you just now realizing there never was one? And if you can say that about just one, how many others of these "cold cases" do you think may still be out there...unresolved? I know I for one have rediscovered more than I can count in the short time I have been researching. How many can you find?

So my point is this, the next time you are sitting around complaining about the weather or about how bored you are or just waiting for the next orc tribe to raid your village or Overworlder to conquer your world, why don't you pick up an old copy of the Magestic Messenger and see if there are any unanswered questions, unsolved mysteries, or strange facts left unexplored that maybe you can bring back to light (and life). Hells, get some of your friends and neighbors together and start an investigation team and see where it leads you next! Just a thought...

A. Silan Tobbsver

Market of the Moons Appears at Schryber's!

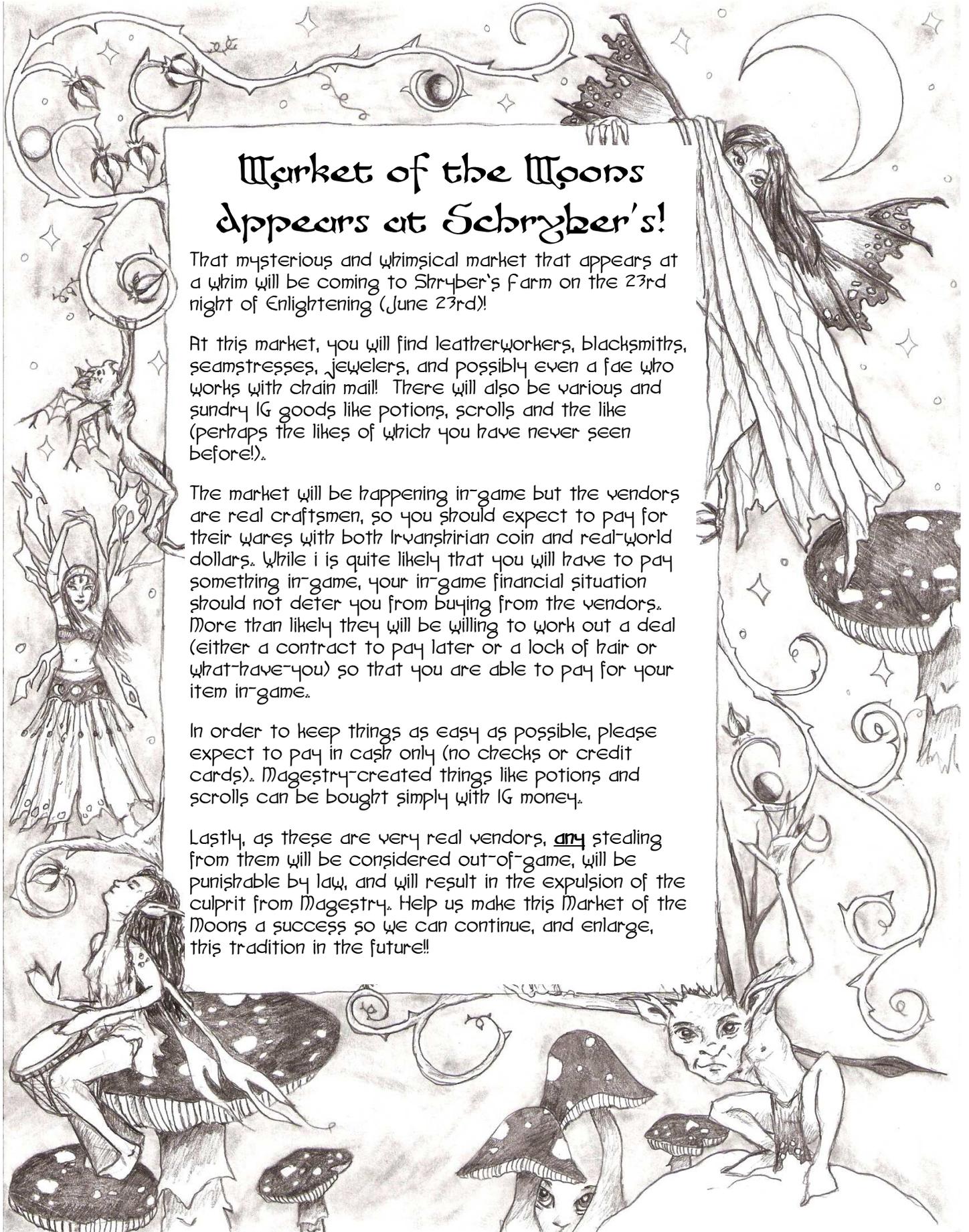
That mysterious and whimsical market that appears at a whim will be coming to Schryber's Farm on the 23rd night of Enlightening (June 23rd)!

At this market, you will find leatherworkers, blacksmiths, seamstresses, jewelers, and possibly even a fae who works with chain mail! There will also be various and sundry IG goods like potions, scrolls and the like (perhaps 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 their wares with both Irvanstirian coin and real-world dollars. While it is quite likely that you will have to pay something in-game, 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, and enlarge, this 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.

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 Petalsong, 2012

Here are our picks for the best of the May 25th-27th event:

Amanda Mooney as **Nevaeh Phoenix** was on fire this event and earned this month's **Best PC!** We heard from a bunch of you who told us that Amanda did an amazing job with everything she was a part of, and we couldn't agree more. We are always impressed by her role-playing as well as her positive attitude and endless energy. In addition to all her in-game awesomeness, Amanda is always willing to lend a hand whenever and wherever she can, and is a huge help to us OOG. Kudos, Amanda; You deserve it!

This month's **Best NPC**, managed to impress us this event with nearly everything she did, but in particular, with her ability to step up so comfortably into a huge and important role.

Jess Serra suffered through skin-tight suits and rocked out her Overworlder with ease and grace— she has really come into her own as an NPC and her energy and smiling face make her an absolute joy to have behind the scenes. We are extremely grateful to have her helping out and would love to see her behind the scenes more and more (hint and hint, Jess!). Thanks, Jess, 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 **Paul@Magestry.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
June 22nd-24th, 2012
At Schreiber's Farm in Oxford, CT

The fee for the next event is \$40 for PCs and NPCs alike (\$42 if paying online). Friday night will be an OOG campout and check-in will begin at 10am on Saturday morning. "Game on" will be called around noontime and will run throughout the night and into Sunday afternoon.

Make sure you bring a tent to sleep in. There are no cabins on the property!!

Both PCs and NPCs will receive a full dinner on Saturday night, but no other meals will be provided. Please bring your own food to eat over the weekend! Drinks, however, will be provided as normal at the "Tavern" during the day.

The cost of the dinner is included in the registration fee.

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

See you at the event! **Register Now!**

MAGESTRY 2012 Event Schedule

June 22-24, 2012

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
Schreiber's Farms
571 Quaker Farms Road,
Oxford, CT 06478:**

From East or West: Take Exit 16 off of I-84. At the end of the ramp, take a left onto Route 188. Go for about 3.5 miles (follow 188 carefully because it will turn to the left and then immediately to the right). The camp gate is on the right side of the road (If you see the big farm with huge silos, you've gone too far!). Drive down the dirt road and around the pond until you find the parking area.

Magestry.com
PDabbleGames.com