



# THE MAGESTIC MESSENGER



The official newsletter of the Magestry Live Action Role-Playing Game Harvestwane 122 (September 2012) Volume 10, Issue 6

## Blood and Pestilence Spreads Throughout Irvanshire

It oozed across the farmland like something out of a story told by the Ghastly Bard, all huge and bloody and disgusting. Untold numbers and types of creatures followed in its bloody wake, glorying in the sight of the creature, feeding off the puddles it left, and spreading disease among those unfortunate enough to cross its path. Some of the creatures were identifiable and could be expected to be found in the abomination- Blood Norrits, for turning into frenzied screams of werewolves, too, who seemed to creature, and strange, on the corpses of the fallen. Then, creatures of all kinds that carried which can spread rapidly around the end of it. As night fell, and the strange undead creatures began to disease and pestilence. They took left off, seeming to revel in the to other, healthy people.



company of such an example, their chirruping cries ecstasy. But there were draw energy or power from the hunchbacked humanoids that fed too, were sickly-looking a plethora of different diseases a community. And that wasn't creature had been long gone, prowl, their bodies infested with up where the Living Blood had ability to pass their pestilence on

Perhaps the most terrifying wake of the Living Blood was the vampire I have ever seen. It was face and clothes, and it spoke in forming words. It did not even simply tearing into each victim and its warm, liquid meal. It was never sated, however, and continued to feed as often as it could. A strange observation was noted: The vampire seemed to become much more crazed and feral the closer it was to the Living Blood, and less so as it moved away, but it always seemed to *want* to be near it. Thankfully, the vampire left as the Living Blood did, though the aftereffects of both creatures will be felt for a very long time.

creature of all to follow in the feral vampire. It behaved like no like an animal- blood covered its snarls and growls, barely even seem to find joy in its meals, nearly ripping it to shreds to get

# 123<sup>RD</sup> 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 123rd Annual Brewer's Festival!

## Tradesmen's Auction:

Wakingday, the 6th of Reapingdusk, Township of Elmerton

It will be one copper piece to buy in to the auction. The items to be auctioned will include the following:

- 1 lesson in any legal school of magic
- 1 lesson in any technique
- 1 lesson in any profession
- 2 lots of 3 miscellaneous scrolls
- 2 lots of 3-potion grab bags
- 1 bottle of Magestic Wine
- 1 bottle of Troll's Sweat wine
- 1 amulet of Spell Immunity (5 charges)
- 1 necklace of Healing (5 charges)
- An apprenticeship with Master Brewer Fitzzy
- One bestowment of *Contigency* per moon for a year
- One free year of equipment repair by Rakesh the Smith in Elmerton
- Four bestowments of the technique *Crit 9* onto any metal weapon
- A custom made, exceptional, self-repairing, silvered dagger
- A one-time bestowment of Death Magic
- 2 lots of One spell to prevent death by Exsanguination per moon for a year
- The services of Concori Elmerton for the completion of one task
- One spell protection per day for a year from Concori Elmerton
- Personal Empowerments as needed from Concori Elmerton for the duration of the life of the Guild

## Brewer's Challenge- Tasting and Identification:

Wakingday, the 6<sup>th</sup> 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! A list of Items will be posted in the Wining Spirit Tavern in Elmerton on Gathering day, the 5th of Reapingdusk.

## 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!

*Once more, as the equinox passes, Autumn's glory is made manifest in the splendor of the changing leaves. The hard work that we have done in the heat of the summer months is paying off with the wealth of our Harvest. This passing from the hectic, wild growth of summer into the gentle, drifting preparations of Autumn mark the occurrence of one of the most solemn Fae festivals on Magesta— that of Ayslee.*

*Ayslee represents the passing of Spring's fae babies into the Fae Realm and the solemnity of the changing of the seasons here on Magesta. We, as Magestans, honor this passing, and the passing of our own friends and family into another realm, with fire, stories, songs, meditation, and dried grasses and straw versions of the living fae dolls we made in the Spring. So, once again this season, I ask you to join the fae or simply your families and friends in honoring this beautiful celebration.*

*-Deroter Umi Washgarden*

I find that my diet in Elmerton is typically made up of bread, water and whatever small animals linger too long by the Fae Circle. We have proven we can improve almost anything when we combine resources. Weather permitting, let's work together to have a lunch feast on Wakingday! If it isn't going to be soaking wet out, we will build a fire and grill meats and vegetables until those in attendance could not consider another bite. If you wish to participate bring something to cook up. The location may yet change but will likely be in front of the Upper Cabin. I will handle the plates and utensils.

~Tumbles



Elmerton:

Three years ago I was a slave, forced to fight for Project: Dead Man. My life was not my own, and I was alone. Two years ago you shattered those chains, giving me the chance to strike back and reunite with Takaeda. Thanks to you, I have learned how to talk, walk, and laugh with others again. I have spent these past few years trying to repay the town for its unwarranted kindness. Before my eyes, many of you have grown strong and no longer must we fear a tyrant's wrath. The time has come to take a short leave so that I might walk alone and listen to Takaeda's song. When the moment is right, we will return. My friends, I leave you with these words:

As I view the moon,  
Many things come into my mind,  
And my thoughts are sad;  
Yet it's not for me alone,  
That the autumn time has come.

銀

Silver

Did you know...

That the spiritualism spell Speak with Dead works with undead creatures as well as the recently deceased? While a random zombie or skeleton might not be much for conversation, perhaps stronger undead such as constructs or spirits might have some useful information.

And no, before you ask, it will not work on me.



Greeting Elmertonians!

I invite all of Elmerton to join me by my cooking fire on the 6th of Reapingdusk around lunchtime. Feel free to bring food to share if you're able to. Whether you have food to share or not, everyone is invited and encouraged to be a part of the community! I will have a grill set up along with a saucepan to cook bacon in (SAUCEPAN!!...just kidding about the saucepan). I would like to do this every moon we get together, so please keep this in mind for the future/present/past! Woaaaaah Time!

Looking forward to seeing you all soon,  
Nevaeh Phoenix  
"The Phoenix Lord"



# Bushor Photography

## Is Coming to Magestry!

Magestans! It's time to get your prettiest game faces on and brush up your garb! Monica Bushor with Bushor Photography will be at Magestry this Saturday from 9am-ish until 8pm-ish taking pictures photo ninja style! She's an amazing photographer and will come away with some beautiful shots, so make sure you are looking your best!

She will be have waivers for your pictures to go on her website (Magestry already has a photo clause in our waiver), so be sure to sign them either at Check-In or Check-Out.

We're excited and hope you are too! Thanks, Monica!

## 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 CHANGED!

You read that correctly! As of last game, 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:

- **Glow Sticks (6"-8" sticks) Earn Double BPs!**
- **Spell Packets!! Earn Double BPs!**
- **Thin Storage Drawers** for individual makeup colors ⇨
- 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](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.

## 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 STILLBREEZE, 2012

Here are our picks for the best of the August 31-Sept. 2nd event:

This month's **Best PC** goes to someone who has really continued to show his LARP prowess and has become a fantastic Role-Player and a great PC. **Tom Law** as **Dante Stormwind** had a great game— whether it was role-playing countless Delusions beautifully, putting tons of emotion into his role or helping us OOG, he was an all-around awesome player. We are truly pleased to give him Best PC, and are happy to have him at Magestry. Great job, Tom!

And this month's **Best NPC** goes to our one-man shadow squad, **Erik Dey!** Erik spent his time with us in non-stop action mode. He was constantly on the move and always ready to give the PCs a good, safe fight or stellar role-playing experience. He was great in every role and was ready and willing to do whatever needed to be done. Thanks so much, Erik!

*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  
October 5th-7th, 2012

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if **received** by Sept. 28th) 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**

**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