



THE MAGESTIC MESSENGER



The official newsletter of the Magestry Live Action Role-Playing Game Reapingdusk 122 (October 2012) Volume 10, Issue 7

To any who will listen:

My name is Nikos Lajeshi, and I have news that is dreadful to all tzigane and to anyone else on this world believing the afterlife to be sacred. Many peoples of the greater Irvanshire area have recently become aware of a group of people that worship the moon and call themselves the Order of the Radiant Stone. The people of that Order, led by Sasha the Liminal, have been, for months, traveling from village to village, performing rituals in the name of balancing the energies of the moon. Their rituals are becoming more frequent and more powerful and, if anything, have moved the moon *out* of any kind of healthy balance. The Festival of Souls is now upon us, and we can hear the spirits cry with fear.

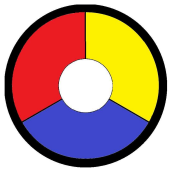
I used to be a member of the Order of the Radiant Stone, and our Order used to be led by a good man named Matrius. About two years ago, Matrius brought us to a high tower atop Greylock Mountain for a binding ceremony that would join his Spirit with the Spirit of the Moon. During the ceremony, Sasha the Liminal appeared. A liminal is one person existing within two separate bodies; one body is living and the other is dead. Sasha had both a female body that was undead and a male body that was living. However, as the ceremony went on, The Spirit of the Moon rejected Matrius and chose to bind with Sasha, instead. We all watched as the undead body of Sasha was made living again. We were all struck with wonderment, but I have come to realize it was more than just wonderment.

Every one of us, save Matrius, was cursed during that ceremony. The curse bound us, unflinchingly, to the will of Sasha the Liminal, and it made us to cast out Matrius, our fallen leader. Why else, during these recent rituals, would the followers of Sasha be so willingly consumed and turned into the undead creatures that we have all heard rumors of? The zombies that reflect attacks back at the attacker, just as the moon reflects the energies that are cast upon it. The curse was so strong in my blood, that I fell in love with Sasha, and that love resulted in my siring a child that the female form of Sasha now carries. After I had done this, however, the curse upon me was broken, and other members of the Order forced me to leave under threat of death. Without the curse holding me there, I would have left, anyway. Even had I stayed, that child would never be my own. It is my firstborn, and as is well known, the firstborn child of any Lajeshi is forfeited to some force from another world. It is an ancient pact that many have tried to wiggle out of, even going so far as to kill the child so it cannot be taken, but all such efforts have been in vain. The child is always taken, whether living or unliving.

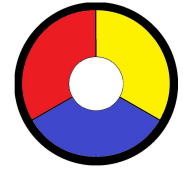
That much is my own problem, but what I will tell you next is a danger to us all. Just last night, as I do every year, I drew upon the power of the Festival of Souls in an attempt to contact my tzigane ancestors. Never before did I receive such clear a visitation as I did last night. Many Lajeshi elders came to me, all of them distraught. What the Order had come to know as the Spirit of the Moon is none other than the Tzigane Witch Tshurkurka! Tzigane elders have known for centuries that Tshurkurka was exiled to the moon with the expectation that he would die there, but it has now been verified by the spirits that he has grown so much in power that he is able to affect things on the earth even from across that great space of Void that separates us.

We cannot allow Tshurkurka to return to this world! He was banished because the power of his blood magic threatened to drain the power from all tzigane bloodlines. If he returns, he will certainly pick up where he left off, and do not believe that he would stop at tzigane. No amount of blood and power would ever be enough for him. He is like a vampire that can drain the life from an entire family at once. The recent rituals of the Order of the Radiant Stone have likely only served to strengthen him. During this Festival of Souls, their plan will reach its culmination. I can feel it. All good peoples of Irvanshire, no matter what you may think of tzigane, you will only damn yourselves if you do not stand against the will of Tshurkurka.





THE ALLEGIANT'S CALL



TO HONOR BONEHARVEST'S PATRON INCARNATION, THE ALLEGIANT WILL BE HOLDING THEIR MEETING AT ELEVEN O'CLOCK IN THE EVENING OF GATHERINGDAY, ON THE 2ND OF

BONEHARVEST AT THE AMPHITHEATRE IN ELMERTON. THIS MEETING IS MANDATORY FOR

ALL CURRENT MEMBERS OF THE ALLEGIANT, BE YOU DEDICATED TO ONE OR MORE INCARNATIONS, OR ONE OR MORE ASPECTS OF THE INCARNATIONS. THE MEETING WILL DISCUSS SEVERAL SIGNS POINTING TO CURRENT DANGERS, AS WELL AS PRAYERS TO THE INCARNATION FOR GUIDANCE IN THESE MATTERS, AND A RITUAL TO EMPOWER THE CHALICE OF LIFE. IF THERE ARE THOSE THAT WISH TO PETITION TO JOIN THE ALLEGIANT, IT NEED NOT WAIT UNTIL THE MEETING. SEEK OUT MINISTER OLIVER TINNESTERRA, YEOMAN SCINDO, CONFESSOR ANASTASIA, OR CORDENT DANTE STORMWIND SHOULD ANY QUESTIONS ARISE REGARDING YOUR RELATIONSHIP WITH THE INCARNATIONS, AND THE INFLUENCE THEY HAVE OVER YOUR EVERY ACTION.

LASTLY, IT IS WITH GREAT HONOR THAT MINISTER TINNESTERRA AND DEVOTER VASHGARDEN HAVE CONFERRED UPON YEOMAN SCINDO THE TITLE OF 'EXALTED' WITHIN THE RANKS OF THE ALLEGIANT. PLEASE CONGRATULATE HIM ON THIS HONOR.

Last moon we had a miniature feast. We intend to make this feast tradition and celebrate it every moon. Please bring something to enjoy and share. If that is impossible, do not fret! Contributions of effort are always accepted. We need firewood gathered, the fire tended to, the food cooked, and everything cleaned up so that the only way anyone will know the feast ever happened is the satisfied looks on our faces. The feast will be held weather permitting Wakingday afternoon.

Tumblers



Easy is the path to wisdom for those not blinded by themselves.

Greetings fellow Elmertonians, I would like to welcome you all to a session of meditation, philosophy, and peace. Feel free to join me by the amphitheater at four bells past noon on Wakingday.

There I can teach you how and why beings of Magesta meditate, there reasons for it and what you can achieve by meditating. So come join me on Wakingday in the month of Boneharvest the third!

I look forward to meeting you!

Asmondaious Dallin'tar

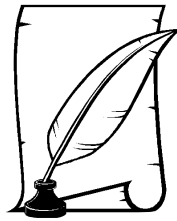
Apprentice Sioval of the Siochanta Valgus Order

The copse of Chaos, echoes in my head,
 over and over never stopping, consuming
 me completely... What is it? Where is it?
 Should I go there? Copse of Chaos... copse
 of chaos... Copse of chaos. The image that
 I see with these words haunts me,
 awake, asleep doesn't matter it's there,
 looking at me in a swirl of mist, but I
 can't see its face, I just imagine a face,
 an ever changing face I create in my head.
 Copse of Chaos, if I go there, will I
 return, will I feel at peace, would I have
 to go alone? It's so hard to think right...
 copse of chaos...



Work for the Elmerton Trading Post!

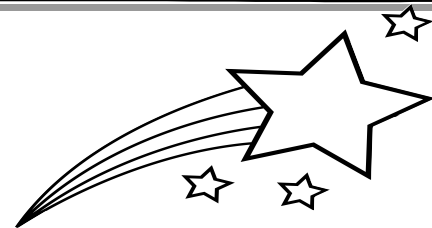
Have a knack for business?
 Can you read, write, and count?
 Have a good reputation around town?
 Are you in town regularly?
 Do you just like selling things? Peddling
 wares? Hawking goods? Engaging in that system of
 exchange that we like to call... uh... COMMERCE?



Work for the Elmerton Trading Post!

D'Este is looking for an assistant to run the business when
 he's not around! If you can read, write, count, are
 trustworthy, are regularly in town, and are interested in
 making some money on the side, talk to D'Este about being
 an assistant! The Trading Post should be available to the
 town of Elmerton, even when D'Este isn't! Right?
 RIGHT?!? So....

Work for the Elmerton Trading Post!



"Did you know?

*That the spell Detain Spirit can also be
 used on hostile spirits that have yet to cross
 over? You know, those pesky ones that
 swipe at you through all your armor. It
 binds them in place, making them much less
 deadly. I have yet to try it on a spirit
 passing over into death, but it is worth a
 shot!"*





Trading Post Items for Sale

Item:	Price:
Potion: Cure Wounds 1 x6	5cp
Potion: Cure Wounds 2 x2	1sp, 7cp
Potion: Elemental Weapon x2	2sp, 5cp
Potion: Stabilize x6	4cp
Potion: Stoneskin x1	5sp
Potion: Cure Disease x1	4sp
Potion: Strength x2	1sp, 4cp
Potion: Oil of Sharpness x4	1sp
Potion: Oil of Concussion x2	1sp
Potion: Spell Immunity x1	1gp
Potion: Psychic Weapon x3	6sp
Potion: Spiritual Weapon x3	6sp
Potion: Refresh Cantrip x6	1sp, 6cp
Potion: Mending x1	1gp, 5sp
Scroll: Stone to Flesh x1	7gp
Scroll: Resurrection x3	12gp



Feel like you are out of the loop on goings on? Want to help solve problems plaguing the town but don't know where to start? Many of your townsmembers are banding together to discuss these things every week and we are open to any and all interested. If you are interested and want to know how to find the group, contact Galynn or Tumbles.

-Tumbles

The Third Syllable

One Wicked Word,
Two Story Queens,
Three Syllables-
Two have been seen.

A well-versed war
Begat by quills
Sees blood red ink
Become her will.

Won is the fight
To write the wrongs,
Free words that will
To Fae belong.

A queen that hides
Behind her drink
Seems powerless
Before the Ink.

One warning now
To Drunken Queens:
Three days from now,
Beware my means.



Magestry Season of Love

The 2012 fall season of Magestry witnessed the marriages of two very special couples:



On September 29th, Scott Slater and Meg Plumb were joined in a touching ceremony at an historic train station in Thomaston, CT.



October 20th saw Johnny LeBlanc and Alisa "Ice-C" Perna saying their heartfelt vows to one another at beautiful Anthony's in Malden, MA.

Congratulations to all of you and Best Wishes in the years to come!!

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.



INFORMATION REQUEST DEADLINE CHANGED!

You read that correctly! As of last game, the deadline for all your information requests (Astroglogies, 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:

- Large (Wide) Popsicle Sticks
- Glow Sticks (6"-8" sticks)
- Spell Packets!!
- Large, Thin Storage Drawers ⇨
- 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 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 REAPINGDUSK, 2012

Here are our picks for the best of the October 5th-7th event:

This month's **Best PC** is someone who works hard in and out of game to make sure that the game is easier and more fun for both staff and players. **Mike Kinnally** in his role as **Solun/Tumbles** is the kind of player every LARP wants to have. He is a wonderful role-player, and this game was no exception, but he is also kind and welcoming and does his best to make sure that everyone gets involved in the game. We are super lucky to have him at Magestry, and we are super grateful for everything he does. Thanks, Mike!

Our **Best NPC** of this month really WOWed us with his initiative, his eagerness to be out in game, and his willingness to help out behind the scenes. **Jeff Pennachio** was an amazing NPC, crunching and role-playing as much as he could, and doing it all with energy, enthusiasm, and a great attitude. AND THEN even when he couldn't go back out into game because of injuries, he helped to clean the kitchen and keep Ops tidy *without even being asked*. Needless to say, this kind of help, initiative, and consideration really impressed us, and made this month's Best NPC a no-brainer. Thanks, Jeff!!

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
November 2nd-4th, 2012

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if **received** by October 26th) 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

November 2-4, 2012

April 12-14, 2013

May 3-5, 2013

May 24-26, 2013

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