



THE MAGESTIC MESSENGER

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

Reapingdusk 121 (October 2011)

Volume 9, Issue 6

A Royal Proclamation from Prince Adamar Brighthand

As Prince of this land and heir to the throne of Irvanshire, I, Adamar Brighthand II, call upon all of my people to hear these words: for the past year, Point Edgar has been a place of turmoil and distress while we have diligently searched for my kidnapped bride, and unfortunately, this distress had also spread its seed throughout the kingdom. Today, I declare these troubles over, as my trusted adviser, Lunen, has personally rescued Dominique, with the aid of some of the common folk in the South farthings, and returned her home. Let us rejoice that our kingdom, once more, is complete. Thank you, Lunen.

To those Elemental Callers who have volunteered my kingdom to fight in your war you will soon find your place at the gallows. Irvanshire is mine alone to command and by my will alone will its people act. To declare war within the borders of Irvanshire is to declare war upon Irvanshire itself and its crown. As acting ruler of this land by power of my father, King Adamar Brighthand, I hereby declare the Elemental Callers enemies to the crown of Irvanshire and order all citizens to take whatever action necessary to bring them to justice.

-Elianas Zhribner
Scribe of the Royal Court

*Merci Kai, Llewellyn, et Oliver, vous êtes mon héros.
Avec amour,*

Princesse Dominique

Is it Truly for the Best?

I have spent the last few weeks watching in mounting horror as the Elemental Callers make their "preparations" for their war against the rogue Earth Caller, Durias Unddybarr. They have made their way through the villages surrounding what seems to be their epicenter, Elmerton, and have volunteered four of those villages to serve as their soldiers. They begin by creating places of elemental energies outside or near each of the villages and then proceed to imbue the villagers, willing or not it seems, with elemental energy. The villagers become transformed, almost as if they had taken on an Elemental Form, and are able to do many things they would not have otherwise been able to do and fight as ably as learned Nature casters. They seem to be well prepared to deal with whatever elemental force or druidic minion group of the Earth Caller may send their way. However, all power comes with a price.

The village of Maugins' Mill was overrun by a druidic force when all of its capable fighting forces, having been imbued with energy, were called away to fight elsewhere. All that had been left in the village were children under 10 and the elderly. It was only with Fortune's Blessing that we were able to get them out of there safely. However, the village was completely razed and their harvests stolen.

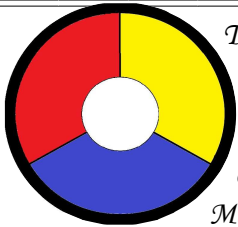
The village of Bamberg Creek, though her villagers fought valiantly, was destroyed to a man. Only the very young were spared, and they were left to fend for themselves. Again, we moved in to help bring these to safety.

Many of the villagers of Goldwolf Meadows fell to insanity, not having been used to the amount of energy that they were wielding. They managed to fight off a small group of elementals and druids, but once the energies had dissipated, many fell to their knees, frothing at their mouths and giving off strong elemental flares at random intervals.

And finally, the walled village of Mosslynn Notch was locked and burned after a group of druids was lured inside. Though the level-headed blacksmith's son was able to think quickly enough to evacuate as many people as he could, the casualties were still very high- specifically amongst those who had been given this power.

Through all this, the Callers were detached and efficient. They have given these people, who would have otherwise been completely helpless against Durias and his minions, powerful weapons with which to defend themselves, but in doing so have made them targets. Their actions are not mine to judge, however, and I can only hope that they will lead to what is truly best for Irvanshire, for Aszuron, and for Magesta.

-Waywatcher Wolk



The Allegiant of Elmerton wishes to announce a gathering on the 5th day of Boneharvest, to be held at noon at the amphitheater. All current members of the Allegiant, and any of those who wish to seek petition to join should attend.

Please join Minister Oliver Finesterra, Cordent Vincent Scott, Yoeman Scindo, and Confessor Anastasia Markovitch as we will be discussing the virtues and influence on our lives, by the Incarnation of Life during these troubling times. Attendees are advised to bring 2 small scraps of cloth to the gathering. We will also be discussing the status of our expedition in acquiring the relic of Life, for the benefit of all those in Elmerton.

Assault on the Tradegate Asylum

In the late hours of Wakingday, the Tradegate Asylum was attacked by a group of individuals crawling in through the sewers. During their attack, two guards and the esteemed Doctor Quincy Koyark were assaulted, and a very valuable stone was stolen from the good doctor. The assailants also freed one of the inmates within the asylum's basement, a man believed to be a shapeshifter of some sort, last seen as a Dark Elf.

Poor little Irvanshire, always so quick to act upon the whims of your noblemen, never knowing the truth behind their own actions. It is unfortunate that you all may never know what you truly did. You throw your lives on the line simply to make those who may never acknowledge your existence slightly more comfortable. The time will come for you to know.

Kelwyn & Shadowsong

GOLD HIGH CARD

PRESENTED BY THE HAND OF THE ALLEGIANT



One night only! The Hand of the Allegiant in Elmerton will be sponsoring a game of High Card in honor of Luck! This will take place at Aces, the Gambling Hall in Elmerton. Elmerton's own Agent of Luck Scindo will be presiding over the game! The entry fee is one gold crown, and the prize is a bestowment from the follower of Nature, Samson. The proceeds will go to the Allegiant Hall to further help the town of

Elmerton. Come support your local Allegiant Hall, honor your incarnations, and maybe walk away with some sweet, unearned magical power. We have it on good authority that unearned magical power is second only to stolen magical power in sweetness!

When you ask? When the time is right of course! You can only run this sort of thing by the light of the moon and on a whim, or so says our Agent of Luck...

Our Deepest Apologies...

We, the owners and proprietors of *The Tavern With No Name*, would like to take this opportunity to apologize to the residents of Elmerton who were recently invited to dine in one of the lesser used sub-halls of our establishment and lead to believe that their "hostesses" for the evening were under our employment. The fact of the matter is that these "ladies" were nothing of the such and little more than a bunch of amateur thieves and thugs who happened to catch a few former members of our staff off guard...something that will NOT be repeated.

So again, sorry for the ruse everyone and for the disappointment, and in the future try to remember, "If it isn't *The Tavern With No Name*, then the only one is you who is to blame!"

Oh, and as far as you lovely "ladies" out there are concerned, you can run and you can hide but no matter where you go on Magesta rest assured that your time here won't be for much longer.

MacGuinness & MacKraken

"Fortune's Favorite Sons"

BOO!!!

Greetenweez Irvarshureng! Hoppeneez weez re skargeez yooz 2 baddenweez cawz itz iz that tymz of the yearweez aggenz & justern tymz 4 that spooookweez of howlindaaz, the Festival of Souls, weez the Sugar Plum Fae of the Kardy Korn Mountain bringweez yooz the wikedest, rawtyest, skaringly yummiest kardy kreatioz weez everz createdweez... Grave Robber Gobberz!!! Thayz iz zooooooooooooooooooooooooo goodweez yooz'!! diernweez wenz yooz eatenweez itz & then comz bakweez from the dedweez 4 morweez!!!

Zooooz, beenz on the lookweez & listerweez 4 the skreenweez of our "Miniz of the Last Ageweez" az weez travulz the landweez trayddenz our Yummmeez 4 yur goodeez this Boneharvest & weez hoppeneez yur reddeez 2 hav the partweez skarred offenweez!!!



~LOLLY~



the takers

It started in the far reaches of Romoria and moved up in to the stony mountains. now it seems that the same horror has reached eddinberg, and appears to be moving down to point edger: people are being taken. Reports have been coming in with the number of people taken totaling around 280. In every case, the people have gone missing and have later been found murdered. those that have found the victims' bodies have said that they are parts of horribly gruesome scenes. each victim was restrained and cut from the neck to their lower abdomen. each major organ was removed and placed in a row next to the body, including the brain after decapitation. all of the organs seemed to be in good condition, though each victim seemed to be missing different ones. what is the cause of these awful murders? one hysterical witness claimed she saw hunched-over people dragging their feet and with parts of their body rotting away. as various members of the town watch began to question her, she became increasingly upset, screaming over and over, "they are taking my daughter! they are taking my daughter!"

Putting Them to Rest

Elmertonians,

The Festival of Souls is upon us and I, Ev' essnebulus the Soothsayer, would like to invite you to join me in helping to put several spirits that I have come across to rest. On the fifth night of Boneharvest, I will be able to bring you to the place where I have gathered these wayward souls and would ask that you do what you can to ease their suffering and let them find the rest they so desire. I will, of course, be able to repay you for your efforts. If you are interested and send me word via the Messengers' Guild before the fifth, I may also be able to read into your future or answer some of your questions. However, even if you are unable to contact me before the fifth, you will still be able to help on that night, if you wish.

You have my gratitude.

Ev' essnebulus the Soothsayer



ACCEPTING LOANS ON BEHALF OF THE TRADING POST!



Greetings Elmerstonians,

The Trading Post is coming back to Elmerston, but I need your help in re-supplying it! If you'd like to see Resurrection scrolls, Elemental Weapon spells, Healing potions and Pieces of Parchment return for sale – as well as the sale of your finely crafted goods on the open market – please consider investing a small sum of money to Elmerston's one and only marketplace! Anyone who cares to lend the Trading Post a minimum of 1 silver will see that money PLUS 10% returned to them before the end of this coming Petalsong! Anyone who invests 5 or more silver pieces will receive the above, PLUS a 20% DISCOUNT on ONE trading post item (Scrolls of Resurrection not included)!



Help out the Trading Post, and get some sweet cash in return...
IT'S WIN-WIN!



Dearest Elmerstonians and Magestans alike,
Many of you do not know my story... I have not been sure of who to trust along my travels until I met most of you. But I need help now.

I come from the forests of Northshire, where my village was attacked and completely destroyed many, many moons ago. I had been traveling a long time before I finally made contact with a few people who asked me to meet them in Elmerston. I definitely didn't know what I was getting into going to such a town.

The help I need now is information to find my sister, Bellethiel. When my village was attacked, like a coward, I ran. I had been assured that Belle and my parents would be safe, but when I returned, my sister was nowhere to be found. Most of my village was dead. My parents, the elders, the healers, my friends... all lifeless. But my sister was not among the corpses that I had given a proper burial to. And there were a few others that I had not found either. Saying goodbye is one of the hardest things anyone will ever have to do, but knowing that my sister and the others could still be out there is even harder.

If anyone has information about these faemin, especially in regards to my sister, I beg of you to contact me. I now spend much of my time in the town of Elmerston and that is where it will be easiest to contact me.

Thank you so much! With all my love,
Aralia Faeryda

Fayne Bonualet

Sword for hire and
apprentice bodyguard
Protecting your goods
and you since Bloodthaw
120.

Please make all
inquiries at the Tavern
in Elmerston



Attention Elmerton's Potion Crafters!

The Elmerton Potions Guild has been formed to help you in your quest for mastery over all concoctions, mixtures, tinctures, and brews! Join up now and take advantage of all we have to offer!



Membership to the guild will offer you the following:



New Recipes! Joining the guild grants you free access to the collective potion knowledge of any other potion instructor in the guild!



Access to Uncommon and Rare Components! Guild membership allows you access to any uncommon or rare component accessible on the open market **AT COST!**



Uncommon and Rare Potions! Guild members may request particular uncommon or rare potions to be searched for on the market as well! If the potion exists, is uncommon or rare, and can be found on the market, we'll get it to you!



Research for New Potions! Want research done on a possible new potion? Let the guild researchers do it for you!



Guest Teachers! The guild is always searching for teachers from out-of-town to show us new recipes. Take advantage of them when we get them!



Sell your Creations! Need to make a little extra cash? If you make a potion that can be sold on the open market, guild merchants can attempt to sell it for you!

And MORE... When dealing with potions, the sky is the limit!

The first guild meeting will be held in Elmerton Clinic, early afternoon on Wakingday, the 5th of Boneharvest. The meeting will cover guild services, membership costs, knowledge sharing, lessons, and cookies.

Oh, I'm sorry... did I forget to mention? **THERE WILL BE COOKIES!**



To my friends and those willing,

I have recently been given a charge by the incarnation of vengeance about a situation most dire. He has informed me of constructs bearing resemblance to me known as Takers, and how they have begun wreaking havoc and desecrating bodies in their search of one called 'It'. The very news of this saddens and repulses me. Despite the obvious nature of my creation, I do not ever condone the disruption of those in eternal sleep and want to put a stop to this as soon as I am able. I wish to do all that I can to help, but I am only one.

Therefore, following next moon I will be organizing a trip to Eddinburg to try to investigate this issue at its source, but I will need some assistance. If anyone in town is willing to grant me usage of a single portal to Eddinburg, and if others are willing to come with me to help should things get messy, I would be very grateful. I can only do so much on my own. There are a few townsfolk I will be asking personally but if anyone would like to volunteer that is fine as well, as long as you are aware of the dangers.

And if anyone, even and almost especially those from out of town, has any information on these Takers, or this creature they search of called 'It', please seek me out in Elmerton or write me a letter with all the details you know. Any information would be welcome. To those who may come from out of town, I'm pretty easy to spot and I promise I am much nicer than I appear.

*Thank you for your time,
-Reinen*





Crafting Contest Reminder



Lady Amalia Lav'Endros
and Lord Corrin Acciora would like to remind
the crafters in the South Farthings that their
wedding gifts* are due no later than the fifteenth of
Reapingdusk in order to be judged before the
wedding on the fifth of Boneharvest. Remember,
the winner will receive a seat of honor at the head
table at the wedding. Good luck!

*OOG: If you want to enter a crafted item without having bought the appropriate craft skill in the database and without having paid the creation cost, you may do so, but the item will not have any IG value. Only items created with the appropriate craft skill will be appraised at an appropriate IG value



Come to the Elmerton Clinic!

Had a rough fight against those orcs? Forgot your gloves while looking for some shiny coin on that zombie? Maybe your last drink didn't taste quite right?

Head on over to the Elmerton Clinic, just across the road from the Wining Spirit Tavern, where our master healer Biisaiyowaq (the larger one covered in fur) and his apprentice Reinen (the smaller one with all the stitches) can patch up your wounds, repair your mangled limbs, purge poisons, and cure diseases, all for a reasonable fee. We also have a limited selection of alchemical concoctions available for purchase should you need that extra edge out on the road.



Entertainer of Exotic Martial Skills

Performing for those who value the
beauty of art

~Seek out Silver in Elmerton~



"Fellow townsfolk,

If you find yourself in need of healing, I will do
my best to get you back on your feet. I may
be only an apprentice, but I will try my
hardest. Don't worry, I'll make sure you don't
end up looking like me."



~Reinen

HELP NEEDED AT THE WINING SPIRIT!

We have heard your complaints and we want to
serve you better, but we need your help!

Please consider working with us,
even for just an hour or two every moon.

There will be a sign up sheet at check in
and a short training session after opening meeting.

The wages are good, the tips are often generous,
& you earn brownie points, too!

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 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 '11

Here are our picks for the best of the Sept. 30th–Oct. 2nd, 2011 event:

This game would not have been the same without the crazy hi-jinks of this month's **Best PC, Jess Dey** in her role as **Umberleah**. In the past, Umberleah has been a rather unassuming character, happy to be in the background painting a chaotic battle scene as opposed to fighting in it, and quietly helping the town and just as soon disappearing into the woods to find more components. However, Jess really made an impression this game on many PCs and NPCs and Umberleah's goofy innocence was appreciated and well-received. Additionally, Jess is always in-game, and always in-character, ready to greet the next monster coming down the hill with a smile! Great job, Jess!

Some events are tougher than others to choose the **Best NPC** but this event, **Doug "The Dougler" Coolidge** was a good example of what we like to see in our NPCs. Doug seems to have an inexhaustible energy supply, sets up stellar mods like a fiend, and is ready, willing, and trustworthy enough to send out as whatever we darn well please. He is truly an asset to our hard-working staff behind the scenes. Thanks for being awesome, Doug!

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 4th-6th, 2011

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if **received** by Oct. 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 2011 Event Schedule

November 4-6, 2011

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