

PDABBLE GAMES

PRESENTS

THE MAGESTIC MESSENGER

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

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The Waywatchers, rangers under the employ of Rulian V spotted a pillar of fire and smoke northeast of Riverton early last week. A contingent of the Waywatchers were sent forth to investigate. Where once the small town of Hanisville stood is now a rubble-strewn crater. According to Harlo Leafdrop, the captain of the expedition, the scene was “like nothing I’ve ever seen before. The town... is just gone.” Reports of broken statuary, burned out shells of homes, and the bones of children (possibly halflings) have been pouring forth from adjoining communities.

However, the citizenry will go largely unmissed, due to the fact that every last one of them was a Disciple of Dissention. For those of you who do not remember, this group of fun loving criminals bought the town out from under the nose of Lord Vorkarian, after employing varying strategies of thuggery and outright bastardry to scare the folk out of their settlement. Duke Worlan’s scribe gave the official statement from the castle in Riverton; “The actions of the Disciples have dictated their fate. Let this be a reminder to all citizens that there are consequences for their actions, both good and bad.”

The unanswered question on everyone’s lips is of course, what is to blame for this devastation? Worlan may condone it, but he was obviously not behind it. Extremist groups such as the Dark Elf Registration Authority and Imps for Gratuitous Torture have laid claims to the act, with no evidence to corroborate the assertion. Parallax Phunkenholm of the IGT said, “We need no evidence, yes? Yes? The burning and torture will continue until it is legal, and after that it shall continue tenfold!”

Inquiring minds want to know, and it is the duty of this reporter to reveal the truth to all literate parties with the attention span necessary to finish this article. Inside sources from the Ducal court say that a dark-haired half-elf approached the Duke’s throne demanding an audience for her as yet unnamed employer. Upon further investigation, it was determined that the half elf is under the employ of a being known only as the Incarnation of Devastation.

When asked about the Incarnation, Worlan’s scribe turned an even paler shade of pasty white even as he answered, “I do not know what you are talking about. Incarnations are merely stories told to children... there is no Incarnation of Devastation, and whoever says there is... well, they’re nothing but a traitor!”

Strange words from a Ducal official, pointing towards a cover-up that might reach to the highest echelons of the Irvan-shireian power structure. For now, all we can wonder is what kind of being has the power to render an entire town unto so much dust and soot. And why would he do it? One only has to ponder the words allegedly written on the burned out wall of the Hanisville tavern,

“Your Drakian Firebrew tastes like ogre urine! You are DEVASTATED!”

Camp Shryber Constantly Invaded

As a recent member of the community of Hanisville, I, as well as others, am beginning to become incredibly outraged by the excessive amounts of invasions by the Disciples of Dissension, elven bigots, and seemingly random undead abominations.

The Disciples of Dissension seem to think it is all right to barge into our town now and again, asking for reparations for things in their town that they themselves have destroyed. When we tell them that we are not going to pay for these objects, they become unruly and attack us. Is there any way that we can please these pugnacious people?

When we thought the Disciples were enough, a group of fanatics calling themselves the Dark Elf Registration Authority (DRA) strut into town expecting to simply take into their custody a member of our town by the name of Sith. Sith happens to be part of the town watch and an outstanding member of our community, but the Dark Elf Registration Authority pay no mind to any of these details and simply decided that he is a danger to anyone around him. The battle that ensued with them was anything but easy. Luckily, the town fought together valiantly and overcame these misguided elves.

There have also been an incredible amount of goblins, trolls, and even undead that seem to be attracted to the lights and food smells that the tavern omits. For some reason they tend to get aggressive easily and simply attack anyone who happens to be minding their own business.

It seems to me that our town has more enemies than allies at this point; and we should be looking for friends wherever we can find them.

~Maggie Turnhill
Barmaid
The Wining Spirit

Elven Patrol Vanished

Earlier this month, a settlement of mongrelians from Raldo's Refuge was discovered in the Great Frostwood just southwest of Ken Ryndil by Ithanal Rainyer, a member of the "Stewards of the Northshire." This particular faction of mongrelians had been petitioning Emeril Celest, High Chief of Ken Ryndil, for years over the rights to a ten square mile plot of land within the center of the forest. The High Chief had continually refused their petition, and had even established a special outpost manned by a fully armed patrol to ensure that the citizens of Raldo's Refuge could never set foot in the area.

Over the years following the establishment of that outpost, there had been a number of small battles that have kept the tension high between Ken Ryndil and Raldo's Refuge, and when it was discovered that the mongrelians had succeeded in settling in the area, the worst was feared for the elves that had lived at the outpost.

Since the discovery, High Chief Emeril Celest has sent a new group of elves that succeeded in taking back the land in one swift military victory, and he has dispatched a number of Stewards of the Northshire to search for the elves that have seemingly vanished from knowledge.

Several days ago, two Faemen ran into Hanisville incredibly distraught that their friend had been kidnapped. When the few town members that were available to help went to assist them, they found that they were in for more than they could chew. The area near The Goblin's Goblet was infested with undead.

They fought as valiantly as they could, but ended in simply grabbing hold of the fae that had been captured and running as fast as they could away from these monstrosities.

"They just seemed to be continuously coming out of nowhere," commented Aktorn, the owner of The Goblin's Goblet.

Many were wondering where it was these undead were actually coming from. Was it the necromancer by the name of Sk'Lar that had risen these creatures to perform their awful deed? Or, perhaps another mishap by the Imp Pendel? Or, even the Incarnation of Devastation that was so recently released upon our town? If we could discover whom it was that created these undead, maybe we could discover exactly what it was they wanted with the Faemen.

~Maggie Turnhill
Barmaid
The Wining Spirit

Back in Aktion and Doing Business

The beginning of this year was beginning to spell the end for the tavern known as The Goblin's Goblet. Since taxes in the area had been raised by Duke Worlan of Riverton, the population had dwindled and there was less trade traffic in the Go-Betweens. This decrease in trade also meant a decrease in sales for Aktorn, the half-orc barkeeper of the Goblet, whose business depended so heavily on passing caravans and wayward gypsies.

Aktorn was struck another blow in Ogrune of this year at the resettling of the former inhabitants of Hanisville under the leadership of Lord Vorkarian of House Greenbush. They brought with them the famed (but ever-relocating) Whining Spirit tavern, which continued to reap the revenues once enjoyed by the Goblin's Goblet.

However, as the Riverton area repopulates and the wealthy inhabitants of Camp Shryber find room in their hearts and gullets for two taverns, it appears that Aktorn, the once disabled soldier of *The Guards of War* [the name of the army of Battlekeep] will not be immediately out of business. In addition, one rather militant gentleman calling himself Lord Voltar of Battlekeep has donated a very large sum of money to the Goblet so that it can be re-established to its former glory.

Aktorn wishes to thank Lord Voltar and all of his loyal customers that continue to make the Goblin's Goblet a traveler's treasure.



Welcome back, planeswalkers and interested parties! It is time for another installment for your favorite travel periodical, where I, Gilbert, will enlighten, inform, and entertain. In lieu of a travel article, I have decided instead to talk about a bit of planar cartography. Those of you from the lower dimensions might want to put this article down now, as the ensuing terms and definitions may well cause your mind to implode. It is indeed a time of great planar importance here in the Dabbleverse! For five millennia, we have been without a conjunction of elemental planes in this end of the multiverse. You who are reading will be the lucky minority who get to witness, in person, a joining of the elemental planes of fire and water. Now this might sound scary, and to be perfectly honest, it is a tad scary. Historical records are patchy at best from the last conjunction, between Fire and Ice, and there is a 40 to 70 per cent chance of a pesky cataclysm. But do not fear, for we optimists live for that 60 to 30 per cent chance that life will go on as normal, and no lower life forms will arise to take your place as the dominant type of sentient life in this plane.

So world shaping forces aside, a conjunction works like this: Let's say there's a small pile of crushed chickpeas on a plate. This represents Magesta in its place in the Dabbleverse. Now, if I place a pile of mashed potatoes on one side, we'll call that the elemental plane of fire, and some applesauce on the other, and that's the plane of water. They are moving towards each other, and caught up straight in the middle is Magesta. As they come closer, each plane's influence will manifest itself upon the host plane. This is evident in the varying weather conditions on Magesta, large amounts of rain followed by bouts of oppressive heat. Now... the potatoes and the applesauce and the crushed chickpeas all sort of mix together in crazy and often dangerous ways, until one plane gains dominance. The other plane is usually pushed back away from the host plane, and the dominant plane rules over the host like a dark god for some years. In a few suspiciously documented conjunctions, the host plane itself has achieved dominance, sending both forces to opposite ends of the Dabbleverse. As for how this delicate feat was achieved, only the sands of time can tell... and they aren't talking to me!

In-Game Traveling

During the time between events (and certainly if a player character does not attend one or more events) your character does not cease to exist: he or she is simply somewhere else. In many cases, you may not want to do anything with that time, but you do have the option of having your character travel to a different location in the World of Magesta.

Now, if you don't tell the staff of Magestry that you are going to travel somewhere, you can still role-play in-game that you had, but you will not gain any knowledge of the happenings there (outside of what everyone else knows via the newsletter or whatever). However, if you do tell us that you intend to travel, you will receive a written report from us at the beginning of next event. To be eligible to receive a report, you must submit your travel plans at least one week before the event that you want it for, and you must pay the in-game travel cost for your trip (round trip). See "Chapter 13: The World of Magesta" in the Player's Rulebook for maps and travel costs.

The best place to watch a conjunction is on another plane, far, far away, with a very powerful planar scope. This causes the least amount of personal injury and loss of your loved ones. Many Hoppers gather on the Plane of Glass, employing its natural lenses and crystal clear viewing conditions most effectively. I, however, did not reserve Inn space there in time, so I do declare it is not the best site for extraplanar viewing. In fact, there's a very good chance that you will get a piece of glass in your foot, hand, eyeball, or anything else that manages to go exposed on this fragile and yet terribly dangerous plane.

For those of you who cannot escape... I mean get away from... no... visit elsewhere while the conjunction is going on might find it useful to view the conjunction from a deep, deep dungeon or similarly deep cavern, deep in the earth where no water or fire can find you. If you don't have a dungeon, I would suggest investing in a shovel of some sort, and begin digging now, while the elemental forces are still in their respective infancies. Trust me... digging holes is much easier when you don't have fire and water elementals trying to bite your tender bits. That's all for now, and so while I wait for a space to open on the plane of glass... Have water-based dreams that do not feature the eggs of my forefathers!

Pendel not have good day, not good day at all! First he make 'xperiment that go boom and blow his walls out; then furry goat-man thinks he some kind of treasure hunter searching through all Pendel's things; then Stinky Robes Vorkarian steal Murray and trap him in some bottle; then Pendel's secret tomb almost goes crush when big man with black robes and smoking pipe walk into new Hanis-town-place and make lots of shouting and big crashing noises!!! Pendel thought you such nice people and friends! Pendel thought he had friends! Why friends turn bad on Pendel?



PDabble Games

PO Box 1037
Middlebury, CT 06762

MAGESTRY'S Next Event is July 25-27 At Schreiber Farms in Oxford, CT

We are very sorry to have to do it, but we had to change the August 1-3 event to this weekend, July 25-27! The cost is \$50 for PCs and \$0 for NPCs (If you haven't mailed us you registration yet, just pay at the door. NPCs, please register by email ASAP!). Email us your character updates and histories if you haven't already (PDabbleGames@aol.com). The more time we have to work with what you give us, the better we can make the game for your character.

There will be no buildings, electricity, or plumbing available at the next event. However, the property we are using is beautiful and large and we will set up large tents for our "town" buildings. You will have to bring your own camping equipment (we will have 2-3 person tents available for a \$5 rental fee). There are two large campsites and some other smaller ones; you'll be responsible for setting up your area to your liking (we will award Brownie Points for great-looking sites).

See you at the event!

Registration Forms, Waivers, Medical Forms, and a free downloadable copy of the Player's Rulebook can be found at Magestry.com
Make checks payable to "Paul Dabkowski"

Directions to Schreiber 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 2003 Event Schedule

July 25-27

August 22-24

September 19-21

October 17-19

November 14-16

*We now have hard copies of the rulebook and we will be selling them at the July 25-27 event for \$10. After that, you can have them shipped to you by sending a \$15 check (payable to "Paul Dabkowski") to our PO Box.

Magestry.com
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