

PDABBLE GAMES

PRESENTS

THE MAGESTIC MESSENGER

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

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Come to the Festival of Souls!

If you thought the Elmerton Harvest Festival was fun, then come to the Festival of Souls! There will be ceremonies, mead, and an indispensable look into the soul. But keep your wits about you: not all souls take well to being looked into! It should be a scream!

Your Host,
-Lord Renwar of Elmerton

While I was Gone

...Suddenly, the drunk's hand reached down for the sword at his side. Instinctively, I drove my elbow into his skull resulting in a loud crunch, which was followed by a flow of fresh blood. The drunk fell backwards and braced himself against the wall of the tavern as he attempted to refocus himself. Before I was able to reach my blade, I lost sight of what was happening. Quickly, I overcame the shock of being attacked and felt a stinging pain in my jaw. Before I could avoid it, my ribs gave way to another blow from one of the large men that had surrounded me. I quickly found myself trapped and outnumbered. One drunk was recovering from his broken nose. His coat that was stained with beer was now stained bright red, as he attempted to stop the heavy bleeding from his nose. Another man, held back my arms as the one in front of me reeked havoc upon my body. The man in front of me was well built and dressed like an experienced fighter. I don't think I was able to get a good look at the men, and if I was, I surely forgot it when I arose the next morning.

My ribs felt like broken logs. I ached in places where I never knew pain existed, and I felt blood trickle down near my eye as the sweat built upon my brow. Suddenly I felt a table give way as I landed on it and I rolled to the floor. I rested on the floor there, simply wanting to escape but not having the strength. I couldn't even move my head to see my assailants approach me in an effort to finish their job. I could hear their menacing voices taunt me as their heavy feet closed the distance with me.

Suddenly, I heard a blade swiftly get drawn from its scabbard and the two men halted. The whole room fell quite as I lay there on the floor with the shattered table and broken mugs. I felt the beer from the mugs trickle down my wrist in small rivulets. I know there was a conversation and arguing between the brutes and someone else; yet, I can't remember anything else

It is a rather long story as to why I had to part company with you all; however, I am making all the necessary arrangements so that I will be able to tell you all in person. What I can tell you now is that the man that stood in to protect me was a man by the name of Ken Shimenn. After I left my hometown of Silver Brook, Ken's wife and two sons arrived at the town while Ken remained at their former home, continuing his training. While both Ken and I were away, an Orc warband attacked some of the residences in the northern province of the Lake Shires. Among those attacked was Silver Brook. Once I had learned what had happened, I was compelled to return home, what I found was a town that had been razed to the ground and now sat in ash. The fires had swept away all signs of life in the forests and the smell of smoke and death still hung in the air.

In one single day, Ken and I both lost everyone that we have ever called family. Ken understood how I felt and decided that he could teach me how to live the rest of my life without throwing it away foolishly. Ken has opened my eyes to a world I have never seen. For days he has been strengthening my mind and honing my skills with a sword. A sword he was preparing to give to his eldest son when he saw him again.

I will see you all soon, and hope that my position on the town guard is still available to me. I also hope that you remember to not take those whom you love for granted, as I have done.

Sincerely,
-Luther

SOMETHING HORRIBLE

Beware, People of Elmerton! I, a Waywatcher under the employ of Duke Worlan of Riverton, witnessed something horrible in the Fiddlehead Hills last month!

I was tracking a band of renegades from an organization known as the Dark Elf Registration Authority (DRA), who should have been very easy to follow, but I lost their trail in the eastern marshes of the Fiddleheads. After emerging on their northern edge, I attempted to pick up the trail once more but was met with something unexpected.

Hanging from the boughs of the trees in a quite grove were the eviscerated corpses of men and animals alike; and I speak not of small forest creatures, but large animals: deer, mountain cats, and even cattle!. I don't know what could have accomplished such brutality, but the wounds looked to have been made by the vicious claws of a very powerful creature.

Meaning you all to take care,
-Harlo Leafdrop

Playing Smart

While reading through the Magestry player's rulebook and trying to learn all of the skills that are available, I realized that there were certain things that could be done when creating a character that may not be obvious. Even though the more experienced players may already know the best way to improve their character, newcomers to Magestry, like myself, might be interested in reading about some different ideas to make their characters even better. This article begins by detailing how some baggage skills can be used to access other skill areas, and then ends with some observations on certain skill combinations and general character development.

An effective way to use baggage skills is to gain access to other skill areas. The best example of this is the *Knowledge* baggage skill that comes with the purchase of a grade two skill slot in magic. Since this *Knowledge* can be in any area, you could give your character *Knowledge (Nature)*, which would allow you to then purchase *Gather Components* and *Wilderness Survival*. The *Gather Components* skill would then allow you to purchase *Alchemy* or *Toxicology* if you decide to take your character down that path. Alternatively, you could give your character *Knowledge (Secrets)*, which would allow them to purchase thieving skills. Regardless of what Knowledge area you choose, your character could also purchase *Gather Information*. Other baggage skills that give you access to more skill areas are: the *Gather Information* skill that comes with the purchase of a grade five skill slot in thieving, which opens *Stalking*; the *Enchant Potion* skill that comes with the purchase of a grade five skill slot in magic, which opens *Transform Spell*; and the *Weapons Master* skill that comes with the purchase of a grade seven skill slot in fighting, which allows your character to do nearly whatever he or she wants with weaponry.

Magestry's class-less character system allows all characters to have multiple skills, but some combinations of skills appear to be more useful than others. One particularly useful combination appears to be *Stabilize* and *First Aid*. If the unthinkable happens and your character's entire group is defeated in combat by a band of brigands, this combination will allow your character to survive and then bring other characters back to consciousness. Granted, this won't prevent a Final Blow and your character will have lost his or her possessions, but at least he or she hasn't died. Another combination that appears to be likely is a character that is a member of the Hopper and Timelord prestige classes. Since the requirements for these prestige classes are so similar, it appears that it would be relatively easy for a character that is a member of one class to become a member of the other.

I should note that in my opinion, the ideas I've written about do not seem to unbalance the game. All of the above choices require spending a character's skill points, and if one area is being improved, then other areas will be weak. It appears that with the benefits of better baggage skills as a character purchases higher level skill slots, a character would do well to focus on one area of study and rely on other characters for help with their weaker areas. Also, since higher level skill slots can be used to perform lower level skills, it seems unnecessary to deviate from the minimum requirements to purchase the next higher skill slot (i.e. two slots of the lower level).

Since your character is not alone in the world, but exists alongside other characters, a group where each character is very good at one thing would probably fare better than a group where each character can do two or three things moderately well – assuming there is an even mix of magic, thieving, and fighting skills. Besides, who wants to live in the world of Magesta without friends?

-Mark Dey

From the Dewey Files

Greetings, Fellows and Visiting Festival Friends! This is Dewey the Orc writing to thank all of you for your generous donations to the Dewey the Orc School for Young and Impressionable Orcs. Thus far, I have collected almost enough money to begin the first phase of this most noble project that will educate orcs early in the ways of dignity, self-realization, and peace over those of belligerence, malice, and war. Those who have not yet donated or would like to give more are strongly encouraged to, as the sheer tax costs of opening and operating an orcs school are significantly more expensive than those for schools of other ethnicities.

But now onto the Harvest Festival news:

The Harvest Festival that happened in Elftember was a great success, and the games were enjoyed by Lord Vorkarian's citizens and the people of Emerton, alike! Below are written the results of those games:

Competition:

The Clash of Towns
The Archery Shoot
The Knowledge Test

The Hero's Tournament
The Scavenger Hunt

Winner(s):

The Citizens of Lord Vorkarian
Adora Brightmoon
Tric Jaralein, Seth Barder, Anuerin, Yari, and Rakanishu
Hatch van Graves
Sir IMoloch, Hatch van Graves, Lynsara, and Lucid

Congratulations to everyone! And a special congratulations to the King and Queen of this year's Harvest Festival: Seth Barder and Aneurin! I'll eventually forgive you both for stealing my spectacles.

Yours,
Dewey the Orc

A Hot Time at the Mead Hall

I was just opening up Lord Renwar's Mead Hall, when disaster struck! After lighting the lamps and torches, I heard a ruckus outside. When I went out to see what it was, I saw that one of the torches was on fire and out of control! Thank goodness that Haku, Tric, and Hatch were there; they extinguished the unruly fire and saved the mead hall. I told my Lord Renwar of their good deeds, and he rewarded them with drinks on the house.

-Dianna
Barmaid of the [Wining Spirit] Mead Hall

Welcome to another installment of that wholly remarkable, worthwhile and informative journal of the planes known as Gilbert's Guide. Infinite gratitude is owed my good friends on the world of Magesta, who helped me escape from that dismal Rivian Border Patrol. As a thank you to one of them, I offer this glimpse into the realm of Glitterdim, a land of tedium so deep it borders on actual excitement. Ruled by the Council of Five, Glitterdim is an oligarchy that places major emphasis on the collective good. Unfortunately, this leaves a bit to be desired in the area of individuality, personal freedom, and basic sentient being rights. It is considered the greatest honor to be killed in service to the State; is it bravado, brainwashing, or stone-headed stupidity? You be the judge.

Speaking of stone-headed, Glitterdhavians are easily picked out of large crowds due the stony silver hue of their skin and expressionless faces, offset by sharp little mineral eyes. A stone faced Glitterdhavian would surely have won last year's Interdimensional Poker Tourny if it weren't for the considerable fact that the denizens of Glitterdim are unable to have a good time. This assertion is hearsay and rampant speculation, but there is bountiful circumstantial evidence that Glitterdim is a somber realm full of stoic bastards.

This is not to say that they are boring and somber without due cause; they have to deal with the fact that their home is dying (Which would put an already somber crowd a notch or two down on the joy-o-meter...). Glitterdim is a haunting, quiet realm, full of phosphorescent moss, cavernous halls and cities, and Glitterrite: the liquid metal that is the source of their magic and their powerful weapons. This source is drying up, possibly due to Glitterrite mining and smuggling by the like of Impish speculation companies and glue fingered 'cave robbers.' Be that as it may, the Glitterrite has fallen dormant, cooling to a hard silvery baked potato consistency, and with it goes the heat that powered the cities and homes of the Glitterdhavians. It is a common practice to link to other magically prosperous worlds through one who is strong with the magical source. It unfortunately means the death of that individual, which suit Glitterdim just fine. Once commenced, the ritual cannot be reversed, so the silvery assassins of Stonehall (Glitterdim's seat of power) must find any sacrifice skippers, and return them to the realm for proper soul execution. On that light and airy note, I bid you all farewell, as I will be visiting the World of Magesta for Elmer-ton's Festival of Souls... Don't worry, it's only a name... it's not really a festival, more of a 'huddle together and cry'-tival



Please Note: The area underneath your bed is out-of-game; no more hiding Molochs there, that's cheating.

PDabble Games

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MAGESTRY'8 Next Event is October 17-19 At Chesterfield Scout Reservation in Chesterfield, MA

The cost is \$50 for PCs (\$45 if you send us payment and registration by October 10) and \$10 for NPCs (Free if you register by October 10). 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 two or three large cabins for players to sleep in and one for NPCs. Camping will be allowed if you wish. You will be responsible for setting up your area to your liking (and we will award Brownie Points for great-looking cabins).

There will be snacks available, and at least one full meal will be served to PCs and NPCs who include an extra \$5 with their registration fees. PCs and NPCs should also bring some of their own food!

Remember, we're still awarding 50 Brownie Points (10 Skill Points) to all new players and the players who brought them, so bring your friends. (Just be sure that they know the rules!)

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 "Magestry"

Directions to Chesterfield Scout Reservation, Sugar Hill Road, Chesterfield, MA:

From Interstate 91: Take I-91 to Exit 19 in Massachusetts (Northampton/Amherst exit). Get on Route 9 West and go (through Northampton) for about 8 miles. In Williamsburg, 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 2003 Event Schedule

October 17-19

November 14-16

Some Spring 2004 Dates

March 5-7

April 2-4

May 7-9

*We have hard copies of the rulebook available and we will be selling them at the October 17-19 event for \$5; or, you can have them shipped to you by sending a \$10 check (payable to "Magestry") to our PO Box.

Magestry.com
PDabbleGames.com