

# THE MAGESTIC MESSENGER

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

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## *A Sincere Apology*

*To Lord Vorkarian and his people,*

*As I write this letter, my heart is heavy. I had kept the real reason I wanted you to come to our harvest festival a secret. I realize now that it was a foolish decision, as I am now stripped of my title, and a fugitive on the run. The reason I called you here is because I had heard of the great deeds you had done in Hanisville and on the property of Good Farmer Shryber. We need the help of good adventurers, and All of my townspeople agree that working together, we can cure our affliction. The truth is, our entire town is cursed by lycanthropy. Some of us can control it better than others, but we are all taken by this artificial savagery. If you did not know already, Dewey the Orc has died accidentally. I regret that I could not get to the fight more quickly, but Dewey fell. To alleviate concerns of the people who might have been injured by Dewey during his 'night trips' to the village, our form of lycanthropy is not contagious, no matter what that pig Rulian might tell you. SO you need not worry about falling victim to the curse. We brought it upon ourselves.*

*We had long admired the Wolfkin, natural werewolves who could control their transformation. We loved the peace and quiet of our home, and sought to protect the land more effectively. In our attempt to recreate that natural shapechanging magic, we grew desperate. We made the mistake of believing a man who had a method of making us Wolfkin. We should have known it would have come at a terrible price, but we thought that the risk was well worth the power. We were wrong.*

*The method instead made us mockeries of the Wolfkin, controlled by the moon, bloodthirsty and completely out of control. Luckily our friend Pendel has been making potions that diminish the effects of the curse for a short time, but it cannot completely eliminate this curse. I am sad to say that in seeking your help, we seem to have trapped you here under Rulian's quarantine. For this, and for everything, I apologize on behalf of my people. And so I must ask you directly for assistance. I wish it could have come without the quarantine or Dewey's death, but these things have made me realize the importance of straightforwardness. We, the people of Elmerton, beseech you to help us find a cure for this horrible affliction. We would be forever grateful, and once order is restored, I would see that you were all rewarded, and I would owe you each a substantial debt of honor. I want nothing more than the happiness of my people, and I believe that you can help us.*

*In closing, I cannot apologize enough for what has transpired, and the lockdown that has been imposed upon you. I have come to know many of you, and I think that a group of adventurers and heroes such as you could do anything. With your help, we can end this curse, and bring peace back to Elmerton.*

*Forever in the debt of your forgiveness,  
Renwar, of House Lav'Endros*

## Gilbert's Guide to the Planes

Welcome to another installment of Gilbert's guide to the planes, an indispensable geographic periodical detailing worlds the likes of which you can never see without the aid of a Hopper. And a Hopper, my friends, is exactly what I am. In this episode, I'm going to tell you about an amazingly beautiful world called Tendrilia. Located on the Southeastern spiral arm of the Dabbleverse, this is a world overrun by trees. Yes, trees. I know it may sound terrifyingly boring to you, but the trees are the major tourist attraction, so it's very lucky for the Tendrilians that they are so large and beautiful. The trees, not the Tendrilians. And I'm talking big. Think about the biggest tree you've ever seen (assuming you've never been to Tendrilia). Now multiply that by about 50, and make it taller than most mountains on other worlds. And they're bigger than that. The major civilizations are actually located in the trees. The vast majority of Tendrilians are born, live, and die in the same tree. Everything is supplied by the tree; the food, water, shelter, clothing, anything you can think of, is taken from the trees. Even weapons are made from the strong and light Heartwood from deep within the trees. With their emphasis on wooden technology, the Tendrilians have the distinction of being one of the only civilizations to develop the toothpick before the wheel. Luckily for the Tendrilians (and the noble trees), they have developed a method to harvest from trees without barbarically cutting them down and burning them (Magesta, I'm looking at you). The magic users of the realm have learned to shape the wood of the tree, making lovely spiraling towers and pools filled with water drawn up from the soil.

The soil is never seen, of course. It's a staggering distance down to the surface, several days descent in strange baskets, immense amounts of rope, and some sort of block and tackle system (another technology developed before the wheel, but shortly after the inclined plane). There are outposts lower on the trees, easily maintained but not easily manned, since the Tendrilians have a deep love of sunlight which is dashed in the dark underbelly of the Canopy (did I mention that the canopy literally encompasses the entire world. That's how big the trees are, and that's how many there are). Very few have made it all the way down, and even fewer survived to return. There are varied reports of giant beasts with sharp teeth and voracious appetites for Tendrilian, but these are dismissed as mythology, stories told to scare children, and plain old crazy talk. I decided to journey down into the darkness, and I can tell you from experience, it's not mythology. You try staring down the snout of a hungry beast who seems interested in having his first meal of frog legs, and I think you'd believe too. They prey mostly on dirt (which gives them their dour attitude), or foolish Tendrilians who have fallen through the canopy. I took a handful of dirt back to the Emperor, and he nearly declared me a god. I thanked him for the sentiment, and said a nice glass of water would be fine (and perhaps a yellow blooded ladyfriend... ah, yellow).

In order to navigate this treetop world, Tendrilians have a set of tendrils (don't tell me you didn't see THAT coming) attached to each major joint which can lash out and wrap around tree branches. They swing with ease, laughing and playing while poor old frogs have to make dimension doors to get to the bloody bathroom.

They are quite deft at maneuvering with their prehensile elbows and knees, hardly ever falling (although at least one foolish high-schooler falls every year, sparking tear ridden memorial services and class pledges to never drink and brachiate (or tendrilate, in this case)). It also makes for a very inventive brand of Florentine fighting, and may I suggest never thumb-wrestling them, for as soon as the tag team finger is called in, you have roughly 8 tendrils wrapped around various extremities.

So there you have it; Tendrilia, a world with much to offer, and by much, I mean trees. I recommend a vacation there at any time of year, as the dual suns make for a pleasant 78 degrees at all times. Local highlights include the many treetop bars (it might be novel in certain worlds with dragons and death knights, but it is frightfully overdone here). Also, be sure to visit the many quiet water pools shaped from the side of the bark, which are excellent places to sit and contemplate how bloody fantastic it is to be a hopper. So until you join me in the lands beyond, Dream of yellow blooded vixens and excellent escape routes. I mean... Dream of the Dabbleverse.

Hear Ye! Hear Ye! The following proclamation is the written word of His Royal Majesty, King Rulian the Fifth.

*"Loyal Subjects,*

*When I called for your aid and cooperation in resettling the lands around Riverton more than half a year ago, I did not then dream that your response would be so great and immediate. Over the past eight months we have made giant strides in improving the area, despite the efforts of a rogue faction calling themselves the "Disciples of Dissention," whose actions have recently been brought to my attention. With that, I also send my utmost gratitude to Lord Mac'a'Fay of House Lav'Endros and his people of the South Farthings, who have undoubtedly been most instrumental in halting what I am declaring numerous acts of terrorism on the part of the DoD over the past six months.*

*Any member of the DoD should be considered a terrorist and enemy of the state and captured for interrogation by my men. If any Disciple of Dissention cannot be captured by means available to the arresting citizen, his or her slaying will not be punishable.*

*In any case, I bid that law abiding citizens have no fear of these 'Disciples of Dissention' as these men are no more than thugs without the intelligence or finances to be of any serious threat to the state.*

*I wish to thank all of my faithful subjects for your commitment to my cause. If the same level of effort is maintained through the coming months, I'm quite certain that Irvanshire shall be a veritable renaissance when the Aszurian Summit meets in Riverton this summer. I would also ask that you give such respect and service to traveling delegates and nobility at this time as to completely oppose your treatment of any man who threatens our state."*

His Majesty, King Rulian V

## BARDER'S LUCK<sup>®</sup>

As we have all been locked in this benevolent kingdom, many of us have gotten Bored, and Need some Change to liven their spirits.

Some have been making new friends, others Playing music To Pass the time. And what wonderful music it was, many thanks to the one named Kalim. To those at a loss of anything to do, I implore you to visit Seth, and bring a couple of friends so that you can take their money in a game called "Barder's Luck<sup>®</sup>." It is a dice game, the rules are simple, and it's only 1 clay entry per person! Win 4 games in a row and receive a Silver Just for Playing! Win Items, Information, Gamble for Favors! Or you can test your luck with the were beasts and flesh eating Zombies. This is your Chance to Make the best from a Bad situation.

What does Lady Luck have in store for you?

Information received during the game is considered Confidential. Items, coins, information, and favors or anything else wagered must be of equal value. This game is for fun, and is not designed to cause trouble between friends. Anyone with a luck stone can re roll one dice per game, it must be presented to Seth Barder (confidentially) before the game. Seth Barder is a limited liability game handler.

### Armor and Arms

Have you ever wished that you had just a little more armor? How about an amazing weapon to impress your friends and intimidate your foes? Then come down to your local smithy and tell us all about it!

After a brief conversation we can begin work and, within one cycle of the moon, you'll have your gear. So stop by for a chat, or just to look around, and be sure to tell your friends that might have trouble reading this!

-Your Local Blacksmiths

### Happy Holidays and Thank You, Magestic Friends!

We would like to extend our gratitude to all of our players (PCs and NPCs alike), especially you who have been with us since the beginning. You have all caused Magestry to grow faster than I ever could have dreamed in any dream while napping before an early morning computer screen at this time last year.

For all its progress, we would love to see Magestry grow even more; we even envision playing at our own event location with full, year-round facilities in the hopefully near future, but we can't do it without your help. We ask nothing more than you can afford, only that you tell your friends about our game and enlist more players. We can always use more PCs and NPCs and, because we are aware that your friends may be low on finances, we are willing to waive the "PCing before NPCing" rule if they promise to become very familiar with Magestry's rules.

Thanks again. We hope the coming year keeps you all well so that you can continue to share it Magestically with us.



**PDabble Games**

PO Box 1037  
Middlebury, CT 06762

Magestry.com  
PDabbleGames.com

**MAGESTRY' 8 Next Event is March 5-7  
At Chesterfield Scout  
Reservation in Chesterfield, MA**

The cost is \$50 for PCs (\$45 if you send us payment and registration by February 27) and \$10 for NPCs (Free if you register by February 27). 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 sites).

**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 2004 Event Schedule**

March 5-7

April 2-4

May 7-9^

May 28-30^

June 25-27\*\*

July 16-18\*\*

August 13-15\*\*

September 3-5\*\*

September 24-26^

October 15-17

November 12-14

\*\*These events will be played at Schreiber Farms on Route 188 in Oxford, CT.

^Barring unusual weather, running water will be available for these events.