

THE MAGESTIC MESSENGER

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

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THE FESTIVAL OF SOULS

Once again, the air grows cold, the trees fall dormant, and spirits seek to speak with those who are living. The autumn is a time of remembrance on Magesta, and many who have passed beyond the borders of this world shall return to impart their ethereal wisdom. If you see a spirit in the woods or around town, approach it to hear its tale, so that you may remember and pay heed to its advice. What has been done will echo in eternity, and so we must all do our best to remember our past, so that we may prepare for our future. But take care, citizens, while walking under the pale moonlight of Orctober, for not every spirit is benevolent, and many have unfinished business in this realm, wrongs that they feel they must right. Take this time to sit with close friends, and remember those who have died, for if they remain in our hearts and minds, they can never truly be gone.



ORCTOBERFEST!

Me Tuporc say, anybuddy want to celebrate Orcish Kullchure and Drinking, come to Meeede Hawl and Lift glass for Orcs who die. We Drink and Yell and get rowdee and then sleep off drink. Tuporc be there on Saturday, buy drink drink and rhyme and beat box, and toast TownFolk and orc and Kaylim Roosawl becuzz,

It's the Orctoberfest...

Waaaaaaaaaaaaaaaaaaaaay!

PS. Please no kill kill orcs. We no like that. Me friends die in orctoberfest massikurr last year. We know where you sleep. Jusst kidding!



GILBERT'S GUIDE TO THE PLANES

GOOD EVENING, WORLDLY TRAVELERS! IT IS ONCE AGAIN TIME FOR GILBERT'S GUIDE TO THE PLANES! I'M HERE IN MY EXTRADIMENSIONAL FROG-HOVEL, LISTENING TO SOFT MUSIC AND SHIFTING AROUND IN MY COMFORTABLE FLIPPER FOOTY PAJAMAS. IF YOU HADN'T ALREADY GUESSED, I'M TAKING A SHORT TRIP INTO THE DREAM REALM. IT'S NOT ANOTHER DIMENSION, EXACTLY, BUT EXISTS IN A STRANGE POCKET THAT ALL OF OUR SLEEPING MINDS CAN ACCESS. OF ALL THE PLACES YOU CAN VISIT IN THE DABBLEVERSE, THE DREAM REALM IS THE EASIEST. YOU SIMPLY NEED TO CLOSE YOUR EYES, AND TAKE A LITTLE NAP. EVERY NIGHT, PEOPLE THE WORLD OVER TRAVEL TO THIS FASCINATING PLACE. FOR MOST, THESE TRIPS ARE FUZZY AND FORGOTTEN ONCE THE MAGESTREAM COMES AROUND. THIS IS BECAUSE MOST OF US ARE UNTRAINED IN THE WAYS OF DREAMS.

IN CERTAIN INSTANCES, TRIPS TO THE DREAM REALM ARE A BIT MORE CONCRETE. WE ALL REMEMBER CERTAIN DREAMS AS VIVIDLY AS IF THEY HAD OCCURRED FOR REAL. THIS IS BECAUSE THEY HAVE, IN FACT, OCCURRED. REMEMBERING A TRIP TO THE DREAM REALM AND HAVING CONTROL OF YOUR FACULTIES IS OFTEN A VERY CONFUSING THING. YOU MIGHT SEE TERRIBLE CREATURES, OR MUNDANE THINGS ACTING VERY STRANGELY. THIS IS NORMAL (OR AT THE VERY LEAST, IT PASSES FOR NORMAL). THE LANGUAGE AND MEANING OF DREAMS IS OFTEN SYMBOLIC, WHICH IS TO SAY THAT THEY SHOULDN'T ALWAYS BE TAKEN AT FACE VALUE. UNLESS THEY SHOULD BE, IN WHICH CASE, BY ALL MEANS, TAKE THEM! I APOLOGIZE. THIS ISN'T MEANT TO BE CONFUSING, ALTHOUGH IT PROBABLY WILL BE. HERE'S THE POINT. DREAMS ARE FUELED BY OUR OWN MINDS, AND SO THE IMAGES AND EVENTS THAT OCCUR IN THE DREAM REALM IS A SORT OF A MESSAGE TO YOURSELF. THESE ARE THINGS YOU KNOW DEEP INSIDE TO BE TRUE, BUT YOUR CON-

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SCIOUS SELF IS EITHER TO BUSY WITH REALITY OR UNWILLING TO ACCEPT COLD HARD FACT. THE TRUTH IS FORMED AS A SORT OF RIDDLE WHILE YOU TRAVEL THE DREAM REALM. IN ORDER TO ANSWER IT, YOU MUST PIECE THE STRANGE PARTS TOGETHER WITH AN OPEN MIND AND AN EAGER HEART.

UP UNTIL NOW, I'VE BEEN TALKING ABOUT THE DREAMS THAT YOU HAVE BY YOURSELF, IN THE NIGHT, IN YOUR BED... BUT THERE IS ANOTHER TYPE OF DREAM. IT HAS BEEN SPECULATED (MOSTLY BY CRAZY PEOPLE) THAT WE ARE LIVING OUT THE DREAM OF SOME SLEEPING BEING, AND UPON HIS WAKING, WE WILL ALL CEASE TO BE. NOW, I CONSIDER THIS RUBBISH, BUT THERE IS A SPECIAL TYPE OF DREAM, OFTEN CRAFTED BY A POWERFUL DREAMWEAVER, OR SIMILAR INHABITANT OF THE DREAM REALM. IN THESE DREAMS, YOU TEND NOT TO HAVE SUPER POWERS, THE ABILITY TO WOO HOT YELLOWBLOODED VIXENS... ET CETERA. YOU ARE WHO YOU ARE. ALSO, OTHERS YOU KNOW WILL APPEAR IN YOUR DREAM, BUT NOT CLAD IN PLAID UNDERPANTS OR DANCING THE DANCE OF A THOUSAND LONELY PENGUINS (AS THEY USUALLY DO). THEY WILL BE FULLY IN CONTROL OF THEIR ABILITIES AS WELL, AND WILL REMEMBER THE DREAM UPON WAKING. THIS IS KNOWN AS A COLLECTIVE DREAM, AND IS SOMETIMES SPONTANEOUSLY GENERATED BY A MEMBER OF THE DREAMING GROUP, BUT MORE OFTEN THE WORK OF A DREAM CREATURE. INSTEAD OF BEING FUELED AND MOLDED BY YOUR OWN MIND, THESE COLLECTIVE DREAMS ARE FUELED BY ALL THOSE PRESENT, AND ARE ALSO SUBJECT TO ADDITIONAL CONTENT FROM THE BEING WEAVING SO MANY DREAMING LIVES TOGETHER.

WHEN TRAVELING IN THE DREAM REALM, I CAN'T REALLY OFFER ANY CULTURAL HOTSPOTS, BECAUSE THERE AREN'T ANY THAT HAVE SORT OF PERMANENCY. YOUR LOCATIONS ARE QUITE LITERALLY WHAT YOU MAKE THEM, WHETHER SEMICONSCIOUSLY OR NOT. REMEMBER THAT YOU ARE IN CONTROL, UNLESS YOU'RE IN A COLLECTIVE DREAM, IN WHICH CASE YOU ARE AT THE WHIM OF WHOEVER DREAMS THE PLACE WHERE YOU ARE STANDING. AND SO AS I FIND MYSELF NODDING OFF, I WILL BID YOU A FOND FAREWELL, CLUTCHING MY STUFFED TADPOLE JIMMY DOLL IN A FLIPPER. PERHAPS I SHALL SEE YOU IN A DREAM SOMETIME. UNTIL THEN, MAKE THE MUSIC OF THE PLANES, AND DREAM THE SWEET DREAMS OF WELL RESTED ADVENTURERS.

!WANTED!

The Magestic Messenger seeks Reporters, Story Writers and Cartoonists. Imagine — your work in black and white for all Magesta to see! Simply send submissions to the editor in a timely fashion, and soon it will be your work that fills this very spot!

COMING SOON...

ASK SEEBO

Want to know an expert gnome's perspective on your dilemma? Whether you are the dumbest orc or the smartest elf, Seebo has all the answers!

Send your questions to:

SeeboTheGnome@yahoo.com

To Kbin un Freends inn Elmy-tun:

Skool ere at Batele Keap iz goot. I em prakticen al day n nite. I telled de otha fightas bout how goot fightas you al ar. I em go-in to re-tun to Elmy-tun soun. Wee shod hav big tornment lik at Batele Keap. Muy gurl freend saz tat I em strang un wil du goot inn nuther tornment. I head to go beeat up dat stuped dwurf that caled mee a dumm an il-lit-r-at-e Orgee. Buye buye fer noe

-Magik Martan

OBITUARIES

Galanthas Du'Mentharen - Known to his friends as Galynn, he was born in Ken Ryndil. He studied at the Irvanshire Academy, becoming proficient with magic, but it is for his stubbornness and light-heartedness that he will be remembered always. May the Essence that guides us all guide him as he journeys beyond our perception.

Rakanishu - Originally from the dimension of Tristram, a Steadfast Healer, Watch Member, and Loyal Townsperson; Rakanishu was struck down in cold blood by his fellow citizen, Baeric DeSeiss. He leaves behind his parents on Tristram and his sister, Yari. May he find his way in the afterlife, and continue fighting evil as he did in life.

Riddles by Rakesh

Rakesh the Smith humbly submits these riddles for your consideration. Anyone desiring the answers should seek him out.

Power enough to smash ships and crush roofs. Yet it still must fear the sun. What is it?

A little house full of meat, no door to go in and eat. What am I?

THE BRIMSTONE

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

THE LOCAL SMITHS GUILD WOULD LIKE TO RECOGNIZE KENDRICK TEAGUE FOR HIS ADVANCEMENT TO THE MASTER SMITH.

Justin's Library And Information Gallery

The unofficial town library can research any subject for you, follow a suspicious figure, get you a job, fill your contract, help you answer those stumbling questions, and teach you a new skill. If you have the ability to instruct others in particular skills, then get registered as a town teacher for free! Your name will be used as a reference for others wishing to learn the skills that you have. Tell your friends who cannot read to come to the library and learn how.

If you need to know something,
we can get it for you!
Knowledge is Power

Please see your unofficial town librarian,
Justin Patrick Kray for assistance.

All prices negotiable

MAGESTRY MASQUERADE BALL

We will be hosting a Masquerade Ball to celebrate Halloween on Saturday, October 30 from 4PM-12AM at Shepardson Community Building in Middlebury, CT. The event is open to the public, so bring your friends to meet your friends at Magestry. Come in costume, in formal wear, or in your PJs or something; there is no proper way to dress (There are, however, several illegal ways to dress). There will be a \$5 admission fee and finger foods will be provided (feel free to bring a finger food to share). Alcohol will not be allowed. Directions to Shepardson can be found at www.Magestry.com.

MAGESTRY's Best of . . . Late Elftember 2004

Here are our picks for the best of the September 24-25 event:

Last event's **Best PC Award** goes to **Phil Krzeminski** for his unbroken performance of Kieran Whitewind, who just happened to be really saddened over his friend Galynn's death by Shadows. Some of the best role-playing comes out of character depression, and we've gotta say, Phil, we look forward to lots more good role-playing from you real soon. **WOO! An Honorable Mention** goes to **Blake Russo** for Gyas's consistent reaction to his trial and pit fight on Saturday afternoon. Being a subject of public scrutiny is never easy, even if you are role-playing. Good job, Blake (Oh, yeah, and Baeric, too!)

And, last event's **Best NPC Award** goes to **Russ Coonrod** for nailing nearly every role he jumped into, especially his Impish storytelling gypsy-killing gypsy. Don't PC anymore Russ; join with us forever on the Dark Side. We have plenty of gypsies for you to kill!

All Character Updates (skills and brownie point work only) should be sent to

MagestryUpdate@yahoo.com.

All Newsletter Submissions should be sent to

MagesticMessenger@yahoo.com.

All other correspondence, especially plot related, should be sent to **PDabbleGames@aol.com**.

MAGESTRY's Next Event is

October 15-17

At Chesterfield Scout Reservation in Chesterfield, MA

The cost is \$50 (\$45 if by October 8) for PCs and \$10 (Free if by October 8) for NPCs.

Hard copies of version 1.2 of the MAGESTRY PLAYER'S RULEBOOK will be available for purchase for \$10.

There will be two or three large cabins for players to sleep in and one for NPCs. Space is limited and assigned, so pre-registration is best. Camping will also 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 through the end of the year to all new players and the players who brought them, so bring your friends. (Just be sure that they know the rules!)

See you at the event! Register Now!

MAGESTRY 2004 Event Schedule

October 15-17

November 12-14

Some Spring 2005 Dates

(Also at Chesterfield)

April 1-3

April 28-30

May 27-29

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).

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"

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Magestry.com
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