

**PDABBLE GAMES**  
PRESENTS

# The Magestic Messenger

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

Impril (April) 2004

Volume 2, Issue 4

## **Love, Music, Wine...**

On Impril 3, 2004 the citizens of Elmerton no longer acknowledged Lord Mac'a'Fay as their lord and instead formally recognized Lord Renwar as their rightful ruler. It is my intention to provide clarity on this action to all parties involved from Elmerton's citizens to Lord Mac'a'Fay himself to the noble King Rulian V.

It is not our intent for this decision to cost lives or to bring harm to anyone. We do not seek to displace Lord Mac'a'Fay in a violent fashion nor do we view him as an enemy to the town. Lord Mac'a'Fay is welcome in Elmerton and shall be treated with the respect shown to any visiting lord; he is still nobility and will be recognized as such.

Unfortunately, we realize the fact that our actions may not be accepted in the manner we wish and that violence may result. It is every man's right to not support our decision and no offense will be taken to those who disagree. If the choice is made to engage in conflict, we ask that the opposing forces recognize those who do not fight for our cause and do not harm these individuals who lay down their arms. No action shall be endorsed to abuse this clause for the purposes of subterfuge. However if the route of violent action is pursued, let it be known that those who do believe in the cause shall stand together and defend themselves.

In his short rule over Elmerton, Lord Mac'a'Fay proved to be unfit for the type of governing the town requires. His decisions were seen as unjust. He did not seek adequate solutions to the problems facing the town, including those surrounding Lord Renwar. Lord Mac'a'Fay's rule over Elmerton was granted for "almost entirely vanquishing the enemies of the state." This past moon it was seen that this definitely was not the case. Lord Renwar was both a competent and fair lord who earned the loyalty of his people - not demanded it. It should be noted that Lord Renwar did not order this, and it truly is the will of the people.

We do not seek bloodshed, nor do we wish to bring trouble to King Rulian V at a time so close to the Aszurian Summit. It is our hope that the mandate of the people will be peacefully accepted. There are enough troubles facing Irvanshire and only together will we be able to overcome them.

If any lack of clarity remains, I encourage correspondence to alleviate this. I shall remain readily available for any seeking more information on this subject or answers to questions. Any important decisions to be made will be made by the town as a whole, hopefully under the guidance of Lord Renwar.

Sincerely,  
Hatch van Graves

## Tuesdays with Devastation

Autumn the 38<sup>th</sup>, 1067

We had returned to Aszuron, and the Incarnation was letting me out of my apartment (purple bag) more and more. I think this was because he knew that I now knew escape was impossible, and there could be nowhere I could run. We came upon a village of humans, and they all ran away screaming. Devastation was very upset. "Where Are you going, humans??" he called out, throwing astral hands to slow them down, "I didn't even get to say helloooo!!"

He sat down in the deserted town center and called me towards him. "JezEBELLLLLLLLLLLLLLLLLLLLL! Why does Everybody HATE me?!"

"Well sir... it seems to me that many people know when you're coming nowadays. You are a bit loud and..."

"And WHAT?"

"Well, obnoxious, sir. People can hear you coming a mile away. I think you need to be..."

"NEED TO BE WHAT?"

"A bit... umm, sneakier if you want to get into town without everyone running away."

HE sat and thought about it for a while, and finally he stood up and said, "Of Course! I neeeeeed a disguise! I'm so smart for coming up with that 'being more sneaky' idea!"

I sighed briefly and nodded. "Yes, sir... you are quite clever."

We started walking down the road, looking for good disguises. It was slow going because he tried on many different things: a barrel, a pair of fake ears he took off of a raccoon, even a pair of bedroom slippers fashioned to look like hairy feet. "Look at me!" he cried, "I am a Halfling!"

"Sir, you are far too tall to be..."

"YOU ARE RIGHT! I need something... REGAL!"

As if on cue, one of the humans came darting out of a house and ran at top speed down the road. Fluttering behind him was a velvety set of robes, highlighted in red. Behind his tinted spectacles, the Incarnation's eyes sparkled. "HOLD IT THERE, Citizen! BY the POWer of DevASTATION I command you to hold ON!"

Frozen in place, the man was too terrified to even speak as Devastation approached. "Hello. WHAT is YOUUUUUUR name?!"

"I... I am Yorbal, the judge of this town."

"OH Are You? I Need a GOOD Judging, I think. What do YOU JUDDDGE me as?"

"Umm... Uh, you are a... A terrifying man."

"You are CORRECT, sir! But unfortunately, I can't let you live while you Possess those robes and I DO not. I want them so badly!"

Yorbal started to remove the robes quite hurriedly, stammering as he did, "Th..they're yours... sir... please don't kill --"

Devastation stopped the words in his mouth. "BY the power of Devastation, you are devastated!!!!!!"

Yorbal dropped to the ground, foam trickling down the corner of his mouth, legs twitching slightly. The Incarnation adjusted his tinted specs, and picked up the robes, brushing off some of the spittle. "I Can't believe you Drooled on My Robes, you naughty Judge! I banish you to the plane of feeling bad about yourself!!"

And with that, the poor man disappeared. Devastation threw on the robes, feeling the material. "Oh, Jezebel, it is so soft and delicious. I could run around forever in these robes!"

I sighed slightly, and replied, "You look wonderful in them, sir. Now, can we move on before we frighten this town any more?"

"NOOO!! I need to see if my disguise works." He worked his fingers into his neck, muttering to himself until he finally said, "Now... that's a bit more like it." He sounded exactly like Yorbal.

The Incarnation cried out, "Townfolk! Return to town! I Yorbal, have vanquished the Incarnation of Devastation! He was a total jerkass pansy and now he's totally killed in the face!"

People came back into town, and he did his best to hide his face until they were all too close to run away again. Once everyone happily gathered around, the incarnation opened the robes with a flourish, going back to his old voice. "You are ALL SUCKERS! I Will TEACH You to Run Away from MEEEEEE! You KNOW I Hate Running!"

After about three hours worth of magical explosions, the town was smoldering and bodies lined the streets, just as the incarnation liked it. He sat in a charred chair by the former town fountain (Now town pile of rubble), playing with a still burning teddy bear, and said, "Now, WASN'T that FUN, Jezebel?"

I do not know if I will ever understand him, or the depths of his cruelty. But I do know I have an obligation to chronicle him... because it is my job. I often contemplate my bad luck, but then I get to thinking... Well, I'm not being devastated as much as they are, am I? And then I realize, begrudgingly, that his poison is rubbing off on me, and I must seek to preserve the decent being inside of me. It would be easy to let my ethics go, but I will remain a conscientious keeper of the story.

# Revolution!

The Proper Steps for Bringing Down an Oppressive Tyrant  
By Revolution Bill

Woo! I've washed the orc stink off of me, escaped the clutches of Lord Crack'a'fey (Thank you fake Watch Member), and I am currently hard at work in my hidden lair, chock full of terrible evidence and frightening revelations. I heard the citizens of Elmerton have started the Revolution, and so I figured I'd write a short article to help the other oppressed people of Magesta in their quest to be free. The proper steps to start the revolution are as follows.

**Step 1 – Identify your Tyrant:** This step is perhaps the most important one. You need to figure out which 'the Man' is oppressing you. Sometimes it's difficult, because there are generally lots of 'the Men' keeping the common folk down. You just need to find the most visible one, and figure out who he is. His motivations, why he eats breakfast off of the backs of slaves, what he does to people in his dungeons, why he wears a funny looking Tabard, et cetera. Know thy enemy, I say, and thy enemy is 'the Man.'

**Step 2 – Give your Tyrant problems:** A good way to go through this step is to start breaking laws. Start low (you can save the big ones for later). Make it very well known that his laws are bullcrap and you're not going to stand for them. Also, stealing his banner is another fabulous way of undermining his authority. You can also put Intoxication Poison in his soup (Although Bowel-Loosening Poison is another great choice). Let 'the Man' know that you are fed up with his Byzantine and Draconian laws, and you're not going to take it anymore.

**Step 3 – Form a Conspiracy:** In your quest to topple 'the Man,' it's important to have friends. And by friends, I mean co-conspirators. It's so important to have a secret underground organization, and I'll tell you why. Number 1: it's easier to get stuff done when you have lots of people to break the work up. Number 2: you can distribute the blame along many channels, funneling it to a predetermined patsy. (It's extremely important to not let the patsy KNOW he's the patsy. He won't take it well.) And number 3: if even four or five revolutionist engineers get thrown in the dungeon, never to be seen again, there's always people on the outside to continue the work of the Revolution. And once the Revolution comes, you can always let them out when you open up the dungeons, along with the slave trading orcs, murderers, and other nasty (and wrongfully imprisoned) folks.

**Step 4 – Drop your pants:** This is the lynchpin of any good revolution. More than breaking the laws and being a general nuisance, this lets 'the Man' know the end is near, and he's about to get a big steaming pile of Revolution left on his doorstep. It's really only a half-step because it's immediately followed by

**Step 4.5 – Start the Revolution:** This is what you've been working towards for anywhere between three days and a year or so. When the Revolution begins, there will be many guards, and probably some dead people. But you are secure in your resolve, because you know that although you may die on the green fields of battle, you will be remembered forever as the man (or woman) who took down ten guards with you, while all the while waddling around with your breeches around your ankles. The revolution lives on with your spirit, and once it comes, you will be commemorated with a nice statue, or at least a plaque. Once 'the Man' has been toppled, you can all sit around, drinking fine ales, remembering your brother and sister in arms, and thinking to yourselves, 'Praise the Revolution! It's a damn fine day!'

So there you have it. Revolution in four and a half easy steps. Good luck Magestans, and remember... the workers control the means of Production!

Do you Hear the People Sing?

# Charter of the Local Smiths Guild

Founded on the seventh day of Maygrelian in the fourth year of the two-hundredth cycle.

## Master Smiths

Rakesh the Smith  
Haku Steelwind

## Apprentice Smith

Kaybin Stormsill

### Guild Services (All prices are flexible.):

Armor Repair – 4 clay per armor point  
Sword and Shield Mending – 1 silver  
Item Appraisal – 1 clay  
Magic Detection – 5 clay  
Weapon and Armor Creation – price varies

## Benefits of the Guild

Membership in the Smiths' Guild has many benefits, all of which come from cooperating with other Smiths. This cooperation allows for standardized pricing and easier access to raw materials due to the guild's reliable merchant connections. In addition, each guild member may purchase raw materials on credit in order to complete approved projects.

By combining the skills of all guild members, large projects can be completed in a short amount of time. Also, as a sub-guild of the Aszurian Smiths' Guild, it will be easier to learn new smithing techniques and there will be opportunities to work on larger, non-local projects.

## Responsibilities of Guild Members

All Smiths Guild members are expected to assist the community with smithing needs, assist other guild members with approved projects if asked, follow the rules of this Charter, and obey the laws of the land. In addition, Apprentice Smiths are expected to advance their skill to the Journeyman level within three months. Journeyman Smiths are expected to guide Apprentice Smiths and help them attain the Journeyman level.

Master Smiths bear the most responsibility. They are expected to recruit new guild members, enforce the rules of this Charter, discover new smithing techniques, and train promising Journeyman Smiths to the Master level.

## Guild Meetings and Voting

At each monthly meeting, the following four areas will be discussed and items will be voted on: admission of new members, advancement of current members, review of existing business, and introduction of new business.

All guild members may vote, with Master Smiths having six votes, Journeymen having three, and Apprentices having one.

## Enforcement of this Charter

Any breach of the rules of this Charter may be punished by one or more of the following: payment of a fine, suspension of guild privileges, loss of votes, suspension from the guild, or expulsion from the guild.

## ATTENTION, ANYONE WHO CAN TEACH PEOPLE TO READ!

A NEW ORC LITERACY CAMPAIGN HAS BEGUN.  
 ANYONE WHO TEACHES AN ORC TO READ SO HE CAN FURTHER POSITIVELY EFFECT HIS OR HER LIFE WILL BE GIVEN 5 CLAY PIECES BY ONE KALIM RUSALE.  
 THE TEACHING MUST OCCUR UNDER THE SUPERVISION OF KALIM OR TU-PORK TO ENSURE HONESTY AND SAFETY.  
 PLEASE HELP US. NOT ALL ORCS ARE DUMB; THEY JUST NEED SOMEONE LIKE YOU TO KEEP THEM FROM BEING CONTROLLED BY THE MAN.

-THE SOCIETY OF BEINGS FOR ORCISH FREEDOM-  
 "RISE UP BROTHERS AND BECOME ENLIGHTENED!"

## Teachers Guild

-coming soon-

All teachers should register for free at the library!

If you have any questions or would like to help, please talk to

Justin the Librarian

## Justin's Library And Information Gallery

The unofficial town library is open for business! Justin's Library and Information Gallery 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

### 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

### Riddles by Rakesh

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

-At night I come without being fetched. By day I am lost without being stolen. What am I?

-A skin have I, more eyes than one. I can be very nice when I am done. What am I?

-Iron roof, glass walls, burns and burns and never falls. What is it?

## Magestry's Best of . . . Marchesrty 2004

We figured it was time to start giving credit to the credit-worthy; so here are our picks for the best of the April event:

Last event's **Best PC Award** goes to **Leda Tolliver** for role-playing so well as to truly earn the privilege of casting off the cursed blindness of her character, Thessaly Bittern! (And all it cost her was two trips to Death! [one of which found her on her knees in tears! HA!])

(A close runner-up for this award was **Myk Meyer**. The reason should be clear to anyone who has seen/heard Kalim Rusal in action.)

And last month's **Best NPC Award** goes to **Hunter Allen** for his energy and attention to detail. Hunter seemed to be always where we needed him to be, and he spared no expense in preparing one kickin' module on Saturday night (no matter how few PCs actually experienced it). Great Work, Hunter!

## Introducing *Trip Magestic!!!*

"What's this?" I hear you asking. Well, I'll tell you what's this: This month, Magestry is welcoming a neat supplement to your gaming experience: A new comic book entitled *Trip Magestic*. Written and illustrated by the illustrious GM Talya Goodman, it's your passport to the world of Magesta, designed to tide you over between kickin' Magestry events! See Talya at the May event and pick up your copy for just \$4. Proceeds will go toward the publication of the comic's next issue, scheduled to come out whenever Talya feels like it! So bring some cash and buy, buy, buy! Because Talya swings one mean "Fatal Crit"!

## PAID ADVERTISEMENT

Too tired to wake up? Have a friend that sleeps-in too much? Well, worry no more. Kalim Russale has got the answer. For the low price of one Silver Noble, Kalim will wake you or a friend up with his Bardic Music.

Best of all, the songs come in many different flavors: from a gentle rousing to a full fledged bed-pounding cacophony of noise. Just ask renowned warrior and chef Hatch van Graves. All proceeds go to the "Teach an Orc to Read" Foundation.

## Join us for Moose Day!

Since Magestry is such a benevolent, friendly game (and you are all the people who make it so), we are going to offer our help to the Great Trails Council on "Moose Day," a camp service day on May 1st, 2004.

We will be working alongside the Boy Scouts and volunteers to clean trails and generally make things better at our current camp, Chesterfield Scout Reservation (bring your own rakes, bow saws, etc.). Participants will be awarded 10 Brownie Points for every hour of service, and the Great Trails Council will provide lunch for us all. The day will begin in the morning (probably 8 or 9) and end in the late afternoon (4 or 5).

Email Paul at [PDabbleGames@aol.com](mailto:PDabbleGames@aol.com) by Saturday, April 24 to sign up for Moose Day. There is no cost, just a bit of your time. Come help us make the camp better for our gaming experience; it's sure to be a great time.

## 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.

## Barder's Luck®

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®." 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.

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## Magestry's Next Event is May 7-9 At Chesterfield Scout Reservation in Chesterfield, MA

The cost is \$50 (\$45 if by May 1st) for PCs and \$10 (Free if by May 1st) for NPCs. **Note that 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. 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!)

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 "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

May 1 (Moose Day)

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.