

# The Magestic Messenger

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

Gnomust (June) 2004

Volume 2, Issue 8

## E r u p t i o n a t t h e A s z u r i a n S u m m i t

On Gobly 21<sup>st</sup>, the Aszurian Summit [a gathering of delegates from each of the kingdoms in Aszuron that meets in a neutral location every four to ten years] met, despite chaos, in the city of Riverton in southern Irvanshire. General Ruban Pol'Callow of Thomshire was chosen as the event's moderator. Originally, Lord Hewnadon of Sapshire was scheduled to moderate, but that decision was changed when he went mysteriously into hiding. In an unfortunate turn of events, Hewnadon was found to be out of hiding only days before the Summit. Sadly, he was found to be assassinated, along with Raleeza [Security Advisor of Thomshire who was also responsible for Summit security] in Shryber Farms: the same area of the Go-Betweens where Duke Worlan met his end only weeks before. These deaths were announced and made known to all attendants and a moment of silence was observed.

A moment of silence was also observed for all of the travelers and delegates who were murdered by the faction known as the Disciples of Dissention while on their way to the Summit. The villagers of Highlake and Killingworth, which were flattened by magical explosions emitted by the DoD, were also mourned.

When the Summit finally got under way, Moderator Pol'Callow, despite the urgings of the crowd, refused to get right into the topic of the war with Mahhaad: the reason most people attended the Summit at all. First, the wildfire problem in Fegoria was addressed, and then the report on the Dwarven clan war in Romoria. Once at least one delegate from each kingdom had spoken and after the delegates from an organization in Sapshire known as the "Peace Keepers" had finally broken the moderator's instructions and shaken up the war issue, a soldier of the Thomshirian Army took the floor and produced a document from his seemingly empty sword sheath. Upon reciting the opening lines, the soldier's voice suddenly lost all presence, as if stolen away by an unseen force. He was immediately ordered by General

Pol'Callow to be seated, which prompted several outbursts from spectators and councilmen alike.

Chaos and minor brawling ensued, but amidst the ruckus, two silent, dark figures slipped forward. "I saw 'em," a member of the Summit security later recalled. "One had dark skin and the other looked pretty sketchy. They dressed ready for the shadows and just kinda slunk in from under the tent flap. The two guards posted near 'em just fell over when they looked at 'em. I thought they died, but I guess they were just sleepin'. One of the shady guys opened a bottle, and this swirling mist came out and sucked itself into the General. Then things got real different."

Things did, indeed, get different, as General Pol'Callow's demeanor changed almost instantly, and he ordered the soldier back to the floor to continue reading the letter. The letter was written by the late Lord Hewnadon of Sapshire and has been included, in its entirety, on the next page. Upon completion of the soldier's oration, Pol'Callow proclaimed the words to be truth and announced that, as High Commander of the Thomshirian army, he would pull all Aszurian soldiers out of Mahhaad, lead a strike against the ogre group known as the Kordalla, and eradicate all of the organization's activity within Aszuron.

His proclamation met thousands of cheers and almost as many jeers before the entire place erupted with movement. It seemed that the very structure was collapsing in on itself. From somewhere in the center of the floor, a single sound rang out amid the commotion: a sword had been drawn. Within seconds, the scene was sparkling with the glint of weaponry; weaponry that was never supposed to have entered the Summit tent. Most of the steel was wielded by Thomshirian soldiers who appeared to be taking their orders not from general Pol'Callow, but from King Borgeh.

Those spectators and delegates who were not cut down scattered beneath the reddening sky. . .

**[Presented to the Aszurian Summit, Gobly 21, 2004]**

*"This document was hidden by Lord Hewnadon of House Filtrox and must be presented to the Aszurian Summit to be held in Riverton in the summer of 2004. Please, the fate of Magesta depends upon its presentation:"*

*Ladies and Gentlemen of the Summit,*

*If this letter is being read to you, it is because Aszuron is in the midst of the war with the Ogres of Mahhaad. I will not tarry with seductive opening lines as they would detract from the forwardness and urgency of this document.*

*I will speak plainly: this war is unjust, foolish, and nothing more than a device to secure the governments of Thomshire and Rodenbern with a colony rich in the metal known as magestite. Agents of the Royal Intelligence Service of Irvanshire discovered magestite in Mahhaad over ten years ago and, upon submitting their report, their contacts in Thomshire were immediately assassinated by a secret faction known as the Iron Assassins.*

*King Borgeh II of Thomshire and his agency immediately reaffirmed their business connection to the Ogre group known as the Kordalla. The Kordalla, as the average Magestan knows, were responsible for multiple attacks on Aszurian settlements and holdings, but Thomshire did not let that affect their transactions; the two groups were in league to acquire Mahhaad's precious metal.*

*Now for the shocking truth: the attack on Tradegate was not made by the Mahhaad at all; it was made by the Kordalla and meditated by Thomshire! See for yourselves. In the Ruhnin Valley of Thomshire, the supposed Mahhaad outpost was planted there by Thomshirian soldiers. If luck is with us today, there are at least a handful of them who personally aided in its construction and have agreed to admit to it.*

*As for the supposed dragons that Mahhaad has and may use against us, I assure you that they have none. Rather, the recent dragon strike on the Thomshirian town of Azalbury was the doing of a pair of Drakian dragon-callers from that town and facilitated by a faction calling themselves the Order of the Dragons.*

*Ladies and gentlemen of the Summit, I assure you that all of my claims are factual and will be sup-*

*ported by any reasonable investigation. Let us end this unjust war before more lives are lost and the very safety of Aszuron becomes more compromised. We need no precious metals.*

*Yours from Hiding,  
Lord Hewnadon of House Filtrox  
Sapshire*

**Hear Ye, Hear Ye!**

Let it be known that, by the authority of His Majesty King Rulian V of Irvanshire, Hatch van Graves has been named magistrate and will preside, in all matters of State, over the people of Shryber Farms, and, though he does not retain the title of nobility, he shall be respected and obeyed as such. He speaks with the voice of the king.

Let it also be known that Haku Steelwind has been named Sir Haku Steelwind and is now a knight of His Majesty King Rulian V. Sir Haku attained this title after much faithful service to his king and after rescuing the king's niece from her captivity in the Psychic Realm. It has now been determined that she was being held there by the DoD, the group that Sir Haku has sworn to fight wherever they are active. Haku, like Hatch, speaks with the voice of the King and will preside over the people of Shryber Farms in all matters of War.

Lord Salmus of Loreth would like to thank the Magistrate Hatch Van Graves and several of his friends that helped his brother Lord Auderit to get safely to a meeting point. Lord Auderit has a way of getting himself into trouble, and Lord Salmus extends his extreme gratitude to the inhabitants of Schryber Farms for staying cordial in Lord Auderit's presence. Lord Salmus mentioned, and I quote, "If Hatch Van Graves or his countrymen ever need the help of Loreth, he has it."

~The Lord's Entrusted Scribe,

Clark

Dear Residents of Shriber Farms,

My name is Hecktor. I am a merchant that was passing through Shriber's on my way to the summit. I was going to meet an associate there and sell merchandise to the nobles, but a great evil befell me. I was resting next to Imoloch's gate when a young woman and a man dressed in black began to talk to me. The woman said she knew who I was and began a conversation with me. Meanwhile, a sharp pain on the back of my head forced me to pass out. When I awoke all of my belongings were stolen. I implore the law enforcement in this area to search out these brutes and have them arrested! What is this world coming to when a man can't walk through the forests at night without being assaulted? I want justice! I did not have enough money to reach the summit, and I am dreadfully upset. I heard there was someone knighted here recently. I address this directly to him: you better kill or imprison the thieves you have in this area now, so that the problem doesn't get worse. They are just like locusts, feeding on everyone in a town until there is nothing left!

Sincerely,  
Hecktor Lemarchand

### The Day the Music Died

I remember that day because it keeps happening; continuously happening. First she died: the Muse of Inspiration: Shona. HE killed her. I lived that, wishing I hadn't, until he died: The Music: Iander. HE killed him. Now there is no music and no inspiration anywhere... and nothing matters... there is only Now, and I live it continuously. I would say that HE needs to be stopped, but it doesn't matter ... anymore. I can only hope that HE will come for me soon... but there is no soon... only Now.

-the bard without music and inspiration, and,  
thus, without name

### Legitimate Business:

This past moon Polmac, a member of the Disciples of Dissention, was captured on the outer road setting a trap for delegates en route to the Aszurian Summit. Upon questioning he revealed that he now works for a man by the name of "Billstone" or "O'Billstone" after having formerly worked for Ilsen. He and his four nameless associates were sentenced to death for high treason and assault against several townsfolk.

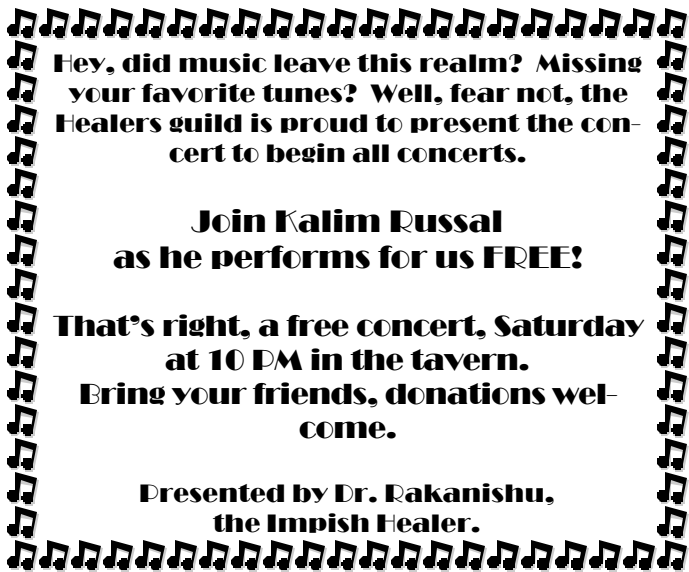
Sir Haku Steelwind was also charged with assaulting a citizen after having broken both of Aneurin's legs. He was sentenced to immediately find magical healing for his misdeeds and a formal apology was also made.

Let it be known that the man known as "Devastation" is now a criminal and enemy of the town. Anyone who helps him in any way will be charged with aiding and abetting a criminal. While once tolerated and even liked by some, he will be welcome no longer.

There will be an official court held Saturday at two hours past high noon. This is an opportunity to bring any problems, concerns, or grievances to the town's attention. Also, if it is your desire, this is an opportunity to address and criticize my actions as magistrate without any fear of being sentenced to a pit fight if you would rather do so publicly than privately.

Finally, while it has been said before, I would like to officially state that casting magic through the power of Evil or by Evil's true name is illegal and any found guilty of this heinous crime will be sentenced to death.

- Hatch van Graves

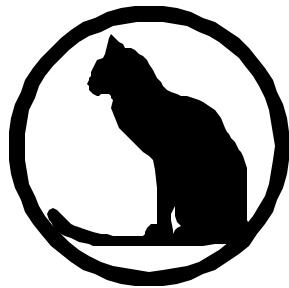


Hey, did music leave this realm? Missing your favorite tunes? Well, fear not, the Healers guild is proud to present the concert to begin all concerts.

**Join Kalim Russal as he performs for us FREE!**

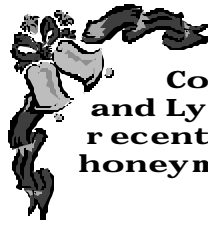
**That's right, a free concert, Saturday at 10 PM in the tavern. Bring your friends, donations welcome.**

**Presented by Dr. Rakanishu, the Impish Healer.**



Feeling a little beat from all the fighting? Need to relax? Dr. Rakanishu is waiting with a "happy ending" massage for you!

Seek his healing touch at  
The Crimson Cat



**Congratulations to Kaybin and Lyntessa Stormsil on your recent marriage! May your next honeymoon be as adventurous as your last!**

**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



**BUG & BOOK**

**P A W N S H O P**

You don't need it; we'll take it!  
Need some silver fast? We'll make an honest trade for (almost) anything you have. We'll buy weapons, jewels, potions, scrolls, and even souls if you're that desperate!

'Bug & Book Pawnshop' will be located near the main camping grounds.

*This establishment is made possible through the goodwill of Aneurin and Justin*

## Riddles by Rakesh

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

My teeth are sharp, my back is straight, and to cut things up is my fate. What am I?

I love to dance and twist and prance, I shake my tail as away I sail, wingless I fly across the sky. What am I?

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

Here are our picks for the best of the July 16-18 event: Last event's **Best PC Award** goes to **Myk Meyer** for very actually crying bitter, bitter tears on the day the music died. Hey Myk, Devastation wants to send Kalim a message: "HA, HA! You have been DEVaSTATed!" Good Work, Myk!

We'd also like to pass an **Honorable Mention** onto **Erik Dey** for Justin Patrick Kray's determination during the final battle with the trigger-happy DoD. Erik also spent most of his (paid) weekend helping us out as an NPC because he felt our pain at being so understaffed. Thanks, Erik!

And, last event's **Best NPC Award** goes to **Luke Marshall** for his "get-up-and-go" when almost everyone else was fending off heat exhaustion. We also had quite a few compliments from you players on the quality of his role-playing. Keep it up, Luke!

## 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

## Wanna Go on a *Magestic Trip*? Read *Trip Magestic!!!*

"What's this?" I hear you asking. Well, I'll tell you what's this: Magestry has welcomed 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 next 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"!

### There Will Be No More Updating at Events!

Due to the lack of electricity and the farm and the sheer time involved, we've decided not to allow updating at events any longer (at least for the time being). Please send your update by email to PDabbleGames@aol.com by the Sunday before the event. If you try to update at the event, we will laugh at you and hand you your character card as it stands. Also, if you do not at least tell us that you will be attending the event, you will not have a character card waiting for you at check-in. Please email us if you plan to play or NPC.

### 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.

PDabble Games  
PO Box 1037  
Middlebury, CT 06762

Magestry.com  
PDabbleGames.com

## Magestry's Next Event is August 13-15 At Schreiber Farms in Oxford, CT

The cost is \$50 (\$45 if by August 6th) for PCs\* and \$10 (Free if by August 6th) 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 no buildings, electricity, or plumbing available at the next event. However, the property we are using is beautiful and large (water hole included: yes, you can go in it) and we will set up large tents for our "town" buildings. You will have to bring your own camping equipment (you can rent a tent from us for a \$10 fee, but we don't have many so try to bring your own [NPCs, too!]). 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).

**There will be snacks available, and one full meal will be served on Saturday night 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!

**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 2004 Event Schedule

August 13-15  
September 3-5  
September 24-26\*\*  
October 15-17\*\*  
November 12-14\*\*

\*\*These events will be played at Chesterfield Scout Reservation in Chesterfield, MA.

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"