

PDABBLE GAMES

PRESENTS

THE MAGESTIC MESSENGER

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

October (October) 2006

Volume 4, Issue 7

*My Friends, Magestans, Heroes of Vorkarian,
I tell you this out of gravest necessity: You
are out of time.*

*The falsely named Incarnation of Devastation
is poised and ready to make a move that
could change the very life and death of
Magesta. Devastation is not a phenomenon
that was, at the creation of your world,
deemed worthy to be incarnated, not even as
a lesser. Evaklore's existence as an incarna-
tion is an anomaly in this world (he the
forced child of Evil and War) and is based
solely on the amount of power and Agreement
he has managed to gather. The fact that he
is not, in the literal sense of the word, an In-
carnation has been a boon to all you who have
fought against him. However, this is about to
change.*

*Somehow, Evaklore has managed to find a
way to mix the ancient Bloodwaters to create
a vision of himself that has replaced the vi-
sion of the Incarnation of Destruction. This
means that the Incarnation of Destruction
will not exist in a cosmological sense from
this point on. All you who have seen the lush
green of a young forest, know that destruction
is necessary if creation to exist, to flourish
and thrive from the ashes of previous life and
death.*

*If the role of Destruction is occupied by Devas-
tation, not only will Creation be stifled, but all
of the world will only know of Destruction
through the accompanying anguish and tor-
ment. The cycle of life and natural death will,
at best, be twisted and perverted.*

*This mixture of Bloodwaters is completed,
Evaklore is gaining power such as many of us
have not seen. Band together, friends; heroes
and chosen of Vorkarian. This is the task he
has brought you all together for. The prophecies
say you will fail him. May you all be "luckier
than that."*

Your time is now.

-Kelcius

(Even simple folk such as yourself must be wondering by now what kind of ingenious curse my master has placed on your town. I will free you from your curiosities. As the moon waxes into its gibbous, you will find that your thirst for blood will manifest itself in a curse most appropriate for a people of your nature. Every visitor, be it man, woman, or child, stranger, friend or foe will succumb to an insatiable urge to kill as he crosses the boundaries into your town. Praise Devastation!

Sgt. Jako - DoD

New Court Politics of Elmerton

Due to the patience and wisdom of Lord Mac'a'Fay, and of course the amiability of our new magistrate, Lady Sylvia, court will be quite different after the Dwarvember session.

First and foremost, there will be a **Town Council of Three** who will advise the Magistrate. The three members of the council will be chosen by an unprecedented method for Irvanshire: popular vote. The tax-paying citizens of Elmerton (and the Town Guard) will put in one vote each for the person they would most like to represent Town interests in court. The three people who receive the most votes will become the Town Council. The 4th and 5th place choices will become alternates – able to fill in if one of the Council is absent or becomes disqualified for the position.

But before you go submitting your choices, you should know exactly what the Town Council members can do once they are elected. They will stand with the Magistrate during court, or sit where she desires. They will listen to all information presented to the court, and if a decision needs to be made, the Magistrate will ask for the opinions of the Council members, publicly or privately (as she deems appropriate) on all matters. The Magistrate will take those opinions or suggestions into account before making a decision, but her decision will be final. The Council members will not be paid for any reason and should never accept bribes. Each Council member will serve for one full year, and then a new vote will be held.

You should also know that a Council member cannot be just any townspeople. The person you vote for must meet the following qualifications, and must continue to meet them or be immediately removed from the position:

- A tax-paying member of the town, but not a member of the Town Guard, and not a person or being who has been banished from Elmerton
- Having no convictions in any court of Irvanshire, for any reason, during the last three full years
- Not under the direct influence of known enemies of Irvanshire – this means no servants of hostile creatures, demons, the Nightmare Lord, and especially no agents of Devastation or Keepus
- Not an Incarnation

Thus, the people of Elmerton, through these three whom they will choose, will hold an influence in the decisions that govern our lives. At the Dwarvember gathering of court, all townsfolk present will be given pieces of parchment and charcoal sticks with which to write one name, and all pieces will be submitted to Sir Haku for tallying. If you cannot read or write, your vote can be written for you in the presence of the Captain of the Guard. The results will be announced before court is adjourned.

A second change of exceptional note, from now on any person charged with a crime in the court of Elmerton will be given the option of having an **Advocate** represent them in front of the Magistrate and the Town Council. Though every accused is guilty until proven innocent, an Advocate will help to present evidence or argument of guiltlessness, or they can help plead to the Court for a merciful sentence. An advocate can be any person who meets the same qualifications expected of the Town Council, except they can be a member of the Town Guard, but cannot be one of the arresting guards. Thus, at the time you are arrested or imprisoned, you will be asked for the name of the person you want as your advocate in court. Your advocate will be sent for and the two of you will have until the next court session to decide what you will present to the Magistrate and the Town Council on your behalf.

Congratulations, Elmertonians, on your new voices in court!

Your humble emissary of the Green Isle, Duffy MacTyre

I, *Teg Dunham*, want your vote to be an inaugural member of your Judicial Council of Elmerton.

My unfortunate demise in Elfember saddened me deeply. It was despite a sense of fear that I, *Teg Dunham*, returned to Elmerton. Whether my punishment had satisfied the court was unknowable. The court had become tainted for me.

The appointment of the wise and just Sylvia to the role of Magistrate and ruler of the court at Elmerton was a surprise and a relief. The revolutionary idea that a council of commoners could be formed to advise this worthy judge excited me beyond belief.

In Elfember, I attempted to run from my unjust execution, it was an innocent man's desperation that drove me to it. I was hoping that I could reach a member of Mac'a'Fay's court that they might confirm my innocence. I did not get that opportunity. A simple pause to consider evidence could have saved my life on that day. Fortunately, it appears that Death allowed me to return among you, my friends. Though I do not remember the encounter, I have to believe that Death's reprieve was for a purpose.

If elected, I would strive in my tenure to bring fairness to the court. The aims of a court are to rightfully punish the guilty and swiftly exonerate the innocent. I would strive to be a moderating force for the suffering victims and a considering councilor for the accused.

I know the hard work that lies ahead for those who might take on this responsibility. I look forward to it. It would be an honor to participate in this council. I hope that you will consider my candidacy and cast a vote for *Teg Dunham* for the Council.

Sincerely yours,

Teg Dunham

P.S. I'm *Teg Dunham* and I approve this message.

A Message to the People of Elmerton.

There are many citizens running for Town Council. And in this chaotic time, I urge you to vote wisely, knowing full well you have made the correct choice. I urge you to vote for me, Jynx, as one of your council members.

I do not run seeking power, nor influence or clout. I run in this race to serve the interests of the people, to help all voices be heard on matters of interest. I serve no incarnation, organization or higher power. I have never palmed a clay or struck a foul blow in my life. I harbor no grudges against townfolk nor have ever been given reason to. Those who have dealt with me in business or battle alike will vouch for the quality of my character. I only seek to serve, nothing more.

There is no promise of a utopian world, only a just one.

Prince Niddogg "Jynx" Jiin'Raah.

I am running for a position on the town legal triumvirate. However, that has nothing to do with why I wrote this. To be honest I don't care who is elected as long as they are elected for the right reasons. Several people worked very hard to convince nobility to hear our voice on legal matters and we are doing them and ourselves a great disservice. I speak of the travesty I witnessed Saturday after court. Though I see nothing wrong with buying friends a drink or some food, anyone who votes based on a bribe of those things deserves the system they had and not the gift nobility bestowed on us. I don't think I need to remind you that this is one of the last things Duffy did for this town and I sincerely doubt she would want to see it taken so lightly. You have been given a responsibility and a great honor. Use it like you deserve it.

-Rowen Syaoran

October 14th, 2006th Year of the Age of Arrival

Dearest friends,

I have had a vision that I will see death and will seemingly not return. Though I have so many reassurances that such a thing could never come to pass, not so soon, I remain skeptical. I write this in hopes that it will be found should I truly die. Please know that I if I meet my end facing Keepus, it is because I truly want to be the one to finally face and thwart him, with confidence and pride; it is my destiny, because being the keeper of the Amulet of Forgotten Lore has been. Hopefully I meet that fate with honor when the time comes... so do not remember me as lost to this battle for our world. Please remember me as a lover of books, a true friend of Knowledge (who deserves our trust and our respect), and a simple scholar who would take up arms in a heartbeat to defend this world from ultimate destruction.

To Everyone, your friendships and my time spent with you held more joy than you may ever know, even as we faced the greatest dangers of our Age.

To Justin, you were my first friend in Elmerton and my best friend always. Despite the circumstances through which you became the Incarnation of Knowledge, I know that your heart is true; you are a wise person, indeed, and I know you will do great things. To Luther, stay the course – build that training hall, and remember me by keeping a chair by the fireplace in the study. To Haku, thank you so much for all the laughter you've given me; it meant everything in our desperate times. To Farrock, if this is being read after my passing, I win our bet! To Toner, never give up and always do your homework. To Kalim, the greatest thing I could ever ask of you, please add a verse about me to "It's bound to get better." And, please, remember that it will.

Last, but never least, to Xanados. I wish we had discovered our passion sooner; I wish we had more time together for our love to grow and blossom. How awful it will be for you to lose me now, but know that my love for you was true from the moment it started, and will exist in the world long after both of us are gone. Perhaps, if the teachings of my clan are truth, we will have a chance to fall in love all over again in another lifetime...

I plead with you all one last time, my parting words: **SHARE EVERYTHING THAT YOU KNOW!** Every moment, every moon. Please, let go of your selfishness or shame – it is not just your life that is being held in the balance; our whole world is in danger. Each bit of your knowledge and memory are but a piece of the whole. One grain of information, one experience recounted, one secret shared, could be what tips the scales to the survival of Magesta!

Your humble emissary, master scholar, and truest friend, always,
Duffy MacTyre

"Odd Characters" Abound in Towns Near the Fiddlehead Hills

In recent weeks, talk has turned to the unusual as many encounter assorted "odd fellows". From local markets to remote pubs, males of strange bearing have mysteriously entered towns and, just as suspiciously unusually, left. Young men of youth and military bearing have been seen in various locations.

In some instances the odd characters were quietly going about their tasks when they fell to writhing and frothing at the mouth, some are said to have been hungry for "brains." Others have participated in games of chance and behaved very unsuitably, one ate the dice at one game, crunching them nonchalantly as he discussed the weather. It seemed that his teeth were breaking as he did it yet he did not seem aware of any pain. "I jus up an lef once he wenta spittin teeth and blood, when he asks where the dice was I gots up an lef pronto", admitted Fig Tydlebaum

Several eyewitnesses report multiple encounters in different locations by men of near identical stature, weight and appearance, several think they saw up to 6 different men in different areas who bore such a remarkable resemblance so as to be described as eerie. I myself have witnessed similar incidents with up to four men. Though I have never even heard of so many identical twins and triplets as I have personally seen in the last 4 weeks.

The behavior of these fellows has been described time and again as "unusual", "odd" and "downright creepy." In some cases the men would be accidentally injured and go on as if nothing had happened, a near total unawareness of pain. One man caught fire and was still eating dinner as he was engulfed in flames. "He was very adamant that the weather would be turning cold soon, all the while I sat watching him burn to ashes", said Jilgo, who says he tried to put the man out until he was too hot to approach, "thank the incarnations, we weren't in the house."

No further reports of Tohmshirians coming to or from the Hills from the West. On the other hand, some of these men were followed as they returned to the Fiddlehead Hills, this may suggest that they were somehow affiliated with the forces reported in last moon's Messenger. Other than the immolated dinner guest and the dice chewing dental nightmare the pattern seems possible to be the pranks of a bored force amassing in the Hills.

It is evident that continued vigilance in border towns to find and observe these "strange strangers". Limited questioning of the suspected pranksters has lead to no real clues. Persons with further information are asked to contact their local militias.

N. Thames, Sq.

I found the following two messages written among the possessions of the one you remember as Duffy MacTyre. After meditation, I know that it was in her memory that she wanted these things announced through the Magestic Messenger. I also know that her memories of all of you were fond and loving, as I know your memories of her are kind, even as they are saddened or painful because of her absence. As you continue to remember her and her sacrifice, each in your own way, you honor us both.
 - Mother Memory

Dear Magna;

We is a big bunch of peoples and we got to tocking about what all you said to tock bout and stuf. Some of them got to arguin bout nothin much and someone says we aint smart enuf to have no opinion nohow. But I know I gots opinions bout lots of stuff. Lik how I's gonna hav my chillins read an get ejumaCated an make a better liif of it.

Other fokes jus kiina sat round and dint say much. But ther was cake an everone had a time of it. We wernt raded or nohow an we gona get up agin an tock sommor sumday. I don think we wan frea press tho, cuz sum o dem sais they get prest enuf, ifn we gotsta get prest miit as wel charg em fer it we says.

Jus sum fokes by Bluminport

**WHERE'S THE TEG IN INTEGRITY?
 RIGHT IN THE MIDDLE OF IT!**

**VOTE FOR TEG
 DUNHAM FOR JUDICIAL COUNCILOR.**

A MOST REGRETFUL ANNOUNCEMENT

WE, THE OWNERS OF THE TAVERN WITH NO NAME, REGRETFULLY ARE FORCED TO ANNOUNCE THE CLOSING OF OUR DOORS AT THIS TIME. SADLY, THEY WILL REMAIN SO FOR AN INDEFINITE PERIOD WHILE WE REMODEL, RESTAFF, AND RESTOCK. WE WOULD ALSO LIKE TO TAKE THIS OPPORTUNITY TO DENOUNCE ANY AND ALL RUMORS THAT OUR FINE ESTABLISHMENT HAS HAD VISITORS OF THE GHOSTLY SORT. THE ONLY SPIRITS THAT WE HAVE ENCOUNTERED ARE THE ONES WE POUR FOR OUR PATRONS, AND AS A WISE, DEAF MAN ONCE SAID, "NEVER BELIEVE EVERYTHING YOU HEAR...I NEVER HAVE." SO FRET NOT AND REJOICE, FOR WHEN WE RE-OPEN OUR DOORS ALL ARE INVITED BACK TO THE GRAND UNCORKING OF THE FINEST VINTAGE IN ALL OF AZSURON!

**GRACIOUSLY YOURS,
 MCKRAKEN & MACGUINNESS;
 PROPRIETORS OF THE TAVERN
 WITH NO NAME**

Scrolls for Sale

Anyone interested in purchasing scrolls of spells from the school of Magestry are asked to contact Rakesh. Special requests are welcome.

ARMOR FOR RENT

The Smiths Guild has made available for rent two armors for those who cannot afford to buy their own.

The first armor is a heavy vest of brigandine that has seven sections. This costs two silver to rent, and the renter can pay two additional silver to return it broken or eight silver for unlimited repairs.

The second armor is a heavy suit of chain mail that has ten sections. This costs three silver to rent, and the renter can pay three additional silver to return it broken or one gold for unlimited repairs.

All rentals are for one day, and the armor must be returned undamaged unless another arrangement is made. All costs must be paid up front, and the renter must replace the armor if it is stolen or destroyed. Contact Rakesh for full details.

Let Kalim Look it Up

With the Library out of commission, I have volunteered my time to travel and do what research needs to be done. I will charge only what it costs me to research and no more. I will not, however, look up things for malevolent purposes, so if you want to know how to become a vampire or properly cook babies, talk to someone else. But, until Duffy comes back to town I am one of your only resources. So ask or write me anytime.

Take Notice:

Now Hiring at the Wining Spirit

Many different positions are open.

Pay and hours are negotiable.

No prior experience in tavern work necessary.

Meet at the Wining Spirit at the 13th hour of Dwarvember 4th for an interview with the current staff of the Wining Spirit.

All patrons of the Wining Spirit, check the balance of your tab with the staff at the Wining Spirit monthly.

Muster for the Town Watch will be held daily on the tourney field at half-an-hour before noon. All those interested in joining the guard should appear at that time.

The Smiths Guild will meet at 1pm in the smithy on the 4th of Dwarvember.



The Dancing Sash is now open for business!

We are located at the former Crimson Cat.

Hours:

- ❖ *Friday Midnight to One past High Moon*
- ❖ *Saturday Noon to Two past High Sun*
- ❖ *Saturday One 'til High Moon to Midnight*

Wares:

- ❖ *Blank Books*
- ❖ *Components*
- ❖ *Fine and Exotic Drinks*
- ❖ *Jewelry*
- ❖ *Locks (Magical ones can be attained)*
- ❖ *Magical Items*
- ❖ *Materials for your crafts*
- ❖ *and many more items from all across Aszuron*

Services (per appointment only):

- ❖ *Massages*
- ❖ *Private Meetings*
- ❖ *Tarokka Readings*

To schedule a service or for any other needs, please contact Lucian J. Romeno and he'll do his best to accommodate you.



As some of you found a few weeks ago, I have been put in a compromising position about being a Messenger in Elmerton. For those who don't know, my life was threatened by powerful members of the Disciples of Deva-sation to quit messengering under Meg the Messenger and the Messenger's Guild, or, basically die.

After weighting all the options, the only possible way to keep my safety in Elmer-ton is to quit messengering, and revoke my ti-tle as the Messenger of Elmerton.

I invite Meg the Messenger to see me personally to make the break official for those in the Guild, and for the people I so devoutly served. Well, I guess that's it...

*Tonerius Cypress Frosthill:
No Longer Messenger of Elmerton*

Congratulations Eric!

While we were smacking the brains out of each other with foam sticks last event, Eric was making a memory of a lifetime on his honeymoon in Mexico. He just wanted you all to know:

“I was fortunate enough to wed Kristina Gospic on October 7, 2006, at 2:30 pm in New York City. We then had our reception in New Rochelle.

Afterward, we spent the next two weeks at an amazing resort in Puerto Vallarta, Mexico.

It was an amazing time, and we are now home and trying to re-adapt to the real world.

I look forward to seeing everyone in November.

~Eric LaBonte/Ghorig”

Congratulations, Eric. We all wish you and Kristina the very best. WOOO!



Magestry's Best of . . . Orctober 2006

Here are our picks for the best of the Oct. 13-15th event:

Last event's **Best PC Award** goes to **Gina Biello** as Aneurin. Whether she thought there were people around or not, Gina was always on top of her game. From staying away from those who might be offended by her appearance to hacking up a lung while crying and moaning in starvation when she thought she was alone (we're always watching...), Gina really exemplified what it means to be in-game and a great role-player. Great game, Gina!

And, last event's **Best NPC Award** goes to **Tim Gigliotti**. Tim provided our game with some of the best modules we've seen in a while. His enthusiastic attitude, knowledge of the game and game setup as well as his willingness to help wherever he could made him an invaluable asset to the game. Thanks, Tim!

EVER THINK OF HELPING US IMPROVE MAGESTRY'S ATMOSPHERE?

Donations, questions about donations, requests for what we need donated and other like queries and comments should now be sent to Donations@Magestry.com. If you are planning on donating anything, please email me, Angela Jacobs, at this email address before bringing it to game. In the email, please describe what you are donating including how much it cost you and how long it took you to make. Donations at the door will no longer be accepted without having emailed me first. Thanks so much in advance.

Magestry Guilds are Here

"What the heck are those?" You say? Good question. Visit Magestry.com to find out.

All Character Updates must be entered yourself into the New Magestry Database. (link at Magestry.com) Send any Database questions to

Database@magestry.com.

All Newsletter Submissions should be sent to

Newsletter@magestry.com.

All Magestry questions (including Gather Infomations) should be sent to

Questions@magestry.com.

All plot summaries and character histories should be sent to

PDabbleGames@aol.com.

All matters concerning the Magestry Guilds should be directed to

Guildmaster@Magestry.com

RIDDLES BY RAKESH

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

Come up and we go; go down and here we stay. What is it?

What can burn the eyes, sting the mouth, yet be consumed?

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.

FREE GAMES AND BROWNIE POINTS

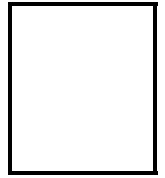
"Ding!"

-Jarad Demick

Magestry is still FREE to first-time players (see Magestry.com for more details), but now a veteran PC who convinces a new player to come back for a second game earns him or herself 50 Brownie Points. For serious. Give it a try.

PDabble Games

PO Box 1037
Middlebury, CT 06762



Magestry.com
PDabbleGames.com

MAGESTRY 2007 Spring Event

Schedule

March 30-April 1, 2007 (Chesterfield)

April 20-22, 2007 (Chesterfield)

May 18-20, 2007 (Chesterfield)

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"

**There will be a \$25 charge for all returned checks.

Directions to Sugar Hill Road, Chesterfield, Massachusetts:

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's Next Event is

November 3 — 5, 2006

At Chesterfield Scout Reservation in Chesterfield, MA

The cost is \$55 (\$50 if by October 27) for PCs and \$10 (Free if by October 27) for NPCs.

We are back at Chesterfield Scout Reservation with more players than ever and the cabin space there is limited. Therefore, it is suggested you pre-register (this includes payment) and, when you do so, choose your cabin preference. If you plan to pay at the door you are not guaranteed a cabin. There is also unlimited tent space, so if you plan to pay at the door, bring a tent because you might not have a cabin. Those who have already pre-registered need to choose a cabin; please email Paul at Paul@Magestry.com.

If you do not choose a cabin, he will assume you will be tenting and not reserve you a cabin space.

At the beginning of the event, DO NOT set your things up in a cabin until we've told you which one you've been assigned to. You may have to move your things if you do this.

There will be snacks available, and 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!

See you at the event! **Register Now!**