

PDABBLE GAMES

PRESENTS

THE MAGESTIC MESSENGER

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

Marchestry (March) 2007

Volume 5, Issue 1

A Proclamation of Dissention

For the last four years, the Disciples of Dissention have been a constant opposition to the kingdom of Irvanshire. Beginning as a simple group from a small town, it seemed that these people were nothing but a collection of farmers and craftsmen who opposed the heavy tax burden of the late Duke Worlan.

It was said, however, that the DoD had a superhuman commander who never needed sleep and, if a sword blow was ever lucky enough to fell him, he could be fully alive and awake again within minutes. This supernatural commander gave the group supernatural ambitions, and they quickly grew in number and power. It is believed by many that they are now more powerful than any organization to yet oppose Irvanshire, even more so than the armies of the great kingdom of Tohmshire. Recently, Commander Obylstone of the Disciples made this very public proclamation:

"Beware, all you heathens and unbelievers! Hear you now that you are all given this one chance to accept truth! The Disciples of Dissention have long protected you from vile men and false government. It is true that we are worshippers of the great Sleeping Lord Saedius, for he is the true creator of this world. In ages long forgotten, he was forced into a magical slumber and is held there even now by your doubt in him and your faith in false men and beings you call incarnations! Everything they have told you is false, and Saedius is good and just! If the Disciples have to be alone in defending the true creator of our world, we will do so, but heed this warning: DO NOT stand in our way. The time of his rising is at hand and he will be victorious in casting off his bonds!

"The Disciples of Dissention will not tolerate obstruction to our cause. Either you are with us or you are among the dead! Soon, all false governments of the world will be cast out, and those who believe in the True Saedius will be redeemed! Believe in this: The DoD now have a foothold in every one of Magesta's Realms of energy, even the Void. I doubt that can be said for King Foolian the Filth! If you don't believe us, try us! We will be visiting you soon."

Jules, You've Been a Very Bad Boy!

In tandem with the proclamation of the Disciples of Dissention, Baron Jules Mac'a'Fay of the South Farthings has announced that he is joining the ranks of the DoD as an initiate member. He has admitted to hiring the group for several jobs and even attempting to use them to remove his own father from his position as Duke of Riverton. He claims that he intended to use his position as the second most powerful man in the kingdom to order the deaths of all lesser nobility, whom he has always despised.

In response, the King has stripped Jules Mac'a'Fay of his noble title and has sent troops to fortify the manor house in Elmerton. With no available nobility in the area and no rightful heir, the king, by advisement of his councils, has turned over the governance of Elmerton to House Van Doren. Lord Victor Van Doren has been elevated to the title of Baron and will move, with his family, into the manor house at Elmerton before the coming of Impril.

The Brewers Are Back

Spring's greeting to the fine Fiddleheads, for it is I, Brewmaster Zephram. A hearty thanks to all who served in their parts to box Devastation, and know that even the smallest roles were important in this victory.

In his wake, though, lies a group sworn to undo what we have done. They harbor a deep hatred for the land of Irvanshire, and are in collusion with the most vile and hateful creatures to stalk the shadowy paths of Magesta.

I speak of the Disciples of Dissension. Having been stripped of the power granted them by Devastation, they want to destroy this world, so to complete the ignoble work that Devastation has begun. I therefore have been charged with a Greater and Nobler purpose by Magistrate Sylvia of Elmerton: We are to eliminate the threat of the Disciples completely; In this way Irvanshire might be saved, along with the whole of Magesta.

The gracious lady Sylvia has financed the Brewer's Guild in this endeavor, generously donating the money she inherited from the Late Lord Renwar. For you see, Renwar was a Brewmaster as his father was before him, and he had a special place in his heart for the organization that had brought so much to him. In the coming Moons, you will find that there is much to our order, power within our ranks that you would never have suspected.

Or maybe you have, but at any rate, we shall be gathering as much information as we can about the coming threat. We suspect the infrastructure of the realm itself may be suspect, and so in the name of truth and justice in this nation, we declare our intentions to destroy the Disciples completely.

In addition to the gift of her inheritance, Sylvia has also pledged the services of the Heroes of Elmerton in this endeavor. So let me take this opportunity to thank each of these people (Many of whom I have met and adventured with) The Citizens of Elmerton are among the most resourceful in the whole of Irvanshire- if you have a problem, they can likely solve it. and let it be known that these people have at their disposal the resources and information of the Guild. With such capable folk, we will be certain to decimate the DoD's ranks, making Magesta a better place.

~Brewmaster Zephram

Rakesh the Smith Knighted in Point Edgar

On the afternoon of the 25th day of Marchestry in the year 2007 of this Age of Arrival in the Great Hall of King Rulian the Fifth of Irwanshire, Rakesh, Smithmaster of the South Farthings and Go-Betweens was knighted for his conviction to Irwanshire's cause and his success in defending it. The following were the King's words to Rakesh that day at the ceremony, were hundreds of citizens were in attendance:

"Rakesh the Smith, I have spent the past several days hearing tales of the many trials of your small town. Among all of those remarkable folk, they were your actions that impressed upon me a sense of urgency. . . urgency to tell you that for your unyielding determination to rid Magesta of the most supernaturally powerful threat it has ever encountered, and your subsequent success, I dub thee, 'Sir Rakesh of Brighthand, House of Rulian, Irwanshire.' It is the very least that I can do."

VICTORY!

Thanks to the heroic efforts of the inhabitants of Elmerton, sometimes referred to as Vorkarian's Heroes, a great evil has been removed from the land. Evaklore, the malevolent Incarnation of Devastation is gone.

As Evaklore's allies will no doubt hear this announcement, I will not go into the full details here, but know that this would not have been possible without assistance from all kinds of people. Whether it was sleepless nights poring over parchment, personal sacrifice for the greater good, long-ranging travel with little rest, planning, adapting, fighting, or help unlooked for, I salute everyone who contributed to this success! I would not have been able to lead this effort to the end without your aid.

This is not quite the end, however, as much of Devastation's legacy remains. The false incarnations he has appointed must be removed from power. There are other concerns as well, with the Sleeping Lord threatening to awake, the approaching return of the Nightmare Lord, an undead army preparing to rekindle the Tohmshirian War, and a host of lesser problems.

Kalim's Corner

Can you believe it? We managed to put Devastation back in his place! If it wasn't for all of you we never could have done it. Basically, we are a pretty big deal now. I mean even if he manages to somehow escape at least we saved the day for a little while and gave ol' Magesta a chance to catch her breath right?

I can't get over the feeling that I'm going to walk in to the tavern and see him sitting in the corner preparing to get me all teary eyed again. Some would say they miss him, that he was a funny guy who was always good for a laugh. I admit there were a couple of times I cracked a smile at his earlier antics. Even though the guy did have a humorous side we must remember his actions and the whole "attempting to bend Magesta into his own disgusting playground of destruction and despair" ordeal.

The success of boxing Devastation got me thinking. How did we manage such a ridiculous undertaking? How did we come out with so few casualties? Most of all, Why can't we do it like this every, single time? The answer... we can. All its going to take is using the same amount of planning and team work as we used putting Devastation away. First things first, what are our major problems? I will list and summarize them for the sake of our readers.

I. The Nightmare Lord: This guy was shattered into shards a bajillion ages ago and wants to take form in Magesta and make it the "land of nightmares" or some such non-sense. To top it off he has got some crazy Vampire lady who is also like one bajillion years old leading his charge.

II. The Sleeping Lord: Some sort of entity which resides deep within the ocean which will rise and take over Magesta and rule it forever. First problem with this guy is we don't know what it is. What we do know is that Keepus is supposedly working for him so there's the first step.

III. Keepus: He's absorbing all our friends and has some evil plot of Magestic domination. Once again he's rooted deep in all this Sleeping Lord shenanigans so we need to figure it out.

IV. Cleaning up Devastations Messes: We need to bring back the old Incarnations or at least get proper ones placed. That I know of there are at least 4 slots that are taken up by people who don't really deserve them. (and yes that includes myself)

Those are the big ones as I see it for now, we do need to handle the DoD and deal with Necromancers and such but I have a feeling everyone that we are really worried about is entangled with one of the above problems. As I was saying

The solution also known as how we did it last time.

Step one: Name your problems.

Step two: Assign someone to head up solving the problem

Step three: That person carefully assigns people the job of gathering information

Step four: Drop your pants (its really more of a sub-step)

Step five: Bring all of the information together and assemble a plan all.

Step six: Involve the whole town in executing the amazing plan with Rakesh-like Efficiency

It's easy so long as we all work together and we all trust each other. That has been our greatest obstacle so far and if we can overcome that we can take care of a few beings that want to end existence as we know it.

Mages Guild Adjusts Operation

In order that the Irvanshirian branch of Concori Magesti may continue to thrive, and for the concentration of resources and a renewal of focus on the grievous issue of the Sleeping Lord, the duties and responsibilities of Concori Magesti have been divided throughout Irvanshire into regional branches to be headed by honored guild members in long and good standing with Concori Magesti. Further correspondence should be directed to the heads of the regional guilds as opposed to the Guild Tower in Tradegate. The regional branches are as follows: The Go Betweens, The South Farthings, the North Farthings and the East Farthings. The Go Betweens shall be headed by Master Horace Jadet, the South Farthings by the Royal Magissariot Corps of Irvanshire, the North Farthings by Master Chance Benson and the East Farthings by Ser Greyson of house Windlock. Concori Magesti continues to be at your service and hopes this decision helps to ensure a more dependable deliverance of services.

I saw It

I was present that night. The night that Xanados stood up to Keepus. I thought he would be killed... or worse! To my surprise, the hideous, many-faced man did not even lift a hand in defense. Instead, Keepus congratulated Xanados on his courage and made that courage an example to the rest of us who were present. Though his remarks were certainly meant to insult Xanados (which I believe they did if I properly read his reaction), there is a certain wisdom in them.

If only one of us stand up to Keepus at a time, the rest of us seem even more fearful in contrast. This is almost certainly his goal, to lure more and more of us to confront him until he has met a large enough group of resistance that he can still easily manage to destroy so to make an example for the rest of us who might dare in the future. He can almost certainly handle fifteen of us at once, but I think he would find it more challenging to face all of us using all of our strengths and resources. We cannot attack him in small groups and allow him to slowly kill off the entirety of the South Farthings. We MUST all fight him together!

We must prepare, and when we are ready, may we all have the courage of Xanados.

Crimson Cat Now Hiring!

Greetings to our gypsy-friends in Elmerton. We are wishing you good health, great wealth, and much joy. With that, we offer our gratitude and congratulations for the removal of the false Incarnation of Devastation. Your bravery and reckless devotion to good are worth mention.

Now to business. The Mestere family has noticed that, as of late, our fine establishment, The Crimson Cat (otherwise known as the Dancing Sash), has been doing little or no business and therefore making little or less profit. While this drop in revenue has been accounted to the absence of a certain Romeno gypsy, we cannot, in good heart, fault him. Our gypsy blood disallows us the various "comforts" and unwavering reliability of a more stationary, sedentary lifestyle.

Consequently, it makes running a stationary establishment a little bit more difficult. In light of these circumstances, the Mestere family is honoring the town of Elmerton with the following offer. We are looking to hire a few willing people from your town to work at the Crimson Cat. One of the people we are looking for should be fun-loving, trustworthy, responsible and friendly and willing to manage an establishment devoted to good company, tasty drinks, and the relaxation of body, mind, and spirit in the absence of a Romeno or Mestere gypsy. We are also looking for several skilled people willing to make some coin serving drinks and offering massage. Musicians are also encouraged to apply.

The coin is good, the rewards even better. Katryana Mestere, new owner and proprietor, will be in town on Marchestry 31 to meet those of you whose interests or curiosities are piqued. Until such time as a suitable candidate is found, or the Romeno in question returns, the Cat will be closed for business.

Sastimos e Baksheesh!

The Mestere famili

OBITUARY

ELISE THE BARD

FOLLOWING MANY MONTHS OF SORROWFULLY SEARCHING FOR SOMETHING SHE WOULD NOT SAY, A YOUNG FEMALE BARD BY THE NAME OF ELISE TOOK HER OWN LIFE. ON MARCHESTRY 15TH, SHE WAS FOUND DEAD IN HER ROOM IN THE CIRCUS BREEZE INN IN RIVERTON. AN EMPTY VIAL OF POISON WAS LYING NEAR HER. HER DEATH FOLLOWED A FINAL PERFORMANCE TO TAVERN-GOERS AND PRECEDED THE BLOOMING OF THE YEAR.

DEAR TONER!!!!

Hello, I'm here to invite you

To things you cannot feeeeee!

And if you push me too far toner

You might believe I'm reeeeeeal

Blood stains beneath your sweater

Tells me you like to hate and steal

Or do you think it better

To scream like a little girl?

Kook tells me your secrets

They scrape you way down

Everything was fine

Now everything is mine.

Don't try to hide it

I can see it in your eyes

What you are is something

Something which screams like a girl!

HELLO, I'm here to invite you

To things you cannot feel

And if you fall apart

You'll pretend I'm not real

You can't erase what you are

So don't even try

You scream like a girl

But you run like a little boy!!

Kook tells me your secrets

They scrape you way down

Everything was fine

Now everything is mine.

Hello, remember

Hello, remember

Hello, remember

Hello, I'm real real real

You think I'm not real

You scream like a girl

I'm coming for you sooooooon

Tonerious frosthill!!!!!!!

Fear

-Atreyu

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.

Scrolls for Sale

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

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 one hour after noon in the smithy on the 31st of Marchestry.

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.

The Magestry Database is now accepting online event registration using PayPal. You can use an existing PayPal account or your normal credit card. You can also mail payments in or pay at the door as usual.

Some items of note:

- Because of extra fees, online event registration costs are always \$60. If you want to take advantage of the early registration rate, you will need to mail in your payment directly.
- You can see how many spaces are left in each lodging location, in addition to who is registered. This is listed in the registration area on your player page (the first one you see when you log in.) Because online payments are faster than mailed payments, they take priority when reserving a space.
- When registering online, make sure that the quantity for each event listed in the cart is set to 1. This will help prevent potentially confusing situations. If you are paying for someone else, it would be best if they logged into the database, and then you finished the steps through PayPal.
- NPCs should not register through the database, as you will end up paying a PC price. Continue to contact Angela to register your attendance.
- You will be able to register for an event up to the Friday of that event. On that Friday morning, if you have not already registered in the database, then you must pay at the door.

RIDDLES BY RAKESH

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

I'm very tempting, so it's said, I have a shiny coat of red, and my flesh is white beneath. I smell so sweet, taste good to eat, and help to guard your teeth. What am I?

No head has he but he wears a hat. No feet has he but he stands up straight. On him perhaps a fairy sat, weaving a spell one evening late. Who is he?

Magestry's Best of . . . Dwarvember 2006

Here are our picks for the best of the November 3-5 event:

Last event's **Best PC Award** goes to **Jonathon Bates** for his robust and boisterous performance of **Bastion** the Dwarf. Despite out-of-game awkwardness, he didn't back down from brawlin', drinkin', and shoutin' until the spittle flies, because that is what dwarves *do*! Many NPCs will describe the highlight of his performance to be his reaction to all the strange magic in the Chaos module. We never saw an axe gripped so tightly. Great work, Jon!

And, last event's **Best NPC Award** goes to **Kitti**. She was everywhere we needed her to be without us having to ask. If she found herself with free time, she opted out of hanging out with us losers in Plot Central and went to help Tim in the module building. With her help, last game found Magestry with its best modules ever! Awesome work, Kitti!

RULES CHANGES

We are going to continue using version 1.29 of the Magestry rulebook for, probably, the remainder of the spring season. In the meantime, we will be assembling a photo shoot in an outdoor, warm, leaf-decorated location to take photos to be put into version 1.3 of the book. More on that later.

Also, we have had very little talk on the rules discussion board about version 1.29 of the rules. As you play Magestry over three spring games, please visit the discussion board frequently to tell the staff and other players what you like or don't like about the rules. We aim to publish the final version of Magestry's rules over the summer. Thanks!

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!

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 Informations) 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

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

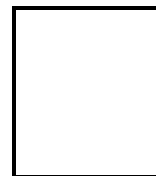
"Ding!"

-Jarad Demick

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

Magestry

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Middlebury, CT 06762



Magestry.com

MAGESTRY 2007 Event Schedule

March 30-April 1, 2007 (Chesterfield)

April 20-22, 2007 (Chesterfield)

May 18-20, 2007 (Chesterfield)

August 31- September 2, 2007 (Chesterfield)

September 21-23, 2007 (Chesterfield)

October 12-14, 2007 (Chesterfield)

November 2-4 , 2007 (Chesterfield)

Registration Forms, Waivers, Medical Forms, and a free downloadable copy of the **Magestry 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

March 30 - April 1, 2007

At Chesterfield Scout Reservation in Chesterfield, MA

The cost is \$60 (\$55 if by March 23) for PCs and Free for NPCs.

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 space.

There is also tent space available, so if you plan to pay at the door, bring a tent because you might not get 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 both PCs and NPCs will receive a full dinner on Saturday night. The cost of the dinner is included in the registration fee. NPCs will also be fed breakfast on Saturday and Sunday mornings.

PCs and NPCs should also bring some of their own food!

See you at the event! Register Now!