

THE MAGESTIC MESSENGER

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

Impril (April) 2007

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SLEEPING LORD CULTS ON THE RISE

Violent to the point of insanity, numerous groups of barbarians chanting in a foreign language assaulted the town of Elmerton over several days near the end of Marchestry. Nobody is certain why they attacked, but speculation ranged from the beginning of the calendar year for their cult, to an attempt to quash any resistance to their fanatical beliefs, to the fullness of the moon.

Official reports were not available, but an estimate puts their number well over one hundred. Most fanatics carried two weapons, probably to better cut down their foes, but some were reported to have strange powers that would let them strip away magic or kill outright with just a touch.

The guard and hardy townsfolk managed to defeat wave after wave of cultists, protecting the town from being looted and burned. With them, they had the aid of a strange man identifying himself only as Saavedra. Nobody knows where he came from or who he is, but he displayed extreme power. He had the ability to resurrect with a word, make sleeping lord cultists vanish with a glance; he even created a magestream! Who is this man? Why did he come to us?

With the Disciples of Dissention announcing themselves to be worshippers of the sleeping lord, one can only assume that these attacks will get worse. Perhaps Saavedra was a sign that it is not too late to tip the balance in our favor.

The Baroness Van Doran would like to extend her appreciation to those of the town of Elmerton that dispatched with the revolting Disciples of Dissention that were holding her captive. She would like to especially thank Sir Haku Steelwind for showing her around what you people call a town.

She would also like to make the announcement that anyone caught in those atrocious DoD tabards should be caught or dispatched with immediately. She has the idea that if they are caught, maybe they can be used to build roads over those mud holes that Elmertonians call paths.

She would also like to mention that anyone belonging to that Black Rose group is no longer allowed in the manor house. The three she allowed to enter promised not to get blood on anything, and on the contrary, got blood on absolutely everything in the basement. She is not pleased.

That is all.

Dictated, but not read.

An adventure unto myself.

I met a man who tried to tell me some things. I did not understand him. He said he was not to be understood only to be heard. I could hear but could not listen. He spoke of mists and experience and told me secrets I can't remember as I couldn't comprehend. He took my swords and told me I would need more freedom than these could allow. Then he told me to stop and breathe.

In the breath I found I became aware of myself in a new way. I was to focus on every breath as it entered and left me. Each breath in was to bring everything and each breath out was to let everything go. I was soon able to feel my feet, my legs and every inch of skin. My body was no longer the means to travel and move but the journey itself. I find myself feeling sensations and emotions that were locked away inside a pain I have seldom acknowledged. As I began to see that I would not need weapons in my journey he gave me the blades I now carry. He told me there is a time for everything.

I have often felt secluded and alone. I feel that still but now in that aloneness I have found a peace. I have released attachments and fears I had before. I know that I could give myself up or give up any friendship or need. I know that I enjoy many of you and relish your company. I also know that you are figments of my perception and are likely as selfish and asinine as I. I apologize for my trespasses in the past but do not need forgiveness.

I am unafraid of playing the fool. I have often been this without my intention as I am again in this letter. I would silence myself in this too but that I seek others to join me in my self discovery. I am far from the light but I am waking up. I invite anyone to join me in meditation. I am open to learning. I know some moving meditations and some silent meditations. I would enjoy exploring these and others further.

I do not know if I can live up to the path I see before me. I make no promises and will bear no labels. I know now that none of it matters. I will strive to experience it with all my weakness and imperfection.

The winter has been quite kind in my wanderings but I look forward to a return to Elmerton in the coming moon. The indoors may do me some good.

Yours, mine, everyone's and no one's,
Teg

The Cow Says "Oink"?

At least that is what one poor resident of Elmerton, who will remain nameless, believes. How could one make such an obvious mistake? No, he is not his own father's brother and no, he was not struck in the head by a hill troll, and although he may have, I do not think he has been drinking from the puddles near the privy. He just does not know any better.

How sad a fact it is that he along with many, many other local men and women are so ignorant of such simple things. Why you ask? Well, the answer is just this: No one has ever taken the time to teach them right from wrong. Show them those things the rest of us take for granted. It brings a tear to my eye to see such stupidity go unabated.

So I beg of you, help me help the people of Elmerton comprehend just how great their need is for new and, more importantly, correct knowledge. If teaching is something you are capable of then make haste, for only you carry the cure for this growing plague. It may already be too late for some.

A Concerned and Disturbed Observer.

Charges from the Court of Elmerton, held on Marchestry 31st, 2007.

Siegfried of GothRok pled guilty to the murder of Aneurin. His sentence was to have his bail of 5 gold withheld and was ordered to write out a copy of all of the laws of Arvanshire for each townsman.

Hatch van Graves brought forth new information for consideration of his fine for the sentencing to death Teg Dunham. The fine was not reduced and was eventually paid in full.

Siegfried of GothRok filed a charge of assault against Aneurin.

Congratulations to Tonerius on his promotion to Squire for Sir Haku Steelwind.

NOW HIRING!

WE, THE OWNERS OF THE TAVERN WITH NO NAME, ARE NOW LOOKING FOR QUALIFIED, EXPERIENCED, PROFESSIONAL PEOPLE TO ADD TO OUR EVER GROWING STAFF. DUE TO A RECENT "WEEDING OF THE GARDEN" WE FIND OURSELVES IN NEED OF FILLING SEVERAL POSITIONS IF WE ARE TO REOPEN OUR DOORS IN MAYGRELIAN. SO IF YOU OR SOMEONE YOU KNOW IS LOOKING TO WORK IN A FUN, FRIENDLY, FAMILY ATMOSPHERE AND POCKET MORE COIN THAN THE KING'S TAX COLLECTOR THEN THIS IS THE PLACE FOR YOU! ALL YOU NEED TO DO IS STOP ON BY AND ASK TO SPEAK WITH ONE OF THE OWNERS.

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

Engineer for Hire:

Yes, that's right, after a long winter away from the workshop, once again, the Drawing Board is back in business!

That's right, you too can partake of Progress' wonderful harvest! Any and all weapons modified and upgraded or all new weapons made from scratch and assured to perform beyond all expectations! Perhaps a mace with which to better smite undead or repeating crossbow. Or perhaps not even a weapon but a device to make your life simpler such as polished lenses to keep the sun from blinding you or a new, better limb. I also provide games, locks, and other devices that boggle the mind.

A consultation is free. You have nothing to lose but a moment of your time. All prices are fair and if you want to take it somewhere else to be built I will sell the plans. I also can repair all mundane weapons and armor as well as produce any jewelry you might desire. So please, don't hesitate to ask for me!

- Jynx

To the DoD:

Pay closer attention. YOV FOOD.

-Niddogg Jiin'Rah

HeLlIO, GrEeTiNgS, sAIUtAtIoNs!

We'Re So HaPpY hApPy ThAt SiR Farrock Frosthill DeStRoYeD tHaT eViL sTaTue ThIng. It WaS sCaRiNg So MaNy oF uS Faemen OuT of ElMeRtOn. BuT, nOw ThAt it's GoNe, wE'rE gOnNa hAVe a BiG pArTy. NoT oNe of tHoSe stuCk uP pArTies LiKe The oNes the NoBleS haVe buT oNe Of tHoSe iN the woOdS aNyThiNg gOeS pArTiEs. We LoVe Farrock, sO wE'rE gOnNa be ArOuNd aLL tHe TiMe NoW. WE'rE GoNnA mAKe IOts oF pReTty MaGiC in ElMerTon. SEe YoU sOoN FaR-roCk.

GoOdByE, sEe yOu lAtEr, FaReWelL.

To those who dare to disturb my
Dimensions:

Stop now or incur my wrath.

-Iron Maiden

RIDDLES BY RAKESH

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

I reach for the sky, but clutch to the ground; sometimes I leave, but I am always around. What am I?

Who works when he plays and plays when he works?

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 beyond repair. Contact Rakesh for full details.

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 21st of Impril.

The Smiths Guild welcomes Ulfdar as a new member of the guild at the Journeyman level.

Sisters of Elmerton,

Our meeting and a little picnic will be Impril 21st, at one hour past noon, at the pavilion down by the water below the tavern. If you are willing please bring something to share.

Suki

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.

Scrolls for Sale

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



MAGESTRY'S Best of Marchestry 2007

Here are our picks for the best of the March 30-April 1 event:

Last event's **Best PC Award** goes to **Bryan De-Joseph** for his solemn and consistent portrayal of **Fingon Telperion**. Bryan has been playing this character since the very first Magestry event back in May of 2003 and has always done a good job with it, but this game, the staff thought that the dark elf finally clicked into place. He stood up to a character that he has long feared and declared his place in the World of Magesta. Despite the fact that Bryan knows most of the staff is asleep between the hours of 4AM and sunrise, Fingon stays awake stalking the trails. He always has. And, maybe someday, the entire staff will stay awake with him. Muwahaha! Great work, Bryan!

And, after much deliberation (all of our NPCs rocked hard), last event's **Best NPC Award** goes to **Erik Dey** for his unending enthusiasm to go out and do what needed to be done whenever it needed to be done. It was said that one couldn't turn one's head without seeing Erik somewhere in the vicinity. His "get-up-and-go" attitude was really inspiring behind the scenes. Whether he was out as a face role or a crunchy-type, Erik was showing us what it means to NPC at Magestry. Thanks Erik, and great job!

THE END OF FREE GAMES

It has been a good run, but after crunching the numbers, the staff of Magestry has discovered that the trial program that granted new players a free first game has not helped to increase the game's membership. In fact, attendance of paying players has dropped since it began. Therefore, the May 18-20 event of this year will be the last event at which new players will be able to play for free. After that time, new players will be required to pay the normal registration fee.

That means, if there is a friend out there whom you have been trying to lure to Magestry with the promise of no money down, you'd better get him or her to one of the next two games or your promise will become an empty one. The good news: this does mean that new players will not be forced to camp if they pre-register. The bad news: they just might steal your cabin spot.

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, Angel 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 in advance.

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.

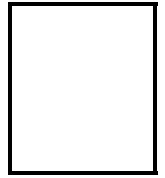
MOOSE DAY COMETH!

On Saturday, May 5, 2007, Magestry will be once again lending its hands to Camp Chesterfield's annual service day. The day begins at 9AM in the camp dining hall (module building) and ends at around 4PM. We have always given the camp great support on this work day and they love us for it. Please come and help us this year. You will be compensated for your time in Brownie Points (Ding!). We guarantee no less than 25 BP per hour worked, and usually it is more; that is how much we appreciate your help. Please email Paul at GottaServeMoose@Magestry.com and let him know what hours you can join us. It's always a blast!

Also mark you calendars for the second work day. Beaver Day is Saturday, June 2. Thanks!

PDabble Games

PO Box 1037
Middlebury, CT 06762



Magestry.com
PDabbleGames.com

MAGESTRY 2007 Event Schedule

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 **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'8 Next Event is

April 20 — 22, 2007

At Chesterfield Scout Reservation in Chesterfield, MA

The cost is \$60 (\$55 if sent by mail by April 13) 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!**