

PDABBLE GAMES

PRESENTS

THE MAGESTIC MESSENGER

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

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Another Royal Family Attacked!!!

Royal families of Irvanshire have been attacked at their manor houses by a variety of foes. The Falstoke Manor house is now no exception, early in the morning of the 21st of Impril an unknown band approached the manor house. They posed as guard relief for the Golden Swords contracted to protect the family. The Golden Swords, not expecting relief for another six hours, safely evacuated the family and fought off the band. The identity of the attackers and their motives remains unclear; however, the Falstoke family vows to find who is responsible- it is said that Sir George Henry Falstoke is offering a sizable reward for information leading to capture of the brigands who attacked the manor house.

A Reminder to the Heroes of Elmerton:

As the future of Magesta hangs in a precarious balance between survival and destruction, you are busy squabbling and bickering like spoiled children.

Stop it.

I remember the days when you ceased such nonsense. I remember clearly a town united, a force of unimaginable power that rose up and said with one voice, "NO, Devastation. Bad boy. Get back in the box." But your heroic works should not to end with that one great moment. There is still much, much more to do!

All our destinies are still intertwined, mine and yours and all of Magesta, whether any of you like it that way or not. But you do have a choice, my children. You can say sorry to each other, shake hands, and turn to face the real enemy. Or you can continue to whimper and spat amongst yourselves while our entire world drowns in the wake of the Sleeping Lord.

I plead with you to remember who you can be when you stand as one. Remember that you are strongest together. Remember that when you stop keeping your petty secrets and pull your resources, you are a force that even the Sleeping Lord himself will have to reckon with. Remember, my children, you are heroes.

Now, stop sniveling and get back to the business of saving the world.

*Your humble Mother of Memory,
Duffy MacTyre*

I'll Not Sleep In

There's a lot that I don't know.

Ten years ago, this kind of life only existed in stories. Expeditions into the realm of Shadow, the mere existence of Incarnations - let alone knowing them, the transcendental workings of Overworlders....

Saadius, The Sleeping Lord.

Here's what I know. The Saadius cultists, as they have come to be known, charge into our town with murderous intent, looking to clear the way for the rise of their lord. They don't speak, they don't question, they are unable to discriminate even who is on the same side as they are.

They are not the only Saadius worshipers in the world, but they certainly have strong numbers (as do the Disciples of Dissention who now toss their hats in with the cultists). As his worshipers, they and their actions represent him, and unless one has a suicidal urge I can not see how he can stand for this.

Then there are those who worship in a different manner and are open to dialogue. They speak of Saadius as a force for good - a benevolent steward just misunderstood, a savior of Magesta. These people know of histories that we have not encountered and they "know" these to be true. Only really it is not knowledge - it is that they *believe* these histories to be true. There is no proof, because it's a belief. To them it is true simply because that's the way they believe it to be.

Beliefs are scary things. They're tricky to change - tricky in this sense meaning "nigh on impossible." Most of the time, what better proof does the opposing side have? Those who say Saadius is good believe that to be true, and those who say Saadius is bad believe that to be true. There's not a whole lot either side can do to convince one another.

But think - who has been on the side anticipating the Sleeping Lord's arrival? I've only encountered strangers. My friends and people who I know and trust, on the other hand, have very consistently been on the side of opposition, looking to prevent the damage that will be done by this eventual rise.

Here's what I *do* know. The Elemental Callers began working for Saadius. They were partly, if not wholly, responsible for the chaos caused by the elemental planes coming in such a close proximity with one another and Magesta. The purpose? To clear the world for Saadius to rise so that they may hold positions of power. Durius Undybbar was one of them who got greedy and tried to burn his former allies.

Fate, a falsely placed incarnation, is in existence to assure the rise of the Sleeping Lord - displacing the rightful incarnation who should be in her place. Fate's minions? A crew of undead sailing on the high seas.

All of the information that I have acquired from those that I know and trust have led me to *believe* that Saadius - the Sleeping Lord - in whatever state he is in now is a bad thing. The ending of this age is fast approaching and the corrupt essence of Saadius is harming the very Magestream that makes our home of Magesta so unique.

So that's my belief. I don't even know if I am going to have a role to play in events as epic as this, but from this point, I'm doing all I can to oppose the rise of the Sleeping Lord. I might be misguided - everyone whom I trust could be horribly misled this whole time - but I'm tired of misinformation, of conflicting stories and improvable facts. Taking this stand is all that really make sense.

Cheers.

Hatch van Graves

To all of Magesta,

I would like to invite all the followers of Saadius Magestis to Elmerton to speak with me in a peaceful manner. I have long thought that there is much more to Saadius than anyone has previously voiced. It is not my intention to preach or sway your views but to openly or privately discuss your beliefs. I look forward to these enlightening conversations.

- Sir Haku Steelwind
House Brighthand

The Deadly Seven in Elmerton?

Rumors of the Deadly Seven have been running rampant through the farmland and villages surrounding Elmerton. There have been a few eyewitness accounts of seven people, with identifiable tattoos on their foreheads, sacking entire villages. Can they be stopped?

The Deadly Seven reportedly began as a group of vigilantes. They gathered together from all over, because they were sick of corrupt law officials allowing lawbreakers to continue to cause problems. They would capture murderers and thieves with an extreme amount of force, sometimes ending with the lawbreaker's death, but no one seemed to mind much. One day, something changed, and the Deadly Seven began killing anyone they came across.

An eyewitness has reported one of the deadly seven vanishing but his sword remaining. Then another, that was thought to be a spell caster, lifted the sword and began to swing it with great skill. One of the members, Mingo, was found in Elmerton and was dispatched with immediately. He was never the brightest, and managed to wander off from the group. There is not much else known about the other of the Seven.

The Sapshirian Hunters normally keep their bounties to themselves, and we do enjoy a good challenge. However, we cannot sit by and let people be murdered without warning. So, the Deadly Seven are kill on sight. If one of them tries to kill you, you feel free to murder them right back. If you manage to capture one, the Sapshirian Hunters would be glad to take him or her off of your hands.

Woods be With You,
Lessa of the
Sapshirian Hunters

Come One, Come All!!!

We, the owners of The Tavern With No Name, are proud to announce that our doors will be reopening come the 19th day of Maygrelian. All are invited as we celebrate this most grandest of occasions and unveil what can only be modestly described as the greatest ale hall in all of Azsuron. We bid you come and drink and eat and make merriment and help us make this day a most memorable one. Of course, should you enjoy yourselves as much as we know you will, then not a thing will you remember! So, if you have grown tired of all those other taverns out there with their poor service, watered down drinks, unpleasant barkeeps, unpredictable hours (or just located in Elmerton) then fret not, for none of these exist at The Tavern With No Name. Where no man, woman, or beast goes unsatisfied!

Excitedly yours,

McKraken & MacGuinness;

Proprietors of The Tavern With No Name

Gaming, Gambling, & Clubs!

The Tavern With No Name is proud to announce, with the hiring of our new master of games, our first Clubs Tournament. Watch your fighting prowess against others in an elimination-style round of combats for your chance at the prestige from the victory along with the grand prize of a silvered weapon. The entry fee is but a modest one gold crown.

For those who don't find their way into the ring (and even those who do), betting will be placed on each bout for the chance to return to Elmerton with a full jingling pouch. Throughout the night there will be a wide assortment of gaming and gambling of all kinds so come prepared! Settle a grudge in the ring in a proctored match to whatever conditions you specify (and give your friends a chance to wager some coin on your skills!)

If you're short on coin - fear not! Loans can be made available to those who may have fallen on unfortunate circumstances. All at The Tavern With No Name will be looking forward to a night of fine food, good drink, and gaming for all.

Puppets and Skeletons working together?

I was outside tending to my garden, when I saw a marionette wandering through my fields. It's not a strange occurrence, since scarecrows and marionettes love to stand around pretending to be lifeless for hours until a stranger passes by them. They never hurt my crops, so I really don't mind.

This marionette was different, fancier. So, the marionette was about to stand around in the field, like they love to, when some invisible force seemed to grab it by the neck and toss it forward. The marionette danced down the hill and I heard the most awful screeches. I heard some weird spell cast by evil, and then there's Uncle Riley and Grandma Tilly up and adam like they hadn't keeled over years ago.

The strange thing was, they walked right by me without saying a thing. I was afraid they was gonna eat my brains or do whatever those things do. Now, what the heck would that puppet want with Uncle Riley?

Next day, I hear about the puppet going around to more places and doing the same thing. My next-door neighbor's sister popped back up, and I'm pretty sure I owe her a gold piece. I hope she doesn't come looking for it.

-Freddie Weaver

The Dancing Cat is now open for business

Yes, the former Dancing Sash and the former Crimson Cat have become the Dancing Cat!

We are now open on our new premises past the second high bridge just outside of town; follow the paw prints to the brightly colored tent!

Hours:

The Dancing Cat does not close! We are at your service day and night as suits your needs! Please, test us on this!

Wares:

- ❖ *Ink and Paper*
- ❖ *Alchemical Components*
- ❖ *Tea and other beverages*
- ❖ *Potions*
- ❖ *Locks (Magical ones can be attained)*
- ❖ *Magical Items*
- ❖ *Materials for your crafts*
- ❖ *and many more items from all across Aszuron*

Services:

- ❖ *Massages (an appointment guarantees the presence of a masseuse)*
- ❖ *Private Meetings in our walled-off side room*
- ❖ *Tarokka Readings (by appointment only)*

To schedule a service or for any other needs, please contact Lucian J. Romeno or Tristan Drocha and they will do their best to accommodate you.

It'S hERe! FiNALLY! iT's tiMe! We'Re GonNa daNce anD mAKE hAPpy 'CauSe fAE mAGIC iS BACK! wE Are gonNA maKe a RiNG in eImER-ton! SpARKLE! sHInEY! ElMERton MadE gRouNd ReAdy, We'RE gONNa daNce It 'TiL iT'S mAGIC! CoME mAKE hAPpy wiTh Us! bRiNG sHInEY DancEY cLoTHEs! BriNg nUm-MieS! ComE hELp baBy FaE MAGic bE bOrn!! YaY!

Charges from the Court of Elmerton, held on Impril 21st, 2007.

These charges were dealt with after court was adjourned.

Belenus pled guilty to the charge of casting Dark Armor by the power of Evil on Teg Dunham. He was sentenced to a magical branding for one year, was removed from the guard, and released on a writ to not leave the borders of Elmerton.

Teg Dunham was charged with aiding and abetting a criminal (accepting the Evil spell and not reporting it to the authorities). He was found guilty, and was released with a summons to appear in the court of Elmerton on the 19th of Maygrefian for sentencing.

It is with great privilege that I announce

**Toner Frosthill, Squire
&
Siegfried**

Initiate members of

Goart Magesti

**With all the rights and responsibilities
pertaining there of.**

**Māgisar Stellacci
The Royal Māgissariot Gorps
Goart Magesti**

Unfortunately there are times when coin can accomplish what a sword cannot. As such I think it is time I picked up a professional skill.

I seek a guide capable of teaching me the ways of the forest and about how best to keep direction. I know the lands surrounding Elmerton pretty well but there is room for improvement in sharpening my eyes to see what I have previously left unseen. I would be appreciative of the lesson and tip accordingly.

- Rowen Sayoran

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. No openings are currently available.

The Smiths Guild will meet at 1pm in the smithy on the 19th of Maygrefian.

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.

RIDDLES BY RAKESH

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

He stands beside the road in a purple cap and tattered green cloak. Those who touch him, curse him. Who is he?

What is it that you must give before you can keep?

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 Impril 2007

Here are our picks for the April 20-22 event:

Last event's **Best PC Award** goes to **Melanie Ashman** for her ever enthusiastic portrayal as **Suki**. Whether she was scolding Yillianites for not knowing who she was or showing pity in a corridor that gave her phenomenal cosmic powers, or just roleplaying her heart out, we saw some of the best in Suki this event. She took control when she needed to and really made her character come to life for almost everyone who interacted with her. Great job, Melanie!

And, last event's **Best NPC Award** goes to **Jaimie Lundell** for absolute, rock-out, hardcore NPCing all event. Jaimie was really everywhere we needed him to be at all the right times that we needed him there. He stayed up until the wee hours of the morning making sure our latest plots ran and then was up again very few hours later to start our day. When he wasn't plotting it up, he was helping to set up the mod building. It was great to have you there, Jaimie! Thanks!

Boffers By Maget

If you want a boffer made by Maget, send an email to:
MagicBoffer@gmail.com

With the following information:

Blade Length and color

Handle length and color

Pommel length and color

Crossguard length and color

Pictures you pull off the internet, to give him an idea of what you want, will help.

You'll get an email back with an image that will clarify exactly what you want before actual construction begins.

NO MORE FREE GAMES

This event, May 18-20, 2007, will be the last event that New Players will be able to pay for free. For every event after this one, new players will be required to pay the normal registration fee.

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.

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 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

BEAVER DAY BECKONS!

On Saturday, June 2, 2007, Magestry will be lending its hands once more to Camp Chesterfield for it's biggest annual service day, known as Beaver Day. The day begins at 9AM in the camp dining hall (module building) and ends at around 4PM. Three weeks ago, Magestry brought an army of helpers to Moose Day (Thanks, everyone! You all rocked!) and we would like a similar turnout this time. We are still offering no less than 25 BP per hour worked, and half of the BP you earn can be converted to skill points outside of the normal per-event cap to prove that we appreciate your help. Please email Paul at GetThatBeaver@Magestry.com and let him know what hours you can join us. It'll be Beaver-tastic!

Silver Kingdom Renaissance Festival

June 2-3 and 9-10 in Charlton, Massachusetts

If you are in the area for Beaver Day or just looking for some way to spend your weekend, why not go see the Silver Kingdom Ren Faire, run by a group of fellow LARPer over at LIONE Rampant. All the information you need can be found at:

www.KingdomFestival.com

