



PDABBLE GAMES
PRESENTS




THE MAGESTIC MESSENGER

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

Newgreen 119 (April 2009)

Volume 7, Issue 2

FARMERS AROUND ELMERTON FACING TOUGH PLANTING SEASON



FARMERS IN AND AROUND the town of Elmerton are steeling themselves for what seems like will be an extremely tough planting season. Seed stocks in many farms have vanished or been decimated by rot, and farmers are reporting that their lands are still too frozen to even try to prepare them for planting: A plow broken this early in the year could mean the ruin of any of these farms. The affected farmers were quick to blame the conditions on the return of the once forgotten town of Elmerton, as well as insufficient dedication to the spring rituals.

"Every once and awhile," said Farmer Beau, "Some folks forget 'emselfes and how important rituals is to all parts of the Harvest. I lost 3 seeds for every 4 and I don't got the silver to replace 'em. If'n things don't change soon, come winter my youngin's and I will be beggin' in the street if'n we are gonna eat at all. It's th' same thing all over the area. I tell you what, there ain't gonna be a lot to eat 'round these parts 'til next year. Tain't really fair cause I put out my little pae doll made outta new pond grass and pumpkin vines. Why should my kin be a'sufferin if I did my part?"

Local farmers are on the lookout for anyone with some extra coin or helpful magic at their disposal.

Announcing Elmerton's First Magic Dueling Society

Interested parties should contact Master
Counselor von Haggeneild.

Initial tryouts in the region will take place on the 25th of Newgreen in Elmerton.

Luther is dead. He died in Elmerton at the hands of the shadows whose Queen he destroyed. He came seeking our help, but we failed to rally to his defense until it was too late. I do not know the particulars of why we failed him – I only know that we did.

Luther is dead, but yet he does not rest. He cannot rest until the task he has been charged with by Vorkarian himself has been carried out. That task is to test the town until he is satisfied that we will not fail to aid another in need again. Until we prove that we remember how to act as a town, how to fight and protect each other, and how to unite as a Community to overcome the greatest challenges, he will not know peace.

I ask all of us to remember this through the coming months, and especially when Luther returns again. All of us who call Elmerton home, even if only for a little while. All of us, from the newest face all the way up to the oldest veteran; from Gaz to Siegfried, from Seloin to Galynn, from Kagome to Helik. I ask all of Elmerton to rise up together, not just for Luther, but for ourselves!

I have seen the spirit of Elmerton at work before, and it is an unstoppable force. The next time we see Luther, I want to feel it at work; I want to see it flatten all of our foes and spur us to protect each other from harm. The next time we see Luther coming to test our mettle, I will hold nothing back. The next time we see Luther, I want to him to be standing in the midst of his shattered force with a smile of satisfaction on his face, knowing that he is finally able to rest. The next time we see Luther, I want to be able to say goodbye.

Rakesh the Smith, Magistrate of Elmerton

The next session of court in Elmerton will take place on the 25th of Newgreen at 3 bells after midday in the amphitheater. Taxes of one silver will be collected from each person.

As dictated to Miss Fayryn Lyette Ryley:

Denizens of the Plane of Mud,

I just want to remind you that the person you now call Luther is not really him. When the real Luther comes back he will be gold and know kindness and what is right and wrong. This person that attacks us and does mean things is a puppet of Vengeance. I make puppets; I know how easy it is to do. But they are easy to get rid of too. Be strong, mud elementals and compatriots! Our friend will come home.

*Love,
Trina*

BARZHREK SACKED!

A dispatch from abroad: The port city of Barzhrek in Mahaad was assaulted by unknown attackers. The siege is at the time of this writing in its second week. All communication into and out of the city has been closed off. Whether it is the will of the Ogres or simply an inability to get information out remains to be seen. From the points of the breakwater, the inner harbor looks largely devastated, but the palace remains intact. News from the Anointed Prince's palace in Zhartok deems this insurgency a trifle that will be dealt with swiftly.

This is the first significant violent uprising in Mahaad since the Seven Moons' War, nearly 80 years ago. Or at least, it is the first uprising they have not been able to keep quiet. Mahaadi Citizens living in Point Edgar held vigils for their brethren in Barzhrek, demonstrating peacefully. It is unknown at this time whether or not the Irvanshiran garrison in Zhartok will be called upon to assist in the securing of the city, but according to King Adamar's decree, the nation of Irvanshire will extend a hand to their Mahaadi brothers, if they but ask, having known the hand of thoughtless terror themselves.

Citizens of Elmerston,

I know I have told many of you this, but there are always some people that I am unable to reach. As many of you probably have noticed, the light children I have been raising in the sanctuary behind the tavern have left the safety of the sanctuary. I do not know where they have gone, or why they have left, and that is why I need all of your help.

As you all go traveling please keep an eye and an ear out for anything you might see or hear relating to the light children. I am going to be searching for them to try and see where they have gone, but I can't travel everywhere alone, and together as we all travel we can cover a lot of ground.

I am very concerned for their well-being, and would appreciate any and all information you can gather, no matter how insignificant it may seem to you.

Thank you in advance,

Keladry Frosthill

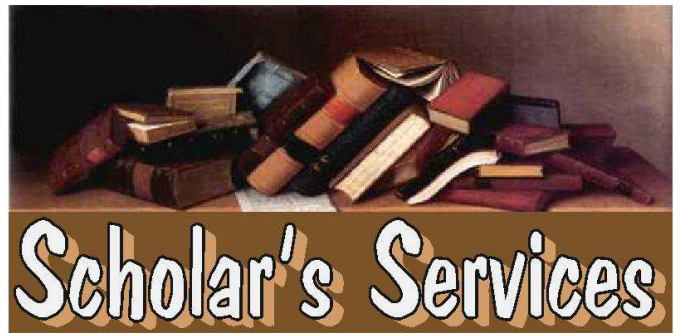
The Voices of Magestry Bloodthaw of year 118 of the age of Fortune.

The scholars and several others got together to help the town with interpretation of the runic messages you might see. Magestry was speaking a lot this moon and we were doing our best to reinterpret it. The collectors and translators of these stanzas were Ari, Mathias, Llew, Rakesh, Gaz, and myself. Please find these in the order that they were found moving backwards from the dark tree and then around to the glade.

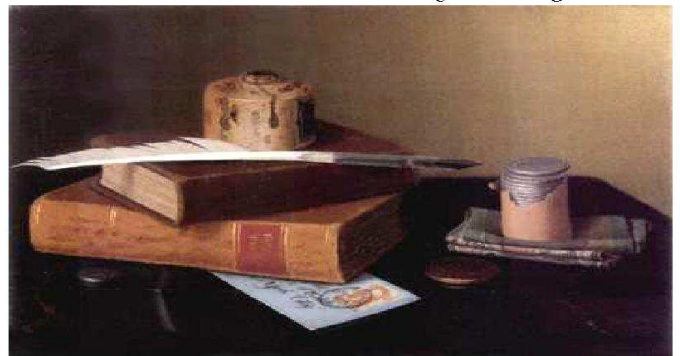
- 0) But that which wonderful appeals.
- 1) And make a beggars brat a peer. But while thus my life relate.
- 2) I only hasten on my fate, my to(m)gue is black, my mouth is furr d (m=n?)
- 3) I give command to (k)all or save (or savi). Can grant ten thousand crown a year
- 4) His follies to his greatest foes all la(m)gueages I can command (m=n?)
- 5) Yet not a word me understand without me aid the best devine
- 6) The scholar could (n)ould not shew his reading. Nay; man my master is my slave: (n=m?)
- 7) My skin he flayed, my hair he cropt, at head and foot my body lopt.
- 8) In learning would not know a line: the lawyer must forget his pleading,
- 9) 2 – WITT Dependents
- 10) On Point Edgars streets left to rot.
- 11) To vex me more he took a freak to slit my to(m)gue to make me speak. (m=n?)
- 12) 4 – AHTT (KREATION)
- 13) 7 – AHAY
- 14) I speak to eyes and not to ears, he oft employs me in disguise
- 15) And makes me tell a thousand li(t)s: to me he chiefly gives in trust. (t=e?)
- 16) Chaos herself is in the shadow realm (Stravinia?)
- 17) 6 – TT (USES) FI
- 18) Till me that tyrant man espy'd me from my mothers side.

- 19) When shadows are searching for shards it is like a drunken bloodlust. They will not let anything get in their way.
- 20) There is such an odd feeling when that thing ghosts its way through town.
- 21) Our world will die (by faded fabric and smell of rotting meat.)
- 22) I Harold can now force a word. I stand here guiled and forgot.
- 23) 2 – MOTA
- 24) To please his malice or his lust me no se can hide;
- 25) 3 NTMA
- 26) No wonder now I look so thin: this tyrant strip t me to the skin
- 27) Nature to form me took delight and clad my body all in white:
- 28) I see his vanity and pride: and my delight is to expose. Good luck in your work with these passages. I hope that we may find the meaning that they may guide us to discovery.

Yours,
Teg



Services of several scholars available in the Town of Elmerton. Please contact Vincent Scott, Kenpochie, Mathias or Tegwald Dunham for more information. Reasonable rates, as low as at cost for worthy causes.



By Order of House Windlock

Until notified otherwise, orcs from the Tauknah tribe are to be untouched by sword and spell. They are also not to be arrested or otherwise inconvenienced in any way. For all intents and purposes these orcs are to be considered guests of house Windlock and should be treated as such.

However, should any orc prove to be unruly or dangerous any Windlock nobility has the ability to withdraw that specific orcs protection. Additionally, the Tauknah has stated 2 citizens of the town of Elmerton: Ameron Delancy and Brother Burns, are both capable and acceptable choices to judge the guilt of any orc as well as determine the appropriate punishment. As such these individuals should be sought in any disagreements.

Looking for a way to help the world around you? Consider these worthy options, some of which can be done just by spending some time traveling within the borders of Elmerton.

- Discover what really happened to Haku, Ivan, Izen, and the Incarnation of Vengeance.
- Search for the missing Light Creatures who have left their sanctuary without a trace.
- Investigate the gypsy Blood Beads, see how they relate to Tshurkurka, and uncover how to destroy him, or exile him back into the Void.
- Learn the true purpose of the Dark Tree near the Fae circle, and reverse its corruption.
- Determine the link between the recent unusually high rodent activity, the large amounts of missing food, and the unknown resolution of the Rage Fever epidemic.
- Discover the agenda of "Mama" – the being taking over the woods beyond the Gwendolar shrine, silencing and enraging the trees, having the Wood Trolls collect alchemical components, attracting people who desire to become like a Wood Troll themselves, kidnapping people, and organizing the attack on Baron Simon Windlock.
- Study the Nah'Zah'Rin (the creatures that have black and purple facial markings) to determine what they want and how to send them back to their negative energy dimension of Gelad'Rian so they stop corrupting plant and animal life here.
- Research how to grant Byron clarity of mind and a final rest, possibly using a toad wood circle.
- Uncover the reason why the Portal Authority is destroying all records regarding Tamarack.



Loose Lips (Apparently) Sink Ultimates.

"By the Incarnations, it worked!" The crowd instantly stopped... looking at the masked stranger standing over the body of their attacker. Then they let out a cheer. An Ultimate was dead. For too long these beasts had had free reign to mete out death. The masked person allowed me an interview on condition that I keep the particulars of the city (town, hamlet or burg) secret. My vanity always gives way to my survival instinct and I happily agreed.

Anonymous: Was it just a lucky chance that allowed you to kill the Ultimate?

Masked Person: Maybe so, but I was able to hit it repeatedly with this energy type and it kept getting cut. That is significant.

A: Why is that significant?

MP: Ultimates are a product of Project Deadman (yes, the one that doesn't exist). They seemed impervious to all forms of energy. After a single hit with any energy type they would be able to resist subsequent blows with that energy type. Basically, at any given time they seemed vulnerable to only one thing and as soon as it was found it would change. Is it significant? Well, how bout this... up to a few minutes ago a total of zero Ultimates had ever been killed.

A: Incredible. Are you going to share what energy type it was?

MP: Of course, but don't think anything's ever easy. The energy has to be a combination of energies. Two energies at once.

A: But that's not possible, is it?

He looked back towards where the Ultimate had been dealt its final blow and chuckled.

MP: Ya notice any Ultimates walking around here?... What if one of the energies was inherent to the weapon?... Times up, the answer is SHADOW MAGESTIC. A magestic dagger like this one enchanted with shadow energy... Shadow Magestic. Its theorized that the 2 could be combined in a single enchantment but it's not been done yet to my knowledge.

A: So how did you find out?

MP: That's the funny part. You heard that loose lips sink ships... its apparently tough on Ultimates too. Well, remember a while back that puny little runt, Percival, the peon that works for the head of the Royal Intelligence Service, General Mondolo Kervantis? Well, he came

around telling everyone that Project Deadman didn't exist? Well, up to that point I had never heard of Project Deadman. Apparently someone had written something in the Magestic Messenger that had everyone up in a tizzy. I ended up reading the article and decided to follow this guy. Again, his name is Percival, he works high up in the King's close circle as a scribe... and there's a name you can publish.

A: Isn't that the General who is rumored to be a Perfect?

MP: That's what they say.

A: And this Percival, he just told you?

MP: Ah, yeah, just like that. Of course not, he's a bum sucking worm and a maggot's lunch cart, not an imbecile. Though he also loses all his candor and judgment when he's 3 sheets to the wind... actually a few drinks and he'll be your... Well, he'll be yours. Turns out it doesn't take much to get a brown noser drunk.

For the first while I had spent time in many of the places he frequented I ended up with not much more than a ton of his ego ooze, but one day he's mumbling a little ditty.

"I'm an Ultimate, Ya can't touch me. Not without Shadow Magestic energy."

I asked him about it and he clammed up then he looked around frightened and left. Since then I worked on getting this blade and tried it for the first time a half hour ago.

A: Wow, though I would still give him imbecile status.

MP: Generosity.

A: Anything else that might help others bring them down?

MP: Yeah, don't pussyfoot around. If you're having an Ultimate infestation get a magestic weapon and put some shadow sauce on it. Then get someone with a powerful strike to hit 'em hard and fast. A fatal blow with Shadow Magestic will drop 'em in one. Don't mess around seeing if it'll develop a resistance. We're past experimentation here.

A: Anything else.

MP: Just drop 'em.

Within hours of this interview there were 2 more Ultimates confirmed killed by this technique. 3 down, who knows how many to go. A magestic weapon with a shadow enchantment ought to do it. So like the man said... drop 'em.

Good luck and may the incarnations be with you.

As agreed: Anonymous.



ANOTHER GRAND OPENING!

WE, THE OWNERS AND PROPRIETORS OF THE TAVERN WITH NO NAME, ARE PROUD TO ANNOUNCE THAT WE HAVE EXPANDED AND ARE NOW INVITING ALL OF IRVANSHIRE AND BEYOND TO COME AND STAY AT OUR NEWLY OPENED INNE. THAT'S RIGHT, YOU HEARD IT HERE FIRST! THE GREATEST TAVERN ON AZSURON HAS JUST COMPLETED ITS NEW RESIDENTIAL WING COMPRISED OF OVER 36 COMMON ROOMS, 12 NOBLE SUITES, 4 ROYAL CHAMBERS, AND A GRAND FEASTING HALL! THIS IS IN ADDITION TO OUR FAMOUS ALE HALL WHERE ALL YOUR DRINKING, GAMBLING, AND ENTERTAINMENT NEEDS ARE MET AND SURPASSED. WE ALSO HAVE TO OFFER A 52 STALL STABLE WHICH WAS COMPLETED THIS PAST FALL WITH ITS PROFESSIONAL TEAM OF HOSTLERS EXPERIENCED IN ALL MANNER OF MOUNT AND STEAD FROM HORSE TO GRIFFON TO YOUR MOTHER-IN-LAW.

SO PLEASE, COME ONE, COME ALL TO THE INNE WITH NO NAME WHERE EVEN THE MOST WICKED OF SOULS WILL FIND ALL THE REST THEY NEED!

McKRAKEN & MACGUINNESS,

FORTUNE'S FAVORITE STEPSONS!

Rakesh.

I apologize for our lapse in correspondence - statute of limitations is up for our game. I had lots of fun! Enjoy the spring. Tell Cuther hi.

C.C.



Circle of the Sword Maidens



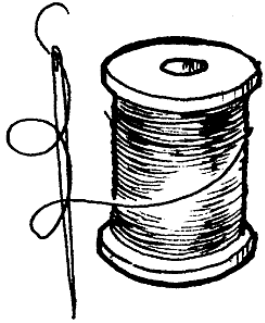
We will be gathering at the amphitheater in Elmerton at high sun (noon) every Wakingday.

It needs not be said that all sisters are always welcome!

Town of Elmerton,

This is to notify and warn you of recent bandit activity. A male wolf mongrelion who goes by the name of King has been seen in the area. He is a very dangerous man, wanted for highway robbery, murder, and impersonation. Due to recent escape attempts, the bounty on his head has been raised to 10 gold. He is wanted, dead or alive. Please contact me at House Windlock if you have any information leading to his capture.

Squire Kira Terreste



Seloin's Stichery

Hail and well met. I am an apprentice tailor and may be able to help you with several things. What I can do and the cost for the service are listed below:

Mending Services:

-Mend a small rip or tear (less than 2 inches)..... 1cp

-Mend a large rip or tear (2 inches and up)..... 2cp

(there will be an additional charge of 1cp for each inch after 2)

Note: Please allow sufficient time for repairs, we all know how Elmerton can be.

Created Items:

-Money Pouch/Components Pouch..... 1sp

(I will have a limited amount in stock when I return to town, if you wish one reserved, write me a letter)

-Satchel/Sack..... 5sp

(All special satchels and sacks must be pre-ordered, with your specifications attached to the letter. I will try to have one or two in stock when I return to town)

-Plain Tunic..... 8sp

(Must be pre-ordered, no exceptions, specify color, size, etc and allow time for creation, thank you)

Come and see me if you wish me to attempt anything else for you.

MESSENGERS' GUILD SEEKS NEW RECRUITS!

Are you interested in Traveling? Do you like to meet new people? Then perhaps the Messenger's Guild is the place for you! If you are interested in becoming a messenger, send a missive that includes your name and current place of residence to Nunzia Botolf in Tradegate.

To the Town of Elmerton,

I'd like to take this time to thank all of you who fought by my side during the great battle of Shadowstraad. Together we fended off the shadows to free the Phoenix, not an easy feat but one we were able to accomplish. I'm obviously slightly different since that dreadful Boneharvest air has come and passed and I want to thank each and every one of you for being so understanding and helping me out in more ways than you know. If any of you ever need anything at all, I will be more than happy to help. I would have said this to all of you much sooner but Haku instantly became my first priority. Another concern at the moment is related to the Phoenix we fought so bravely to set free. Did anyone happen to notice which direction she flew? If there is anyone on Magesta who knows of the whereabouts of this beautiful bird of fire, I urge you to please seek me out in the town of Elmerton, or simply send me a letter.

To the heroes of Elmerton, I will never forget you.

Nevaeh Phoenix



Congratulations Councilors

House Windlock & Master Counselor Vournle
von Haggenefeld Present Elmertons's Councilors:

D'este
Mathias Nathaniel Eckhardt
Galanthas Du'Mentharen

To the 'Wolf in sheep's clothing',

I know who you are.

I know what you did.

I know where to find you.

*The only question remaining is,
"When will your time come?"*

~ The Hangman ~

REWARD

5 gold reward for information leading to the capture of Tessa Weaver, suspected mass murderer and fugitive. Suspect is female, about five and a half feet, brown hair, and no eyes. Contact Panagore Krandell in Hatchport with any information.

"In a world with no locked doors,
There will be no greed,
or people left to harbor it." - Seth Barden



Mechanical Lock,
Simple, Common, Complex Quality

Better Prices Than Your Grandmother Can Find.

Simple Locks = 5 silver!

Common Locks = 1 gold!

Complex Locks = 3 gold!

Keys For Existing Locks = 3 silver

Locked Boxes/Chests = 1 gold + Lock

Manacles = 1.5 gold!

If you FIND a better price, prove it, and I'll beat it! • Guaranteed.

MECHANICAL locks are better than MAGIC locks

If you need any of the listed items, Contact Seth Barden
By Letter or In Person!

THE MOOSE AND THE YETI

On May 2, 2009, one week after our April event, Magesta will once again be sending heroes to lend their hearts and hands at Moose Day! Moose Day is a camp service day that starts at 9AM at the Chesterfield Scout Reservation Dining Hall and ends around 4PM. Lunch is provided, but please let us know if you are going to attend by emailing Moose@Magestry.com. Brownie Points will be awarded in plenty. Ding!

However, because of the monstrous destruction at the camp, a single service day won't be enough, not even for Magestic heroes. So, we are also going to add our own service day to the front of the April event, and we are going to call it Yeti Day!

Yeti Day will begin at 12PM on Friday, April 24, 2009 and it will run until 4PM. For those four hours, we will do nothing but clean up damage left by the ice storm (and possibly also the damage left by cars driving on muddy roads), and most of the trees and branches that are down are pine and are oozing that viscous sap that sticks to your clothing forever, happily ever after, the end; so dress appropriately. Lunch will not be provided, so be sure to bring food with you. At 4PM, regular set up for the game will begin.

BP will also be awarded for Yeti Day, and anyone who helps out (between 12 and 4) will have his or her BP-to-SP spending-cap increased after the April event. Ding! Ding!

Hope to see all of you at both Yeti Day and Moose Day!

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.

If Maget is too busy, or if u want to give an apprentice a chance, give me an email at

mrfondupot@aol.com

for your boffer needs. Price's are set lower to make up for lower craftsmanship. Make sure to write boffer in the subject line.

Ne'ekro/Travis

**YOUR AD COULD BE
HERE!!!**

**REMEMBER TO SEND
YOUR SUBMISSIONS TO
Newsletter@Magestry.com**

**DEADLINE IS ONE
WEEK AFTER THE END
OF EVERY EVENT!**

Fund Raiser

In order to make a little extra coin, Magestry is selling frames for automobile license plates. The frames proclaim: "Be a Weekend Warrior!!!" to grab the attention of fellow motorists and also display our web address, Magestry.com. Each plate frame sells for a mere \$5 and the staff will award 10 Brownie Points to a player if he or she buys one. Help us out!

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!

MAGESTRY'S Best of Bloodthaw '08

Here are our picks for the best of the March 27th-29th, 2009 event:

This month, our **Best PC** award goes to **Ed Kaine** for his award-winning performance as **Teg Dunham**, the man in the floppy green beret. Ed showed us some of his best role playing this game, as well as some very clean boffer fighting and many of our NPCs were impressed with him in their interactions. We all think that he did a wonderful job. Congratulations, Ed!

This month we would like to award **Best NPC** to two of our newest NPCs, **Nicole Herpst** and **Kate Ricci** for all their hard work and nearly tireless dedication to their first game. We never heard a single complaint from either of them (who worked as a dastardly duo) about anything; mask-wearing, crunching, role playing or anything else we asked them to do. They even stayed up late with us and helped us in those wee, shadow-filled hours of the morning and were awake with everyone not much more than 4 hours later. On top of all of that, we heard great comments about their role playing from PCs. We were really impressed with the levels of Hardcore that they brought to NPC. Thanks, ladies!

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.

PDabble Games

PO Box 1037
Middlebury, CT 06762

MAGESTRY'8 Next Event is
April 24th-26th, 2009

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if ***received*** by April 17th) and Free for NPCs.
Cabin space is limited. When you pre-register (this includes payment) choose your cabin *preference*.
At the beginning of the event, DO NOT set your things up in a cabin until you are told which one you
have been assigned to. You may have to move your things if you do this!

For those planning to pay at the door, bring a tent because there may not be cabin space for you!

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!**

MAGESTRY 2009 Event Schedule

April 24-26, 2009 (Chesterfield)

May 29-31, 2009 (Chesterfield)

August 28-30, 2009 (Chesterfield)

September 25-27, 2009 (Chesterfield)

October 16-18, 2009 (Chesterfield)

November 13-15, 2009 (Chesterfield)

**Directions to:
Chesterfield Scout Reservation
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).

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.

Magestry.com
PDabbleGames.com