



**PDABBLE GAMES**  
PRESENTS

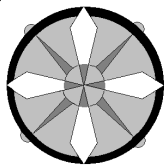


# THE MAGESTIC MESSENGER

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

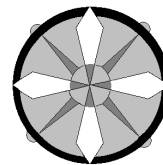
Enlightening 119 (June 2009)

Volume 7, Issue 4



FORTUNE'S VANGUARD PRESENTS

## THE MAGESTIC GAMES



Fortune's Vanguard, with the grace and blessing of King Adamar Bright-hand, would like to welcome one and all to participate in the Magestic Games, taking place at Shryber Farms in the Go-Betweens of Irvanshire from the 26<sup>th</sup> day of Enlightening to the 28<sup>th</sup> day of the same moon. The Games will feature events for every person, regardless of prowess in battle or might in magic and every prize is unique and exceptional. Fortune's wheel spins quickly, Friend, so don't miss out on this opportunity! We'll see you at the Magestic Games!

### GRAND PRIZES

For the participants with the most points at the end of the games (points are earned by ranking 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> in each game), we have the following grand prizes:

- Third Place - Permanent Empowerment of Your Choice
- Second Place - Great Fortune (Just How Great? You'll have to find out.)
- First Place - an Elixir of Life!

### EVENTS AND PRIZES

#### IN HONOR OF CHAOS:

#### WINNING PRIZE- SACK OF WONDER

A mass battle (with some obstacles). The last one standing is the winner.

#### IN HONOR OF COMMUNITY:

#### WINNING PRIZE- AN AMOUNT OF

GOLD TO BE DETERMINED BY THE NUMBER OF PEOPLE IN THE EVENT

A dodging game in which you try to build, and keep, your own community.  
Both the leader of and the people within the winning community receive a prize!

#### IN HONOR OF DEATH:

#### WINNING PRIZE- AN ITEM THAT

SEEKS INFORMATION FROM FIVE SPIRITS RESTING IN THE SPIRIT REALM.

A semi-scaled one-on-one tournament to the death.

#### IN HONOR OF DREAM:

#### WINNING PRIZE- THE OPPORTUNITY

TO EXPLORE A DREAM OF YOUR WEAVING.

A word game based around the dream logic.

#### IN HONOR OF EVIL:

#### WINNING PRIZE- A FORCED (BUT

SAFE) PARLAY WITH THE ENEMY OF YOUR CHOOSING.

A hunting game in which your friends are the prey and their downfall is your gain.  
The one with the most souls wins!

IN HONOR OF FAITH:

WINNING PRIZE- *TWO ITEMS THAT, WHEN SEPARATED, ALLOW THEIR BEARERS THE USE OF THE SPELL COMBINE ONCE PER MOON. HOWEVER, WHEN USED TOGETHER, THEY ALLOW BOTH WINNERS TO COMBINE AND CAST A SPELL USING THE POWER OF THESSIRA, THE INCARNATION OF FAITH, ONCE EVER.*

A couple's game in which you must trust your partner to lead you safely through a race, and he must trust you to lead him back.

IN HONOR OF FEAR:

WINNING PRIZE- *AN AMULET CAPABLE OF STORING AND INVOKING TERROR.*

A simple tavern sitting competition. Choose a seat and stay there as long as you can. Last one remaining in the tavern and conscious wins!

IN HONOR OF FORTUNE:

WINNING PRIZE- *UNTIL THE SNOW FALLS, EACH PERSON WHO PARTICIPATES WILL BE EMPOWERED OR WEAKENED BASED ON PERFORMANCE. THE WINNER RECEIVES ONE EXTRA LEVEL OF EMPOWERMENT THAT WILL REMAIN AS LONG AS HIS OR HER FORTUNE HOLDS.*

A gambling game that takes place throughout the Games.

Bet against your friends on the different events and win (or lose) the Gambling Counters you receive for signing up.

IN HONOR OF KNOWLEDGE:

WINNING PRIZE- *A SWITCH OF PROFOUND LESSON*

A single elimination game of solving riddles.

IN HONOR OF LABOR:

WINNING PRIZE- *25 GOLD WORTH OF THE CRAFTING MATERIAL OF YOUR CHOICE.*

A profession-based game in which your profession may give you an advantage.

IN HONOR OF LAW:

WINNING PRIZE- *A PARDON FROM HIS MAJESTY KING ADAMAR BRIGHTHAND.*

A card game with rules created by you and the other participants.

Breaking any of the rules is grounds for elimination.

IN HONOR OF LIFE:

WINNING PRIZE- *A BUCKLER THAT WILL PROTECT YOUR LIFE MUCH BETTER THAN IT SHOULD.*

A footrace around the farm while trying to avoid creatures that might be waiting for you.

IN HONOR OF MAGIC:

WINNING PRIZE- *A PILE OF MAGIC SCROLLS AND POTIONS, TO BE DIVIDED AMONGST YOUR TEAM.*

A game of Magical strategy in which you have to empower your team and weaken the other in order to take down an advancing creature intent on eliminating your team, one person at a time. Warriors welcome!

IN HONOR OF MEMORY:

WINNING PRIZE- *CAP OF RESTORE MIND*

A game of active Memory retrieval in which the farm is your game board.

IN HONOR OF MUSIC:

WINNING PRIZE- *AMULET OF REGENERATING SONIC ARMOR*

A Competition in which singers, dancers, storytellers, musicians, etc. can participate. A panel of judges from the Majestic Games will decide the winner amidst a drumming circle created just for fun.

Bring Your Own Drum if you have one!

IN HONOR OF NATURE:      WINNING PRIZE- *A SWORD PERMANENTLY ENCHANTED WITH ONE OF THE FOUR ELEMENTAL MAGICS- ONE FOR EACH MEMBER OF YOUR TEAM.*

Teams hunt for elemental essences. The first team to bring back the essence stones of all four elements wins.

IN HONOR OF PEACE:      WINNING PRIZE- *FIRST, SECOND, AND THIRD PLACE WINNERS ARE ALL GIVEN A PIECE OF AN ITEM. SEPARATELY, EACH PIECE HAS A DIFFERENT EFFECT. ALL PUT TOGETHER, A MUCH GREATER EFFECT CAN BE PRODUCED.*

A Diplomatic Peace-Tie game in which you collect differently colored ribbons from around the farm and, peacefully, from the other participants. Points will be awarded to each different color, but the amount that each color is worth will be decided on by one or more judges from the Magestic Games based on your diplomatic arguments about why that color should be worth more (or less) than the others.

IN HONOR OF WAR:      WINNING PRIZE- *POTIONS OF HEROISM FOR EACH MEMBER OF THE WINNING TEAM*

A game of strategy in which your team must invade the other team's territory and take their flag back to your base. First team to do so is the winner!

I went out to the peninsula in Elmerton. There I found a funeral pyre made of large piles of wood. At the top was a likeness of the body of an elf named Balthazar and by the sword speaker's figure was his sword. Balthazar was a man that worked for the town watch, served the Sapshirian Hunters, and was trained by Haku Steelwind.

Zealthanos walked up to the pyre, raised his arm, and flames jumped from his hand to begin the funeral. The fire grew higher and higher and seemed to call to his friends and others. They made their way to the fire in their own way and each of them stayed for some time. Zealthanos continued to put wood on the fire to keep the fire roaring so it could call out to all.

After some time, Tatsunori walked down to Zeal and they prepared a spot for another body. When the night was at its fullest, Tatsunori built the second pier. I asked Zeal about it and he replied that it was a nameless warrior that had fought against Tatsu with great honor.

And so the night went on and Zealthanos worked hard at keeping the fire going. Tatsunori thanked Zealthanos and left, but it did not end there. For three days and three nights he tended this fire, going without sleep or food, and the fire never seemed to get smaller. However, on the second night I watched the fire change. There was no smoke coming from the fire, and it moved in strange ways. Zeal had nothing to say about this.

When the fire stopped on the third day I looked for any remains, but there was nothing. Zealthanos said that Balthazar took his sword with him and left the site. He paid me good money to tell everyone about this funeral pier so I need to move on and tell it again to all that will listen.







# Experience the Wonders of the Market of the Moons



Come join the fae in celebration of the return of the beautiful Market of the Moons appearing at Shryber Farms in Irvanshire (in addition to several other unknown locations) in conjunction with the Magestic Games.



Come feast your eyes (and empty your coin pouch) on the beautiful wares of the merchants of the most mysterious Market Magesta has ever seen.



## *The Sun Set: A Commoner's Guide to News in the Kingdom*

*The Red Sun Clan has been causing havoc and harassing the good people of the kingdom for more than a hundred years. Known for their particular involvements in the slave business and typical raiding parties. The Red Sun Clan has predominately lived within the land of Irvanshire. The GuraH Brok, a rival orc clan from the west, started a military campaign against the Red Sun. Gaining permission, and soon aid from House Windlock and the crown seemed to insure that the reign of the Red Sun would soon be at an end.*

*Powerful allies often decide the outcome of war, such is true for what became the little known Orc Wars. The Red Sun Clan and their curious new allies, the Shadows, had a decisive victory over the GuraH Brok, forcing them out of the war. The Crown Forces of Irvanshire alone remained to fight the new dark alliance.*

*As fate would show, Fortune tilted her hand towards the Crown Forces. The Shadow Queen was killed, an elemental avalanche destroyed half the remaining Red Sun Clan, and House Windlock and the Crown Forces scored a major victory. The remnants of the Red Sun Clan fortified their position inside a cave. Windlock's forces, eager to defeat the Red Sun before their Shadow allies could freely move about, were somehow able to coordinate an attack with a collapse of most of the cave.*

*The Red Sun command unit somehow escaped Windlock's forces and headed for the portal anchor in Elmerton. At the very last moment the townspeople of Elmerton prevented the opening of a portal and fought the remaining Red Sun members. Though all the secondary commanders fell, and a high profile prisoner was rescued, the red skinned orc Ceomorg escaped. Major Krieg and Windlock forces dispatched the last of the Red Sun Clan. Truly now there is reason to rejoice- though Ceomorg escaped, for the Red Sun has forever set.*

### Letter from the Magestic Messenger:

It is with great humility that we apologize for the omission of the following article from the Magestic Messenger last moon. We recognize the appearance of censorship and impropriety that missing such a document and we wish to impress upon our patrons that we do not deign to manipulate or alter any material that comes to us.

The article in question was found following a search of the premises. It was found amongst the possessions of an odd new Messenger named Jon. Jon had left without saying goodbye and we never really got to know him while he was here. Our usual breaks and mealtimes are moments to gather and share. This young man was a hard worker but very much a solitary soul who preferred to take his meals in seclusion. In the several weeks he was here we had no complaints and as far as we know no other material lost.

We now present the content of the missing article in its entirety:



## Perfects are rising... But They Will Fall!

Perfects, those pesky undead constructs, are up and at it again. Now they are dressed as Lowexian and Tohmshirian soldiers. Roving gangs of highly organized platoon formations are very visibly trying to strike up the mistrust of Lowex and Tohmshire.

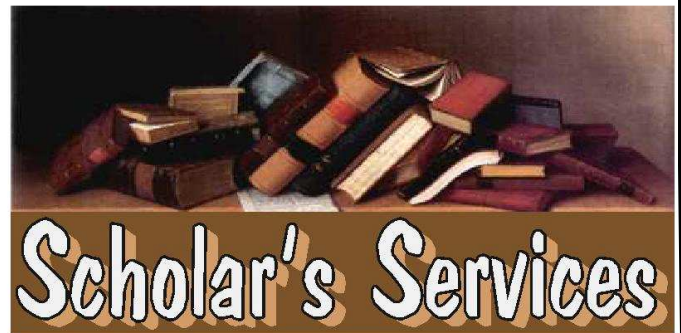
In particular, they attacked several areas but one gang attacked townspeople of Elmerton, Irvanshire. It is the town on the location of the "Evernight Forest" that is said to have "left" at the end of the last age... and was gone for the first 118 years of this age. Well, if you remember your history lessons, that age concluded with the return of the King of Lowex and the return of the Queen's faculties (she had been under some strange influence). Irvanshire had been at war with Lowex and Tohmshire, who would remember this difficult time better than the townspeople of Elmerton.

If they want to stir the hatred of old enemies they stirred the wrong pot. Citizens of Elmerton were suspicious at the time and were actually involved in cracking the case and saving the King and Queen. They won't find hatred in Elmerton, they always open a can of whoop-#\$. They have the very sharp blades of the heroes of old and the many new heroes who have come to join them.

How would they know they were Perfects? Remember that they have tattoos of their identification numbers (often on their necks but sometimes in their scalps). Please record the number but we suggest collecting the swatch of undead skin, they make nice coasters. Also, they claim that the project never existed, the nobility is interested to know what we are seeing. If possible, do not kill them (as in finally, since they are already undead). If you are able to take the bodies to Nobles while they are bleeding out please do so. We need every perfect to become evidence against this horrible plot. Their evil will not stand.

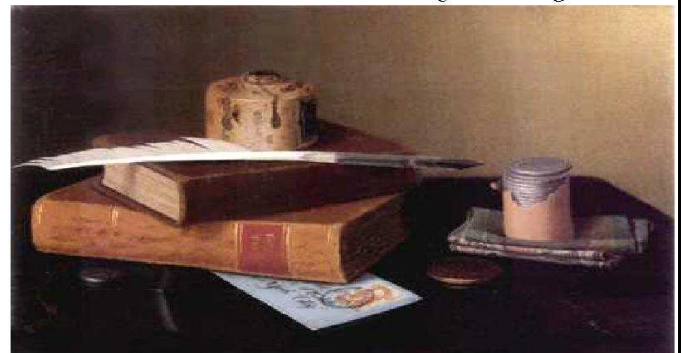
To you who would do this, you have achieved hatred. We have our hatred of you and your Project Deadman. You don't need to amass your armies and come for us, we will come to you. Invite us to where you are strongest and we will destroy you there.

Yours Sincerely,  
Also Anonymous!!!



## Scholar's Services

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.



Dear Seloin,

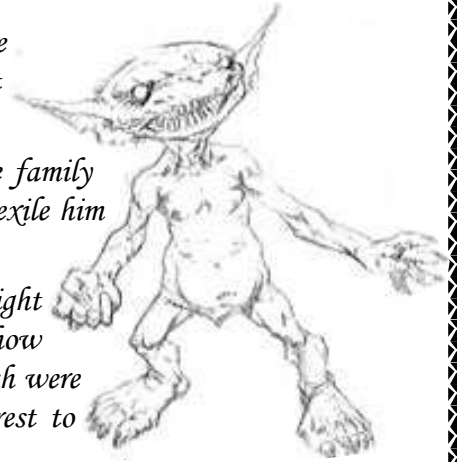
'Tis been such a long time since we have shared the company of each other, and it is unfortunate that the first time I will be writing to you in six years would bear such bad news. As you know I am not one to waste time coming up with words so I will just come out with it. Mother and Father Windstalker have left on their journey to meet Death as well as your parents. About 2 seasons ago, they were both taken ill by a rare disease, and shortly after fell to it. I was fortunate that, due to my half blood, I was not taken by death's embrace as well. Upon their death beds, your Father left me with two things: His bow, and a mission. That mission was one I had wished to follow those 6 years ago when you had left. As this letter leaves for you, I shall be leaving Northshire as well. I am not very sure as to where you are, but hopefully this letter shall reach you soon...I shall be looking for you until then. I have grown quite a bit since the last time we have seen each other, and I have no knowledge of your appearance now, but I will follow the training Father gave me and find you.

Sincerely,

Torin Windstalker

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.

- Contact the tribe of goblins that is looking to move to Elmerton en-masse and help them overcome whatever danger is forcing them out of their current home.
- Determine how Tshurkurka is using the gypsy Blood Beads to sever the family protection of gypsies that receive them, and uncover how to destroy him or exile him back into the Void.
- Determine how the Dark Tree near the Fae circle is linked to the three Light Creatures, to the Evernight Forest, why it continues to draw in spirits, and how to fix it. Also, study the black gems, which appear to be Dreamstones, which were obtained by some individuals when they came through the Evernight Forest to arrive in Elmerton.
- 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.
- Search for the missing Light Creatures who have left their sanctuary without a trace.
- Discover what really happened to Haku, Ivan, Izen, and the Incarnation of Vengeance.
- Study the Nahi'Zah'Rin (the black creatures that have 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.
- 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.
- Research how to grant Byron clarity of mind and a final rest, possibly using a toad wood circle.



## On Elmerstonian Law: An Exercise in Argumentation by Councilor D'este of Elmerston

As both a newly trained scholar in Elmerston and a recently established advocate in Elmerston's emerging legal system, I thought it might be a good idea to begin a series of scholarly writings whose purpose is to reflect upon the town's developing trial process by analyzing recent legal events. My hope is that by doing this, we keep the system's progress transparent and the citizenry informed about their legal rights as well as the procedures of trial should anyone find themselves needing to engage it. I also encourage open discussion about these analyses and the legal philosophy that they inspire when we all find ourselves together in town; these conversations help define and improve a system that is ultimately in place for the protection of the citizenry, to safeguard their rights and provide a secure environment for all legal activities.

One must first understand that the developing legal system of Elmerston is just that – a developing system. The trial process is still in its infant stages, and although I would like to think that a great deal of growth has taken place since the hallmark case of the Town of Elmerston vs. Fingon Telperien, the trial process is still nowhere near its final form. This truth is evident in many ways. Consider the fact that the whole of Elmerston's laws can be written in large letters upon a single scroll. A town as alive and complex as Elmerston must be supported by a legal system as equally alive and complex, and thus such a simplistic code of laws cannot suffice. To quote the Great Bard, "Brevity is the soul of wit," yet such is not true with law, as brevity in laws requiring length means bad laws. Every contingency must be examined, explored, explained; thus watertight legislation is long legislation. The advocates of Elmerston remain hopeful however, that the system is evolving in a positive manner, and that the end product will be a trial process that is fair and balanced to both the accuser and the accused; a process whose sole purpose is to pursue truth and attain justice.

Having said all of that, I would like to discuss an occurrence that took place during the recent trial of the Town of Elmerston vs. Zealithanos. Much of the trial took place without Zealithanos himself being present, and when he was finally called in to give his testimony, he asked (demanded?) why he was not allowed to be

present at his own trial. Being his defense, I subsequently put forward a request to the magistrate that my client be allowed to stay for the remainder of the proceedings, to which he agreed.

Being that the trial process is so new, we have yet to work out such nuances as rights to the accused. Such policies are likely beyond the authority of any Elmerstonian advocate to implement by fiat; such procedures would likely be the province of the magistrate and the council. Intelligent suggestions, however, fall within the province of any knowledgeable citizen of Elmerston. Let me be the first to officially make such a suggestion: that the accused be afforded the right to confront and cross-examine those who would testify against and/or judge him. The philosophy behind such a right is both obvious and complex, the obvious being that any person who is accused of a crime should be afforded the opportunity to personally defend his actions and cross-examine all persons who would testify against him. To deny a person the opportunity of self-defense is to deny that person any opportunity for true, fair, and balanced justice, and achieving this justice is the very purpose of the court system in the first place. The less obvious reason is that in giving the accused the right to confront and cross-examine those that would testify against and/or judge him, accusers would be denied the admission of evidence from sources the defense has no opportunity to properly cross-examine. Second-hand evidence would therefore not be permitted. The implications from this point on can be sorted by any who would carefully consider the issue.

To conclude, giving the accused this right is integral to the pursuit of legal justice in Elmerston. I would urge all who review this argument to place themselves in the position of the accused in a trial process where the odds currently favor a guilty verdict: defendants in a trial are assumed guilty until proven innocent, placing the burden of proof on the accused; rights afforded to defendants are still unformed, giving the accuser and judge the benefits of the doubt; and the very definition of the laws and penalties are still vague, leaving the defense to essentially formulate argument without a great deal of legal foundation. Pause and consider this suggestion, and if it has merit, urge its implementation into the legal structure of Elmerston.

Thank you for your time.



To all members of Elmerton!

I wanted to be sure you all were clear on the assignment for my new challenge to you all. What I am asking for you all to do to participate in this story assignment is to create a character to present to me. Creating a character is an important step in the development and creation of a story and therefore it is important we have a solid character before we progress into writing our story. Things that are necessary for your characters:

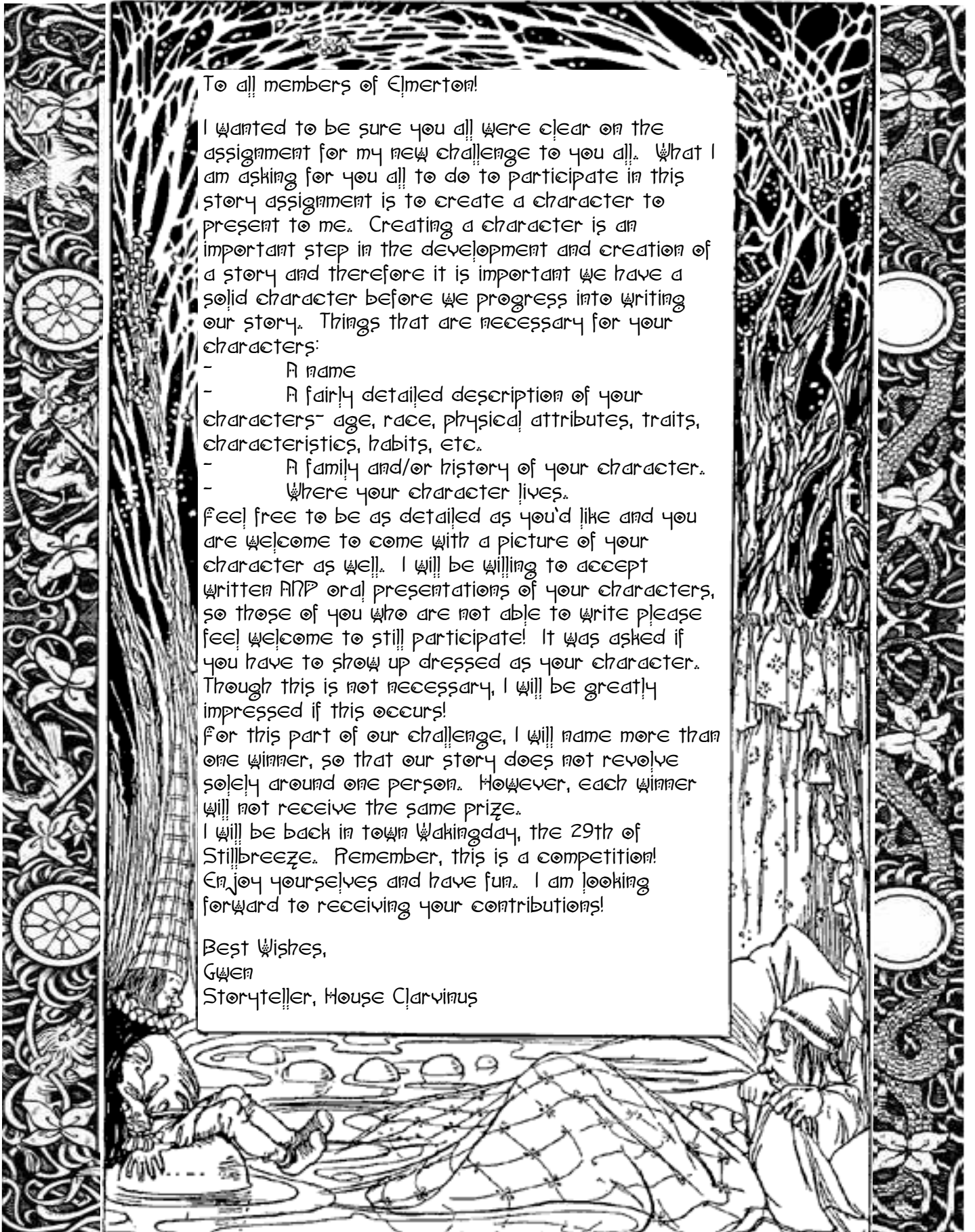
- A name
- A fairly detailed description of your characters- age, race, physical attributes, traits, characteristics, habits, etc.
- A family and/or history of your character.
- Where your character lives.

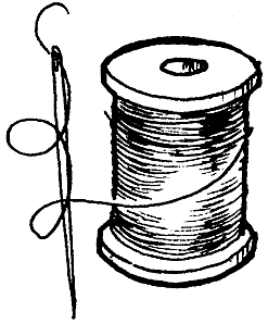
Feel free to be as detailed as you'd like and you are welcome to come with a picture of your character as well. I will be willing to accept written AND oral presentations of your characters, so those of you who are not able to write please feel welcome to still participate! It was asked if you have to show up dressed as your character. Though this is not necessary, I will be greatly impressed if this occurs!

For this part of our challenge, I will name more than one winner, so that our story does not revolve solely around one person. However, each winner will not receive the same prize.

I will be back in town Wakingday, the 29th of Stillbreeze. Remember, this is a competition! Enjoy yourselves and have fun. I am looking forward to receiving your contributions!

Best Wishes,  
Gwen  
Storyteller, House Clarvius





## 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 1 cp 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.*

The next session of court in Elmerton will take place on the 29<sup>th</sup> of Stillbreeze at 3 bells after midday in the amphitheater. Taxes of one silver will be collected from each person.

## Of all stories I have heard about the battle of Red Rock Cave, none could match the one Captain Burrows told me...

As the good captain explained it, the Red Sun Orcs were defeated in a night battle weeks ago and forced to consolidate their remaining forces into a massive cavern which came to be known as Red Rock Cave. The Irvanshirian forces, led by Major Gordon's battalion and supported by militia reserves from the lands of house Windlock, surrounded Red Rock Cave and prepared to make the killing blow on the Red Sun clan.

After weeks of precise planning and a bit of luck, the Irvanshirian force was somehow able to destroy the major pillars supporting the ceiling of Red Rock Cave. Captain Burrows explained to me that the details behind how this was done are closely guarded secrets and even he doesn't know the whole story. At dawn, the cave collapsed and crushed dozens of Orcs. Only a small chamber was left unscathed and according to the captain, that section of the cave was purposely left untouched since it was where the Orc leaders and their prisoners were. Before the dust settled, the bulk of Major Gordon's Battalion charged into the cave to take the Orcs by surprise and liberate the prisoners.

Company I of Major Gordon's Battalion led the initial assault through the tunnels and once they cleared into the chamber Captain Burrows led Company III to the front lines to relive Company I so that they could lick their wounds. Yet, to Captain Burrows' dismay, it seemed as if the Orcs were not as caught off guard as he had hoped. The remnants of the Red Sun clan stood before his company like a taunted predator, they were ready for a bloody fight. The red skinned Orc, the last of his kind and the leader of the Red Sun clan was nowhere to be seen; nor were his prisoners. As the captain describes it, he led his sheep into the wolf's lair. In a relentless and desperate charge the Red Sun clan charged Captain Burrows formation and began pushing the whole battalion back through the tunnels. The captain's company covered the Irvanshirian withdrawal and finally held back the Red Sun clan at the mouth of the tunnel.

The fight to keep the Orcs from spilling out of the tunnel lasted for hours. Finally, the Orc assault lost momentum and they pulled most their forces back. In the lull between Orc assaults, Captain Burrows said that he was summoned to Major Gordon's tent for a report. All three company captains and the major were in the tent and sunset was just under two hours away. The Orcs were desperate to get out of the cave, the officers assumed the rest of the cavern would come crumbling down on them sooner or later; but, time was not on their side. According to Captain Burrows, the Orcs had powerful allies that could aid them once the sun had set; he said they came with the darkness. The only word he had for them was: Shadows. The captain refused to speak anymore of the Orcs powerful allies but insisted that the entire battalion and everyone around would be annihilated if the Orcs were not killed by sunset. If they killed all of the Orcs, then the darkness would not come; however, if the Orcs were alive when the sunset, then all would be lost. Even worse, there was no sign of the prisoners they needed to rescue or of the last red skinned Orc. This infuriated Major Gordon and he refused to commit his forces to an all out assault without knowing where the Orc's leader or prisoners were. But with every moment he withheld his forces the lower the sun's rays sank behind the hills. The scouts had scoured the surrounding caves and forests, but there was no sign of the Orcs. The most powerful spell casters melded with the earth and searched the rubble of the Orc cavern, no clues as to where they might be. It was as if the red skinned Orc and his prisoners vanished and left the rest of the clan to fight on its own.

Then, as the captain tells it, an aid lifted up the tent flap and reported that the militia reserves were incomplete disarray. Major Gordon and the three captains hurried from the tent and saw that the two reserve companies had left their guard positions on the battalion's right flank near the eastern woods and congregated as what looked to be an unruly mob full of chatter. The battalion was still holding the cave entrance, but if the Orcs surged forward with an all out charge and broke through, the militia units had to be ready to reinforce the regulars. Also, if any Orcs came to the aid of the Red Sun clan the eastern woods was the most likely approach and the militia had to protect the battalion's flank. Or atleast that is how Captain Burrows explained it.

A runner caught up to the Major and as the boy caught his breath he announced that Dame Windlock had arrived on the field with a unit of mounted men-at-arms. The command staff turned around and saw two dozen horsemen take up a position facing the mouth of the cave. They were led by a noble woman and at her side was an aid who carried the noble colors of House Windlock. The complexities of nobility and the ranks within the Irvanshirian Army are endless; however, it was explained to me by the good captain that the major had command over the professional Irvanshirian military forces, his battalion; while the Dame, being a proper noble and

representing her house on the field, had authority of nobility over Major Gordon. The runner also announced that two of the men who rode in with Dame Windlock did not appear to be house men-at-arms and that those two men broke formation and rode directly towards the militia companies.

The command staff turned back towards the militia and saw that their ranks were reformed and the two companies were facing each other. The militia looked cleaner, more professional than before. Major Gordon exchanged looks with his captains; no one knew what was going on. Captain Burrows said that as he approached the militia companies he could hear someone's voice booming over the formation but he wasn't close enough to make out the words. As he got closer to the formation he realized that every soldier had their right fist clenched and pressed against their left breast. Then, like thunderstorm, the militia shouted out, "This day I so swear it, on my honor, on my life, it shall be done!" Both companies lowered their fists and stood at attention.

Major Gordon pushed through the ranks and ordered the men to stand down, no one acknowledge his order. As he waded through the formation of the first company he furiously demanded to know what was going on. Captain Burrows said he was just a few steps behind the major and he was at a loss for words for such a spectacle. He then stepped out of the front rank of the first company, which was facing the front of the second company, and saw two men in the isle between the two companies. One of the men was an Irvanshirian sergeant no one recognized, Captain Burrows said he was armed with two swords and had a distant look on his face as if we were about to step into a fire but didn't care. The other man looked, intimidating. He wore a suit of dark chain mail which clashed with his tied back white hair. The captain said he couldn't help but notice the mark on the left side of the man's face which spiraled around his eye and cheek. He was armed only with a simple baton.

According to Captain Burrows, the conversation went as such:

The tattooed man with white hair complimented Major Gordon on leading his battalion into a hard fight and on waging a successful campaign. However, the man pointed out that there was little time left before sundown and it was time to end this battle.

Major Gordon demanded to know who the man was that dared commandeer two militia companies from him.

The man stated that his name was Major Krieg, and he had come per Dame Windlock's request. He told Major Gordon to take his battalion and support the flanks and rear of the militia as they lead the charge against the Orcs. Time was short, and he said that he knew what kind of foes would come to the aid of the Orcs if they still lived by sundown.

Major Gordon stated that he was the ranking officer on the field and that he would be making the decisions, not some major who had just arrived on the field as a guest of house Windlock.

As Captain Burrows explained, Major Krieg responded stating that he was now in command of the battle. It was not because Major Gordon had disappointed House Windlock, it was simply because the army was running out of time. Major Krieg also stated that Major Gordon had no idea who he was dealing with. Major Krieg declared that he was going to take two militia companies and accomplish in a matter of minutes what Major Gordon failed to accomplish in a matter of hours with his entire battalion. This is when Captain Burrows described to me a tattoo on Major Krieg's left hand, something along the lines of a V and either the letter i or the number 1, he said he never got a good look at the marking.

To Captain Burrows's surprise, Major Gordon simply looked over to the distant form of Dame Windlock and then the fading sun in the sky. The red glow was captivating, a telling that blood had been shed and an omen that more killing was to come. In a sigh, Major Gordon said that his battalion would be ready to move in support of Major Krieg's assault. He also said, win or lose, it was in Krieg's hands now.

The two militia companies, led by Major Krieg, spear headed the charge and punched through the last Orcs of the Red Sun clan. Captain Burrows Company advanced in support of the militia's right flank and he was at a loss for words when describing how the militia fought. He could only say that they fought together, they fought like perfect warriors. There was something to Major Krieg that was beyond mere leadership and inspiration. Krieg had given the militia a back bone and they carried out his every command with a mix of fervor, and fear.

By sundown the last Orc was slain and the militia companies were disbanded. They had fought in the campaign against the Red Sun clan for over two months and that evening Major Krieg sent them home, a place they had only seen in their dreams for the past three moons. For displaying the best of Irvanshirian valor in the campaign



against the Red Sun clan, Major Gordon's company was praised by Dame Windlock and she extended the admiration of her noble house for the courage and determination of all the soldiers.

Captain Burrows told me that it wasn't glorious, but the war was finally over and he was thankful for that. Before he left me in the tavern that night he said he would be marching with Major Gordon's Battalion back to Riverton; but he confessed that he was still dazzled by Major Krieg, who was that man and how was he able to take militia against the last of the Red Sun clan and achieve such a resounding victory? We talked about how the Orcs must have been exhausted, or that the militia units were fresh on the field, or how the Orc probably didn't expect a last ditch assault before sundown. But all of these seemed to be inadequate explanations as to how Krieg turned common men into heroes. For now, I close this entry on my conversations with Major Burrows and extend a thanks to the soldiers of Irvanshire.

-From the journal collections of Lert Coleman, Historian from Bloomingport Academy

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

All about the house, with his lady he dances. Yet he always works, and never romances. What is he?

An open-ended barrel, it is shaped like a hive. It is filled with the flesh, and the flesh is alive. What is it?

### BOFFERS BY MAGET

*If you want a boffer made by Maget, send an email to [MagicBoffer@gmail.com](mailto:MagicBoffer@gmail.com)*

*With the following information:*

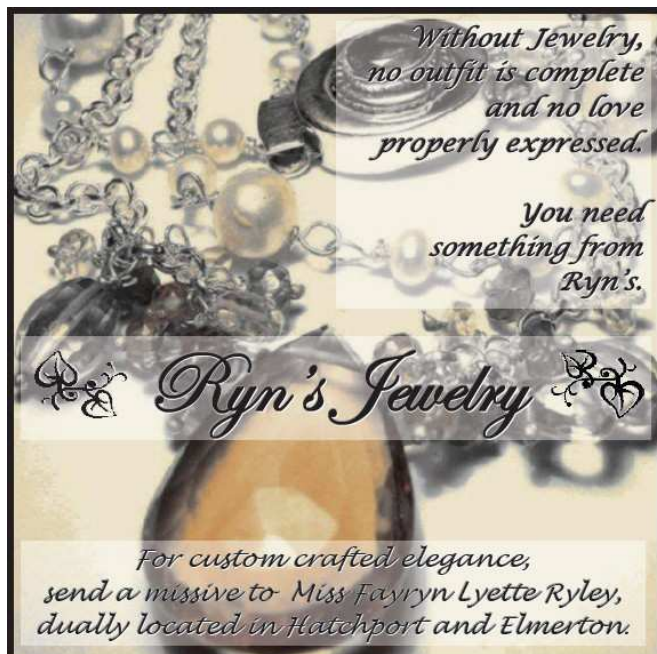
***Blade Length and color***

***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.*



*Without Jewelry,  
no outfit is complete  
and no love  
properly expressed.*

*You need  
something from  
Ryn's.*

***Ryn's Jewelry***

*For custom crafted elegance,  
send a missive to Miss Fayryn Lyette Ryley,  
dually located in Hatchport and Elmerton.*

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

**REMEMBER TO SEND  
YOUR SUBMISSIONS TO  
[Newsletter@Magestry.com](mailto: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 Petalsong '08

Here are our picks for the best of the May 29th-31st, 2009 event:

This month, our **Best PC** award goes to **Chuck Corley** for his inspired performance as **Advocate Percival**, the man daring enough to wear slippers in Elmerton and to threaten Ogres with "the law" as they bear down on him. We heard nothing but good reports about his role playing, and astounded reports about how complete his character seemed. We also heard that he never went OOG for even a second. Our NPCs were hard pressed to keep straight faces when Percival showed up. Thanks for an entertaining event, Chuck!

When an NPC writes more than 70% of the plots that happened during the weekend and is out on 50% of those, as well as doing everything else that is asked of him, is it possible to *not* award him **Best NPC**? We didn't think so. So we would like to award this month's Best NPC award to the man who really made this event shine, **Andy Cassell**. We truly appreciate the hard work and great ideas that Andy brought to this and so many other events. Thank you, Andy, for giving us a standard in NPC HQ to live up to.

*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

June 26th-28th, 2009

At Schreiber's Farm in Oxford, CT

The fee for the next event is \$60 for PCs (\$55 if **received** by June 19th) and Free for NPCs.  
There are no cabins on the farm. Please make sure you bring a tent to sleep in and store your things in.  
This includes NPCs as well!

**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**

**June 26-28, 2009 (Oxford, CT)**

**August 28-30, 2009 (Chesterfield)**

**September 25-27, 2009 (Chesterfield)**

**October 16-18, 2009 (Chesterfield)**

**November 13-15, 2009 (Chesterfield)**

**Directions to Schreiber's Farms**

**571 Quaker Farms Road,**

**Oxford, CT**

**06478**

From East or West: Take Exit 16 off of I-84.  
At the end of the ramp, take a left onto Route 188. Go for about 3.5 miles (follow 188 carefully because it will turn to the left and then immediately to the right). The camp gate is on the right side of the road (If you see the big farm with huge silos, you've gone too far!). Drive down the dirt road and around the pond until you find the parking area.

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