

THE **MAGESTIC MESSENGER**

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

October (October) 2005

Volume 3, Issue 9

**Elemental Orcs**

I, Proctor Abigail Belleview Roman, was walking through the small town of Elmerton the other day when I came across a most curious phenomenon: The elemental gateway that had been in town for some time had not only moved position (though one can only guess at how or why) but had opened! Now as one might expect, this opening of such a powerful gateway created a sort of flux in the elemental atmosphere around Magesta. However, the concentration of said elemental energies seems to be around the gateway itself, which means that Elmerton has suffered most of the effects of this opening.

The gateway has, as would be expected, divided itself evenly between the four elements and has sent energies of the four elements out in distinct directions. The town of Elmerton has thusly been literally divided into four quadrants, each one housing a different element. The effects of the elemental energies on the town have been well recorded. Fights were breaking out randomly in the new tavern, and there were more than one person who was called out for being "flighty" while housing themselves in the cabin that lay in the air quadrant.

While this may seem simply a nuisance to some, it seems that the energies also affect the way magic can be cast while in any given quadrant. For example, it was physically impossible to cast fire spells that cause damage to something if one was in the ice quadrant and vice-versa. That essentially means that an elemental in its own quadrant is nigh unstoppable. It could prove to be genuinely distressing in the future...

Also somewhat distressing is the fact that the closer one gets to the gateway, the stronger the elemental energies become. Eventually, once one gets close enough to the gateway, the energies become so intense that the wanderer actually receives a rather nasty dose of elemental force directed at him or her.

There seems to be a few exceptions to this rule, however, and they are in the least likely place that one would ever think to look. Four lowly orcs who had gone out early in the afternoon to decorate the forest for October Fest (with pages from books in an attempt to honor Kalim... at least that's what I gather. I shuddered in horror as they told me this...) were blasted with such a strong force of elemental energies that they were permanently bound by the four different elements, turning them into what I've decided to call Elemental Orcs.

Now, I did try to interview these rare phenomena, but was unable to really sustain a full intelligible conversation. What I did get from the whole ordeal was that they had, in fact, stopped to look at the gateway, but as they reached in to touch it, "hurting stuff" burst out of the gateway and "orcs become more. We not just selfs anymore... we have flamey (or icy/windy/muddy) guys too. More them than us." Essentially what they seem to be saying is that they were actually, as I said previously, permanently bound to one of the four elements.

While this is exciting in the world of magics and especially to us here in Concori Magesti, it is advised that interaction with these new creatures should be carried out warily and with extreme caution. It is hard to tell at this point whether or not there will be an imbalance created by the amount of energies forced into these orcs, but until we are able to find some proof of their good or bad natures, one should approach them with care.

I will keep you, faithful readers, updated as I find out more.

Yours,

Proctor Abigail Belleview Roman

## The Elemental War Rages On!

Portals - Elemental Gateways - have opened all over Irvanshire and, reportedly, the whole continent of Aszuron. The gateways, it seems, are very powerful and the brave (idiotic?) few who've tried to enter have either disappear completely or been torn to shreds by a mixture of elemental energy.

Never mind the damage that the elementals themselves have been causing, where ever the gateways show up, they seem to alter the entire area around them. Forests have inexplicably caught fire, lakes and rivers have flooded and floated away, earthquakes have collapsed houses, acid flows have ruined crops, and hurricanes have blown down many homes.

The Portal Authority have done their best to investigate these unique portals but remain stumped. Hed Madpenny said, "We've looked into 'em, had our best men examine 'em. We have no idea how to close 'em. They just keep spittin' elementals - and the soddin' elements themselves - out. We ain't got a hopper that can close the buggers.

It is not only us surface dwellers that have been affected by this war. Dark Elves have begun heading to the major cities and forests seeking shelter, claiming that their homes in the Magesdeep are too unstable, and entire communities have been destroyed. Refugees from Sisson-El Ar-Feiniel, Lessien Ar-Feiniel, Encirith Ar-Feiniel have headed to Tradegate after having their ancestral dwellings collapsed on top of them. There are certainly many others similarly disenfranchised, but this are the only cities that have had their destruction confirmed.

-Finnegan Longwinter

## Court Minutes for Orctober of the 2005th year - As taken down by Scribe Lynsara Wolf's Tone:

-The elementals fought in the manor house of Lord Mac'a'Fay were dispatched preemptively as the room they had been building was not yet completed. The page responsible for leading the townsfolk through the basement entrance was identified to Lord Julian Mac'a'Fay.

-Lord Mac'a'Fay reprimanded the townsfolk for their ill manners and charged Galyinn Silverdow with giving the residents of Elmerton lessons in proper manners.

-Sapshirian hunters led by Ember of Team Beta found a crazed man, whose illness seemed highly contagious. Attempts were made to treat the madman, but these attempts failed and he was killed.

-Marionettes were present inside of town bounds, controlled not by fear but by Evil.

-Werewolves chased an agent of Vorkarian, the werewolves' claws could pass through armor, but they were eventually dispatched.

-Time seemed to be unstable; events from years past replayed themselves with some frequency.

-Psychic shades and shadows have been present in town.

-The elemental gateway has moved into town and has divided the town into four sections, one for each element. Townsfolk should be wary of spending extended periods in any one place, as the elemental forces may cause changes in personality.

-The Magistrate Hatch Van Graves reports that Loft Cratvian allies were slaughtered and the tower of Concori Magesti was sacked and raised in the war against Tohmshire. The Magistrate explained that Magisar Cedric Mordecai was caught in the act of treason and was subsequently pardoned by King Rufian V.

-Taxes were collected this moon and shall be collected each moon henceforth. If three moon's taxes are missed, a writ will be issued for the individual's arrest.

-Lord Mac'a'Fay the elder has been promoted to Duke of Riverton, and his son Lord Julian is now Lord over Elmerton in his stead.

-A drakian soldier of Loft Cratvia requests leave to camp within the Lord's Borders. Lord Mac'a'Fay granted the request on the condition that the forces are camped outside of the town proper and meet the Tohmshirian troops in battle outside of his territory.

-The Magistrate Hatch Van Graves, also called Avery Ulland, is absolved of his murdering of a noble as the duel the two fought has been decreed fair and legal duel.

## Suki Saves Yillian

They say that absolute power corrupts absolutely. Whoever said it didn't know Suki. In an effort to save the world she is bound to she used her power to save a world contaminated with anti-magestry.

In the latest of efforts, guided by the talented Hopper Gilbert, a team of hardened men accompanied her on her journey. Using remarkable skill and solving the problem the team was able to use their wits to save the world of Yillian. For those of you who don't know, Yillian is a bleak and desolate place with gravity that is such that one from Magesta would be struggling to move at a quarter their normal speed. In a cave deep in this planet several Yillianites were working "8 of 8 turns" (presumably years) to gather the Anti-Magestic sand. They had been told to do this by "the dark man", some malevolent being that could only be up to no good to encourage this gathering as Yillian itself failed. In recent times the people of Yillian had become more dim-witted and slow as their ecosystem struggled to sustain them.

In this fragile environment, our intrepid heroes trod, ever so slowly towards the bottle of sand that could restore balance to a whole world. Trying everything they could from open combat, to trickery, to try and achieve the goal but the natives were too strong in their home environment. Eventually a means was found to communicate with them, which was unfortunately misinterpreted to be their world speaking in their heads. Fortunately, the world was saved which should allay any negative Karma the method might have induced.

In an effort to allow Suki an opportunity to speak with their leader credit must be given to the talented Galynn. His clever conversation allowed the communication to occur. In the final moments as the native Yillian approached Suki and allowed himself to enter her power, Suki did not abuse this but with all humility allowed the event to unfurl. In the moments that followed Suki reported their conversation.

Sadly, the Yillian had forgotten his own name in the time he had mined in the deep.

Slowly she earned his trust by healing him and granting him strength, soon he offered the sand of his own will to show a sign of trust. As soon as she could she released the sand and saved the world. When asked if she had said anything else to the Yillian, she said "Yes, Suki saves." I'm sure that that motto will echo throughout the planet that was blessed by her passing.

I started by quoting the warning of absolute power. Some may argue that absolute power in a 1 foot by 4 foot corridor would temper itself. Later when the world had been saved she did indulge in a little playful fun, which was understandable in light of the tremendous victory she had wrought. She will be one to watch though as it is said that on their return, the Intrepid adventurers witnessed the rain had stopped in Magesta. The first break in 36 hours of rain up to that point.

-T. Dunham

## Elementals Bring War to Elmerston

This past moon in Elmerston was dominated by the Element of Water. Early Friday the rains started, and they did not stop for a week. This despite Elmerston being the apex of a union of the four elements. The town was divided into four quadrants and each Element imposed its nature on the populace.

In the northwest, Fire dominated and people spending much time there became hot with anger. East of this, Earth, brought on a feeling of brooding intellect. Southeast, Water dominated making people solemn and recluse, and southwest, air lead to people floating through their existence and being almost drunk with foolishness. Each region had the added effect of imbuing a weapon with its respective elemental energy (Fire, Acid, Ice and Lightning.)

On Sunday after feeling these effects for some time the Elementals finally attacked. Fire elementals attacked in the region of water and in the zone of Fire the Greater Water Elemental attacked. Calling Water Elementals to her side she attacked the citizens by the new tavern. Her power was impressive as she sent her minions to tear the mighty heroes of Elmerston asunder. It was clear that she was the important target for as soon as one of her minions fell she could call another to herself. Heroes threw magic including many fireballs against the Greater Elemental but to little effect. As the battle continued a respite was gained when one was able to silence her calling of new elementals, still she was indestructible. Despite this every hit against her froze the warriors limb.

In light of the futile efforts to destroy the Greater Elemental a parlay was arranged, during which the Hero Kalim Rusal was able to broker a peace. It became clear that she was attacking in an almost animal drive to destroy the fire nature of men. As you know, we are composed of the four elements in various proportions. It is not by our will that this is so but it is the nature of things. In the parlay it is said that he apologized for this nature and that was enough to end the battle.

As the elementals left we were able to tend to our injured and heal our wounds, but we were entreated to a possible vision into our conflicted selves as we learned more about our distilled natures.

- T. Dunham

## Diplomatic Envoy Lost!

Yesterday Morning, as the Sun broke over the Fiddlehead hills, two riderless horses returned to their home. "I jus' finished the slop when I heard sumpin', they was a huffin' on the hoof with they's full tackle and all them right regal crests of Irvanshire," remembers Hardy DeBingham. "Lightrin' (a horse) had done tore his sash an took o'er an hour ta calm, Jezebel (a horse) ain't taken none but two carrots and a half apple since yest'eday."

These two fine animals were part of an envoy which left last Thursday under diplomatic markings for Lowex. It appears that they did not complete their mission. The patrol that followed their path was unable to find the caravan but did find the unfortunate evidence of a battle and bloodshed.

Whether set upon by brigands, or victims of a more devious conspiracy, it does not bode well for diplomacy in these troubled times.

-N. Thames, Sq.

## RETRACTION FROM THE INQUISITOR

IN RECENT MONTHS I HAVE BEEN INVESTIGATING A NUMBER OF TROUBLESOME COINCIDENCES WHICH I HAD MISINTERPRETED AS THE SPIRITUAL POSSESSION OF A NUMBER OF OUR UPSTANDING CITIZENS. IN LIGHT OF RECENT EVENTS SEVERAL OF THESE SUSPICIONS APPEAR TO BE SUSPECT. IN MY EFFORTS TO DELVE INTO THESE EVENTS AND UNDERSTAND THE STRANGENESS OF THE INCIDENTS I APPLIED SUPERNATURAL CAUSES WHERE NONE WERE WARRANTED.

IT HAS BEEN MADE CLEAR TO ME THAT I WAS NOT COMPLETELY CORRECT. I DO HOPE THAT NONE OF THE STATEMENTS I HAVE WRITTEN CAUSED ANYONE HARM. I HOPE THAT MY EFFORTS HAVE NOT MADE THINGS WORSE. I APOLOGIZE AS ONLY ONE SO CONTRITE CAN DO. IN THE CASE OF STATEMENTS THAT DO PROVE UNTRUE IT WOULD BE SLANDER TO PUBLISH ANY OF THEM. WHERE I HAVE TRESPASSED ON THE SACRED TRUST OF THE JOURNALIST I DO APOLOGIZE.

RATHER THAN RETRACT EACH INDIVIDUALLY INCORRECT STATEMENT AND DRUDGE UP THOSE AGAIN I HOPE THIS WILL SUFFICE AS MY SINCERE APOLOGY TO ANY WHO FEEL SLIGHTED. MAY YOU ALL BE WELL. GOOD LUCK. MAY THE INCARNATIONS BE WITH YOU. THE INQUISITOR

Friends,

*Thank you. In a time of such darkness and fear, there seems to be little that a man can do. Within the past few moons, I have been trying to accept the cold facts of life and face the truth in many personal matters. I cannot count the number of times that one of you has given me the strength to carry on when the burden seemed to be crushing me. Simply through a smile or a kind word, I find the strength carry to on.*

*Last moon I found myself in warm company for the first time in many moons. I don't expect to ever know the pain that I may have caused; but, for your patience and kind spirits, I am thankful. I simply hope that I can serve all of you as well as you have served me.*

*Walk in the light my friends,  
-Luther C. Hungsinger*

## Baeric Revisted

*With the Festival of Souls right around the corner it was a time of reflection for me. I thought about the honorable men and women who have fallen in our traveling town fighting against the forces of evil and destruction. Now of the many I mourn for, our late Lord, Rakinishu, and Aeson for example, one who I thought would never return was Baeric Stormhammer Deseis. But there he was late that night asking for help. He said it was a rescue mission to save a beautiful vampire slaying woman from danger. Now I was in, if not only to add another verse to my song about the greatest brigand tricks ever.*

*We wandered off to this castle. It must have been about five miles outside of town and we found ourselves bunch of hungry vampires. Fortunately it was not just I and Baeric. We were accompanied by a few other of the towns heroes, including the Princess of Mountain-ess Queen of Kindness Lintessa Ravenwood Stormsil, the ever resourceful Seth Barder, and at least two others. So it was not long before we pushed our way through to the tower of the castle. Baeric and I got there first; in the room was a fallen form and a girl on the ground. The fallen form was a powerful female vampire who Baeric recognized and fought with valor.*

*At the end of the fight Baeric was barely standing and with his last breaths he wanted to talk to me. He said, "Kalim, let everyone in town know I'm sorry for what I did. I was a foolish man with nothing good on my mind. The only good thing I ever did was to help kill vampires, and even that I couldn't do right. So let 'em know I'm sorry. Let them know I'd do it all different if I could. Tell 'em...." He then faded from the world for once I am happy to say that he died not how he lived, but how he believed he should have live. Baeric StormHammer Deseis used the last bit of life he had to save someone from a tortured death. He might not have*

## ATTENTION HERALDS!

*It has come to my attention, through personal experience, that you are attempting to steal messages from the Messengers' Guild for your own use. I'll have you know, the Messengers' Guild will not stand for such intrusion upon business. If this act continues, the guild will have no choice but to take action against these brigands. I call upon one of the leaders of the Heralds, named Harold, ironically, to speak with me upon these matters as early as possible. I would love to hear how he can defend his case.*

*Tonerius Cypress Frosthill:  
Messenger of Elmerton*

## *Those In Need*

To My Friend of Elmerton,

Thank you all for your assistance last moon, traveling by my side to the horrid town of Rowandeeep. I was sorry to have to bring you all to that place, so horribly corrupted with Evil, but I can gladly say we were successful in what we sent out to do.

As many of you saw, the one we rescued was not quite himself when we had first arrived back in Elmerton. Indeed his malady went beyond simply being tortured and mutilated – he was undead himself, though kept some semblance of his former mind. As I crouched by his side and the sun's rays stung his unliving flesh, a change came about him. With a great amount of luck, life was restored to his broken body.

It was a shame that he could not stay and enjoy the fresh, free air once more – but he did extend his deepest thanks and appreciation to us. And remember – we saved this man's life from the clutches of evil. Dark forces in this world don't always act one step ahead of us – we can best them!

Although, like usual, this is not the end of things we must do. In Impril this year, a relative of Jonathan Delancy (who many know from his work tending Renwar's mead hall) and student of Sabyl Wolfs-Tone has been kidnapped. Nothing has been heard for these last eight moons, but we can't forget this boy's plight. The only clue that was left is as follows....

*"What the Tumbler left Here, only one Farmsboy knows.  
And the Imp lady's potions can wake up the Crows.  
She who Shines just may Keep Us from path Kharaf chose,  
But Ghosts have seen he who can Send Us Repose."*

...which I have to say, doesn't mean a whole lot to me. The phrase accompanying this cryptic message was simple:  
"Begin in Elmerton."

Now I do nothing more than speculate. The Imp lady could be Yari, though what Crows she's waking I know not. She who Shines could be Aneurin, the capitalized K and U of *keep us* seems too suspicious to ignore, but I've never even heard the name Kharaf before. He who can Send Us Repose could refer to a person – the mortician perhaps – or something grander. When the town was taken over and imprisoned in our cabins so many moons ago the key to our freedom came from my telling a man *"Those who are Dissenters will never find Repose."* Maybe that connection is a stretch.

Keep this lad in mind, and these clues as well. Many of us are grateful to Sabyl who gave an excellent lecture on Magesta's cosmology. I want to help him with finding his missing student and freeing him from this "Tumbler," but I know not where to start....

Thank you again for what you did last moon. May you all find good fortune.

*-Natch van Graves*

A word from the custodian of the Wining Spirit...

Thanks to Lord Mac'a'Fay's generosity, the Wining Spirit was saved last moon and continued to stay open for business despite many challenges. What was once the upper cabin is now a prospering business, which, thanks again to Lord Mac'a'Fay, has begun to put many improvements into action.

A schedule is to be posted in the Wining Spirit of the hours in which light meals shall be served. During the morning hours, there shall be hot gruel, exotic teas, and a limited supply of baked goods. After the noon hour, a selection of the popular chicken and beef stews will be available, as well as cheese and crackers to go with a popular selection of wines. Finally, in the late evening hours there will continue to be food served until the crowd dies. Prices will be announced once the first shipment arrives.

Worry not, good citizens, for the bar will be open almost day long! Come by, grab a mead, and sit round the hearth in comradeship and share stories of deeds well done. Tell your friends that the Wining Spirit is still in business, and doing better than ever.

Also, please check in to view the balance of your tab. If you don't currently have a tab at the Wining Spirit, it's never to late start.

Drink to health, drink to fortune, drink to fellowship.

~Luther C. Hungsinger  
Custodian of Lord Mac'a'Fay's Wining Spirit

## *Citizens of Elmerton:*

*The honor of your presence  
is requested at Maison Marr  
for a Masquerade Ball to celebrate the  
Festival of Souls on  
October 29, year Two Thousand and Five  
of this Age of Arrival.  
It will be a gala complete with dinner,  
dancing, music, and merriment  
as well as guaranteeing your protection  
from the restless dead  
that will be roaming the outdoors.*

*Required dress is a mask and the nicest  
finery you can muster.  
Dinner will be at Seven Bells past High Sun.  
Be ready to meet your escort at that time  
at the Wining Spirit.*



*The Dancing Sash is now open for business!*

*The Gypsies of the Kumpania love this town so much that we have no wish to leave. We have opened shop at the former Crimson Cat.*

*Hours:*

- ❖ *Friday Midnight to One past High Moon*
- ❖ *Saturday Noon to Two past High Sun*
- ❖ *Saturday One 'til High Moon to Midnight*

*Wares:*

- ❖ *Blank Books*
- ❖ *Components*
- ❖ *Fine and Exotic Drinks*
- ❖ *Jewelry*
- ❖ *Locks (Magical ones can be attained)*
- ❖ *Magical Items*
- ❖ *Materials for your crafts*
- ❖ *and many more items from all across Aszuron*

*Services (per appointment only):*

- ❖ *Private Meetings*
- ❖ *Tarokka Readings*

*To schedule a service or for any other needs, please contact Lucian J. Romeno and he'll do his best to accommodate you.*

**Arts of War**

Whether it is becoming proficient with a sword, excelling through the skills of combat, or understanding the art of war itself, I am offering my seasoned skills to any whom is eager for a mentor. I can confidently confess that I am not a master within the arts of war; however, do not mistake me for a novice. Each of us should strive for self-improvement.

My lessons are not limited to those who wish to live by the sword. For all those who may be interested, seek me out in Elmer-ton.

- Luther C. Hungsinger  
Mercenary, Golden Swords

To my fellow townspeople,

Over the past few moons, as many of you know, a certain entity has been making life a little more interesting for the town. The psychic shade inhabiting my mind has been causing trouble, and on occasion has tried to make trouble between people. Most of what he (it?) has been doing has been relatively benign - he's been a jerk, to be certain, but he has caused little permanent harm. Don't let him fool you.

I don't know what his goals may be or what his motivations are. We share memories, to a certain extent, but only in what happens to us now. I don't know what he's thinking unless he says something about it out loud, for instance. I am not powerful enough to read minds, but I assure you that he is, and he could easily use that ability against the town. He is also powerful enough to destroy minds - a fate I would not wish upon anyone.

I urge my friends and neighbors to be vigilant around me when it is known that the shade is in control. Be more suspicious of me when I am myself if you must. I will not have hard feelings. I am working as hard as I can to develop my powers to resist him, and to counteract what he does when I can. I ask for your support in this, and I want you all to know that I am doing what I can to protect our home, as I have always done, and as you all have done as well.

~Kendrick Teague

*To all interested parties:*

*I have been absent from our wonderful little town for quite some time. My travels since the death of our illustrious lord have brought me little, and I hope to return, if not by the end of this moon, by the melt of winter's snows.*

*This brings me to my point: Pending response from some of the larger courtesan guilds, I hope to set up my own pleasure house within Irvanshire, matters are complicated however, because willing parties are few and far between. So, I am issuing this as a call for anyone interested in side employment to seek me out, they need not necessarily sell themselves in the traditional manner, my plans are extensive, I am willing to hire people solely for their skills at massages or dancing, the more sensuous arts are best left to the professionals. For related reasons I seek Psionists for employment. None who seek me will be turned aside, I feel any skill will be helpful for this business endeavor. Thanks to all those who are willing to help.*

*- Sigma Colds*



## Armor for Rent

The Smiths Guild has made available for rent three armors for those who cannot afford to buy their own.

The lightest armor is a vest of ring mail that has four sections. This costs one silver to rent, and the renter can pay one additional silver to return it broken or four silver for unlimited repairs.

The next 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 last armor is a heavy suit of chain mail that has twelve sections. This costs three silver to rent, and the renter can pay three additional silver to return it broken or one gold for unlimited repairs.

All rentals are for one day, and the armor must be returned undamaged unless another arrangement is made. All costs must be paid up front, and the renter must replace the armor if it is stolen or destroyed. Contact Rakesh at the smithy if interested. *Rakesh for details.*

Gilbert,

Sorry to hear that I missed you last week. Hop back into town when you can. There is much to do and even more to talk about.

Rakesh

## 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.

Drapes the hills all in white, it falls not but hard it bites. What is it?

I sleep by day and fly by night, I have no feathers to aid my flight. Who am I?

## Magistry's Best of . . . Early Orctober 2005

Here are our picks for the best of the October 7-9 event:

The month's **Best PC Award** goes to **Nate Capodiferro** for a very believable performance as Seth Barder. We won't tell you some of the stuff Seth did, but know that he didn't stop doing it even when Nate knew he was out of his element or dealing with someone much "more experienced" than Seth; a complete lack of meta-gaming of any sort, and we know that's hard to do. From "buying" drinks for all of his buddies to the nimble display of dagger-work that proves just how deadly (pun intended – you who were there know what I mean) the thieving skill tree can be, Nate was Seth Barder all the way. Good work, Nate!

And, last event's **Best NPC Award** goes to **Clayton Jennings**, who got out in the rain and did it to you PCs all weekend. Clayton did a great job role-playing, was always up for doing what needed to be done (which was more than we can say for most PCs [I'm looking your way, windy cabin!]), and kept spirits light in NPCHQ while donning a pink and baby-blue sweatsuit as the Incarnation of Personal Training. Squat-Thrust, Damage 7! Uh! Thank you, Clayton.

*All Character Updates must be entered yourself into the New Magistry Database. (link at Magistry.com) Send any Database questions to*

***Database@magistry.com.***

*All Newsletter Submissions should be sent to*

***Newsletter@magistry.com.***

*All Magistry questions (including Gather Infomations) should be sent to **Questions@magistry.com.***

*All plot summaries and character histories should be sent to **PDabbleGames@aol.com.***

## Address Changes

Please inform Magistry 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 Magistry. Remember, we're your family, whether you want us or not, so keep in touch.

## RULES CHANGES

We are currently updating the rules and version 1.3 of the *Magistry Player's Rulebook* will soon be available. For now, the changes are available for download, as well as the most recent version of the rulebook, at [Magistry.com](http://Magistry.com).

## WANTED: RUM RUNNERS

Elmerton resident desperately seeking to procure a keg or two of whatever rum one can get this far north of the tropics. Without it, the safety of all things as we know it may be in jeopardy. If anyone knows of anyway to get their hands on the "liquid courage" please seek out a tall, dark, insecure individual with low self-esteem and suffering from a mild case of identity crisis. Monetary reimbursement will be discussed following said encounter.

## FREE GAMES AND BROWNIE POINTS

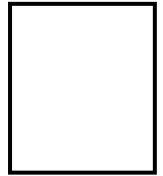
"Ding!"

-Jarad Demick

Magistry is still FREE to first-time players, but now a veteran PC who convinces a new player to come back for a second game earns him or herself 50 Brownie Points. For serious. Give it a try.

**PDabble Games**

PO Box 1037  
Middlebury, CT 06762



Magestry.com  
PDabbleGames.com

## MAGESTRY 2006 Spring Event Schedule

**March 24-26, 2006 (Chesterfield)**  
**April 7-9, 2006 (Chesterfield)**  
**April 21-23, 2006 (Chesterfield)**  
**May 19-21, 2006 (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's Next Event is October 28 — 30, 2005

### At Chesterfield Scout Reservation in Chesterfield, MA

The cost is \$55 (\$50 if by October 21) for PCs and \$10 (Free if by October 21) for NPCs.

We are back at Chesterfield Scout Reservation with more players than ever and 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. There is also unlimited tent space, so if you plan to pay at the door, bring a tent because you might not have a cabin. Those who have already pre-registered need to choose a cabin; please email Paul @ PDabbleGames@aol.com. If you do not choose a cabin, he will assume you will be tenting and not reserve you 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 one full meal will be served to PCs and NPCs who include an extra \$5 with their registration fees. PCs and NPCs should also bring some of their own food!**

See you at the event! **Register Now!**