

PDABBLE GAMES

PRESENTS

THE MAGESTIC MESSENGER

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

Impril (April) 2006

Volume 4, Issue 2

On behalf of our Lord, Jules Mac'a Fay:

There will be a number of very powerful and influential families being entertained at the manor house over the next few weeks. Our Lord feels it prudent to remind everyone in town of how to interact with and respect the nobles of the nations of Irvanshire.

- *It is considered rude to speak to a noble without first being spoken to.*
- *Disrespecting a noble (being rude or refusing to kneel) is an offense punishable by a fine or service.*
- *Disobeying a noble is an offense punishable by a **heavy** fine or service.*
- *Striking a noble is an offense punishable by death.*
- *Killing a noble is punishable by a life in prison or service and in some extremes, soul execution.*
- *It is a noble's duty to dispense justice, and may do so with just cause.*
- *A noble must still obey any other higher ranking noble.*
- *Squires, Knights, and Nobles may be arrested like any normal citizen. They are to be respected at all times, however, and may not be man-handled or waylaid unless they are **currently** a danger to the well being of the town.*
- *Barons and higher may only be arrested by a ranked watch member or a higher titled noble **and** then only if they are an immediate danger to **everyone around them**. Otherwise, they are charged and given a written summons to appear at court, signed by the watch member. They are taken on their word that they will appear. They may always appeal to a higher court, and the Magistrate must write a letter to the high court with the charge brought against him. Typically, an investigation will commence, and if found not guilty: falsely accusing a noble is a crime, and usually grounds for expulsion from the watch or worse. If the noble relies on the lay court, then they must abide by the charge of the Magistrate or ruler, though they are always offered the option of honor combat, and the chance to pick a champion.*
- *Nobles who are fined or forced to service, pay that fine to the next highest ranking noble in command of the area. A count, for example, would be forced into a service for the local Marquee. If there is no local Marquee, it would continue on up, until being pressed into service by the king himself (which is usually very unlikely).*

We will expect all of our respectable and gracious townsfolk to abide by the laws encouraged and enforced in this realm by his Grace, King Rulian. We also expect our townwatch to take any infractions very seriously.

☉ Brenmath Urbrand,
on behalf of Lord Mac'a Fay

Point Edgar Attacked!

A magical explosion shook the foundations of Point Edgar in the early morning. The attacks centered themselves in the financial and business district of the capitol city of the Kingdom. A group identifying themselves as "The League of Aszuron" claimed responsibility for the attacks, in letters, found scattered near all three of the blasted out buildings.

"People of Irvanshire: It is time for the Corrupt Public Officials that should be representing you to be held accountable for their mercurial whims, their passivity, and their blatant disregard of justice. The League of Aszuron has watched countless lives torn asunder under the unrelenting crush of the nobility of this country's desire for power and wealth. We will no longer stand aside and bury your friends and brothers while the so called "upper class" of this country builds their kingdoms on the backs of the you, the common man. The time has come for change.

To Our Degenerate Rulers:

Bear witness to our dedication to our cause and our power. These are just small examples of what will continue until we are satisfied with the political state of this country once again.

To Our People, the common men and women of this country:

We will not abandon you like your supposed rulers have. The cause of the people will be represented to the last man, woman, and child."

The town watch and royal guard of Point Edgar have been vastly increased due to the attacks, and a city-wide investigation is being conducted. Twenty-two people have been brought into custody and are still being questioned. Thirty-five were injured in the attack, including Nucca and Bartolemeo Brexiano children of the influential Brexiano family. Four were killed.

Court Proceedings for Marchestry of the Year 2006

- Two men are charged with mutual assault, Tonerius Cypress-Frosthill and a member of the Heralds' Guild, over possession of a letter to be delivered to Lord Mac'AFay. Tonerius is to be fined a gold each moon until five gold is paid to the Lord and five is paid to the Heralds' Guild, and to work in service of the Heralds' Guild once receipt from the Heralds' Guild is produced.
- Werewolves only affected by astral weapons attacked the town several times during the night.
- A good many mugs have disappeared from the tavern. The whereabouts are unknown, and if not found the mugs will be replaced from tavern profits.
- Glen had been traveling with a group of religious persons, he and his group were murdered as he was believed to be someone else with an item of value to these murderers. The attackers were dressed entirely in black.
- An Agent of Death came and brought a sample of people from the varied races of Magesta to the Spirit Realm to consecrate a space for the spirits of Magesta to be sorted after death, safe from the Wolf Lord.
- Zombies with the ability to talk have been seen within the town borders.
- Belanus must serve the Town Watch and pay ten gold in the next year as the full sentence for assault on a town member. He is also confined to Elmer-ton.

Your cowardice is reeking...

I was not fooled by your letter. More apologies will not satisfy. I know you were close, your cleverness may have betrayed my identity. It is infuriating to me that you should be so underhanded. I'll have you know that I have discovered, by another means, your identity. I have decided to agree to your terms. I will meet you, in the specified place at the specified time. I expect we will both be armed, maybe we can settle it like men. I shall endeavor to make you a way to visit the Wolf Lord.

*Sincerely,
An Admirer*

hEILo!

IOok KLim I can read and write!! Klim must be so proud of us hoh kook? It makes me and kook so happy that we can write now we started dancing!! I like dancing. I like dancing very much. See me dance. I finally remembered the song Mirari taught me!! It goes: Red lolly, yellow lolly, green lolly, blue, can't you see that I hate you..... Kook and my sisters are my friends. We like to dance. We like to dance in circles. I say that KOOK dances like he is on fire. Kook is the bEST DANCER. OH! I like reading. Reading is good. I like to read books about flowers. Roses are rubbish, violets wont do, incisors for biting. pRemolars that chew. I like playing hide and go seek. I like playing hide and go seek in Magesta. Mirari hides in places that are dark and deep. We can never find her. Sometimes we get tired and go home. I like howling. I like howling at the moon. One night the moon howled back. I like all the New puppets I founded in eLMerToN there great! Toner is my favoritest puppet to play with! Haku STEEL Wind and his friend Kaybin remind me of Animula!! Im gonna make those two warriors a presENT, they will be so extactic!! I have determined that Hatch Magistrate is made entirely of spaghetti and KLim is made of music! If anyone knows where the old lady puppet went to please lemme no!! I still need to find out where she got that weird skin fabric so I can make a coat...Maybe me and Mirari can make a coat out of her fabric, it doesn't look like she needs it anywayz. Rakesh reminds me of the stories mommy use to say about a awesome dad, one that I never had. I think I fear Rakesh hes is so awesome!! And the puppet from the House of whateverfergot but she was so pretty mommy must have spent a loooooong time

making her, and now she is gonna promise to help me find mommy!! I cant wait!! Well I sure am having much fun here but I gotta go collect stuff for my present to the two brAvE warriors: STEELWIND And KayBin!! Oh and I gotta writes down Atrium's song so Klim can sing it!!! P.S. Gypsies MAKE BOOTIFUL JINGLY MUSIC I FEAR THEM!!!! YEY!!

Orange, Borange, Smorange, Quorange, the end!

-Atreyu

Groundswell Of Lowexian Discontent Over War Brings Hope For Peace.

Lowex has long been prepared for war. The competency of their soldiery is unmatched. They have developed this as a necessity for self-protection in a dangerous world. Recently, they have been brought to bear on the peoples of Irvanshire. As diplomats try to patch the rift that has brought these two to war, murmurs of a soldiers revolt from within the Lowexian Army have surfaced. The one called the "Hero of Lowex," Nexus, led Lowexian soldiers West out of Irvanshire last November. The group was seen to be in the high hundreds North of Riverton. Sources indicate that the number may have been in the thousands. The massive Army was seen passing to Keillorn. No further movement was reported South of the Lakes. Sources speculate that the party may have massed in this area to winter. Unconfirmed sightings in Sapshire indicate a possible passage into the Northlands. Some speculate that the group may have returned to Lowex by a Northern Route, this has been largely discounted as the possibility of a large regiment passing through Loreth is unlikely due to the animosity between these two long rivals. Others argue that the distance is comparable and if the Hero is as strong a Diplomat as he is a Warrior he could gain safe passage from the Loreth. As the winter passes from the lands of Azuron so must the long respite from War. If the resistance of the Lowex to fighting a distant and purposeless war is any hope, perhaps the Tohmshirian Empire will be attacking without its sharpest blades.

N. Thames, Sq.

More Questions With Gypsy Brandy

I am happy to say that things have been relatively peaceful; for this, I thank the good people of Elmer-ton. The Elemental problem is gone, the escaped convict is accounted for, and the number of deaths sustained by town's people has been drastically diminished. With so much good news, I decided to go out for lunch. When I go out, I like a glass of gypsy brandy, it smells like apple pie, and tastes like autumn. While I was comfortably sitting at an outside shop, enjoying lunch, sipping my gypsy brandy, reading a good book (with more on the side), and enjoying the sun, I said to myself, "Self... life is goo-". My internal monolog was cut off by a rude man who fell into my lap, spilling my fine brandy all over the ground. He apologized with a mean look and walked off- I was to busy grieving over my brandy at first, but I soon realized my books were gone. In their place was a book about tragic goblin comedy, and a book about ancient libraries in Magesta. I looked around, but the man was gone with out a trace. Not being fond of goblins I was happy to have a costar for my next glass of brandy. The other book was rather boring, though there were many markings and notes in a language I had never seen before. While flipping through the book, a document fell from the lose pages into my lap. A riddle was written on the page of the book were the document fell. The document was... ..disturbing!

The document I found states that the Magesta we currently live in is actually a parallel version of the real Magesta. This artificial world was created by a being known as "Sendus" to pacify the more powerful spirits, minds, and essences and make them blind to the things he was doing to the real Magesta. All the incarnations, even Starthmorta and Devastation, have been tricked onto this parallel world. Sendus's plan once he gets enough power on the real Magesta? Destroy the parallel one and move on to the next dimension. Keepus is aware of the two worlds and is working to send powerful spirits, minds, and essences back to the real Magesta to stop Sendus. Sendus has cursed Keepus with a hideous external form that makes his job very difficult to complete. (As you might imagine, after thousands of years of trying to work under these conditions, Keepus has acquired a very sour demeanor.) Disturbing... I told you!

However, there may be further answers (or questions) found in the riddle. I believe this is a clue in finding a member of the Delancy family. The prelude to this riddle was simple: "Begin in Elmer-ton"

*"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 Kaharaf
chose,
But Ghosts have seen he who can Send Us Repose"*

The riddle has yet to be solved, but may have speculated. 'The Imp lady' may be referring to Yari, an alchemist who visited Elmer-ton frequently not so long ago. The only crows I've seen that are important hail from across the great ocean. 'She who Shines' might be the, now undead, spirit hunter Anewrin of Elmer-ton. The capitalizing of letters in 'Keep Us' and 'Send Us' make a rather distinct connection to the document I found. 'Kaharaf', I believe he made an appearance in Elmer-ton, but was rather undead at the time (undead dwarves) scare me. He walked off with a few towns people, and has not been seen since.

With luck and some good gypsy brandy, I am sure the heroes of Elmer-ton will be able to solve this riddle and put us all where we need to be.

*Working for you,
Silent Night*

~ Citizens Take Note ~

It is with great pride that I am able to welcome Rakesh into the prestigious ranks of the Irvanshirian Chapter of Coneori Magesti. On Marchestry the twenty-fifth, he adeptly handled the admittance trials and proved his extreme degree of competence in the magical arts. His formal acceptance will occur with this next passing of the moon.

Furthermore, sad duty to announce my imminent departure to the far ends of Aszuron and beyond. My skills, while appreciated here in Irvanshir, are much more desperately needed in other parts of the world. However, take heart; the very competent Proctor Abigail Bellevue Roman will be handling my research, my affairs, my estate and you, my contacts whilst I am gone. Do place as much trust in her as you would in me and rest peacefully in the knowledge that she will likely do a far better job than I, your humble servant, ever could.

If there are emergencies, Abigail will contact me as quickly as possible.

-the esteemed
Goremir Verendtas

*Franks Finally Freakily Fabulous Forecast for the Nights
Dancing Towards the Full Moon*

Hello peoples, Frank here, just communing with nature and I found out, with no hyperbole, even more Fabulous is in the Forecast. The snow is but a fading memory as the Friday Sun will be out in force. Though still not quite time for a tight cashmere sweater skirt cloaks will still be needed. But I'm told that the dry air almost completely precludes precipitation, I'll say if first, and more clearly, NO RAIN OR SNOW as the moon waxes towards full, and naught but a calm breeze for most of the weeks end. I'm not saying the late night won't be cool, but it will not be freezing... just close. You should all be cozy and asleep by that time anyway.

If you're up for a little late frolicking, do what I do, dress to impress. The nearly full moon will really do wonders for sparkles, so wear them silly! A cool night somewhere slightly above frosting gives you plenty of freedom. I'm stressing again, coordination and taste, matching cloaks and divinely detailed lace or silken gloves, and any hat with a feather in it. It's never more important to look good than when it's cool.

Saturday, we should expect periods of sunshine to break up the reign of gray. The Sunday may start threatening but keep the faith. No precipitation, so bring extra socks only for fashion and hygiene and if you should be stomping around in damp places. As the early tides of Impril bring the glad tidings for beautiful Spring and delightful summer I hope you'll get out and enjoy the last tendrils of a coolness we'll surely miss in the heat of summer.

Prepare your finest dance shoes for the most spectacular Days and Nights to hit these parts since Fall. Again, get dancing if you want this to come true, and chant people, there's only so much Frank can do. The rest is up to you.

Still don't forget your Cocoa. Mmmmmmarvelous.
Xoxoxoxoxoxoxoxoxoxox
Frank

Scrolls for Sale:

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

**Elmerton Outdoes Itself For
Another Fine Feast**

Visitors to Elmerton last New Moon were well met by the delectable treats made in its own humble kitchens. Saturday evening the warm smells wafted over the town. Soon the townspeople and their hungry guests were invited to partake in the bounty.

A first course of Salad prepared the palates of the salivating crowd. This was followed by the finest Corn, saved from winter reserves was prepared with a secret blend of Herbs and a butter sauce. Accenting the layered pasta, vegetables and cheese blended with a fine white sauce in a delicacy known as Lasagna. Unblessed pasta was also available and done to just that side of al dente. The Epicureans were delighted by the variety of roasts of Pork, each in the Chef's own blend of spices and cooked to a juicy perfection.

The banquet hall was cold and somewhat unsubtle, but the candles are welcome to hide the detritus of ages on the floor. A variety of spirits given liberally to all in attendance helped to warm any chill. The service was impeccable for those who don't mind a line. The more refined have found that personal service is available for a fee. This is seldom necessary and a little neighborly chatting in the line is always welcome.

Following the main meal, I was granted a tour of the kitchens and was impressed by the professionalism of the Chef's entire staff. The pride with which he runs his kitchen is evident in every mouthful. In all acts, a great one is hard to follow, but I look forward to future efforts. I'll see you there.

– T.Dunham

Muster for the Town Watch will be held daily on the tourney field at half-an-hour before noon. All those interested in joining the guard should appear at that time.

The Smiths Guild will meet at 1pm in the smithy on Impril 8.

Everyone can be mistaken, and as such I am no exception.

I was mistaken about what was going on early Sunday afternoon this past moon. It's a shame that this could have all been avoided, had everything been up front from the beginning. My apologies for what I said would have to be done.

-Magistrate Hatch van Graves

Obituaries

Galla Langa Moonstrom, unknown - Her life was taken away from her at far too early an age in her young life, well before she passed on to the Spirit Realm. She will always be remembered as a light in the darkness to those who knew her plight. May she find her ancestors in the afterlife of her people.

Chee Hammerhome, 31 - Chee was lost due to a portal malfunction and is now presumed dead while bravely engaging in a quest with his friends to rescue their companion Montebank ("Monte" or "Montgomery") Littlesticks from another dimension. Unidentifiable body parts were spread throughout his home and the homes of his friend, his family, and his long-time girlfriend.

Hamish Pigherd, 14 - Hammy to his friends and family, he and his brother Sheldon were attacked around midnight by an insane, screaming woman. The brothers saw her wandering towards their farm, and she looked confused. Sheldon says that when they approached she started "hollerin'" and "tryin' to cast all sorta evil magicks", but when she failed, she grew frustrated and leapt upon poor Hamish. Sheldon, the bigger brother, was able to push her away finally, but not before Hamish succumbed to his wounds. The woman reportedly just wandered off into the woods again while Sheldon ran for help.

Rael, unknown - I knew her well, and she helped me get through the trouble with Bubbles. I came to know her as a friend and in her kindness I found a comfortable place to rest, in want of the innocence that Bubbles had. Now, she is dead, and I presume with her people of House Lochmar, resting in the manor her people have come to rest. This friend is Rael, not to be confused with the God Rael, but someone more dear than that to me. I received word of her passing on the 25th day of Marchestry from a messenger from Myddvai. I didn't believe it at first, but gradually, and after seeing the actions taken later that night by members of House Ousna, I have no choice but to believe that she has been murdered. Friday, the 7 of Impril, late at night, I would like to gather with some friends to collect in a moment of silence for her, and quietly ask that her spirit reached a better place than Magesta.

A Farewell to Arms A Return to Home for the Noblest of Lowex

As the last days of fall ran out I was walking with the Hero of Lowex as he made his way back to his home. On this Journey I was privileged to see the finest Soldiers and Men as they progressed on their difficult journey. Going home is never easy, but for a nation who's wars have taken them to distant reaches of Azuron with the order to not return without a victory, it is even harder.

The price of victory is so often levied against its soldiers. The brave men and women who fight under the banner Lowex know when a battle is worth the price of war. While most in Lowex believe that Irvanshirians are weak and cowardly, some of those who have tasted our blades and bloodied their own know of our strength.

As the soldiers reached the boundaries of the City of Aloreia, the once shining castle cast a slightly dingy pallor on the once proud Capital. The feeling of something rotten at the core of this nation reassured that they were right to return to its aid. The hope to save Queen Rosella, Rose of the West, from whatever sad fate had befallen her.

In the days that followed the game was played. My faith in the leadership of the Hero of Lowex and the valor of his loyalist forces would see all well in the nation. I was unable to confirm this happy result. I can only pray with every Irvanshirian that we be granted a reprieve in this conflict and that our most noble enemies will become our dearest friends.

- T. Dunham

What? Professional Messenger?

Tonerius Cypress Frosthill is going to bring your messages anywhere in the world. You want to give him messages to send out to your dearest friends. Hell, you need him to. It is like a craving in your soul to write a message and hand it to him, along with a small fee for traveling expenses. What greater joy is there in life than to bless someone with a message? For the guys, it helps the swooping of the ladies. For the girls, it'll make him think about you so he buys you stuff. What is better than that? Love, stuff, hey, messages. It's in style. All the cool kids are doing it. Are you?

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.*

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.

*To those who destroyed
Glitterdim,*

*This most foul act will **NOT** go unpunished!!!*

~The Iron Maiden ~

*The Dancing Sash is now open
for business!*

We are located at the former Crimson Cat.

Hours:

- ❖ Friday Midnight to One past High Moon*
- ❖ Saturday Noon to Two past High Sun*
- ❖ We will not be open Saturday evening this moon*

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):

- ❖ Massages*
- ❖ 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.

Magestry's Best of . . . Marchestry 2006

Here are our picks for the best of the March 24-26, 2006 event:

Last event's **Best PC Award** goes to **Bryan DeJoseph** for his disturbingly unrelentless performance of Atreyu. We heard nothing but good things about his role-playing, and the only time we heard Bryan talk all event, it was in a creepy girlish Jarad Demick-esque voice. Atreyu's costume was superb, complete with the props for his only worldly friends, and we are pretty sure he was eating actual worms when nobody was looking. Brrrr... we don't want to ever have to see the things that *that* kid scratches into the dirt when he's mad at his psychologist. Good Work, Brian! Now, let's see you do the same with Si.... uh... Fingon.

And, last event's **Best NPC Award** goes to **Shane Graves** for sleeping less than any GM so that he could make sure all the plots were run and the module building was in tip-top shape. If you saw how neatly all the walls were hung in the modules this weekend, know that it was pure Shane. You will all be seeing a lot more of Shane in coming events, and he's got some plot ideas that are going to make you wish there was no such thing as Shane Graves... But there is... So too bad.

Magestry Guilds are Here

"What the heck are those?" You say? Good question. Visit Magestry.com to find out.

RIDDLES BY RAKESH

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

I'm the source of all emotion, but I'm caged in a white prison.
What am I?

Hands she has but does not hold, teeth she has but does not bite,
feet she has but they are cold, eyes she has but without sight.
Who is she?

Moose Day and Beaver Day...

Are two days that are reserved for service projects at Chesterfield Scout Reservation, otherwise known to us geeks as the township of Elmerton. Magestry will be, as usual, lending some hands to help on both of these days.

Moose Day is Saturday, May 6th, and Beaver Day is Saturday, June 3rd. The day starts at 9AM in the camp dining hall and ends around 3PM. Lunch is provided and quadruple Brownie Points will be awarded (that's 40 BP per hour + extra BP awarded for gasoline reimbursement). Last year's turnout from both Magestry and the Boy Scouts was atrocious and we are serious about giving the camp some help. Remember, these service days have a very direct relation to how much your event registration fees are. The camp gives us a very good deal to use the property for LARPing and they can just as easily not offer us that deal. Mark your calendars, and please help us.

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.

RULES CHANGES? STILL?

True. We haven't yet finished our revision of the rules. The Magestry Rules Team is still carefully picking over the current rules, and wisely considering things that one certain rulebook author has yet to consider. The next rulebook that is released will be a very thorough and deliberate one that will remain in use for a long, long time. We hope to have it ready for purchase by the May event, and until that time, we will be releasing all the appropriate updates in a palatable and understandable format. No major changes. Just fine-tuning. And we'll be lenient about it.

FREE GAMES AND BROWNIE POINTS

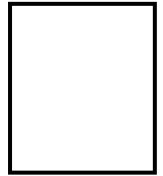
"Ding!"

-Jarad Demick

Magestry is still FREE to first-time players (see Magestry.com for more details), 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

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 April 7 — 9, 2006

At Chesterfield Scout Reservation in Chesterfield, MA

The cost is \$55 (\$50 if by April 1st) for PCs and \$10 (Free if by April 1st) 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 at 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!**