

THE MAGESTIC MESSENGER

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

Dwarvember (November) 2007

Volume 5, Issue 8

Concori Magesti Declares War!

Sources from inside the largest Mages' Guild on Magesta report that the guild plans to take action against what they consider an abomination to the might and energy of the Sleeping Lord. Guildmasters are preparing magical wardbands coupled with recently summoned Arcane creatures to descend upon the small town of Elmerston, which is (according to our sources) untouched by the protective energies produced by the increasing power of the Sleeping Lord. One Mage, who requested that he remain nameless, was quoted as saying, "The Guild understands the powerful magics in and around the town, and they plan to bring powerful magic of their own to eliminate any vestige of resistance to the Sleeping Lord.

There is, however, dissention in the ranks. Some Mages are saying that Elmerston is the epicenter of a magical anomaly - a true oddity that bears study, instead of elimination. According to one mage, Elmerston "might be the birchplace of a new kind of magic, something that these towerpent blowhards won't see or understand until it's gone. Then, they'll speculate about its impact for centuries to come, and all the while maintaining the status quo, never branching out. The stagnation that they espouse is killing magic's mystery, its innovation." These voices are few and far between, though. The majority of the guild seems committed to the war declared by the guildmasters. So, anyone who might be living in the Fiddleheads would do well to surrender to the wardbands, and give thanks to the Sleeping Lord that they are working so tirelessly to save them.

People of Magesta,

If you hear these words with ears unclouded by the Sleeping Lord's power, I speak to you of a hope that our world has not known for more than thirty thousand years. If, however, you have fallen under the sway of our enemy's unwholesome power, then I speak to you of coming freedom: though we may cross blades, know that it is with no malice in my heart for those without the agency to control their own Fortunes.

Friends, our time draws short. Soon we will face the greatest threat Magesta has ever seen: a being more dangerous than any that has walked these lands in Ages past—or is likely to in the future. Though the Sleeping Lord's power is vast, know this: I have seen into his mind, and he is frightened. We have taken strides far beyond any he ever expected. In his desperation, he attempted to bring about Magesta's Third Cycle of the Ages, but lacked the power—and so for the first time, we remember. He now has no choice but to confront us.

You have stood by my side through so much—walked the very Abyss itself to make today possible. All I can ask is, humbly, that you walk with me just a bit further. It might be that we will none of us live through the rising of the Sleeping Lord, and if that is so, I will be honored to follow you to the land that Kaybin has kept for us these last years. I think, however, that Kaybin will need to wait just a little bit longer for our company. Soon, the time will come to make every sacrifice of the last thirty millennia worthwhile, and we will not fail.

-Galanthas Du'Mentharen

PEOPLE OF ELMERTON,

IF YOU READ THESE WORDS WITH EYES STILL BLIND TO THE TRUTH OF AGES, I WRITE TO YOU OF A PAIN THAT WILL NOT BE KNOWN AGAIN FOR MORE THAN THIRTY THOUSAND YEARS. THIS PAIN, AND A DESPERATION TO MATCH IT, WILL BEFALL ALL YOU WHO RESIST THE RETURN OF LORD SAEDIUS, THE TRUE CREATOR OF MAGESTA. YOUR TOWN IS VIRTUALLY THE LAST BASTION OF IGNORANCE IN THIS WORLD. AND, WHILE YOU ARE SO VERY INSIGNIFICANT TO THE LORD'S GREAT POWER, THERE IS ONE AMONG YOU, JUST ONE, WHO HAS FALLEN INTO A CIRCUMSTANCE THAT REMOTELY THREATENS SAEDIUS'S RISE: GALANTHAS DU'MENTHAREN.

BEFORE YOU START AWAY BELIEVING THAT THIS MAN WILL GIVE YOUR RESISTANCE STRENGTH, UNDERSTAND THAT MY LORD AND I HAVE KNOWN SINCE THE DAWN OF THE AGE OF REPOSE THAT GALANTHAS WOULD BE AN OBSTACLE, SO IT IS PROPHECIZED THAT HE IS TO BE MY FINAL ACQUISITION. THE SLEEPING LORD SAEDIUS WILL CANNOT RISE UNTIL I HAVE ABSORBED GALANTHUS, AND THUS, YOUR HOPE. THIS IS THE END OF THAT HOPE FOR YOU AND THE BEGINNING OF THE NEW HOPE THAT YOU MAY ALL BE FORGIVEN FOR YOUR ACTIONS ONCE THE LORD HAS RISEN.

AND HE WILL RISE...

-KEEPUS

FAE MAGIC FLOODS FORTH! WHO WOKE THAT BADGER?!?

Arcane scholars are puzzled at the sudden re-appearance of ley lines based on Fae magic. These lines are conduits of power for the magic of the Fae, which can be extremely potent and has been all but absent on Magesta since time out of mind. Members of Concori Magesti are denying the existence of the lines, but some unaffiliated guilds have been investigating the phenomenon with some interest.

Zorn Thistleleaf, one of the wizards exploring the ley line running north/south through Jar Garreth, says, "A fascinating thing is happening. The land... the essence seems to be... healing. We've been reporting the corruption of Magestry to Magesti for months now, and they've suppressed it, but the re emergence of the Fae magic seems to be slowly washing away this corruption."

Concori Magesti could not be reached for comment, but one Fae gentleman at a tavern in Riverton had something to say. He calls himself Oydreer, and claims royal status.

"I AM A KING," he says, "REMEMBER IT. NOW, ALL YOU DENIZENS OF MAGESTA SHOULD REMEMBER HOW NICELY THE FAE TREATED YOU, GIVING YOU HOPE IN DARK TIMES. PERHAPS WHEN NEXT YOU SEEK OUR COUNSEL, YOU WILL PAY TRIBUTE IN A MORE PROPER MANNER. YOU BORE AND ANGER ME. I'M LEAVING NOW."

This reporter is unsure what the man is talking about, but as for being the hope of the world, we will have to wait and see if this emergent Fae magic will fit the bill.

For those of you who aren't familiar with that Fegorian saying, it is uttered when a storm cloud seems to be gathering, seeking to strike some unlucky soul with lightning. We say it here because it seems as if someone (or ones) has awoken the wrath of the Sleeping Lord. This morning, a Daquamooore Emissary from the Sleeping Lord himself made this announcement in Point Edgar's Central Square, overlooked by Rulian's castle:

The Sleeping lord dreams of every Magestan - he has a place and a plan for each and every one of you. Feel comfort in the knowledge that you can be safe within his dreaming mind and that when he wakes, you will each have a part to play in his rise and ascension.

For those of you who are resisting the advent of the Sleeping Lord, there is a different fate. He knows your dreams, too, and will not hesitate to make your nightmares manifest, should you decide to not join with him. He will harvest the deepest and most petrifying places you possess, and from that harvest he will unleash the very worst of them in the waking world. They will haunt and hound you to the ends of the earth, tainting your final breaths with hoarse screams, and you shall beg to be allowed into his fold.

So, whoever is upsetting the Sleeping lord and his Daquamooore... please stop!

A SHOCKING REVELATION!

The short version of the story: Lowex is no longer allied with Tohmshire.

Slightly longer version: Alexander, true King of Lowex, revealed himself to several legions of Lowexian troops marching to Tohmshire to reinforce and provide relief for embattled soldiers. On the Lowexian frontier, he stood atop a small rise, his prideful voice booming across the plains as he delivered his address.

"MY subjects, I stand before you battered and beaten in appearance, but I stand tall, upright and proud. I must tell you now, that you have been lied to. I have been held secretly by the Knights of Nocturne (a group of knights associated with the dark god Morkanthos, rumored destroyed last month in Irvanshire) at the behest of Emperor Borgeh so that Lowex would fight in his Coalition of Nations against Irvanshire. I am now free, and there shall be a reckoning. My soldiers, my knights, my country men, we will continue to march into Tohmshire. But instead of succor, we will offer a choice: We will accept the unconditional surrender of any true Tohmshirian who will be made to understand the false pretenses under which they had been fighting. As for those who would remain loyal to Borgeh, not to Tohmshire, mind you, but to Borgeh (for my citizens, he deserves no title, much less that of Emperor) For those who would stand and fight? We will offer them a quick, honorable death, so that their spirits might avoid the stain of wearing Borgeh's Red and Blue."

Reports from the Lowexian courts state that Queen Rosella is being transported via airship to be reunited with her king. So Tohmshirians, you have heard it here: lay down your arms, or be crushed under the boots of the elite Lowexian fighting force.

To the People of Elmerton:

As most of you must know by now Mac A'Fay is a traitor and has turned his back on all of us. He worships the sleeping lord and wishes his army to carry out attacks in his name. I first had my doubts about him after the battle of Point Edgar after we had beat back the forces at the northern border. Soon after this long and horrid battle we were instructed to pull our forces inland. This made no sense to me and when I brought my questions directly to Duke Mac A'Fay, what he said horrified me. He wanted me to disguise both my men and myself as Tohmshirians and sack every town we came across. He then began to mumble about the sleeping lord and about how we must prepare for his arrival and about how all must worship him. I darted from his chambers and told my men what he said in the barracks and to my shock about sixty percent of my men wanted to go through with it and began to praise the sleeping lord. At that point I drew my sword and said I would rather die than be under the rule of the sleeping lord or under the thumb of the duke for one second. Those still loyal did the same we saw we were outnumbered in the barracks so we fought back who we could and made a run for the door. As my men and I made it outside there were many more waiting for us and another lopsided battle began. I ordered a retreat to the woods and all who were left joined me in it. By some miracle we managed to escape into the safety of the winding paths and caves. Although by the time I knew we made a successful escape I had lost about 25 men loyal to me. After a long march in which a few more of my men died from their battle wounds we made it to a safe area just outside Elmerton where we set up a camp. I then traveled to see King Rulian to let him know of the betrayal and to swear my loyalty and that of my few remaining men to the Kingdom of Irvanshire. King Rulian thanked me for the news accepted our swords and even promoted me to the rank of major. I cannot properly put into words the utter anger I feel right now. I have served, lead, and watched men die under the banner of Mac A'Fay because I thought I was doing some good and helping the general health and good wealth of people. Now I just feel like he used me and all those who died for him just to press along his own sick agenda. I promise you people of Irvanshire and Elmerton in particular, I will dedicate my life to the destruction of the sleeping lord and any who worship him. I do this for the men who have died under my command, for the blood sweat and tears of all those who have ever assisted me and just for the common good. I have never been more focused on anything in my entire life and I promise you all you have more than my sword.... You have my life.....

Thank you all....

Major Finnigan McConroy of the armies of Irvanshire

The Gathering of Mongrelians

They have come from all over Aszuron at the behest of a Mongrelian who calls himself "The Seeker." They have gathered to be trained, to be taught, to be healed and to fight by the Seeker and his companions and many of them glorify them as though they were gods or their saviors. They appear to be a force to be reckoned with and, if the reception that many non-Mongrelians have received from the encamped is any indication, a force that will dole out reckoning to many others.

There are hundreds of them camped outside the rebel town of Elmerton; cats, foxes, bears, wolves and many others, and most of them are armed, in some way, for combat. There is a palpable sense of determination and, yes, anger that hovers around the encampment as they prepare for one of many battles. Mongrelians have, since their arrival on Magesta, been treated as second-class citizens, and this is the main reason for their anger. Many of them believe that the battle they have been called to is for the redemption of their race. They believe that the Seeker will lead them in a revolution against non-Mongrelians in order that they might be recognized as equals in society: Walking through or even past the encampment is an intimidating experience for any non-Mongrelian.

When the Seeker appeared in the camp, he was met with resounding cheers and much adoration and reverence. To my eyes, he seemed a little uncomfortable with his reception, though he stood and called all the Mongrelians to his attention. He told them that they had been called together to help fight a battle

against the biggest threat that Magesta has ever faced, that of the Sleeping Lord. I noticed that many faces fell as he spoke; it seemed as though they wanted to hear that they would be fighting against the people that had kept them down for so long. Not many of them wanted to lose their lives fighting an impossible enemy. It was then that I noticed that there were no Mongrelian Sleeping Lord worshippers in the entire gathering. Not one of them praised his name, and all of them seemed to think that there was a great need to fight him, though they felt as though it was not their battle. However, by the end of the Seeker's speech, all of the folk present stood as one with the Seeker, ready to do what he asked of them.

Their training began the very next day and will continue until such time as the Seeker deems them ready. The commander of the troops at Felwyn's Gap, Warlord Luther Hungsinger, whose skin is a sparkling gold, joined them within a day or so. He was greeted as warmly as the Seeker was, though many of the Mongrelians seemed to be in deep awe of him. He is helping the Seeker to train the troops in combat fighting while the Seeker himself trains them in magic.

Though I know these troops will fall to the Sleeping Lord, and though I know that their fight is completely in vain, I cannot help but hope that they will feel by the end of everything, that they fought well and for their Seeker's causes. Good luck... you will need it.

Praise the Sleeping Lord!

Becoming a Syaoran

I met my Father in the strangest of ways. Being a young lad untrained in the arts of gathering food from the wilderness, I survived on handouts and occasionally theft. I found myself drawn one day to the smell of stew cooking over a fire outside a small house. There was an old man inside and figured I could get the stew and escape long before the geezer heard me coming. I crept close hugging the ground. I was a couple of body lengths from the stew when I looked up to see the old man just standing there staring at me with his head cocked to the side. The expression on his face was more puzzled than anything else.

"You have no talent for stealth," he said. I wasn't about to be insulted so I jumped to my feet and grabbed a nearby stick in desperation.

"If you give me the soup then nobody has to get hurt," I foolishly yelled. I slapped the stick against my palm a few times in an attempt to intimidate. The old man picked up a nearby broom. "I don't suppose you plan on hitting me with that old man," I asked laughing.

"Goodness no," he replied, "You will be cleaning with it." With a quick motion I barely detected the stick left my hand and in its place was the broom. "Start inside and then sweep the stone paths in the back. When you are done you may have some stew," He calmly stated.

I was dumbfounded. I am still not sure why I began sweeping. Perhaps it was shock at what took place. Maybe it was curiosity over the feat he had accomplished. More likely it was the stew. But all the same I swept and stayed. The next day I was ready to leave when he gave me another task.

"Rowen, I was much younger when I claimed this place from the forest and since then it has sought to take it back. I haven't the energy to trim back the relentless growth. If you can do that then you may stay for a dinner of vegetables and rice. I did. The next day was firewood and wild hen. The day after that was rethatching the roof and berries. After that was rebuilding a stone wall and beef. Before I knew it I had stayed several weeks and completed a multitude of tasks.

One night after dinner he found me clumsily swinging a stick against a tree.

"I don't know whether to be impressed that you still have the energy for this or disappointed that I could have gotten more work out of you," Yu said. "If you are so determined to learn the sword then I will make you a deal. If you leave that poor tree be, and do not allow your training to affect your chores, I will teach you." I saw greatness in him wrinkles could not hide. I think it was potential he saw in me. It was an easy decision. Stability had replaced chaos. Knowledge had replaced ignorance. Value and purpose had replaced a meaning-

(Continued on page 6)

Farewell to a Hero

Thank you to everyone who has helped me through this rough time in my life. Losing Siegfried to this dire cause has been devastating not only to me, but to all of us. He was a great person who never let any of us down. He was always there when we needed him. This is our chance to say goodbye, and to appreciate all that he has done for us.

In honor of Siegfried of Gochrok, a memorial service will be held on Dwarvember 3rd in the Tourney Field after court has ended. Kalim and I will be organizing this memorial. All are welcome to come and join us. Any flowers or tokens of memory you would like to bring to pay your respects would be appreciated. There will be a poem reading and thoughtful words expressed as remembrance. If there is anything you would like to say or read aloud, please feel free to bring them as well.

I hope to see all of you there.

~Lex Mitorae

In Response to "Irvanshirian Soldiers Slaughtered in Elmerton!" By The SILVER-TONGUED DEVIL:

Though I do not deny the arrival of Irvanshirian soldiers into the town of Elmerton on the 22nd of Elfentember, they certainly weren't there to ask for our help. These soldiers were the ones who had bloodshed in mind not the townsfolk of Elmerton. By just the look of them I was able to conclude that they were suffering from the 5th and final stage of the Rage Fever disease which turned them into undead killing machines. Let me assure you and everyone else reading this, at the last stage of Rage Fever there is no negotiation with the infected nor is there any way to cure them of the disease. The best we could hope for is that their spirits are put to rest and that the bodies be burned to help prevent the spread of this plague. Believe me, if there was anything I could've done to help those soldiers I would have but unfortunately it was too late. My thoughts and prayers go out to the families of the soldiers who lost their lives that day. If there are anymore questions or concerns about this matter please contact me in the town of Elmerton.

- Brother Burnes

Of the Elmerton Dealers Guild

REMEMBER ... PRAISE DAETHORN!

Muster for the Town Watch will be held daily on the tourney field at half-an-hour before noon. No openings are currently available. The Smiths Guild will meet at 1pm in the smithy on the 3rd of Dwarvember.

The Disaster of Tinquis

During my travels the past moon, I went to my old hometown, named

Tinquis, which is located around 50 miles east of Raldo's Refuge. When I got there, all I found was destruction and nothingness. I have no idea when, how, where, or why the town was destroyed. Please, anyone with any information regarding the Disaster of Tinquis, please contact me, whether personally or simply in a letter. Any knowledge about the matter would be greatly appreciated.

Perhaps even more important to me is the knowledge that my mother Elizabeth Cypress is still alive and well. Anybody who has seen her recently, or knows where she is, please contact me as well. Mom, if you are reading this, I am safe with the Heroes in Elmerton, and need to know you are safe as well.

— Squire Tonerius Cypress Frosthill

(Continued from page 5)

less toiling existence. What began in exile and the loss of a home had come full circle to being taken into a new one. Fate weaves a bizarre tapestry.

—Rowen Syaoran, Swordspeaker

An Official Announcement

To all of Elmerton, the "girl" group finally has a name. Going forward our official name is The Circle of the Sword Maidens. Should you find this too long to remember then it will be acceptable to just call us The Sword Maidens. As always, any female new to town is welcomed to join the circle, but keep in mind that we will not tolerate any sort of ill will towards one another nor permit the drawing of swords against any of our existing maidens. So if you are interested or have any questions about us, please seek me in Elmerton.

— Suki

Maidens!

The next gathering of The Circle of the Sword Maidens will be held on Saturday afternoon around 1 o'clock. All attending should meet at the Tavern at this time and from there we will travel to a private location. Besides the usual tankard and food and something worth discussing, please be armed and armored and ready to hear what I have in store for us next. See you then.

— Suki

It did not occur to me when Elrolas first pointed it out, but even in these days - truly at the end of an age - we're all lucky for the land we are able to live in. Many in Elmerton had seen the state of "the Before Time" in October, 2007 years after the Great Arrival. Even being a city boy, preferring Point Edgar's cobblestone streets to Elmerton's paths, I've come to appreciate spending a night on a nice rock, looking up at the stars. So this is true for most, but not all, but we shouldn't take what we have for granted. Either it or we may not be here in but a passing of the moon, so take a moment out of your day to appreciate the land around you. Personally, I'm glad that there are apples this autumn, for the sake of mulled cider. Thanks, trees (that was for you, Lynsara!).

I've come to realize that the guard pay will never get me enough money to live a happy life when I grow old. So this message is to all who read it, I'm looking to become a Merchant, but I've not the slightest idea on how to do it, if someone is reading who would be willing to teach. Please come to Elmerton!

Ask for Ne'ekro Drocha

Fellow Citizens of Elmerton!

I invite you all to come celebrate the life of Old Hatch and New Hatch, known to some of you as Nevaeh Phoenix and Hatch van Graves. The birthday celebrations will begin at midnight on Dwarvember 2nd. There will be gambling, singing, dancing, and a cake if someone makes one! So feel free to stop on by and celebrate with the best Hatches in Elmerton!

*Your Friends,
Nevaeh and Hatch*

RIDDLES BY RAKESH

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

Voiceless it cries, wingless flutters, toothless bite, mouthless mutters. What is it?

I move without wings, between silken strings, I leave as you find, my substance behind. What am I?

Your Town Locksmith Just Got Better



Mechanical Lock,
Simple, Common, Complex Quality

Prices are SIMPLE and FAIR!

Simple Locks = 5 silver!

Common Locks = 1 gold!

Complex Locks = 3 gold!

Keys For Existing Locks = 3 silver

Locked Boxes/Chests = 1 gold + Lock

Manacles = 1.5 gold!

MECHANICAL locks are better than MAGIC locks

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

Armor for Rent

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

The first armor is a heavy vest of brigandine that has seven sections. This costs two silver to rent, and the renter can pay two additional silver to return it broken or eight silver for unlimited repairs.

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

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

BOFFERS BY MAGET

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

With the following information:

Blade Length and color

Handle length and color

Pommel length and color

Crossguard length and color

Pictures you pull off the internet, to give him an idea of what you want, will help. You'll get an email back with an image that will clarify exactly what you want before actual construction begins.

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

mrfondupot@aol.com

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

Ne'ekro/Travis

Greetings fellow gamers!
Ye Olde Gaming Week (YOGWe) approacheth!

Ye Olde Commons is preparing to once again help celebrate and support National Games Week with a full week of gaming on Nov 19-25. We hope you have a chance to join in the fun. Please forward this e-mail to anyone who might be interested! Games will include...

Rail Games: 18xx variants (including many unique small press editions), Empire Builder variants, Rail Baron, Railroad Tycoon and other Age of Steam variants, Ticket to Ride variants, Sante Fe Rails, Union Pacific, Underground; **Euro Games:** Settlers of Catan, Puerto Rico, Power Grid, Caylus, Thurn and Taxis, Princes of Florence, Entdecker, Tikal, St Petersburg, Carcassone, Thebes, Medici, Pirate's Cove, Guatemala Café, etc.; **Strategy Games:** Age of Renaissance, Manifest Destiny, History of the World, Liberte, Twilight Imperium, Advanced Civilization, Die Macher, etc.; **Party Games:** Can't Stop, Guillotine, Formula De, Fishing for Terrorists, Munchkin, Bluff, etc.; **Classics:** Robo Rally, Merchant of Venus, Diplomacy, Wizard, Cosmic Encounter, Fight in the Skies; **Card Games:** Poker, trading card games, multiplayer card games - including Warlord and L5R tournaments sponsored by Rising Phoenix Games; **Miniatures:** Warhammer, Mordheim, historical, etc - on our giant war-gaming table!

Come play for a few hours or all day. Come one day or all week. If you want to stay overnight, bunk sleeping in heated cabins is available. For the first 25 people to [pre-register](#) for the full week, bunk spaces are free! Of course, hotels are also available nearby.

Registration is only \$5 for a day, or \$20 for the full week. And, if you would like, join us for Thanksgiving dinner served from YOC's kitchen.

Thanks!
Harald Henning
[Ye Olde Commons](#)

**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!

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.

MAGESTRY'S

Best of Orctober 2007

Here are our picks for the best of the October event:

This month's **Best PC Award** goes to **Kris Beck** for his outstanding performance this game as "Demonface" Brother Burnes. We heard great comments about the change in his character from his posture to level draining people who annoyed him, to having a complete attitude change from the Brother Burnes we know and love. Great job, Kris!

Honorable Mention for this event goes to **Dawn Coolidge** for her heartbreaking performance as Lex. From what we've heard, she had quite a few people nearly in tears when she heard about Siegfried and was never spotted going out of game for even a minute the rest of the event. She did a wonderful job with her role every time we saw her. Yay, Dawn!

And, last event's **Best NPC Award** goes to **Sean Dey** for all his hard work this event. He was up until the wee hours of the morning with us, building mods and generally making sure that everything would be done on-time and well. We loved him in all his various roles too! He was a great leader in the mod building, a very fun NPC to be around and helped hold HQ together. Thanks, Sean!

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☆
☆ **Fund Raiser** ☆
☆ In order to make a little extra coin, Magestry is sell- ☆
☆ ing 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! ☆
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*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*

PDabble Games

PO Box 1037
Middlebury, CT 06762

MAGESTRY'8 Next Event is November 2-4, 2007

At Chesterfield Scout Reservation in Chesterfield, MA

The cost is \$60 for PCs (\$55 if sent by mail by October 26th) and Free for NPCs.

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 space. There is also tent space available, so if you plan to pay at the door, bring a tent because you might not get 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 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 2008 Event Schedule

March 28-30, 2008 (Chesterfield)
April 25-27, 2008 (Chesterfield)
May 23-25, 2008 (Chesterfield)
September 12-14, 2008 (Chesterfield)
October 3-5, 2008 (Chesterfield)
October 17-19, 2008 (Chesterfield)
November 7-9, 2008 (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:
Chesterfield Scout Reservation
Sugar Hill Road
Chesterfield, Massachusetts:**

From Interstate 91: Take I-91 to Exit 19 in Massachusetts (Northampton/Amherst exit). Get on Route 9 West and go (through Northampton) for about 8 miles. In Williamsburg, turn left onto Route 143. In 4.1 miles, the camp road will be on your right. Drive up that road and park in the large dirt lot that will come shortly up on your right (after the Camp Office driveway).

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