

THE MAGESTIC MESSENGER

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

Newgreen 118 (April 2008)

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A ROYAL DECREE ON THE TOWN OF ELMERTON

On the first day of Newgreen, the Ardent of the South Farthings, Siegfried v. GothRok, traveled to the Grand Temple of the Allegiant in Point Edgar and went before the Arch Minister of Irvanshire, Cerelius, to speak on behalf of the residents of the Town of Elmerton, which was recently returned to Magesta in place where the infamous Evernight Forest stood since the dawn of the Age. The Ardent is one of the few who had an intimate knowledge of Elmerton before the Reparation, when many records were lost. In particular, he vouched for the Knighthood of Sir Haku Steelwind of Brighthand, and Sir Rakesh the Smith of Brighthand, as well as the appointment of Sir Rakesh's position as Magistrate.

On the second day of Newgreen, the Arch Minister held an audience with His Royal Magesty, King Adamar I of House Brighthand on this very matter, and the King's official decision was then announced:

The Town of Elmerton is hereby welcomed back to the Kingdom of Irvanshire as a holding of the noble House Windlock, who hold dominion over the land and peoples therein. Though the land will be under constant surveillance and inspection, it will not be treated as the product of evil magics nor subjected to quarantine. The citizens of Elmerton hereby retain all of the rights to which commoners of the Kingdom of Irvanshire are entitled so long as they continue to pay taxes at the rate expected of regular citizens: one silver noble per moon. In addition, one hundred gold crowns in back taxes shall be levied against Elmerton, and that amount is to be paid in full by the end of this 118th year, Age of Fortune.

Despite the sovereignty of the late King Rulian V, he was no worshipper of Incarnations, and so those that he elevated to Knighthood were not done so with the grace of divinity. Therefore, and because the knighthoods of some still living from the days of Rulian have been so stripped, House Brighthand can no longer recognize the nobility of Haku Steelwind or Rakesh the Smith. However, as Rakesh comes highly recommended as capable and trusted by his fellows, it is declared that he shall continue to serve as local magistrate under the jurisdiction of Countess Teadei of House Windlock. As local magistrate, Rakesh is entitled to the rights of a squire within House Windlock.

As it is decreed, so shall it be done. Incarnia Save the King!

Elianas Shribner, Scribe of the Royal Court

PROCLAMATION FROM THE ALLEGIANT

Early this week, to mark the new year, the Arch Devoters of the Allegiant in Aszuron held council in the Kingdom of Keillorn. Among the decisions made there was this of utmost urgency and importance:

Let it be known that, as of the first day of this 118th year of the Age of Fortune, that same Incarnation for whom these days are named has finally been given a proper name. She who has been known to this point only as "Lady Fortune" will henceforth be named "Coraline, Incarnation of Fortune." May her rein be long and her benevolence shine upon us all.

DAWNBREAKERS OFFICIALLY DISBANDED

Let it be known that as of this day, the 1st of Newgreen, year 118 of the Age of Fortune, the order known as the Dawnbreakers has been officially disbanded per order of the Countess Teadei Windlock. Those members who have survived the disappearance of the Evernight Forest are welcomed into the ranks of the noble Guard of House Windlock. There will be a brief memorial service on the fourth day of Newgreen for those who lost their lives due to the unexplained reappearance of the town of Elmerton. All will be welcomed.

WANTED

Information leading to the recovery of more than ten gold that was stolen from the Elmerton tavern on the morning of Marchestry 30th, and the arrest of the individual responsible. Because of this massive loss, the tavern will likely have to reduce its services. Contact the Town Guard with any information. A reward may be granted to helpful individuals depending on the success of the investigation.

MESTEREOUS MARKET OF THE MOONS TO HAPPEN IN ELMERTON!

The Mestere family of Magesta, in cooperation with gypsy families the world over, are pleased to announce the yearly return of the Mestereous Market of the Moons! As usual, the reappearance of the market coincides with our celebration of the wonder of being gypsies; the Festival of Wandering Blood. This year, due to ease of travel, the market begins its journey (under the supervision of the Gramorga family) in the town of Elmerton (formerly the Evernight Forest), after dark on the 24th night of Petalsong. From there it will continue on to Riverton and Tradegate and then onward, beyond the kingdom of Irvanshire. We will be offering your standard wares (clothing, pouches, armor, weaponry and the like), as well as many things you may have never seen nor will ever see again. Don't miss this opportunity to come away with something extraordinary!

TONERIUS CYPRESS FROSTILL MEMORIAL SERVICE

Friends,

Last moon I lost someone very dear to my heart. My love, my husband, Tonerius Cypress Frosthill.

I would be honored if you would all join me for a celebration of Toner's life. Please bring any fond memory you have of Toner which you would like to share with others. I was hoping to hold a ceremony much like the one held for Siegfried not so long ago...even though he has returned to us. Any memory you share will be a joy that I will hold for the rest of my time here on Magesta.

This ceremony will be held at the amphitheatre 1 hour after dinner on Saturday night assuming nothing gets in the way.

Thank you ahead of time for all the wonderful memories I know all of you can share.

~Keladry Frosthill

ELMERTON GUARD ANNOUNCEMENT

Congratulations to the below people for their promotions in the Town Guard:

Balthazaar to Lieutenant of the Guard
 Iex to Sergeant of the Guard
 Keladry to Sergeant of the Guard
 Ghorig to Corporal of the Guard
 AEden to Corporal of the Guard

The Smiths Guild will meet at 1pm at the smithy on the 26th of Impril.

Elmerton court will be held at 3pm in the tavern. Taxes of one silver will be collected from each person.

STAND WITH THE STRONG

A local lord had called upon my father to join one of his knights in the task of vanquishing a creature that had been terrorizing local villages. It seemed to have a taste for cattle and people alike as the remains of both had been found in horrifying trails leading into the forest. Several town guardsmen had already gone in search of the beast and never returned. The lord thought it time to send in his best in an effort to quell the rampant fear among his people.

Yu frowned as we approached the Lords mansion. I am convinced I heard him muttering under his breath but I couldn't quite make it out. I decided on a direct approach. "Is there something wrong father?" Yu turned to me with frustration in his eyes.

"Rowen, you mustn't repeat this, though it is not quite a secret. The knight I am to accompany on this task, Ethron Avaren, is... infuriating. We grew up together. His father, also a knight, served the same lord my father was an advisor to. We were schooled together and occasionally trained together. He is a competent swordsman though there is no need to tell you that as I am sure he will find a time to boast it."

"Yu Syaoran, are you still alive? I was sure you would have perished without my watchful eye years ago," said a man approaching us whom I assumed to be Ethron.

"It seems I am capable of survival outside your care," Yu said.

"Praise belongs to the incarnation of luck for that! Who is this meager boy Yu?" I surely would have lost my temper if not for a harder than usual pat on the back from Yu temporarily knocking the wind from my chest. It was his friendly way of saying "let it go." After we finished bowing to sir Avaren, we were on our way.

During the journey I was treated to stories of Yu's past, most of which ended in Yu losing to the "vastly superior" skills of Ethron. Yu held his tongue the whole time. I am sure he was quietly simmering; his pride suffering through an onslaught few men could handle.

We eventually came to the village most recently terrorized by the beast. We were immediately taken by the town guard to a sobbing mother of 2. At least she had been a mother of 2 before it took her youngest daughter of 7 years screaming into the night. The creature was brazen and smashed a window, reached in and grabbed the girl before anything could be done. It had happened 2 days prior and it was hard to

imagine the girl was still alive but that didn't stop Ethron from promising we would bring her home safely. At some point I made eye contact with the woman's other daughter of 12 years. I awkwardly mouthed the words "I'm Sorry" but my pathetic attempt at consoling seemed to fail. At the time I was insulted by the apparent rejection of my "comforting" words. I realize how foolish that is now.

We set off into the woods in search of the beast and his lair. Fortunately Ethron had some nature casting under his belt and was able to get directional guidance from the trees. That which hid the creature had now given it away. The woods were dark and every sound sent me flinching and twisting around. Neither of my companions ever acknowledged a noise. What my mind imagined as a horrible monster they knew as a mischievous raccoon or a cold breeze or even a falling leaf. I began to take comfort in their calm. Strong leaders have a way of easing the nerves of those around them without need for words. And so I ignored the noises. That is until they suddenly jerked to a stop and turned around.

Something lumbered there in the black. I charged a small ball of magic in my left hand and held my sword tight in the right. Yu took a small step in front of me presumably to better defend me. Ethron lunged in and struck the creature but was quickly tossed aside. My father made the next move and nearly removed its left hand before a ferocious kick threw him through the air. I stood alone. It easily knocked the sword from my hand and meant to grab me. Before it did I threw my magic missile. I hadn't meant to hit him square in the eye but I was glad it had. It gave the creature pause which bought Ethron and Yu enough time to recover and attack together. As strong as it was, it was no match. Ethron held his sword above his head to deliver a final sweeping blow but was pulled back from Yu.

"You wish to deny me my glory," Ethron asked angrily.

"I wish to honor the promise you made," Yu responded. The creature slinked off fatally wounded while they argued. We followed it to a small cave hidden on a rocky hillside. Once there Ethron finished off the beast and we cautiously entered. Under some blankets on the ground was a lump. I feared the worst as I moved closer. I trembled for I was not mentally prepared to find the remains of a child underneath as if such a thing is even possible. As I got closer there was a

(Continued on page 5)

(Continued from page 4)

sign of hope. The blankets moved back and forth in a quick shiver. I quickly tossed them aside to find a terrified girl alive and well enough.

And so we returned the girl to her mother and left to the sound of jubilant chants in Ethron's name. We accompanied Ethron home to his Lord and his wealthy lifestyle.

"I may send for you again," Ethron said.

"You know I will be here when you do," Yu Replied.

I later asked my father why he would travel with someone he disliked so much. "Rowen, you must learn to separate your enemies from those you merely dislike. Always realize that when it comes to people you disagree with, what you share with them is greater than that which divides you. Surround yourself with the strong, for they will push you to become stronger. However, don't become disillusioned by your strength or foolish enough to be swayed into using it on the weak or helpless. They most of all are what that strength is for."

"Stand with the strong but stand for the weak." It is a code I follow to this day. It is the reason I call Elmerton home.

-Rowen Syaoran
Swordspeaker

FREE TO A GOOD HOME

Having recently come into money I, Balthazaar Pathwarden, have gone and purchased an entirely new set of high quality weaponry for myself. This has left me with the dilemma of what to do with my old ones. After much consideration I, Balthazaar Pathwarden, have decided to give them away for **FREE** to the first person who proves worthy of them. So, if you believe you are such a person and desire to own these fine quality, near-mint conditioned, elven-crafted weapons please inquire of me in Elmerton. I will be more than happy to oblige so long as you can *prove* to me, Balthazaar Pathwarden, that you are worthy of this great honor.

Magesta has seen many evils. The one which cuts deepest into the soul of our being is not hatred nor is it deceit. The darkest poison in our souls is indifference. When evil lashes out with its dark hand to oppress those who can not defend themselves, others must hear their mournful cries and arise to their aid. In the silence of indifference evil earns its crown of tyranny and blankets its dark Kingdom with suffering.

There is no greater sorrow than that of being trapped and overcome by darkness as others stand idly by. To those who live under the yoke of fear and silence I ask this, who will be left to cry out when the darkness comes for you? One voice is enough to shatter silence; one light is enough to ward off the darkness. An entire age can be defined by a lone soul having the courage not to submit to the tyranny of indifference. Once a single light begins to glow in the darkness others will kindle to life and all shine the brighter.

To those who know only the cold embrace of darkness I tell you this, there was a time when promises were made on Magesta and now is the time to honor those promises. Countless lives were given to keep those promises and hold back a storm of darkness. There is a light that has been dwelling in secret on Magesta and it's time of slumber has come to an end.

There are many in need, and so I call upon the proud and honorable warriors of the Golden Swords to remember the promises they once made to each other and all of Magesta. I call for the Order of Protectors to come forth from the corners of Mageata and stand between the darkness and the light as they have done for centuries. I call for the Order of Light to illuminate the darkness and bear light to those who are in need. I bid all those who wish to stand as one and defy the darkness to have council with me in the town Elmerton where the Twilight Forest once was.

May we remember the promises we made to each other and walk as one in the light.

Aulian

To the citizens of Elmerton, which has recently been returned to Magesta, I bid you greetings. I have spoken with many of you already, but not all, which merits a public notice such as this to bring to your attention the followers of the incarnations, known as the Allegiant. Our purpose is to worship, praise, give Agreement to, and serve the incarnations of Magesta, and to speak on their behalf in such matters that require it.

A brief overview of the structure of the Allegiant is as follows. The entirety of the 18 greater incarnations are divided into three groups; the Head, the Hand, and the Heart. Each group's primary color corresponds to that of the Bloodwaters, the Head being yellow, the Hand being red, and the Heart being blue. The incarnations of the Head are: Dream, Evil, Law, Knowledge, Magic, and Memory. The incarnations of the Hand are: Community, Fortune, Labor, Peace, Nature, and War. The incarnations of the Heart are: Chaos, Death, Faith, Fear, Life, and Music.

There are many among you who are already worshippers or agents of these incarnations. Therefore, let it be known, that in order to better accommodate the variety of believers, worshippers, and servants of the greater incarnations, a shrine dedicated to all of the incarnations will be established in the town of Elmerton. All are invited to give praise, agreement, and to worship whichever incarnations they chose, in a sanctuary dedicated to such powers. An Acolyte of Allegiant, who worships all incarnations of the Head, the Hand, and the Heart will consecrate the shrine. If any of you wish to know more, please come to the shrine, where appropriate representatives may answer your questions, or you may write letters to the ranking members of the appropriate trisect

Ardent of the South Farthings
Siegfried v. GothRok
Servant of Evil

The monthly meeting of The Circle of the Sword Maidens will be Impril 26th at 1. It will be outside, so dress warm if the weather is cold. Bring food or drink, and don't forget your tankard. The location will be announced early that day.

Also...

I am looking for a financial backer or someone who would like to donate money for a excellent cause and I would prefer it to be a female. But before that I would like to explain why and what I will do with it. At the moment all that you need to know is that it will help progress my group called "The Circle of the Sword Maidens". Please come see me in the town of Elmerton and I will pleade my case. The decision is yours and I look forward to meeting you.

Suki

RIDDLES BY RAKESH

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

I have a face, yet no senses. But I don't really care, because time is of the essence. What am I?

If you break me I'll not stop working. If you can touch me, my work is done. What am I?

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



Mechanical Lock,
Simple, Common, Complex Quality

Better Prices Than Your Grandmother Can Find.

Simple Locks = 5 silver!
Common Locks = 1 gold!
Complex Locks = 3 gold!
Keys For Existing Locks = 3 silver
Locked Boxes/Chests = 1 gold + Lock
Manacles = 1.5 gold!

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

MECHANICAL locks are better than MAGIC locks

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

They Walk Among Us

They bake our bread, they tend our steeds, they forge our steel and yet they do not live. About 120 years ago, necromancers began experimenting with means to fabricate undead who were indistinguishable from normal men. Around that time, some early forms escaped or were tested in public settings. They were only obvious by the very unusual things they did. The literature of them talks of rumors of strange fellows eating dice, multiple "twins" in far removed places who had characteristic behavioral problems, some of these were even subject to rotting and foul odors. No more, these strange behaviors have been controlled and they have earned their horrible name "Perfects". Two of these were killed last moon in the newly found town on the site of legendary Elmerton.

There are stories of one "Perfect" who resisted the mental wash that would have made him another obedient minion. His name was Alarick and his strength has inspired many to join in the fight. He had all the gifts of these undead but was his own man in thought, feeling and purpose. Sometimes men returning to their towns after a long time away display this characteristic strange behavior, be warned; not every battle scarred veteran is just behaving normally in response to the horrors they have seen. Near the end of the last age possibly thousands of Thomshirian soldiers were put to this grisly use by the horrible leaders of this necromancer group who lead Project Deadman. These powerful necromancers were Garland, Sebastian and Dierdre. They are still alive and lead a project that has now infiltrated most communities in the realm.

It is believed that the only way to for certain to tell if a strange member of your community is a Perfect is that they do not eat or drink. It is suggested that you have all attendees of meetings on these subjects show that they can and do eat and drink. Please note, we do not know if this is an insurmountable weakness but it appears consistent, one day they may be able to eat and drink. They are also marked with numbers on the tops of their heads, please send any observed numbers and the stories associated with them to the Magestic Messenger. Also, if you are prone to witch hunts and brazen attempts to execute "Perfects" be warned that this is very dangerous; in fact if you were successful it may be more likely that you killed an innocent man or woman. They are very capable, it is suggested that once verified only rapid means of killing them ever be employed. They are also harmed by healing spells and visa-versa.

Next moon we shall tell you of the "Ultimates" who's gruesome appearance shows their well founded confidence in their ability. A town like the newly found town in the former Evernight Forest (which is said is now full of heroes from the last age, as if it were the Elmerton of legend) would do well to be very cautious of an Ultimate. A handful of these could take apart even the true heroes of the legends.

Be well, and be wary.

J & T

Dear People of Elmerton,

Now that the threat to our world has been dealt with, I have been able to turn my attention to something I've been trying to get accomplished for some time now. Our town needs a Healers Guild to not only provide healing to Elmerton but also to provide an environment for present and future spiritualists to thrive. Unfortunately, the Healers Guild will no longer be providing free healing. Before everyone gets into an uproar, let me explain a little more about this new change.

Well how much will it cost?

<u>Spell</u>	<u>Description</u>	<u>Cost*</u>
Cure 1	Cures enough damage to bring an average wounded man to full health	5cp
Health	Temporarily grants the vitality to withstand an extra sword blow	5cp
Detect Poison	Tell whether something contains poison	5cp
Diagnose	Find out what's wrong with you	1sp
Purify Food/Drink	Removes poison from food or drink	1sp
Cure 2	Cures enough damage to heal a broken limb	1sp 6cp
Remove Disease	Removes all diseases ailing you	2sp
Remove Poison	Removes all poison ailing you	3sp
Remove Curse	Removes all curses ailing you	4sp
Iron Will	Toughens your will	6sp
Great Health	Temporarily grants the vitality to withstand five more sword blows	7sp
Restoration	Cures all abnormalities of the mind or body	1gp
Heal (Special Cases)	Heals you completely	1gp
Resurrect	Brings one person to life	10gp

* Note: Prices are subject to change based on supply and demand

Why should I pay for healing?

Well, a portion of the profits will go to paying the taxes of the members of the Healers Guild. The rest of the profits will go towards buying potions/scrolls needed for some of our heroic battles. I want to be as prepared as possible for our next big threat.

So if I'm bleeding out will you get me up even if I don't have money?

Of course. We will never let anyone bleed out over money. All battle awakens will be free of charge but donations are welcomed. Also anyone who is in touch with their spirit (has Spiritual

(Continued on page 9)

(Continued from page 8)

Empathy) will get the spell of their choosing free of charge since we're using your spirit not ours to cast the spell.

Town Guard Members:

All Town Guard Members will get 50% off any healing spells for their oath to protect the town. Also some services will be available to me by the Town Guard members which will be brought up during next muster if it hasn't been already. If you have any questions please speak to Haku or Balthazaar.

Lastly, any spiritualist interested in joining the Elmerton Healers Guild please feel free to talk to me the next time I'm in town. I hope to get this officially started within the next 2 months. Though no spiritualist will be refused entry into the Healers Guild, you must reach a certain circle in your spiritualist training for the guild to pay for your monthly taxes. Please note that all of this is subject to finalization.

Sincerely,

Brother Burnes of the
Elmerton Healers Guild

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.

**MAGESTA'S NEW MONTHS IN THIS
NEW AGE OF FORTUNE**

The 7 days of the week follow in the order of the 7 ages of Magesta. Each Age is associated with one of the 18 greater Incarnations or Saedius Magestis:

<u>Day</u>	<u>Age</u>	<u>Inarnation</u>	<u>Magestic Day</u>
Mon	Creation	Saedius	Shapingday
Tue	Repose	Dream	Dreamingday
	<i>(aka Dreams)</i>		
Wed	War	War	Battleday
Thu	Tears	Fear	Weepingday
Fri	Gathering	Community	Gatheringday
Sat	Arrival	Faith	Wakingday
	<i>(aka Awakening)</i>		
Sun	Fortune	Fortune	Fortuneday

The 12 months are given to the remaining 12 Great Incarnations:

<u>Month</u>	<u>Incarnation</u>	<u>Magestic Month</u>
April	Nature	Newgreen
May	Music	Petalsong
June	Knowledge	Enlightening
July	Magic	Suncast
August	Peace	Stillbreeze
September	Labor	Harvestwane
October	Death	Reapingdusk
November	Evil	Boneharvest
December	Law	Greysky
January	Chaos	Ravingfrost
February	Memory	Reminiscence
March	Life	Bloodthaw

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

ON CHOOSING PLAYER REPRESENTATIVES

This summer, probably in June, the staff of Magestry will be choosing new Player Representatives, but we will not do this on our own. You, the players, will vote for the people whom you think would best represent you and whom you feel most comfortable expressing your concerns to. Player Reps must be regular attendees of Magestry and be knowledgeable about the rules of the game.

Every player will be allowed to cast one vote for up to six different players, and one of those votes may be for him or herself. Players who receive the most votes will be elected to a two-year term, provided they meet the requirements of attendance and knowledge of the rules and have not received a warning for breaking any of those rules within the last year.

This election will be held every summer, so there will always be 12 Player Reps at a time. Current Player Reps will retain their position until the summer of 2009 and they are also available for election this summer.

Players may begin casting their votes now for the election in June, or they may begin thinking about whom they would like to vote for. Votes will only be accepted if the voter's full name is included, and ballots may be cast in writing or by email (vote@Magestry.com).

Once a player has cast his or her ballot, he or she may not change any of his votes. Reminders to cast ballots will be sent periodically throughout the spring.

NEW METAL COINAGE!

Magestry has updated its in-game money and we are now using metal coins instead of the painted ceramic ones that have been used since the first event. None of the ceramic money that players may currently have (because it was taken home instead of turned in at check-out) is allowed in-game and it will not be accepted as legal in-game tender. Therefore, please ensure that any ceramic money you still have is exchanged for the new metal money at check-in of the next game you attend.

Remember that, due to the cost of the new metal coins, we are currently offering **double Brownie Points** for monetary donations. This offer will remain until the coins are paid for.

Also, if you were ever given gems at check-in in place of coins because the staff was short on coinage, you should exchange those gems at your next check-in because the value of gems may change in the future and we don't want you to lose money because of it. Any gems that your character acquired in-game as gems cannot be exchanged at check-in.

Thanks!

THE MOOSE BECKONS

On Saturday, May 3, 2008, Magestry will be once again lending its hands at Moose Day, Camp Chesterfield's annual service day. The day begins at 9AM in the camp dining hall (module building) and ends at around 4PM. We have always given the camp great support on this work day and it has kept us in good relations with the ranger and Boy Scout council executives. Please come and help us this year. You will be compensated for your time in Brownie Points (Ding!). We guarantee no less than 20 BP per hour worked, and usually it is more; that is how much we appreciate your help. Please email Paul at

GottaServeMoose@Magestry.com

and let him know what hours you can join us. It's always a blast!

Also, mark you calendars for the second work day. Beaver Day is Saturday, June 7. Thanks!

Silver Kingdom Renaissance Festival

Ye Olde Commons, the gamers' tavern and LARP camp, is pleased to host two weekends of fun for everyone: the third annual Silver Kingdom Renaissance Festival!

Come enjoy a day or a weekend of music, games, food, and drink in good companionship. Be amazed by entertainers from near and far, shop vendors with fine merchandize for the Renaissance gentleman or lady, participate in games of skill and carry away the prizes of combat tournaments. Costumes are encouraged! Boffer weapons are allowed (and will be useful)!

Please get more details at www.kingdomfestival.com.

When: June 7-8, and June 14-15

Where: Ye Olde Commons

<http://www.yeoldecommons.com>

Questions? Directions?

E-mail us at harald@yeoldecommons.com or check out our web sites!



This summer, on July 4-6, Ye Olde Commons is hosting the Blood Games – a celebratory LARP Gathering and Competition bringing together players from many differentLARPs. Forget the Olympics – this is close to home!

There are events scheduled to appeal to every aspect of LARP – the physical challenge of fighting and racing, the talent challenge of music and performance, the mental challenge of games and puzzles, the diplomatic challenge of interacting with teams from many realms. The interaction is sure to be exciting and varied, and the competitions breathtaking.

So gather your team, plan your characters, and get ready for your events!

The web site at <http://www.thebloodgames.com> has all the details about the event schedule, the rules, and registration.

PDabble Games

PO Box 1037
Middlebury, CT 06762

MAGESTRY' 8 Next Event is
April 25-27, 2008

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if *received* by April 18th) and Free for NPCs.
Cabin space is limited. When you pre-register (this includes payment) choose your cabin *preference*.
At the beginning of the event, DO NOT set your things up in a cabin until you are told which one you
have been assigned to. You may have to move your things if you do this!

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

There will be snacks available, and both PCs and NPCs will receive a full dinner on Saturday night.

The cost of the dinner is included in the registration fee.

NPCs will also be fed breakfast on Saturday and Sunday mornings.

PCs and NPCs should also bring some of their own food!

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

MAGESTRY 2008 Event Schedule

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).

Magestry.com
PDabbleGames.com