



THE MAGESTIC MESSENGER

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

Reapingdusk 118 (October 2008)

Volume 6, Issue 6

ROYAL PALACE BURNS!

At approximately 11 bells past midnight on the 5th of Reapingdusk the Royal Palace in Point Edgar suffered a horrible fire that killed 7 guards and servants, injuring hundreds of others. The majority of the wooden structure of the palace was lost. The Royal Family was evacuated safely through the intrepid acts of House Brighthand's personal guards, led by Desmond Brighthand, a cousin to the King. Little from the burned area was recovered, save the royal crown, a pair of scepters, an antique Mahaadi chessboard, and some of the silverware. Fire Constable Merk Linnaeus has been investigating the fire, and suspects some sort of foul play. As a result of this terrible tragedy, the crown has been forced to tighten down security in Point Edgar and also to increase personal taxes across the realm in order to increase the crown's liquid assets until the palace can be rebuilt.



Missing!

It's now been over 30 days since a representative of House Windlock was last seen in the vicinity of The Tavern With No Name. The disappearance of Percival N. Thissarou on the night of the 13th of Harvestwane is currently under investigation. Eyewitness reports claim seeing him in the company of one Sonny MacGuinness and Ian McKraken, proprietors of said tavern and suspected felons, moments before he was observed staggering off into the night. As to what condition he was in or what nefarious acts had been committed upon him beforehand is still in question, but the fact remains that this man, employed and under the protection of House Windlock, has not been heard from since.

At this time we are looking for any further information pertaining to the matter and are offering a reward of 10 gold crowns to anyone knowing of the whereabouts of Percival. Should you possess such knowledge please contact Dame Windlock or one of her Lady Knights as soon as possible. Time is of dire consequence!

~ Court Minutes ~

Court on Wakingday, the 4th of Reapingdusk in the year 118 of the Age of Fortune was presided by Magistrate Rakesh. Also in attendance was Captain of the Guard Haku Steelwind and the town council representatives Suki and Prince Nid'ogg ("Jynæ").

Magistrate Rakesh began court proceedings by casting potent magics which shrouded all those in attendance with a twofold enchantment of Magical Armor to express his appreciation and thanks for those who were punctual and cared to give their time to take part in the proceedings of the town.

The Report of the Guard, delivered by Jhorig Liesh,

- Several undead creatures; zombies, skeletons, & ghouls; have been present in town. One encounter was closely followed by a group of goblins impersonating the undead. Several were adorned in garb reminiscent to that of the gypsy families.

- Wildmen were in town which were only able to be "dispatched" by fire

- Two men came into the tavern on the eve of Gatheringday demanding money from Helik for their "protection"

- A Portal Anchor has been installed in the town located on the hill that overlooks the field in front of the tavern.

- Captain Haku Steelwind made a trip via the Portal Anchor and was followed by undead creatures passing into town in his wake.

- A group of four wood trolls were encountered, none of which had components.

- A second group of wood trolls, a pair, was accompanied by a cannibal and had been found to be gathering components.

- There has been some danger identified with speaking with the stones and trees located past the shrine by the waterfall. Do so at your own risk.

- A number of elementals passed through town proper

and seemed to have a strange effect on Erie, causing her to act unlike herself.

- There were a number of wild men who entered the tavern looking for drink and brawls. They ended up starting a ruckus - mostly among themselves - and consequently killing each other.

- It was reported that an encampment related to "Project: Deadman" was raided, and in the raid two "ultimates" had escaped.

- Xanibus, a creature who was once a man but currently has a feral appearance and skin of a deep purple hue, came into town seeking pieces of a wooden tablet. All are advised to stay clear. *As of Shapingday the sixth, this has been certified as no longer an issue. May Terrence Sr. finally know peace. ~ MNE *

- One hobgoblin, two orcs, and one ogre came to attack the tavern. Of this motley crew, the ogre left peacefully speaking with Xensumoto.

- Again there is caution of undead that appear to once have been gypsies. Most of these undead creatures have been noted as having a scar over their left eye, a symbol with apparent meaning to the gypsy families.

- If a wood troll is encountered, please try to seek Zel or Suki before it meets an untimely end. They are in need of something from the creatures.

- A representative from of House Tiriteels of Ken Ryndil came to speak with Kira to deliver the news that she is of the noble heritage of Ana-Alyn.

Upon the conclusion of the report of the guard, open announcements were made as follows;

- Magistrate Rakesh - Luther has gotten involved in a strange game of chess on a board that appeared recently in the library against a man known as "Checkmate Chester." Please do not touch the chessboard without consulting Luther or Rakesh.

- Captain Scindo - Devoter Fica had made recent mention of the presence of statues located somewhere in the Elmerton region.

- Magistrate Rakesh - House Windlock no longer

has contact with their agent known as "Dercival" who was last known to be investigating the Tavern With No Name. There is reward of ten golden crown for his safe return. Please bring any information to the attention of House Windlock immediately.

- Magistrate Rakesh - There is 17 gold left of the debt of Elmerton's back taxes. The magistrate himself is responsible for alleviating most of this burden, followed by the Tavern With No Name, and a generous donation by House Windlock. So far the increase in taxes has raised one of the hundred gold needed. Please come to Rakesh with any donations, which are greatly appreciated, as the end of this year comes near and the deadline fast approaches.

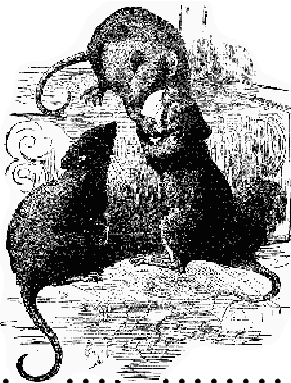
No charges were brought up on or by any citizens, and court concluded thusly.



The next session of court in Elmerton will take place on the 18th of Reapingdusk at 3 bells after midday in the amphitheater. Taxes of one silver will be collected from each person.

Rat Catcher Wanted!

The commonfolk of Rivervale are desperately in need of a rat catcher to rid us of the infestation that is plaguing our riverside community. Experience is desired, but we will take whatever help we can get. Room and board will be provided. Please seek Fergis the Miller.

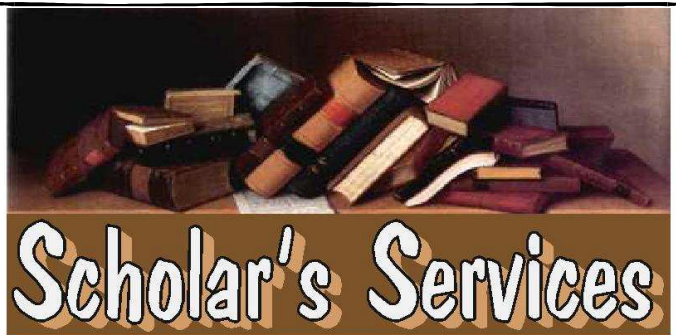


Fellow Elmertonians,

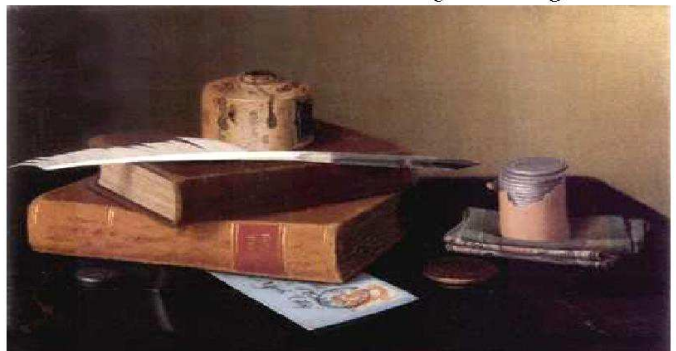
Late on Wakingday, the 4th of Reapingdusk, an appalling act transpired inside the walls of our tavern. Before our very own eyes several town members had memories unlawfully embedded into their minds. These memories tended to be considerably upsetting in nature. If anyone suddenly obtained such a memory last moon, please feel free to talk to either me or Lilly about it. It would be extremely helpful if you told one of us about this memory, if you feel comfortable enough to do so. I would like everyone to know that I am doing all that I can to get to the bottom of this. Your memories are sacred and not something that should ever be tampered with.

Ever Watchful,

O. Mesmirum



Services of several scholars available in the Town of Elmerton. Please contact Vincent Scott, Kenpochie, Mathias or Tegwald Dunham for more information. Reasonable rates, as low as at cost for worthy causes.



A SAD DAY FOR THE FIDDLEHEADS

Jernim LaVendros, an Aeolyte of the Allegiant, has slipped into a deep slumber, not dissimilar to that of Sir Reynold Windlock. Dreamweavers from across the kingdom have been called in to try to figure out what has happened with these strange cases. Poison use is suspected, but this allegation cannot be confirmed nor denied. Members of the Allegiant are directing their prayers and agreement to both nobles and their families in this sad time.

THE SMITHS GUILD WOULD LIKE TO RECOGNIZE THE ADVANCEMENT OF THE FOLLOWING INDIVIDUALS:

† TIKI MOUSECARVER, AS AN APPRENTICE SMITH

† LEX MITORAE, AS A JOURNEYMAN SMITH



Circle of the Sword Maidens



Going forward we will be gathering at the amphitheater in Elmerton at high sun (noon) every Fortuneday.

It needs not be said that all sisters are always welcome!

Looking for a way to help the world around you? Consider these worthy options, some of which can be done without traveling outside of Elmerton.

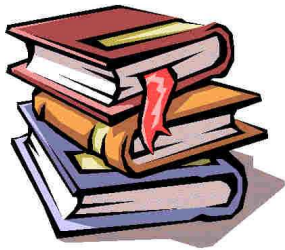
- *Combat the rodent population explosion in the South Farthings and save the farms and homesteads from losing their crops before the end of winter.*
- *Discover the agenda of "Mama" – the person taking over the woods beyond the Gwendolar shrine, silencing and enraging the trees, having the Wood Trolls collect alchemical components, attracting people who desire to become like a Wood Troll themselves, and organizing the attack on Baron Simon Windlock.*
- *Learn why individuals and even small groups of people are disappearing all throughout southern Irvanshire.*
- *Discover how Tshurkurka is taking gypsies, what he is doing to them, and how to destroy him or send him back to the Void.*
- *Learn the true purpose of the Dark Tree near the Fae circle, discover how it was corrupted, and find the connection between missing spirit messengers, a Gypsy Market of the Moons, and missing Fae.*
- *Determine how to grant Byron clarity of mind and a final rest.*
- *Contribute your time to record information of note in the Elmerton library.*



News from the Library of Elmerton

Mathias Nathaniel Eckhartt, on behalf of the library of Elmerton, has begun the process of compiling detailed information of items possessing a permanent magical enchantment (appearance, use, construction process, etc.). If you are in possession of or have access to items of this type, it would be much appreciated if you would share your knowledge for the benefit of all who may one day seek to acquire such treasured for themselves. The library will happily provide a small monetary compensation of five bits for your time and generosity. All accounts will be kept strictly confidential and name-free (as this is not to be used as a "shopping list" for any unwholesome folks looking to take advantage of shared knowledge). Please come to Mathias to arrange a time where your account may be taken.

The Library of Elmerton is also offering the service of recording your personal history and account of your deeds. Incredible people have made Elmerton their home for a time, possessing wonderful talents and taking part in great deeds. Additionally, should the worst happen and the Agents of Death not return you to Magesta, this will allow a proper record of your life to live on in the memories of your friends and family. The Library of Elmerton will also be able to submit a eulogy to the Magestic Messengers upon your passing for this small fee. Accounts and histories may be updated at a later time for but a few copper pieces. Please see Kempachi or Mathias to arrange a convenient time for this service and prevent your memory from fading after your passing. All proceeds will benefit and be put back into the Library of Elmerton.



As always, the library continues to accept donations for research to build our base of knowledge to be accessible to residents of Elmerton. Please see head librarian Master Kempachi Izuma with any donations.



"Suki's Kookies & Other Delicious Delectables"

Well it's that time of year again when the pumpkins are a picking and the cookies are a baking! That's right, Suki is back in the kitchen whipping up a huge batch of freshly baked pumpkin cookies to bring to market this coming Wakingday. She'll be peddling her baked goods in the late afternoon hours at the site of her Elmerton home. So get in line now for these seasonal treats. Miss out and you'll have to wait another whole year!

**DÖ YÖU BELIEVE IN HÖNÖR?
HAVE YÖUR ALLIES FÖRSÄKEN YÖU?
DÖ YÖU ΨISH TÖ FÄKE YÖURSELF
STRÖNGER?
FIND FY BATTLEMASTER AND FAY THE
BARBED ΨARRIÖRS ΨELCÖME THEE.**

~THE BATTLELÖRD

Oh how I adore her. Perfection lay pale by comparison.
Your eyes glisten with starlight.
A smile sends shadows a'fright.
Cheeks that sparkle without end.
My heart tattered must a'mend.
Worry not my damsel dear.
There no reason be a'feared.
Pay to surely feel alive.
You one hundred twenty five.
-Caden



Dierdre's Double Dead, I mean really Dead, Demise.

Forgive the alliteration but "Ding Dong the Ditch is Dead".

Dierdre, the clinically insane alchemist and necromancer behind "Project Deadman" is no more. Here charred remains and her fish picked skill are now literally littering the grounds west of Elmerton. That's right, Elmerton.

Retribution is guaranteed by the other non-existent leaders of this non-existent project. I'm sure the Elmertonians will feel some sharp sticks from the, "impervious to every energy type", ultimates. These fictitious guys are the most dangerous demonic looking beasts that you will ever come across. Granted, they do not exist, so that should help... however, if you happen to dream one of these up and think it might be about to kill you... run to the nearest hidey hole and cover yourself up.

Perfects are kill-able, but please confirm by the fact that they cannot eat and they never sleep (though they may pretend to do either.) They also are tattooed with a number (most recently found in the scalp.) Obviously, mistakes are murder... so be certain.

So far no ultimate has ever been killed or even captured. They are a very tough customer. Note the demonic horns on their heads and then hide. If you have any ideas as to how to take one of these down the Messenger would be a great place to publish it.

One such clue is the possible alchemical basis for their animation. If someone knowledgeable in counters to strong alchemical effects it would be nice. Publish your recipe anonymously in the messenger and I'm sure someone will give it a try.

If (as asserted by our old reliable General Kervantis) "Project Deadman" does not exist, then we have severe problems and are suffering from some group hallucinations. According to one such deluded individual, "These group hallucinations are kicking the crap out of us." The effectiveness of the hallucination at killing cannot be understated, suggesting, ah, pinch me... oh crud... I thinks I'm awake.

Stay Safe, Stay Anonymous, Stay Alive

Signed, ...

MY NAME IS DIGGER UNDERROOT. I AM A FOREST HARVESTER. ME AND MY BEST MATE, GRUNTY, MAKE A LIVING FINDING AND PICKING THINGS IN THE FOREST. WE ONLY PICK WHAT WE NEED AND NEVER PICK TOO MUCH. IN THE SPRING WE PLANT SEEDS AND BULBS SO WE NEVER RUN OUT OF WHAT WE NEED. BLOOD ROOTS, GREEN SPORES, AND DARK CHESTNUTS HAVE GOTTEN HARDER AND HARDER TO FIND. WE HAVE SEEN WOODTROLLS PICKING THEM AND ATTACHING THEM TO THEIR BODIES. THEY TAKE ALL THEY FIND AND LEAVE NONE FOR US. IF THEY KEEP DOING THIS THERE WILL BE NONE COME NEXT HARVEST. GRUNTY TRIED TO STOP ONE OF THEM BUT GOT HURT DOING SO. THE WOODTROLL HIT HIM UNTIL HE FELL DOWN AND DID NOT GET UP. THEN THE WOODTROLL DRAGGED HIM OFF AND INTO A TREE. I HAVE NOT SEEN GRUNTY EVER SINCE. I FEAR I WILL NOT EVER SEE HIM AGAIN. GRUNTY WAS MY BEST FRIEND AND NOW HE IS GONE AND IT WAS THE WOODTROLLS THAT TOOK HIM. I HAVE HEARD THAT OTHERS HAVE BEEN TAKEN BY THE TROLLS TOO. SOMEONE NEEDS TO STOP THEM AND FIND GRUNTY FOR ME. PLEASE, WHOEVER YOU ARE, FIND GRUNTY AND MAKE THE WOODTROLLS STOP HURTING PEOPLE.

REWARD!

10 gold crowns for either the capture of the thief who assaulted & robbed a staff member of The Tavern With No Name or the safe return of the gemstone bracelet which was stolen during last moon's gathering.

This most despicable of culprits is believed to be one of Elmerston's own. A fact that both saddens and sickens us to acknowledge after we so graciously opened our home to you as a gesture of heartfelt friendship only to have one of you maliciously attack a sweet and harmless girl and take from her the only thing she holds dear and precious in this world. We will have to think long and hard before ever considering inviting you back.

Should any of you know who may be responsible or has seen the article of jewelry in question, please contact one of the tavern's owners as soon as possible. We promise, one way or another, the right people will receive their just rewards!

McKracken & MacGuinness

Owners & Proprietors of
The Tavern With No Name

Barbed Warriors,

This is a message to all those who have joined us. When you joined you would have been told where we meet and when. You should join our meeting. It is a great opportunity to advance your skills, seek help for any need, or even help other brothers in arms. Just remember to uphold The Battlelord's code.

~Battlemaster of the barbed crown

"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!

Well, I am spreading word of a few things and nothing more. I know I have been collecting heads, which the town has been a little disturbed with. I swear, from this point on, I will not carry any on my person and only collect 'til Kensu's job is finished. I understand and have listened to the town's concerns and I will respectfully stop carrying them around. I chose this as an answer, for I have been respected more in town and I like it. I'd rather not be thought of as an outcast of the town but as a part of it. I like drinking and fighting and my ways are not the same, but it does not make me any less of a being. I also send news of Saturday night's incident. I will not speak more of it, but I just say that it is a personal matter and if anyone who knows of what I speak of sees that person return to town, then alert me immediately. If not take heed that anyone who causes harm to that person will have to deal with me. It's a personal matter. And I send this, for if he hears these words then let him know that I am waiting for him and look forward to his return.

~Bastion the Dwarf



Elmerton Town Auction

Once again, the Elmerton Trading Post has decided to sponsor a town auction that will immediately follow court on the 18th of Reapingdusk in the amphitheater.

There will be no cost to participate in this auction, and lots will be collected by the Trading Post manager before the start of court.

All lots will be announced at the start of the auction and bidding will start with the highest priced lots first. No lot may start with an asking price of more than 2 gold.

Lots must be approved by the Trading Post manager before they are auctioned off, with standard lots containing written offers of teaching or service, alchemical components or potions, and magical scrolls, bestowments, or enchantments.

All successful bidders are expected to pay the Trading Post manager in full at the end of the auction, and will receive their lots at that time.

All lots sold will have 10% of their final price taken as sales tax, with the rest of the money going to the individual or group that submitted the lot.

GENERAL KERVANTIS IS A PERFECT. The famous General and head of the RIS who denied the existence of "Project DEADMAN" was indeed lying. It looks like he had good reason to do so. Several independent sources were sought to confirm the telltale marks of the Perfect. The identities of the sources must remain secret, therefore the writer has paraphrased to convert the identifying speech patterns of the witnesses, and the gist of the message is what counts.

- He only EVER eats in his rooms in private.
- His trays ARE to be disposed of in the furnace without looking at them, he claims it is due to his SEVERE FEAR of disease.
- He has gone for days with nothing to eat or drink, forgetting to remember to keep up the ruse.
- He does not sleep, though he does lay down and pretend to.
- During campaigns he seldom lies down. Tireless leader, or not even human?
- 2 independent sources had claimed to have seen a number tattooed on his scalp, these 2 have been UNAVAILABLE for comment and ARE probably dead.
- To date 3 formal complaints which were independently sent to us were quashed, the petitioners have not been heard from.

As always, it is hoped that evidence could be brought to bear that would exonerate the General. In the meantime it is hoped that the King will conduct his own investigation but it is suggested that his own Royal Intelligence Service is highly penetrated. It is suggested he be placed under guard and fed. A perfect can hold food, so this test must be given time to complete.

Our thoughts and prayers ARE with our valiant King.

On a similar note, it is confirmed that the King is not a Perfect.

Portal Anchor Installed at Elmerton



The "Hopper's Highway" has recently been opened to the citizens of Elmerton. Sure, you have to be a Hopper or a high level Magestry caster (or traveling with one) to use it, but barring that, travel to and from the town of Elmerton just got a whole lot easier. This great service

was brought to us by the Portal Authority and paid for by a generous donation from Sir Haebius of House Donato.

The anchor, a device teeming with dimensional power, is a triangle about 2 feet wide and half a foot tall. Elmerton's is "anchored," chained actually, to the stone of the hill above the Tavern of the Wining Spirit. In fact, it's not 200 yards from the front door of that rowdy establishment. How that little flea's wart of a town rates a Portal Anchor is anybody's guess?

The device acts similarly to a harbor, where dimensional energies can most easily flow. That said; a hopper cast adrift in the expanses of the Dabbleverse might spot the anchor and realize the place it is tied to is a good place to drop in for a visit. Slightly different than a typical portal, which some say work by folding spaces so that a short corridor might connect them; this has the entire weight of the anchors to deal with. For that reason, travel for more than one person requires slightly more energy to "power the anchor," one spell grade per 500 person-miles to be exact. The anchors work like a network to carry you through the several corridors you might have to travel, it's all instant for the traveler but it does take a little work (a little magical energy actually.)

This tremendous resource will allow the King's soldiers to transport instantly to Elmerton if that little town of helpless commoners is ever in trouble. On the flip side, criminals like the apparently non-existent "Deadmen" can also pop in in the blink of an eye. But, the Portal Authority is sure to maintain close monitoring so that the device is used for good. In fact, some cynics maintain that this is an effort to collect portal signatures and choke off any illegal use of dimensional magics. That noted, only the most desperate of

portaljackers would even stand near the thing.

The blessing of the easy transport may turn into a little bit of a burden for a town like Elmerton. The chance exists that the masterminds behind the non-existent "Project Deadman" will be dropping their so-called Ultimates through. Security around the anchors in hick towns like Elmerton is not intense.

From the pen of Robin LeGraves



Below is the final list of contributions to the repayment of Elmerton's back tax:

Rakesh	30 gold
Tavern With No Name	30 gold
Countess Windlock	10 gold
Siegfried	7 gold
Haku	5 gold 6 silver
Helik	4 gold
Kendrick	2 gold 9 silver
Ghorig	2 gold
Seth	2 gold
Fingon	2 gold
Town Taxes	1 gold
Tamlin	1 gold
Lex	1 gold
Llewellyn	8 silver
Kensu	3 silver
Suki	2 silver
Aeden	2 silver

Let it be known that those listed above have the deepest gratitude of all of the heroes of Elmerton.

HONOR IS ONLY MADE BY THOSE WHO ARE ABLE TO ATTAIN SUCH. BUT FAILURE ALSO HAS COME TO MY ATTENTION AND SO SHOULD THIS BE KNOWN: I ACCEPT FAILURE ONLY AS A LEARNING EXPERIENCE AND NOTHING MORE, FOR IF FAILURE REPEATS ITSELF THEN YOUR ALLEGIANCE TO THE BARBED WARRIORS IS NO LONGER NEEDED. LET NOT THE PRESSURES OF FAILURE MAKE THOU ARROGANT AND FOOLISH, AND LET NOT THE PROFIT AND GREED GET TO YOUR MIND. IF YOU LET ANY OF THE CODE FALTER THEN YOU FALTER IN OUR NAME. THE BARBED WARRIORS WILL NOT LET SUCH THINGS TARNISH OUR NAME FOR THE SAKE OF ONE'S SELFISH NEEDS.



UPHOLD THE CODE
UPHOLD THE HONOR
UPHOLD THE NAME

~THE BATTLELORD

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

RIDDLES BY RAKESH

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

Used left or right, I get to travel, over cobblestone or gravel. Used up, I vie for sweet success, used down, I cause men great duress. What am I?

What can bring back the dead; make us cry, make us laugh, make us young; born in an instant yet lasts a life time. What is it?

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

**REMEMBER TO SEND
YOUR SUBMISSIONS TO
Newsletter@Magestry.com**

**DEADLINE IS ONE
WEEK AFTER THE END
OF EVERY EVENT!**

Fund Raiser

In order to make a little extra coin, Magestry is selling frames for automobile license plates. The frames proclaim: "Be a Weekend Warrior!!!" to grab the attention of fellow motorists and also display our web address, Magestry.com. Each plate frame sells for a mere \$5 and the staff will award 10 Brownie Points to a player if he or she buys one. Help us out!

Ever think of helping us improve

MAGESTRY'S Atmosphere?

Donations, questions about donations, requests for what we need donated and other like queries and comments should now be sent to:

Donations@Magestry.com.

If you are planning on donating anything, please email me, Angela Jacobs, at this email address before bringing it to game. In the email, please describe what you are donating including how much it cost you and how long it took you to make. Donations at the door will no longer be accepted without having emailed me first.

Thanks in advance!

MAGESTRY'S

Best of Reapingdusk '08

Here are our picks for the best of the October 3rd-5th, 2008 event:

This month, our **Best PC** award goes to one of our newer players **Danielle Godin** for her ability to role-play Evie so (hehe) *naturally*. Over and over again in the PELs, we were treated to stories of how wonderfully she did in-game and how impressed people were with her roleplaying. Congratulations, Danielle, for *rocking* (hehehe) out!

I don't think we could give this month's **Best NPC** award to anyone other than **Mike Kinnally** without having a full-scale PC riot on our hands! There were only a handful of PELs that did *not* mention him in some capacity, and the ones that did were all raving about his many different performances while he was in game. Back in NPC, we mostly saw him as a blur as he raced in and out of HQ, always smiling, always getting ready for the next thing. Great job, Mike!

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.

MAGESTRY'8 Next Event is
Oct. 17-19th, 2008

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if ***received*** by Oct 10th) 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

November 7-9, 2008 (Chesterfield)

**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).

Registration Forms, Waivers, Medical Forms, and
a free downloadable copy of the **Player's Rulebook**
can be found at
Magestry.com

*Make checks payable to "Magestry"

**There will be a \$25 charge for all returned checks.

Magestry.com
PDabbleGames.com