



THE MAGESTIC MESSENGER

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

Stillbreeze 119 (August 2009)

Volume 7, Issue 5

A Copse of Darkness



At first it was just a feeling of unease; a familiar feeling to those who wander the forests near the town of Elmenton. The stones and trees there are always dark and foreboding, always speaking to one another of some new dreadful monster or entity or warning a conscientious traveler of the perils that lay ahead. Some of the trees have been permanently silenced, and others belie their true age, believing in their youth while showing marked signs of antiquity. Overall, a walk through these once-cursed woods is never a truly carefree one.

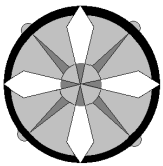
However, my unease soon became dread as the warnings from the trees and stones northwest of the town proper became darker and more urgent. I was having trouble convincing my legs to keep walking as I investigated the woodlands, but my efforts paid off as I found what seemed to be the source of these particular feelings. A copse of rather skeletal-looking trees was shrouded in an aura of darkness so palpable that the noonday light that filtered through the canopy of leaves could not penetrate it. Neither did it do anything to warm my now clammy skin.

Tentatively, I cast a flaming arrow into the dark copse and watched, with some fascination, as it fizzled and disappeared. My breath caught in my throat as I realized that I could be, perhaps, looking at the last bit of the lost Evernight Forest. It was said to be a cursed place and that many of those who entered never left again, but my curiosity was piqued and I could hardly leave without at least investigating it further. I wiped my shaking hands on my pants, strung my bow and, after putting an arrow on the string, moved forward cautiously into the enveloping darkness.

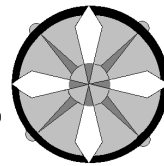
It was the cold that hit me first, an unnatural, deathly chill that pierced my lungs with every short breath, and robbed my fingers of feeling. Both darkness and silence were absolute and I could see neither tree nor stone and I could hear neither trees nor birds. A moment later, I felt terror seize my heart and my bowels turned to water as fear, dark and liquid, dripped down my spine. I dropped my bow and turned, screaming, back to where I hoped I had entered. My tear-streaked face touched sunlight even as I felt the darkness tearing at me, draining me. I grabbed a hanging branch and pulled myself out into the sweet, sunlit woods.

I relay this incident to all in the hopes that someone can figure out what this place is and how to rid the forest of it. I know that I will not return to that cursed wood until it is taken care of, and I urge others to do the same.

-Bracken McQuade



FORTUNE'S VANGUARD PRESENTS THE MAGESTIC GAMES



On behalf of Fortune's Vanguard, we would like to thank one and all for participating in our first Magestic Games. All of the games seem to have been executed smoothly and we would like to present to you the winners of each of the games. So, without further ado, I give you the winners of the Magestic Games! Congratulations, one and all!

IN HONOR OF CHAOS

- 1st- Ari Mitorae
2nd- Emily O'Malley
3rd- Lily

IN HONOR OF COMMUNITY

- 1st- Fingon Telperion, Ari Mitorae, Ghorig Liesh, Bastion Gerhardt, Lex Mitorae, and Talis Spiron
2nd- Scindo and Team
3rd- Teg Dunham and Team

IN HONOR OF DEATH

- 1st- Fingon Telperion
2nd- Ghorig Liesh
3rd- Ari Mitorae

IN HONOR OF DREAM

- 1st- Raziel
2nd- Lily
3rd- Emily O'Malley

IN HONOR OF EVIL

- 1st- Mathias Eckhartt
2nd- Ari Mitorae
3rd- Vaashra

IN HONOR OF FAITH

- 1st- Raziel and Mathias Eckhartt
2nd- Lily and Fayryn Ryley
3rd- Ari Mitorae and D'Este

IN HONOR OF FEAR

- 1st- Lex Mitorae
2nd- Ghorig Liesh
3rd- Ardent Siegfried of Gothrok

IN HONOR OF FORTUNE

- 1st- Teg Dunham
2nd- Scindo
3rd- Semaril

IN HONOR OF KNOWLEDGE

- 1st- Lily
2nd- D'Este
3rd- Teg Dunham

IN HONOR OF LABOR

- 1st- Mathias Eckhartt
2nd- Samson Aethelbald
3rd- Osirus Mesmirum

IN HONOR OF LAW

- 1st- Mathias Eckhartt
2nd- Majento "MJ" Laieshi
3rd- Jack Garren

IN HONOR OF LIFE

- 1st- Osirus Mesmirum
2nd- D'Este
3rd- Majento "MJ" Laieshi

IN HONOR OF MAGIC

- 1st- Mathias Eckhartt, Emily O'Malley, Jack Garren, and Cael Daithi
2nd- Kendrick Teague, Osirus Mesmirum, D'Este, and Teg Dunham

IN HONOR OF MUSIC

- 1st- Majento "MJ" Laieshi
2nd- Raziel
3rd- D'Este

IN HONOR OF MEMORY

- 1st- Fayryn Ryley
2nd- D'Este
3rd- Cael Daithi

IN HONOR OF NATURE

- 1st- Semaril, Teg Dunham, and Ari Mitorae
2nd- Jack Garren, Fayryn Ryley, and Lily
3rd- Samson Aethelbald, Mathias Eckhartt and Gaz Mitorae

IN HONOR OF PEACE

- 1st- Majento "MJ" Laieshi
2nd- Ghorig Liesh
3rd- Mathias Eckhartt

IN HONOR OF WAR

- Lex Mitorae, Ari Mitorae, Fingon Telperian, Lily, Raziel, Jack Garren, Semaril, Samson Aethelbald, Fayryn Ryley, Talis Spiron, Gaz Mitorae, and Sephira



Engagement Announcement

On the eve of Wakingday, the 28th of Enlightening, as the First Annual Magestic Games were working into their second nightfall, and just before the opening of the Market of the Moons, the Ardent of the South Farthings, Siegfried of Gothrok, seized the gathering crowd to make public his proposal of marriage to Lex Mitorae, who, naturally, accepted.

The Ardent later announced the decision to hold the wedding on the 3rd Wakingday in Reapingdusk, but a suitable Allegiant Temple has yet to be decided on as the final location, and further details will be announced when they have been decided. All members of The Allegiant who are able are invited to attend, as well as friends, relatives, and acquaintances of the couple.

The Truth

Greetings, Irvanshire. This announcement contains a lot of important information, so your complete attention is required. Pass this on to those who cannot receive it first hand. First off the aggressions against Irvanshire have continued by a joint force of Tohmshirians and Lowexans. We cannot stress enough to stay alert and report anything that seems odd to you. Total war seems as if it is approaching like a storm on the horizon. If you are interested in joining the military ranks please report to your either your local manor house or to the captain of your local town guard. This second bit of information is going to be hard to hear. Irvanshire, you have been deceived twofold. However, my part in the deception was done for the good of our beloved kingdom and for the safety of her inhabitants. On behalf of his Majesty, King Adamar Brighthand, my men, and myself, I apologize for the untruths that have been handed to you in the past. It is long past due that you should have the truth in its entirety. Project: Deadman does, in fact, exist within the kingdom. Its members are very real and have been very active for more than a year now. We came to this conclusion after two necromancers were caught engaging in illegal activities just outside of Elmerton. They were captured and interrogated by my men. They began to speak of Project: Deadman and were brought straight to RIS headquarters where I interviewed them myself. We have since come to find that there is a dedicated group of necromancers working another group to produce these abominations that have been called "Perfects." It is because of the identity of this second party that I had to withhold the truth from you, lest they increase their efforts to try and overpower the kingdom or go into hiding again to places we cannot penetrate. It seems as though these necromancers are getting the bulk of

their help from the people of the fabled and once-hidden town of Elmerton. Try as I might, I was unable to procure any names from either of the Necromancers, and I left the room to call the guards to escort them back to their cells. However, upon our return, we found both of Evil's Agents dead on the floor, though if by their own hands or one another's, we were unable to say. Therefore, while we know that Elmerton has direct involvement in this project, we have no idea how many of its citizens are part of these heinous acts. We believe that Elmerton may be supporting this project for one of two reasons: First, areas (especially the smaller, occupied ones with few guards) that see more "unnatural" occurrences get more money and military support from the kingdom to help stamp the issue out. This money, though luckily very little has been handed out to this town, has been used to fund this Deaman's Project. This leads us to the second reason behind Elmerton's treachery. You may or may not know that, over one hundred years ago, Elmerton used to be regarded as a place of great heroes with chivalrous knights and people intent on doing good. However, since the mysterious emergence of this town from the Evernight Forest, they have been regarded with suspicion and fear, and it seems rightly so. We believe that their egos are suffering under this new reputation and that they are trying to setup their own disasters so that they can swoop in and "save the day," thus earning accolades and titles from the kingdom and reinstating their previous heroic reputations. We have resolved to be more watchful of this malicious town, and we will figure out exactly who is involved. Once we do, I swear to you that you will see the King's Justice enacted on those people in its most severe form. His

The Truth cont...

Majesty is furious and has made the eradication of this project, and those who help it, a main priority.

We also have evidence to believe that the group of murderers who call themselves "the Sons of Alaric" have a role in this as well. Any and all members of that group are considered enemies of the Crown and are to be arrested immediately.

Thankfully, Project: Deadman creations are very easy to spot. We were able to infiltrate their base of operations and have learned that the poor bodies they have been able to animate are only slightly faster than those we have seen animated by other necromancers, are identifiable by their rotting skin (and fetid stench), are only able to utter a few words, and have numbers tattooed on their forearms or, in some cases, on their scalps.

An army of these types of undead and one or two very strong skeletons are the acme of what this Project has been able to do. The rumors of unidentifiable "Perfects" and inviolable beasts are merely propaganda used by the town of Elmerton to make the Project seem more dangerous than it actually is, and therefore make their "victory" over it seem that much more dramatic and wondrous.

Although our military is already stretched due to the war-like actions against us, we are putting our full might behind stopping Project: Deadman. We will arrest the people responsible and will put your minds at ease. Compared to the threat of war from Lowex and Tohmshire, Project: Deadman is nothing more than a mere annoyance to be dealt with swiftly. Keep vigilant and keep true to the Kingdom.

Yours in His Majesty's service,

General Mondolo Krevantis



~Court Minutes~

Scribe's note: The following minutes will cover the three court sessions this Spring. My sincere apologies in their delay. Additionally, forces beyond my control prevented my attendance for the court session held on the 28th of Bloodthaw, and there was no scribe able to serve as my substitute.

Court on Wakingday, the 25th of Newgreen in the year 119 in the Age of Fortune was presided by Magistrate Rakesh. Baron Simon Windlock and Dame Aleria Windlock were also in attendance.

The Report of the Guard, delivered by Captain Ghorig Leish:

-Lucian Romano & his son Olaf came into town, followed closely by Katriana who was seeking people's allegiance. She unleashed a horde of undead upon the town prior to leaving.

-An apparition was seen counting his paces carefully in the tavern and burying a treasure.

Several fast ghouls have attacked within the town limits.

Two groups of werewolves came into town. All were killed. One group was believed to have come from the prior age.

-A dark creature was spotted outside the tavern. It seemed impervious, had paralyzed Razel, examined several people, and broke magical locks.

-On the morning of Wakingday there were attacks by ice elementals, fire elementals, wild men, one hill troll, two wood trolls.

-A man (identified primarily by his tophat) bearing two axes killed Vincent Scott, fled the scene, and was later captured. He has been held in the manor's stockade.

-The rock on the tavern counter had unleashed explosions of acid several times.

-A goblin came into town challenging its fighters to battle, and unable to find any takers attacked unprovoked.

-Movement of the Red Sun Orcs will be through the town. They have been sending small groups thus far, but have large caverns to the north filled with the remnants of their tribe.

-Durius Undyrbar accompanied by many elementals and an elemental walker came into town to claim the rock on the tavern counter which had been home to an elemental orb. Rowyn came into town to attempt to take the orb away, but he and the town were unsuccessful. Durius left with the orb as well as the Windsaber.

Following the report of the guard, the floor was open:

-Baron Windlock announced that Dame Aleria has been

appointed Justicar of the town of Elmerton.

-Helik Windsaber bore the grim news that the werewolves who many set out to stop were ultimately successful in their assault. Over 100 werewolves attacked not two miles away, leaving but a single survivor. There were several packs all led by the same alpha. We may be next.

-Magistrate Rakesh reviewed a list of "Things to Help The Town" - a list that has been included in the words of the Magestic Messengers for some time. Particular updates were that Navaeh is gathering information about Haku and Byron is said to be in the deep woods.

Court on Wakingday, the 30th of Petalsong in the year 119 in the Age of Fortune was presided by Magistrate Rakesh.

The Report of the Guard, delivered by Captain Ghorig Leish:

-Lucian Romano arrived with his family, being hunted by the Fae.

-King Trawg the Enormous was assassinated during a game at Brother Burns' bachelor party, however was quickly restored to life by his future son-in-law. (As a note from Magistrate Rakesh: Irvanshire has only 1 King, and Trawg does not have any title with the nobility of the land)

-Orcs & one dwarf made an assault on the tavern.

-Disciples of Dissention came with ghouls into town, capturing anyone they could. All captives were soon rescued.

-A group of alchemists headed to Peir Thayn to collect Blood Root (previous stocks were taken by the wind to the hands of the Mesteres).

-Gypsies had collected the necessary Blood Root, performed their ritual, and claim to have returned the moon crystal to the fae.

-Two air elementals came through town early in the morning.

-There is an area in the glade of pure darkness and those who chose to walk into it result in tearing the essences from whoever enters (both Teg and Ari have had first hand experience with this).

-A Naz'a'ryn made an assault on the town, specifically attacking nature casters & absorbing some of their essences (he was similar to a dark elf in appearance with distinct purple markings upon his face). These beings are from a realm of negative energy who feed upon natural energy. Their appearance upon Magesta is likely tied with the area of darkness mentioned above.

-Gypsies and Fae are cursing townsfolk with Loyalty Curses. The afflicted persons then support their corresponding side in the conflict between the two groups.

-Zealthanos murdered Balthazaar. There was a warrant outstanding for Zeal's arrest. He was later found and judgment was past outside of court, detailed at the end of

the official minutes.

-Several ogres from the Blood Knuckles tribe have sought Brother Burnes.

-Different individuals in town have been attacking specific people - seemingly without a pattern. This is possibly due to demonic possession, supported by the Diagnose spell. Rendering the possessed unconscious frees them of this control.

-One of Mama's wild women was captured and brought to Baron Windlock.

Following the report of the guard, the floor was opened:

-Magistrate Rakesh announced that there was a group of goblins seeking a safe place to move and believed that Elmerton might be a good place for them.

-Magistrate Rakesh also told that "Pinky," a goblin belonging to the group known as The Brown Fist, is still at large. The Magistrate was asked for his assistance against this group.

-Cael informed the town that the Alchemist's Guild was taking over some of the trading post with regards to potions. They have a wide selection and take orders.

-Magistrate Rakesh announced that Luther had returned to speak, and that his spirit can not pass onto the spirit realm until he finds peace with the town of Elmerton. We need more heroism, helping others as well as ourselves. His is slowly deteriorating.

-Finally, the Sugar Plum Fae were given the floor announcing that there was free candy for everybody!

As noted above, following court Zealthanos returned to Elmerton to face his deeds, charged with the murder of Balthazaar. Advocate Percival represented the Town of Elmerton and Advocate D'Este represented Zealthanos to Magistrate Rakesh. After hearing multiple witnesses and considering arguments from both sides, Zealthanos was found guilty. As the circumstances showed that Zealthanos did ask the surrounding townsfolk if there was any reason not to stike a final blow, and did not knowingly kill a townsman, he was sentenced to pay a fine of 7 gold at a rate of 1 gold per court session.

Finally, congratulations to Burnog (the healer formerly known as Brother Burnes) and his new bride after a wonderful, albeit unorthodox, wedding. May you find many years of happiness together!



~MNE

Looking for a way to help the world around you? Consider these worthy options, some of which can be done just by spending some time traveling within the borders of Elmerton.

- Contact the tribe of goblins that is looking to move to Elmerton en-masse and help them overcome whatever danger is forcing them out of their current home.
- Determine how Tshurkurka is using the gypsy Blood Beads to sever the family protection of gypsies that receive them, and uncover how to destroy him or exile him back into the Void.
- Determine how the Dark Tree near the Fae circle is linked to the three Light Creatures, to the Evernight Forest, why it continues to draw in spirits, and how to fix it. Also, study the black gems, which appear to be Dreamstones, which were obtained by some individuals when they came through the Evernight Forest to arrive in Elmerton.
- Discover the agenda of "Mama" – the being 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, kidnapping people, and organizing the attack on Baron Simon Windlock.
- Search for the missing Light Creatures who have left their sanctuary without a trace.
- Discover what really happened to Haku, Ivan, Izen, and the Incarnation of Vengeance.
- Study the Nah'Zah'Rin (the black creatures that have purple facial markings) to determine what they want and how to send them back to their negative energy dimension of Gelad'Rian so they stop corrupting plant and animal life here.
- Determine the link between the recent unusually high rodent activity, the large amounts of missing food, and the unknown resolution of the Rage Fever epidemic.
- Research how to grant Byron clarity of mind and a final rest, possibly using a toad wood circle.



The next session of court in Elmerton will take place on the 29th of Stillbreeze at 3 bells after midday in the amphitheater. Taxes of one silver will be collected from each person.

10 GOLD REWARD

A business man, Samuel, who frequents the town of Elmerton has disappeared. He was last seen in the town of Elmerton but failed to meet with clients afterward. Persons with any information should contact officials in Elmerton. An anonymous party has offered 10 gold for information leading to, or the return of, Samuel.

*Without Jewelry,
no outfit is complete
and no love
properly expressed.*

*You need
something from
Ryn's.*

Ryn's Jewelry

*For custom crafted elegance,
send a missive to Miss Fayryn Lyette Ryley,
dually located in Hatchport and Elmerton.*

Dearest Seloin,

It has been a month since I have left the shire, and yet I have no leads as to where you are. Please do not try to contact me, for I am on the move so much, that it would be nearly impossible to track me or find where I will be next. In fact, by the time this letter reaches you, I would have already been countless miles away from where I had sent this. I, however, just wished to let you know that although my search for you is still fruitless, the journey itself is quite an adventure. At first, I made my way north, to the town of Northwatch, and although I was not able to find you, there was work for me in the form of ridding the town of some unlikable critters. Although the work was dirty, and the pay was miserable, it still was able to give me the coin to feed and re-arm myself. The mead is also very well brewed in this part of the land. I must say I was very impressed. Like usual, I get the stares and the weary looks whenever I pass a new part of town, but even after all these years, the feeling is one that just keeps bothering me. This is the world in it's fullest out here. No longer the sheltered life of the shire, and still people have not seen things quite like what I am. Unfortunately, I can not tell you what I "am" over a letter, in case someone with a certain taste in hunting sees it, but I will tell you soon enough when we are reunited. I could write another thirty pages to you, but unfortunately, my time is short, and my wallet is shorter. I will write again and keep writing until I have found you.

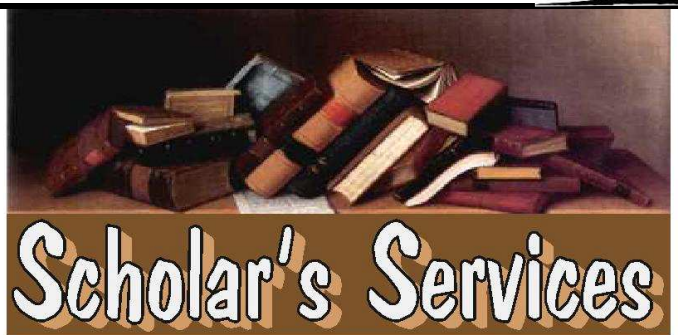
Sincerely, Torin Windstalker

PS. If you haven't already, than you had best get over your phobia of blades. It's a dangerous world, and even with all the magic you can ever muster, a blade can still work when your spells cannot.

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

What is the beginning of eternity, the end of time and space; the beginning of every end, and the end of every race?

You can spin, wheel and twist, but it can turn without moving. What is it?



Scholar's Services

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.



To all members of Elmhurst!

I wanted to be sure you all were clear on the assignment for my new challenge to you all. What I am asking for you all to do to participate in this story assignment is to create a character to present to me. Creating a character is an important step in the development and creation of a story and therefore it is important we have a solid character before we progress into writing our story. Things that are necessary for your characters:

- A name
- A fairly detailed description of your characters- age, race, physical attributes, traits, characteristics, habits, etc.
- A family and/or history of your character.
- Where your character lives.

Feel free to be as detailed as you'd like and you are welcome to come with a picture of your character as well. I will be willing to accept written AND oral presentations of your characters, so those of you who are not able to write please feel welcome to still participate! It was asked if you have to show up dressed as your character. Though this is not necessary, I will be greatly impressed if this occurs!

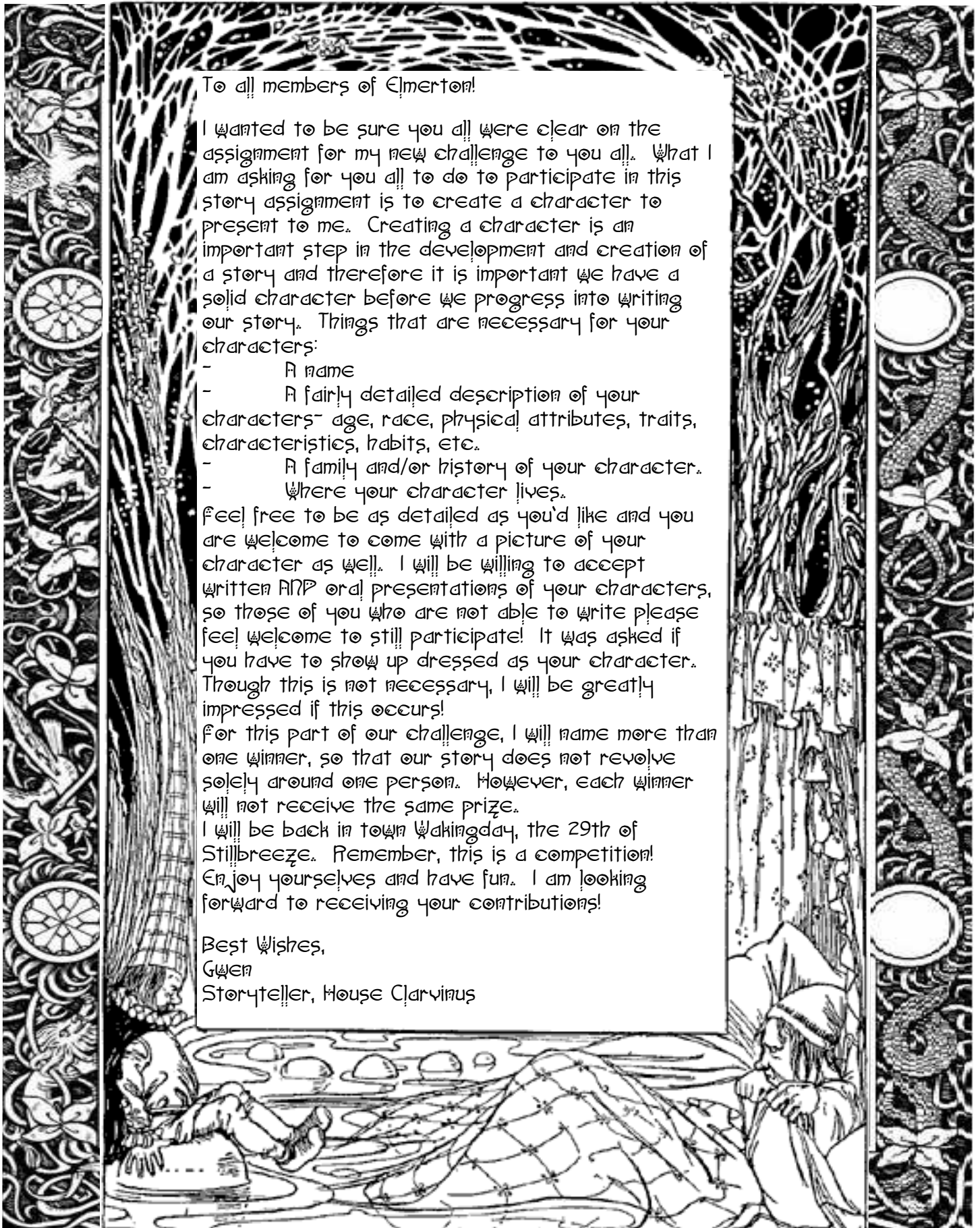
For this part of our challenge, I will name more than one winner, so that our story does not revolve solely around one person. However, each winner will not receive the same prize.

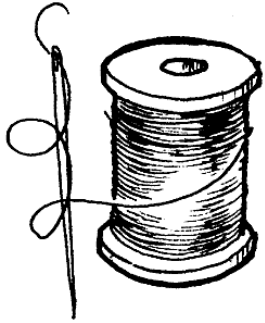
I will be back in town Wednesday, the 29th of Stillbreeze. Remember, this is a competition! Enjoy yourselves and have fun. I am looking forward to receiving your contributions!

Best Wishes,

Gwen

Storyteller, House Clarvius





Seloin's Stichery

Hail and well met. I am an apprentice tailor and may be able to help you with several things. What I can do and the cost for the service are listed below:

Mending Services:

-Mend a small rip or tear (less than 2 inches)..... 1cp

-Mend a large rip or tear (2 inches and up)..... 2cp

(there will be an additional charge of 1cp for each inch after 2)

Note: Please allow sufficient time for repairs, we all know how Elmerton can be.

Created Items:

-Money Pouch/Components Pouch..... 1sp

(I will have a limited amount in stock when I return to town, if you wish one reserved, write me a letter)

-Satchel/Sack..... 5sp

(All special satchels and sacks must be pre-ordered, with your specifications attached to the letter. I will try to have one or two in stock when I return to town)

-Plain Tunic..... 8sp

(Must be pre-ordered, no exceptions, specify color, size, etc and allow time for creation, thank you)

Come and see me if you wish me to attempt anything else for you.

REWARD

5 gold reward for information leading to the capture of Tersa Weaver, suspected mass murderer and fugitive. Suspect is female, about five and a half feet, brown hair, and no eyes. Contact Panagore Krandell in Hatchport with any information.

120TH ANNUAL BREWERS' GUILD FESTIVAL

That's right! It is nearly time, once again, for all you Brewers and enjoyers of brews to gather at the 120th annual Brewers' Guild Festival and Auction! This year's Festival will take place on the **26th** day of **Harvestwane** in that mysterious town of Elmerton which rests on the border between the South Farthings and the Fiddleheads. The Festival will feature our Amateur's Brewing Competition as well as our famous Auction. However, this year, we are taking measures to ensure that a good time is had by everyone, regardless of his or her station in life. There will be an open auction earlier in the afternoon with goods and services that can be bid on by nearly anyone (especially

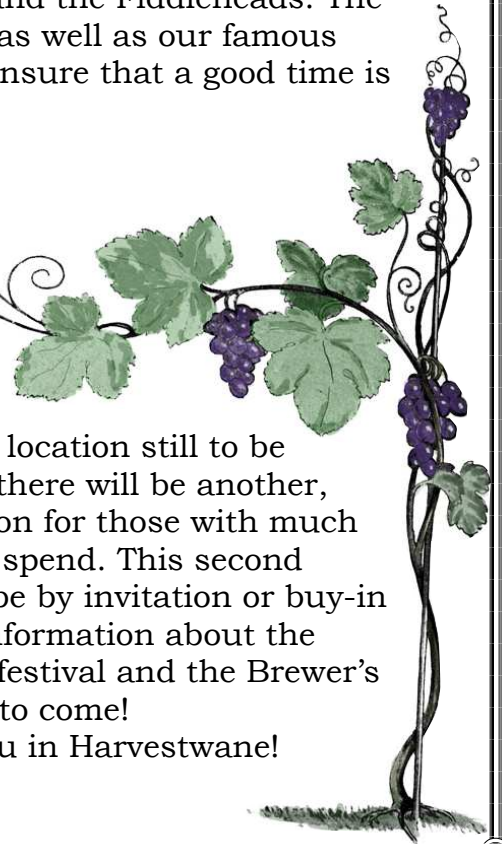
Feelings

Being last, but needed in the front. Every moment is just another breath of anger and weakness. Trying to do that what is right. Realizing only selfish ways beat the selfless. Allowing the honor to be smashed and the codes of conduct destroyed. You are the only reason I keep going. Always keeping peoples in their shadow in which show their true nature. Let no one know of even my true nature.

Anonymous

those with only a little coin), while in the evening, at a location still to be determined, there will be another, private auction for those with much more coin to spend. This second auction will be by invitation or buy-in only. More information about the auction, the festival and the Brewer's Competition to come!

See you in Harvestwane!



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.

JUDGES NEEDED!

Do you think you have a discerning palette? Do you know an ale from a mead? Would you like to taste some of the best amateur brews that Irvanshire has to offer? Are you able to travel? If you answered "Yes!" to any of these questions, then perhaps you are who we are looking for! In a novel approach to our Amateur's Brewing Competition, the Brewer's Guild will be assembling a panel of judges from the common folk around Irvanshire! You too, can participate! Come to the Brewmaster's Tavern in Tradegate before the 20th of Harvestwane to "audition." Of course, your drinks are on the house!



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

**REMEMBER TO SEND
YOUR SUBMISSIONS
TO**

Newsletter@Magestry.com

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

**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.

A list of ideas and suggestions of what we need and jobs you can do for Brownie Points is also available on the website under the link "Donations Page."

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 Enlightening '09

Here are our picks for the best of the June 26th-28th, 2009 event:

The award for this hot, muggy, and rather unorthodox event goes to **Ed Kaine** for his enthusiastic performance as **Teg Dunham**! Not only did Ed participate in all of the events that took place, but he did so in a manner that did all of the hearts in NPC good. He tried to get as many people involved as would come, and his attitude, while competitive, was neither over-competitive nor malicious to his fellow players. We thought that Ed did a good job of keeping in mind that the Magestic Games were just that... games. Thanks Ed!

This month's **Best NPC** goes to none other than **Erin Gilbert** who sacrificed much of her time before the event planning out the Market of the Moons only to have it cancelled. Undaunted, Erin then proceeded to put all of her energy into creating props and planning games for the Magestic Games. At the event, Erin was always out and about (which is saying something, considering the 1/4 mile walk from NPC HQ to the campsites) and doing whatever she could to keep things going. She was indispensable to the sanity of many, and we all really appreciate it. Thanks, Erin!

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
August 28th-30th, 2009

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if ***received*** by August 21st) 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 2009
Fall Event Schedule

August 28-30, 2009 (Chesterfield)
September 25-27, 2009 (Chesterfield)
October 16-18, 2009 (Chesterfield)
November 13-15, 2009 (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 Williams-
burg, 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