



PDABBLE GAMES
PRESENTS



THE MAGESTIC MESSENGER

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

Harvestwane 119 (September 2009)

Volume 7, Issue 6

ANNOUNCING THE 120TH ANNUAL BREWER'S GUILD FESTIVAL AND AUCTION

The Brewers' Guild of Irvanshire would like to welcome one and all to the 120th Annual Brewers' Festival and Auctions to be held, once again, in the small Township of Elmerton, on the border between the Fiddlehead Hills and the South Farthings. The Festivities will open around midday on the 26th day of Harvestwane with one of the two auctions the Brewer's Guild will be hosting this year, followed by the Amateur's Brewers' Competition, and ending with the second auction later that night.

The auctions are a chance for craftsmen of all sorts to display and sell their wares. If you have wares you would like to have auctioned off, you may bring them to the auctioneer before the auction starts. You will need to provide a description of your item as well as the price at which you would like to start the bidding. If your item is bought, you will receive 80% of the final bid (the other 20% goes to the Brewer's Guild to pay the King's taxes for the auction). We encourage any and all craftsmen to take part!

We would like to thank the following parties for their donations to both of these Auctions:

His Majesty, King Adamar Brighthand, and his court
The Brewers' Guild
House Windlock
House Acciora
Fortune's Vanguard
The Irvanshirian Academy of Learning and Etiquette, Point Edgar
Concori Magesti
The Allegiant, Irvanshire
Terra Solace
The Fellowship of Gwendolar
The Portal Authority of Irvanshire
The Enlightened Order Concerning Alchemy in Irvanshire



The Brewers' Guild thanks you for your generosity and support of this great event.

AUCTION 1: Midday, the 26th of Harvestwane

The first auction, to be held in the amphitheater at Elmerton, will be an event in which every man or woman will be able to participate. Two copper pieces, paid to the auctioneer, buys you into this auction, and every item in this auction will have a starting bid of less than 5 gold pieces. Any and all with some coin to rub together are invited and encouraged to join us!

AMATEUR BREWER'S COMPETITION: Closely following the first Auction, the 26th of Harvestwane

The brewers' competition is a chance for all those aspiring brewers to show their merit. If you are interested in entering the competition, all you have to do is sign up with the Brewmaster in Charge of ceremonies at the start of the festival. However, there are rules to be followed:



First, you may not have any of your brews consistently sold in more than two taverns across the kingdom. This is an amateurs only competition after all. **Second**, while magical brews will be allowed, no entry may have a mind-altering or control effect. The entries will be subjected to magical detection before they are allowed to be tasted, and the judges will be checked upon after each testing to insure that their judgments are their own. Any brewer found trying to use a mind-altering effect on a judge will be immediately disqualified. **Third**, no brew may be immediately intoxicating.

A panel of judges will rate each of the brews and will award points based on taste, creativity, and technique, and it is therefore highly recommended that each entry be submitted with a recipe and description of the technique used to brew it. The winner of the competition will have the opportunity to oversee the creation and sale of his or her winning brew in the Brewmaster's Tavern in Tradegate for one year (with royalties). He or she will also receive an original recipe from the personal recipe book of the Master Brewmaster himself. The runner-up will receive a certificate entitling him to free drinks at any registered Brewer's Guild tavern around Magesta.

AUCTION 2: After Nightfall, the 26th of Harvestwane

The good Countess Windlock has graciously consented to host this second auction in her own home, a few hours just outside of the town of Elmerton. She has also, most graciously, said that she will provide guards to, from, and during the auction for those whose minds have been troubled by recent news. The Brewer's Guild would like to extend their gratitude and appreciation to the Countess for her generosity.

This auction, to be held in the Meeting Hall at Windlock Manor, will feature a plethora of rare, intriguing, and magical items to be bid on. **One gold piece** will buy you into the auction, and you may pay at the door, or register with Vintna Nalley, who will be the auctioneer for both auctions. Those with invitations need only to show up at the appointed time to sign in and pay the entrance fee. None of the items at this auction will have a starting bid of less than 5 gold, and many items will go for considerably more. Fill your coin pouches and join us for what is sure to be a memorable night!



Untrained eyes might assume brigandry. It is certainly possible that a large or powerful enough group of outlaws or Deadmen could have done this. As I walk through the uninhabited remains of Corn Creek, a tiny hamlet just a few miles from Elmerton, my heart weighs heavy. The town itself is so quiet. There are windows shattered, glass covering a living room. Doors are torn off whole, laying on the dirt road. Corn fields surround the whole area, but there are clear paths, hastily made by large figures cutting through them. Following one of these make-trails paths leads to exactly what you would expect: two corpses with little more than bones and a torn faces, a broken scythe, and a blood-stained shovel. I search homes, hoping to find someone hidden. Calling out with a friendly voice, I want to find a child. Just one. But no, all I find are bones,

and rarely a full set. Some may not consider this a tragedy. After all, there were only probably 30 people here. We've seen wars for thousands of years take 10 times that in the blink of an eye. But wars are declared. This was an assault in the night; howls as the horns of war, wolfmen as their soldiers. There was no quarter given, as beasts aren't driven by power or patriotism. Beasts are driven by hunger. And just as soon as they appear and destroy a community, they are gone, disappeared into the Evernight forest before dawn breaks.

I, for one, am not content to sit idly by and watch as whole towns are slaughtered. If these creatures want war, they will have it. My order and I will not tolerate these aberrations coming in and destroying our loved ones. People of Irvanshire, this is a war, whether our King declares it or not.

- Purifier Hal Jorr-ent



Attention Elmertón Māgic Users

Interēsted in furthering your training in the māgical arts? Cūriōus abōut brōadēning your knōwledge of cōsmōlōgy? Wish you had a grōup of collēagues to sharē idēas and infōrmātiōn with tō further ōbjectivēs bōth pērsonāl and public? Lōōking fōr an āssēmbly of likē mindēd pērsons tō pursuē ānswērs tō the Dābblēversēs' grēat mys-teries?

The locāl Māgēs Guild māy bē pērfect fōr yōu.

Wākingday ōn the 29th of Stillbrēeze interēsted pārtiēs and prōbāblē futurē mēmbērs mēt tō hash ōut idēas fōr such an ōrgānizātiōn. Hōwēvēr, fināl dēcisiōns havē yēt tō bē madē and thāt lēavēs timē fōr yōu tō impact the vērly naturē of said guild. I urgē any māgic usērs, and ēvēr thōsē interēsted in sōmēday bēcōming ōnē, tō makē thēir ōpinions and intērēsts knōwn. Hōw, yōu māy āsk. Plēāsē ēithēr āttēnd the nēxt mēēting in the tāvērñ Wākingday āt 1 bēll pāst midnighē or sēēk ōut the mind bēhind the brāins bēhind the iniāiāl mēēting; Ōsirūs Mēs̄mirum.

I hōpē tō sēē māny ōf yōu thērē and lōōk fōrwārd tō it with grēāt ānticipātiōn.

Šōlūn



Elmerton Trading Post - Items For Sale



Potions	Price
Barkskin <small>NEW & LOW COST</small>	6 cp
Cure Wounds 1 <small>LOW COST</small>	1 sp
Cure Wounds 2 <small>NEW</small>	4 sp
Elemental Missile	2 sp
Elemental Weapon	7 sp
Feat of Strength	3 sp
Literacy	3 sp
Neutralize Poison	8 sp, 5 cp
Psychic Weapon <small>NEW</small>	8 sp, 5 cp
Remove Disease	6 sp
Resist Magic	6 sp
Spell Immunity	1 gp, 3 sp
Spiritual Weapon <small>NEW</small>	8 sp, 5 cp
Stabilize <small>NEW & LOW COST</small>	6 cp
Stoneskin	7 sp, 5 cp
Translation Stone	5 sp, 5 cp

Scrolls	Price
Bestow Magic <small>NEW</small>	8 sp
Control Elemental, Level 10	1 gp, 2 sp
Dismissal, Level 07	2 gp, 4 sp
Elemental Immunity	3 gp
Empower Spell <small>NEW</small>	4 sp
Restore Mind	15 gp
Resurrection	15 gp
Stone to Flesh	15 gp
Turn Undead, Level 10	3 sp, 5 cp

Mundane Items	Price
Piece of Parchment	5 cp
Vial of Ink	5 cp

Open Daily:
10am - Noon
11pm - 1am

Rush ordering available
for a 1 gold fee - limit of
six items per rush order.

Located on the porch on the hill above the tavern.
Submit special requests to Rakesh.

On Elmerstonian Law: An Exercise in Argumentation

By Councilor D'este of Elmerston

I thank those who read these legal articles, for the sculpting of Elmerstonian law is exceedingly important for all who reside in Elmerston. To know and understand one's legal rights and prerogatives, especially when facing trial, is a vital component to the service of justice. I hope to continue to use these writings to track the development of the legal structure of Elmerston, to be used as a reference in future days should the foundation of this structure comes into question.

With this 2nd article dedicated to the scholarship of Elmerstonian law, I would first draw attention to the draft of murder laws recently submitted to Councilor von Haggenefeld, Magistrate Rakesh, and to the other Elmerstonian advocates present in town at the time. Up until now, the scholarship and law governing murder in town held a rather nebulous quality; we know that murder involves the killing of one person by another, but why isn't all killing called "murder?" Why do we convict Fingon Telperien of the double killing of Bastion Gerhardt, yet not try citizens when they kill deluded heroes from other lands come to "cleanse" Elmerston of its "undead citizens"?

Murder, as I (somewhat successfully, considering the sentence) argued during the trial of the Town of Elmerston v. Zealthanos, requires premeditated intent to kill, not just the act of killing in itself. The draft of laws submitted to the legal authorities in town therefore breaks down each instance of death at the hand of another, taking into account the circumstances and the mentalities of the killer and victim at the time of the incident. They also take into account whether the victim returns from death or is collected by Vorkarian. The draft is not officially implemented as Elmerstonian law at the time of this writing, but any who wish to review its contents may apply to me for a copy.

The topic and structure of this draft of murder laws brings up an important aspect of the trial of the Town of Elmerston v. Zealthanos – the point of this article, in fact. If one referred to the court minutes describing the trial published in the Stillbreeze publication of the Magestic Messenger this year, one might note that while it was

proven that he did not knowingly kill a townsman, Zealthanos was convicted for the charge of murdering Balthazaar *specifically*. One might ask, is there a particular law in the books that specifically prevents someone from killing Balthazaar on pain of punishment? Do we all have laws that specifically apply to us, and if so, is the sentencing the same? Does committing a crime against Balthazaar carry a different punishment than committing a crime against Squire Majento, or Captain Scindo, or Magistrate Rakesh? That would imply that we are all different under the law, that committing a crime against one citizen of Elmerston is somehow more or less wrong than committing a crime against another. Does murdering Eraku result in his killer sentenced to community service, while killing Helik Windsaber carries an automatic death sentence? Does that meet the standards of justice?

In my conversations with some erudite legal scholars, I learned the term *equality under the law*, describing a system of laws that provides equal protection – as well as equal punishment – to all within its jurisdiction. This means that, if justice is to be served, Elmerston cannot sentence citizens for crimes against any specific individual; crimes against one Elmerstonian citizen must carry the same charge and, if convicted, the same punishment as crimes against any other Elmerstonian citizen. If someone were to murder Jack Garren, that person should be charged with murdering a *citizen of Elmerston*, and the range of possible punishments for committing this crime would be exactly the same as if anyone else in town was murdered since the charge would be exactly the same. We must ensure that every citizen of Elmerston is looked upon as equal under the law, regardless of social, political, or monetary status. To ensure this standard is to ensure the proper pursuit of justice.

As with all suggestions made in these scholastic articles, please pause and consider them. If you feel they have merit, urge their implementation into the legal structure of Elmerston.

Thank you for your time.

~Court Minutes~

Court on Wakingday, the 29th of Stillbreeze in the year 119 in the Age of Fortune was presided by Magistrate Rakesh. Justicar Aleria and Major Krieg were also in attendance.

- Criminal charges were brought up against Atreyu, for having trespassed and placed "Sergeant Pumpkin" on a famer's land and terrorizing the area. He was found guilty and sentenced to pay restitution of three silver pieces to the farmer as well as being reminded not to enter anywhere uninvited or to scare innocent Irvanshirians.

The Report of the Guard

delivered by Captain Ghorig Liesh:

- Eight Disciples were led to Elmerton by the claims made that the town was affiliated with "Project Deadman." They burst into The Wining Spirit to cleanse the town via combat and would not be talked down to deal with things peacefully. Four of these attackers are being held at the manor house for questioning.

- Two werewolves, believed to be a scouting party, were encountered & defeated by Captain Ghorig Liesh & Sergeant Jack Garren of the Town Guard.

- The conflict (and accompanying loyalty curses) between the Tzigane & Fae have resurfaced.

- Six werewolves, believed to be of a new breed that has the ability to "smell" the weakest among a group of opponents, were encountered within the town.

- This new breed is also capable of retreat (as opposed to being overcome by their rage). This particular pack's alpha was identifiable by bearing both shield & chainmail.

- A brace of ghouls assaulted townsfolk and attempted to drag their paralyzed prey away. The undead were successful in taking Scindo, who remembered being dragged towards the direction of Greenshadow. It is believed that their targets were those who participated in the gypsy blood ritual and that the area of darkness in the forest is related to Tshurkurka.

- Early in the morning, elementals of hostile ice & earth elementals were in the area.

- There have been fae in the woods, hiding among the

treetops that have been shooting passer-bys with poisoned darts from blowguns.

- A second group looking to cleanse the taint of "Project Deadman" from Elemerton, this time a collection of self-identified adventurers, came into town with hostile intent. As most (if not all) in the town are innocent of this allegation, we are reminded to deal with these threats in a NON-FATAL way. Ending lives only adds support to this erroneous & ridiculous claim.

- A pair of demons, initially chasing & attacking Seven, came into town and were eventually dismissed. It was noted that these two were harmed by spiritual energy.

- A large group of hostile air & ice elementals were defeated in town.

A band of brigands who had robbed a noble's carriage were caught by the Town Guard in an assault led by Major Krieg & Captain Ghorig. While all stolen goods are believed to be recovered, one of the troop escaped while his three fellows were arrested.

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

- Justicar Aleria reported that several of her guards captured what are believed to be creatures from Project Deadman. They appeared as obvious shambling corpses with tell-tale numbers upon their heads.

- Atreyu requested help building an "army" and is seeking quantities of burlap & hay.

- Magistrate Rakesh reminded townsfolk of the verse which Magestry spoke of in Bloodthaw lead him to the "White Stag" research quest. He is looking for eight individuals to come to the libraries of Point Edgar with him to pursue and finish the quest, and is offering to cover travel costs for your time.

- Evie & Ghorig are looking for particular small stones to enchant to hopefully reverse the magics of the dark region of the woods. All who have the capability to help them (speaking with stones and/or some natural affinity) are asked to speak with them.

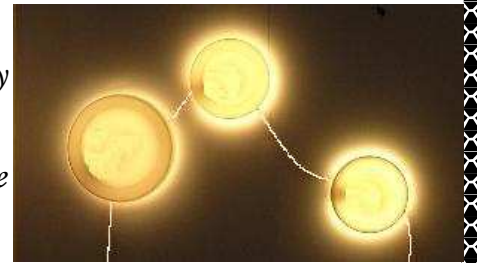
- Justicar Aleria wishes to congratulate Ardent Siegfried of von GothRok & Lex Mitorae on their upcoming union.

Thus concluded the court proceedings as Magistrate Rakesh provided all in attendance with Magical Armor.



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.

- Determine how Tshurkurka is using the gypsy Blood Beads to sever the family protection of gypsies that receive them, as well as members of House Windlock, and uncover how to destroy or contain him, possibly using his dark circle of summoning to the far north of town.
- 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. Also, locate black orbs that are of great interest to them.
- Find a way back into the Evernight Forest to transplant the Dark Tree.
- 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.
- 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.
- 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 26th of Harvestwane 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.*

Questing to Elmerton

These words are directed to all those who believe "Project Deadman" is a blight upon Aszuron and desire its obliteration.

There has been information that states, quite plainly, that the residents of the town of Elmerton are deeply involved with this project. The residents of the town who have attempted to share the project's existence to the world have, according to these claims, done so strictly for the purposes of spreading misinformation - despite having faced strong opposition and even alienation from the rest of the land for doing so.

*I am not looking to dissuade opponents of Project Deadman from coming to Elmerton. Quite the opposite, I encourage any and all parties who wish to work against the project to travel to the town. However what I **do** ask is that any who come brings along their sense of reason.*

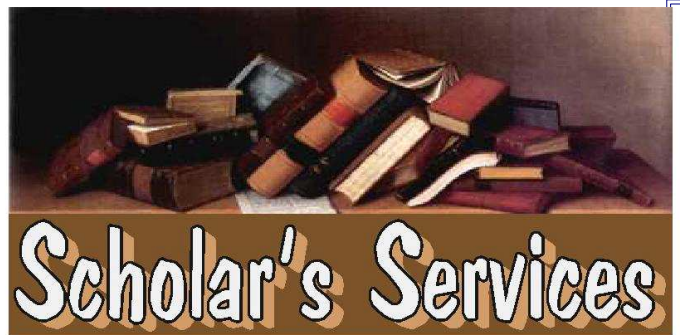
Before taking up arms, please make use of your faculties and see who it is you're drawing your blade. There are countless innocent residents who live in this small Irvanshirian town. In fact, despite news to the contrary, most Elmertonians actively oppose Project Deadman and will do whatever they can to assist you in your efforts or accept your aid to their own.

There is no need for senseless bloodshed. While this is not intended as a threat, please know that Elmerton can be a dangerous place and its citizens will defend themselves if endangered. I know that my words carry significantly less weight than General Kervantis - however they are nothing but truth. It would be absurd and unrealistic to expect you to believe everything stated here, as anyone may post to the Magestic Messengers. I do entreat you to please come with the intention to learn more and not to slay everyone you see.

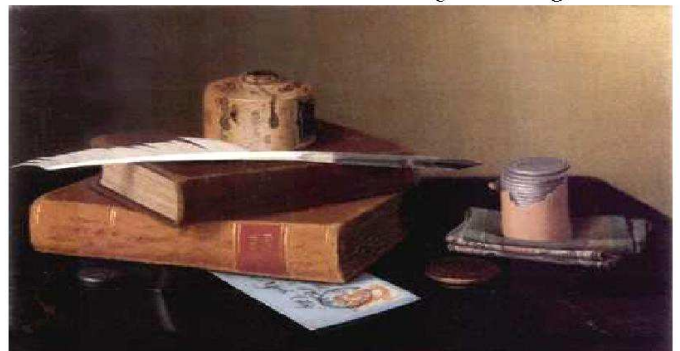
Rakesh the Smith humbly submits these riddles for your consideration. Anyone desiring the answers should seek him out.

My life is often a volume of grief, your help is needed to turn a new leaf. Stiff is my spine and my body is pale, but I'm always ready to tell a tale. Who am I?

My first is in apple but not once in tart. My second is in liver but not in heart. My third is in giant and also in ghost. Whole I'm best when I am roast. What am I?



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.



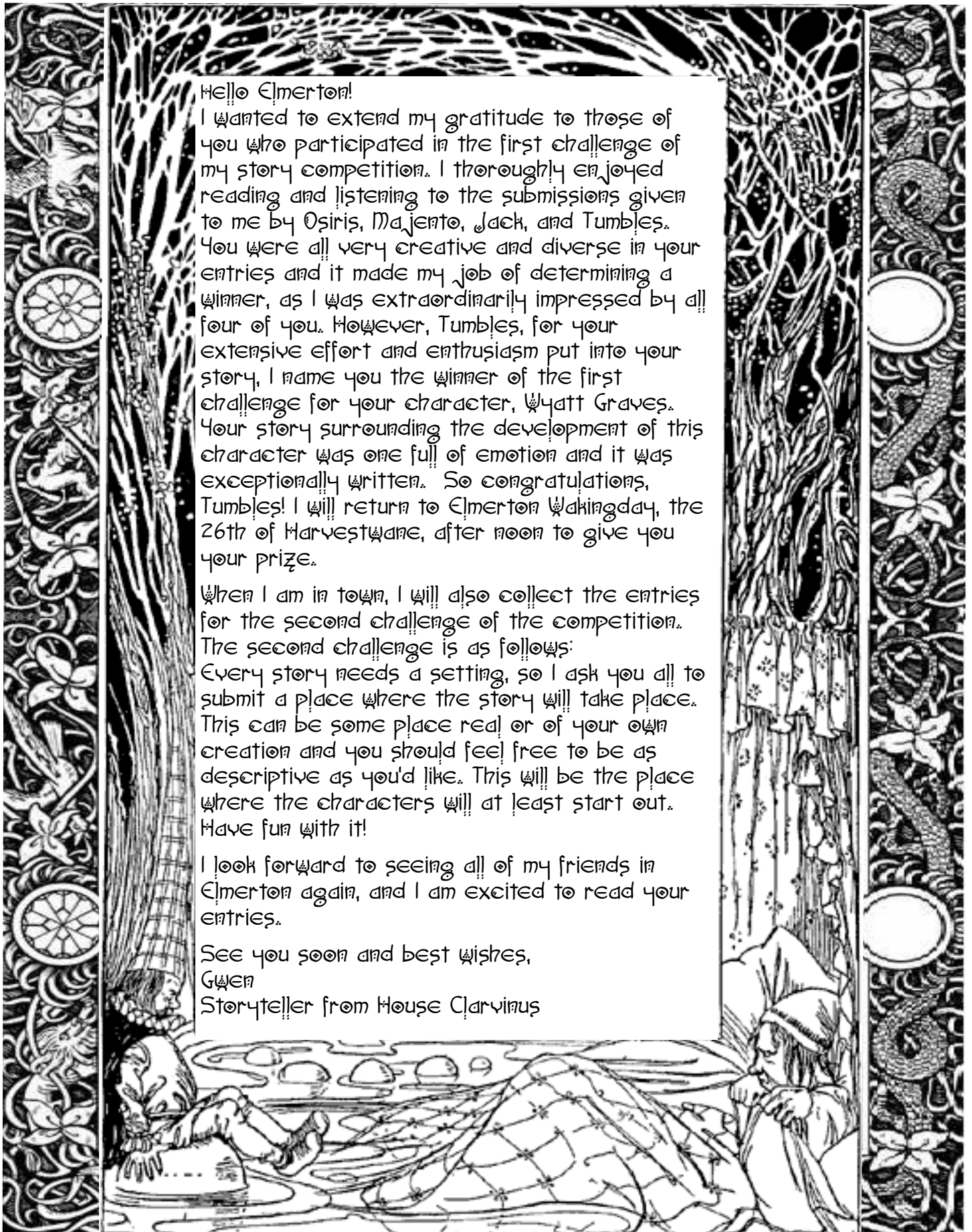
Hello Elmerton!

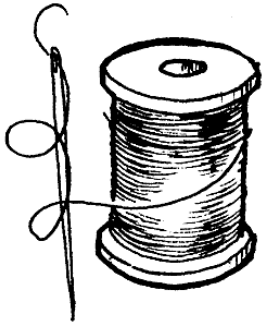
I wanted to extend my gratitude to those of you who participated in the first challenge of my story competition. I thoroughly enjoyed reading and listening to the submissions given to me by Osiris, Majento, Jack, and Tumbles. You were all very creative and diverse in your entries and it made my job of determining a winner, as I was extraordinarily impressed by all four of you. However, Tumbles, for your extensive effort and enthusiasm put into your story, I name you the winner of the first challenge for your character, Wyatt Graves. Your story surrounding the development of this character was one full of emotion and it was exceptionally written. So congratulations, Tumbles! I will return to Elmerton Wakingday, the 26th of Harvestwane, after noon to give you your prize.

When I am in town, I will also collect the entries for the second challenge of the competition. The second challenge is as follows: Every story needs a setting, so I ask you all to submit a place where the story will take place. This can be some place real or of your own creation and you should feel free to be as descriptive as you'd like. This will be the place where the characters will at least start out. Have fun with it!

I look forward to seeing all of my friends in Elmerton again, and I am excited to read your entries.

See you soon and best wishes,
Gwen
Storyteller from House Clarvinus





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.

Friends mourn the passing of Teg. A frequent traveller to Elmerton. He was murdered mysteriously in Elmerton in the early morning of Fortuneday - the 30th of Stillbreeze. In his few possessions he had a notebook containing his poetic musings, among these a suitable epitaph was found.

*"Die a little death.
Now sprouts of untrod life grow
on a path once bare."*

He is survived by a distant cousin who has yet to respond to word of his passing.

Walkers Wanted: Responsible individuals who can walk up to one mile through a forest, count to at least two-hundred, and remember numbers for at least one hour are needed to complete a map of the town of Elmerton. Pay is variable, see Rakesh for details.

The Portal Authority, acting on behalf of the representatives from Hamates, is seeking assistance from stalwart adventurers who are willing to come to Hamates aid. They seek willing mercenaries for several missions to Hamates in order to pacify their tormented world. Transportation as well as dimensional survival means have been secured by the Authority. Monetary compensation will be provided to groups of 5 brave men or women. Please have your mercenary members named and accounted for. Please, do your part to help out a world in need!

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 im-
age 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 Stillbreeze '09

Here are our picks for the best of the August 28th-30th, 2009 event:

We thought, and many of you agreed, that this month's **Best PC** award should go to **Danielle Godin** for her performance as **Evie**. Her tolerance for physical pain combined with some really great role playing moments that were noticed by PCs and NPCs alike, made us believe that she deserved the award this month. We have really noticed Danielle coming into her own as a role-player and it has made a difference in Evie. Great job, Danielle!

This month's **Best NPC** goes to our most recent NPC acquisition, **Pete Dey**. His energy and enthusiasm for the game really kept the spirits and energy of our other NPCs up, and he was essential to the flow of this game. We had several plots that would not have found their way into game had it not been for Pete. His one-man shadow force and relentless elemental action are just two examples of the weekend full of energy, enthusiasm, and willingness to do what needed to be done that Pete gave to the game this event. We are very grateful, Pete, and are glad to have you on staff! Congrats!

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.

PDabble Games

PO Box 1037
Middlebury, CT 06762

MAGESTRY'8 Next Event is
September 25-27, 2009

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if ***received*** by September 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 2009 Event Schedule

September 25-27, 2009 (Chesterfield)

October 16-18, 2009 (Chesterfield)

November 13-15, 2009 (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