



PDABBLE GAMES
PRESENTS



THE MAGESTIC MESSENGER

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

Bloodthaw 119 (March 2010)

Volume 8, Issue 2

Townfolk of Elmerton,

I send warm greetings and songs of joy to you. I am an acolyte of Death from the Ken Ryndillian ministry, and I send word that we will be coming to your home to perform the Ceremony of Remembrance. Traditionally, this sacred rite is performed within the city of Ken Ryndil to remember the fallen of our kind. However, Lord Helik Windsyber of House Windsyber has regaled us with tales of your deeds and spoken so highly of your honor that we feel as though it would be a shame to exclude, in our remembrances, those in your town that have fought and saved so many, even against the tides of destruction, devastation, and slavery. We will be there on Gatheringday, the 26th day of Bloodthaw near Midnight with stories to share.

The Ceremony is a simple one: Everyone will be given a leaf and, at the proper time, that leaf will be dropped into a flame as you say aloud the name of some one who has passed that you would like remembered. It could be a member of your town, someone close to you, or even a group of people, if you wish. This is not a funeral; it is a time to remember and celebrate those who have gone on to the next life, so please make your hearts light and smile with joy as we honor those that have touched our lives. Lord Windsyber has provided for us a list of your fallen so that if you have no one to remember, you may choose one of their names and celebrate in his or her honor. Finally, it is not uncommon for an agent of the Incarnation of Death to be present at one of these ceremonies, so please be sure to respect the joyful solemnity of the occasion. Until we meet, joyous songs and soft winds follow you.

~Acolyte Priothian Shadowsong



War Averted! General Krevantis Brokers Peace!



After a tireless series of peace-talks with the General in Command of his Majesty's Army and the good King of Sapshire, it seems that Sapshire and Irvanshire have come to a peaceful accord. Tensions had been building between the two kingdoms as accusations of secret nighttime attacks from both sides had been circulating. General Krevantis had this to say after the talks had ended: "Sometimes it is better to deal with differences of opinion and needless blame with friendly words and handshakes rather than arrows and swords."

Although this scribe is not privy to the details of the peace talks, representatives from both kingdoms seemed pleased with the outcome.

Jerome Mcelroy
Scribe to the Kingdom's Military affairs.

Citizens of Irvanshire,

The New Year is swiftly approaching, and I wanted to make sure that we all welcome it, and all the New Life it brings with open minds and hearts. As Life's warmth touches frozen branches and melts persistent snows, revealing the New Green underneath, we too must awaken the lives that only we can. I speak, of course, of the ritual of the faelings- the springtime celebration of renewal and new life. On one night before the New Year, you should find a partner and, with him or her, create a doll out of grasses, vines and twigs to offer to the fae. As a couple, you should then find a place in the natural world (away from buildings and such) to hang it along with a light component and a piece of parchment bearing the name of the doll and the names of its creators. A game played between the two of you will seal the ritual. As the fae dance through the area, they will "take" the doll and leave in its place a small gift for you. It has been rumored that, in the spirit of renewal, those who seek out people that they have disliked or with whom they have had the most disagreements to make a faeling with, reap rewards greater than those who choose to make the doll with a friend. I hope you all choose to participate in this beautiful tradition.

LEGERDEMAIN RECRUITERS TO VISIT ELMERTON

Are you interested in magic, and you interested in treasure, are you interested in magical treasure? -Than the Legerdmain is for you.

Prestidigitation

Anyone skilled with **any** form of slight-of-hand is invited to speak with the Legerdmain representatives about admittance and membership. Legerdmain representatives will be in Elmerton around the 27th of Bloodthaw.

Legerdmain

You can be one of us.

Idle Threat of the Month...

Woe to you all who reside in the town of Elmerton, for I have returned and **NOT** forgotten why it is I am here! The time has come for you to pay for foolishly believing my absence to be a permanent one. Soon you will remember who I am and the power I hold over your destinies. Soon you will wish you did not know me nor have ever learned of my name, and for those of who do not know it be warned and be afraid! Pray to your Incarnations while you still can. Seek their pity upon your damned souls and hope they intercede before my plans come to fulfillment. Heroes of Magesta, I would bid you good luck...but there really is no point to it!

Obituary for Kendrick Teague: Master Smith, Psionicist, and Pancake Chef

Kendrick Teague died in Elmerton on the morning of the 14th of Boncharvest, in the year 119 of the Age of Fortune. He arrived in Elmerton in Impril, 2004, Age of Arrival, and quickly lent a hand to rescue Lord Renwar Lav'Endros from a pack of aggressive werewolves. During his time in Elmerton, he saw both the Partisan War and Elemental War from beginning to end, as well as many other fantastic events: the removal of Starthmorta from the position of Death, the summoning of Beladros, the death of Lord Renwar, the destruction of the Wolf Lord, the boxing of Devastation, the Shryber's Farm Massacre, the destruction of Morkanthos, the recreation of the Incarnation of Nightmare (in which he played a vital part), the defeat of the Sleeping Lord Villarious and Elmerton's jump through time, the replacement of the Incarnation of Vengeance, the destruction of the Shadow Queen, and the start of the Fae and Gypsy War. Sadly, he did not live to see Luther's redemption, which he had worked hard to achieve.

Kendrick was known for his friendly personality, and achieved his goal of turning his breakfast cooking into a popular business. The Incarnation of Death was kind enough to bring him back to say goodbye, and he was last seen working in the smithy. Elmerton will miss you, and we will not forget.

Worry not, sweet Elmerton, for I was there.

Early in Reminiscence, I made my way toward the Southern Woods to pay my respect to The Lady. What I happened upon was a strange scene, indeed. Fifty feet or so from the shrine, glowing, metal pipes pierced the forest floor, and two very queer creatures prowled about. I watched for a few moments as the creatures sniffed around. I made no effort to hide myself, and as far as I can tell, they were not hostile. They seemed most like a construct to me - all tubes and wheezing. They were very interested in not just the shrine itself, but the whole area.

The creatures, I destroyed. They exploded in a putrid cloud, which spread about the forest. I was less willing to vandalize an obviously magical device, so I left the pipes be. When I returned with a companion of mine to investigate days later, they were gone. The only evidence that they were there at all was a mound of dirt. I know not the intention here, but keep wary, Elmerton. I will not always be around take care of things like this and I prefer that The Lady's Shrine remain unmolested for the time being.

- Revered Master Caldornkedezzzer
Knight of Nocturne

A MOST SINCERE APOLOGY!

WE, THE OWNERS AND PROPRIETORS OF THE TAVERN & INNE WITH NO NAME, WOULD LIKE TO TAKE THIS TIME TO APOLOGIZE TO ALL OUR FRIENDS, PATRONS, AND BUSINESS ASSOCIATES FOR OUR ABSENCE OVER THIS PAST YEAR OR SO. DUE TO NECESSARY AND UNAVOIDABLE "RECONSTRUCTION" WITHIN OUR LITTLE FAMILY BUSINESS WE HAVE HAD OUR HANDS QUITE FULL WITH NEW PARTNERSHIPS AND EXPANSIONS AS WE EXTEND OURSELVES FARTHER THAN EVER BEFORE INTO SEVERAL KINGDOMS BEYOND IRVANSHERE. WE ARE MOST CERTAIN THAT THIS EXCITING NEW VENTURE WILL PROVE BOTH PROFITABLE AND BENEFICIAL NOT ONLY FOR US, BUT ALSO FOR ALL OF YOU.

THAT SAID, WE ARE NOW LOOKING FORWARD TO GETTING BACK TO BUSINESS AS USUAL, MAKING GOOD ON PAST PROMISES AND WITH FORTUNE'S BLESSING, BECOMING THE GREATEST TAVERN IN ALL OF AZSURON!

McKRAKEN & MACGUINNESS,
OWNERS & PROPRIETORS OF
THE GREATEST TAVERN IN AZSURON!



Elmerton Trading Post – Items For Sale



Potions	Price
Barkskin <i>NEW & LOW COST</i>	6 cp
Cure Wounds 1 <i>LOW COST</i>	1 sp
Cure Wounds 2 <i>NEW</i>	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 <i>NEW</i>	8 sp, 5 cp
Remove Disease	6 sp
Resist Magic	6 sp
Spell Immunity	1 gp, 3 sp
Spiritual Weapon <i>NEW</i>	8 sp, 5 cp
Stabilize <i>NEW & LOW COST</i>	6 cp
Stoneskin	7 sp, 5 cp
Translation Stone	5 sp, 5 cp

Scrolls	Price
Bestow Magic <i>NEW</i>	8 sp
Control Elemental, Level 10	1 gp, 2 sp
Dismissal, Level 07	2 gp, 4 sp
Elemental Immunity	3 gp
Empower Spell <i>NEW</i>	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
Val 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.

"Suki's Kookies & Other Delicious Delectables"

Come one, come all to the 2nd "Semi-Annual" Spring Cheesecake Social being held at Suki's tent at noon on Wakingday, the 27th of Bloodthaw as she unveils her latest, greatest, tastiest sensation... "Semi-Demi Cheesecakes!"

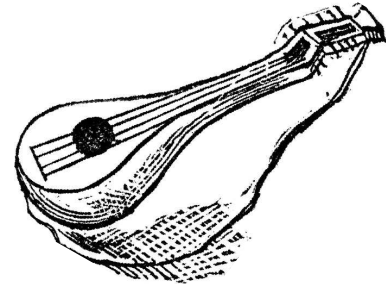


*Hurry for there will be a limited number of these tiny treats and they will go fast!

BORN TO BARD: the majento Laieshi experience tour

Find respite from this harsh, frigid winter with a large cup of mead, good company, and the entertaining music of Irvanshire's up and coming Maestro Majento Laieshi! Although specific information about taverns will be posted in cities during his duration of stay, the tour will hit the following cities over the course of the winter:

Elmerton
Craftshire
Riverton
Hatchport
Bloomingport
Tradegate
Point Edgar
Lakedale
Raldo's Refuge



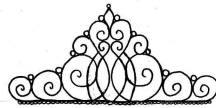
Follow the music, and your heart will end up in the right place: The Majento Laieshi Experience Tour! Hope to see you in the short future!

Cheers!

The Persistently Plucked Princess is, Positively, a Priceless Phenomenon!

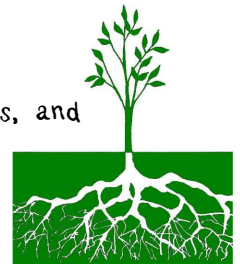
Not an open seat was to be found in the Red Horse Theatre House where Kaelyn Cardiana's original play titled "The Persistently Plucked Princess" was performed for the first time ever. In Cardiana's play, a young princess, who is, ironically, performed by a male, becomes captured only to be saved constantly by people who only make matters worse for her. This original creation is hilariously entertaining and has very well written dialogue. The roles were energetic and enthusiastic leaving the audience wanting more. I would recommend that anyone in or around the area of Bloomingport to take some time out of their busy lives to go see this wonderful play.

Norven Helegon




Are You an Entertainer?

The Brewmaster's Tavern in Tradegate is seeking out bards, dancers, and other entertainers to provide music and other entertainment for their New Year's festivities. Interested parties should meet Hale Lonnigan in Point Edgar before the 30th day of Bloodthaw to audition.



Even if you are not an entertainer, allow us to invite you to the New Year's Festivities here at the Brewmaster's Tavern in Tradegate. We have added several new rooms to our already spacious inn, and we would love to have you fill them! Come join us for a Festival the likes of which cannot be replicated anywhere else! See you in the New Year!



By order of Baron Quinton Falstoke-

WANTED ALIVE:

Middle Aged Male Dark Elf with Unusual Markings on Face and Chest
 Armed, Dangerous, and Skilled in the School of Magestry
 Last Seen Traveling South from The Lakeshires

For:

The Murder of:
 House Falstoke Guards, A Spirit Hunter, Several Civilians, ect...


Several Strikes Of:
 Assault on a Noble, Assault on a Guardsman,
 Assault on a Civilian, Use of Poison, Kidnapping, & Resisting Arrest

Reward of 12 Gold Crowns to the person(s) who delivers the Dark Elf
Alive, Unconscious, and Intact

-or-

Reward of 3 Gold Crowns for information that leads to the
 immediate apprehension of the fugitive

**To claim the reward contact Baron Quinton Falstoke
 at the Falstoke Manor in Port Hensworth**



Robbery Blooms in Bloomingport

Theft has hit Bloomingport this winter and left locals wondering not why or who- but how? Pickpockets and small home robberies are common in such a large city, especially with the amount of out of town travelers that come through, but never before has such a large scale crime taken place in front of a large group of people who have no idea what went on.

On Fortuneday, the 14th of Reminiscence, the Granoir le Clere Hall of Curiosities and Antiquities experienced just that. It was to be the unveiling of their newest art exhibit, donated by a private benefactor who wishes to remain nameless. The piece, a painting that would change what it portrayed each time the calendar month changed, was set to be shown for the first time in Irvanshire to the public at roughly 8 bells past high sun. However, when the curtain was removed, the painting was gone.

The museum curator had this to say- "I had personally made sure the display was ready to be debuted not minutes before the unveiling ceremony. As I began to pull the rope on the curtain I felt a slight breeze, and where should have been the painting was only an empty spot on the wall.

Being a one of a kind piece, as this particular benefactor has always donated only the rarest of works, it is irreplaceable and priceless. Not only was it beautiful to look at no matter what it depicted, it would also use the very fabric of the world around it to tell the viewer the story of what is happening in the painting, that is, if he or she is versed in such magic.

"As a reward for the painting's safe return, we can offer our considerable services in the ways of historical research and appraisal."

If anyone should happen to have information on who committed this crime against the fine arts, or any tips as to the location of the painting, they should contact the captain of the Bloomingport guard immediately.

-Harley Monro, City Scribe

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.

- Travel with Evie and Zeal to drive the Nah'Zah'Rin out of the grove called Heartwood.
- Find the Light Creatures that were kidnapped from a group of Waywatchers by men with blue lines on the sides of their heads.
- Research how to grant Byron clarity of mind and a final rest, possibly using a toad wood circle.
- Find a way back into the Evernight Forest, possibly with Byron's help, to transplant the Dark Tree.
- Investigate why Morkanthos has returned and what he intends to do.
- Discover how to repair the damage done to Haku and Izen.
- 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.
- Search for and destroy the talking zombies that preach the good of Project Deadman on the outskirts of Elmerton.
- Discover the agenda of "Mama" – the being taking over the woods beyond the waterfall bridge.
- Investigate why children are being kidnapped by necromancers on the outskirts 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.



A Gathering of the Circle

The Circle of the Sword Maidens

shall be gathering once more following court on
Wakingday the 27th of Bloodthaw upon the field by the tavern
in Elmerton.

This moon's list of events:

Lex Mitorae will be leading a session in Combat Sparring
Open discussion of important topics relevant to the Circle and
the world around.

Learning Teaching of skills, spells, & knowledge

Sharing of food & drink (please bring some to share)

As always the Circle is open to all women of all races of all
lands!

*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.*



Have you ever found yourself in need of a strong sword arm?

Thanks to a rare technique while re-tempering the edge of a blade, now you can have that strength without any training.

In a matter of minutes, Rakesh the Smith can enchant your weapon to shatter a shield or sword, or even deliver such a punishing strike that only the greatest of combatants could turn it aside. These abilities are available for a gold crown or two, and more common fighting skills cost about a silver per grade.

Never find yourself on the wrong end of a fight again!

The next session of court in Elmerton will take place on the 27th of Bloodthaw at 3 bells after midday in the amphitheater. Official reports and business will be conducted first, followed by an open town meeting discussion.

The special tax for rebuilding the royal palace has ended, so taxes of five copper will be collected from each person.

Oh Elmerton, I have so many new surprises for all of you. You may have broken my toy, but I will have the pleasure of breaking many of yours. Hope you enjoy my newest pets... I am sure they will enjoy you.
With love..... You Know Who

DEVOTER OF SOUTH FARTINGS MISSING!

Kharmgen Fica, Devoter of the South Fartings, has been recently reported as "missing" by her colleagues and superiors within the Allegiant. According to the most reverent Arch-Devoter, Nexus Thateher, Fica has not checked in with anyone since late in Harvestwang. Though her past actions indicate a strong preference for the natural world as opposed to towns and cities, the Devoter has never been so long without seeking out the faithful or checking in with her superiors. She was last seen around the border of the Fiddleheads, near the remains of the Evernight Forest. Anyone with information about her disappearance or whereabouts should contact Ardent Siegfried von Gothrok or Fervent Simon Windlock immediately.

All's Quiet in the Southern Woods

To the residents of Elmerton and surrounding lands, let it be known that after months of observation, exploration, and investigation it has been officially declared that the woods south of your location no longer pose a threat to travelers or anyone wishing to enter the forested region. Numerous woodwardens, rangers, woodcutters, and hunters have reported an absence of any "malicious presence" since late last fall included a massive gathering of woodtrolls, cannibalistic wildmen and the rumored force behind them, the one referred to by some as "Mama". In addition to their disappearance, so has gone the effects of the strange, confusing magic barrier which had prevented trespassers from entering the woods for most of the past year.

Why this sudden change is unclear and where they have all gone to remains a mystery at this time. The most experienced of local nature casters have been called upon in the matter, but none have been able to communicate with the trees and stones there. Claiming that the entire forest appears dormant as if under a deep sleep or hibernation and can not be awakened even through magical means. What does this mean for the future of the woods? No one can say, but until things change there is nothing barring passage or posing a threat beyond normal woodland travel at this time. All that can be said is tread softly and use caution if doing so and report any signs of unusual activity to the local authorities should they occur.

Themis Abalde
Chief Agister,

I'm not a very imaginative man, but there's a thing, surely a figment of imagination, that has haunted me for a very long time, longer than few can fathom and even fewer can comprehend. Longer still than any can even hope to dream of, and the one who has would never call it such, for what it truly is... a nightmare! A nightmare...and by the Incarnations, what a nightmare!

The first time...no, I can not remember the first time I ever dreamt it, for I have been dreaming this hellish thing ever since I can remember. Now, it is just what it is, and what that is, it has always been as far back as I can remember...at least I think it is. It is difficult to remember exactly if it is as it has always been. Whatever way, it is as it is and so I go on always dreaming, always existing, always remembering...but never after waking.

In dreaming we often take up another's body and life. Sometimes a different version of our own. Either way remembering past years of that life yet not aware of any other existence. That is the worst part of it, for as any sane man can tell you, when we are dreaming we are also consciousness we are doing so. No matter how horrible the nightmare may become, we know it is merely a fabrication of our imagination, and thus one can not become insane or die from such...or can they?

What if a particular dream...a hellish, nightmarish one, one so complex, so elaborate, so...real that it causes one to question 'What is real?' and make one wonder if perhaps reality is dream and dream is existence...should that be true then that would also mean I do not exist and obviously I do! Sooo...then I ask this, in my dreams, my nightmares which I never remember dreaming it is always the first dream, the first time, and in I remember there being other dreams but not what they were...how can this be? Am I dreaming that I remember even when I can not? Or, am I existing without memories of the dreams I've existed in?

And so I leave you with this as it has always been as far back as I can NOT remember it happening.

~ Anonymity ~

Greetings Elmerton!

I want to thank you all for your eager and enthusiastic participation in the story competition thus far. I have been more than impressed with the contributions. The last time I was in to visit, I received the most submissions yet. Many of your titles were very good, but there was one clear winner for this one. Only one title, I felt, did an excellent job in incorporating the entirety of the genre. Though it took her so long to finally participate, I am

happy that Loxi finally stepped up and joined in. Loxi's title of 'A la Blood Lust' has won her the last contest in the first part of my competition.

Congratulations, Loxi! And thank you to everyone else who participated.

At this point, only those who have participated thus far will be able to continue on. I will be in touch with these people with the next set of instructions.

Best wishes,
Gwen
Storyteller from House Clarvinus

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

They have not flesh, nor feathers, nor scales, nor bone. Yet they have fingers and thumbs of their own. What are they?

What ship has no captain but two mates?

THANK YOU!

We wanted to say a big "Thank you" to everyone who helped make Magestry's Winter Party such a success! There were so many of you who helped to plan, set-up, and run the party, while a ton of you made sure that we were so well-stocked with food and drink that we scarcely had room for pizza when it came! Not to mention the lot of you that showed up... it wouldn't have been a party without you! We are very grateful to have such wonderful PCs (and NPCs!) like you. Thanks too, for your participation in our Raffle! We had a lot of great prizes, and your contributions really helped us get a head start on the season. Make sure you check out the rest of the newsletter for the results of the Raffle, as well as the winners of Magestry's Best of 2009! See you in a few days!!

Yours in Gratitude,
The Magestic Staff



Future Magestan Moira in her party dress says, "Thank you" much prettier than we do!

2009 MAGESTRY RAFFLE WINNERS

Go Ahead, Make My Day:

First Prize: Battle Finesse - Kyle Church
Second Prize: Defensive Stance - David Tanguay
Third Prize: Normal Weapon Immunity - Woodsy Pete
Fourth Prize: Magic Immunity - Karen Hobbes
Fifth Prize: One Use of Any Skill in the Rulebook- Mark Dey

A Legend Lore For You

First Prize: Casey Pastore

Mob Mentality

First Prize: Make Two NPC's Enemies - Ed Kaine
Second Prize: Insight Into A Plot - David Tanguay
Third Prize: Knowledge About An NPC - Bryan DeJoseph
Fourth Prize: Insight Into An Organization - Michael Kinally
Fifth Prize: You Get A Hit Put Out On You - Arthur Cote

Skill Points

First Prize: One Game's Worth - Whitney Sternberg
Second Prize: 25 SP - Krystal Mildrum
Third Prize: 20 SP - Bryan DeJoseph
Fourth Prize: 15 SP - Ed Kaine
Fifth Prize: 10 SP - Kyle Church

An Add-On Skill

First Prize: Mark Dey

Become A Monster of Your Choice

First Prize: Dacquamoore, Shadow, Hobgoblin, Greater Elemental, Liminal Drone - Andrew Richard
Second Prize: Bantula, Ghast, Ghost, Wood Troll, Scarecrow, Dire Elf, Werewolf - Ed Kaine
Third Prize: Goblin, Skeleton, Orc, Marionette, Ogre - Daniel Timbro

Mod Do-Over

Daniel Timbro



Our beautiful raffle boxes, lovingly hand-painted by Mr. Casey Pastore!!
Thanks again, Casey!

NEW PLAYER PROMOTION!

New Players can now give Magestry a try at half the normal registration cost! That is right; just \$30 for a weekend of adventure (plus dinner!). Also, the veteran player who brings a new player to the game will be given 50 Brownie Points as a token of the staff's appreciation.

For a new player to register, he or she should send \$30 either through PayPal (to pdabs@hotmail.com) or by check* to:

Magestry
P.O. Box 1037
Middlebury, CT 06762

*Make checks payable to "Magestry."

He or she should also email Paul@Magestry.com to tell us where he or she would like to sleep and to get a character and account set up in the Magestry Database. New players can also pay \$30 at the door, but if they chose that method they may not get cabin spaces and may have to camp out. And even if a new player plans to pay at the door, he or she should still email us before the game to tell us he or she is coming and to get a character all set.

So, get out there and recruit! Include your friends in this activity that is special to you. The staff will love you for it.

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.*

MAGESTRY'S BEST OF 2009

The winners were chosen by votes from both PCs and staff. Not only did they get a snazzy certificate (made by Miss Amanda Mooney), they also received 10 skill points for being the Best of 2009! Congratulations!

Rookie of the Year: Mike Blackmer	Runners-up: Brian Swedis, Liz McMullan
Best Role-Player: Art Cote	Runners up: Myk Meyer, Anthony LaRosa
Best Boffer Fighter: Whitney Sternberg	Runners up: Paul Dabkowski, Johnny LeBlanc, Mike Faulk, Pete Dey
Most Fun PC to Fight: Jeff Mitchell	Runner up: Casey Pastore
Most Fun NPC to Fight: Paul Dabkowski and Angela Jacobs	Runners up: Mike Faulk, Pete Dey
Favorite Villain: Byron	Runner up: Pete Dey's Nah Zah Rin, Morkanthos, Rakesh
Best Costume: Mark Vadney	Runners up: Liz McMullan, Dawn Coolidge, Amanda Mooney, Karen Hobbes
Best Puzzle Solver: Jarad Demick	Runner up: Ed Kaine
Best Props: Bryan DeJoseph	Runner up: Jarad Demick
Best Living Space: The NPC Loft (??)	Runner up: Bryan DeJoseph
Favorite NPC: Erin Gilbert	Runner up: Pete Dey
Most Feared NPC: Angela Jacobs (specifically the Banshee)	Runner up: Pete Dey
Favorite Plot of '09: Saving Luther- Written by Pete Dey	Runner up: Making Majento Shovel- Written by Mike Faulk

YOUR AD COULD BE *HERE!!!*
REMEMBER TO SEND YOUR
SUBMISSIONS TO
Newsletter@Magestry.com
DEADLINE IS ONE WEEK
AFTER THE END OF EVERY
EVENT!

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***

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.

Thank you to everyone who donated items last game. It really helps to keep our costs down for the game.

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

A list of other 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."

Thanks in advance!

Address Changes

Please inform Magestry of any address changes that you experience: home address, email address, phone number, whatever. Please remember to keep your information with us current so we can continue to bring you the important and not-so-important news about Magestry. Remember, we're your family, whether you want us or not, so keep in touch.

PDabble Games

PO Box 1037
Middlebury, CT 06762

MAGESTRY'8 Next Event is
March 26-28, 2010

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if ***received*** by March 19th) 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

March 26-28, 2010 (Chesterfield)

April 16-18, 2010 (Chesterfield)

May 21-23, 2010 (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