



THE MAGESTIC MESSENGER

The official newsletter of the Magestry Live Action Role-Playing

Reapingdusk 120 (October 2010)

Volume 8, Issue 7

BREWERS GONE MISSING! KING'S AUCTION DELAYED!

The disappearances of Brewmistress Vintna Nalley and her apprentice Remkorminzazorak caused quite a stir in Point Edgar on the 25th day of Harvestwane. Brewmistress Nalley was expected at the King's palace at around 5 bells in the evening, but neither she nor her apprentice showed up at all that evening. The King's auction and feast was delayed by nearly two bells as representatives from the Brewers Guild began looking for the tardy brewers in order to start the auction. When neither of them could be found in the city, Brewmistress Amber Glass was asked to the castle in order to run the King's auction.

As Brewmistress Nalley and her apprentice were last known to be in the town of Elmerton running the Tradesmen's Auction, several representatives set out to search the town. However, upon arriving at the Lav'Endros manor house that night, they were informed that the pair had left for Point Edgar many hours earlier, after the Tradesmen's Auction had ended. A quick walk through the town found it emptied and silent and the representatives stepped back through their portal to Point Edgar. The next morning as the magestream illuminated the walls of the King's castle, a breathless messenger delivered a message sealed with blood-red wax and imprinted with an unknown seal to the Brewers' Guild. The following message was within:

"To His Majesty King Adamar Brighthand; my Colleagues; Dear Sirs and Ladies,

First and foremost, I wish to apologize for my absence at the Auction last night. My delinquency, while not within my control, is inexcusable. It is my dearest hope that you were able to find a suitable replacement for an auctioneer and that the auction itself was a success. I hope it pleases you to know that both my apprentice and I are safe and are awaiting our return to Point Edgar as soon as it is convenient to our host. A response to this missive is strongly discouraged, and our host assures us that we will be well taken care of.

Yours,

Brewmistress Vintna Nalley "

Information regarding the whereabouts of Brewmistress Nalley and Remkorminzazorak should be sent to the Brewers' Guild in Tradegate

To all residents of Elmerton: Let it be known, by declaration of Samson, that

- A new noble house has taken up the duty of protecting Elmerton and ensuring its continued success.
- Solun has been appointed Magistrate by our new noble lord, and in his name will preside over all citizens of Elmerton for the betterment of the land.
- Rakesh is as of this moment stripped of all noble title and powers in the lands surrounding Elmerton. Any who are found to follow his commands will be subject to censure as dictated by the local Magistrate.
- Samson has been granted by Magistrate Solun the authority to preside over all matters of Nature in and around the domain of Elmerton.
- Osiris has accepted an advisory position to Solun and will provide counsel on all matters.
- Bastion has been appointed to assist Solun in any matter involving punishment or carrying out the Magistrate's law.

In the Service of Nature

By order of Samson no one is to assist or collude with the beings known as the NaZaRin. They are known to be creatures from another dimension that seek the destruction of Nature and feed off of its essence, and as such are anathema to the world of Magesta. These creatures are known to be capable of controlling minds and influencing emotions, as such any person who feels they are not capable of resisting such influences are expressly forbidden to be in the vicinity of these creatures. If a person is thought to be controlled by them they are to be subdued by any means necessary. creatures will be subject to penalty as determined death.

Furthermore let it be known that the Raziel the Dazzler, anyone who is found without permission from The Dazzler will be subject

The creature known as Mama has claimed interact in a positive or negative way their own risk. It is advised that a course of action weigh carefully If anyone has concerns or further need attention please bring them up

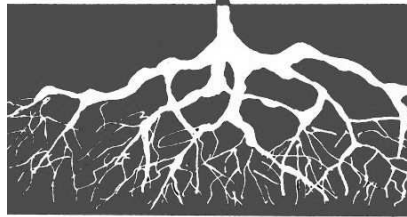


Any person found to be willingly assisting these appropriate by Samson. They will be pressed to

area known as Green Shadow is the domain of harvesting any form of material for the area to penalty as determined appropriate by Samson.

domain in the Southern Woods. Any who wish to

with her or her servants may do so at anyone not prepared to commit fully to their position before taking action. comment on matters of Nature that to Magistrate Solun or Samson.



Contest!

Eko purchased a shield that everyone can use (even if you can't use a shield you can use this one- that is how awesome Eko is) but he needs help with the picture on the front. Contest rules below:



-Artist credibility
- Eko's friendship (but everyone has that, except the turnip DOD who stole Eko's gems)

- 5 copper pieces

- A profound lesson in your

choice of Psionics 1-5

- You get to name the shield (Best thing ever!)

- Create an image, design, color pattern, etc for the shield and give it to Eko by the 30th of Reapingdusk on Wakingday.

Selection will be made during the winter. If your idea for the shield is selected you will win the following:

Everyone will be welcome to use the shield once it is created, please help make sure it looks super cool with a twist of awesome!

Yay Elmerton,
Eko

GARLAND OF PROJECT: DEADMAN HAS BEEN SLAIN!

THE WORLD CAN BREATHE A LITTLE EASIER!

A great battle took place last evening involving the heroes of Elmerton and an agent named Teagen from the Sons of Alaric against Garland of Project: Deadman. It seems that Garland was attempting a ritual that would make him an Overworlder. Thanks to the efforts of Elmerton and a special agent who did not wish to be named they were able to stop Garland from performing this ritual. The special agent did his part by first defending a small hamlet called Sarah's Run just west of Elmerton and then by killing a necromancer and stopping an empowerment ritual he was performing. As he was breaking up the ritual, the heroes of Elmerton were fighting their way through a castle that Garland took over. After fighting their way through hordes of perfects and even a gargoyle, finally they reached a chamber where Garland, his bodyguard, and 2 necromancers stood in a magic barrier that only the dead could enter. Garland was ranting and raving about becoming an Overworlder and Project: Deadman taking over the known world and then attempted to complete his ritual by having the necromancers kill themselves as he chanted in a strange language. It may have worked if not for the efforts of the special agent in Sarah's Run. The ritual failed and Garland became enraged, ordering his bodyguard, who then revealed himself to be a demon, to attack and kill all of Elmerton. A strange energy then pulsed through the castle and all of the recently defeated Perfects jumped up, completely reinvigorated, and began a second assault.

Teagen, fearing the portal she had to open to get to the castle may close before they could win the fight, coaxed the heroes to retreat back to the portal so they could return to Elmerton. As the entire town jumped out of the portal, Garland, the demon and his undead horde also jumped through it just as it began to waver and finally close. Elmerton stuck together and worked as a unit beating back the undead horde until only Garland and his demon bodyguard remained. Garland mocked the heroes throughout the attack, unleashing horrible spells that injured or killed the brave warriors, as his demon raged on, cutting down everyone in his path. The battle raged on as the heroes slammed the demon and Garland with many blows, but it seemed that no matter what they did to Garland, he could not be hurt. He seemed to take delight in this fact taunting them further and causing many wounds that made more than a few people drop to the grass unconscious and bleeding. Still the heroes pressed on and fought even harder.

Teagen did her part by healing as many of the heroes as she could, even bringing one back from the clutches of death itself. Still they pressed on and then finally it happened: After many powerful blows, the demon dropped to its knees and crumpled to the ground.

Garland tried to escape, but was tackled by Rakesh the Magistrate and local smith of the town. Rakesh pinned Garland's arms and legs behind him in a grapple and flipped him over with his chest facing the sky. The heroes of Elmerton then set upon the now exposed and vulnerable necromancer. It seemed as if the whole town, enraged by this man, wanted to extract their revenge and they received it. They began to rain many savage blows on Garland's body. It was a group of at least ten to thirteen that were all stabbing hacking and cutting into him until finally he stopped moving and was bleeding out before their eyes. I was not able to get the name of the person who finished him off but after he spoke a few words to Rakesh, who still held onto him, a blade was then slammed through his body. A great cheer then arose: Garland, who had brought pain and death to thousands, was finally dead; his version of the blight on society known as Project: Deadman would exist no more. I have been to many places and have seen many battles but I have never witnessed this sort of courage anywhere. Elmerton is still the true town of heroes and the Sons of Alaric are very lucky to have them at their side. There is still one called Sebastian that has his own version of Project: Deadman and he and his creations still desecrate the land with their existence. If I was him however, I would keep a steady watch on my back, for the heroes of Elmerton and the Sons of Alaric aren't just ready for a fight; they are ready for war.

~Hector Brancroft: Traveling Scribe

Elmerton Under Siege!

They stood so still, I could have sworn they were statues: I was on my way into the queer little town of Elmerton when my donkey refused to go any further. He stopped and dug his hooves into the earth, braying to wake the dead. Nothing I did or said could persuade him to go any farther. Cursing under my breath, I ventured forward to see what could be causing this delay, and nearly ran into one. A tall, armored man with a strange metal mask on his face barely spared me a glance before turning back and facing the town. I stepped backwards, only then noticing the other creatures that kept the same silent vigil over the town. I watched, half-hidden in shadows as hideous creatures joined their ranks: Werewolves, shadows, ogres, and countless other creatures slunk into the circle surrounding the town, armed to the teeth. Not one of them spoke a word. Not one of them took notice of me. They stood there for hours simply waiting, neither eating nor drinking, and without any signs of wearying, their ranks slowly growing in numbers. As the Magestream lightened the skies along the eastern coast of the lake, I made my way back to my donkey and packed up to head straight back to tell the Countess Windlock what I had seen. They have still not moved and their numbers keep growing. Elmerton has seen many battles, it is said, but if this terrible army decides to attack, I am not sure that the town will survive.

Dear Brave Souls of Elmerton:

I cannot thank you or congratulate you enough for your actions. Garland was one of the biggest threats this world has ever known and in his position as one of the heads of Project: Deadman he has slaughtered thousands, corrupting their very souls. They cried out for vengeance and as Elmerton has always done, you answered their call. I am sorry I could not fight along side you; the wounds I sustained in the earlier ambush coupled with the wounds I have never let heal from earlier battles finally caught up to me. I nearly died the night of your great victory over Garland. I have healed now, however, and I am ready to finish this. Garland is dead thanks to you all and now it is time we end Project: Deadman once and for all. We are, at the moment, searching for Sebastian. Once he is found we will call for your help once again. I hope you join us in removing Project: Deadman's very existence from our world. Teagen told me she has never seen any group of people fight so hard and display such acts of courage. All I could say to her was that outside of Elmerton you never will again. Time and time again as a group you have proved yourselves as the finest group of heroes on Magesta, all I ask is for you to fight alongside me one last time. With the town of Elmerton and the Sons of Alaric working together no one, dead or alive, will ever be able to defeat us. Thank you all once again.

Brandal Mcconnel

General of the Sons of Alaric

DRAMATIC TASTING AT THE SWORD AND TANKARD!

If any of the one hundred and twenty amateur brewing competitions have ever been as dramatic as the latest event in Battlekeep, I'd give a Magestic piece to have seen it! Spirits were high (and being gleefully imbibed) on Wakingday the 25th as amateur brewers from all over Irvanshire meekly submitted their finest creations to Brewmaster Lonnigen, the master of ceremonies, before the judges arrived.

The doors to the Sword and Tankard swung open, eliciting a cheer from the tavern's patrons, and the judges took their seats and prepared their finely tuned palettes for the tasting to commence with a scrumptious looking plate of breads, fruits, and cheeses. One by one, recipes were read and samples distributed. But my friends, the *real* excitement came about half way through the tasting as one judge (and poor brewer) had an unexpected surprise.

The center judge had barely put the tasting glass to his lips before the front row of spectators were sprayed with a fine mist of spittle and mead (which was that round's submission). A look of utter disgust passed the judge's face, as if he had just sampled a glass of muddy water. The newly titled Sir Goodreaux, renowned chef, beckoned to the server (who was wearing his finest linen shirt for the occasion) to wipe his chin on the poor lad's garment before scolding the boy for bringing him, and I quote, "*what must have been orc's piss that had been left in the sun for a month prior to being filtered through a troll's soiled loincloth.*"

As the noble continued to contemptuously berate the server while at the same time continuing to make scalding remarks upon the brew and it's maker, the face of a brewer in the front row by the name of Ace Meeker turned a deeper and deeper shade of red. After what seemed like five minutes of the insults, Meeker let out a scream of anger and clumsily leapt from his bench and hurled himself towards the judge's table. Ace drew a small knife and wildly swung at Sir Goodreaux howling a stream of incomprehensible curses at the master chef. Within a few moments, after a few of his strikes penetrated nothing more than magical armor, Meeker was restrained.

In the days that followed, poor Ace Meeker was sentenced to a year's imprisonment on the charge of assaulting a noble. When Sir Goodreaux was asked to comment on the sentence he remarked "*That boy has *passion* for his brew. It is what brewers and chefs these days are sorely lacking, and I admire his spirit and dedication! I hope the time in his dank cell richens that zeal for comestibles as fine wine ages in a cellar. Clearly the charges I brought against him will stand, but I do have high regards for such fervor. Now he just needs to learn how to actually brew.*"



Citizens of Elmerton,

The Sun-Born Daughter of Moon, Fae-Wife to the
Gloaming, the Tender Flame, Seeker of the Igst, the Dusky-
Eyed, Her Majesty, Queen Ieanhaun of House Tierian

craves Your presence at a ball held in honor of her arrival on the 30th day of
Reapingdusk in this, the 120th Year of Your Age of Fortune. The ball shall be a
formal, masked affair and You are encouraged to bring Your own masks. However,

Her Majesty has a generous heart and shall provide for those unable to attain one
themselves. Dinner shall be served during the course of the ball, and there shall be dancing
as well as an opportunity to amuse Her Majesty with stories, songs, dance, and any other
types of entertainment. Whomever the good Queen finds most amusing shall receive prizes as
are befitting such a competition. Her Majesty's attendant, Solun the Honey-Tongued, will
arrange the competition in these days preceding the ball. If You wish to enter please make
Your arrangements with him.

Her Majesty, Queen Ieanhaun Ravenfire, awaits this celebration with tremulous
anticipation and desperately yearns to meet You.

Scribe in Her Majesty's Service,
Fidget Moonshift of House Tierian



VAMPIRES IN ELMERTON!

EARLIER THIS MONTH, A POWERFUL VAMPIRE NAMED LORD MORDETH ATTACKED THE MANOR HOUSE OF LAV'EN'DROS NEAR ELMERTON. HIS MERE PRESENCE EXUDED FEAR, AND WITHIN A MATTER OF MINUTES, EVERYONE WITHIN THE BUILDING HAD BEEN KILLED AND RAISED AS AN UNDEAD CREATURE OR MINOR VAMPIRE. HE THEN ATTACKED THE TOWN ITSELF, BUT WAS NOT ABLE TO KILL AND CONVERT THE HEROES OF ELMERTON AS HE HAD INTENDED.

THANKS TO THE EFFORTS OF HOUSE LAV'EN'DROS AND THE BANTA KINSWAE, WORD IS SPREADING TO NEARBY FARMS AND TOWNS ABOUT THE LATEST PROBLEM TO ARRIVE IN ELMERTON. WHILE THE VAMPIRE HAS SOLIDIFIED HIS HOLD ON THE HOUSE, EVEN APPOINTING A NEW MAGISTRATE AND DEPUTIES FROM THE TOWNSFOLK OF ELMERTON, MOBS OF FARMERS HAVE BEEN ROUSED TO ACTION AND ARE WORKING WITH THEIR LOCAL GUARDS TO PATROL THEIR COMMUNITIES.

RUMORS SUGGEST THAT THIS VAMPIRE IS DRIVEN TO ATTACK NOBLES AND PEOPLE IN POSITIONS OF POWER. PERHAPS THE DISCIPLES OF DISSENTION HAVE FOUND AN UNLIKELY ALLY, OR PERHAPS LORD MORDETH KNOWS THAT HE IS STRONG ENOUGH TO SIMPLY TAKE WHAT THE NOBLES HAVE AND USE IT FOR HIS OWN ENDS. THE ONLY THING THAT THE RUMORS AGREE ON IS THAT ELMERTON IS DEADLIER THAN EVER.

Mischief, Malice, or Magic?

Things have been going missing lately in the area around the Lakeshires. Small villages have been reporting livestock that seems to have vanished without a trace in the night. No tracks can be found of either the animal, or any perpetrator, in the areas around their pens. No unusual noises were noticed during the night, and no one has any idea what is going on. Some villagers have even gone as far as to claim that wild game has been so scarce lately that they too must be vanishing. "It aint like we're lousy hunters round here all the sudden; where there used to be herds of deer and elk for huntin, now there's barely any. We haven't even found a buncha carcasses either, like the herd was devoured by some giant beast. I tell ya they're just plain gone!" was a common tale among some of the villagers. "Even the rabbits and possum seem to be few and far between, my traps a'been empty for days..." Most of these complaints are for the most part ignored or dismissed by local magistrates, and this time they would have been as well were it not for one final and bizarre incident. One of the large ponds in the area is nothing more than a muddy crater now. "If that don't tell ya there's a giant around here fattening his belly and drinking his pleasure, than I don't know what does!" exclaimed one fisherman who seemed adamant that this was the result of a hungry behemoth. A further investigation seems to indicate that the water must have been drained into a large hole that was formed on the bottom. The swirled pattern of the lake weeds and mud makes this clear, but alas there is no hole to be found, not even one that was plugged. Authorities are baffled, and local mages are reaching out to guilds of magic and the Allegiant for an answer. "How are these people supposed to provide for their own survival now, even the fish and creatures of the pond are gone, except for a stinking few that rot and bake in the sun. With a lack of food and water in this area, the common man must now travel to the shores of the larger lakes, and contend with those who live there in order to survive the coming winter." Proclaimed one of the local mages. How indeed, and what is the cause of this bizarre chain of events? But more importantly, what is the solution?

After Many Years: A Princess Found!!

With great pleasure it has been announced that The Liberators, renowned adventurers have deftly fallen into yet another legendary moment. It was their intention to locate the captured Princess of Tol'Vair, having been taken recently on the night of her wedding. Using their great resources, they were able to locate what was but a rumor, of a princess being taken to Eddinburg. As most of Irvanshire knows, Eddinburg, being one of the most haunted places in the region, would be the perfect place to hide a kidnapped princess. The brave heroes went to the city, and before they knew it, had located a princess that was missing, however long forgotten. They had not found Princess Dominique, instead they found locked, in a dungeon low beneath the city, guarded by countless ghouls, ghosts, and other worldly horrors, the body of

Princess Deirdre Semely. Princess Semely was heir to the throne of a province of Sapshire, who went missing nearly 70 years ago. Tales were often told that dragons or demons were her captors. However, the Liberators solved this mystery as well. Hidden in the chamber with her corpse was the last words she ever recorded. In this, she told her tale, and confirmed that her brother had arranged her disappearance. In the event, he became overcome with guilt and would not strike her dead, instead confining her to her deathly prison.

Members of the Sapshirian nobility have prepared a feast in honor of the Liberators, thanking them for solving a dark part of their nation's history. The Liberators have respectfully declined the offer until after the Princess Dominique has been located and is brought back to safety.



Trading Post Items for Sale

Located on the hill above the tavern
Open Daily: 10am - 11am and 5pm - 6pm
Special orders and rush orders available



Potions	Num	Price
Cure Wounds 1	12	1 silver
Cure Wounds 2	4	4 silver
Fearlessness	2	6 silver
Feat of Strength	4	3 silver
Vial of Ink (6 pages worth)	4	5 copper
Literacy	q1	3 silver
Neutralize Poison	4	8 silver, 5 copper
Psychic Weapon	4	8 silver, 5 copper
Remove Disease	4	6 silver
Spell Immunity	4	12 silver
Spiritual Weapon	4	8 silver, 5 copper
Stabilize	12	6 copper

Scrolls	Num	Price
Bestow Magic	1	8 silver
Blank Parchment	10	5 copper
Control Elemental, Level 10	1	12 silver
Resurrection	1	15 gold
Stone to Flesh	1	15 gold
Turn Undead, Level 10	2	3 silver, 5 copper

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

Feed me and I live, give me a drink and I die. What am I?

This is as light as a feather, yet no man can hold it for long. What is it?



Has a friend or loved one passed onto the spirit realm? Do wish for them to be purified before they are laid to rest? If so please feel free to contact Eraku in Elmerton. I will see to it that your loved one finds the rest he or she deserves.



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!

Donations! Donations! Donations!

If you all are looking to spend time or money this season, the staff has A BUNCH of requests for donations.

We need:

- o zombie and skeleton masks
- o scarring make-up (rigid collodian)
- o wigs (of normal hair colors)
- o glowsticks (6"-8" sticks, or the thin bracelets)
- o **Candy/snacks for NPCs**
- o liquid latex
- o hats / hoods
- o **Baby Wipes**
- o **Alcohol swabs**
- o Bows
- o arrows
- o elf ears
- o black sheets
- o short sword and long sword boffers
- o unarmed boffers
- o dagger boffers
- o pouches with straps (to sling over the

Please email Angela at Donations@Magestry.com with any interest or questions. Thanks in

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.

**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.

**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!

MAGESTRY'S Best of Harvestwane '10

Here are our picks for the best of the September 24th– 26th, 2010 event:

This month's **Best PC** was a hard one to choose: we saw some outstanding role-playing from so many of you this weekend! However, we are pleased and proud to announce that this event's award goes to **Casey Pastore** for his impassioned performance as **Osirus Mesmirum**. Having had Casey at our game for so long now, we have come to expect great things from him. This event, however, he really showed everyone what he is capable of. His willingness to include everyone, paired with his fantastic role-playing, and enhanced by his extremely helpful attitude (both in and out-of-game) really made him shine. Thank you, Casey! Congratulations!

This month's **Best NPC** is going to one of our newer NPCs, **Eric Bright**. Eric impressed us this weekend with his on-the-go attitude and his willingness to be out in game as any number of different people/creatures. We also noticed that he did a fantastic job in every role he chose to take on, be it barbarian or orc, elemental or angry farmer. We were very grateful to have him at the game and are looking forward to having him back again. Thanks, Eric! Well done!

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
October 8-10, 2010

At Chesterfield Scout Reservation in Chesterfield, MA

The fee for the next event is \$60 for PCs (\$55 if ***received*** by October 1st) 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 2010 Event Schedule

October 8-10, 2010 (Chesterfield)

October 29-31, 2010 (Chesterfield)

Registration Forms, Waivers, Medical Forms, and a free downloadable copy of the **Player's Rule-book** 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 the South: Take I-91 North to Exit 19 in Massachusetts. Stay straight on the Route 9 Truck Route (Damon Road becoming Bridge Road) for 3.3 miles before taking a right onto Route 9 West. Stay on 9 West for 5 miles, going into Williamsburg, and then 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