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# Whispering Runes

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## ANNUAL BANQUET!

Greetings, Fellow Gamers! I hope everyone had a safe and happy Holiday Season!

This year is the 15th anniversary of the Dallas Chapter of IFGS, and the New Year will be getting off to it's usual excellent start with the 2004 Annual Banquet! The Annual Banquet is BY FAR the best deal in the LARP world: because for the meager and paltry sum of \$20, you get all of the following:

- Your 2004 Annual IFGS membership fee,
- The game fee for the mini-game "Midnight Shuffle",
- And a fabulous BBQ lunch!

BUT WAIT! THERE'S MUCH, MUCH MORE! You get to see old friends you haven't seen in ages! (Or since last year, anyway.) You get to meet NEW friends! You get to play in the cool mini-game and beat up on hapless NPCs! You get to examine the Knighthawk Armoury line of products!

We are NOT, repeat NOT holding the Banquet at the Audubon Rec Center for the simple reason that it is closed for renovation until mid-spring. Instead, we will be located at the Bradfield Recreation Center in north-east Garland.

### ANNUAL BANQUET SPECIFICS:

Date: Sunday, 25-JAN-2004

Time: 11:00 am - 5:00 pm

Location: Bradfield Recreation Center

1146 Castle Dr

Garland, TX 75040

Cost: \$20

Lunch: BBQ, included

Mini-Game: "Midnight Shuffle", included

Game Flyer: <http://www.dallasifgs.org/flyers/Flyer-2004AB.html>

Please note that the game flyer includes a link to a Yahoo map showing how to get to the Bradfield Recreation Center. We hope to see you there!

*Happy Gaming!*  
Olan

## PRODUCTION "THANK YOUs" for CRYSTALS OF NEED

I want to thank everyone that came out to Crystals of Need last Saturday. That game was my first shot at producing and I do believe that without that positive attitude, creativity, and dedication to a gaming system we all favor it would not have been the enjoyable experience I've heard that it was for both the PCs and the NPCs.

Personally I was a deer caught in headlights that day and I owe a great debt of gratitude towards my staff: Alex Goodpasture, John Jones, Joe Dimatteo, and the GM's Alan Shepard, Kevin Haliburton, & Pat McGehearty who were truly responsible for the running of this game. I could not be more pleased with the performances of the NPC's and I'm most grateful for those that showed up on a whim and/or brought more people with them - such as Andy Moon, Arin George, and particularly Michael Whaley who dragged people down all the way from Norman. After this event I only hope that I can be as much help to our neighboring chapter in Norman, as they provided many people for the game - including a complete PC team with less than a weeks notice.

Gordon Griffith wrote Crystals of Need to immerse the PC's in an adventure of misadventures in worlds beyond the craft of our hands, but not of our minds. The LM's Danny Berry, Chris Wright, Marcus Hayes, Matthew Kline and their teams were superb heroes in a day of mired communication and perilous enemies.

I apologize for not thanking those that helped tear down and return props to the shed as I had to get an NPC home, but I truly do thank all of you. When I came back to unpack the encounter boxes, I found the shed in better condition than when I'd started.

I have taken some inspiration from everyone I've met in this organization, as I'm sure most all of us have, so it is everyone who deserves thanks for Crystals of Need.

*Mark Venable*  
*Grateful First-Time Game Producer*

## Crystals Of Need - Bank Report

Now THAT was a fun little game! Only four hours in length, it combined an excellent storyline, some mondo fighting, great special effects, and one HECK of an ending! In addition, the final plot twist prompted several teams to consider suicidal behavior! Those of you who were there know EXACTLY what I mean! Fortunately, common sense finally prevailed (at least on our team), though not without some serious consideration of the alternatives! :)

It was great to see some old faces, and it was equally great to see a whole bunch of NEW faces. Welcome back from Beyond Eternity, Dan! Everyone did an excellent job! Here are some personal highlights and remarks from our team:

1. Villainous and vile, we love you David even if you were intent on your holiday log! The new NPCs, including Jason Koesters, were great!
2. The translation team of Rama & Student were AWESOME!
3. Rick was all powerful. Again.(Talk about type casting! :))
4. Thanks for kicking our heinies all over the clearing, Jeff! We needed that. But I really wanted that rug! And Bob! OMG, ROTF and LMAO - that was marvelous!
5. Drew was WONDERFUL as the Twizzle, and Eric stomped all over the team effortlessly. As usual.
6. Molly, I think you know just how close you came to having to wax our entire team! And I hear that we weren't the only team with whom you had that consideration! VERY well played! :) It was funny, funny, funny!

### GAME RATINGS -

Overall 8.0

Design 7.7	Logistics 7.9
Mental 6.2	Physical 6.1
Fighting 7.3	Risk 6.7

### BEST OF's - PCs Vote For NPCs

Roleplaying:

1. Jon Jones as Bob (the bodiless)
  2. Arin George as Rama & Sabrina Hames as The student
  3. Drew Oliver as Twister (the Wind creature)
- Honorable Mention: Andy Moon as The Ent, and Molly Hollern as Justin

Costume:

1. Andy Moon as The Ent
2. TIE: Jeff Brewer as the Water Elemental and Eric Schnurr as the Wind Elemental
3. TIE: Rick Peterson as the Fire Elemental and Drew

Oliver as Twizzle (the wind creature)

Monster:

1. Eric Schnurr
2. Jeff Brewer
3. Rick Peterson

Humor:

1. Andy Moon as The Scottish Ent
  2. John Jones as Bob The Bodiless
  3. Arin George and Sabrina Hames as Rama & The Student
- Honorable Mention: Drew Oliver as Twizzle

Fighting:

1. Eric Schnurr (hands down, it wasn't even close)
2. Jeff Brewer
3. Michael Whaley

Special Effect:

1. Bob (no contest, this was the clear-cut winner)
2. The Plants Attacking
3. When the Fire Elemental created the Crystals

### BEST OF's - NPCs Vote For PCs

Roleplaying:

1. Olan Knight as Vlad Goodheart
2. Danny Barry as Niccolo
3. TIE: Taryn Cox as Sara Moon and Marcus Hayes as Dee Cup

Costume:

1. Taryn Cox as Sara Moon
2. Marcus Hayes as Dee Cup
3. Matt Kline as Firewind

Monster:

1. Marcus Hayes as Dee Cup (Absolutely! Well deserved.)
2. TIE: Brian Hense as Crack Up and Mary Hayes as Asea

Humor:

1. Taryn Cox being blown around by the wind
2. Sean Payne running out of steam

Fighting:

1. TIE: Dan Carr as Sivan and Matt Kline as Firewind
2. Olan Knight as Vlad Goodheart

Special Effect:

1. Bob The Bodiless

*Happy Gaming,  
Olan Knight  
Registry Chair*

# International Fantasy Gaming Society Dallas Chapter June and July 2003

## Sanctioning Committee Game status

### Sanctioned:

Game	Writer/Producer	Level	Run Date	Committee	Status
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### Sanctioning at Work.

Game	Writer/Producer	Level	Run Date	Committee	Status
Punishable by Death	P.Coley	2-4	TBD	Amy C.	Submitted
A Small Matter	P.Coley	2-4	TBD	TBD	Submitted
Untitled	M/B. Magness	TBD	TBD	P. Coley, A. Coley	Submitted

## Calendar Of Events

Game	Chapter	Author/Producer	Levels	Type	Date
Annual Banquet	Norman	L. Gilles	All		Jan. 17, 04
<i>Annual Banquet</i>	<i>DALLAS</i>		<i>All</i>		<i>Jan. 25, 04</i>
Mage of Shadows,	Norman	Jeremy Storm	Levels 3-4	Major	Mar. 27-28,04
All's Fair in Love and Chaos	Norman	Michael Whaley	Levels 6-7	Major	May 15-16, 04