



The Whispering Runes

VOLUME 1 ISSUE 3

OCTOBER 2008

President's Column

Our illustrious president was otherwise unavoidable and completely occupied and as such we can forgive this lapse in duty in performing such a mundane and boring task..... Or the editor forgot to ask him for one.

Either way Happy Gaming!!

TW3 Game Wrap-Up & Appreciation

To all The Staff & NPCs of TW3:

The game "Thulcandra's Wizards" went off without a hitch, thanks entirely to you! We were short of NPCs, but we had enough to staff each half of the game AND still meet our basic staffing needs! I truly needed each and every one of you, and I sincerely appreciate you coming out to help make the game run. It literally could not have run without ALL of you!!!!

Though I have sent a personal "Thank You" note to each of my wonderful staff and NPCs, I want to publically acknowledge each of their contributions to the game officially express my gratitude!

David Spence, Greg & Tina Cox -

Thank you for bringing yourself, a bunch of PCs, and other NPCs to the game. When the possibility of running this game was first oh-so-tentatively proposed, you guys jumped on the bandwagon immediately, and enthusiastically supported the game!

Greg Cox - Awesome job as Leaf, the fruitcake Cleric in the woods! More than one PC commented on your wierd and wonderful take on reality!

Tina Cox - Many thanks for your enthusiasm, for being one of the sneaky Thieves in #4, one of the nasty Quer'Shatta in #6, and for helping out in #10 as Cassandra - you evil Mage, you!

David Spence - Thank you for your enthusiastic support with the game, for hauling everyone to and from Weatherford, and for help with the set-up.

Greyson Cox - Thank you for helping with set-up, for being one of the nasty Thieves in #4, being a very dangerous Quer'Shatta in #6, and for being one of the undead wraiths in #9! Awesome!

Tom Paul Grissom - You were the first person to volunteer to NPC, and you were MARVELOUS! I would have never thought about using the second bottle in encounter #4, and that REALLY upped the ante for the PCs! :) Thank you for being one of the Thieves in #4 and one of the Magicians in #10!

Seth Bush - You were the second person to volunteer to NPC, and you were wonderful! Thank you for being one of the dangerous Quer'Shatta in #6 and for being one of the minions of Evil in #10! I hope you enjoyed it as much as I did! :)

Danny Barry - Thank you SO much for NPCing! Your sweet, charming, gentle personality was perfect for putting those Kill Daggers in the backs of PCs in #4! Being 9 feet tall helps with the intimidation factor, as well! Thank you for being one of the Thieves and for being one of the Undead in encounter #9.

Robert Armbruster - You were one of my two super-NPCs! Thank you so very much for your immense contributions to this game! After sanctioning the game, you then showed up early and jumped right in on encounter construction! Awesome! And then you were one of my GMs, and THEN you helped with tear down. OMG, thank you for everything!

Joe Dimatteo - Thank you for sanctioning the game and helping with setup, then being one of the GMs. You were great and I very much appreciate it!

Pat McGehearty - You were the other super-NPC! You got the water bottles sanitized and reay, the Safety kit set up, the radios charged, you were at the game site early, handled check-in, Safety, became the WD at the last second, handled all medical issues throughout the day, handled check-out, and then helped tear down! Awesome!

John Jones - The rock. Thank you so much for all of your help in setting up the encounter boxes, for transporting the props, set-up of the game, NPCing as one of the Quer'shatta in #6, tear-down, hauling everything back to the shed, then breaking down the encounter boxes and restoring the shed to perfection!

Chris Wright - The fabulous! You brought out not only yourself, but Mike and Jenny as well and TRULY helped to make this a memorable game for the PCs! Your Dainga in #2 was fun and everyone talked about the Golem in #7! Then you helped put the "Eeeee" in Cubie for #8! Your sound effects as Cubie #1 were great!

Mike Wright - Thank you so much for coming out to help NPC the game. You were a great Dainga in #2, a superb Quer'Shatta in #6, and a wonderful undead warrior in #10!

Jenny Wright - Thank you so very much for coming all the way from Austin to NPC! I cannot tell you how much I appreciate it! You were great as one of the Dainga in #2 and superb as one of the undead wraiths in #9. Then you made a lovely sacrifice in #10! All in all a good day, I'd say! :)

I certainly hope to see Jenny and Mike back as PCs, as well as NPCs, next year!

Lloyd Macmann - Thank you SO much for taking time to come out and NPC! You were a great Dainga in #1 and one of the fun undead in #9! Man, I could not have done it without you! Thank you again!

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Cont....

Amy Coley - Multiple blessings on you for agreeing to come out and help at the last minute. Your Justin was PERFECT, and by you and Paul showing up it gave us JUST enough NPCs to make the game happen cleanly! Thank you again!

Paul Coley - Again, I bestow multiple blessing and personal thanks for coming out at the last minute and GMing for me! I cannot TELL you how much I appreciate it, but I can tell you just how much I needed your help: A LOT! Thank you yet again!

Nathan Tryon - Thank you for helping with tear-down, and especially for helping break down the encounter boxes and restoring the shed! Way cool and most appreciated!

We also had two people drive all the way from Norman, Oklahoma just to NPC in the game! They have my deepest gratitude for making that long drive to support the game!!!!

Leslie Gillies - Many thanks for your wonderful portrayal of Anzar The Merchant in #3! I heard from multiple PCs about your charming description of your "hand collection", which I am sure helped keep those sneaky PCs in line! And thank you for being Cubie #2 in #8!

Michael Whaley - Thank you so much for NPCing as the unstoppable Quer'shatta in #6, then being the giant undead axe wielder in #10! You exposed the PCs to a whole new level of pain and suffering! Thank you also for helping with the tear down!

I hope to see both of you again next year, and remember that I owe you both!

And finally there was one last NPC - ME!

Talk about extremely unusual: I got to NPC in my own game! Which was a lot of fun! I got to play the demon Thulcandra with that wicked cool new costume! But the PCs were too smart for poor old Thulky and they waxed him good and proper!

To all of you who helped make the game happen and happen do memorably for the PCs: THANK YOU THANK YOU THANK YOU!!!! I sincerely appreciate ALL of your help! I hope I can return the favor in the near future!

Very Sincerely,

Olan Knight

Game Designer



Greetings To All!

"Thulcandra's Wizard's" went off on Saturday, 04-OCT-2008 without a hitch! The weather was perfect, unlike the first scheduled date where we had hurricane residue all afternoon long! Pat McGehearty called me on the Friday before that date when I was setting up the course as much in advance as possible, and he talked me into postponing the game. Now, it took some effort on his part, mind you, but he did persevere and the game was rescheduled.

I think that we can all agree that we chose....wisely.

Meanwhile, we had three teams of mostly novice gamers who got to come out and experience their first true line course game! Though most everyone got beat up pretty good by the NPCs, every team completed their quest successfully and every PC walked off course alive! This was NOT a trivial accomplishment as the NPCs were highly skilled, and at times, extremely brutal. Congratulations to all three teams on a job well done and a reward well earned!

There were a couple of bumps and bruises that occurred during the day, and one person slipped and fell. Hard. Pat forced that team to go into downtime for an hour so that the player could recover. From what I heard and saw, that was the right decision. Basically Pat McGeheary, as our Safety Officer, was busier than any Game Safety Officer that I can remember!

The after-game party was a blast! About 35 people showed up at the Golden Corral at 6:30, had dinner, and told war stories until we finally broke up at 9:00 pm. We were loud and had a great time; it's a good thing we were in the reserved room!

I have thanked my NPCs and staff in a separate letter, but I want to reiterate those thanks here! No game runs without the NPCs and the staff, so please be sure to thank them the next time you see them!

It is very rare that a Game Producer gets to NPC in their own game. I was VERY fortunate in that by the time the teams hit the second half of the course, everything was done and I was able to play Thulcandra and show off that nifty new costume! :)

Here's how everyone voted:

Game Ratings by PC's:

Overall 9.0			
Design	8.4	Logistics	7.4
Mental	8.4	Physical	7.9
Fighting	8.6	Risk	7.7

Game Ratings by NPC's:

Overall 8.8			
Design	8.7	Logistics	7.4
Mental	7.3	Physical	6.7
Fighting	7.8	Risk	6.8

Greetings To All! cont'd

Best Of PCs (NPCs are voting for PCs):

RolePlaying

1. Rich Adkisson as Obamacain (Raver lite)
2. Nathan Tryon as Freddie Mercury
3. Marilee Grissom as Cristila - and - John Dorman as Thallin

Costume

1. Taryn Cox as Sara Moon
2. John Kaim as Isaac
3. Alyssa Phillips as Aedra

Monster

1. Nathan Tryon as Freddie Mercury
2. Marilee Grissom as Cristila

Humor

1. Nathan Tryon as Freddie Mercury with the Ring of Contrariness
2. John Kaim as Isaac doing a Detect Poison on the glass AFTER he drank
3. Ashley Miller as Lir trading in her rope for a dry vine from Leaf

Fighting

1. David Spence as Cristoff
2. Garrett Wright as Kazano
3. Justin Murphey as Beristan

Special Effect

1. Leaf (Greg Cox) marrying two PCs - The Gelatinous Cubes in the Pit - Thulcandra (Olan Knight) whispering in the ear of the praying Clerics
2. Johyn Dorman continuing the game after that REALLY nasty fall - (Goodonya, John!)

Best Of NPCs (PCs are voing for NPCs) :

RolePlaying

1. Greg Cox as Leaf, the mad cleric
2. Chris Wright, Jenny Wright, Mike Wright, and Lloyd Macmann as The Dainga
3. Leslie Gillies as Anzar the Merchant

Greetings To All! cont'd

Costume

1. Olan Knight as Thulcandra
2. Tina Cox as various NPCs throughout the day
3. Danny Barry as Thomas The Thief and the Swashbuckling Undead

Monster

1. Chris Wright as The Golem
2. Olan Knight as Thulcandra
3. Greyson Cox as one of the Unending Undead

Humor

1. Greg Cox as Leaf, the mad cleric
2. Chris Wright, Jenny Wright, Mike Wright, and Lloyd Macmann as The Dainga
3. Chris Wright as The Golem - Tom Paul Grissom as Richard the Thief -
Olan Knight as Thulcandra whispering into the ears of the Clerics while
they are praying

Fighting

1. Michael Whaley as the 6'7" Quer'Shatta and the axe-wielding undead
2. Chris Wright as The Golem
Greyson Cox as a Quer'Shatta and an Unending Undead
Jenny Wright, Lloyd Macmann, Danny Barry, Mike Wright as the
Unending Undead
3. Danny Barry as the Swashbuckling Undead

Special Effect

1. The Gelatinous Cubes in the Pit
2. Olan Knight as Thulcandra whispering to the clerics while they are praying
3. The Perfect Weather!!!!

I hope everyone enjoyed the game, and I hope to see all of you at "Shadow of The Witch" and again next year!

Thank You, Olan Knight

Game Designer

BOARD MINUTES

Minutes for Dallas Chapter meeting, Oct 4, 2008

Taryn Cox resigns as Newsletter Editor.

Board thanks Taryn for her service.

Paul Coley appointed as Newsletter Editor.

David Spence and Tina Cox resign from Chapter Board.

David and Tina thanked for their service.

Justin Murphey and Ashley Miller appointed to fill out their terms.

Elections coming up, John Jones, Patrick McGehearty, Justin Murphey, Ashley Murphy up for election.

Rich Adkisson elected at Vice President

Patrick McGehearty elected as acting President (still Sanctioning Chair)

Next Board meeting, Nov 8, 2008 at 12:00 noon at Olan's place

Olan Knight

531 Oakhurst Drive

Murphy, TX 75094-3808

972-979-8753



“Shadow of the Witch”

A Runelore game

Art work by Sarah Smith

Shadow of the Witch

A Runelore game

Levels 2-5 Rules 7.0

Fighting: High Mental: High Physical: Medium Risk: Medium

Saturday, November 1, 2008

NPC Check-in: 8am

Team 1: 9am

Team 2: 9:45 AM

Team 3: 10:30 AM

Tentative Location: Winters Park in Dallas

PC Fee: \$15.00

NPC Fee: \$5.00

The Lore Masters for the game are:

Chris Washington - ccub89@[REMOVED]hotmail.com

Rich Adkisson - adkisson@[REMOVED]rsn.hp.com

Nathan Tryon - ntryon@[REMOVED]tx.rr.com

“Shadow of the Witch” is the third game in the ‘Sevin’ series of games set on the island of Runelore. Lore is in the picture above; further lore will be given to the LM’s prior to game day.

Producer: David and Tina Contact: Tashlin@[REMOVED]charter.net

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Dallas Sanctioning Committee Game Status

<u>Game</u>	<u>Writer/Producer</u>	<u>Level</u>	<u>Run Date</u>	<u>Status</u>
Into The Woods	Courtney Miller	3-5	March 2009	Sanctioned
Knightshade	John Jones	**	Spring 2009	In Process

IFGS Websites

Newsletter Information

Editor: Paul Coley

Submission Addresses:

Email: paulcoley@comcast.net

Submission Deadline:

5 Days prior to last day of the month.

Dallas Chapter

<http://www.dallasifgs.org/>

National

<http://www.ifgs.org/>

Chainmail (National Newsletter)

<http://www.ifgs.org/chainmail.asp>

Note from the (new) editor:

I'd like to express my thanks to Taryn Cox for her past work on the newsletter and creating such a wonderful format that I have failed so miserably in attempting to duplicate. While I would like to blame my lack of appropriate and compatible tools, I suspect that is my distinct lack of creativity and skill is to blame.

Thanks again, Taryn!

My goal is to have the newsletter out by the last day of the month. I will gladly accept future submissions up to 5 days prior to that last day. I will be using OpenOffice 2.4 that will accept **** MOST **** Microsoft formats. As all always, Artwork, Pictures and personal articles are welcome.

Editor
Paul Coley