

The Whispering Runes

VOLUME 1 ISSUE 18

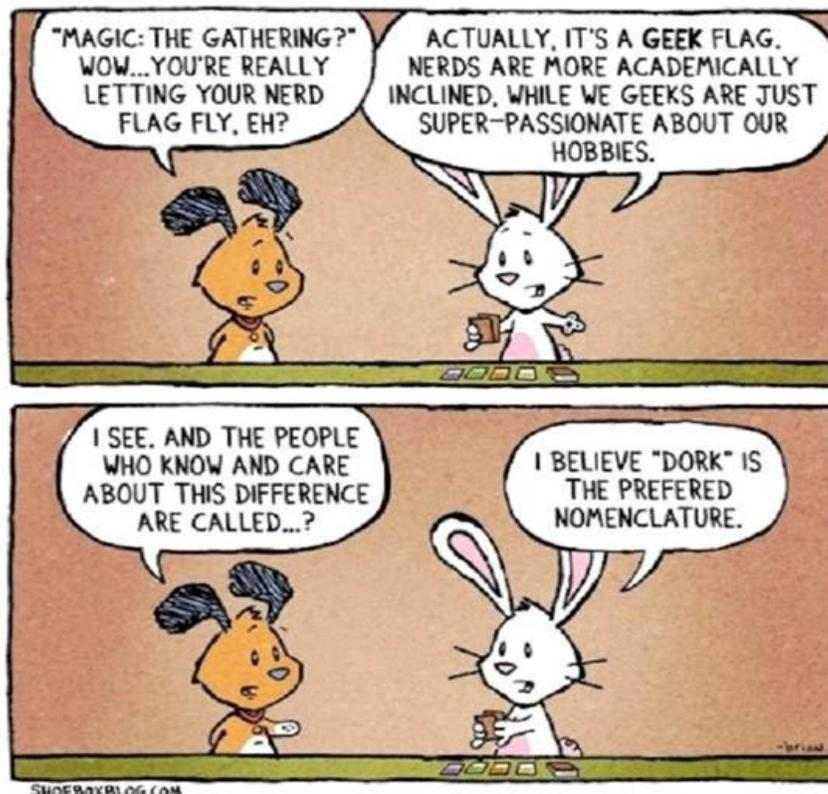
April – May 2010

Dallas President's Column for April 2010

Whew! It's been a busy month! The last game we saw was David Spence's "In the Shadow of Death" which wrapped up the series quite well from what I heard. The next game this month is the rescheduled City of Dust on May 22nd. Please show up so you can send Courtney off properly! This weekend we will see several members heading out to another skit performance for Dreamworks. We are going to be rather short-staffed this weekend and if we are invited to do another after this event, please send Olan an email if you are willing to assist. There is a weapons building event at Pat McGehearty's home shortly before A-KON's Fight the Knight. Again, if you are willing to assist, please send Olan an email. We don't want the same four or five people fighting for hours on end... I'm looking at you Justin Murphey.

See you next game.

Ashley Murphey



“Welcome to Xindhi” Bank Report

Two days of early starts, cold mornings, mammoth production and setup.

Two days of wonderful NPC's, an absolutely amazing script, and some of the best role-playing I've ever seen.

Two days of long encounters that stretched in the early evening, solving puzzles by flashlights and fighting by moonlight.

Two days of kick butt fights, wonderful costumes and mind boggling fabulous special effects.

No matter how you add it up it equals the most memorable two day event in our chapter history and all who wrote, sanctioned, produced, supported or NPC'ed should be applauded and recognized for their efforts.

I know this bank report has been a long time coming and for that I apologize. Getting all the reports done after the fact really hampered our normal well oiled process. Trying to find a place start for this bank report is relatively easy as multiple comments specifically spoke to a wonderful script. The rest of the report is a little more difficult in that I have only comments on paper and my own experiences GM'ing a great team of experienced players of those who made the long trek for Colorado and Wisconsin. I have never before seen such wonderful role-playing such as a ranger shooting arrows in front a person in concealment KNOWING he's gonna get ganked, or a knight taking a penance for a minor infraction his code. Their efficient use of informational abilities kept me hopping as I had to go to the the aforementioned great script to get answers. Nothing like 4 to 5 Wathits, Supernatural Wathits, Know class, Aura or levels all hitting a GM at once.

While they were exceptional players, they knew how to have fun. They could talk themselves into or out of as much trouble as the game would allow. For instance, one of the best encounters in the game was the encounter with the goddess Hel. A simple “We are here to amuse you mylady!” instantly spawned a myriad of hysterical poly-morphs, class changes, and laughter. I can say that I will always remember 16 or so players at the exact same moment starting to fight, run, cast spells, and speak in slow motion or fighting as chickens. It is great to see a team recognize and encounter for what it was intended to be and change it from something that would have been very frustrating to years of stories of such wonderful fun and role-playing.

Not that there weren't some seriously heavy fights. Many were happy to see Eric McGehearty out on course and yet many more were not so happy to face him as Fenrir and Jorumungandr. He was hands down the winner on best fighting. Chris Wright as the Dragon was another fight that was noted for its difficulty. Although, I have to say my teams tactic of using the dragon's own hoard of gold to taunt him out from behind his wall of fire was quite ingenious. Still, I'll always regret not having to fight a dragon such as he.

I could easily go on and on about the results of the best of results but that would be too long and drawn out. I would like to say that we have the best group of players I've seen in a long time. They can write, NPC and Role-play with the best of them. Kudo's to all and have a wonderful time gaming with us in the Dallas Chapter.

Now a word about the ratings. They reflect the diverse views of the game. Two teams thought the game impossibly hard while the team that walked off with 2 full recharges thought it as too easy. Two of the teams really really liked the game and one team well... not so much. Just keep that in mind.

Paul Coley – Rusty Bank Rep

Bank Report Cont'd

<i>Game Ratings</i>						
Overall	Design	Logistics	Mental	Physical	Fighting	Risk
7.2	7.1	7	8.7	7.2	9	8

PC's voting for NPC's

<i>Roleplaying</i>	<i>Costume</i>
1 Chris Wright as Jengua	1. Manticores
2. Rich Adkisson as Heimdall	2. Tyra the Valkyrie
Tyra the Valkyrie Taryn Cox Angella Gallegos	3. Heimdall Dragon
<i>Monster</i>	<i>Humor</i>
1. Jorumungandr	1. Jason as the Necromancer
2. Fenrir	2. Angela Gallegos as Hel
3. Dragon	
<i>Fighting</i>	<i>Special Effect</i>
1. Eric McGehearty as Fenrir/Jorumungandr	1. Mechanical and Clockwork Puzzles
2. Chris Wright as Dragon	2. Rick Adkisson's Deific Voice
	3. Graveyard / Top of Tower / Babba Yaga's hut actually flying

Bank Report for “In the Shadow of Death”

After a rainy morning, and a week-long worry of perhaps having to play in the rain, the day could hardly have turned out better. By nine am the skies were on their way to clearing up and the temperature stayed pleasant well into the afternoon. There were enough PC's for three teams and enough NPC's to make a pretty scary group at the village encounter, a far cry from the games just a few years ago when we had to recycle four or five soon-to-be-very-tired folks to give the appearance of a bunch of bad guys. A lot of wonderful, hard-working mostly younger folks have swelled the ranks of the Dallas chapter in the past few years, and us older folks—such as myself—greatly appreciate them.

“In the Shadow of Death” was the last in the Sevin series of games written and produced by the Triad, in this case mostly Tina Cox and David Spence, running for almost three years now. Besides the ‘village’ encounter where me and Little Fritz played the shaman and familiar (if you could not figure out which was which then it won't do any good to say anything now). I only got to watch the last two encounters but everyone really seemed to have a good time finishing out the games, freeing Kailein and taking care of business with the Necromancer. On a personal note it was very fun watching Aedra's, played by Alyssa Phillips, eyes light up when she figured out the riddle in the poem I wrote to put the staffs together.

I know I tend to get long-winded when I write so I'll wrap up by saying it was a great day, a great game that ended a fun series, foam weapons with which to beat on good friends, good food and camaraderie at the end of it all; what more could one ask for on a Saturday?

Ok, well, winning the lottery *would* be nice...

<i>Game Ratings</i>						
Overall	Design	Logistics	Mental	Physical	Fighting	Risk
9.1	9.1	8.9	7.9	7.7	8.5	5.8

NPC's voting for PC's

<i>Roleplaying</i>
1 Matt Kline
2. Courtney Miller, Rich Adkinsson
3. Nathan Tryon, David Wood, Chris Wright, Alyssa Phillips

<i>Costume</i>
1. Courtney Miller
2. 1. Nathan Tryon, Chris Wright, Marilee Grissom
3. Seth Bush

Bank Report Cont'd

<i>Monster</i>
1. David Wood
2. Matt Kline
3. Chris Wright

<i>Humor</i>
1. .Matt Kline as his weaponless monkr
2. Sara Cox as Love Child
3.Allison’s Mage playing catch with the Stone Giants
4.Chris Wright as Fade
5.Nathan Tryon volunteering to die at the village Matt Kline and David Woods kissing! The Fish

<i>Fighting</i>
1. Alyssa Phillips
2. Matt Kline
3. David Wood
4. Justin Murphey / Rich Adkisson

<i>Special Effect</i>
1. Matt Klimes' Werewolf

PC's voting for NPC's

<i>Roleplaying</i>
1 Taryn Cox
2. Sara Cox, Tom Pauk Grissom
3. Tina Cox

<i>Costume</i>
1. Tom Paul Grissom, the Elementals
2. Tina Cox
3. David Spence, Olan Knight as the Mummy

<i>Monster</i>
1. Mist Servant, Stone Giants, The Mummy
2. Davis Spence, Staff of Crazyies, Tina Cox

<i>Humor</i>
1. .Tom Paul Grissom as Dewlinnis
2. Robert Armbruster and Joe Dimatteo as Giants

<i>Fighting</i>
1. Olan Knight, Taryn Cox
2. Davis Spence

<i>Special Effect</i>
1.The underwater lock, the great weather
2. The Stone Ring, the Glyphs, the Staff Puzzle
3. Getting a full recharge by dying

Happy gaming!

Greg Cox.
Bank Rep

Character Quips and Cut-ups!

Who is coming to City Of Dust?

I'll be bringing Sandor at 8th level, Champion of Aquarius, Avatar of Aphrodite, same as I played in To Save a Mage. He's got a lot of miscellaneous informational and related abilities. His major attack is a backstab for 33 or 36 points. From the front, not so much. :-)

Sandor TH 8, Champion of Aquarius, Avatar of Aphrodite

Pat McGehearty

DOn'T WORrY BUDDY THATZ MY JOB AILL be tHEre TOOOO HelP!

LUG, FT 10

Olan Knight

My name is Crispin, the rest of you are superfluous, except possibly Acacia Crispin Magicker, MU 10

Failor Caldris, Lord of Lyle shall grace all with his presence.

8th level noble, beloved of the Don, bane of Hell, bane of archers, savior of Kraggar, profiteer of Barak, recover-er of Tiamet, cousin of Mathris, all around great guy, and a pleasure to obey unquestioningly.

His favorite quote from an enemy, "you're a walking blade barrier!"

He can do a number of things, both pleasant and painful, as often as he likes. And no, he has no sexual interest in you but respectfully understands your worship and desire.

Hard to kill, very hard to find, his best backstab is 50 points.

You may bask in his presence without notice.

Lord Lyle, TH 8

Tom Paul Grissom

To Lug -

Well, we all want to go to work behind you!

Lord Lyle

THANKS LORD LYLE YUR A GREAT GUY AND A GREATT BUDDY!

LUG

Coming from you, Crispin, that's high praise indeed.

But I must say your brother Lug is an excellent fighter also and you should be a bit more grateful to those who risked much to save you from the clutches of Fistantilus, Sandor being one of them. There were many brave adventurers who went with us at the request of your brother Lug and myself and all used their wonderful talents in rescuing you. Whether you wish to admit it or not it's our combined talents that make us stronger. That's why the family comes first to all of us who worship Don Alonzo. I, for one, am grateful for any suggestions the honorable Sandor or anyone going to the City of Dust may have. My son Sir Black Jack Gyles and the cleric Saramoon will be arriving at the City also.

Dame Acacia Gyles, KN 8

Tina Cox

Acacia, as always it is a pleasure to know one shall accompany one's equal. Perhaps this time, Crispin the dim, shall observe properly and learn from his betters. If you've time, we could remove his head from his intimate inspection of his prostate to allow him to join us in reality.

Lord Lyle, Th 8

Character Quips and Cut-ups!

It is a pleasure to accompany Acacia, for a sword swinger she is not as stupid as most. Lyle, it is good to know you will be there, I think you are the only person more annoying to devils and demons than myself. As far as reality goes, I have Acacia to protect me, Lug to carry my items and you as a mouth piece. And I'm sorry to hear that Lug defeated you in that riddle contest a while back.

Crispin Magicker

Lord Lyle -

I personally am glad to have your skill joining our swords. Your wit and blade is always welcomed to work with.

I stand by Mother that, while we protect our own, including Crispy, the challenge of such nature is open. I just wonder if the city itself is ready for such a grand, historical battle of wits, and the casualties of confusion that may follow.

Sir Black Jack Gyles, KN 7, Heir Apparent
Greyson Cox

A great battle of wits...obviously I do not need to be there for the opening rounds. If Lyle can manage to take 2 out 3 from my brother Lug then maybe I will deign to engage him.

Crispin the misunderstood

What? You hate waddle bits? Your buying the next round? You want to style manage Lug two or three times and then be engaged to him?

Try not mumbling next time, Crispin the misunderstood

Lord Lyle

While the one (the Tao) begat the two (Yin and Yang), which begat all things including the grand historical battle of wits and the casualties of confusion we foresee in our future, the wise one still asks if there exists lore, knowledge or direction in our quest, or are we but dust as we enter said city?

Zibon (Your friendly neighborhood 8th level monk)

Rich Adkisson

We should not take everyone at face value. One or more of the supposed victims of trouble might actually be the source of the trouble. Or, someone we think we know may be an impostor.

Verify, then trust.

Also, I've heard that our friend Poncho may be coming.

Sandor

Indeed seniors, Don Poncho will be there and he is bringing Zeta a Druid of the 7th circle.

Poncho, FT 10

Sid Pogue

Why verify? It is easier to get answers from the dead, they are more amenable to telling the truth.

Crispin

Dallas Chapter IFGS - Board Meeting Minutes**May 1st 2010**

Start time 3:30 am at Winter Park

People in Attendance: eth Bush; Greg, Sara, Taryn, and Tina Cox, Joe DiMatteo, Jason Dziuk, Danny Fuchs; Amber and Angela Gallegos, Bruce Gardner, Victoria Givler, Moses Herenia, Brittney Hoglund, John Jones, Lloyd Macmann, Olan Knight, PatMcGehearty, Sammy Mendoza, Courtney Miller; Ashley and Justin Murphey; Andrew Nunnally, Allison Pace, Alyssa aPhillips, Court Potts, Andrew Saunders, Robert Shannon, David Spence, Nathan Tryon; and David and Henry Wood.

Minutes - The March minutes were approved with a 7:0 vote..

Committee Reports:

Treasury – Patrick McGehearty Treasury is keeping up and all has been put in the bank with the exceptions of the updates from Xindhi.

Registry – Olan Knight Still getting the last of the Xindhi paperwork finished but keeping up as well.

Quartermaster – John Jones The shed is a disaster with the Dust production planned to fix things when they move their stuff back into the encounter boxes.

Safety – Rich Adkisson TThe known safety issues reported at Xindhi were exhaustion and poison ivy. Ivy block donated by the Triad. Safety issues for Shadow were dehydration and a paper cut. The expiring drugs are still to be replaced before the next game.

Newsletter - There was no report on the newsletter, but submissions are still greatly appreciated and desired as always.

Society Liaison – John Jones No report

Webmaster – Paul Coley No Report.

Sanctioning – David Spence

City of Dust – Courtney Miller and Andrew Nunnally -Will be a game for the high lines in the chapter with levels ranging from 7-10 and will be run on May 22nd.

Akon – Olan Knight - -People are needed to be knights for the Fight the Knight event to be held on June 5th at the annual Akon anime convention. Contact Olan for more information.

~Shipwrecked- Danny Fusch with Pat as the Producer - Is expected to be run on June 19th. More information to come, but email Danny to let him know if he can expect you as NPCs or PCs if you can make it that day.

~For July an indoor or evening game is desired. If you have one you can run, be prepared to pitch it to the board at the next meeting or send David Spence an email and he can mention it on your behalf if you can't make it.

Other Committee reports None mentioned.

Old business *A possible new game is wanted for this year's Animefest over labor day weekend to allow for some versatility. It will need to be 4-5 encounters that can be run as a funnel of sorts (this means that the first encounter is not in the same place as the last encounter) and can run in 1 hour.

New business The next board meeting has been set for May 22nd after the running of City of Dust.

End time 11:51 am.

BOARD / COMMITTEE CHAIRS*President/Sanctioning Chair*

Ashley Murphey

Vice President/Safety Chair

Jason Dzuik

Secretary

Allison Pace

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Dallas Sanctioning Committee Game Status

<u>Game /Event Name</u>	<u>Writer/Producer</u>	<u>Status</u>	<u>Run Date</u>
City Of Dust Game flyer , Board Meeting at after-game party at 6:30 pm	Courtney Miller	Sanctioned	May 22, 2010 Winter Park , Garland, TX - World Course starts at noon.
A-Kon 21: Fight The Knight The event starts at 4:00 pm sharp	Olan Knight	Sanctioned	June 5, 2010 Sheraton Dallas hotel (formerly the "Adam's Mark") , downtown dallas
Weapon's Building Session Build IFGS-legal weapons from 9 am to 5 pm, magic shop	Pat McGehearty	Sanctioned	June 12, 2010 Event is at Pat McGehearty's house.
Shipwrecked!	Danny Fuchs	Sanctioned	June 19, 2010
July Board Meeting & Mini-Game			
Adventures in Averlast, Part II	Justin Murphey	In Process	August 2010

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 editor:

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 always, Artwork, Pictures and personal articles are welcome.

Editor
Paul Coley