

The Whispering Runes

VOLUME 1, ISSUE 1

JUNE 2008

President's Column

Well the first AND second games of the year have come and gone. If you missed them, all I can say is WE ARE BACK! The Dallas IFGS is once again holding games and they are being well attended. We are averaging over 30 people per game and 2 out of 3 of them are novices...YEAH!!!!

This is my first column as the new president and it is a welcome one. The IFGS appears to be ready to kick off strong this year and to anyone who would like to start playing or pick up where they left off, *now is the time*.

We have several plans for games in the near future. Not only do I have at least two more games for

sanctioning, Tom Paul has also agreed to furnish us with a new game. Even a few novice game writers are putting their hand to pen. If there are any would be game writers out there do not hesitate to get in contact with the sanctioning chair, Pat McGehearty, to get them sanctioned. If anyone needs a hand with writing, the Triad will be happy to help.

I will keep this column short this time but I would like to thank everyone that helped produce the two previous games, Olan Knight, John Jones, Greg Cox, Tina Cox, Greyson Cox, Taryn Cox and Sarah Smith. If anyone would like to comment on the direction of the IFGS or to

communicate with each other please email Taryn Cox, the new Newsletter chair at wil-lowpelt@yahoo.com.

It was great seeing old friends and so many new ones, but I'm really looking forward to seeing many more new friends in the future along with some of those missing faces.

David Spence

Reach Man, Reach!



RISE OF THE NECROMANCER

By: Olan Knight

The game "Rise Of The Necromancer" went off brilliantly on the warm, breezy day that was last Saturday. Nearly 30 people were there and everyone had a great time! We even had a guest visitor from Japan, and she enjoyed herself thoroughly!

Everyone stayed after the game to enjoy the pool, tell war stories, and just hang out in general. Oh, and there was a group of people playing video games in the house. We ordered pizza - TONS of pizza - and >>>no one<<< left hungry! :)

THE NEXT GAME

Our Heroes accomplished their mission, learned a few disturbing things, and three LoreMasters were selected for the next game by the virtue of their placement in the Weapons Tournament! These three are Rich Adkisson, Chris Washington, and Pat McGehearty. Nathan

Tryon came in 4th place in the tournament and might end up LMing a team if the need arises. Contact information for the LMs will be sent out when the Draft Game has been finalized.

The LMs will select their teams and will quest forth in the next major game; which will be a line-course game. If you want to PC in this game you will need to attend the Draft, which will be held in the very near future at one of our future events. This will probably occur within the next 6 to 8 weeks; we'll keep you posted on the date, time, and location of the Draft Game.

If you cannot make the Draft Game in person you can do so by proxy by contacting someone who WILL be at the game and having THEM enter you in the draft. Here's the information you need to provide

for a proxy:

Your real name

Your home address

Your phone number

Your email address

PC Name, Class, and Level

You will need a separate proxy for each PC you wish to enter in the draft.

Please note that EVERY-ONE who appears for the draft, either in person or by proxy, will almost certainly get to PC. The Novice Rule is in effect, which means that all of the novices will be selected before any of the old timers can be considered.

Note that if you have PC'd in line-course games in the past, or if you one of the old pros of the group, please remember that the game will need NPCs and that the Game Producer will most definitely appreciate your volunteering to NPC!



PIZZA!!!!!!!

*...and >>>no
one<<< left
hungry! :)*



2008 Banquet Ratings and Best Of's

Overall: 8.8

Design: 8.6

Logistics: 8.5

Mental: 7.3

Physical: 7.4

Fighting: 7.6

Risk: 6.7

PCs

Role-playing: Tom Paul Grissom 2. Andrew Saunders & Mariley Grissom & Garrett Wright

Monster: 1. Tom Paul Grissom

Costume: 1. Tom Paul Grissom, 2. Mariley Grissom & Nathan Tryon

Fighting: 1. Kobe Kirkpatrick, 2. Garrett Wright & Jeff Parsley & Mariley Grissom

Humor: 1. All the PCs for chasing Garrett (Navarro man who lost his family) into the park, 2. Nathan Tryon (the cleric of Herpes, trying to say Hermes)

A ROTN Fight To The Death!!



2008 Banquet Ratings and Best Of's Continued

NPCs

Role-playing: 1.Taryn Cox (Navarro Princess Bright Moon), 2.Tina Cox (Hollow) & Greyson Cox & Sarah Smith (Vampires)

Monster: 1.Orcs: James Garza, Kobe Kirkpatrick, Evan Nguyen (most of the day) other orcs: John Jones, Olan Knight, Rich

Adkisson, Nathan Tryon, Taryn Cox, and Greyson Cox, 2.Evan Nguyen & David Spence

Costume: 1.Tina Cox, 2.Taryn Cox, Greyson Cox, Sarah Smith

Fighting: 1.Taryn Cox & the Orcs (same ones above)

Humor: 1.Everyone chasing Garrett Wright into the park and

David Spence saying, "That's not in my script!" 2.The Darklanders and Brightlanders bickering.

Special Effects:1.The Fairy Dragons 2. The Ricks (rat bricks)



Board Minutes

Submitted by Patrick McGehearty, ad hoc acting Secretary

As of June 2008, no formal Board election had been held for several years.

At a advertised Dallas IFGS game, the following seven people volunteered to serve as the ad-hoc Dallas Board.

They were elected by acclimation of those Dallas members present.

2008 Dallas IFGS Board

David Spence

Tina Cox

Olan Knight

Lloyd Macman

John Jones

Rich Adkisson

Patrick McGehearty

The 2008 Board elected

President: David Spence 7-0

Vice President: Tina Cox 7-0

Treasurer: Tracy Skopinski 7-0

Registry: Olan Knight 7-0

Safety: Rich Adkisson 7-0

Sanctioning: Patrick McGehearty 7-0

Quartermaster: John Jones 7-0

Other offices (Secretary, History, Newsletter) to be filled when likely candidates have been recruited.

The Board thanks the previous Board for their service.

The Chapter Safety officer discussed getting chapter safety kits organized. Board authorized him to proceed.

Various ideas for getting activities going were discussed.

It was agreed to set the next meeting for July 12 unless a game was scheduled in July, in which case, we'd shift to the game date.

Bank Report: Rise of the Necromancer

Olan Knight

RISE OF THE NECROMANCER

Game Ratings:

Overall	8.2
Design	7.9
Logistics	8.7

Mental 6.4
Physical 7.2
Fighting 8.8
Risk 6.9
BEST OF PCs:

RolePlaying 1. John Jones as Gordon Dexter, 2. Nathan Tryon as Feddy Mercury, 3. Rich Adkisson as Kurt Von Tempest

Costume 1. Sarah Smith as Kay, 2. Rich Adkisson as Kurt Von Tempest, 3. Marilee Grissom as Cristila, 4. Nathan Tryon as Freddy Mercury (LOVE the hat!)

Monster 1. <No votes in this category>

Humor 1. Brandt Cannici as Zippy asking for laying on of hands to heal his injury, 2. Nathan Tryon as Freddy Mercury pushing the Baron to the limit. And for that hat!

Fighting 1. Brandt Cannici as Zippy, 2. Rich Adkisson as Kurt Von Tempest

Special Effect 1. Fire Vines, 2. Treasure Chest

BEST OF NPCs:

RolePlaying 1. Tom Paul Grisson as The Goldenrod, 2. Eric McGehearty as The Studly Knight, 3. David Spence as Nicolin Black, the Master of Ceremonies, 4. Tina Cox as the bar maid

Costume 1. Greyson Cox as the Earth Elemental, 2. Tom Paul Grissom as Dewlinis, 3. David Spence as Nicolo, the Master of Ceremonies, 4. Tina Cox as the bar maid

Monster 1. Greyson Cox as the Earth Elemental, 2. Tom Paul Grissom as Dewlinis

Humor 1. Eric McGehearty as The Studly Knight during the Tournament, 2. Tom Paul Grisson as the Most Irritating Knight of the Tournament, 3. David Spence as Nicolin Black, master of Ceremonies of the Tournament

Fighting 1. Eric McGehearty as The Studly Knight, 2. Greyson Cox as The Earth Elemental/Undead Knight

Special Effect 1. Fire Vines, 2. Goldenrod, 3. David Spence's way cool new sword

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DALLAS IFGS WEBSITE

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The Dallas IFGS website (<http://www.dallasifgs.org>) has been updated. The "Contacts" page lists the new Board members and Committee Chairs.

If anyone wants to volunteer for one of the existing Committee positions, please either contact the Committee Chair. I guarantee that they will be THRILLED to have another volunteer helping out!

If you wish to apply for one of the OPEN positions, please contact one of the Board members with your application. The Board will explain in detail what the Committee is expected to do, and if you are still interested in it, they will VERY quickly consider your application.

That's it for now! I hope to see you at the next game!

Later -

Olan



## Having Fun?



## Strike a Pose!





## So You're Telling Me...



Stop It,  
Plant!



# Next Game

FYI -

On Saturday, 19-JUL-2008, the Dallas Chapter will have it's next game of the season. This will be a 4-hour mini-game/Bardic Tournament and will be held at the Cox house in Weatherford, TX; a one hour drive from north-east Dallas. The game will run from noon until 4:00 pm.

The game will include a Magic Shoppe; and there will be a Board meeting prior to the game, at 11:00, am to which all members of the chapter are invited and encouraged to attend.

See You There!

Olan

Dallas IFGS webslave

## MASS MELEE!!



*Dodge,  
Parry,  
Thrust!*





# Notes From Runelore

## Notes from Runelore

The PCs arrived in the village of Vasaria in the region know as Shykia in the Shadowlands. They were welcomed by Hollow, the wild were, the leader of the Gypsy clan Moon Raiser of the Shadowlands. Hollow told the PCs that one of her clan mates, a courier, had been captured by Orcs and she wanted the team to rescue him. Many courageous adventurers answered the call braving a trap-filled corridor, a shaky ledge and a trapped cell to break Hollow's courier out of his prison. They were to find out that he was a petrified were-rat. Carrying the stoned body out, the PCs were ambushed and attacked by a small group of Orcs but managed to fight their way clear and return the poor rat.

Once the PCs returned they found that Hollow had been joined by a young lady named TwilightNight and her guardian, TrueLies, Navarro of the Brightlands. Additionally there was a vampire lord and lady present, named Octultis and Lady Kervein of the Darklands. Apparently these two groups, Brightlanders and Darklanders had just emerged from a war. They both claimed to be the injured party in the war and were looking to sway people to their side. For some reason, even though the insults flew fast and furious, they never came to blows in the land run by the gypsies.

Late in the day a messenger arrived looking for Princess BrightMoon. It turned out that TwilightNight was actually a princess in disguise. This messenger claimed that his family had been slaughtered by a vampire. His sister, DesertRain was missing. The Darklanders protested their innocence and hired adventurers to prove it. Princess BrightMoon hired her own adventurers to find out what had happened and to rescue the girl. While this was happening the young messenger ran off to find his sister on his own. Many of the adventurers hired by the Darklanders gave chase while one quick-thinking mage working for the Brightlanders placed a magical tracer on him.

As the two groups followed the trail they came across a camp of Orcs. There was a great battle and the Orcs were slain and much treasure was gathered. The trail continued on until the PCs came across an even larger group of Orcs, lead by a male and female shaman who had captured the girl DesertRain. There was a fierce battle including many great magics wrought that day, but finally the adventurers triumphed.

While the adventurers were looting the bodies they noticed that another vampire showed up, grabbed the missing girl, they embraced passionately and then ran off together. Neither the Brightlanders nor the Darklanders would comment on this act.

Story to be continued....

As told by Moeris of the order of the Open Claw.

### Rise of the Necromancer:

Once again the adventurers traveled to Runelore, this time braving the Darklands themselves, and I traveled with them in spirit to observe. I was greatly tempted to intervene this time, but my charge will not let me, I can only watch, cheer and sometimes cry.

The Baron Deathknell, a powerful knight of the Darklanders staged a tournament to determine the

best of the best. Staged was too true of a word; it was all a sham to lure the powerful to his lands so that he could slay them in a ritual designed to bring back the Necromancer himself. The Baron believed that he was slighted when he was not chosen to be one of the five rulers of the Darklands. I believe he thought he could cut a deal with the Necromancer to be his chief lieutenant, but it all turned out terribly wrong.

The adventurers arrived after hearing many rumors on their travels. They found the guards to be surly, rude and very unfair in the judging. The Baron himself appeared to be friendly but it was quickly noted that his personality was much darker. In addition to the Baron and his guards there was a young lady that commanded a great deal of respect from the Baron's guards, Sevin was her name. Sevin ran a magic shop and sold items to the PCs. Most of the items were cursed, but once again I could not tell this to the PCs, only watch. The curious part about this was that Sevin commanded an Earth Elemental that stood guard. Knights should not be able to do that, but she radiates more power than a knight should.

After a few rounds of the tournament I saw Sevin giving commands to the elemental. The elemental then went out into the area with the PCs and proceeded to attack them! None of the PC's noticed Sevin's actions, or that the guards did not fight, only stood around the Baron. Eventually the Elemental was slain and the Baron apologized, but he did not seem sincere. The Baron promised not to summon another guard for the shop. I wonder if he really believed he did the summoning or if it was Sevin all along.

Once the tournament was concluded the Baron gathered all of the combatants together. I noticed that all of the guards formed a ring around them and loosened their weapons, but no one else did. When the Baron opened the chest the guards moved to complete the ritual and slay the adventurers, but they were stopped. Out of the chest flowed a smoky creature that formed into a man-like shape. This wraith called himself Dewlinis and froze everyone in their spots, even me! Dewlinis went on to explain the Baron's plot and claim that he alone had stopped the Necromancer. Dewlinis claimed that he was blocking his return, for the moment. I did not miss that threat! Dewlinis then turned to the Baron and claimed that he had a use for him and teleported the Baron and himself away. Once the spell was broken the adventurers turned on the guards and slew them for their perfidy.

After all of the guards had been slain the master of ceremonies, a cleric by the name of Nicolin Black, made sure that the treasure that the Baron promised was handed out fairly and that the winners were paid.

This ends the my tale for the moment,

As told by Moeris of the order of the Open Claw.



# Flyer For We Have Only Just Begun



A Runelore game

Art work by Sarah Smith

## **We Have Only Just Begun**

A Runelore game

Levels 1-10 Rules 7.0

Fighting Low Mental High Physical low Risk Medium

Producer: David and Tina

Contact: [Tashlin@charter.net](mailto:Tashlin@charter.net)

**Saturday, July 19, 2008 – 12 pm thru 4:00 pm**

**PC Fee: \$10.00**

**NPC Fee: \$5.00**

After the Game ends at 4 PM there will be a draft for the upcoming game

“Shadow the Witch”

The Lore Masters for that game are:

Pat McGehearty - [patmcgeh@flash.net](mailto:patmcgeh@flash.net)

Chris Washington - [ccdub89@hotmail.com](mailto:ccdub89@hotmail.com)

Rich Adkisson - [adkisson@rsn.hp.com](mailto:adkisson@rsn.hp.com)

If there are enough PCs for a fourth team, the LM for team will be

Tryon Nathan - [ntryon@tx.rr.com](mailto:ntryon@tx.rr.com)

Starting at 11:00 there will be a board meeting; then the game begins

“We Have Only Just Begun” is a Bar-game for PCs, levels 1-10. That will continue the events started in “Rise of the Necromancer” and be a celebration of the wedding between DesertRain and Noctis Amore. This will be a ‘Bardic Style’ event where awards will be given out to the top three collectors of tokens gathered from the PCs. Of course, story, song and poem will NOT be the only way to gather tokens!!

This event will be held at David Spence’s & Greg & Tina Cox's house,

909 W Russell St, Weatherford TX.

Even though the game officially stops at 4pm everyone is welcome to hang out at our place, swim, eat, etc...

Producer: David and Tina

Contact: [Tashlin@charter.net](mailto:Tashlin@charter.net)



## Draft for Shadow the Witch

If you want to PC in **Shadow the Witch** you will need to attend the Draft that will be held at  
“We Have Only Just Begun.”

If you cannot make the Draft Game in person, you can do so by proxy by contacting someone who WILL be at the game and having THEM enter you in the draft. Here's the information you need to provide for a proxy:

Your real name  
Your home address  
Your phone number  
Your email address  
PC Name, Class, and Level

You will need a separate proxy for each PC you wish to enter in the draft.

You may also send a proxy to [ifgs\\_triad@charter.net](mailto:ifgs_triad@charter.net) by 10:00 pm. July 18.

The levels for Shadow The Witch are 1-3 & 4-6

Please note that EVERYONE who appears for the draft, either in person or by proxy, will almost certainly get to PC. The Novice Rule is in effect, which means that all of the novices will be selected before any of the old timers can be considered.

Note that if you have PC'd in line-course games in the past, or if you one of the old pros of the group, please remember that the game will need NPCs and that the Game Producer will most definitely appreciate your volunteering to NPC!

# Board/Committee Chairs

President: David Spence 817-565-0854 ifgs\_triad@charter.net  
 Vice President Tina Cox 817-565-0857 tashlin@charter.net  
 Member/Registry Chair Olan Knight 972-979-8753 registry@dallasifgs.org  
 Member/Quartermaster John Jones 972-470-3202 forcesinbalance@gmail.com  
 Member Lloyd Macmann 972-276-8592 lmacmann@avaya.com  
 Member/Safety Chair Rich Adkisson 214-507-6182 adkisson@rsn.hp.com  
 Member/Sanctioning Chair Pat McGehearty 972-979-8469 patmcgeh@flash.net



**IFGS**

<http://www.dallasifgs.org>

## COMMITTEES

Secretary Open  
 Treasurer Tracey Skopinski 972-231-9015 [skopinskit@aol.com](mailto:skopinskit@aol.com)  
 Newsletter Taryn Cox 682-225-5007 willowpelt@yahoo.com  
 Public Relations Open  
 History Sarah Smith 682-429-7720 armands\_fav@yahoo.com  
 Land Tom Paul Grissom deadcat@grissombsbasketcase.com

## Board Meeting

**Date: Saturday July 19**

**Time: 11:00 AM**

**Place: Greg and Tina Cox's Home**

**909 W. Russell St., Weatherford TX**



# Dallas Sanctioning Committee Game Status

| <b>Game</b>           | <b>Writer/Producer</b> | <b>Level</b> | <b>Run Date</b> | <b>Status</b> |
|-----------------------|------------------------|--------------|-----------------|---------------|
| We've Only Just Begun | David/Tina             | 1-10         | July 19         | Sanctioned    |
| Shadow The Witch      | David/Tina             | 1-3 & 4-6    | November 2008   | Written       |
| Tom Paul's Thief Game | Tom Paul Grissom       | **           | **              | In Process    |
| Thulcandra's Wizards  | Olan Knight            | 2-4          | September 2008  | In Process    |
| Into The Woods        | Courtney Miller        | 2-4          | October 2008    | In Process    |

## IFGS EVENTS SCHEDULED

| <b>Date</b>         | <b>Game</b>              | <b>Chapter</b> | <b>Author/Producer</b> | <b>Levels</b> | <b>Type</b> |
|---------------------|--------------------------|----------------|------------------------|---------------|-------------|
| <b>July</b><br>19th | We've Only<br>Just Begun | Dallas         | David/Tina             | 1-10          | Bar/Draft   |

**August**

## IFGS Websites

### Newsletter Information

Editor: Taryn Cox

### Submission Addresses:

Snail mail: 909 W Russell St.,  
Weatherford, TX 76086

Email: [willowpelt@yahoo.com](mailto:willowpelt@yahoo.com)

Submission Deadline:  
July 31st 2008

Dallas Chapter

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

National

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

Chainmail (National Newsletter)

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

