

# Thulcandra's Wizards Bank Report

As usual when I run this game, it rained. The GOOD news was that all the rainy weather blew completely out of the area by 9:00 am and the land site was still usable! YAY! For comparison, the last time this game ran was in 2008, and on that day we were gifted with a genuine monsoon, and the game was postponed for three weeks. This time the rain essentially delayed everything for one hour and the land site was still usable! Not bad, not bad at all.

On this glorious Saturday, the 10th of September 2016, we had 18 NPCs - including the GMs and the Bank Rep - and they were all uniformly FABULOUS! Eight other people had committed to NPCing but were unable to make it.

## ~ The Glorious NPCs & Staff Who Made The Game Happen ~.



*Bobby Hayes*

Bobby Hayes returned after a long absence from IFGS, and this time he also brought his wife Shannon and his kids Nick and Brianna! Shannon volunteered to be the Bank Rep for the day ~ Blessings From On High Be Upon Her~, while both Nick and Brianna NPCd and helped with setup and with tear down.

Rich Adkisson was our Safety Officer. He brought the radios, the safety kit, kit, he kept an eye on the new Zip line, and he was an NPC in encounters 6 (Trapdoor) and 10 (Thulcandra).



*Rich is ready to rumble*

David Spence,  
Pat McGehearty and  
Jim Davie comprised the  
Sanctioning Committee.



*Pat McGehearty, GSC and  
GM team 3*

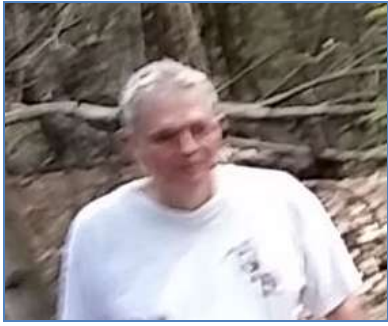


*David Spence*



*Jim Davie*

Jim was the Watchdog on game day, and played Kae-Su.



*Joe Dimatteo, GM team 2*

David built the ropes course. He then moved to enc #10 - the big one at the end - and organized its construction. David also NPCd for team #1 in enc #6 and then played Thulcandra for all three teams.



*Robert Armbruster, GM team 1*

Tina Spence helped with the set up and tear down of the Big Encounter 10, was the coordinator for that encounter, and played Cassandra for all three teams.



*Tina played Cassandra*

Alyssa Phillips played the escaped Navarro Cleric in enc #5.



*Alyssa as the Cleric*



*Chris, Sora, and Tracy*

Chris Wright brought Sora Carlsburg and Tracy Li with him, and together they made that **superb** group for the *Happy Picnic* encounter!

John Jones was the Quartermaster and an NPC. John helped with getting the encounter boxes together, helped build the course, NPCd in #6 (The trapdoor) and #10 (Thulcandra), then helped with tear down. On the following Tuesday, he and I then unloaded the trailer and his truck, disassembled the encounter boxes, and returned the Shed to a pristine condition! Unless you've produced a game, you really don't know just how much work John puts into every game.



*John Jones, our QM*

Justin Murphy, Cody Lamanno, and Brandan McGranor were the Super NPCs of the day. Along with Nick and Brianna Hayes, they were the BadAss Navarro Fighters in enc #2. Then they took care of encounters 8 (the Pit & the Cubes), 9 (Diehel's Note & the Undead), and 10 (Thulcandra) - and they fought in 9 and 10 for all three teams.



*Justin, Cody, Brianna, and Nick.*



*Brandan as Anzar*

Brandan also stepped up at the last minute to play Anzar, the **most** merciful and **amazingly** forgiving travelling merchant. Brianna went to enc #10 to play the captured Navarro Cleric.



*Crazy Nathan*

Equally Super were Nathan Tryon and Ray Segura, who helped build the course, NPCd in encs #6 and #10, then were among those who stayed to help tear down the course and load up the truck and the trailer.



*Crazy Ray*

**I thank each and every person that came out to help!** The game literally could not have run without you and your marvelous contributions at each and every encounter! THANK YOU! THANK YOU! THANK YOU! In addition to running the game successfully with half of the on-course NPCs missing, you people made the game flow smoothly for every team! There was not a single production-caused delay for any of the teams on course EXCEPT for the pile-up at the very end in encounter #11.

Many, many thanks to everyone who stayed to tear down the course and haul stuff up to John's truck! And a *very special thanks* go to those who stayed until the bitter end. We finally got loaded up and off course at 8:30 pm.

**John Jones, Rich Adkisson, Nathan Tryon, Pat McGehearty, Mason Young, and Jim Davie**

## ~ The Saga Of The Trailer ~

Some of you will have noticed that I spoke of "the trailer" in the section above. Yes, it's true! The Dallas Chapter authorized the purchase of a folding trailer and thanks to John Jones, we have it! John went out and picked up the two VERY heavy, VERY large boxes from Harbor Freight. About a week before the game, I went over to build my encounter boxes, merge the props I had created with the props required from the Shed - AAAAAAAAAAAAAAND John and I assembled the trailer. It took 5 hours to assemble the bloody thing with the two of us working on it. That was despite the instructions being absolutely incorrect on two occasions. Yes, the instructions LIED TO US, but we persevered and eventually we prevailed.

Later on that week, John went out and got the wiring assembly connector for his truck, hooked up the trailer lights to his truck, and got a license for the trailer! The trailer is what allowed us to have so many big props at the game, and it will be a major help for our games in the future.



## ~ The Zip Line ~

I have been wanting to try something new with the ropes course for some time, and on the Friday night before the game - after 7 hours flagging and twining the course - my idea crystallized: a zip line! It would be new, different, and relatively easy to build. I went to Lowe's and purchased the materials required, then built the seat.



*Look closely and you can see the zip line's start and end points. The white rope is the lock & retrieval device.*

On game day I explained what I wanted, and David and Nick built the ropes course zip line. It was a longer than normal run for the rope, and we quickly learned that the rope needed to be tightened after every two or three uses. Pat and Rich discovered that we needed a spotter for the dismount, because that loose mainline caused the



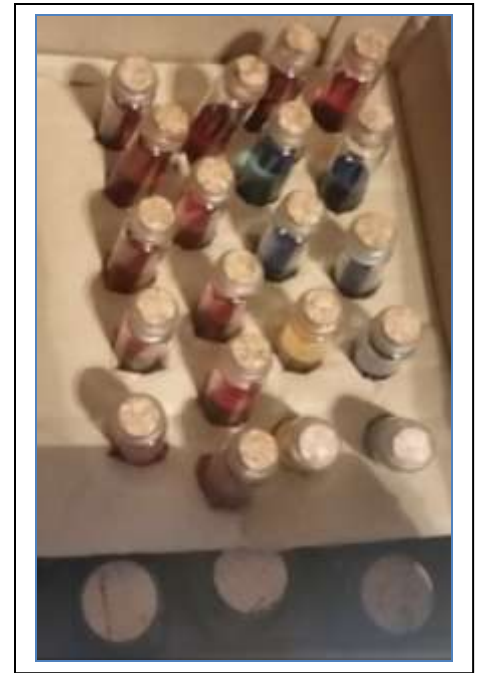
chair to rebound upwards when its occupant left it. :) Fortunately, everyone who tried it seemed to enjoy the ride, and there were no injuries! It was a blast!

*I designed it and built the seat, so I got to test it first! Neener neener! :P*

### ~ The Props ~

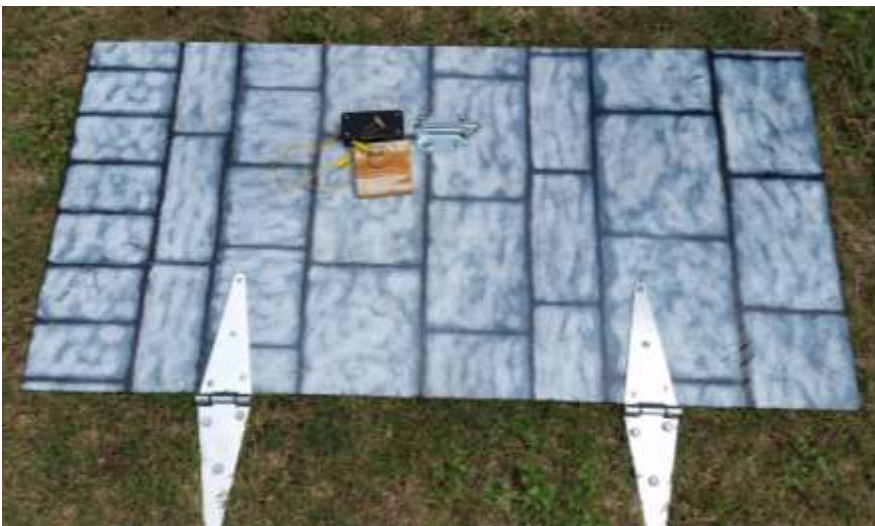
I was very pleased with the props for the game. Every single recoverable prop was actually recoverable by the PCs, including the items Anzar had for sale for *each* team.

The potions bottles came about because I saw a package of 24 test tubes at Michaels Designs, and immediately **knew** that I had to use them in the game! Virginia (my far, Far, FAR better half) had food coloring and sealing wax in the house. FYI: the wax is used to seal the end of plants when they are trimmed, and it's hypoallegenic. Once the test tubes and the bottles were filled, I sealed each one. I had purchased metallic paint specifically to label the potions, and after they were all sealed I painted the appropriate Kanji on each one. The end result was pretty cool.



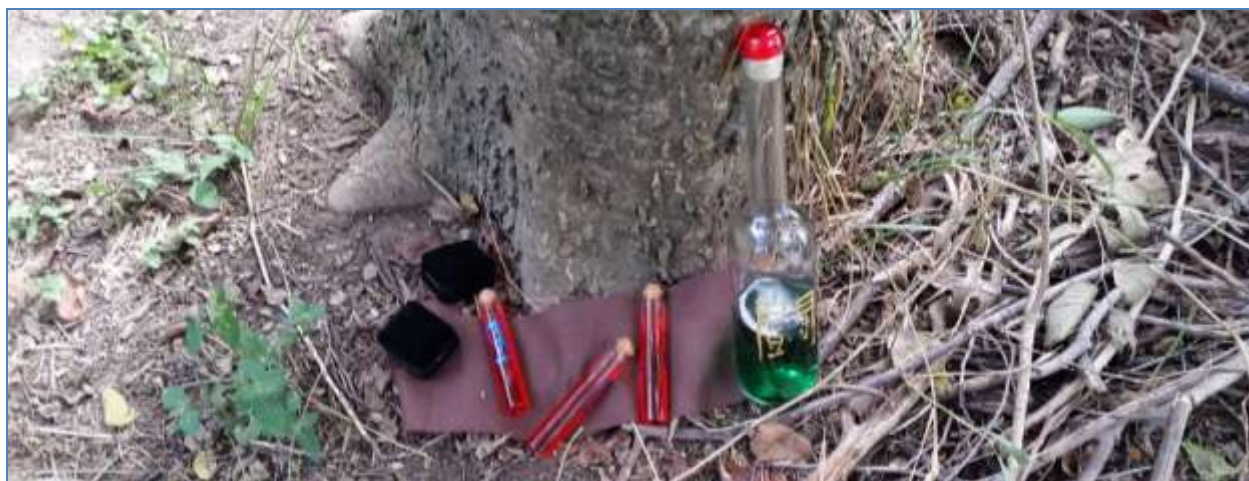
### ~ Special Effects ~

New for this game was the zip line, discussed above, and the trap door that was used in encounter #6 - *The Quer'shatta Guards*. I thought it would be fun to actually have a real trap door, with a means to hold glyphs on the underside.



The door also had a hinge set into the ground so that clever PCs could attach a rope and actually pull open the door from a distance - assuming it was unlocked! That's why those working hinges were nailed into the ground.

This is also the first time I've seen actual potions - especially test tube and fancy shaped bottles - used in a game. WAY back in the day, we used duct-covered juice boxes, but they looked terrible and took up an amazingly large amount of space. And those juice boxes were heavy.



I've used twine in the past to delineate corridors and walls, but this time I added 6 foot drops of twine from the baseline every 6 feet. This helped to visually **see** where the twine was located - and thus prevent clothes-lining anyone. Pat pointed out that it had the added benefit of helping create the illusion of a wall. The entire indoor section of the game - encounters 6 through 9 - were twined in this manner, and I think it really helped with that specific illusion.



### ~ New People ~

We have a bunch of new people at the game! Two were PCs, and three were NPCs! Please be sure to welcome the following **new** people the next time you see them:

[Shannon Hayes](#)    [Nick Hayes](#)    [Brianna Hayes](#)    [Perry Jarrett](#)    [Bobby Hayes](#)

## Game Ratings:

### PCs:

Overall: 9.1    Design: 9.0    Logistics: 9.0  
Mental: 8.6    Physical: 8.3    Fighting: 8.6    Risk: 8.3

### NPCs:

Overall: 9.8    Design: 9.3    Logistics: 9.7  
Mental: 8.2    Physical: 7.4    Fighting: 8.8    Risk: 7.8

### Combined:

Overall: 9.5    Design: 9.2    Logistics: 9.4  
Mental: 8.4    Physical: 7.9    Fighting: 8.7    Risk: 8.1



*Perry Jarrett*

## Best of Categories:

### PCs

#### Roleplaying:

1<sup>st</sup>: Mason Young            as Sir Trey  
      Sarah Gibson        as Lolli  
2<sup>nd</sup>: Layne Johnson        as Azle  
3<sup>rd</sup>: David Gibson        as Herr of the Four Fatty Fourfathers

#### Costume:

1<sup>st</sup>: Mason Young            as Sir Trey  
2<sup>nd</sup>: Layne Johnson        as Azle

#### Monster:

1<sup>st</sup>: <None>



*Ruthie nabs a 20 point Healing Potion*



*Everyone loved the two rings! They were SO much fun!*

#### Special Effect:

1<sup>st</sup>: Sarah Gibson's lollipop weapon  
      Mason Young's new purple costume

#### Humor:

1<sup>st</sup>: Bobby Hayes speed reading the scroll in #10  
2<sup>nd</sup>: The Gelatinous Cubes  
3<sup>rd</sup>: The effects of the Rings

#### Fighting:

1<sup>st</sup>: Kelly Combs and her backstabs  
      Ruth Davie and her backstabs  
      All of team #2 (Layne's team)



*The red ring was especially fun for the teams. Here we see Jason and Mason enjoying its delightful effects.*

## NPCs

### Roleplaying:

- 1<sup>st</sup>: Jim Davie as Kae-Su
- 2<sup>nd</sup>: Brandan McGranor as Anzar The Merchant  
Tracy Li, Sora Carlsburg, and Chris Wright as The Picnicking Thieves
- 3<sup>rd</sup>: David Spence as Thulcandra  
Olan Knight as the Stone Golem

### Costume:

- 1<sup>st</sup>: David Spence as Thulcandra
- 2<sup>nd</sup>: The BadAss Navarro Fighters of encounter #2  
~ Justin Murphey, Cody Lamanno, Brandan McGranor, Nick Hayes, and Brianna Hayes~



Team 2: Perry, Tyler, Bobby, Casey, and Layne

### Monster:

- 1<sup>st</sup>: David Spence as Thulcandra
- 2<sup>nd</sup>: The Gelatinous Cubes from The Pit

### Humor:

- 1<sup>st</sup>: Sora Carlsburg, Tracy Li, and Chris Wright as The Picnicking Thieves
- 2<sup>nd</sup>: Brandan McGranor as Anzar The Gelatinous Cubes  
Alyssa Phillips as The Escaped Navarro Cleric  
Olan Knight as Barak



**Kelly Being Absolutely Fabulous!**



Focused attention at the Safety Speech.  
Well, mostly....





*Team 1: Andrew, Robert (the GM), Ruthie, Chris, Tabitha, Mason, and Jason.*

*Fighting:*

1<sup>st</sup>: David Spence as Thuldandra

2<sup>nd</sup>: The NPCs of encounter #6 - The Trapdoor

~ John Jones, Ray Segura, Nathan Tryon, Rich Adkisson, David Spence for team 1, Nick Hayes ~

3<sup>rd</sup>: Nathan Tryon as one of the Quer'Shatta guards at enc #6  
Olan Knight as the Stone Golem

*Special Effect:*

1<sup>st</sup>: The zip line (this won hands down!)

2<sup>nd</sup>: The demon Thulcandra and that entire encounter

3<sup>rd</sup>: The Trap Door

The Pit

The three skulls

*Comments:*

1. Kae-Su was <drawing of a hand showing "OK">!

2. Thank you~!^^Had a great time and appreciate all the work you put into producing and assembling everyone come game day! :D

3. Thank you for another great game

See You Next Time -

Olan Knight

Game Writer

Game Producer

Prop Maker

Exhausted Puppy