

# North by Northwest

THE RPGA NETWORK NEWSLETTER FOR THE NORTHWEST REGION

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# Welcome to the RPGA Northwest

**David E. Wall**

*Northwest Regional RPGA Network Director*

Greetings All!

Allow me to introduce myself. My name is David E. Wall, and I am your new RPGA Regional Director for the Pacific Northwest Region. You will be hearing more from me over the year via this forum — your Regional RPGA Newsletter. This newsletter will be bimonthly (opposite the Polyhedron releases) and will contain local RPGA information such as Convention updates, Game Day reports, Campaign status for all the “Living” campaigns as well as possible local campaign reports, and other information pertinent to our role-playing region.

The Pacific Northwest Region is all of Alaska, Alberta, British Columbia, Idaho, Oregon, and Washington. We are far flung, but the RPGA is alive and well in this region. There are two active clubs, the *Buckon*, out of Pendleton, Oregon, and the *Seattle Mob*. Each club has about 15 paid members, with even more gamers attending their respective Game Days. Plus, there are plenty of members, both Guild-level and Fellowship, to make many more clubs! Also, 16 area conventions are available to run RPGA Network events in the course of the next year.

If you think Polyhedron Magazine is the only perk of an RPGA membership, think again. There are actually AD&D RPGA games running near you at conventions, Game Days, and in retail stores. These RPGA events occur regularly — monthly or more so in many locations. Finally, we have people actively seeking out RPGA assistance to run events at their conventions — now that they know we are here, gamers have been ecstatic that we will help out with the ever growing demand for games.

Fellow RPGA members in the area are quickly joining us for Game Day events, watching and participating in the Interactives (Launch parties, Living City Interactives, etc.) and enjoying themselves while playing AD&D with fellow network members. Many are also pleasantly surprised when they find that we are playing other game systems (Call of Cthulhu, Star Wars, Alternity, White Wolf: Vampire, White Wolf: Werewolf, etc.) Therefore, I believe that the RPGA can easily demonstrate quality games in this region and

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# A Portrait of Norwescon 99

I wander the halls of this hotel in wonder. This is my first convention. Everywhere I look people are dressed in costume — from the obscure to the fantastic. I find myself dodging Imperial Stormtroopers only to find myself face-to-face with

one of the most beautiful woman I have ever met. Alas! She believes she is a vampire, and I move on. The crowds are huge. I never imagined I would see so many people gathered for an event such as this.

Get me out of here!

I need to find some place to catch my breath and get a hold on what's going on here. I wander upstairs. There aren't nearly as many people up here, and they all seem to have a purpose. Nobody here is wandering aimlessly, except for me. Somewhere down the hall I hear the drums pounding. I glance into a room and I see costumed people acting out some strange play. In another, there is a discussion going on and I don't want to interrupt. Yet another room filled with people... wait... this room is different.

Slowly I take in this new place. This room is unlike any other I have encountered thus far at the convention. There are small groups of people gathered around various tables. Some are in costume, but most are not. They seem to be having private, and in some cases animated, discussions. I wonder what these folks are doing. I see on one wall a group of papers. Maybe they hold some clue to the nature of the strange activity before me. As I move closer I see they are sign-up sheets of

some sort. RPGA Tournament sign-up sheets.

"What is going on here?" I ask someone garbed in jeans and a tee-shirt, rather than a costume. He mumbles something about "tournaments," and "role playing games."

I have tried neither, but these friendly gamers don't seem to mind. They quickly invite me to a table. The shove strange dice and a complicated form at me, they call it a "character." I begin to wonder what I have gotten myself into when suddenly I am elsewhere. I am standing on a cobblestone street looking around in wonder. Around me some sort of battle is raging. I see several people around a covered cart that is on fire, and several people fighting with swords. Yes, swords. I try to figure out what's happened when suddenly I hear a cry of "LOOK OUT!!!" I glance up to see a huge ball of water falling towards me. I rush to get out of the way, but I don't make it. The water strikes the ground flooding out in all directions. In addition to knocking several people over, it puts out the burning cart.

Picking up my drenched body from the ground, I look around to try and figure out what happened. The back of my mind tells me that none of this is real, but for now it is real enough to suit me. I take off down an ally and try to find some quiet place to think. I wander the dock ward when suddenly, to my amazement, I can see a ship suddenly take off into the air. It flies up into the atmosphere and disappears from view. Even the technology of the world I live in is incapable of such a feat, yet here in this land it seems that nothing follows the rules. At least not the rules as I used to know them.

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## Welcome, from page 1

recruit more members.

We have standing invitations to return and run more events at those conventions where RPGA gaming made its debut this past year. New conventions are seeking us out and are requesting RPGA games, interactives, and involvement. Groups are forming through the Retail Adventurer's Guild program, Clubs, and local Game Days, including a new Game Day starting up in Portland soon.

I believe that the local area is going to grow by leaps and bounds as the gamers in the region learn about RPGA activities. Some are just learning about the Living

Campaigns, others are just learning that local Living events are being held! With this newsletter, announcements in the local game stores, and the trickle-down/exponential effect of word-of-mouth, gamers will be becoming aware and very interested in the local RPGA activities. I expect a large growth between now and the next issue of *North by Northwest* you receive in your mail box.



### North by Northwest Round Table



David E. Wall  
Arthur



Stephen Radney-MacFarland  
Gawain



Theodore M. Coop  
Perceval

# Future Directions



## Conventions, Game Days, and RPGA Network Events coming up in the Northwest Region

### April

**PENDLETON GAME DAY** RPGA Network club games, April 24, Pendleton, Oregon - Living City, Living Death, and others.  
Contact: Bob Ehmann of the Pendleton Buckon Gamers Club, rehman@ucinet.com

### May

**SEATTLE GAME DAY** RPGA Network club games, May 8, Seattle, Washington, Wizards of the Coast Game Center - Living City and Living Death  
Contact: Stephen Radney-MacFarland, (425) 271-3982, adsoii@aol.com  
Game Day Info: <http://www.rpg.net/rpgamob>

**VCON24** SciFi/Fantasy, May 21-23 Surrey, British Columbia  
Gaming already organized, featuring Warhammer games and others; gaming co-hosted by Imperial Hobbies & Wax Pax'n'Stuff of Richmond, BC, Hyperlight Enterprises of Vancouver, and Cheapass Games of Seattle.  
Gaming contact: Tammy Midttun, 273-1901 (BC phone number).  
Convention info:  
<http://www.geocities.com/Area51/Corridor/7214/vcon24/>

**ANGLICON** British Culture, May 28-30 Everett, Washington  
Gaming wanted by convention organizers, but not organized yet. To volunteer, contact Craig Hulse at (425) 423-9403 or wanderer@oz.net.  
Convention info: <http://www.webwitch.com/anglicon/>

### June

**SEATTLE GAME DAY** RPGA Network club games, June 12, Seattle, Washington, Wizards of the Coast Game Center - Living City and Living Death  
Contact: Stephen Radney-MacFarland, (425) 271-3982, adsoii@aol.com  
Game Day Info: <http://www.rpg.net/rpgamob>

### July

**EMPIRE CON - WESTERCON 52** Science Fiction, July 2-5 Spokane, Washington - No organized gaming scheduled as of this writing.  
Contact: Empire Con, PO Box 7477, Spokane, WA 99207 or westercon@webwitch.com  
Convention info: <http://www.webwitch.com/westercon52/index1.html>

**SEATTLE GAME DAY** RPGA Network club games, July 10, Seattle, Washington, Wizards of the Coast Game Center Seattle - Living City and Living Death  
Contact: Stephen Radney-MacFarland, (425) 271-3982, adsoii@aol.com  
Game Day Info: <http://www.rpg.net/rpgamob>

### August

**SEATTLE GAME DAY** RPGA Network club games, August 14, Seattle, Washington, Wizards of the Coast Game Center Seattle - Living City and Living Death  
contact: Stephen Radney-MacFarland, (425) 271-3982, adsoii@aol.com  
Game Day Info: <http://www.rpg.net/rpgamob>

**DRAGONFLIGHT** Games, August 27-29 Seattle, Washington  
Nothing but gaming, of all kinds (possibly short of team athletics).  
Contact: Dragonflight, PO Box 776, Seattle, WA 98111-0776 or info@dragonflight.org  
Convention info: <http://www.dragonflight.org>

### Further upcoming conventions

(with more details next issue):

<b>MOSCON</b>	September 10-12	Moscow, Idaho
<b>INCON</b>	October 17-19	Spokane, Washington
<b>TERRACON</b>	October 29-31	Fife, Washington
<b>ORYCON</b>	November 12-14	Portland, Oregon

# Regional Network News and Information from the Regional Director



## Gaming in the Northwest is not dead!

There is a horrible rumor going around that it is, I but hope this issue, and the news and information within it, is a clear testament to the contrary. Within the last few months, I have talked to numerous game enthusiasts in the region, and not only are games out there, Role-

Playing Gaming in general is growing in the Northwest.

What does that mean for the RPGA? It means we are going to be busy. It is our goal to be wherever the gaming is, to act in a support function for games in the area, and to have fun pursuing our hobby. This region's RPGA Network is dedicated to making sure that Role Playing grows in the coming year and beyond.

What does this mean for you? More activities, more support, better communication between the network and yourself, and of course, better gaming! Whether you game at home, or are a weekend Convention and Game Day warrior, we want to make sure that your needs are met.

Much of that will be facilitated in this newsletter. Guild Level members (those who pay \$20 a year) will receive the newsletter bimonthly, alternating months with Polyhedron. Many Fellowship members will receive this particular newsletter to get the word out and to make sure they are aware of this new benefit of RPGA Network Guild Level membership. I truly wish we could send all of the members, Guild and Fellowship, North by Northwest each and every month, but cost restraints prohibit it.

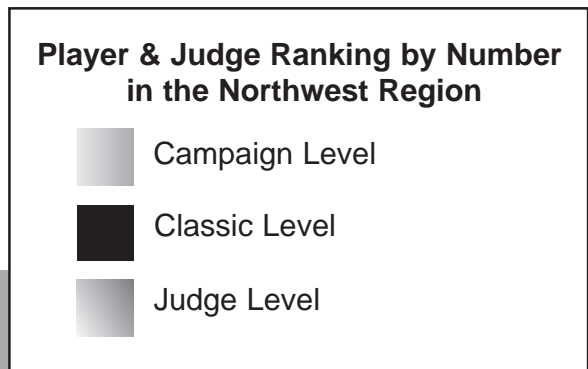
This newsletter is not just a mouthpiece of the

Network either. It is your forum as well. In the coming months we will not only offer news of events in the region, but also offer fiction and game related-articles by members in the Northwest region. If you have something you would like to see in these pages, email me at [wiz@blarg.com](mailto:wiz@blarg.com), and I will be happy to give you details for submission, and point you in the right direction.

Remember, just because the RPGA is owned by Wizards of the Coast doesn't mean we insist that you only play their games. We are an organization in support of role playing in general. Just because you are a Vampire, Star Wars, Shadowrun, or Call of the Cthulhu enthusiast does not mean that we will not support you. We run and support a variety of different events, from the popular Living City tournaments to obscure games such as Chill and Toon.

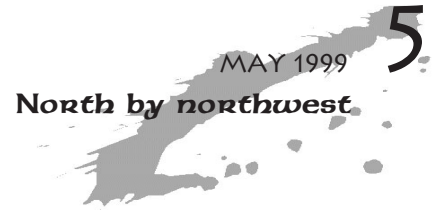
I have been doing some research lately to find out just who the RPGA gamers in the Northwest region are. The graph below shows some interesting information about you folks. First, there are a large number of Fellowship level RPGA members, 831 to be exact. Now that is excellent! It shows the enthusiasm there is for Network events in the region. The numbers drop astronomically when we reach the Guild Level members. There are only 219 paying members in the region, only

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0 Level      1st Level      2nd Level      3rd Level      4th Level      5th Level

# Pendleton Game Days



**Bob Ehmann**

*of the Buckon RPGA Club, Pendleton Oregon*

The March Pendleton Game Day took place at our one wonderful game store, Mad Dog Comics. Three events were offered during the day, a lower number than usual, because of sudden medical emergencies stealing both our Living Death and Living Jungle judges. Fear not, all is well now, and both will be up and running games at future events.

Even with the calamities of the day, we were able to inaugurate our Earthdawn campaign. Since the event ran with a full table, you can bet that we will offer Earthdawn at future Game Days.

The April Pendleton Game Day will be held on April 24, at Mad Dog Comics. We hope to have a better attendance, and a continuing Earthdawn presence in the evening slot. Seth "Razor N. Fome" Johnson will be filling in on the Living Death campaign in the evening. So come on down, we now have room for four tables of games so all that show up are sure to game.

The Pendleton RPGA Network club, currently named the Buckon Club, is currently preparing to host the RPG section of the GameStorm convention in Portland. Game Storm will be held at the Clackamus Town Center on the weekend of June 18-20. We are currently in need of volunteers to judge events. We need AD&D judges, especially those versed



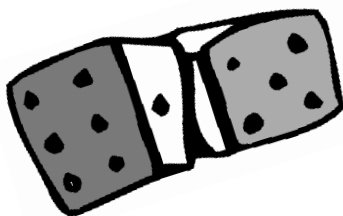
in the Dark Sun, Al'Qadim, and Greyhawk game settings, as well storytellers for Werewolf, Vampire and Mage. If you want to run another event, great, the more events run the better. Many RPGA events will be run throughout the convention, so judges who are interested or experienced in running these events are encouraged. If you want to lend a hand for GameStorm, contact Bob Ehmann at 800-570-0069.

The final bit of news from Pendleton is that the Buckon Club is meeting soon to discuss a much needed, and demanded, name change for our organization. The favored name, at present, is the North Easter Oregon Gamers Ink. Also being considered for our new title are Pendleton Oregon Role playing Club, Pendleton Oregon Roleplayers, and Pendleton United Role Playing Gamers Extraordinaire. Whatever the final decision will be, we will make sure to keep you updated in these pages.

# Seattle Game Days

**Stephen Radney-MacFarland**  
*Seattle Mob Game Day Don*

C o m e   A s



“We get together and make fun of each other’s imaginary friends.”  
One of my good friends described gaming to a co-worker of his, in those exact words. The same co-worker showed up to our game the following week, and has been bit by the role playing bug ever since.

What can I tell you about Seattle’s game day? Well, a lot actually, but it all boils down to the above statement. We just get together and have loads of fun.

And how could we not? After all the Seattle Game Days are located in a gamer’s paradise — the Wizards of the Coast Game Center in Seattle’s University District. If you have never had an opportunity to visit the Game Center, I extend the invitation to you. Come, some second Saturday of the month, join our

Game Day! You can play a game with us, check out the great arcade upstairs, and even sign up for a mission or two at the BattleTech simulators.

Our Seattle Game Days are growing. When I first joined the Seattle Mob (our local RPGA Network club) the events were a small affair. Maybe eight gamers would show up, and everyone sported low-level Living City characters. I had just moved to the Northwest from

Y o u   A r e . . .

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## From Off the Wall, *page 4*

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25% of which have reached 1st level in the RPGA rating system. The numbers then continue to spiral.

What is even stranger is that in 1998 there were a total of 106 RPGA tables run at conventions and Game Days. If those tables were full, and no member gamed in more than one table a year (not a very likely occurrence), then only 742 Network members enjoyed RPGA events last year. That is only about

75% of our total regional membership!

Numbers can tell a lot, but they never give the full story. What do we need to do to increase Network participation in the Region? The statistics I have give me some ideas, but I want to hear from you. After all, you are the gamers who we are trying to reach, so who better to give us advice?

I just can't say it enough, the RPGA is here for you — to make sure you have the

very best role playing experience there is to offer. Be vocal and be loud. Let us know what you want, and we will listen. Better yet, come join us at one of our activities, and tell us over an exciting game.

Good Gaming,  
David E. Wall

## Don't miss out...

*Future issues of North by Northwest will only be available to Guild Level RPGA members, become one today! visit the RPGA Network web site for details*

[www.tsr.inc/rpga](http://www.tsr.inc/rpga)

## From Portrait, *page 2*

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The strange sights of my mind's eye switch again. I step out from behind some buildings to find myself in the middle of a firefight. Around me people are firing automatic weapons of the likes I have never seen. I see a couple of people wearing some kind of futuristic armor in fierce combat with others standing on the sidewalk. In the distance I can hear a siren wailing and I wonder if it's coming this way. Suddenly one of the sidewalk defenders waves his hands and I wonder if he is trying to surrender. The area around me erupts. Terrible pain assaults my senses. I black out.

I awaken in a huge cave. Naked and in pain, I find I am lying on a huge pile of bones. Around me lie several other people in a similar state. We try to get our bearings and begin to explore. I can't believe what I have seen. Black grass eight feet tall, and orange swamps. A sky unlike any I have ever seen bends and contorts strangely. A howling tor-

nado carrying tortured souls and I wonder what has brought me to this place. Am I dead? If not, will I die here?

The ground shakes and a creature unlike any I have ever seen appears. We are surrounded by foul demons. Their wicked master, with his grumbling and shallow voice, makes us an offer. I can't help but think I am speaking to evil itself. He vanishes leaving behind a wand with a skull on it. To my shock and horror and people considering taking the abandoned device. How could they even consider it? Evil!

Suddenly I am enshrouded in darkness yet again and I find myself sitting at a table. Almost everybody is gone, and the people at the table are discussing the game and telling stories of the day's challenges and glories. The convention is over. I take my things and stand to leave. I take one last look around this room where so much happened, and yet didn't really happen. This is fantasy role playing.

# Classified

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## LOOKING FOR JEROME RETAILERS

Jerome, Idaho that is. If any one knows of the closest retailer in my area please contact me  
Patrick Snyder, pjs0012@omni.csi.cc.id.us

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## HONEST LOCKSMITHS WANTED

Locksmith seeking colleagues to form guild, for the purpose of enhancing the personal and financial security of Raven's Bluff and its residents. Contact Amadàn Alfstan care of the Dusty Dwarf Tavern or at AmadanA@aol.com

## ADVENTURE SEARCH

Realms of Horror, a compilation of the old "S" modules. Has to be in good condition with all components. Price negotiable  
Stephen Radney-MacFarland  
adsoii@aol.com

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## FAT GUY DROPPED HIS STICK

Yo'aw know, dis fat guy, with a pair of goat horns on his head, dropped this stick. I would greatly appreciate the opportunity to return it.  
contact Lucco Barley, MD. Just ask around town.

## GAMER LOOKS FOR GROUP

Experienced role-player, looking to get back into adventuring is seeking to join in or start up any kind of RPG campaign. If interested you can contact me at:  
Eric Bergstrom  
(604) 436-1543, ebergstr@phase-1.bc.ca

### Advertise in the Classified Corner

Just send an email to  
wiz@blarg.net, and let us help  
you find whatever you are  
looking for

## From Seattle Game Day, page 5

Colorado, and had a long-played and beloved 6th level paladin that I had to keep in my binder due to the shortage of higher level characters. These days I could play my paladin without the fear of overshadowing other characters in 4-8 tables we run each month — that is, if I weren't so busy helping to run the festivities!

If you have never played a Living City game, or other Living campaigns, at a RPGA Network event, I really suggest you do. They are great events. In the old days, if you went to a convention and played a role-playing game, you were forced to play a pre-generated character. Playing these characters was challenging, fun, and very different than the games you may run at home, which made them fun. But now, with the Living campaigns going on all over the country, tournaments at conventions and Game Days have become an exercise where the players get the best of both worlds; not only do you get the thrill and challenge of playing with a new group of people at every table, your character is your own, complete with a background and experiences that you have intimate knowledge of, not something you read in ten minutes before the game began.

Living campaigns also bring out such a wide variety of players and playing styles. Every month I am surprised by the diversity of players who show up: old guard gamers who have not picked up a die in years and decided to come 'check it out'; Magic: the Gathering players in between duels, who had 'heard of role playing games, but have never had the chance to play one'; whole families who game together on the weekends; those who like to hack, and those who love character development and the theatrical nuances of the role. At-home campaigns tend to fall into a particular game style and feel after a while; Living campaigns are

completely different. When I run a Living City I love watching the dynamic of different character styles and players who happen to sign up for my character. It keeps you on your toes, players and DM's alike.

In the coming months we have some exciting things planned for Game Days. Every month, thus far, we have increased our adventure selection. In May we are running three slots, multiple tables apiece, of Living City adventure, and at least a table of Living Death. A couple of months ago we had our own club Godfather Jeff Quick (of Polyhedron fame) run an RPGA adventure he wrote for the Alternity science fiction roleplaying game. All of us who played in it had a blast, and look forward to Alternity's Living Campaign, the Living Verge. Expect some of those scenarios in future Game Days as well.

Every month the tournaments and schedule of events of the month's Seattle Game Day are posted on the Seattle Mob web site: [www.rpg.net/rpgamob](http://www.rpg.net/rpgamob). By the time this newsletter reaches you the May and June 1999 schedule will be posted, and all of us would love to see more of you at the events.

If Seattle is a little too far from you for a weekend excursion, look into starting your own Game Days. It is easy to do. You need a place, some folks to game with, and you can order the adventures on the RPGA web site ([www.tsr.com/rpga](http://www.tsr.com/rpga)). It is a great way to meet other gamers in your area and become more active in the RPGA, by doing what you do already — game!

Whether you come and join us in Seattle, start your own Game Day, or join other Game Days near you, just come as you are, have fun, and take the time to poke a little fun and your fellow player's imaginary friends.

# Inside is your Guide to Role Playing in the Northwest

