

Whispering Runes

President's Column

I've been looking at past columns and I think I've found a recurring theme: Begging. Begging for NPC's, begging for game writers and producer's, begging for PC's. Well if you are like me then you are tired of begging. So in this month's column there will be no begging. Instead, I am announcing a contest!

A contest you say? Yes, a contest. As a few of you know, the Help Wanted series of mini-games is written around my 7th level Fighter, Cullen as an NPC. As a smith he has created several weapons and armor. He has also discovered an interesting dark ore called "mithicarum". There is one problem. Other than it's unique purple color it has no other properties or lore. Therefore, here is my contest.

HEAR YEE! HEAR YEE! A CONTEST IS BEING HELD!

Here is your chance folks to create a lasting piece of gaming lore. Create a powerful series of new magical weapons to be feared by one and all! Create armor that will withstand the harshest of conditions!. It's time for "NAME THAT METAL!

No... wait. It has a name already. mithicarum. But that is about it. No properties, No lore., No history.... and that is sad. So, get out your thinking caps and sharpen your pencils. Create the lore for this metal and win.

I am looking for an interesting lore for mithicarum. Something unique. The standard +1 or +2 won't work either. I want something really different. If you want to create a fiendish magical creature that is affected by this metal, then have at it. I will be sure to make it a standard part of many games in the future. If you want to make multiple alloys, even better. How would mithicarum and gold react or mithicarum and silver? Why does mithicarum and steel turn purple? Whatever strikes your fancy. It doesn't have to be about weapons or armor either. Crowns, greaves, jewelry or shields are candidates as well.

All I ask is that they be well thought out and balanced. Please, please no "GOD" items. (Ooops that sounded a lot like begging.) Interesting properties need to be offset by interesting role-playing side effects. If all the NPC's die ever time it is unleashed, then it is too powerful. Also, too powerful an effect may result in too high of a Bluebook value. This will make it difficult to give out a treasure. I do

not want any items which 3 years down the road have to be removed from the economy because of their effect.

Ok, here's the payout. What do you win? Why the first item created out of this newly documented metal of course! Along with the item you will get a high quality rep as well made by yours truly! I hope to present the item at an event in the fall. So in order for me to get it sanctioned and the rep created in time, I will need the lore as soon as possible.

Please e-mail all entries to me at paulcoley@comcast.net. I will accept any format. Have fun everyone. I hope to see you soon!

*Paul Coley
Dallas IFGS President*

IFGS - Dallas Chapter Board May Meeting Minutes

In attendance:: Paul Coley.(w/ Amy Coley's Proxy), Joe Dimatteo (w/ Robert Armbruster's proxy). Olan had given John his proxy but it was not used according to board rules on holding more than one proxy. John had given Joe his proxy but it was not used according to board rules on holding more than one proxy.

The meeting was called to order at 7:47 PM by Paul Coley.

Committee Reports

Newsletter: May has not been sent out. Mar/April was complete and sent to the mailing list but not distributed. Paul to check with Olan.

QM: No report.

Bank: No report.

Safety: No report.

Sanctioning: No report.

PR: No report. The position is open

FRC: No report The position is open.

Treasury: No report.

Society Liaison: No report.

Old Business –

- Secretary position still open. Paul has attempted to contact Mark with no success. Talk of determining a replacement is tabled until all members present.
- Presence at FenCon. John Jones has agreed to get us a table and pay for fee. We will do a "Fight the Knight" at least.

International Fantasy Gaming Society

Dallas Chapter

June 2004

- Status on "Midnight Shuffle: Face Cards" tentatively set for June 5th's unclear. Paul to check with John.

New Business

None.

Joe Dimatteo made a motion to set the next board meeting for June 1 at Amy and Paul's home. The motion was seconded by proxy and passed by acclaim.

Paul Coley pronounced the meeting adjourned at 7:51PM.

IFGS - Dallas Chapter Board June Meeting Minutes

In attendance:: Paul Coley.(w/ Amy Coley's Proxy), Olan Knight (via speaker phone), John Jones.

The meeting was called to order at 7:33 PM by Paul Coley.

Committee Reports

Newsletter: May or June has not been sent out. Olan stated Mar/April issue expired from approval queue while he was on vacation.

QM: John reports that he will be moving this fall. He is investigating at using the garages at his new place. Of course, this will require a shed moving party.

Bank: No report.

Safety: No report.

Sanctioning: No report.

PR: No report. The position is open

FRC: No report The position is open.

Treasury: No report.

Society Liaison: No report.

Old Business –

- Talk of determining a replacement for Mark Venable is tabled until all members present.
- Presence at FenCon. John Jones paid for a demonstration table at FenCon. He will check on membership being required or if additional memberships need to be purchased. Still exploring options for a Con Game and "Fight the Knight"
- "Midnight Shuffle: Face Cards" is not ready and the came will be pulled.,

New Business

None.

Olan Knight made a motion to set the next board meeting for July 6th at Amy and Paul's home. The motion was seconded by John Jones and passed by acclaim.

Paul Coley pronounced the meeting adjourned at 8 10:PM.

UNDER NEW MANAGEMENT: HELP WANTED!

Or “Help Wanted 6” if you prefer

Location: Duck Creek

Date: July 24th

Start Time: 10:00 AM (to beat the heat)

This is a bar game for 1 hour for PC's 1-10. PC Fairness is in effect.

Cullen has been warmly welcomed by the merchants of Fairhaven. A skilled armorer and weapon-smith will be a huge asset to the fledgling colony. Most importantly, a large vein of the dark ore Mithicarum is being actively mined. With the local Magistrate as a partner, Cullen has been given a large building on the edge of town. Cullen now faces the unenviable task of staffing the newly created Two Hammers Forge, expanding the mining operation, starting a smelting operation for the dark ore. The cry goes out for a few skilled people. Once the adventures have earned their gold, The local shops will be selling their magical wares.

Players bringing in characters will earn one hour of experience. Players may bring in multiple characters. Any character playing in the mini-game will earn two hours of experience.

Levels 1-3: 8 Total levels

Levels 4-5 18 Total levels

Levels 6-7: 26 Total levels

Fighting 7 Mental 8 Physical 7 Risk 7

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Sanctioning Committee Game status

Sanctioned:

<u>Game</u>	<u>Writer/Producer</u>	<u>Level</u>	<u>Run Date</u>	<u>Committee</u>	<u>Status</u>
Help Wanted 6	Paul Coley	All	July 24	(less than a year)	Sanctioned

Sanctioning at Work.

<u>Game</u>	<u>Writer/Producer</u>	<u>Level</u>	<u>Run Date</u>	<u>Committee</u>	<u>Status</u>
Punishable by Death	P.Coley	2-4	Jan 2005	Amy C.	Submitted
A Small Matter	P.Coley	2-4	TBD	TBD	Reworking
Trouble in Trocton	M/B. Magness	TBD	TBD	P&A Coley, O.Knight	Submitted
Midnight Shuffle: Face Cards	John Jones	TBD	TBD		In Process
Keys to the Gate	John Jones	TBD	Oct.2		In Process

Calendar Of Events

<u>Game</u>	<u>Chapter</u>	<u>Author/Producer</u>	<u>Levels</u>	<u>Type</u>	<u>Date</u>
Help Wanted 6	Dallas	Paul Coley	All	Mini	July 24th
Keys to the Gate	Dallas	John Jones	TBD	Major	Oct. 2 nd