

Dallas

# *the* Whispering Runes

VOLUME 1 ISSUE 9

JUNE 2009

## Dallas President's Column for June 2009

Here I am about to head out to an IFGS game in Colorado and I suddenly realized I haven't written my letter for the newsletter yet. So here goes:

We have a good recruiting activity at A-Kon (and I had fun at a Changling larp written by our own Courtney Miller). Looking forward to Animefest in early September as another recruiting opportunity.

And we had a GREAT game two weeks ago (Adventures in Averlast) by a new writer/producer, Justin Murphey. If you liked the game like I did, be sure to tell him so. Like most of you, I was too drained by the heat to properly thank him on game day, so I'll do it here. A well paced game, with mental challenges, scary fighting, unusual opponents with strange powers, fresh physical challenges and plot twists at the climatic scene. Thanks and kudos go to you and your support team, which includes all the NPCs who braved the heat. I look forward to a chance to help you produce your next one so those NPCs get a chance to play.

Speaking of heat, it appears we've lost some of our tribal knowledge about coping with Texas heat. Here's my tips for players and production: For really hot days, bring at least two bottles of water on course and expect to refill them frequently. Production needs to have water at every combat encounter. Having chilled water later in the day at multiple points can be a big help for those who've gotten overheated. Be sure to get in the shade whenever possible. On the production side, get the NPCs there as early as plausible, start the first team 30 minutes after that, even if only the first two encounters are ready. Schedule each team 45 minutes apart. That gives almost 2 hours more of morning game time before the heat gets too intense. Then, schedule a one hour lunch break for everyone on course around 1pm when the sun is the worst and the players and NPCs are lagging. Get everyone to cool down so they can manage a surge in the afternoon to finish the game. Finally, have more water and ice at checkout to help cool people down.

We are in good shape for the rest of the summer for dealing with the heat. First, we have "To Save a Mage" July 25 which will be a short game in the morning followed by immediate access to a swimming pool and air conditioning. Then, in August John Jones has an indoor game planned for the clubhouse at his apartment complex. By the time we run a game in mid to late September, the worst of the heat will be past us.

- Patrick McGehearty

## A Note of Appreciation

I wanted to send a huge THANK YOU to those people that took the time and effort to make the "Fight The Knight" event today: a work day, no less! They showed up and really helped make the event a success for IFGS! This is the third year that we have done this event, and it just seems to get more popular every year!

Rich Adkisson  
Tom Paul Grissom (awesome costume and make-up)  
Andrew Saunders  
Pat McGehearty  
Justin Murphey  
Ashley Miller  
Johnny Kime  
Courtney Miller & Bruce

This event would not have happened without their enthusiastic participation. We might get some new recruits from this as several of the participants from A-Kon indicated that they had a serious interest in IFGS! Let's hope!

THANK YOU AGAIN!!!!

Olan  
To Everyone at "Adventures in Averlast",

## Pleas for Help

I am missing one of my Knighthawk swords, If anyone has seen the sword or used it at the game (it was intended for NPCs and loaned out to someone to give to NPCs). In the attached link it has the brown hilt in the bottom right sample.

<http://tinypic.com/r/mm2xw7/5> (This is the link to to sword)

If you know the whereabouts of the weapon please email me at [deefuchs@verizon.net](mailto:deefuchs@verizon.net)

Thank you, Danny Fuchs

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To Everyone who was at "Into The Woods"

I am missing my Knighthawk Armoury sword from "Into The Woods". The model is a "Black Widow"; the hilt has several points that stick straight up and there is a diamond painted in the center of the hilt.

PLEASE let me know if you've seen it or have it.

Thanks,  
David Spence  
[ifgs\\_triad@hotmail.com](mailto:ifgs_triad@hotmail.com)

# To Save a Mage



An invitational two –hour game for 6 PCs of at least the 7<sup>th</sup> level.  
Olan Knight and Tina Cox are the LMs for this game.

Physical: 5 Mental: 3 (10 for Lug) Fighting: 9 Risk: 8-9

After the game there will be a magic shop and just general gaming throughout the day. If it is not too hot we will run a weapons tourney after the board meeting. Afterwards everyone can stick around to swim, eat and just visit.

**Where:** David/Tina/Greg's house in Weatherford

**When:** July 25<sup>th</sup>

**Time:** NPCs please arrive by 10:00.

Team 1 (Olan) on course at 11:00, Team 2 (Tina) at 11:30.

**Cost:** \$5.00 for PCs and NPCs, An additional \$5.00 for the barbecue afterward.  
Please drop an email to [Tashlin@charter.net](mailto:Tashlin@charter.net) if you are planning on eating so we can judge how much food to provide.

For those of you that would like a chance to beat on the high levels this is it. In other words, David *needs* NPCs: [ifgs\\_triad@hotmail.com](mailto:ifgs_triad@hotmail.com)

## “Casting Off!” - Bank Report

12 June 2009

The June Board Meeting was held at John Jone’s house on the 6<sup>th</sup> of June. John had a special treat for those who attended: a wonderful rosemary bread with sea salt that was *divine*; later on John made chocolate chip cookies. YUM!

Several people arrived around 10:00 am to help straighten out the shed, and set up for the mini-game. Thanks to Danny Fuchs, Chris Pettit, Pat McGehearty, John Jones, and Allison Pace for their work on the shed. The Board meeting started at 12:15 and ended at 1:05 pm.

John wrote up this mini-game to give the PCs playing in “Adventures In Averlast” on the 13<sup>th</sup> of June the opportunity to gather lore, to earn a bit of gold, and to visit the two Magic Shops: The Shops of Norlake (<http://forcesinbalance.googlepages.com/shopsfnorlake/>) and the White Raven Magic Shoppe. Much CAP was spent, and then much GOLD was spent!

John had Justin Murphey and Ashley Miller, the writers of “Averlast”, NPCing in order to provide the Lore to the PCs. In addition, he strung those rats between the trees beautifully! Those were some cool rats! As someone who is PCing in Averlast next weekend, I’m also concerned about the dying words of the were-rat king....

Many thanksto John, Justin, and Ashley for running the fun mini-game!

The results of the voting for the mini-game are as follows:

### Game “Best Ofs”

#### Best Of NPCs:

Roleplaying:	1. John Jones as Allister (recognize the name?) 2. Justin Murphey as Beristan and Ashley Miller as Lir
Costume:	1. John Jones as Allister (recognize the name?) 2. Justin Murphey as Beristan and Ashley Miller as Lir
Monster:	1. John Jones as Allister (recognize the name?) 2. Justin Murphey as Beristan
Humor:	1. John Jones as Allister, the slightly distracted 2. Ashley Miller as Lir, the deadpan cynic
Fighting:	1. Justin Murphey
Special Effect:	1. The rats 2. The cookies and the bread!

### Game Ratings:

		Overall:	8.4		
Design:	8.5	Logistics:	8.5	(???)	This should have been a 10!
Mental:	5.3	Physical:	4.0	Fighting:	4.3
				Risk:	4.0

The mini-game was fun and very informative. My PC got to meet a bunch of other PCs, including those who comprise my team for “Averlast”, and I’m sure the same was true for other teams.

See You Next Time,  
Olan Knight  
Bank Rep

## Dallas Chapter IFGS - Board Meeting Minutes 6-June-2009

The meeting started at 12:15 pm. People present: Board members: Olan K., Pat M., John J., J. Murphy, Ashley & Rich A. Chapter members: Allison P., Nathan T., Danny F., Chris Pettit, Joe D., Courtney Miller, Will G. The minutes for the May 2009 Board meeting were approved.

### **Committee Reports:**

**Treasury** - is currently not up to date due to funds, in check form, not having been deposited into the account yet. Pat will contact Tracy on this.

**Registry** - is up to date. YAY OLAN! ^\_^

**Safety** - John Murphy has been approved for the Safety Officer for Adventures in Averlast on the 13<sup>th</sup> of June. Danny Fuchs and Nathan Tyron are being looked into as potential additional safety officers.

**Quartermaster** - Shed is clean and organized.

**Newsletter** - Paul Coley has now received everything he needs for the newsletter and should be putting it out shortly.

**Sanctioning** - Adventures in Averlast by Justin Murphy \*is fully sanctioned with John Jones as watchdog, and is ready to go on the 13<sup>th</sup> of June.-

- To Save a Mage and July Board meeting by David Spence \*Original 4<sup>th</sup> of July date possibly being moved to the 11<sup>th</sup>. Still TBD

- I Just Want to Touch It by Tom Paul \*Has been written and is being put into a more user friendly format. Still scheduled for August.

- In the Shadow of Death by David Spence \*still in the process of finding another date

- Mistletoe Wedding by John Jones \*To take the place of In the Shadow of Death in July. Date still TBD

- Rest TBD and check website for further details and updates.

**Society Liaison** - Bluebook comments sent from the society are being considered and worked on. Other-Address and/or directions for previously mentioned new land site 'The Miller House' given to Olan for further investigation.

- John made heavenly cookies and bread for all to feast upon that did not last long.

**Old business** - Fight the Knight at A-kon 2009 \*There were some issues with the time slot, but there was still a good turn out. The previously and liked time slot of 2-5pm has already been reserved for A-kon 2010.

\*A changeling LRAP by Courtney Miller was also ran and was lots of fun according to all that went which includes Rich A., Pat M. Will G., and Andrew Nunally. \*New and promising possible recruits were found from Fight the Knight and the Changeling events

**New business** --Anime Fest coming up on the 5<sup>th</sup> of September (occurs over the duration of Labor Day weekend Sept. 4-7) \*Our spot has been reserved for us to have an informational booth and run Fight the Knight during the day, to help recruit people for Midnight Shuffle later that evening. More people are needed to run the booth, be the knight, and help with the mini game that night. \*A room (a large suite that will be treated as a BYOBed) was reserved and paid for by the chapter to help assist with the tendency of the mini game to run until the wee hours of the morning. The motion was passed to spend \$171.75 on this room and offer it to those members that help.

End time 1:05 pm

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## *Dallas Sanctioning Committee Game Status*

Game /Event Name	Writer/Producer	Status	Run Date
July Board Meeting High-level, invitational mini-game <a href="#">To Save A Mage</a>	David Spence	In Process	July25th <a href="#">Tina Cox's house</a> , 11 am, noon
In The Shadow Of Death This is the sequel to "Shadow Of The Witch"	David Spence	In Process	August 2009
I Just Want To Touch It	TomPaul Grissom	In Process	August 2009
Fluff The Bunny	A Triad Game	In Process	September 2009
Knightshade	John Jones	In Process	October 17, 2009
Portal Of Stars	Taryn Cox	In Process	November 2009

### IFGS Websites

#### Newsletter Information

**Editor: Paul Coley**

#### Submission Addresses:

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#### 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