

DALLAS

The Whispering Runes

VOLUME 1 ISSUE 14

NOV-DEC 2009

Dallas President's Column for November 2009

And once again we had a great mini-game at the Board meeting on November 14. For those who have been missing the Board meetings, thinking mini-games are not worth the effort, you are really missing some great gaming. In early December, we hope to run John Jones game "Mistletoe Wedding". I've just finished sanctioning it and I predict people will find it interesting and exciting. It will be an evening game. I recommend checking out the www.dallasifgs.org website for the latest details.

After thinking about December weather, I decided to do the sword making session on November 21. Turnout was less than for the summer swordmaking session, but we still got several swords built, so we should have no trouble with having enough to go around for the coming season. We are working on improving our sword making techniques and materials as well, although some of the new materials cost more. For people are interested in getting cores for long staffs or spears, I've found sources for bamboo. Send me email with your specific wants (patmcgeh@flash.net).

We have had a great year so far, and many games are in the planning stages for early next year, but that does not mean they will all happen. Sometimes real life gets in the way and a producer has to drop their game from the schedule. If you have a game idea or are in the process of writing a game, keep moving forward. When games are ready, we'll find places in the calendar for them.

Dallas President's Column for December 2009 Newsletter

We have had a very active year, with more games and events this year than we've had for many years. I want to take this opportunity to say "Thank You" to all the game writers and game producers who's leadership made the events of this year happen. And I encourage everyone to remember to say thank you to those on put on games since without games, we wouldn't have much to do.

Looking forward, we have an apparently good supply of games on the calendar. But we still have room for YOUR game. Some games on the calendar are not complete and have been given a date on the calendar to push the writer/producers to get the game finished. Sometimes real life gets in the way and the game is not going to be ready and must drop. If your game is ready, we can quickly shift gears and still keep a full schedule. So keep moving forward on your game.

A general suggestion to all game writers. Read the history and lore sections on the www.dallasifgs.org web page. Then see if you can tie some background lore for your game into what's on the page. It does not need to be major or critical to your plot. Having some lore tie-ins gives people a feeling of character continuity and helps them develop their roleplaying. Better roleplaying means more fun for all.

See you in 2010,
Patrick McGearty

Rules and Sanctioning Commentary – Changes to Magic Healing by Patrick McGehearty

With the adoption of the 2009 IFGS Blue Book, there is a major change to how healing from magic items works. These changes are significant and an overall positive for most of us. For the most part, the change makes healing more flexible and easier to use, but includes some limitations on autocast healing. The changes are described in section 5.8 of the 2009 Blue Book. You can download and print your very own copy of the 2009 Blue Book (53 pgs) at <http://www.ifgs.org/sscdocs.asp>. Use the BlueBook2.0.pdf link.

Generic healing is a new term which applies to all healing that was not in a special category. Special healing would include “Cure Serious”, “Ranged Healing”, or “Yellow Flower of Avalon” or similar high level effects. All other healing items, including those items which were labeled “self-only” become generic healing and can be used to heal the character or another character. The items all combine to form a single pool. The character may heal from this pool for 2 points up to twice the character's level in increments of 2. This healing requires 5 seconds of meditation to invoke and has a range of 1 inch if used on another character.

Autocast effects associated with healing items apply to the generic healing pool. Autocast effects are subject to the MILL rule so characters below 5th level cannot autocast heal. A popular magic item in our area has been the “Bracer of Arms” which allowed the user to autocast heal, self-only, 1 point, up to 6 times per day. With the new rule that all healing must be for at least 2 points, the autocast healing must be in increments of at least 2 points at a time. You might think that would limit the Bracer to only 3 uses per day (2 times 3 = 6 points). But with the generic healing pool, if the character possesses more healing, then the autocasts associated with the Bracer of Arms can be used for any healing from the generic pool. For example, if the character has 44 points of other healing, plus the Bracer of Arms, they would have 50 points of generic pool healing, including 6 autocasts. If they are 5th level, they could autocast healing for as much as 10 points or as little as 2 points. They could also chose to just heal normally, saving the autocast heals until later in the day. Due to other rules about abilities not being able to modify the way items work, an item which gives the character access to the spell “Autocast”, but does not tie it to healing, will not allow the character to autocast heal from their generic pool. If you want that ability, you would need to buy a healing item that included autocast in its savvy.

When buying healing, there is no longer a discount for “heal self only” and generic healing is not subject to the discounts for multiple uses per day due to its incremental nature. The generic healing price is 12gp/point for single use or 120gp/point for one use/day. The price of autocast has changed from being a multiplier to being a constant 300gp for a single use or 3000gp for once/day. I predict that we will see far fewer autocast healing items in the future, but once a character reaches 5th level, having one or two autocast healing items may be an important power building option.

The reason I believe these changes are an overall positive is that we no longer need to keep track of which healing items have been used and which have not. For example, I have a character who has healing items of 1ptsx6, 4pts, 5pts, 8pts, 9pts, and 12pts. Under the old rules, I needed to remember 11 items that were used or not used and all their different sizes. Every time I wanted to heal myself, I had to think about the tactical tradeoffs of using the little healing or big healing items. Hard to do when a fight is going on. Now, I just need to remember the character has 44 points of healing at the start of the day and at the end of a fight just revise my running total of how much healing I used and how much I have left. I find the change to be easier to play correctly and expect others will too.

Bank Report for Trials of the Dark Goddess

Saturday, 24-OCT 2009 was a gloriously beautiful day! Justin and his small group of NPCs arrived early to start setting up the game. As usual, John Jones hauled the required props from the shed. Everyone was there in time for the Board Meeting, so we held the Board meeting on the grass while sitting in the shade of a huge tree. It was lovely!

After the Board meeting Justin told the PCs to break up into groups of 4, either for the low line team with PC levels of 1 – 4, or into a high-line team with PC levels of 4-6. The teams had been invited back to the island nation of Averlast to participate in a tournament/ festival dedicated to the Goddess of Dusk. This was an arena game where the PCs had to prove their mettle in four consecutive combats before a raging crowd of jubilant spectators!

The PCs were met at the docks by the King, and led to the Arena by both the King and his Arch-Druid, and the games commenced! Now I personally like LARP combat and enjoy it thoroughly and I thought that this was a WONDERFUL game. Three of the fights were VERY challenging, and the other one was for comic relief! In addition, all PCs got to NPC, so everyone got to beat on the evil minions who pounded on THEM! Ah....a grand time was had by all.

There were some tricky instructions that had to be followed in one the fights, and there was some wonderfully clever new villains! I LOVED the Fire Sprites, especially Garret Wright who embodied the very SPIRIT of a Fire Sprite; it was amazing to watch him! The Fire Trails on the Sprites and the Fire Elemental were a fun and dangerous (well, to the PCs anyway) new touch and brilliantly implemented. Hat's off to Justin for coming up with this idea!

The last team got off course around 5:15 and the site was cleaned up by 6:00 pm. John Jones and Justin & Ashley headed off to the shed to put up the props, and the after-game dinner was set for 7:00 pm at the I-Hop by Collin Creek Mall. This little game was a LOT of fun. Congratulations to Justin and the production team for pulling it off so well!

Since everyone who PC'd also NPC'd, I combined the game ratings, but I did keep the Best Of votes separated by NPC votes and PC votes.

Game Ratings						
Overall	Design	Logistics	Mental	Physical	Fighting	Risk
8.6	8.5	8.6	5.7	7	9.4	6.1

NPCs Voting for PCs

Roleplaying
1. Brandan McGranor as The King
2. Justin Murphy as the Arch-Druid
3. David Spence as the Fire Elemental

Costume
1. David Spence as the Fire Elemental
2. Brandan McGranor as The King
3. Ashley Murphey as The High Cleric

Monster
1. John Jones as the Kraken
2. David Spence as the Fire Elemental
3. Robert Armbruster & Joe Dimatteo as the Werewolves and Brandan McGranor as the King All of the Fire Sprites

Humor
1. Justin Murphey as the sleepy Arch-Druid
2. Brandan McGranor as the annoyed King
3. The Kraken pooping out PCs

Fighting
1. Olan Knight as the Berserker (high line)
2. Robert Armbruster as a Werewolf
3. Joe Dimatteo as a Werewolf Jason Dzuik as a Fire Sprite Seth Bush as a Fire Sprite

Special Effect
1. The tentacles of the Kraken
2. The fire trails on the Fire Sprites
3. The Coliseum doors The summoning ritual (high line)

PCs Voting for NPCs

Roleplaying
1. Tom Paul Grissom as Sareen
2. David Spence as the kinder "Damned Fairy"
3. Olan Knight as Derek The Mighty Rich Adkisson as Geraldo The Reporter John Jones as Yan Kankuk

Costume
1. Maia Pfeiffen as Miaja Greencup Tom Paul Grissom as Sareen
2. Seth Bush as Narathshi'id

Monster
1. David Spence as the Kinder "Damned Fairy"
2. John Jones as Yan Kankuk
3. Garret Wright as Kazano

Humor
1. Tom Paul Grissom as Sareen
2. Chris Pettit getting a Mord
3. Maia Pfeiffen making NPCs puke

Fighting
1. David Wood as Zanith
2. David Spence as Damned Fairy
3. Maia Pfeiffen as Miaja Greencup

Special Effect
1. John Jones's Whirling Blades O' Death
2. David Spence in Death Feint

See you next time!

Olan Knight
Bank Rep

Bank Report for Reunion

Saturday, 14 NOV 2009 was a cool but lovely day!

Most people who attended the game were also at the Board Meeting, and the meeting went surprisingly smoothly and quickly. Several people have decided to run for the four seats coming up for re-election in 2010. One surprise to most folks was that I (Olan Knight) am not seeking re-election this term because I want to see some new blood on the Board. *(Fear not, I'll most likely be back at some point in the future to annoy again!)*

Seth Bush is the Elections Chair and will be running the elections. Everyone that wasn't to run for a Board seat must submit a statement of no more of 200 words to Seth at nougouna@yahoo.com.

After the Board meeting the PCs were enjoying the invitation of the Raven Queen when two of her OTHER guest arrived. One was a representative of the Dainga, and the other was a representative of the Quer'shatta; tribes that have been deadly enemies for more centuries than years we have been in Fiorgynsheim!

Tempers flared. Rage blossomed. Threats were issued. Fighting commenced. Innocent mages were blasted to death (being dead sucks). Then the Spirits of the realm divided the PCs into two groups: the Fritz team and the Max team. A wonderful round-robin of destruction, death and utter mayhem ensued, and a GRAND time was had by all!

Eventually, the Fritz team defeated the Max team – and the representatives of the two warring tribes reconciled! YAY!

As a marvelous finale to a marvelous day, the Triad set out lunch for everyone. Greg Cox got up at 3:00 am to start the smoker – and the smoked meat was DEEEE-licious! If you weren't there, it was a bummer to be you!

Game Ratings						
Overall	Design	Logistics	Mental	Physical	Fighting	Risk
8.7	8.3	8.7	5.6	6.3	8	4.4

NPCs Voting for PCs

Roleplaying
1. Taryn Cox as The Princess
2. Tom Paul Grisson as Dewlinnis
3. Greg Cox as the Dainga Prince

Costume
1. Tom Paul Grisson as Dewlinnis
2. Tina Cox as the Raven Queen

Monster
1. Tom Paul Grisson as Dewlinnis (not a big surprise here)
2. John Jones as Captain of the Max team
3. The Bow That Would Not Shoot

Humor
1. Tom Paul Grisson as Dewlinnis (not a big surprise here) The Fritz vs Max mass melee (it really was a LOT of fun!)
2. Taryn Cox
3. Greg Cox

Fighting
1. John Jones as Captain of the Max team
2. Tom Paul Grissom as Lieutenant of the Max team
3. David Spence

Special Effect
1. PC possession for the mass melee
2. The various contests The MAX badges and how they were used Tom Paul Grissom as Dewlinnis
3. Tina Cox as the Raven Queen

PCs Voting for NPCs

Roleplaying
No votes

Costume
1. Greyson Cox
2. Joe Dimatteo
3. Olan Knight

Monster
1. Justin Murphey
2. John Jones as Yan Kankuk

Humor
1. Greyson Cox calling "Turn Geraldo!"
2. Rich Adkisson as Geraldo

Fighting
1. Olan Knight
2. Marilee Grissom

Special Effect
1. The TURKEY dinner!

See you next time!

Olan Knight
Bank Rep

Dallas Chapter IFGS - Board Meeting Minutes**14-Nov-2009**

The meeting was brought into order at 11:15.

People in Attendance:

Olan Knight, Pat McGehearty, John Jones, Justin Murphey, Ashley Murphey, and Rich Adkisson in attendance. Andrew Nawwazy, Nattan Tryon, Greg Cox, Tina Cox, Taryn Cox, Greyson Cox, David Spence, Justin Rosser, David Wood, Seth Bush, Chris Washington, Angela Gallegos, Joe Dematteo, Garret Wright, Alyssa Phillips, and Alliaon Pace attended the meeting.

Minutes:

Old minutes were approved. Motion was made by Olan Knight and was seconded by Justin Murphey.

Committee Reports:

Treasury – Treasury reported that all game fees have been deposited and the receipts given to the Treasury Chair. Action by Pat to consult with Treasury Chair. Treasury is up to date.

Registry – No report

Safety – No report necessary from Safety.

Quartermaster - Quartermaster reported that he went shopping for extra props and costumes on the sales following Halloween. Many useful items were purchased. No reimbursement was given as the receipts were lost.

Newsletter - Newsletter reported that it would like more player submissions to put into newsletter.

Society Liaison – Society Liaison reported that elections are drawing close. Society Treasurer was announced to be open. Official statement was given to open the Society Sanctioning Committee.

Elections – Elections reported that the Dallas board terms of Olan Knight, Rich Adkisson, Pat McGehearty, and Lloyd MacMann are expiring. Olan Knight and Lloyd MacMann announced that they were not seeking re-election. Candidates are Allison Pace, Jason Dziuk, Chris Pettit, David Wood, Chris Washington, Pat McGehearty, and Rich Adkisson. It was announced that statements of 250 words or less need to be turned in by each of the candidates.

Sanctioning - Sanctioning reported that many game were being written and turned in for which the chapter is ecstatic. Welcome to Xindi was tentatively scheduled for March. Date for In The Shadow of Death was requested for May 1st and was approved by the board. Portal of Stars was taken off the lineup per writer's request. Pat McGehearty suggested writing a followup to his last annual banquet game. The idea was approved and set for February.

Old Business:

There were no actions taken on Old Business.

New Business-

Official transition to new rulebook nationally was set for January 1st. Justin Murphey moved that Dallas move the date to December 1st. John Jones seconded the motion and the motion was carried unanimously.

Mistletoe Wedding, a world course game all levels by John Jones, was set for early December. It was also determined by the board to set the date for the next board meeting on the same date as Mistletoe Wedding aiming either for the 5th or 12th.

Motion made by Olan Knight to adjourn the meeting. Justin Murphey seconded. Motion carried unanimously. Meeting was adjourned at 1153.

Dallas Chapter IFGS - Board Meeting Minutes**12-Dec-2009**

The meeting was brought into order at 11:10.

People in Attendance:

*Board members: Olan Knight, Pat McGehearty, Rich Adkisson, Justin Murphy, Ashley Murphy, John Jones.

*Members in attendance: Allison Pace, , Nathan Tyron, Joe Dimagio, Andrew Sanders, Brittney Hoglund, Danny Fuchs, Brandon McGranor, & Paul Coley

*Other People in attendance (Non-members): Jason Dziuk & Carolyn Wetters

Hello- Before any official business went forward, Pat asked everyone to go around the room and say their name so that any new faces could be recognized and learn some of the old hands names as well. This is a tradition that will hopefully continue with each board meeting to come.

Minutes:

The November minutes could not be approved at this time since they were not able to be published in the newsletter as of yet, and will be dealt with in January.

Committee Reports:

Treasury (Pat McGehearty) - Is doing well, but is in the process of asking for a retro-wavier for the Animefest recruiting event that took place last Labor Day weekend. It is also noted that you need to ask for a fee waiver for recruiting events before the actual even happens for future events.

Registry (Olan Knight) – Registry is not quite caught up because real life is a butt, but is working on updates and getting much closer to being back on track

Safety (Rich Adkisson) - Rich was fashionably late, but informed us that there was no real report for safety since the last meeting once he arrived.

Quartermaster(John Jones) - The shed is not put up, but there is hope in the future... maybe. There were also some new toys acquired by John Jones for the shed thanks to his personal Black Friday on November 1st.

Newsletter (Paul Coley)- Is not out yet due to a lack of submissions, so get some info to Paul ladies and gentlemen!

Society Liaison(John Jones) – *Ballots should be in! *It is to be noted that once you play in a game under the new Blue Book, then you cannot go back to the old one. Yay for progress. ^_^

Elections (Pat McGehearty) – The hopefuls for elections include Allison Pace, Jason Dziuk, Chris Pettit, David Wood, Pat McGehearty, & Rich Adkisson for the 4 open positions. Seth Bush and his committee of David Spence should be giving people information soon about this, and all candidates should have sent in their position statement to Seth or David by now.

Webmaster (Paul Coley) (editors note: =O.O=)

Sanctioning - ~A small informal sanctioning committee named the Re-Sanctioning Committee, was formed made up of John Jones, Pat McGehearty, & Olan Knight to help anyone who needs it within the Dallas Chapter to price oddball items during the transition into the new Blue Book. This is to be the last game for the year 2009, but there are lots more coming up in the new year anxiously being awaited.

~Now for the Games:

*The Banquet Game for February – Pat McGehearty

-“Is all up here.”

- There is rumor of a sequel of some sort though...

*Welcom to Xindhi – Nathan Tyron

-Working well with a sanctioning committee of Danny F., Olan K., & Allison P.

-The script is done and is just having some kinks worked out to be playable.

Board Meeting Minutes Cont'd

- Is going to be a fun BUTCH game for levels 4-6. This was decided upon once reminded lifspark is available for this level range btw. It's going to be a game to remember!
-This game is also highly recommended for those new players to come out to NPC and show those higher levels that they're not anything special.

*Shadow of Death – David Spence

-Will be for levels 3-5 and is completed, in sanctioning, and is the long awaited sequel to Shadow of the Witch.

*Out Cold – Jason Dziuk

-Is in process and will be in sanctioning soon.

-This will be the first game by Jason and hopefully up and ready to chill everyone to the bone on January 30th in Winter Park as our first board meeting and game for 2010.

-The Sanctioning committee consists of Allison Pace, John Jones, and Team Murphy. (The Murphy's are a buy one get one free special.)

*Life Styles of the Rich and Bored – Allison Pace

-Has been scheduled for February, and possibly teamed up with the Feb. board meeting.

-The land site is not set, but is hoped to be run as an indoor sequel to the very wet To Free a Lady.

-The sanctioning committee consists of Alyssa Phillips, John Jones, and is looking for one more person who is good with crafts. ^ _____ ^

Old Business:

There was no old business brought forward

New Business-

Allison Pace reported that the IFGC (International Fantasy Gaming Club) is still in the formation process at UTD, but that they are still jumping through the hoops and hope to have it ready to go by next semester.

*The next board meeting is tentatively scheduled for January 30th at Golden Coral following the game Out Cold. Times to be announces on the website

*There is a want for a weapons training event to help people sharpen their skills with various weapons, and more information should be coming out about that soon as well.

*There is mention of another recruiting event by Brittney Hoglund down in Houston at the anime convention Anime Matsuri this coming April. It is not yet sure what is going to be the method of recruiting, but flyers and mention of the bigger event at A-kon the following June were noted. Any suggestions should be brought up at the next board meeting and/or send to Brittney via email.

End time 12:00 pm.

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Dallas Sanctioning Committee Game Status

<u>Game /Event Name</u>	<u>Writer/Producer</u>	<u>Status</u>	<u>Run Date</u>
January Board Meeting & mini-game Game "Out Cold", Board Meeting at after-game party at 6:00 pm	Jason Dziuk	In Sanctioning	Winter Park, Garland, TX, 11:00 am January 30, 2010
Annual Meeting & mini-game Annual Meeting, lunch, mini-game	Pat McGehearty	In Process	Gatewood Pavilion, Meeting: 11 am, mini-game: 1-4 pm February 20, 2010
Welcome To Xindhi	Nathan Tryon	Sanctioned With Changes	March 28 & 29, 2010

IFGS Websites

Newsletter Information

Editor: Paul Coley

Submission Addresses:

Email: paulcoley@comcast.net

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