

IFGS
DALLAS

The Whispering Runes

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Dallas President's Column for October 2009

It does not appear we will have any more major games until the new year, but we just had a great mini-game at the last Board meeting written and produced by Justin Murphy. And we are planning an interesting medium sized game for the November Board meeting at the Cox/Spence household in Weather on November 14. I recommend checking out the website for the latest details.

I hope to organize a sword making session in December. Anyone interested in either helping or making a new sword (\$11 materials cost, everything needed will be supplied), please send me an email at patmcgeh@flash.net. Knowing how many might attend will help me be sure I have enough supplies.

The ballot for next year's Board will be set at the November meeting. We have had a few people step forward, but it is not too late to volunteer. The primary requirement for serving on the Board is a willingness to show up regularly at the Board meetings. And as a bonus, Board members earn extra CAP, which can be applied to improve your characters. If you are interested and have not yet done so, send an email to patmcgeh@flash.net.

See you on course,

- Patrick McGehearty

New Rules that may Surprise Old Hands

by Patrick McGehearty

member Fantasy Rules Committee

First, a disclaimer: even though I am a member of the Fantasy Rules Committee, anything I write here is my personal opinion or interpretation and is not official policy of the Fantasy Rules Committee. Official policy is either in the 7.0 Rulebook or on the IFGS Society forum (forum.ifgs.org FRC discussion).

There are many small and not so small changes between the 6.8 rules that were in effect since 1998 and the 7.0 rules which went into effect this spring. Old hands may be surprised by some of these changes, which is why I decided to write an occasional column as in game events bring my attention to the effect of different rules changes.

Consent Rule

First, I'd like to discuss the Haven hack which worked in 6.8 but which does not work in 7.0. This hack is where a PC casts a 1st level Haven spell for one spell point on a non-speaking NPC. Under 6.8, someone under a Haven could not attack, and silence implies consent. So you could easily neutralize a certain type of opponent with a rules feature for only a single spell point. Under the 7.0 rules, anyone who is under the effect of a Haven can dismiss it by calling out "Dismiss Haven". That call is a game mechanic, not an in character action, so my interpretation is that even a mute NPC can call "Dismiss Haven". That interpretation has not been considered by the FRC, so others may differ.

The more important change is in the "Consent Rule", on page 75 of the 7.0 rules. Some spells including Haven, Spell Point Transfer, and Phase 2 Out require consent of the target. Where 6.8 had "silence implies consent", 7.0 states that by default consent is not automatically given. PCs and NPCs may give silent consent (to the GM) if paralyzed or otherwise unable to speak, but the caster won't know their decision until they cast the spell. Read the description for the full rules, but the quick summary is "you won't get a free ride on consent unless you are a really slick talker". That "slick talker" part refers to the idea that the NPC may give consent for you to cast a spell on the NPC, but you may mislead the NPC about what spell you are casting.

Red Death

Red Death is a much feared poison because it kills quickly (1 minute) and cannot be fixed by the usually 3rd level spell Neutralize Poison. In the poison section, the 7.0 rules (pg 57) say that it can only be cured by Athelas (Rgr 6) or Improved Neutralize Poison (Th 10). It can be temporarily blocked by several abilities, including Freeze Poison (Cl2). It turns out that explanation is incomplete. There is a 9th level Cleric ability (Purify) which neutralizes all diseases and poisons, including Red Death. Compare it to the 7th level Cleric ability (Cleanse) to see the benefits of being 9th level. Many of my characters pick up items of Freeze Poison (only 50gp for a one shot) specifically to guard against Red Death on a needle trap or other such thing. Having 30 minutes to deal with a problem gives you many more options than having 1 minute.

The ability to "Brew Red Death" is a 10th level skill for Thieves and Killing specialty Monks. As such, under the commonly used MILL (Magic Item Level Limit) Rule, only PCs 8th level and above are able to use magic items which give them access to Red Death. An abbreviated statement of the MILL Rule is that a PC can't use a spell, skill, or ability from a magic item if it is more than 2 levels about their level. It is in effect unless the game flyer specifies that it is not in effect. One purpose is to simplify the challenges of game designers in providing balanced games to challenge players. A second purpose is the reduce the need for most PCs to try to match the occasional PC with outrageous magic items.

RULES Cont'd

Additional Armor and Damage vs Supernatural

The new 2nd level Cleric spell, Additional Armor and Damage vs Supernatural is much more cost effective than the old 7th and 8th level spells Damage vs Undead and Armor vs Undead. In addition, it can be powered up by use of the spells God's/Goddess's Favor and God's/Goddess's Shadow. I'll leave the details as an exercise for the reader, but the essence is that the Cleric has the potential to become at least as effective in melee as a Fighter of similar level. I thought this combined ability worth bringing to your attention because I discovered it AFTER playing in a couple of games where my Cleric faced several Supernatural encounters. I wish I had found it and thought through the possibilities earlier. :-)

Many abilities don't seem like much when your character first gets them. But after your character goes up a few levels, a minor ability can turn into a major one. It's worth reviewing the details of each spell or ability as your character goes up levels. And don't forget that it's not just new abilities, but also your combat effectiveness that increases with increasing level.

Character Communiques

Followers of the Don,

I Sareen, high priest of the Don, wish to request a boon. Please make *King Einar* your "special friend" in a very Animainiac's sense.

Froylaven!

MURPHS, THANK Y'ALL SO MUCH. VERY KIND TO CREATE AND PRODUCE A VENUE FOR MY INSANITY. WHAT, IT WAS FOR OTHER PEOPLE TOO? WELL, BEING MAGNANIMOUS, I'LL FORGIVE THAT.

My Honored Guest,

I understand that your undertaking bore fruit, and I wish to congratulate you. After our discussion, I had great confidence that you would succeed, and I am pleased to see it was not misplaced.

Just at the end of your visit, you took an interest in a particular flower in my garden. I regret to say that I cannot tell you much about it; I know little of plants, save those which make a fine tea. There is a man who may be able to tell you more, however. He is a traveling merchant who makes a study of strange and exotic plants. I understand that he has recently departed upon a sea voyage, but perhaps it would be to your advantage to seek him out when he returns.

If you should pass this way again, do stop in for tea.

Regards,
General Nec-Ti

“Samurai of Death” Bank Report

We had an excellent turnout for an excellent game, with 25 PCs and 14 staff, including a lot of new faces. If the ratings are anything to go by, everyone had a great time, and I hope we'll see you all again at future games.

Game Ratings						
Overall	Design	Logistics	Mental	Physical	Fighting	Risk
9	9	9	8	8	9	6

“Best Of” NPCs Voting for PCs

Roleplaying	Costume
1. Jonathan Whaley	1. Justin Murphy
2. Tie: Chris Washington/Justin Murphy/GarrettWright/Brandon McGregor	2. Laura Heimlich

Humor	Fighting
1. Ashley Murphy	1. Jason Dziuk (A sweep for the new guy—and he did it playing a mage, too.)
2. Team 2 collectively.	2.
3. Allison Pace trying to wash away the Stone Warriors.	3.

Special Effect
1. Justin Murphy (rose petals in an anime-themed game)

PCs Voting for NPCs

Roleplaying
1. John Jones as General Nec-Ti
2. Tie: Matt Kline as Fung-I/Pat McGehearty as Chung Kuel, the Hermit
3. Sara and Taryn Cox as the Leopard Sisters

Costume
1. David Spence as Shogun Wang-Pu
2. Sara and Taryn Cox as the Leopard Sisters
3. Pat McGehearty as Chung Kuel, the Hermit

Monster
1. Sara and Taryn Cox as the Leopard Sisters
2. Greyson Cox as Won Hung Lo, the Staff Master
3. Tie: Matt Kline as Fung-I/Seth Bush and Matt Morgan as Stone Warriors

Humor
1. Sara and Taryn Cox as the Leopard Sisters ("We Are Siamese")
2. The "dubbed" Shogun's voice (David and Taryn)
3. Matt Kline as Fung-I

Fighting
1. Final Battle
2. Tie: Greyson Cox as Won Hung Lo/David Spence as Shogun Wang-Pu
3. Matt Kline as Fung-I

Special Effect
1. Vines
2. Tie: Polymorph Turtle/General's Tea Party (Parley?)
3. Tie: Maze/Essence of Stars punch



Empty, huh? Need pictures and articles

Dallas Chapter IFGS - Board Meeting Minutes 24-OCT-2009

Meeting started at 11:10 am on a beautiful day at Winter Park in Garland.

People in Attendance: Total of 20.

*Board members: Olan Knight, Pat McGehearty, Rich Adkisson, Justin Murphy, Ashley Murphy, John Jones, and Lloyd Macmann. (All in attendance)

*Members in attendance: Allison Pace, David Spence, Nathan Tyron, Garrett Wright, Joe Dimatteo, Seth Bush, Sarah Cox, Andrew Sanders, Brittney Hoglund, Chris Pettit, Court Potts, David Wood, Brandan McGregor

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

Minutes

The September minutes were approved thanks to a motion by Olan and a second by Ashley with a 7 to 0 vote.

Committee Reports:

Treasury – Olan Knight. reports “There is no “real report” yet but the paperwork and the money from *I Just Want to Touch It* and *Samuria of Death* has come in and will be put into the bank next week.

Registry – Olan Knight Registry is woefully behind with no real change as of this point. The big project currently being focused on is distributing the work for maintaining the Magic Item list per PC.

Safety – Rich Adkisson There was some minor rib bruising graciously taken by the safety officer himself in a feat of wonderful theatrics, but other than that, there were thankfully no major injuries sustained in the past few games. All the equipment is also in good shape.

Quartermaster – John Jones “The shed is okay... for now.”

Newsletter - The newsletter was fantastic last week with lots of fun tidbits for our viewing pleasure thanks to many submissions by our wonderful members, and is available for viewing pleasure on the website. There will also be more information coming out in the newsletter about the society committee elections that our very own Olan Knight and John Jones will be participating in.

Society Liaison – John Jones *The Election deadline for the Society Board has passed and our hopefuls are John Jones and Olan Knight. *There will be some discussion in their next meeting about flagging inactive Chapters that are up for dissolution. *The much anticipated Blue Book is going to be up for vote, and is just about ready to be called in its FINAL FORM!!!!

Elections – Pat McGehearty There will be elections held soon for our very own Dallas chapter with 3 positions up for grabs that will be on a ballot this November. All hopefuls are asked to send in a position statement with a limit of 250 words to the President, Pat McGehearty, before the next board meeting. Hopefuls include but are not limited to: Allison Pace, Chris Pettit, David Wood

Seth Bush was voted with a 7 to 0 vote to be the Elections Chair with a committee consisting of the ever wonderful David Spence.

Sanctioning *I Just Want to Touch It – Tom Paul Grissom -Successful ^_^

*Samurai of Death – David Spence -Successful ^_^

*Welcome 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.

Meeting Minutes Cont'd

- *Into the Woods (Again!) – Courtney Miller - The sanctioning team of Olan Knight, Pat McGehearty, and David Spence, have started going over the script, and Pat will be sending out the invitation to the other chapters early next week.
- *Shadow of Death – David Spence -Will be for levels 3-5, and is completed and in sanctioning.
- *Portal of Stars – Taryn Cox -Is temporarily on hold due to real life interference, but is expected to be ready for 2010.
- *Knightshade - John Jones -Has been delayed until Spring so that more focus can go towards MW.
- * Mistletoe Wedding – John Jones -Is being worked on diligently and is expected to be ready for this year.
- * Shipwrecked - Danny Fuchs and Andrew Nunnally -In process and near completion.
- *Wind of the Wills – Michael Wailey -Is completed and is in the process of being re-sanctioned.

Other Committee reports

- *There is currently no major game set for November, but Pat is still open for ideas.

Old business

- *no old business brought forward

New business

- *Allison Pace reported that she, along with Alyssa Phillips, Brittney Hoglund, Chris Pettit and Jerrica Law, are starting a club on the University of Texas at Dallas campus called UT Dallas IFGS. This club will be used as a way to get the IFGS out there in the public and hopefully inspire many new LARPer to come out and enjoy the Dallas IFGS. UT Dallas IFGS will NOT nor ever wants to be a national chapter, but is to be more of a recruitment outlet for exposure. There will be some talk of collaborative work on and off campus to be determined once the club gets going. “Special Guests” will be gladly welcomed with prior notice of arrival.
- *The next board meeting is tentatively scheduled for November 14th at David Spence’s house, with John Jones’s house reserved as the retreat point.

End time 11:47 am.

BOARD / COMMITTEE CHAIRS*President/Sanctioning Chair*Pat McGehearty 972-979-8469 [sanctioning@\[REMOVED\]dallasifgs.org](mailto:sanctioning@[REMOVED]dallasifgs.org)*Vice President/Safety Chair*Rich Adkisson 214-507-6182 [safety@\[REMOVED\]dallasifgs.org](mailto:safety@[REMOVED]dallasifgs.org)*Member/Registry Chair*Olan Knight 972-979-8753 [registry@\[REMOVED\]dallasifgs.org](mailto:registry@[REMOVED]dallasifgs.org)*Member/Quartermaster*John Jones 972-470-3202 [quartermaster@\[REMOVED\]dallasifgs.org](mailto:quartermaster@[REMOVED]dallasifgs.org)*Member*Lloyd Macmann 972-276-8592 [lmacmann@\[REMOVED\]avaya.com](mailto:lmacmann@[REMOVED]avaya.com)*Member*Justin Murphey [bravechicken014@\[REMOVED\]yahoo.com](mailto:bravechicken014@[REMOVED]yahoo.com)*Member*Ashley Miller [ashleyrosemiller1@\[REMOVED\]gmail.com](mailto:ashleyrosemiller1@[REMOVED]gmail.com)**Standing Committees***Newsletter*Paul Coley 972-754-5688 [newsletter@\[REMOVED\]dallasifgs.org](mailto:newsletter@[REMOVED]dallasifgs.org)*Quartermaster*John Jones 972-470-3202 [quartermaster@\[REMOVED\]dallasifgs.org](mailto:quartermaster@[REMOVED]dallasifgs.org)*Registry*Olan Knight 972-979-8753 [registry@\[REMOVED\]dallasifgs.org](mailto:registry@[REMOVED]dallasifgs.org)*Safety*Rich Adkisson 214-507-6182 [safety@\[REMOVED\]dallasifgs.org](mailto:safety@[REMOVED]dallasifgs.org)*Sanctioning*Pat McGehearty 512-310-7243 [sanctioning@\[REMOVED\]dallasifgs.org](mailto:sanctioning@[REMOVED]dallasifgs.org)*Treasury*Tracey Skopinski 972-231-9015 [treasurer@\[REMOVED\]dallasifgs.org](mailto:treasurer@[REMOVED]dallasifgs.org)*Elections*open [elections@\[REMOVED\]dallasifgs.org](mailto:elections@[REMOVED]dallasifgs.org)*Public Relations*open [publicrelation@\[REMOVED\]dallasifgs.org](mailto:publicrelation@[REMOVED]dallasifgs.org)**Ad Hoc Committees***History*Sarah Smith 682-429-7720 [history@\[REMOVED\]dallasifgs.org](mailto:history@[REMOVED]dallasifgs.org)*Land*Tom Paul Grissom 817-560-8051 [land@\[REMOVED\]dallasifgs.org](mailto:land@[REMOVED]dallasifgs.org)

Dallas Sanctioning Committee Game Status

<u>Game /Event Name</u>	<u>Writer/Producer</u>	<u>Status</u>	<u>Run Date</u>
<u>2010 Schedule of Events</u>			
November Board Meeting Meeting, lunch, mini-game, magic shop	David Spence	In Sanctioning	November, 14, 2009 Tina Cox's house , 11 am, noon, 1:00 pm

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