

The logo for IFGS Dallas, featuring the letters 'IFGS' in a bold, white, sans-serif font with a black outline, and the word 'DALLAS' in a smaller, red, sans-serif font with a white outline, positioned below 'IFGS'.

The Whispering Runes

VOLUME 1 ISSUE 20

August September 2010

Dallas President's Column for September 2010

Hello all! This is my first letter to you as President of the Dallas IFGS, and I'm so excited to be here -- actually this entire year has been exciting! It's been pretty intense with this many games; I couldn't even remember them all without checking the website, but we had Out Cold, The Dark One Attacks, Tribute To Dawn, Welcome to Xindhi, In The Shadow Of Death, City Of Dust, Fight The Knight, Shipwrecked, Safari, The Forge, and Samurai Lizard, and now Drezdin is on the table and there's even another month left where we might try to squeeze in a mini-game before the year ends! Sometimes people come into a position like mine with an agenda of changes they want to make or goals they want to accomplish, but I think we've already got a pretty amazing streak going here. We've got great Game Writers, masochistic -- um, I mean, generous -- Game Producers, a rockstar cast of NPCs, and the wackiest bunch of PCs anybody could ask for. What would I want to change? We're awesome, this Chapter is awesome, you're awesome, and I'm very proud to be the Dallas IFGS Chapter President. Rock on, Dallas, rock on.

Random Observations:

"Taryn makes an awesome GM! Actually, I have no clue how she did as GM; I just liked that I didn't have to get beat down by her again!" -JaD

"I'm glad I don't have a Thief; it's a pretty tough role to fill now that Gabi's raised the bar with her Limbless Lockpicking & Lip Lifting." -JaD

Seriously, folks, a massive round of applause to Gabi (a new recruit from ANIMEfest) for being limbless and being able to pick a lock flawlessly and steal a large bottle of oil all using only her mouth while being attacked AND hit by Pat."

"Say, Geraldo, it's a little chilly here; would you like me to warm it up some?" -Asher

Jason Dziuk

Character Communiqués

My dearest Dame Acacia,

I must regretfully tender my humblest of resignations from your prestigious guild. I no longer have the desire nor the taste for the gilded life the guild has provided me. I wish you and all of your hookers all the best as i go off to find my next adventure.

*Sincerely,
Chocolate Jones esq.*

How to be an LM

The "LM" is the Lore Master for the team. This is the person that organizes the team prior to game day, and is usually, but not always, the actual team leader when "Game In" is called. So what is it that the LM needs to do? What makes a good LM?

1. First you need a team. You need to hunt through the list of players and find people to be on your team. Pick people with whom YOU will have fun. Keep in mind the level limits and of the game, and make note of any special requirements. For example, in "Samurai Lizard 2010" LM should focus on recruiting the novices from AnimeFest who are interested in PC'ing.

You will want at least one experienced person on your team that will help you, but not dominate the team - YOU are the LM. This person is probably you, but it could be someone else. Try to pick people you like, who can work with you, and who will work in a team environment. Bottom line: select teammates with whom you will have FUN!

2. Once you get your team, you need to communicate with them to ENSURE that they have reserved the game day, have the game fee, still want to come, and determine what class they want to play.

As an LM you should try for some semblance of a balanced team, meaning a variety of classes on the team to maximize your chances for success, but if you have three people who want to be Fighters (or whatever) then you might have to run that way. Remember that the PRIMARY objective is to have fun!

3. Once you have your team, once you know they will make the game, once you have the various PC Classes set for your teamies, then you need to send them a nag letter at least once a week to remind them of the game, and to let them know what they should bring. Basically you are "mommy" to the team. I've copied two letters that I previously sent to shepherd my team to the game on game day at the end of this article. I usually send several emails until we get our team worked out, then send one the week before the game, one more email the week OF the game, and one more the day BEFORE the game! I'm just making sure that everyone is still planning to show up for the game....

4. If someone on the team needs a weapon and has money, point them to <http://www.latex-weaponry.com/> to buy an IFGS-legal weapon. If they do not wish to spend the money, then you need to 1) arrange for a weapon making session, or 2) get someone to loan your team weapons, or 3) arrange to borrow weapons from me from the NPC pile on game day. NORMALLY the NPC weapons will be reserved for NPCs, but occasionally there will be spares available.

5. As the LM, it is your responsibility to get whatever pre-game Lore is available and distribute it to your team. Start up an email thread to see what kind of useful information you can squeeze out of the lore. Do pre-game activities using your abilities if the GP allows it. By this I mean things like your Monk does a Major Lore on the names of the people in the game Lore, or your Fighter asks if they can examine the battlefields discussed in the lore before game day.... things like that.

6. Once your team is at the game site, keep them together and focused. Make sure everyone signs in, waives, gears up, and is ready to go ON COURSE when you are scheduled to Game In. Once you are in game, remember that EVERYONE wants to have fun. Listen to your team, let the experts in their fields do their own thing, but keep the team focused and headed in the right direction!

7. Have fun! You get 5000 CAP for being the LM, which helps cover all of the pre-game work!

Enjoy, Olan Knight Member Since 1986

The following are sample e-mails I sent to my team as an LM

Here's the 1st letter I sent to my team:

OK, Guys -

We need to finalize who is playing what PC. Last time I checked, we had the following team:

IFGS ID	Name	PC Name	Class/Lvl	CAP Avail	Other PCs in Range
xxxx	Jim Davie	Corin Silverthorne	MU 4	117745	(options: KN5, TH7, DR3, DR5, CL3, MU3)
xxxx	Joe Dimatteo	Aloyisius	CL 6	209920	(options: KN5, MU3, RN3, RN5, FT3)
xxxx	John Jones	Yan Kankuk	MK 6	554200	(options: MU6, FT3, TH3, MU4)
xxxx	Olan Knight	Vlad Goodheart	TH 5	803931	(options: MU5, KN3, TH6, MU3, CL4, RN5)
xxxx	Nathan Tryon	Freddy Mercury	CL 5	148000	(options: TH2)
xxxx	Rich Adkisson	Kurt Von Tempest	FT 6	331387	(options: MU4, MK6, CL3, TH4)

1. I have learned that we have a MAX of 32 levels per team. Which is pretty good, actually! :)
2. If you have questions about your toys or your CAP, check out your PC/NPC info from the Dallas IFGS website: <http://www.dallasifgs.org/reports.html>
3. **"Safari" is the last chance to gear up for the game, so I >>>STRONGLY<<< suggest that everyone plan to attend the game on Saturday, 28-AUG-2010. If you absolutely cannot go, send someone in as a proxy with a shopping list and gold to spend.**
4. I'll be bringing three PCs to "Safari": Torvald, Lug, and Barak. Torvald will be shopping, Lug will be playing, and Barak will be there for a brief visit to restore lost permanent life points to whomever needs such a service.
5. After "Safari", everyone will need to get their list of magic items together for David Wood (the GP), who must approve them before they will be allowed into the game.
6. If you want to change what PC you are bringing into the game, please let me know as soon as possible. We have a little flexibility as I have several PCs I can bring to the game. For example, if Jim plays his DR I could play my MU at 3rd.

Later -

Olan

972-979-8753

olknight@yahoo.com

Here's the 2nd letter I sent to my team:

Guys -

The two-day game is THIS COMING WEEKEND!!! YIPPEE!!! It will be at Winter Park in Garland, TX, so logistics should be simple.

The PC fee is \$35 per person just based on past experience, which works out to \$17.50 per PC per game day, which is very reasonable.

We are team #1 so I would like everyone on my team to be **AT THE GAME SITE no later than 08:15 am, please.** Rich and Jim, this means you!

Rich, please remember to charge the radios before Saturday, and to pack the radios and the Safety Kit in with your PC gear! Are you also tasked with getting cases of bottled water for the game?

John, I assume that you will be at the game site earlier than I'll be there due to your QM duties. If you need help with that please let me know and I'll be there to help.

START THINKING ABOUT:

1. Getting your gear ready and assembled **EARLY** so that on Saturday morning you simply have to hop into the car and drive to the game site.
2. Things to include with your gear -
 - Costume - good shoes, long pants, and preferably long sleeves
 - Weapons - ensure that they are still safe and IFGS legal
 - Lunch - bring one for Saturday since I expect it to be a long day
 - Water - Everyone bring water, please! I'll bring spare water.
 - MONEY - at least \$40 in cash PLUS \$15 for the after-game party
 - Clothes - bring a change of clothes for after the game. Especially a spare T-shirt and spare socks!
 - Poncho - just in case....
3. After Game Party - this will be at the Golden Corral on the NE corner of Plano & Campbell Roads in Richardson (the usual spot), and dinner and a drink is about \$15. We have the back room reserved from 7:00 pm onward into darkness (or closing, as the case may be)! :)

See Everyone Saturday!

Olan
972-979-8753

It has come to my attention that the June minutes have escaped the zoo and were running free. I have tracked, killed and skinned errant minutes and our little corner of the word is now safe.

Dallas Chapter IFGS - Board Meeting Minutes

19-June-2010

The June Board meeting was held on Saturday, 19-June-2010 at the aftergame party and started at sometime after the game ended and everyone got to the restaurant and got food and got seated and stuffed enough food down so they were no longer grouchy and

*Board Members Attending: at least, John Jones, Jason Dznik, Pat McGehearty, Rich Adkinson

*Members in attendance: I assume lots!

Approve previous meeting minutes; John / Rich / 6-0-0.

Committee Reports:

Safety: There is LOTS of poison ivy out there. The bottom rope of ropes course (used as bottom to walk across) no longer good/safe (can still be used as "top rope"). [Someone] will get expense estimate and bring before board before budgeting money for new rope. David Spence suggested navy tow rope.

Treasury: This was a low cost game, so we have funds for ropes.

Registry: Registry is up to date except magic items & today's game.[applause]

Quartermaster: The shed needs some work. John will call for a shed cleaning party and board meeting at his place in July.

Newsletter: The newsletter needs more submissions! Chair encourages character-to-character conversation submissions.

Sanctioning: Very strongly encouraging first-time game writers and producers. Olan can send a game template and sample scripts to anyone who requests them. David Spence planning to host a Safari game in Whereverford in August.

Society: The Society Board is playing with several new ideas regarding ways to start a new character, but nothing is official and ready to go to the chapter boards.

Old business:

There is no old business (there was no meeting last month).

New business:

Radios are now all accounted for.

Seth Bush preparing games for Animefest.

July shed-cleaning-party/board-meeting event at John Jones's house in north Plano on July 24.

Denver-Boulder IFGS chapter will hold a low-level game the 3rd weekend of July (that Saturday is July 17).

Meeting closed, Pat is happy.

Dallas Chapter IFGS - Board Meeting Minutes**28-Aug-2010**

The August Board meeting was held on Saturday, 28-AUG-2010 and started at 11:05 am..

*Board Members Attending: Pat McGehearty, Rich Adkisson, Jason Dziuk, Justin Murphey, Allison Pace via proxy to Pat, and John Jones arrived at 11:40.

*Members in attendance: David Spence, Tina Cox, Greyson Cox, John Shugars, Tyler Davis, Henry Wood, Sara Cox, Greg Cox, Taryn Cox, Kelly Mitchell, Tim Mangrum, Jeff Mangrum, Olan Knight, Nathan Tryon, Devan Bedell, Moises Heredia, Lyndsey Ellis, Dustin proctor, Joe Dimatteo, Nathaniel Roberts, Eric Harris, Amber Gallegos, David Wood, Angela Gallegos, Andrew Saunders, Stephem Williford, Danny Barry, Drake McWhorter, Tom Paul Grissom, and Maia Pfeiffer.

Preliminary Business

1. Ashley Murphey has resigned from the Board.
2. David Wood was on the last election ballot and was nominated to assume the empty Board seat. No other nominations were offered, and David Wood was voted onto the Board 5-0.
3. Jason Dziuk was the Vice President and was nominated to be the President. No other nominations were made, and Jason Dziuk was voted in as the President 5-0.
4. Justin Murphey nominated himself for vice-president, Jason seconded the motion, no other nominations were made, and Justin Murphey was voted in as the vice president 5-0.

Agenda Items

1. The JULY minutes were approved 5-0.
2. A question was raised about the June minutes. Because they have not been published, the June minutes could not be approved. The approval of the June minutes was postponed until the September Board Meeting.

Committee Reports:

Treasury - Olan Knight reports that our balance as of June 2010 was about \$5200.

Registry - Olan Knight reports that the Registry database was wiped out and is being rebuilt manually.

Expense was submitted for 1000 new Gamer forms \$184.03

Expense was submitted for Animefest suite \$169.00

Expense was submitted for 2 new chains \$61.70

All expenses were approved by the board 5-0 Jason states that he will send an email to Tracey indicating that reimbursement for these expenses has been approved. (Note: Jason did this. Olan)

Safety - Rich Adkisson reports that a new rope for the Ropes Course has not yet been found.

Quartermaster - John Jones reports that the shed is currently organized and clean, and gave thanks to those who helped make it that way.

Newsletter - No report, but the Board noted that the minutes from the June 2010 Board Meeting have not yet been published. The board also unanimously praised Paul Coley for the work he is doing and has done on the Dallas Newsletter!

Dallas Chapter IFGS - Board Meeting Minutes Cont'd

Sanctioning -

“Onward” is sanctioned with changes

“Safari” is the first in a series of political minigames which will end in a major game

“Samurai Pirate” is on hold until 2011

“Averlast” is to be sent to Pat, Rich, and John Kaim for sanctioning

“The Forge” was fully sanctioned by John Jones and Olan Knight

“Drezdin” is a new game for levels 2-4 submitted by Moises Heredia, and the Game Sanctioning Committee will be Pat McGehearty, Allison Pace, and Nathan Tryon.

“Knightshade” is not ready and will probably not be ready before next year due to other John Jones’s many other IFGS commitments

“Lifestyles” by Allison Pace is being reviewed by its GSC of John Jones and <others-???.>

“Samurai Lizard” is ready to go on 09-OCT-2010 and is being run specifically for those novices from AnimeFest that want to PC.

“Return To Xindhi” is being written by Nathan Tryon

Society Liaison - John Jones reports that all is relatively calm. A proposal for awarding CAP for games submitted to the Society Game Library has been submitted. John and others are working on a Game Script Template. The Audit process for people with little or no paperwork is in the works, and a new streamlined version of the Audit has been proposed. The next Society Board meeting is 30-AUG-2010. Society Board elections are coming up and John encourages ANYONE who wants to run for the Society Board get their name to him.

Other Committee reports - None

Old business -

Olan Knight reported that he has created two new chains for the Ropes box and has turned them over to John Jones.

New business - We want to welcome our five novices here today: Tim Mangrum, Drake McWhorter, Lyndsey Ellis, Kelly Mitchell, and Devan Bedell.

The next board meeting was scheduled for Saturday, 11-SEP-2010 at John Jone’s apartment at noon. The Board meeting will be followed by setting up encounter boxes for “Onward”.

The meeting was adjourned at 11:46 am.

Olan Knight
Temp Secretary

Dallas Chapter IFGS - Board Meeting Minutes**11-Sept-2010**

The September Board meeting was held on 11-SEP-2010 and started at 2:25 9m..

*Board Members Attending: John Jones, Rich Adkisson, Pat McGehearty, and Allison Pace, with President Jason Dziuk phoning in.

*Members in attendance: Andrew Saunders and Gordon Griffith

Agenda Items

The June minutes were not available to be able to be approved so the approval will be held at the next board meeting.

Committee Reports:

Treasury - No report

Registry - Olan Knight is still playing catchup

Safety - No new injuries, medicine, or ropes information at this time.

It was requested that the next running of The Forge have 3 GMs instead of 2 so that the GMs get a moment between groups to sit, drink, bathroom, etc. and it keeps the teams moving..

Quartermaster - John Jones reports the shed is still good despite the minimal props removed for The Forge, but is expecting devastation come Onward into the Darkness.

Newsletter - There was no report on the newsletter, but submissions are still greatly appreciated and needed in order to have each month.

Sanctioning -

~Onward into Darkness – David Wood

-Will run on September 25th-26th at Winter Park for PCs level 4-6, and is still looking for a few good NPCs to help torture 'guide' the PCs through the dark.

~Samurai Lizard- Triad

-Is Scheduled for October 9th at Winter park, but there was a question to see if the date can be pushed back further into October by a week or so to allow production more time and since quite a few people have said they wanted to play but couldn't make it.

-A Heroic, Silly game for levels 1 – 3, 13 levels total per team.

~Knightshade – John Jones

-will not be able to run in October and is hopeful for next year.

~Lfestyles of the Rich and Bored- Allison Pace

Is written and now in sanctioning. All levels of characters are welcomed and the game is probably going to be run later this year in November or possibly January 2011.

~Adventures in Averlast- Justin Murphy

- Is still in the works and is optimistic about coming soon to a park near you before the end of the year.

~Plight of Drezdin - Moises Heredia

-Will be the first game written by Moises and is currently in Sanctioning and expecting to be ready to run in late October. It is for teams of 6 PCs level 2-4 and first levels can play up to second. It is projected to be fighting 7, mental 4, and physical and risk both at 6.

Dallas Chapter IFGS - Board Meeting Minutes Cont'd

Please contact Moises Heredia (moocow37@gmail.com) or Allison Pace (baburioppai@gmail.com) if you wish to be a PC, LM, or NPC.

~If you have an idea for a game, or have started writing one, please bring it up at the next board meeting, or email David Spence the Sanctioning Committee Chair, so a time for it to run can be discussed and get it on the schedule for next year. ^_^

Society Liaison - Patrick has become 1 of 5 members on the Constitution and Bylaw review committee and hopes to make attempts to change some of the outdated regulations.

The 7.0 Library is ready to rumble! We need enthusiastic members to help redo older games to make them work with the new 7.0 rules. The CAP reward for doing this is 2500 for updating an old game and 3000 for submitting a new game with 7.0 rules (and possibly newer bluebook) applied.

The Society Board actually approved the streamline audit process for people who've lost records to help them step by step get toys and appropriate cap/exp for their character.

The bluebook is still undergoing revisions but a light might possibly be existing in the far darkness at the end of the tunnel.

Character starting templates are starting to come around as well and should be available for use 'soon'.

Other Committee reports - History Committee: The members of this elusive committee are David Spence, John Jones, Courtney Miller, and Paul Cooley, and they have been working hard to make a more connected world for all of our imaginary lands/worlds to reside in. New Game writers are HIGHLY encouraged to contact them if they want information on a possibly area to set a game in, or next to so that PCs who have ventured near there before can have more opportunities to role play (Because we always need more reasons to loudly talk like we know something) and let games make connections with past events. It can be a great way to get new ideas for an encounter or motivation if an event happened nearby that the PCs will remember and want to correct.

Old business -

Olan purchased the ropes course chains and they are now safely in the shed.

New business - Board Positions and Action Item– Patrick McGehearty

- Allison Pace accepted the position of Vice President
- People should begin to get their position statements ready if they wish to get on the board since three of the board members' terms are ending. Ending Terms are for Justin Murphy, David Wood, and John Jones.
- A motion was placed to enlist the help of some of our new Afest recruits to help David with NPCs and let the new LARPer get a feel for what we really do.

Is to be Onward into the Shed held on October 2nd starting at 11 am with shed cleaning then end with a board meeting in the AC along with John's delicious cookies. This will be a meeting that talks about elections so if you want your name on the ballot, please try to attend.

End time 3:20 pm.

BOARD / COMMITTEE CHAIRS

President/Sanctioning Chair

Jason Dzuik

Vice President/Safety Chair

Allison Pace

Secretary

Olan Knight <acting>

Treasury

Tracey Skopinski 972-231-9015 treasurer@[REMOVED]dallasifgs.org

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Rich Adkisson 214-507-6182 safety@[REMOVED]dallasifgs.org

Pat McGehearty 512-310-7243 sanctioning@[REMOVED]dallasifgs.org

David Wood

Justin Murphey bravechicken014@[REMOVED]yahoo.com

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Land

Tom Paul Grissom 817-560-8051 land@[REMOVED]dallasifgs.org

Dallas Sanctioning Committee Game Status

Game /Event Name	Writer/Producer	Status	Run Date
Onward Into The Darkness	David Wood	Sanctioned Winter Park, Garland, TX, Teams start at - 09:00, 9:45, 10:30 am	March 2011
2011 Annual Meeting & mini-game Annual Meeting, lunch, mini-game	Pat McGehearty	In Process Gatewood Pavilion, Meeting: 11 am, lunch: noon, game & shop: 1-dark	February, 2011
Life Styles Of The Rich & Bored	Allison Pace	In Process	January or February 2011
Adventures in Averlast, Part II	Justin Murphey	In Process	January 2011
Plight Of Drezdin Here's the Game flyer , and here are directions After-Game party at 6:30 pm	Moises Heredia	Sanctioned Winter Park, Garland, TX, Teams start at - 09:00, 9:45, 10:30 am	11/13/10

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