

DALLAS
HFGS

The Whispering Runes

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President Column

Hey Everyone! You're friendly neighborhood president with an awesome introduction for June. May went very well, as far as I'm concerned. John Jones, our quartermaster, moved into his new place which I am told is very nice. Allison ran her game and it was a great chance for everyone to enjoy their characters and experience something other than combat. Really flushed out their characters a bit. Afterwards, we just had Fight the Knight at Akon!!! While I was unable to make it there in time, as always Fight the Knight was very successful. Even Tina got to chase her husband around the ring. What we have coming up is the great game by Kevin Dunning called Tales of the Dead. Everyone who I have talked to remembers this being an awesome game that they had a lot of fun at. This is going to be one hell of a game I'm sure. Lets all step forward and keep all of this going fantastically!

~David Wood
The Awesome Prez



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“Tales of the Dead” Bank Report

This fabulous game was written by John Dunning and originally run in 1998. The game was updated for the new rules and the new Bluebook by Kevin Dunning, and he did a spectacular job! Pat McGehearty decided to run this as a NIGHT game to beat the “Texas in July” heat – and the plan worked wonderfully!

The NPCs started arriving at 4:00 PM to start building the course, and the first team was ready to start around 5:30 – not bad for IFGS! □ Most of the teams were there and ready to go on course by 6:00 pm, and since team #2 had not yet started, team #4 went to McDonalds for an hour to escape the heat, fuel up, and just relax in the industrial A/C!

The other teams started on course a bit after 6:00 pm, and the game was fully under way! The evening temperatures were still very warm, but they were SIGNIFICANTLY cooler than the afternoon temps! Around 10:00 pm, we had RAIN for about 30 minutes. At least two teams played right through the rain – they did not even slow down. The rain cooled off everyone and really made the rest of the night game VERY comfortable.

One of the great things about this game was the NPCs! They were universally excellent, and they MADE the game! Some of the stand-outs were Jeff Brewer as Quentin, David Spence as Gethyr, Tina Cox as Cassandra, Greg Cox as The Riddle Master, Jim Davie as The Golem, and Nathan Bethke as the killer NPC from town. Check the Best Of categories below for a full list of the NPCs that were commended by the PCs! We even managed to get John Dunning to come out and reprise his role as Rupert!

I set up the after-game party expecting about 10 people to attend. I was hugely surprised when nearly 40 people showed up! It was fun, and we sure gave the night shift at IHOP a fiscal shot in the arm! I was the GM for team #4, and they had a GREAT time! They got stomped, spanked, beaten, kicked around, and mauled – but they did the right thing at the right time often enough that they actually succeeded at the game in the best possible way! Congratulations to ALL of the PCs!

PC Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
8.4	7.7	8.0	7.1	7.1	8.0	8.1

NPC Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
8.6	8.1	8.1	7.4	7.3	8.3	7.3

NPC's voting for PCs:

Roleplaying	Costume
1. Michael Magness as Simon	1. Nate Robert as Sir Brightflame
Lyndsey Ellis as Trader Red Hank Wood as Gozer The Gozerian Greyson Cox as Cian Holt All of Team 4	2. Taryn Cox as Tyla V'rina Lyndsey Ellis as Trader Red

“Tales of the Dead” Bank Report Cont'd

Monster	Humor
1. Drake McWhorter as Silverant Elm	1. Michael Magness as Simon All of Team #1 and All of the mimes
Fighting	Special Effect
1. Jeff Mangrum as Syliss	1. The Boat and The Rain!
2. All of Team #3	

PC's voting for NPCs:

Roleplaying	Costume
1. Tom Paul Grissom as the Barkeep Greg Cox as The Riddle Master	1. Jeff Brewer as Quentin
2. Tina Cox as Cassandra and the Maid in the Bar	2. The Werebears
3. Danny Barry as Charon David Spence as Gethyr the blind monk Jeff Brewer as Quentin John Dunning as Rupert	3. Danny Barry as Charon Jim Davie as the Golem

Monster	Humor
1. The Werebears	1. Jim Davie as a Werebear (When I'm near you I'm not hungrey. I don't understand!!!)
2. Jim Davie as The Golem Jeff Brewer as Quentin	2. David Spence as Gethyr, the blind monk (Every team handed him the map when he asked to see it. Every one.)
3. The Construct	3. Tom Paul Grissom as the Barkeep The Fog Brain from the River Styx at the Isle of the Dead

Fighting	Special Effect
1. Jeff Brewer as Quentin (hand's down – it wasn't even close)	1. The Boat The Weather (Warm, RAIN, cool, dark!)
2. David Spence as Caldar, the evil cleric Jim Davie as The Golem The Werebears	2. The night
	3. The Graveyard The ghost of Cassandra

As you can see, there was a good range of votes for a VARIETY of people! Congratulations to all of the NPCs for their great performances, and to all of the PCs for playing in a great game!

And thank you, John and Kevin Dunning, for bringing this great game to us, and to Pat McGearty for bringing the game to life!

Olan Knight
Bank Rep

Dallas Chapter IFGS - Board Meeting Minutes

< Not available at the time of printing >

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Alyssa Phillips, David Wood, and Andrew Saunders.

President

David Wood

Vice President

Alyssa Phillips

Secretary

Allison Pace

Treasury

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

Members

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

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

Jason Dziuk

Allison Pace

Andrew Saunders

Standing Committees*Newsletter*

Paul Coley 972-754-5688 newsletter@[REMOVE THIS]dallasifgs.org

Quartermaster

John Jones 972-470-3202 quartermaster@[REMOVE THIS]dallasifgs.org

Registry

Olan Knight 972-979-8753 registry@[REMOVE THIS]dallasifgs.org

Safety

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

Sanctioning

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

Elections

open elections@[REMOVE THIS]dallasifgs.org

Public Relations

open publicrelation@[REMOVE THIS]dallasifgs.org

Ad Hoc Committees*History*

Sarah Smith 682-429-7720 history@[REMOVE THIS]dallasifgs.org

Land

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

Check the Dallas IFGS Website for Schedule - <http://www.dallasifgs.org/>

IFGS Websites

Newsletter Information

Editor: Paul Coley

Submission Addresses:

Email: paulcoley@comcast.net

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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