



International Fantasy Gaming Society-Dallas Chapter

Fall/Winter 2013

Vol 1 Issue 40



The President's Page

Hello all!

Man it has been quite awhile since we last spoke. A lot has happened! We had the rerunning of Hel to Pay in August (you know, because last time I got engaged and someone took a sword to the knee). We then rounded off August and started off September with our usual Animefest outing. This time we had a new game written by Seth Bush called Forged Anew. Everyone had a blast and everyone was tired as usual. We then had Kevin Dunning make his return to producing games when he reran an older game called Tomb of the Goblin Slayer. Let me tell you, I have heard nothing but good things about that game! We took a small break, making sure everyone got a chance to rest up for the next event.

This was something that was in planning for almost a year. I (David Wood) wrote a high risk high level game called Hourglass Constellation and David Spence wrote a medium risk high level game called Unnatural Acts. We ran these games back to back on a weekend. Hourglass on saturday and Unnatural on Sunday. This was the most stressful and fun weekend I have had in the IFGS in a long time. We had people from out of town and out of state come down for this romp and no one walked away unhappy with this weekend. So on behalf of David Spence and myself, I say one more time; thank you to everyone who attended, played, had fun, or even blinked in my general direction that weekend. It was worth it!

After that we have suffered a sad dry spell. Weather played a huge prank on us and forced us to cancel TWO of our games. Two, that hurts. HOWEVER, one of those games has been rescheduled and the other is getting a quick resanction to adjust for some updated characters.

Next up we have the most anticipated game of our season, the Annual Banquet Game (think that in some awesome cosmic monster truck voice)!! This year we will once again have two different games run. The low-line (written by Sara Gibson, John Jones, and David Spence) and the high-line (written by myself) are shaping up to be some insanely awesome games! The banquet this year will be on March 1st to accommodate for every board member. I look forward to seeing all of you guys and gals there!

TaTa For Now
David Wood
Dallas Chapter President
David Wood
Dallas Commander-in-Chief

Upcoming Game flyers

2014 Annual Banquet flyer

THE STARS ARE DANCING

Levels 8-10

Fighting 6 Physical 5 Mental 5 Risk 6

Zanith has invited Aminor, Acacia, and Black Jack to personally oversee the grand opening of the latest casino in Gozeria. He claims to have another venture for them so invites have gone out to many experienced individuals.

Game Writer:

David Wood

Sanctioning:

Henry Wood

Sara Gibson

David Gibson

LMS:

Will be determined on game day.

PC/NPC Fee:

\$20 (This includes your annual membership fee and food!)

When:

March 1st at 8am

Where:

Gatewood Pavilion

4917 Duck Creek Drive, Garland, TX

Between La Prada and W. Oates Rd off of Duck Creek Dr

If you are interested in playing email me: David Wood zanith487@hotmail.com
I need you to email me so we can balance out the NPCs and PCs for the two games.

Editors note: The flyer below is for a future game. Please ignore the dates and times on the flyer as the original running of it was cancelled to inclement weather. The corrected dates and times will be on the Dallas IFGS website.

By Night and Knife

A 7.0 IFGS Adventure written and produced by Joshua Imboden

Contact: Joshua.Imboden@gmail.com

Location: Soldier Springs Park, Weatherford, Texas.

Game Date: Saturday, November 23rd, 2013

Start Time: 3:30pm for first team, with following teams about 30-45 minutes thereafter. NPCs, please show up by 2pm at the latest. If you will be arriving later than that, please contact the producer. There are incentives for arriving on time as an NPC, including access to a magic shop.

PC Fee: \$15 NPC Fee: \$5

Teams of 6 members of levels 2-4, with 19 total max levels. Sanctioned for 7 Hours

Fighting: 7-10*

Mental: 9

Risk: 9

Physical: 6

This is a game for evil characters, or characters that would have no problem performing the task given in the player lore below.

Player Lore

You have received a letter requesting your delicate skills at "removing certain obstacles that are in the way". The letter is written by an unnamed individual who asks you to take a certain political candidate out of the running, permanently. He offers you all 5,000 gp to perform this task. You are to meet him just outside the city of Lydan at 9pm on November 23rd.

LMs:

Team 1: David Wood zanith487@hotmail.com

Team 2: Joe DiMatteo di7456@hotmail.com

Team 3: Michael Magness michael.magness@gmail.com

*Most encounters in this game are flexible, and can be "won" using one or more creative solutions including combat, diplomacy, trickery, and/or stealth...which is reflected in the variable combat rating, and also the high mental rating. The risk rating includes the possibility that a PC could be incarcerated and unable to play for 1 year's time."

Special Rules

Soliloquy is in effect.

Snap Shot is in effect

PC Rule of Fairness is NOT in effect by default unless everyone on the team elects to have it.

Magic Item Level Limit(MILL) rule is NOT in effect for items both acquired and used in this game. That means there may be several items that you can acquire in this game that you can ignore the MILL rule while playing this game.

The after-game party will be held at the IHOP at I-20 and Main once the game is completed.

Helpful Article Submissions from our Members

Editor's note: Both of these articles were in the last NL. But I feel that they are very good and are worth a 2nd view.

Informational Skills #1 in IFGS

by Patrick McGehearty, July 2013

Every IFGS character class has special abilities that can help a team succeed in its mission. Knowing what's available can be useful, either to remind a teammate or to pick up in the magic store for when you don't have a particular character class on your team. Here's some lower level abilities. I'm also including the classes who have the ability and the cost of a single use in a magic item.

We'll start with Magic Users as some of their information abilities are often critical to a mission. When other classes have similar abilities, I'll mention them at the same time.

Detect Magic – MU 0 – 65gp – can sweep an area to find magic

Sense Magic Item – Monk 0 – 30gp – can determine if a single item is magic

Reveal Magic – CL 1, Dr 1, MU 1 – 70gp – determines everything in area of effect that is magic

Savvy – MU 1, Monk 2 – 60gp – gives one property of a magic item and how many unknown properties remain (up to 10). Many games include magic items that are critical for success in your mission or magical situations where Savvy gives really helpful information.

Enhanced Savvy – MU 6 – 120gp/spell point – gives two properties per spell point. Fast version for when a major magic item has lots of properties that you need to know right now!

Read Language – MU 1 – 40gp – lets you read that note written in something besides Common, including Magic Scripts. Does not decrypt codes though.

Speak Easy – MU 1 – 40 gp – lets you speak and understand a spoken language.

Converse – CL5 – 60 gp – lets up to 10 targets converse in all non-magical languages spoken around them. This higher level Clerical ability is much more flexible as it eliminates need for the MU to constantly be translating for the team.

Know Aura – MU 2, CL3 – 50gp – gives information about level of spell or creature or other interesting spell related info. Can really help during an information exchange to decide whether to start a combat with an LI spell and can help when trying to remove a spell effect from someone.

Speak with Animals – Dr 0, R 1 – 40gp – can help with wild animals

Speak with Plants – Dr0 – 40 gp – can help provide trail information

Tracking – R1, Th3 – 55 gp – follow a faint, old or obscured trail

Lore abilities:

Battlefield Lore – Ftr 1 – 60gp – 'read' the results of a battlefield

Heraldic Lore – Knt 1 – 60gp – know the details of a Knt's code from seeing the symbol of the order
Legend Lore – Monk 1 – 45gp – know legends/history of any famous object, location, event, legend
Nature Lore – R 1 – 45gp – learn information relates to a natural place about a famous person, location, animal, event, or legend

Person Lore – Th 2 – 60gp – learn information about noteworthy person, group or organization

Major Lore – Monk 3 – 80gp – know all lore about any lore target

Religion Lore- CL 1- 60 gp- know the details of a deity and its religion from its symbol or name

There are many other informational abilities, including important ones like Wathit, but those will have to wait for another day. Do not neglect informational abilities. They can greatly enhance your figuring out what you are trying to accomplish during a mission and help your roleplaying as well.

Pat McGehearty

Google Documents: Making Sanctioning/Game Writing More Efficient

by Allison Pace

First I must say a big hello to everyone that I have missed ever so much this past year. I greatly appreciate the wonderful adventure I got to oversee as GM for Team 1 (you guys were awesome) in the recent smash hit Portal to Heck. I had a ridiculous amount of fun and achieved a tan that any nerdy girl who spends most of her time inside reading, crafting, or playing video games would be proud of. I hope to be able to make it out more often this upcoming year, but who knows what real life adventures await me. Anyways, enough with the professions of endearments, and onto the point of this post...

I recently had the great pleasure of working with Seth Bush to flesh out the new AnimeFest game Forged Anew, and wanted to share my experience with using Google Documents. This program is free and is accessed through your Gmail account (there might be other ways to do it, but this is how I did it). It allows for simultaneous editing of documents by multiple people in a shared format so you can see what areas are being worked on at all times. The interface is EXTREMELY user friendly and allowed me to help him with formatting while he put in the meat of descriptions, or add information for clarity when mechanic confusion arose without having to try to explain where the confusion was first.

To use it, you simply go to the ‘Drive’ Tab at the top when you log into Gmail, Click the red button that allows for uploading a document (I created a Folder first for my IFGS stuff), pick your documents and then you get to start the sharing. Right click the file you want to share, and then click ‘Share’ from the drop down menu. From there you get to add the email addresses of the people you wish to share the document with at the bottom and it sends them an invitation. You can also send them a link which is given at the top, but I didn’t use this method so I’m not 100% sure how it works. The invitation will have them click a link that generates another message for the person creating the shared document (you) to then confirm that you want to share with them. It took a good 30 minutes of frustration and resending invitations before I realized this was the case. Once this is clicked, you simply have to just go back to the ‘Driver’ tab and open the file. When opening the file, be sure to right click the file and select ‘**Open with... Google Doc**’. This opens the file up in a new tab and allows for the simultaneous editing. If you just click open, it opens the document up as a MS Word doc and does NOT have the real time editing updates associated with it. You have to make it a “Google Doc” for that. It automatically saves as you go and has all the fun tools that MS Word does. You can even create PDF versions from the opened document.

Seth and I were also on Skype during our editing party, but the Google Doc program has a built

in chatting function that can also be used. The combination of these two programs, Skype and Google Doc, made the writing process simple and even enjoyable as I was able to work on later encounters and ask him (the official game writer and mastermind) clarification question without having to call him or wait for him to update his version of the script before being able to move on.

You can then right click the file again and go to ‘Save As’ to keep updated versions of the script saved on your computer and then send out once finalized. People can also use designated colors when doing sanctioning that the Game Writer can then approve or disapprove, and everyone can be on the same page at the same time with minimal stress on the actual people involved. After working with Seth on the script through these programs for a good 3 hours (not including set up), I asked him how much time he thought we’d saved. “At least 3-4 hours easily,” was his reply. I feel it was at least double that, because we didn’t have to wait for a new version to be sent, import things, check for format consistency, etc.

I feel this will help with game writing because it motivates you to actually work on the script and keep writer’s block at bay. I cannot tell you how frustrating it was writing my first few games and having to constantly go back and re-edit my original script with updates, or working on a sanctioning committee and spending an hour reworking the instructions for a mechanism to have someone else change it completely before I was done.

If anyone else knows more about the use of Google Doc, please feel free to add some more information, especially if you know more about sharing with non-Gmail accounts. I know I was able to send a non-Gmail account an invitation to share, but that’s as far as that one went. Seth decided to use his Gmail account for simplicity. I have played with this program twice now, and cannot wait to learn more ways to utilize its sharing power.

Allison Pace

End of the Year Picture Gallery



Charisma: ITS OVER 9000!!!!!!



Family Feud IFGS Style



Blackjack finds out size is deceiving



Always cool when Ray and Brad visit



Kinder at the start of the day



After seeing the crown on the king



The kinder at the end of the day (yes that's the king's beard too)



Nothing beats rocking a course



Why so serious?





Ready for the game



And the insanity ensues



Wizard in training

Nothing like a duel to lighten one's day





Here's to you, 2013! We had a great year. May the year 2014 be the best IFGS season we have ever had yet!! Good wishes to you and yours.

Bank Reports

Hel To Pay Bank Report

Hel to Pay and the *Gozerian Festival* went off without a hitch! No one got stabbed in the knee this time!! We had a great turn out and the ratings are really good for a small game and then a bunch of mini games afterwards.

The various teams ended up saving Zanith from being controlled by the goddess Hel. Afterwards, Zanith held a tournament to determine the new Gozerian Champion. Oddly enough King Kae-Su (Jim Davie) won that fight and is now not only the king of Terraline, but also the reigning champion in Gozeria. Politics be damned!

Then we all played card games and rolled dice for the rest of the night. Also, there a bit of role-playing. Example, Zanith (myself) and King Kae-Su (Jim Davie) sat out by the pool for almost 2 hours role-playing back and forth. Freaking awesome!!!

Everyone had a heart to heart about what it means to be in the IFGS and "thank yous" were said to all. Congratulations to Kevin Dunning because he was selected to have a custom game written for one of his characters. A huge THANK YOU to Tina Spence for being a kind and loving Matriarch (got it right this time) and letting us use her home for this event. Also an equally big THANK YOU to my loving fiancée: Angela Gallegos. She spent most the previous night and a huge part of the game day sewing pouches that were given out to NPCs.

All in all, I want to say "thank you" to everyone for showing up and proving that even a small game such as this can be an amazing amount of fun!

Game Ratings: Design: 8.5
Logistics: 7.7
Mental: 6.7
Physical: 6.9
Fighting: 8.0
Risk: 6.9
Overall: 8.5

Best Ofs: Since this was a large game in which almost everone PC'd, the ratings are all combined.

Roleplaying:

- 1st** - Henry Wood (Gozer)
- 2nd** - David Wood (Zanith), Taryn Cox (Sara Moon), David Spence (Cristoff), Tom Paul Grissom (Lord Lyle), Angela Gallegos (Hel), Greysen Cox (Beowulf)
- 3rd** - Jim Davie (Kae-Su), Kevin Dunning (Caine), Tina Spence (Rhavven)

Honorable Mentions - Sarah Gibson (Kei), David Gibson (Lawyer), Eric Harris (Drake), Tyler Davis (Ramm)

Costume:

1st - Henry Wood (Gozer)

2nd - Nathan Tryon (Evil Cleric at the last fight)

3rd - Jim Davie (Kae-Su), Kevin Dunning (Lofax) (Toymaker), Sarah Gibson (Kei)

Honorable Mentions - Tina Spence (Rhayven), Greyson Cox (Beowulf), David Spence (Damnedfairy), Mary Collie (Cleric Winter), Seth Bush (Bubba Leroy James), David Gibson (Lawyer), Tom Paul Grissom (Lord Lyle), David Wood (Zanith), Taryn Cox (Ice Nymph), and Fuzzy Guy (?)

Monster:

1st - David Spence (Cristoff) (Crispin) (Damnedfairy) (By a freaking landslide)

2nd - Angela Gallegos (Hel)

3rd - Jim Davie (Kae-Su), David Wood (Zanith), Tom Paul Grissom (Lord Lyle), Tyler Davis (Beserker), Nathan Tryon (Evil Cleric)

Honorable Mentions - Sarah Gibson (Kei), 1st Encounter, Greyson Cox (Widget Boom), Olan Knight (as the Redneck Beaver)

Humor:

1st - David Spence (Damnedfairy)

2nd - Sarah Gibson (Kei), Nathan Tryon (Evil End Cleric)

3rd - Rich Adkisson (Other Evil Cleric), Angela Gallegos (Areona), Swamp Encounter, Greyson Cox (Widget Boom), Team 2

Honorable Mentions - David Wood (Zanith), Team 1, Olan Knight (Redneck Beaver), Tina Spence (Rhavven), Kevin Dunning (Constant Character Change), Justin Case, Dustin (Dongn) (Dancing with the cleric of Loki), and Henry Wood (Gozer)

Fighting:

1st - David Spence (Cristoff) (Damndfairy)

2nd - Tina Spence (Rhayven)

3rd - David Wood (Zanith)

Honorable Mentions - Taryn Cox (Sara Moon), Jim Davie (Kae-Su), Tyler Davis (Ramm) (Beserker), Rich Adkisson (Other Evil Cleric at the last fight), Kevin Dunning (Caine), Eric Harris (Drake), Tom Paul Grissom (Lord Lyle), Greyson Cox (Beowulf), 1st Encounter, Team 2, Everyone

Special Effect:

1st - Swamp/Veil Encounter

2nd - Snowball Fight, Hel's Realm

3rd - Cristoff Using Red Death, Zanith's Blood Crystals, Both Teams Slammering the Bean Bag into Zanith's Chest, Taryn, Kae-Su's eyes, Olan as the Redneck Beaver, Frog Body Pieces, Mason (Trey) being Simon

Spelled to poop in combat, Zanith, Wolf Familiar

Comments:

- Best PC-to-PC roleplaying in a long time - specifically for Beowulf (Greyson Cox)
- RAAAAAAWR! (Sara Cox)
- Greyson (Arrow Dispensing) Cox (Jim Davie)
- Best roleplaying PC-to-PC experience in a long time (Jim Davie)

Thanks, Everyone!

David Wood

AnimeFest 2013 Bank Report

AnimeFest is our annual recruiting event. We host a mini-game there because a higher percentage of the attendees (than the other related conventions in the area) are local people, so they are more likely to be interested in joining the IFGS than someone from, say, Maine, who flew down for A-Kon.

This was the second year that the event was held at the Sheraton Hotel, and the convention staff seemed to have smoothed their routine nicely. There was a bit of delay in getting the badges for members of our staff, but in the end they arrived. The events seemed to flow smoothly, and the Artists Gallery in the open area was well represented by a great many artists!

The rooms looked good. We requested two rooms together, and got 3147 and 3149. Great, right? Except that 3149 was closest to the elevator and 3147 was wrapped all the way around to the end of the hallway. Naturally. The girls' room felt cool and comfortable when we opened the door. The guys' room did not, and the guys' room never did cool down.

Many thanks to the people who made it early to help with the recruiting effort! The sign-up sheets had teams filled through 2:00 AM by the time we shut down at 4:00 pm.

I found us a limo, and once again John and I split the cost to haul everyone to the Spaghetti Warehouse for dinner and back. They put us all into the trolley car, and the meal was fun and loud. The Board decided to contribute to the cost of everyone's meal which was a lovely surprise to all.

Set-up for the mini-game started at 7:00 pm, but did not go smoothly. The chairs will only stack 6 high, and we learned - eventually - that placing a chair sideways between the stacks of 6 significantly reduced the odds of a stack toppling over. Which happened far too often. However, John came up with a way to use our portcullis components to provide height to the stacks, thus hiding the various "rooms" of the game quite nicely.

Once we got the chair stacking situation figured out, the game went together smoothly. We had a lot of people helping to set it up, and it showed in how fast it came together once the stacking issues were resolved. We ended up only being about 20 minutes late getting team 1 on course.

One of the lessons learned from this year's event was to ensure that NEXT year the GMs keep the teams moving. Team one ended up being the role-playing, glacial team from Hell, and that ended up backing up

everyone by 1.5 hours. Not good. As the GP, I was unaware of this until I was informed of it by the Check-In table. This was my fault, not the team's fault nor the GMs fault, as I did not anticipate it happening - and did not think to tell the GMs in advance to keep the teams on schedule. Well, I asked the GMs know to keep the teams in 2nd gear, and after that the GMs kept the teams moving along nicely. And we were able to put a new team on course every 30 minutes. Lesson learned.

All in all we lost two full teams to the delay, and possibly portions of a third team. A lot of the people, however, waited until they could play. Every single PC with whom I spoke that came out of the game said they enjoyed it and had a great time.

We put the last team through at 3:30 and they finished at 4:30. Note that 5 of the novices that ran through the game came back to NPC for us in the last encounter! That is, and they were, AWESOME!

Tear-down started behind the last team, and we were done by 5:00 am. Some people left to go home, and the few too exhausted to take their lives in their hands by driving ended up crashing in the rooms.

Fortunately, as we were putting the props up in storage, John thought for us to bring the two fans up with us. THANK GOD FOR THAT, because the room was a furnace, but the fans made it bearable.

Up by 10:00 am, and we were checked out by 11:00 am. Breakfast looked good in the main dining area, but HOLY COW the buffet was \$24! So we had breakfast at the little café on the east side of the building; I strongly recommend their oatmeal!

After that we all cruised the Dealer's Room, then finally met up when we were done, said our good-byes, and headed home! Arrived home and crashed. Was grumpy, ate a bit, then crashed again. Monday came, repeat until the afternoon, when I was coherent enough to post my thanks to those who helped on FaceBook. Here's that post...

Monday. After much sleep I am coherent enough to say "THANK YOU" to:

- 1) Seth Bush and Allison Pace for the game. It was an excellent mini-game! The production requirements were significantly higher than we've had in the past, which caused some delay in the start of the game, but in the end I think it was worth it. The game LOOKED good as well as being a lot of fun for the PCs! Also, thanks to them both for GMing the teams. They worked hard all night long!
- 2) John Jones, for all of his help and advice before, during, and after the game. And for assuming half the cost of the limo, as usual!
- 3) Nathan Tryon, Mason Young, pat Wade, and Alyssa Phillips for their tireless efforts at the recruiting table, during set-up, NPCing, and tear down.

- 4) David Wood for shepherding the NPCs, the teams, and the front desk.
- 5) ALL of you who came out to help with the game. EACH of you was required and greatly appreciated.
- 6) Matt Kline, you were amazing as the head Mephit! I got to see your performance briefly and thoroughly enjoyed it!
- 7) David Spence, for hauling so many people down and NPCing for most of the night!
- 8) Rich Adkisson, for his work with the props and radios, and for playing Lord Baerun flawlessly, as usual.
- 9) Those who worked the front desk and were troopers having to calm down gamers waiting to play after the bottleneck delay, keep track of all the paperwork amid the chaos, and organize teams when the cancellations happened all while many of them were not feeling well.

Again: a huge THANK YOU to everyone who helped. If your name is not listed here, it does NOT mean you were not appreciated - you were - and I am most grateful for your efforts. VERY Sincerely,

Olan Knight
Game Producer
AnimeFest Mini-Game 2013

Hourglass Constellation Bank Report

This was a wonderful game! Despite a 2.5 hour delay to go on course this game went off with wonderful results! We had several people from out of town that came to play, so thank you to all!

Let's see, the team almost killed itself in encounter 0, a member of the Dun tribe encountered a blast from the past, Reese almost found his precious hog - and did find a piece of it, gravity is awesome and a pain at the same time. Lug ate the heart of a king and the mage hunters fizzled a little bit. Alistair made his debut as a big bad NPC for the high levelers and this game marked the return of a long lost son. Sara Moon came face to face with her goddess and Fistendalias was revealed as the reason Tiamat had been unleashed. Then the team slammed Tiamat so far into the dirt that they were able to imprison her. Next, Crispin decided it was time to show Lug how the real world works, whether Lug agreed with it or not.

The PCs were amazing, the NPCs were awesome and the game was highly received. Thank you all who showed up and contributed to the game! You are all wonderful!

Game Ratings:

Overall: 9.2
Design: 9.4
Logistics: 8.0
Mental: 7.4
Physical: 8.5
Fighting: 8.8
Risk: 8.2

Best Of The NPCs:

Roleplaying:

1st - Angela Gallegos as Tiamat
2nd - Joe Dimatteo as The Orc Vengeance Demon
3rd - Sara Cox as Zanith's first wife, Stefean Cox as The Lost Son, David Wood as Zanith, Jim Davie as the Deathdealer King, Rich Adkisson as Fistendalias, John Jones as Alistair, and Tyler Davis as himself

Costume:

1st - Angela Gallegos as Tiamat
2nd - The Five Dragon Heads
3rd - Jim Davie as the Deathdealer King

Monster:

1st - Angela Gallegos as Tiamat

2nd - The five Dragon heads, Tyler Davis & John Jones as Gravity Golems, Jim Davie as the Deathdealer King, David Wood as summoned Zanith

Humor:

1st - John Jones as Alistair

2nd - Sara Cox as Zanith's first wife, Tyler Davis as himself

3rd - Rich Adkisson as Fistendalias ignoring Lug

Fighting:

1st - Matt Kline, The Deathdealers

2nd - Brittney Flatt, John Jones, Jim Davie, the Kline Kids, Angela Gallegos as Tiamat, Joe Dimatteo

Special Effect:

1st - David Wood as summoned Zanith, the cactus, the five heads of Tiamat, Reese's HOG, magic item reps

Best Of The PCs:

Roleplaying:

1st - Olan Knight as Lug, the Entire team, Tina Spence as Acacia, Greyson Cox as Black Jack Gyles

2nd - David Spence as Crispin, Tom Paul Grissom as Lord Lyle

Costume:

1st - Tina Spence as Acacia

2nd - Brad Evenson as WhateverYouNeed Dun, Taryn Cox as Sara Moon, Greyson Cox as Black Jack Gyles, David Spence as Crispin

Monster:

1st - Olan Knight as Lug, Tom Paul Grissomas Lord Lyle

2nd - Taryn Cox as Sara Moon, David Spence as Crispin

Humor:

1st - Olan Knight as Lug

2nd - Dane Lyon as Reese, David Spence as Crispin summoning Zanith

3rd - Brad Evenson as WhateverYouNeed Dun

Fighting:

1st - Tina Spence as Acacia

2nd - Olan Knight as Lug, Greyson Cox as Black Jack Gyles, Brad Evenson's archery, Tom Paul Grissom as Lord Lyle, the Entire team

Special Effect:

1st - Crispin's Spirit Flute, Ray Michel's arrow that killed the Ice Dragon head, Dane Lyon as Reese

Comments:

We waited 2.5 hrs to go on course and STILL had a fabulous time!

Thanks, Everyone!

David Wood



Unnatural Acts Bank Report

The second of the high-level games was *Unnatural Acts*, and it started on time on a beautiful, breezy, mild, perfect day! The turnout was good, and Brad Evenson and Ray Michel from the Denver/Boulder chapter stayed to NPC - bless them for all time!

I was a PC in this game - the first time I've PC'd my 10th level cleric in AGES - and I was not sure we'd get past the first encounter at the Village! Lord Lyle took umbrage from a peasant and took action. This caused dissent among the team, but eventually "things" were restored to normal.

I decided my goal in the game was to NOT swing for a single point of damage. This has been called "lounge-chair PCing" and I accomplished my goal until the last encounter! As a result, I got to actually *watch* the game as well as participate in it. And what I saw was a superb story whose resolution was **genuinely** difficult. There were several individual pieces required to be assembled in order to complete the quest, and if any ONE of them has been missed, the entire team effort would have been wasted. All the PCs contributed to the success of the quest - it was a great team!

The NPCs were uniformly outstanding, both in their roleplaying and in their combat, especially Brad and Ray as the wandering werewolves. Tom Paul Grissom as the redneck beaver was absolutely hilarious. He and the badgers were just marvelous!

Brittney - who played the corrupting, evil, BBG (Big Bad Girl) - and her horde of never-ending assault critters were devastating. I finally got carried away and participated in combat - not that it did any good. That last combat had to be **solved**, not "won" in the traditional manner. The combat was finally solved properly and the bad guys were defeated!

So we're done, right? WRONG! There's this THING under the ground that we found to be a locked chest. This little chest turned out to be THE SINGLE MOST DANGEROUS ITEM I've ever seen in any game. The trap was insidious, insanely dangerous, devious, and required 3 different PCs with three different classes to open it safely. I was, and still am, in awe of that little trap: congrats to David Spence who has proved that he is still applying to join The Evil Guild.

As the game ratings show, people thought the game was WONDERFUL!

Game Ratings: (NPCs/PCs)

Design: 9.6/9.7

Logistics: 9.6/9.7

Mental: 9.5/9.8
Physical: 9.1/8.6
Fighting: 9.5/7.6
Risk: 9.6/8.8
Overall: 9.0/8.4

Best Of the PCs:

Roleplaying:

- 1st** - Jim Davie as Kae-Su
2nd - David Wood as Zanith, Pat McGehearty as Sandor, Olan Knight as Barak Soultender, Rich Adkisson as Sir Tainley
3rd - Matt Kline as Xiang Lo

Costume:

- 1st** - Jim Davie as Kae-Su
2nd - Eric McGehearty as Thor
3rd - Olan Knight as Barak Soultender, Pat McGehearty as Sandor, David Wood as Zanith, Matt Kline as Xiang Lo

Monster:

- 1st** - Jim Davie as Kae-Su
2nd - Matt Kline as Xiang Lo
3rd - David Wood as Zanith

Humor:

- 1st** - Rich Adkisson as Sir Tainley
2nd - Olan Knight as Barak Soultender
3rd - Matt Kline and John Jones *Dust Storming* themselves, Alpha vs Alpha verbal exchange (Jim Davie & Brad Evenson)

Fighting:

- 1st** - John Jones as Yan Kankuk, Matt Kline as Xiang Lo, David Wood as Zanith, Eric McGehearty as Thor
2nd - Pat McGehearty as Sandor

Special Effect:

- 1st** - The Druid Cage and the Unicorn, Jim Davie's Kae-Su in werewolf form, Alpha on Alpha action, Zanith's magical trip

Best Of the NPCs:

Roleplaying:

- 1st** - Brad Evenson as the Alpha Wolf
2nd - Tina Spence as Hollow, Greyson Cox as Darksun, Brad Evenson and Ray Michel as wandering werewolves
3rd - The Villagers: David Gibson, Taryn Cox, Pat Wade, David Spence, Tina Spence

Costume:

- 1st** - Greyson Cox as Darkson, Ursines (Seth Bush, Tyler Davis, &

Brad Evenson)

2nd - The Badgers, The Beaver (Tom Paul Grissomo), The Peacock (Taryn Cox)

Monster:

1st - Brittney Flatt as The Blighter, Brad Evenson and Ray Michel as wandering werewolves

Humor:

1st - Tom Paul Grissom as The Beaver, Tyler Davis and others as supporting rednecks

Fighting:

1st - Brad Evenson and Ray Michel as wandering werewolves

2nd - The Badger and the Beavers, The Last Fight

Special Effect:

1st - The Druid Cage, The Fire Vines

2nd - Tree shifting Blighter, The glorious weather

Comments:

1) Had a great time!

2) GREAT game, thank you!!!

Congratulations to David & Tina Spence for running one of the two highest rated games in the history of the Dallas Chapter!!!!

See You At The Next Game,

Olan Knight

Bank Rep



Board Meeting Minutes

August Minutes

Attendees: Henry Wood, Angela Gallegos, Rich Adkisson with Alyssa's proxy, David Wood, Greyson Cox, David Spence

Meeting start at 3:32pm

Reports:

Treasury - per Olan's notes, bank is OK

Newsletter - Seth needs articles

Quartermaster - Shed needs a good cleaning

Registry - Olan has sent out a how to for legacy characters along with a PDF on how to do it.

Society Liason - Experience point change passed by board. Appointment coming up for SSC

Sanctioning - Leaping Lizards - canceled

A-Fest - On track

Tomb of the Goblin Slayer - On track to run after A-Fest

Hourglass - Running Oct 12th

Of Night and Knife - On track for November

World Committee game - Being written by Taryn Cox and Brittany Flatt, Jim Davie and David Spence to SC

New Business: Concerns raised over the new glyph book being proposed by SSC. John and Seth to get details to the chapter.

Next Meeting: Sept 14th

October Minutes

Meeting started: 10 PM

All Board Members in attendance

Jim Davie, Lyn Ellis, and Tina Spence in attendance

Movement to skip committee reports due to late hour of the meeting was approved 7-0

Board would like to officially thank Pat McGehearty for his service as the Sanctioning Committee Chair, as well as welcome Jim Davie as the new SC Chair per Pat's recommendation - approve 7-0

The Quartermaster has requested a shed cleaning before the next game

Bugs have been found in the Reports online, Olan Knight is working on fixing them

SAS drop-down information working on being added to Dallas IFGS page

Sanctioning Committee will be updating membership and making sure game sanctioning teams are ready for sanctioning

Elections:

Rich Adkisson, David Spence, Angela Gallegos, and Hank Wood's terms expire this coming year. Of these, Hank Wood will not be running for re-election. He will be Elections Chair, sending and receiving the ballots, while ballots will be counted at the Spence house at a holiday party in public.

Jamie Benson Thompson volunteered to be Elections Chair and to use an electronic voting system, but the Constitution requires written ballots. The ballot will include a proposed Constitutional Amendment and the vote on the Amendment will be held at the Annual Banquet in early 2014.

Ballots will be due to Hank Wood by December 15th.

Hourglass Constellation had an overall rating of 9.6

Unnatural Acts had an overall rating of 9.5

- These two games have proven that 8-10, High Level games can be run and be successful

Society Board congratulates Dallas for games well done, and SSC Chair congratulates Greyson for getting a randomly generated item, and for Fighters and Thieves for being the first to get regenerated abilities.

Next meeting:

11/9/13 - Shed Cleaning and Board Meeting at John Jones' House, 11 AM, approved 7-0

Meeting ended:

11:23 PM

November Minutes

Start time: 12:41PM

Board Members in attendance: Angela Gallegos, Rich Adkisson (terms expire 2013)

David Wood, Alyssa Phillips (terms expire 2014)

Proxy for David Spence given to David Wood, Greyson Cox to Angela Gallegos, and Hank Wood to Rich Adkisson

Members in attendance: Sarah and David Gibson, John Jones, Pat Wade, Joshua Imboden,

Committee Reports:

- **Treasury** - Over \$4000 in the bank, spent 1200-1400 this year
- **Newsletter** - No report
- **Quartermaster** - Shed Cleaning after meeting
- **Registry** - Up-to-date through Hourglass Constellation, not done with Unnatural Acts yet, also working on the SAS drop down for the website
- **Safety** - minor injuries at Hourglass Constellation and Unnatural Acts

General reminder: Safety is of the utmost importance to IFGS, and being aware of surroundings and considerate to other members and non-members is equally as important.

- **Society Liaison** - Society Elections are in progress and online, e-mails to voting membership have been sent out. SSC is working on the rulings on returning weapons, FRC is beginning to look at 8.0.

Sanctioning/Game Calendar:

- **Jim Davie** is the new SC Chair, and is in progress of collecting information on all new and upcoming games
- By Night and Knife - 11/23/13, Sanctioned, GW: Joshua Imboden
- Fate of a Fallen World - 2014, lvels 4-6, GW: John Jones
- Banquet Game - 2/22/14, All Levels, GW: David Wood, Angela Gallegos, John Jones
- Onward Into the Day and Krush Harder being pulled due to workload

More writers are always welcome! Writers, get writing!

Old Business

- Elections - In progress
 - Amendment language for voting change to online needed by December Board Meeting

New Business

- AnimeFest date for 2014 is no longer Labor Day weekend. It is August 15-18. AnimeFest plans will be updated as we get closer to that date.

End time: 2:20

January Minutes

Committee Reports

Sanctioning:

Next Game:

Annual 2014 Banquet Game:

Date: Scheduled for 3/1/2014 as per website and Nov minutes.

Type: Low level and high level segments.

Gamewriters: Wood/Gallegos/Jones (as per website).

Status: Pending assignment of Sanctioning Team.

Upcoming Games:

Fate Of A Fallen World

Date: May xx, 2014 per website

Level 4-6

Writer: John Jones

Status: Pending assignment of Sanctioning Team.

By Night and Knife

Joshua Imboden

Date: April xx, 2014 per website

Status: Intent to sanction

No updates on rescheduled dates for :

Important Tidings

GD: Kevin Dunning

Status: Intent to Sanction.

Other to do items:

- 1.Update list of active SC members
- 2.Update contact information and email on IFGS website for Sanctioning.
- 3.Set final dates for last two games above
- 4.Assign SC members for first two games above.
- 5.Request new Games!

Registry:

All caught up

Quartermaster

The shed is in reasonable order, thanks to all the help at the shed-cleaning party.

However, I have been informed that I will have to be out of the country for an extended period in 2014. Right now, it looks like I will be leaving sometime in February, and I will be gone for 2 or 3 months, meaning that my absence may well overlap with our gaming season.

I will have a part-time house sitter, but I can't guarantee that he will be there to open the shed for any games that occur while I'm away. I can leave the spare remote with someone, if someone reliable is willing to wear the QM hat while I'm away. Rich might be the logical choice, since he lives quite close to my place now. I would entertain other options, though.

2013 Admin CAP

Chapter Board

David Wood	100,000
Alyssa Phillips	50,000
David Spence	50,000
Angela Gallegos	50,000
Greyson Cox	50,000
Rich Adkisson	50,000
Hank Wood	50,000

Committees

Newsletter	Seth Bush	100,000
QM	John Jones	100,000
Registry	Olan Knight	100,000
	Rich Adkisson	50,000
	Seth Bush	50,000
	Sara Cox	50,000
	Sarah Gibson	50,000
	Patrick McGehearty	50,000
Safety	Rich Adkisson	100,000
	David Gibson	50,000
	Brittney Hoglund	50,000
Sanctioning	Jim Davie	100,000
	David Spence	50,000
	Robert Armbruster	50,000
	Seth Bush	50,000
	Greyson Cox	50,000
	Taryn Cox	50,000
	Joseph Dimatteo	50,000
	Kevin Dunning	50,000
	Brittany Flatt	50,000
	Angela Gallegos	50,000
	Joshua Imboden	50,000
	John Jones	50,000
	Olan Knight	50,000
	Patrick McGehearty	50,000
	Allison Pace	50,000
	Tina Spence	50,000
	David Wood	50,000
	Henry Wood	50,000
Treasury	Tracey Skopinski	100,000

Elections	David Spence	50,000
World/History		
	Sarah Gibson	100,000
	David Spence	50,000
	Tina Spence	50,000
	Danny Barry	50,000
	Allison Pace	10,000
	Taryn Cox	40,000
Land	Tom Paul Grissom	100,000
Webmaster	Olan Knight	100,000

PLEASE REMEMBER that no one can earn more than 200,000 ADMIN CAP in a single year, so if your Admin CAP total for the year exceeds 200,000, you will still only earn 200,000 ADMIN CAP.

Thanks,

Olan Knight

Society News and Minutes

New Bluebook

A new edition of the IFGS bluebook has been approved and released. Many players society wide have urged the SSC to give Fighters and Thieves an even ground with other classes on versatile resource management, and the SSC listened. In this new addition, the major new items now available include Fighter and Thief renewal items. They function similarly to ability point generators/crystals. Check them out in the Bluebook in section 6.2 (you can get a copy at the [Dallas IFGS page](#)) as they will no doubt be heading to a magic shoppe near you.

IFGS SOCIETY ANNUAL MEMBERSHIP MEETING MINUTES 9/26/13

Final

The 9/26/13 Society Board Meeting was called to order at 9:00 p.m. Eastern Time. Present were Board Members John Jones, Olan Knight, Dane Lyon, and Brett Paul.

Michael Magness was absent, proxy to Brett Paul. David Wood was absent, and contacted the board during the meeting to give his proxy to Olan Knight. Ray Appling was absent. Society Clerk Janice Gott was present.

STANDING BUSINESS:

MINUTES:

MOTION: To approve the minutes of the 8/22/13 board meeting as amended (Magness, Lyon, by acclamation).

FRC REPORT: No report.

SSC REPORT: The BlueBook version 2.12 was submitted to the Board, and all Chapter Sanctioning Chairs with the note that they were free to send it to their committees, and that comments were being solicited. Comments were received, updates were made, and another draft was mailed out.

TECH COMMITTEE: No report.

GENERAL PROMOTIONS: A person from Louisiana made a query on Facebook, and Magness followed up on it.

REGISTRY: See new business.

ELECTIONS: Elections Chair Jamie Thompson says there are several applications for the Society Board positions on the ballot, although she would like to see more diversity in Chapters represented. Application deadline, and candidate statements, are due October 10th. Thompson will coordinate a test of ElectionBuddy, an electronic voting system, with the Clerk.

CONSTITUTIONAL REVIEW TASK FORCE: No report.

CHAPTER LIAISONS: Knight reported that ECO is planning to run a game this month, had a good schedule this year, and looks to have a good schedule next year, including a high level game early in 2014. Jones reported the PNC Sanctioning Chair sent Bluebook comments.

David Wood called to report he has electrical problems at his house, and assigned his proxy to Olan Knight.

CONTINUING BUSINESS:

REGISTRY HANDBOOK CHANGES: Comments on the Registry Audit Appeal Process were considered and incorporated.

MOTION: To approve the revised version of Registry Handbook 3.14 (Lyon, Wood, 5-0-1, Magness abstain).

CORPORATE SECRETARY UPDATE: Ray Michel met with Janice Gott, Peter Sartucci and Bret Halford at the Wells Fargo Bank in Boulder, Colorado, to change authorized persons for the safe deposit box. Ray Michel has also been listed with the state as the registered agent, and his address is the new corporate address.

CLERK COMPUTER: No action.

GODADDY CHARGE: Waiting for action from Tech Committee. We need to move to the new hosting site so we can drop them. More manpower is needed on the committee.

SERVICE AWARDS: A design for the award is being reworked to make it thick enough to print.

NEW GAME LIBRARY: New games are under review.

NEW BUSINESS

SSC OPEN POSITION: There were three excellent candidates for the open position, from which Mike Paxton was recommended to fill out Kyle Davis's position.

MOTION: To appoint Mike Paxton to the remainder of Kyle Davis' position, which expires in March 2014 (Paul, Knight, by acclaim).

REVOKING CHAPTER CHARTERS: Revoking the Charter of the Southern Wisconsin Chapter has been placed on the fall ballot.

The Atlanta Chapter had already held a meeting to try to gain recruitment for a revival, with no success. The Chapter Treasurer has repeatedly asked that the Chapter be closed. The chapter funds are in an inactive account, and somewhat at risk. We encourage any interested parties from Atlanta to contact the Board before October 10th, when the ballot is closed.

MOTION: In the absence of a formal request from a representative of the Atlanta Chapter to the contrary by October 10th, revocation of the Atlanta Chapter's Charter will be placed on this year's ballot (Knight, Wood, 5-0-1, Magness abstains).

BLUEBOOK: MOTION: To officially accept the draft 2.12 Bluebook for use in all IFGS events (Knight, Lyon, 5-0-1, Magness abstains).

NEXT MEETING: The next IFGS Board Meeting will be held on **Thursday, October 24th**. Times for the meeting are 6 pm Pacific, 7 pm MST, 8 pm CST, and 9 pm EST. The meeting will be held on Skype at i_f_g_s or 720.259.1667. The meeting was adjourned at 10:16 pm EST.

CHAPTER LIAISONS

Atlanta – Appling

Dallas – Paul

Denver/Boulder – Lyon

Norman - Wood

Pacific Northwest – Jones

Provisionals:

Milwaukee – Magness

East Central Oklahoma - Knight

PROJECT LIST

Completed Tasks

Challenge to Chapters to Submit Updated Scripts for Game Bank - Completed

Expansion Guide - Completed

Tech Projects: Update Website for 7.0 Release –Completed

In Process Tasks

Society-level electronic voting

Updating Governing Documents – In process with Society Task Force

Updated Committee Charters – In process with Society Task Force

Character Creation System-CAP4G – In process with SSC

Business Cards – In process with SGP with Magness as lead

Online Registry – Charged to Tech with Paul as lead

Bluebook Revision – In process with SSC, Board waiting for revision to review and approve

New Forum Software Research and Implementation – In process Tech Com.

On Hold

Not Started

Online Voting process -

Updating GW Handbook–

Streamlining the payment processes between Society and Chapters –

Treasury Tracking –

Shared Calendar on Website –

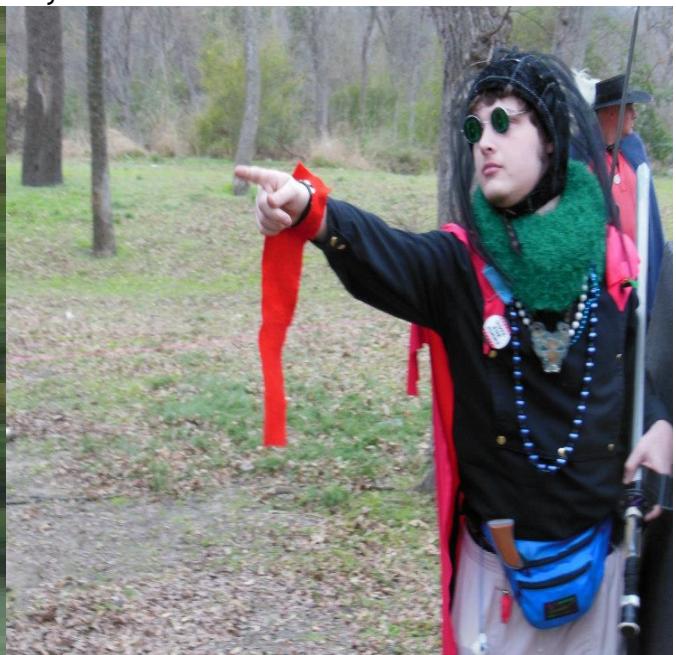
Creation of a Treasury Handbook –

Membership Tracking –

Expand and Revise Wiki (Possibly incorporating online rules.) –

Link Exchanges –

Game Pictures



TYLER SMASH PUNY MAGE! SMASH SMASH SMASH!!!



You failed to find blocking cover!

You there! You heard about awesome Lord Hermes? Ha!



Who needs cover when you can have Concentration!

Double hit



Someone is having fun playing an evil goddess!



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communiques
and articles

BOARD / COMMITTEE CHAIRS BOARD / COMMITTEE CHAIRS

President

David Wood

Vice President

Alyssa Phillips

Secretary

David Spence

Treasury

Tracey Skopinski 972-231-9015 treasurer@dallasifgs.org

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Alyssa Phillips

Greyson Cox

Angela Gallegos

David Wood

Hank Wood

David Spence

Standing Committees

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newsletter@dallasifgs.org

Quartermaster

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Ad Hoc Committees

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Land

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

IFGS Websites

Newsletter Information

Editor: Seth Bush

Submission Addresses:

Email: nougouna@yahoo.com

Submission Deadline:

1 week prior to the end of the month

Dallas Chapter

<http://www.dallasifgs.org/>

National

<http://www.ifgs.org/>

Chainmail (National Newsletter)

<http://www.ifgs.org/chainmail.asp>