



Whispering RUNES

International Fantasy Gaming Society -Dallas

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President Column

Hello my fun and friendly IFGSers! This is your cool, hip, and totally radical president! Please, please hold your applause. Today I want to talk to you about the dangers of metagaming and what it means to you.

Metagaming is the act of taking outside knowledge and letting that influence your actions in game. This can be walking into an encounter and seeing someone you know is a really good fighter and you automatically assume they are a fight, or there being an actual person lying on the ground to represent a dead body and you say, "There has to be something here, they wouldn't just waste a perfectly good NPC as a prop." Both of these are considered metagaming and we discourage metagaming to its fullest potential. We can be very tempted to metagame, but when we do it only hurts yourself and those around you. It makes the game less enjoyable and ruins the experience of the encounter or even the game.

Now most of that applies to PCs, but what about NPCs. You have an intricate knowledge of the game and even know the exact specifics of your encounter. That doesn't mean you are metagaming. Doing as one is told in a game and taking into account the risk and whatever other notes an NPC has in the script is simply doing what are supposed to do. No targeting someone because you know they are weaker/stronger than the rest, because they are a certain class, or just because you have a personal problem with them is considered metagaming. Unless the script tells you to target them then it is ok.

Now this doesn't mean we are going to kick you out of a game if you do this (provided you only do it once or twice on accident), but it also means that no one will let you slide for it neither. We want everyone to have a good time out on the field so we need to keep metagaming down to a minimum. Which of course means non-existent.

That's all I've got for today!
~Ta Ta for now!

David Wood

Advice for Using LI Spells

Over the years one of the most common complaints I've heard from novice (and sometimes not so novice) spell casters is that their LI spells "never" (or at least very seldom) work. I always thought this odd because I rarely have issues getting my LI spells to work. So I decided to start observing them and I found that most often the issue is with target selection. After telling them how I select my targets for LI spells they generally had a much better time of it. So here is how I go about selecting my targets for LI spells. Please note that these are just my general guidelines (and certainly do not apply to all games/encounters). Your mileage may vary, and I'm sure other folks have other methods that work just as well or better.

First off, remember the Law of Inverse Ninja Strength. In a nut shell, this means that the more NPCs there are in an encounter the less powerful each one will be. So when being attacked by a horde of Goblins its pretty safe to assume LI spells will work. Except for that big goblin riding the warg. Which brings us to point number two.

Secondly, don't target the Big Bad Guy (BBG). Because LI spells tend to take their targets out completely, very rarely will the BBG be affected by them. Think of it this way, if the BBG could be taken out that easy she wouldn't have survived long enough to become the BBG. However, if she is surrounded by mooks she might be a good center for an area. Which brings us to point number three.

Thirdly, LI spells shine the most in large/complex battles. If a team is outnumbered they are often at a disadvantage. Your fighter might only be taking ones but if there are four NPCs on her she won't last long. If your team is out numbered it is a safe bet that most of them are lower level (for most games). Look for similar groups and apply the first two points. The single warg rider is probably out, but the five goblins around him are fodder. Also, remember your team's LI resistance and drop spells on surrounded teammates when you know they can resist or break out with an ability.

All of this said, remember that these are only guidelines and the lines between mook and BBG are not always clear. Informational SAS, such as Know Aura, can be invaluable when the mook/BBG lines are not so clear.

-Magness

Editor's Reccomendation

So, what do you do when you can't play IFGS? Surf the web for neat webcomics. Here is one I found amusing. It's worth wasting a week or two and reading it from the beginning.

<http://www.weregeek.com/>



Society ADMIN CAP

31-DEC-2012

People who participate in IFGS at the Society level earn CAP for their efforts, as specified on pages 23 and 24 in v3.11 of the Registry Handbook. The same is true for efforts made at the Chapter level that are not specifically affiliated with an individual game. Here are the Dallas Chapter Admin CAP Awards for 2012:

Rich Adkisson	200,000	Safety Chair, Board Member, Registry Rep
Seth Bush	50,000	Sanctioning
Paul Coley	150,000	Newsletter Chair, Registry Rep
Sara Cox	50,000	Registry Rep
Taryn Cox	100,000	World History Committee, Sanctioning
James Davie	50,000	Safety Rep
Jason Dziuk	100,000	Safety Rep, Sanctioning
Lyndsey Ellis	50,000	Registry Rep
Brittany Flatt	100,000	Registry Rep, Sanctioning
Danny Fuchs	50,000	Safety Rep
Angela Gallegos	100,000	Board Member, Sanctioning
Sarah Gibson	100,000	World History Chair
Tom Grissom	100,000	Land Chair
Brittney Hoglund	50,000	Safety Rep
John Jones	150,000	Quartermaster, Sanctioning
Olan Knight	200,000	Registry Chair, Webmaster, Safety Rep, Sanctioning
Pat McGehearty	50,000	Safety Rep
Allison Pace	90,000	Board Member*, Safety Rep, World*, Sanctioning
Alyssa Phillips	50,000	Board Member
Tracey Skopinski	100,000	Treasury Chair
David Spence	170,000	World History, Sanctioning Chair, Board*
Tina Spence	50,000	Sanctioning
Nathan Tryon	50,000	Registry Rep
David Wood	150,000	Board President, Sanctioning
Hank Wood	50,000	Sanctioning

Here are the Society Admin CAP Awards for 2012 for members of the Dallas Chapter

Ray Appling	200,000	Tech Chair, Board Member, General Promotions
Seth Bush	50,000	Sanctioning
Jason Dziuk	50,000	Board Member
John Jones	200,000	Society President, Sanctioning Chair
Olan Knight	200,000	Registry Chair, Board Member, Sanctioning, Tech
Pat McGehearty	50,000	Rules Committee
Brett Paul	100,000	Board Member, Tech Committee
Jamie Thompson	100,000	Elections Chair
David Wood	50,000	Tech Committee

Please let me know if you have any questions.

Thank you,
 Olan Knight
 Dallas Registry Chair
 "*" = partial term served

“Out Cold” Bank Report

Run on a glorious, breezy Saturday in January, Out Cold ran smoothly and quickly. The set up and take-down was painless, with many of the PCs helping with tear down! We even had enough NPCs to fill ALL of the slots, and we got to meet several NEW people who came out to NPC thanks to Chris Wright!

The favorites seemed to be – no surprise – the Vorpel Snow Bunnies, led by Chris Wright as the most hunchbacked bunny in history. Jason did a great job preparing, setting up, and running the game. The teams seemed to enjoy the game, and the return to The Land Of IFGS after our winter break!

We had several people return to the fold after long absences: Andrew Jones came back with a vengeance, and Jim Davie returned after his long hiatus! We had a transfer from another chapter PCing for the first time: Joshua Imboden. The Amazing And Awesome Joshua has written and is producing the March game “Wet Behind The Ears”! Devon Phillips, Pat Wade, and Joseph Willingham We also had several people who had NPCd in the past running their first PCs, including Jamie Hunter,

Chris Wright brought his two college exchange student to NPC, and they loved it! Please welcome Annika Ilves and Qin Qin Zhang, who were two of the lovely Snow Bunnies!

The after game at IHOP was entertaining and we took over the restaurant with our loud laughter and tales of the game. It was different in that we were in the main dining area rather than in the back room.

Did I mention it was perfect weather? It was.

Olan Knight
GM

Game Ratings

NPC Votes:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
8.6	8.3	9.2	6.3	6.9	8.0	5.7

PC Votes:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
7.3	7.0	8.1	7.8	6.7	7.3	6.6

NPC's voting for PCs:

Roleplaying
1st – Nathan Tryon as Sir Thing , David Spence as Cristoff, Joseph Willingham as Sir Joseph
2nd – Joshua Harris as Miatachi

Costume
1st – Laura Moos as Sara Brightsteel
2nd - Joseph Willingham as Sir Joseph, David Spence as Cristoff

Monster
1st – Nathan Tryon as Sir Thing (No surprise here...)
2nd – Andrew Jones as Flynn

Humor
1st - Nathan Tryon as Sir Thing (Another shock. Not!)
2nd - David Spence as Cristoff
3rd – Jim Davie as Shungamitu Sapa

“Out Cold” Bank Report Cont'd

Fighting
1st - David Spence as Cristoff
2nd - Andrew Jones as Flynn
3rd – Joshua Harris as Miatachi

Special Effect
1st – Laura Moos healing wand, team #1’s clueless stare at the Ice Druid

PC's voting for NPCs:

Roleplaying
1st – Robert Armbruster as the Drunk Monk, Tom Paul Grissom as the Ice Druid
2nd –Chris Wright as The Snow Bunny Hunchback, Joe Dimatteo as The Sword Master

Costume
1st – Jenny Wright, Annika Ilves, Qin Qin Zhang, and Chris Wright as the Vorpall Snow Bunnies
2nd – Pat McGehearty as the Ice Mage, Andrew Nunnally as The Shinigami, Seth Bush The Hillbilly Ranger

Monster
1st – Jenny Wright, Annika Ilves, Qin Qin Zhang, and Chris Wright as the Vorpall Snow Bunnies, Andrew Nunnally and Rich Adkisson as The Shinigami, Pat McGehearty as The Ice Mage
2nd – Chris Wright as The Snow Bunny Hunchback , Tom Paul Grissom as the Ice Druid, Seth Bush The Hillbilly Ranger

Humor
1st – Tom Paul Grissom as the Ice Druid , Chris Wright as The Snow Bunny Hunchback, The Snow Bunnies
2nd – Robert Armbruster as the Drunk Monk

Fighting
1st – Seth Bush The Hillbilly Ranger, Tom Paul Grissom as the Ice Druid, The Snow Bunnies
2nd – Jenny Wright as Purple Snow Bunny, Chris Wright as The Snow Bunny Hunchback

Special Effect
1st – The Ice Cliff, Squirrel for stew, and the ground markings

Many thanks to Jason Dziuk for writing and producing this game, and to all of the Staff and NPCs who made the game happen!

See you at the Banquet!

Olan Knight
GM and Bank Rep
Bank Rep

Dallas Chapter IFGS - Board Meeting Minutes

Jan. 19, 2013

The board was called to order at 1620 by President David Wood.

People in Attendance :

Board members: David Wood, Rich Adkisson, Angela Gallegos, Andrew Saunders, Hank Wood.
Alyssa Phillips (Rich proxy), David Spence (Angela proxy)

Old minutes were approved without changes: 7-0. Wood moved, Angela seconded.

Committee Reports:

Treasury – 5K currently in bank prior to Out Cold. Budgeting 1K for costs of annual banquet, so 4K in available balance

Quartermaster - John reports shed in good order overall with some in flux due to props for Out Cold.

Registry – Olan reported up to date up to date for all games prior to Out Cold..

Safety – Rich reports no injuries or causes to address during recent games.

Newsletter - Articles have been sent, but no responses to date. Olan volunteered to check with Paul.

Society Liaison – John reports annual society meeting to be held 01-20-13

Sanctioning –

- John is finishing Knightshade. Game to be run in April.
- Wet Behind Ears has been approved by sanctioning. Game to be run in March.
- Pat and David have written the Banquet duo-game.
- Only other games set for this year are Fight the Knight (A-Kon) and Forged Anew (A-Fest). In light of that, sanctioning is begging writers for more games.

Reports were approved without changes: 7-0. Wood moved, Angela seconded.

Old Business –

New Business

- Results of Dallas Board annual election were announced. Alyssa Phillips and David Wood retain their seats. Greyson Cox will replace Andrew Saunders. The Board thanked Andrew for his service as a board member for multiple terms.
- Rich Adkisson requested a sanctioning committee for his game Portal to Heck. David Wood, John Jones, and Robert Ambruster volunteered and were accepted by the Sanctioning chair.
- A future sword building party was discussed but dates TBD due to having to order material based on total interest generated in the near future.
- Olan introduced temporary face tattoos as ideas for future props. Discussions were held over the merits and concerns around their potential use. Most of the concerns were due to the one usage only nature of the temporary tattoos and their price of \$5 apiece. No decisions were made.
- It was briefly discussed about upgrading some of the older and more decrepit props in the shop. However, the consensus was to table this topic until after the Banquet so as to have a more complete view of both funds and prop needs.

Meeting was adjourned at 1650. David Wood moved, Rich Adkisson seconded.

Dallas Chapter IFGS - Board Meeting Minutes

Feb. 9, 2013

The February board meeting was held at the annual banquet. The new board was seated with the follow positions filled. b David Wood as President, Alyssa Philips as VP, and David Spence as Secretary. All existing Committee Chairs maintained their positions.

BOARD / COMMITTEE CHAIRS BOARD / COMMITTEE CHAIRS

Alyssa Phillips, David Wood, and Andrew Saunders.

President

David Wood

Vice President

Alyssa Phillips

Secretary

Allison Pace

Treasury

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

Members

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

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

Jason Dziuk

Allison Pace

Greyson Cox

Standing Committees

Newsletter

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

Quartermaster

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

Registry

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

Safety

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

Sanctioning

David Spence sanctioning@[REMOVED]dallasifgs.org

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Public Relations

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Ad Hoc Committees

History

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

Land

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

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:

By sheer necessity, I have been forced to make the newsletter every two months or until I get enough material to publish. 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