



Whispering RUNES

International Fantasy Gaming Society -Dallas

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President's Column

I am going to take a break from the normal SC / Game Writer column this month to cover what is happening in the Dallas IFGS at the moment.

First off it is with great sadness that I report about two of members, David and Angela Wood leaving Dallas and moving to Oklahoma. Over the years they have produced some great games for Dallas and now they will be bringing that skill and enthusiasm to ECO. Let's all wish them a successful move.

As far as games goes we had the running of Ode to a Dragon by David Wood. This was a late night game that teams one and two were able to complete but team 3 had to stop halfway through due to David Woods's normal luck with the rain. For those of you who do not know the Poseidon story ask me at a game sometime.

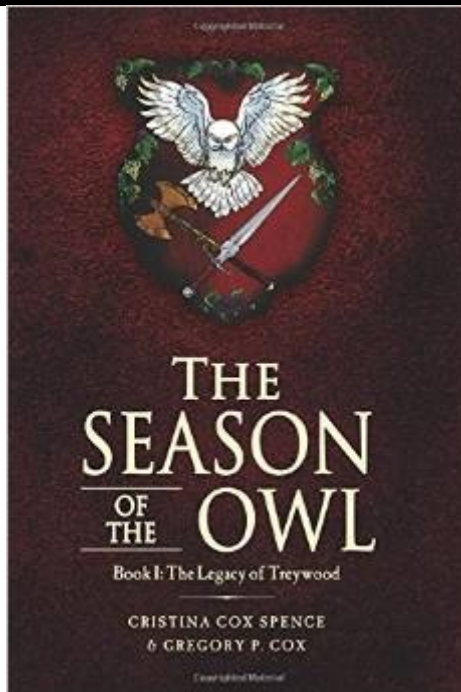
Es-Cap-EE ran the following month and a certain 'new' cleric of Charon had way too much fun. Fiorgynsheim will take a while to recover. I hope everyone had fun at the game, I know several people are planning to visit the city again to see a certain Judge but I believe a certain noble and her drow friend may have something to say about that. Look for more about that in the upcoming game Judge Not!

Looking ahead we have Summervale on Aug 8th in Weatherford. This game was written by Sarah Gibson. Sarah has produced before but this is her first outing as a game writer. This game looks to be a blast with some very different style encounters that had those of us on her SC team laughing several times while reading it. Do not miss this game if at all possible. After the game we will be hosting a launch party for Tina Spence's book Season of the Owl with copies on hand for purchase. Look for more on the launch party later.

But after Summervale we have nothing on the schedule game wise. If you are interested in producing and amassing massive amounts of CAP get in touch with either the SC chair Jim Davie or myself, David Spence. There are several games already written that can be produced with existing props and there are plenty of experienced people willing to lend a hand. We just need some new people to step up so that the same ones do not get burnt out from producing over and over again.

I will see everyone at Summervale,

David Spence



I had a dream one night. I was in the hallway of what I believed was a castle. I was dressed in a beautiful ball gown, and I could hear the orchestra in the distance. There was a man dressed in a black, hooded cape who was hiding in the shadows. I felt overwhelming sadness from him, and I wondered what could make a man have to hide himself like this. I woke up right then.

The next day I asked Greg a question. I'm sorry I can't put it here because it would give away too much if you haven't read the book. The dream and his answer started this book. The very first line I wrote was: The great black stallion raced out of control through the snow-covered forest. I can't tell you how many hours Greg and I spent on writing the books, sharing what we wrote each day with each other, or talking about the books. The books have been a labor of love for over thirty years. (It took so long because life kept happening—I got my college degree, taught a few classes at college, produced several IFGS games, and raised kids along the way.)

So many of the characters in this book just popped up next to me (yes writers hear the voices of many people in their heads) introduced themselves and said this is what happened, and I just wrote it down. I'm not in charge of what I write, the characters are. Believe me, when they don't want to do something, it won't work no matter how many ways you write it. One character eluded me for quite a while. I knew what I wanted to write, but he just wouldn't come out of the shadows and tell me who he was. One day David wrote a short piece for the book. (For those of you who don't know, David wrote a few pieces in the books that Greg and/or I developed. These books wouldn't be as good as they are without his ideas, input, and his relentless pushing me to get it published.) There was a very minor character in the piece. When I read it, I very excitedly said, "That's him! That's the guy I've been looking for." From that day forth, Malik never stopped talking to me.

Greg and I wrote four of the books before he passed, and there will be pieces of what he wrote scattered throughout the rest. The books have undergone several changes throughout the years, some were vast improvements; others were things that regrettably had to be left out. But the good news is most of the deleted parts became short stories. (BTW, I'm editing Book II right now.)

SOTO is one of the most important things in my life, so of course it leaked over into IFGS which is also a very important part of my life. Many of you have seen me, David, Greg, and Taryn playing some of these characters over the years. The first IFGS game I wrote and produced was Season of the Owl. David Wood has also used SOTO in one of his games, one that he let us play, and I am so happy that he did. Some of you may even have SOTO magic items. I know Robert Armbruster has a namari wolf familiar. Sarah Gibson who is an IFGS member, game writer, and producer did the cover art for the book.

Sooooooo buy the book. Seriously, thank you to everyone who bought the book, or will buy it, and have supported me in this. Those of you who have read it, I'm happy and thrilled you enjoyed it.

But if I sell enough books, maybe I can be persuaded to write and produce another SOTO game. Just kidding... maybe... maybe not...

Tina Spence

“Ode to a Dragon” Bank Report

This was a fun game. I was only in one part from what I can tell, everyone had a fun time by the time they got to my encounter. Team 1 and Team 2 were very funny when they got to me.

Team 1 were having fun with an imaginary voice and it made me laugh and have a hard time talking because I was laughing too hard. It was cool.

Team 2 had some strange characters but they were just as fun because they were unusual.

Team 3 was awesome! My character got knocked out relatively quickly before I could tell them anything but then I was healed so I was able to continue and get them on their way.

The only thing that made everything take a long time was the rain. Once Team 3 got done with my encounter, the rain decided to come down harder and cancel the rest of the game so our game producer, David Wood, decided to let them finish their game at the next game so they can get their magic items and other things.

Here are the Game Ratings:

NPC Game Ratings:

Overall	Design	Logistics	Mental	Physical	Fighting	Risk
7.8	8	7.8	7	7	6.4	5.8

PC Game Ratings:

Overall	Design	Logistics	Mental	Physical	Fighting	Risk
8.08	8.15	7.31	6.75	6.75	6.25	5.58

Best of the PCs:

Roleplaying

1st: Tyler Davis as Fat Frank

2nd: Seth Bush as Narath, Angela Wood as Areana, Tina Spence as Tashlin, Josh Harris as Oda Miatarhi, and Jason Dziuk as Tenken

Costume

1st: Mason Young as Trey

2nd: Rachel Bickett as Temperance, Lyn Wood as Sarriah, and Joshua Harris as Oda Miatarhi

Monster

1st: Tyler Davis as Fat Frank

Humor

1st: Lyn Wood as Sarriah

2nd: Greyson Cox as Widget Boom and Cristin Ellis as an Observer

Fighting

1st: Tyler Davis as Fat Frank

Special Effect

1st: Greyson Cox as Widget Boom and Cristin Ellis as an Observer and the fan in encounter 10

“Ode to a Dragon” Bank Report...cont'd

Best of the NPCs:

Roleplaying
1st: Olan Knight

Costume
1st: John Jones
2nd: Olan Knight

Monster
1st: John Jones
2nd: Zombies

Humor
1st: Olan Knight

Fighting
1st: Joshua Imboden
2nd: Robert Armbruster
3rd: Joe Dimatteo

Special Effect
1st: Dragon Head
2nd: Electric Puzzle

Besides the rain, the whole game was exciting and fun. I can't wait for the next game to happen. Happy gaming to the days ahead!

Tabitha Walser
Dallas Registry Rep

New Reports Now Available

The Member Reports have been updated and are available from the website. <http://www.dallasifgs.org/reports.html>
Please review your reports for completeness and accuracy, and let me know if any changes need to be made.

Later -Olan

IFGS Website Updated

The DOCUMENTS menu has been modified.

1. The Registry Handbook has been moved to be directly under the Bluebook.
2. A new page called "RESOURCES & FORMS" has been added.

The new RESOURCES & FORMS page contains files and forms that will be helpful to anyone who is thinking about writing or producing a game.

Please take a few minutes and review this page. Please let me know if you have any suggestions on how to improve this page, or if you would like to see anything else added to the page.

Thanks,
Olan

SUMMERVALE

TEAMS OF 6 PCs , LEVELS 2-3, 15 LEVELS PER TEAM, 6 HOUR. GAME

RISK - 6

MENTAL: MED FIGHTING: MED PHYSICAL: HIGH RISK: LOW

SATURDAY, AUGUST 8TH 2015

PC FEE... \$ 20.00.....NPC FEE \$5.00

NPCs On Course: 8 AM,Team Check In At 8:30 AM, 9 AM and 9:30 AM

While sailing the Tasian Ocean, your captain decides to stop at an island not charted!

Your crew need a break from being at sea and all wish to stretch their legs.

Take a few of the crew ashore and do some good old-fashioned exploring while the rest gather supplies!

LMs: Team 1 : Nathan Tryon // Team 2: Tyler Davis // Team 3: David Wood

Emails Team 1: notryon@tx.rr.com //Team2: Tyr.davis.td@gmail.com //Team3: zanith487@hotmail.com

This game will be held at Soldier Spring Park
909 W. Russell St. Weatherford, TX.

Optional Rules In Effect:

Soliloquy

Ranger Walk

Falling With Style* : Winged Species Gain Monk's Leap 1/Day

Gift of the Starborn *

*See GP/GM for explanation!

It is encouraged that PCs create/use
their races and other abilities. See GM.

Producer: Sarah GibsonContact - armands_fav@yahoo.com

SC Team: Jim Davie, David Spence, Pat McGehearty

GMs: Team 1 Seth Bush // Team 2 Pat McGehearty // Team 3 Paul Coley

Pat McGearty's Words of Wisdom via Facebook

Pat M. posted the following on Facebook and I think it would make an excellent article:

Some of you lurkers out there who don't post often may wonder "Why don't I get picked for a team?" or "How is it that other people have nifty magic that my character does not have?" Read this note to find out you you too can be gifted with great karma and better gaming.

First principle: People who volunteer generally get ahead of people who wait quietly to be noticed. If you want to participate more, contact game producers and say "I want to help you with the game you are planning!". Most producers will be really glad for the help, provided that you follow through and show up when and where you say you will. If life gets in the way and you simply can't make it, tell the producer as soon as you know to allow them time to make adjustments. If you have been doing your share of helping to put on games and still are not getting on teams, contact loremasters and ask to join their team. They may already be full and have to turn you down, but often enough they will accept you or pass your request on to others.

Second principle: People who help put on games get rewarded.
I already mentioned the getting noticed part. Being noticed and remembered means other things are more likely to come your way.

Tangible rewards come to those who help make games run. The most obvious is CAP (Character Applicable Points). You can use CAP for Fate Point survival (your character did not really die, see page 61 of the Rulebook). Or you can use CAP to boost your character's level. Many find the most significant use of CAP is to turn it into gold and buy magic items to add flavor to your character. I'll be writing an article for the newsletter about that possibility. Every hour of helping on a game can be converted into 100 gold for one character. Thus, a full day or two can be turned into a nifty magic item. Save up for several games and buy that +3 sword or widget of Concentration 3 times/day or whatever fits your idea of power.

Third principle: People who help beyond game day really get noticed.
That can be helping to write, sanction, make props, clean up the shed, and other special activities. When only a handful of people are making the extra effort, you really will be noticed and appreciated by others who are doing the same. Without some people putting in the extra effort, IFGS would simply fade away."

“Es-CAP-EE” Bank Report

This was a very interesting game. Once I was done as the Bank Rep and getting everyone signed in, I went to Encounter 7 to help set up the ropes course and to try it out. It was somewhat hard but fun at the same time. My suggestion would be to try getting more ropes courses in future games. It's a good way to think on your feet, literally.

Once the course was set up, I went over to Encounter 8 to get my area ready. It was fun being one of the eyes of the beholder. Every five seconds was a challenge to the teams because there were different attacks but it was so much fun to just follow the main leader of our group around because we couldn't go that far from him.

All in all, it was a fun game and I can't wait to see what the next game brings..

Here are the Game Ratings:

NPC Game Ratings:

Overall	Design	Logistics	Mental	Physical	Fighting	Risk
8.46	8.58	7.5	6.92	7.5	7.67	7.36

PC Game Ratings:

Overall	Design	Logistics	Mental	Physical	Fighting	Risk
8.78	8.94	8	7.38	7.5	7.31	6.75

Best of the PCs:

Roleplaying
1st: Jim Davie as Weasel
2nd: Lyndsey Wood as Trader Red, Tom Paul as Sir Tehzchtel, and Henry Wood as Gozer
3rd: Tyler Davis, Seth Bush as Belisar McTaggart, and Andrew Jones as Rip Winkle

Costume
1st: Paul Coley as Noyoki
2nd: Henry Wood as Gozer and Tom Paul as Sir Tehzchtel
3rd: Mason Young as Trey, Lyndsey Wood as Trader Red, Brittany Flatt as Aurali Adrics, and Seth Bush as Belisar McTaggart

Monster
1st: Tom Paul as Sir Tehzchtel, Wererat, and Henry Wood as Gozer
2nd: Jim Davie as Weasel, Chris Kuykendall as The Traveler (Spider), Paul Coley as Noyoki

Humor
1st: Jim Davie as Weasel
2nd: David Spence, Mason Young as Trey, and Tom Paul as Sir Tehzchtel
3rd: Lyndsey as Trader Red, Mushrooms, and Henry Wood as Gozer

Fighting
1st: Jim Davie as Weasel
2nd: Mason Young as Trey and Tom Paul as Sir Tehzchtel
3rd: Patrick McGehearty as Brandt, Taryn Cox as Ayleigh, and Tina Spence as Aslanna

Special Effect
1st: Beholder
2nd: Necromancer, Personalization, Tina Spence as Aslanna, and Paul Coley as Noyoki (Armor)

Note: The ones that are in parenthesis are what the people voted for specifically

“Es-CAP-EE” Bank Report..cont'd

Best of the NPCs:

Roleplaying

1st: Tyler Davis as Chairon

2nd: Alex Foreman

3rd: Olan Knight and Amy Coley as Callie

Costume

1st: Sara Cox as Mushroom and David Wood as Mind Flayer

2nd: Cristin Ellis as Mushroom

3rd: Alex Foreman as Drow Elf, Beholder, and Olan Knight as Judge Wig

Monster

1st: Beholder

2nd: Illithid, Tyler Davis, and David Wood as Mind Flayer

Humor

1st: Sara Cox as Mushroom and Cristin Ellis as Mushroom

2nd: Olan Knight as Judge Wig

3rd: Wererat

Fighting

1st: Beholder Group

2nd: John Jones

3rd: David Wood as Mind Flayer

Special Effect

1st: Beholder Baby

2nd: Ropes Course

Happy games for the future!

Tabitha

Dallas Chapter IFGS - Board Meeting Minutes**Jul 26,2015**

Meeting was called into order at 2011 hrs by President David Spence.

People in Attendance : All board members were in attendance. In addition, Jason Dzuik and Rita Steward were present.

Committee Reports:

Safety: 1) There were two minor injuries in Es-Cap-EE that both occurred on ropes course. Suggestions for future included clear demarcation of exit/entrance and better communication between game staff.

- 2) Needs battery packs for radios. At least two radio batteries do not hold a charge. Radio 5 is broadcasting drums and will be removed from rotation until fixed. Both Rich and David to take a look at repairing it due to their expertise in communications electronics. Rich will look into options and pricing for batteries and bring them to either Aug or Sept board meeting.

Quartermaster 1) Shed needs a solid cleaning due to mud from Ode and disarray from EsCapEE

Sanctioning 1) Nothing on schedule. NEED GAMES!!!!!!

- 2) A) A group of new producers will be pulling older game Sable Pass and running for Nov. David and Tina Spence to act as mentor/guide.

B) Josh Imboden writing games but unable to produce due to work schedule. Olan Knight volunteered to produce.

C) Seth to contact John Jones about September date for shed cleaning.

D) Tina and David will run Clan Bardic in October. Needs game site for late night. Best if a firepit and camping available. Spences to find options on that for Aug meeting. Backup plan: Weatherford (Spence's place)

Registry: 1) Caught up to EsCapEE

Bank: 1) Just over 4K in account. Noted that we have to maintain 3K to avoid bank fee. Suggestion to pursue other banking options was tabled until next meeting. Passed by general acclaim.

All other committee reports had been sent in prior email. Motion to accept old minutes accepted by general acclaim.

Old Business –New Business

1) The Board would like to welcome Robert Armbruster to the Chapter Board. He will be taking over Pat Wade's position whose term expires Dec 2016.

2) NEED MORE GAMES!!!!!!

3) Summervale/ SOTO Launch

A) Due to end game being closer to 1700, teams are advised to BYO lunch/midday snack.

B) Spences will be providing main entree for launch dinner. Please either bring a side dish or dessert (NO CHIPS) or else a small monetary contribution to offset the cost of the meal.

4) We now have over 70 members on MeetUp including several new members who have taken major interests. We believe it to be a success. Jason Dzuik brought forth idea of consolidating our account with his managing account as each managing account can have up to three groups. Rather than just paying full price for month, Jason offered to check if it was doable to consolidate, make David an admin, and just charge us 1/3 of monthly rate. Jason to present findings at next board meeting.

5) Due to political theater at Weatherford PARD by various groups over Soldier Park on the Mtn bike trails, the IFGS may be targeted by the Mountain Bike group for retaliation (political not physical). Also may have a hostile reporter show up to Summervale. Safety to include us taking extreme measures of public courtesy and best behavior.

6) David Wood to finish Ode in ECO. He is asking for Dallas chapter members to come and npc/play in Ode and then help NPC the ECO Annual Banquet the next day. Also wanted to advertise the game on Dallas chapter media. Board will allow provided the game is well distinguished as a ECO game and not a Dallas game. Passed by general acclaim.

7) Start looking into options for next year's Annual Banquet.

8) Next Board Meeting scheduled for post-game Summervale 08 August 2015.

Meeting adjourned at 2059. David-motion, Pat-seconded, passed 7-0.

BOARD / COMMITTEE CHAIRS BOARD / COMMITTEE CHAIRS

<i>President</i>	David Spence	president@dallasifgs.org
<i>Vice President</i>	Pat McGehearty	vice_president@dallasifgs.org
<i>Secretary</i>	Seth Bush	secretary@dallasifgs.org
<i>Board Members</i>	Robert Armbruster	board_member_1@dallasifgs.org
	Tina Spence	board_member_2@dallasifgs.org
	Rich Adkisson	board_member_3@dallasifgs.org
	Sarah Gibson	board_member_4@dallasifgs.org

Standing Committees

<i>Treasury</i>	Tracey Skopinski	treasurer@dallasifgs.org
<i>Newsletter</i>	Paul Coley	newsletter@dallasifgs.org
<i>Quartermaster</i>	John Jones	quartermaster@dallasifgs.org
<i>Registry</i>	Olan Knight	registry@dallasifgs.org
<i>Safety</i>	Rich Adkisson	safety@dallasifgs.org
<i>Sanctioning</i>	Jim Davie	sanctioning@dallasifgs.org
<i>Elections</i>	open	elections@dallasifgs.org
<i>Public Relations</i>	open	publicrelation@dallasifgs.org

Ad Hoc Committees

<i>History</i>	Sarah Gibson	history@dallasifgs.org
<i>Land</i>	open	land@dallasifgs.org

IFGS Websites

Dallas Chapter	http://www.dallasifgs.org/
National	http://www.ifgs.org/

Newsletter Information

Submission Addresses:

Submission Deadline: Whispering Runes)Dallas Chapter
5 Days prior to last day of the month. newsletter@dallasifgs.org

Submission Deadline: Chainmail (National Newsletter)
1 week prior to last day of the month. Email: nougouna@yahoo.com