
Whispering Runes

Presidents Column

It is the start of the gaming season and things have started happening! We had a fine turnout of people to help staff the booth at ConDFW last weekend and John Jones did a great job of producing Midnight Shuffle for 9 enthusiastic potential recruits.

Now Gordon Griffith has volunteered to run Caravan on March 22 so we can keep them involved before they forget how much fun IFGS can be. Anyone who has not played in Caravan (1st and 2nd level game) should contact Olan Knight or Patrick McGehearty as soon as possible. There will be limited playing slots, but if we know early enough that there is additional demand, we might be able to form an additional team.

After that, ... well, the truth is WE NEED GAMES! If you have a script or an interest in producing, please contact someone on the Chapter board. We need some fresh ideas and faces to keep the games coming. Making events happen is not as hard as some make it sound, but it takes take a volunteer or two. So volunteer! You won't regret it. See you at Caravan!

Patrick McGehearty
Dallas Chapter President

Thank You!

Many thanks to everyone who helped with the production of Midnight Shuffle at ConDFW.

To the sanctioning team, Amy, Paul, and Olan: You guys are a dream to work with on sanctioning. It's a wonderful thing to go from first sight of the script to "Let's run it" in one day, especially with the

improvements and first-time-writer screw-ups. Thank you.

To everyone who helped with the production—thank you. It should go without saying that the game couldn't have run without you, but I'll say it anyway. Short notice, scrambled schedules, and all, you made the game work.

I think the game went beautifully, with solid fights and a nice display of role-playing. I wish we had gotten more teams to run through it, but I think everyone on both teams had fun, and I hope to see some of them again.

To sum up, a big "Thank you" to:

Olan Knight	Amy Coley
Paul Coley	Gordon Griffith
Mark Venable	Joe Dimatteo
Pat McGehearty	Eddie Etmus
Rick Peterson	Andrew Jones

...and anyone I managed to forget in a fog of produceritis.

John Jones

P.S.—

I don't know that we'll have a formal "Best Of" this time out, as I don't know how completely the forms were filled out, but I have a nomination for "Best Humor" anyway:

PC Knight: "Well, we rescued a guy...then he died. Then we rescued another guy, and he died."

PC Thief, pointing to a draped table: "What's this?"

Gordon: "That's my table. Please don't rescue it."

NORMAN IFGS CHAPTER – New Land Site

Report by Patrick McGehearty

As many of you know, after 9 years, Norman has lost its lease on the site they've been using for so long. Another rancher outbid the joint efforts of the Norman club and the ranchers who have been running cattle on the land, bidding \$2700 with no sign of flinching, while the Norman + ranchers top bid was \$2600. With Norman and Oklahoma City parks offlimits for all foam weapons due to some problems with some other foam weapon group, Norman IFGS has been challenged to find another game site.

They have been successful in being allowed to use the site of the King Arthur Faire in Stroud, OK. This site is heavily wooded with Faire structures built on it. Games might be able to use some of the structures, including the IFGS building. The site as a whole looks great for all kinds of games, including a possible mega-game.

The primary complaint from the Dallas point of view is that if you take Interstates all the way, it adds at least an hour to our travel time. I am pleased to report that there are faster ways to get there.

In December, I attended the Norman monthly chapter meeting and novice game "Boot Camp" and returned in the same day. I was able to go from US75 and George Bush Tollroad to the turnoff for the Stoud game site in 3 hours and 30 minutes driving time without speeding, plus 30 minutes for two stops, one for gas and one for food, all without any need for excess speed. The route I took was US75 to Durant, Hwy 48 to Tupelo, Hwy 3 to Ada, and Hwy 99 to Stroud. About half the trip is 4 lane divided highway and about half the trip is 2 lane lightly traveled highway. The drive up was quite pleasant, with the autumn leaves in full color. If I were coming from Ft Worth or Lewisville, I would go up I35 to north of Ardmore and take the Hwy 7 exit to Sulphur and then Hwy 1 to Ada. From Ada, take Hwy 99 to Stroud. That should save at least 1/2 hour as compared to taking I35 to I44 to Stroud. Leaving the McDonald's in Stroud at 8:40pm, I was home by 12:20pm, again without serious risk of a speeding ticket. So making a one day round trip to Norman games is still doable, just a little farther. Crash space is also available with

people in Norman for overnighting or motel space is available in Stroud, minutes from the game site.

By the way, Norman has a new web site:

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

That site contains a map on how to get to the game site from Stroud. Be sure to print out a copy of the map and use the mile markings to determine where to turn. There are almost no street signs out there.

If anyone is interested in going up to any of these Norman events, let me know, especially if you are interested in carpooling.

LATE BREAKING NEWS: Norman has found possible land sites within 10 miles of their old land site. So keep Norman games in mind if you can't get enough of IFGS in Dallas/Ft.Worth.



CARAVAN

By Paul Hayes

2003 running by:
Gordon Griffith
(972)278-2184

March 22, 2003

Location: Crowley park (Off of lookout between 190 and Jupiter)

A 5 Hour IFGS Game
for a Team of Up to Six 1st & 2nd Level Characters,
9 Levels Total

Magic Rating E

No specific limits on game treasure;
Game Producer can limit items on a
case-by-case basis.

Game Ratings

Fighting 8
Mental 6
Risk 7
Physical 6

Sanctioned Under the 6.8 rules & 1997 blue book

UNDER NEW MANAGEMENT: HELP WANTED!

Or Help Wanted 5 if you prefer!

Location: Duck Creek

Date: March 26th

Start Time: 12:00 NOON

This is a bar game for 5 hours for PC's 1-10. PC Fairness is in effect.

Cullen made a very tough decision and has left the service of Conrad Von Tempest, Earl of Wayland. The strange dark ore found on the Earl's land has been identified by the Chief Librarian in Tarraline as "mithicarum". It is a rare ore with unique properties and has been used in history to forge weapons and armor of great strength. Unfortunately, the vein on the Earl's land was mined out decades ago. Follow suggestions by the Chief Librarian and rumors of another vein, Cullen has traveled north to the city of Fairhaven in the colony of New Cadrys.

Cullen has been warmly welcomed by the merchants of Fairhaven. A skilled armorer and weapon-smith will be a huge asset to the fledgling colony. Most importantly, a large vein of the dark ore Mithicarum is being actively mined. With the local Magistrate as a partner, Cullen has been given a large building on the edge of town. Cullen now faces the unenviable task of staffing the newly created Two Hammers Forge, expanding the mining operation, starting a smelting operation for the dark ore. The cry goes out for a few skilled people

Once again members new and old will be given the opportunity to learn the techniques and hints on how to make safe shields and weapons. Some materials will be provided. For those who already have weapons and want to have some fun instead, there will be a mini-game rewritten by Paul Coley. It is a one hour game for teams of 4 characters.

Levels 1-3: 8 Total levels

Levels 4-5 18 Total levels

Levels 6-7: 26 Total levels

Fighting 7 Mental 8 Physical 7 Risk 7

Once the adventures have earned their gold, The local shops will be selling their magical wares.

MISTY PASS GUARD 1

Written and Produced by Jeanne Schneider

Sanctioning Committee: Sid Pogue, Morgan Kline, Matthew Kline

A Light Heroic Game For Novices, Levels 1-2

Players Per Team 6-8, With 2-4 Novices

(Our Goal Is To Have 1 Novice For Each Experienced PC.)

Run Dates: March 29-30, 2003

KAF Site North Of Stroud, OK

Ratings For Risk, Mental, Fighting: **Low**; Physical: **Moderate**

Run Time: 6 Hours

Current LMs: Ray Chambers, Michael Whaley, Taryn Cox

*PC Fairness Is In Effect, and PCs must be of Neutral or Good Alignment.
Total value of items brought into game by each PC is limited to 1000 gold.*

GAME FEES: PCs - \$15, NPCs- \$3 per day, or \$5 for the weekend.

“GO – NO GO” WEATHER DECISION WILL BE MADE THURSDAY, MARCH 27.

Potential players (PCs) must contact Jeanne Schneider ahead of time to reserve a PC slot: 405-262-5734 evenings, or jeanneschneider@earthlink.net. Jeanne would also appreciate hearing from you if you plan to help with the production (NPCs). Anyone coming out day of game without advance notice will be given an NPC role if at all possible.

NOVICES: Melee weapons will be provided for novices. Elaborate costumes are not required, but wear predominantly one color (any color except white, which is reserved for production staff). Wear protective clothing suitable for the weather and hiking through brambled woods, including sturdy footwear (at least good sneakers). Bring gloves, food, water, and sunscreen and some means to carry it all on course (pack or bag). Hats, scarves, or hoods are recommended. PCs are expected to know their class abilities and at least the rudiments of our gaming system – which means you need access to an IFGS Rule Book. If you want to purchase an IFGS Rule Book at a better price than on Amazon.com, contact Jeanne.

EXPERIENCED PLAYERS: This game is written specifically for novices, with intent to give them a taste of our fun. There will be a mix of ‘oldies but goodies’ along with a new challenge or two, so you should have some fun also. Note the limit on total value of items – you won’t need “big toys” to have fun in this game....just your wit and wits!

NOTICE: if you are under the age of 18, Jeanne simply **MUST** speak to your parent or guardian, and have their signature on the line on the official form at the game site, for you to participate, each time for every event. **No official permission = no play.**

International Fantasy Gaming Society

Dallas Chapter

January 2003

Sanctioning Committee Game status

Sanctioned:

Game	Writer/Producer	Level	Run Date	Committee	Status
Midnight Shuffle	John Jones	1	Feb.22	A. Coley, P. Coley O. Knight	Sanctioned

Sanctioning at Work.

Game	Writer/Producer	Level	Run Date	Committee	Status
Punishable by Death	P.Coley	2-4	TBD		Submitted

Calendar Of Events

Game	Chapter	Author/Producer	Levels	Type	Date
CARAVAN	Dallas	Gordon Griffith	Low	Major (novice)	Mar.22
HELP WANTED 5	Dallas	Paul Coley	All	Mini	Mar. 26
MISTY PASS GUARD, NORMAN MED. FAIRE	Norman	Jeane Schineder	Low	Major (novice)	Mar.29 - 30 Apr. 4-5-6
SPRING FLING	Norman			Bar	Apr. 26
AFTER THEY HATCH	Norman	Debra Chambers	4-6?	Major	May 17-18
ZORG-BLACK REIGN	Norman	David Spence		Major	June 7-8
COSTUMING PARTY	Norman	M. and S. Whaley	All	Event	Aug. 2
KING ARTHUR FAIRE	Norman				Oct. 4-5