

Whispering Runes

IFGS - Dallas Chapter Board September Meeting Minutes

The fate of the world was decided this evening. All IFGS members have been assigned vast wealth. Board member have assigned themselves, rightfully, even vaster wealth. All this shall be implemented as soon as possible. See the Treasury Committee report for details.

Attending the meeting were John Jones, Joe Dimatteo, Olan Knight and Paul Coley. The ghost of Games Not Run was also in attendance.

Joe called the meeting to order at 7:42 pm over many strenuous objections.

As there was no meeting last month, there were no minutes from the previous month's meeting to be approved. It's truly amazing how that works out! However, in a spirit of true bi-partisanship, and so we could actually move on, the minutes from the last meeting actually held - which was in July 2003- were actually approved!

The **Committee Reports** were even more fascinating and intriguing than usual!

Bank: No change, no report, no hassles. Being a lazy bum, Fairhaven Requiem has STILL not been entered into the database. Sheesh!

QM: No change: the shed is still a mess. This has been done deliberately in order to help Mark Venable truly learn what props are available and where they are supposed to go. No, don't thank me, Mark. It is MY PLEASURE to help you in this manner. Really.

NL: With so many submissions from which to choose, Paul has decided not to share ANY of them, saying "Let them eat cake". What that has to do with the newsletter, I have no idea, but watching him stand on John's table with his fist waving in the air was very entertaining! Still, we managed to force him to agree to run the flyer for "Crystals of Need".

Safety: Murphy rules again. We cannot find chargers whose spec matches our radios exactly. John, a double-

E, and Paul, a double-E-tech, have both agreed to try the 6 mV chargers if they cannot get the "real" ones in time for the game from the supplier. Which means that Paul will 1) get the radios from Andy Moon in time to get them charged, and 2) valiantly attempt to extract 10 chargers from the supplier, and 3) get the bloody radios charged - all in time for the game on 11-OCT-2003.

Sanctioning: Since the Sanctioning Chair was not in attendance, we made this report up. John Jones was brutally forced to agree to submit his game "Keys To The Gate" to the SC for its initial bout of praise. In a similar manner, Paul Coley was strapped to a gurney and electrical shocks were applied until he agreed to provide an initial submission for his game "Punishable By Death". The Board thought that our chosen method of persuasion was particularly appropriate in Paul's case (check out the name of his game -which is, by the way, the sequel to "Thief Wanted"). Since Molly was not in attendance, we were unable to gently persuade her, using similar tactics, to get her game into the SC. But we're keeping an eye our for her....

Treasury: See comments above in the introductory paragraph.

At this point no one else dared to say anything, so that was it for the Committee reports.

OLD BIZ: None. No meeting last month, remember?

NEW BIZ: Simply to annoy everyone, we decided to change the game date for "Crystals of Need" again. We used a random date generator and determined that was 11-OCT-2003 was a valid date. We thought about advertising the date as the 34th of October, but decided everyone would figure THAT one out too quickly. Mark also complained that we needed to change the date at least two more times as he was having difficulty fending off all of the offers to NPC from our dedicated membership.

Much discussion occurred. Most of it was completely unrelated to IFGS, but we somehow managed to cover some information and guidance to Mark regarding the game. Any help provided was strictly unintentional, as it is the Board's avowed goal to have as few Game Producers as possible. This will encourage burn-out in

I n t e r n a t i o n a l F a n t a s y G a m i n g S o c i e t y
D a l l a s C h a p t e r **A u g u s t a n d S e p t e m b e r 2 0 0 3**

the few insane ones that still DO produce games, and then we'll all have way more time since there won't be any games running. Quite brilliant, if I do say so myself, and this plan seems to be working quite well.

We hid the party when the police showed up with reports of loud music and raucous behavior, and managed to get them to leave without arresting anyone. Joe was particularly disturbed at this as he keep yelling "I WANT to be arrested! Arrest me NOW!!!! Arrest me NOW, darn it!!!" But the police were non-cooperative in the extreme. Maybe next time.

The burn marks can be painted over, John. And quit whimpering, there are at least two complete walls left standing! Anyway, we agreed that since John's place was already trashed that we might as well meet there again next month. It was agreed to party there again on 07-OCT-2003. Everyone thought this was a great idea. Well.. except for John, of course, but he got outvoted. Ain't democracy great?

The meeting was adjourned at 08:52 pm. Strangely, the sound of bolts sliding home and locks being engaged was prevalent as we left. And was that a shotgun I heard being primed? Naaah, it couldn't be....

*Olan
Temporary Secretary By
Virtue Of The Fact That He
Was Sitting Closest To A
Piece Of Paper And A Pen!*

Crystals of Need

This is a medium, heroic game for 5 teams of 4 characters each

Total PCs per team – 4

Team levels – Total Levels Per Team

3rd & 4th 14

5th & 6th 22

7th & 8th 30

Game ratings

<u>Mental</u>	<u>Fighting</u>	<u>Physical</u>	<u>Risk</u>	<u>Role-playing</u>
(6)	(5)	(5)	(5)	(8)

October 11th @ Cecil B. Winter Park

Starting at 10:00am

Sanctioned for 4 hours

\$15 Game Fee

\$5 NPC Fee

PC fairness rule IS in effect for this game.

Rules Variant 6.5 is in effect for this game.

Goddess Boon at 2nd level for this game.

Holy water, flaming oil & acid do 4pts per vial.

LMs to be announced

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Game Producer: Mark Venable - 972-678-0811, dlkail@hotmail.com

International Fantasy Gaming Society Dallas Chapter August and September 2003

Sanctioning Committee Game status

Sanctioned:

Game	Writer/Producer	Level	Run Date	Committee	Status
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Sanctioning at Work.

Game	Writer/Producer	Level	Run Date	Committee	Status
Crystals of Need	G. Griffith	3-4,5-6,7-8	TBD	Pat McG, Joe D	Submitted
Punishable by Death	P.Coley	2-4	TBD	Amy C.	Submitted
Untitled	M/B. Magness	TBD	TBD	P. Coley, A. Coley	Submitted

Calendar Of Events

Game	Chapter	Author/Producer	Levels	Type	Date
CRYSTALS OF NEED	Dallas	M. Venable	Variable	Major	Oct.11
Boot Camp III	Norman	Jeanne Schneider	Variable	Bar	Oct. 18
Boot Camp IV	Norman	Jeanne Schneider	Variable	Bar	Nov. 15
Mage of Shadows,	Norman	Jeremy Storm	Levels 3-4	Major	Mar. 27-28,04
All's Fair in Love and Chaos	Norman	Michael Whaley	Levels 6-7	Major	May 15-16, 04