



# The Whispering Runes

VOLUME 1 ISSUE 10

July 2009

## Dallas President's Column for July 2009

We continue to keep busy this summer. On July 18, we had a quite successful weapons building session, with a total attendance of 10. Thanks to the five experienced folks to passing on their tips to the five new builders. A total of 6 weapons were completed, ready for use in game. Several more were started, to be completed at home due to the desire for some special extras.

And then on July 25, David Spence produced a grand, extreme level game for a team of 11 PCs and more than a 12 NPCs. It was a short, intense game, successfully designed to let everyone try out high power abilities but avoid heat exhaustion by starting the game early and completing it in time for lunch. The game was followed by an excellent barbeque courtesy of Greg Cox and a quick Board meeting to plan more games. That was followed by a swimming party and fun with the usual after game discussions.

On August 29, we have another cool game "I Only to Touch It", designed by Tom Paul Grissom. It will be our first evening game in a long time, so we again will bypass the worst of the summer heat. The game starts at 6pm, includes food and should be interesting. Be prepared to stay past 10pm. See the [www.dallasifgs.org](http://www.dallasifgs.org) website for more details.

Then, just the following weekend, we will be doing recruiting events at Animefest. Olan Knight is our lead contact for this stuff, so keep an eye on your email. If you are interested and he sends out a request for volunteers, please reply promptly so he can plan appropriately.

It may seem a little early, but we need to start thinking about who is willing to serve on our chapter Board next year. Elections will be in November, so nominations are in October. Serving on the Board is not hard, but is critically important. And you earn serious CAP. Regular attendance is vital. The primary purpose of the Chapter Board is to hold the organization together and do everything necessary to see games are run. That includes appointing all the committee heads, elect the Officers, and generally carry out the business of the chapter. An important point is that both the President and Vice-President must be members of the Chapter Board. There will be a vacancy at President in January. If think you have what it takes to contribute, tell a Board member. Or, if that's too big a commitment, then consider volunteering for the Elections Committee. Elections needs three people to count the ballots, none of who can be running for the Board.

That's what I've today. See you on course!

Patrick McGehearty

## Trip Report for Colorado Game “Price of Discovery”

On Saturday, I played Brandt, Cleric5 as Loremaster for a 4 person 2-5th level team in the Colorado game “Price of Discovery”. Rich Adkisson as Kurt von Tempst (Ftr5) joined me as well as two Colorado novices playing a Druid2 and Mage1. Three encounters into the game, we are joined by another 4 person team (Monk4, Thief4, Druid2, Knight2), which makes for a change of pace and leadership challenge since each team does not know the others skills, strengths or weaknesses at first. But with some discussion and observation, we manage to work well together. The mission is to find out why a remote fort is a week late in sending it's biweekly reports and provide assistance if necessary. When we get there, we find only the commander is still there, with 30 or so troopers and the second in command having disappeared without warning. Various adventures ensue, including a chest surrounded by dead bodies, a missing envoy from a Necromancer, some beings of logic and order from another dimension, and most important, our discovery that the Demonic “Xhaosian Plague” is back (previously encountered in Price of Victory, 2 years ago). We were attacked by infected hordes and had to retreat. The fort was burned by the demon ridden plague victims and we carried word back to the one who hired us after a tough fight where we defeated an assassination squad that was intended to remove some leadership in LOST. At start of that fight, I had half my Cleric points left. At the end,

I had one Cleric point left. Everyone in our double team survived, contributed and generally had a great time. On Sunday, I had two roleplaying roles (2 encounters each) and a combat role, so I was glad I had brought 3 costume colors to help the PCs keep the roles straight.

Both days were followed by after game parties at a fine Mexican food place in Boulder (Sol Azteca). While there, the game writers informed me that they expect to have a 5th-7th level sequel ready next year. I'm looking forward to bringing a team to that game, probably led by Brandt, hopefully at 6th level by then. The “Price of” games have been lore rich, with mental, physical, and fighting challenges. And the after game parties are fun because you get to talk to new people who have stories you haven't heard before and who haven't heard your stories. Definitely worth the trip!

Actual car trip was pretty much uneventful, 13 hours or so each way, covering 815 miles from Dallas to Boulder. Time would have passed much faster with company. Cost was better than expected because I found crash space at Dan and Kathy Frazier's. I was told that more crash space can be found for more people in the future, so that's something to consider for those who are on a budget. Weather was excellent, in the 70-80 degree range.

- Patrick McGehearty

## **“World-Building 101: Coming to a Chapter Near You**

This is Courtney Miller, from the Dallas chapter- we're putting together a world-building committee for the chapter, and I've been asked to supply an article for the newsletter about it. So. Here you go.

One of the main strengths and weaknesses of IFGS has always been its incorporation of everything under the sun. Want to be a cat-person? Meow. Character approved. Last scion of a dead nation? Angst away. Elves and half-dragons and fairies– oh my!

The need to fit everything into a single world has been a continuing concern, for a number of very good reasons. Firstly, for Game Writers who like to involve character back stories, using an established setting can be very rewarding: someone playing a baron of the land might meet people pleased to see him (or vice versa) while someone playing a werewolf in a superstitious gypsy land might be in for an unpleasant surprise. More importantly, other player characters might like to know precisely what they know and don't know about another character's race or people– and how their own people might react to such a person.

Secondly, players who read up on the lore of a particular area or species feel particularly rewarded when that knowledge comes in handy in another game. A character who meets the vampires of a particular region in one writer's game should ideally be able to manifest a light bulb over their head when meeting another vampire in that region in a totally separate writer's game. “Don't worry,” they tell their group. “Count Vlad told me all about these guys when I was here last year.”

Last, but certainly not least, is the idea of active player character involvement in the advancement of the world's history and story. When a group of unlikely heroes destroys a thousand-year-old tower of ultimate evil, there ought to be consequences, good or bad, for the surrounding area: and accordingly, those heroes' reputation ought to be spread about.

Enter the world-building committee.

The current plan for your local committee goes like this: a certain number of regular members will be redoing the map of your friendly, unpronounceable continent so that it includes those countries and locales your Game Writers need. This map will be posted on a website, complete with general information on each area, and a link to the Game Writer responsible for that area's creation and upkeep. Those worlds that cannot possibly fit into the existing fantasy world– starship worlds, for example, or places where everyone wears a bunny tail– will also be listed under the umbrella of alternate planes, accessible through magic or other special means. In addition, your world-building committee will be keeping track of the continuing history of the world your characters busily build: should great changes occur in one area, they will be listed for all to see, along with the consequences to other nations. Start a civil war in one place, and watch it spill over into the next country over in the next game!

In order to keep things up-to-date and more-or-less consistent, Game Writers will talk their game concepts through with at least one member of the world-building committee so that they may either use an existing setting or else place their own setting somewhere on the map. We hope to encourage people to place games in already-existing settings, due to the extra enjoyment player characters get from affecting the world around them, but this is not a necessity by any stretch of the imagination. You can still write up a world where the cat people have made hopeless slaves of blue-skinned humans. The most you'll get is a funny look and a very quick placement in the 'alternate plane' category.

## “World Building” Con'td

Some advantages of having the world at easy access: screwing around with other writers' characters will be easier than ever (with permission, of course). The site will have an obvious link to each writer's email in case you feel the need to destroy their region in a gloriously cataclysmic explosion. Of course, if you simply wish to create a rival country or a race that lives to hunt down their poor human-domineering cat people, that works too. Common knightly orders and gods of the realms will be described for those who wish to have a few PC comrades in their ranks. We may even manage to standardize certain common races and sub-races for your in-character elucidation.

There are a lot of very interesting possibilities coming up with this committee: we're going to do our best to enhance the role-playing experience without taking away from the individual choice that IFGS is so good at. Currently, the committee consists of John Jones, David Spence, and Courtney Miller. Input on the committee's role and functions should be directed toward Courtney at [lightshaded.dreams@gmail.com](mailto:lightshaded.dreams@gmail.com). Keep your eye on the newsletter for forthcoming updates.

## Character Communiqués

To all the brave adventures who helped free me of my difficulty, thank you. Now get off my lands before I raise the undead to chase you off or let you join them. *Crispin Magicker - Lord of the Terralyne Mages Guild*

Dear Lug- There might **actually** be a use for all that brawn. Thanks. *Crispin*

DEER CRISPIN YOU ARE THE BESTESTEST BRUTHER IN THE WORLD AND I LUV YOU LIKE A BRUTHER BECAUSE YOU ARE MY BRUTHER AND WILL BE HAPPY TO HELP YOU WHENEVER YOU NEED IT ANY TIME AT ALL!  
YUR BRUTHER LUG

Acacia Thanking you for not destroying my body when you chased out the spirit. Do I owe you money for touching me in public? *Crispin*

TO ALL MY BUDDYS THAT HELPED ME WITH MY BRUTHER - YOU GUYS ARE THE GREATESTEST! THANKS A VERY MUCH WHOLE WHOLE LOT AND PLEEZE LET ME KNOW IF I CAN HELP YOU SOMETIMES! ITS GREAT TO HAVE FRIENDS!!!!  
LUG

TO MY NEW FOUND SISTER KITTY - HEY I LOVE YOU LOTS!!! YOU ARE FAMILY SO COME BACK AND TALK TO ME. CRISPIN IS ALL BETTER NOW AND IS BACK TO HIS NORMAL NICE GUY SELF! THE NASTY IS GONE FROM HIM YAYAYAY!!!!  
YUR BRUTHER LUG

*To: Lug, Lord Lyle, Delwin Peace, Saramoon, Sir Black Jack Gyles, Sandor, Zaibon, Gordon Dexter, Aloysius, and Hawkeye,*

*It was an honor to travel with you on our highly successful mission to save Crispin from the possession of Fistantilus. Every one of you is a true master of your profession and someone I know can be counted on. I hope our paths may cross again in some other great adventure.*

*Dame Acacia Kirin Gyles, Duchess of Knightfall Kingdom of Terraline*

## And now a small Public Safety Announcement ...

Trip to Care Now... \$50.00 after insurance, two hours of my life lost to a waiting room, and a steroid shot in the rear.

Cost of calamine lotion, oatmeal bath, and prescriptions... \$30.00

Best Roleplaying and third best costume in To Save a Mage ... priceless :-)

Seriously people, don't fall in the poison oak. This is uncomfortable. This is also after a week of "healing." LISTEN TO THE SAFETY OFFICER!!!



Editor's note : It's funny how such a small plant can send one to the pit of despair. Our illustrious Safety Officer reminds everyone to wear long pants and long sleeves when gaming!

## “To Save a Mage” - Thank You and Bank Report

To save a Mage was held at the Triad's house on July 27<sup>th</sup>. We got real lucky on the weather and during the game it averaged 90 degrees - *and* most of the course was in the shade. We put a team of 11 high-level PCs on course at 10 am, and we were off course by noon - minus hit points, hordes of one-shots, permanent life points and in several cases almost all spell points.

You will see in the ratings below that the game got an overall rating of 9.12 which is the highest rated game I have ever produced. This game could not have gotten those ratings without the help of some very creative people, most of which were novices or new to the game. I would like to thank my sanctioning committee of Garret Wright, Justin Rosser and David Wood who helped get this game going and also helped with the props. Thank you John Jones for bringing in the last of the props I needed from the shed and not letting what you brought over scare you away from playing in the game.

Sara Cox, you were wonderful as the Kitiara, the dark lady and, the fact that you could fight in that outfit was amazing. Justin Murphy, you were very scary as her dragon, Andrew Nunnelly, great job as the death knight, David Wood and Garrett Wright thank you for the job as the dragons and to all my other NPCs, you scared the heck out of the PCs and that is saying something with those characters and the combined experience that was on that team.

I also would like to thank David Wood who also took over the job of NPC coordinator for the first time and did a great job directing the NPCs, making sure everyone was where they were supposed to be and that they knew their parts and had motivation. And not to be left out I must thank my wonderful wife for taking over as bank. In the past on every game I have written Tina has always produced them, and this time I tried to do it myself, and I realized just how much work she does and I don't. On game day she realized that I had no bank/registry rep so she took over that job without even asking on a game that she was PCing in and made sure to keep up with everything, so that I did not look like a total idiot. Thank you Tina.

Finally I would like to thank Greg Cox who got up at 3 am to start the food cooking which turned out to be awesome.

### Game Ratings

Overall	Design	Logistics	Mental	Physical	Fighting	Risk
9.12	8.88	8.42	6.40	7.75	9.88	8.60

### Game “Best Of’s” NPCs Voting for PCs:

#### **Roleplaying:**

1. Olan Knight as Lug
2. Tina Cox as Dame Acacia Gyles
3. Tom Paul Grissom as Lord Lyle
4. Taryn Cox as Sara Moon & Greyson Cox as Black Jack Gyles

#### **Costume:**

- 1) Tom Paul Grissom as Lord Lyle
- 2) Tina Cox as Dame Acacia Gyles & Olan Knight as Lug
- 3) Greyson Cox as Black Jack Gyles & Pat McGhearty as Sandor

#### **Monster**

- 1) Olan Knight as Lug

## ““To Save a Mage” - Thank You and Bank Report Cont'd.

### Humor

1. Olan Knight as Lug
2. Tom Paul Grissom as Lord Lyle
3. Pat McGhearty as Sandor
4. Olan Knight as Lug & Sara Cox as Kitiara

### Fighting:

1. Olan Knight as Lug
2. Tina Cox as Dame Acacia Gyles & Greyson Cox as Black Jack Gyles
3. Tom Paul Grissom as Lord Lyle
4. The Entire Team

### Special Effect:

- 1) Werewolf Lug
- 2) Trap

### Game “Best Of” NPCs Voting for PCs:

#### Roleplaying:

1. Sara Cox as Kitiara
2. Garret Wright and the Dragons

#### Costume:

1. David Spence as Crispin
2. Andrew Nunnally as Lord Soth  
Justin Murphy as the Dragon Skyie  
Sara Cox as Kitiara

#### Monster

- 1) David Spence as Crispin
- 2) Dragons
- 3) Spirits/All NPCs

#### Humor

1. Sara Cox
2. "2000 Gold each???"

#### Fighting:

1. Everyone
2. Danny Fuchs/David Spence/David Wood/Henry Wood/Justin Murphy/Nathan Tryon

#### Special Effect:

- 1) Trap
- 2) Last Encounter

**Dallas Chapter IFGS - Board Meeting Minutes****10-May-2009**

The meeting started at 1:18 pm. People in Attendance: Total of 30.

\*Board members: Olan Knight, Pat McGehearty, Rich Adkisson, Justin Murphy, Ashley Murphy, John Jones, and Lloyd Macmann. (All in attendance)

\*Members in attendance: Allison Pace, Chris Washington, David Spence, Tina Cox, Taryn Cox, Courtney Miller, Robert Armbruster, Andrew Nunnally, Nathan Tyron, Greyson Cox, Garrett Cox, Joe Dimaggio, Will Gardner, Seth Bush, Sarah Cox, Greg Cox, and Danny Fuchs

\*Other People in attendance (Non-members): Travis Spence (camera work), Chris James, David Wood, Tyler Davis, Henry Wood, and Angela Gallegos.

The May and June minutes were approved thanks to a motion by Murphy and a second by Olan, and a display of the new color coding system done by Paul Coley, chair of the Newsletter committee, to make things a little easier to keep track of.

**Committee Reports:**

Treasury - There was an issue with the rate at which the deposits were being placed (3-6 months), but a simple solution of having deposit slips available so that the members can deposit the money directly was requested and being looked into by Pat and Olan.

Registry - Paperwork for *Adventures in Averlast* had yet to be turned into the registry chair, so that information has not yet been put in, but was given to the chairperson at the close of the meeting, so it should be updated soon. And on a side note for that game, the treasure changes will be done by the game writers to resolve the confusion at the end of that game. These changes will be reflected in each members next set of personal Registry Reports.

Safety - The game *To Save a Mage* was ran with no injuries sustained, and is just waiting on a reimbursement for the new supplies bought to update the stocks.

Quartermaster - The shed is a bit of a mess again after *Adventures in Averlast*, and is in need of another running of *Into the Shed* to tidy things up. The previously sweaty things are all washed though, so all future NPCs should rest easy for a while. The date of the shed cleaning is still TBA, and will possibly run in conjunction with a IFGS world map discussion.

Newsletter - The newsletter is doing good, colorful, and just waiting for more stuff to be sent in.

**Sanctioning -**

\*I Just Want to Touch It – Tom Paul Grissom -is in shape so that it can be run, and would be best if paired with the August board meeting which is tentatively set for August 22<sup>nd</sup>. This is going to be an exciting thief's game for solo and team action for people with questionable morals of all ages.

\*Mistletoe Wedding – John Jones reports that it will be finished this week and sent to its sanctioning committee for approval, and will be run in conjunction with the September board meeting. It is to be a wondrous world map based game that takes place indoors. YAY AC!

\*Samurai of Death – David Spence reports that it will be replacing Fluff the Bunny on the schedule for late September as a nice 'Welcome to the big leagues' for any recruits from Animefest 09.

\*Shadow of Death – David Spence reports that the long awaited continuation of the 'Shadow of the Witch' and has been shifted to run in October. The exact date is still TBD.

\*New games to be coming soon:

- *Shipwrecked* by Danny Fuchs and Andrew Nunnally



## Dallas Chapter IFGS - Board Meeting Minutes Cont'd

- *Welcome to Xindhi* by Nathan Tyron
- *Life Styles of the Rich and Bored* (Sequel to *To Free a Lady*) by Allison Pace
- *Adventures in Averlast* Part 2 by Justin Murphy
- *Dead Man's Chest* by Alyssa Phillips
- *Portal of Stars* by Taryn Cox
- *Fluff the Bunny* by the Triad
- *Knightshade* by John Jones
- \**Into the Woods* (Again!) – There has been talk of rerunning the vastly popular high risk game that ran earlier this year in March, for people from other chapters like Colorado, Georgia, Oklahoma, Wisconsin, etc. to let them get a feel for what we've been doing down here, and get a taste of this wickedly wonderful game. After some future tweaking by the lovely Courtney Miller, and her sanctioning team of Olan Knight, Pat McGehearty, and David Spence, it is hoped to be ready to go for early April of next year.

### Conventions

- Animefest 09- will occur from September 4<sup>th</sup> -7<sup>th</sup>, and the IFGS will be hosting three different activities during this event on Saturday, the 5<sup>th</sup>. There will be a booth for general sign up and information, an interactive class to teach the basics of fighting in LARPs, and of course *Midnight Shuffle* the mini-game which will be starting at 6 pm this year. Volunteers should email either Olan Knight or Pat McGehearty to let them know you plan on coming. The IFGS has also booked a room for those to stay in who come to help out at the con that night so there is no need for tired traveling in the wee morning hours.
- ~ArmadilloCon- is going to be held on August 15<sup>th</sup> and is a Science Fiction convention held in Austin. For more information contact Pat McGehearty.
- ~FenCon- is another Science Fiction convention but is being held on September 19<sup>th</sup> in the Dallas area. For more information contact Pat McGehearty.

Society Liaison - The society board had a meeting and they have no further objections to the proposed bluebook, once the final revisions are added. One of the many things to look forward to is a simplified challenge based treasure rating system that runs off of risk instead of PC levels and a complicated formula. There is now talk of a possible chapter starting up in Australia. ^ \_ ^ A new YouTube promotional video is now available for the public to view. Be sure to rate it high and send to your friends. We always need more undead minions.

Other Committee reports - The History committee is being looked into by Olan to see if all the links are good, and to see if the information is up to date. There was talk of possibly starting a 'World Committee' to keep track of a world map to piece together the IFGS lands and hope to spark some new game ideas that could get very interesting depending on who's next to who. This could also help potential new writers find a place for their game that can tie in with other games, and not feel so secluded.

**Old business** - \*July 18<sup>th</sup> Weapons building event held at Pat McGehearty's home. It was a great success and lots of fun for those who came to build, and those who came to help those who came to build. There were 6 weapons completed and 8 almost complete new weapons including some new staff/pole arms to look forward to facing. The idea of having a weapons building event for people to come make chapter weapons was brought up and seemed well received. This event is tentatively planned for early next year, when the weather is too cold for normal outdoor witty role-playing to be done safely. More is to be decided on this subject at future board meetings.

**New business** - \*A box of roughly 50 roles of duct tape with a fabric like backing was donated to the IFGS by Allison Pace for others to use in games or for future weapons building.

The next board meeting was set for August 22<sup>nd</sup> in conjecture with Tom Paul's game *I Just Want to Touch It*, but can be moved depending on the game and schedules. End time 2:11 pm.

## BOARD / COMMITTEE CHAIRS

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### *Land*

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# *Dallas Sanctioning Committee Game Status*

Game /Event Name	Writer/Producer	Status	Run Date
<b>August Board Meeting &amp; Game</b>	<b>Tom Paul Grissom</b>	<b>In Sanctioning</b>	<b>August 29, 2009</b>
Tom Paul's house, 6:00 pm Board Meeting, then game starts			
<b>I Only Want To Touch It</b>			
A solo Thief, evening game A world-course, indoor (YAY!) mini-game			
<b>Midnight Shuffle</b>	<b>John Jones/Olan Knight</b>	<b>Sanctioned</b>	<b>September 5, 2009</b>
AnimeFest -We'll have a LARP Fighting class, and the mini-game Hyatt Reunion class at 3:00 pm, game starts at 6:00 pm			
<b>Mistletoe Wedding</b>	<b>John Jones</b>	<b>In Sanctioning</b>	<b>September 12, 2009</b>
September Board Meeting & Mini-Game Shed Cleaning, Meeting, mini-game " John Jones's house, 10 am, 11 am, noon			
<b>Samurai Of Death</b>	<b>David Spence</b>	<b>Sanctioned</b>	<b>September 26, 2009</b>
A fun novice game for the new folks from AnimeFest!			
<b>In The Shadow Of Death</b>	<b>David Spence</b>	<b>In Sanctioning</b>	<b>October, 2009</b>
This is the sequel to "Shadow Of The Witch"			

## IFGS Websites

### Newsletter Information

**Editor: Paul Coley**

### Submission Addresses:

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### Dallas Chapter

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

### National

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

### Submission Deadline:

**5 Days prior to last day of the month.**

### Chainmail (National Newsletter)

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

Note from the editor:

My goal is to have the newsletter out by the last day of the month. I will gladly accept future submissions up to 5 days prior to that last day. 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