

The Whispering Runes

Equipping your Low Level Character

by Patrick McGehearty

At the Averlast game in January, I was playing an NPC in an encounter where there were almost as many NPCs as PCs. People without much equipment had a particularly hard time in that encounter, which led me to think the following discussion might be helpful.

Magic items and armor can make a huge difference in how well your character does in a game. That's especially true if you are not the best melee fighter in the chapter. Consider a combat where you end up facing an NPC who's close enough to your skill level so both of you can connect for damage with each other. In a 2nd - 4th level game, a typical NPC in a mass fight might have 2 points of armor and swing for 6 points of damage. Lets consider what that means according to what equipment you have. For this discussion, we'll assume your team has a 2nd or 3rd level Cleric who has put up Enhance Armor for one extra point of protection. See the Armor Table below. Damage/hit is what you take from a 6 point melee attack and Hits/Limb is how many hits it takes to reduce your sword arm to zero. The "2,3" column is for 2nd and 3rd level characters with 3 point limbs and the "4" column is for 4th level characters with 4 point limbs. Going to zero in your sword arm is generally considered a bad thing. :-)

Armor	Ring	Enhance	Total	Damage 6pt Hit	Hits/Limb (2,3) (4)	
Leather=1	0	1	2	4	1	1
Leather=1	'+1	1	3	3	1	2
Chain =2	0	1	3	3	1	2
Leather=1	'+2	1	4	2	2	2
Chain =2	'+1	1	4	2	2	2
Plate =3	0	1	4	2	2	2
Chain =2	'+2	1	5	1	3	4
Plate =3	'+1	1	5	1	3	4
Plate =3	'+2	1	6	1	3	4

You can see the huge difference it makes to have more than minimal armor. If you can reduce an attack so it is only doing 1 or 2 points per hit, then you can take a hit or two to your sword arm and still be functional. If you also do good damage, then perhaps you can take down your opponent's sword arm before (s)he gets yours. The attack side is more complicated because different classes do different amounts of damage. A class that does not have much punch might just settle for doing one point per hit and focus on armor and healing. The front line combat classes need to have more punch though. Pumping up their damage by 1, 2, or 3 points may allow them to take their opponent's limb down with one or two hits instead of four or more.

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The other thing to think about for basic combat is getting a pool of healing items. If your class has the ability to heal, you may think you don't need healing items. That may work between fights, but not so well in the middle of a melee. For most healing classes, it requires you to move your hands and speak in order to cast healing. That's obvious and an opponent is likely to attack you to disrupt your casting. If you have a healing item, they are assumed to work like Knight or Monk healing, so you need only mediate quietly for 5 seconds to heal. That means, when your opponent pauses to catch their breath, you can do the same, counting out 5 seconds. At the end of the 5 seconds, announce "Heal, xx points" and you're ready to go again. I focus on keeping my limbs at full strength during a melee if I have enough healing items. I recommend trying to acquire at least 4-6 points/level in once/day healing. Some say you can never have enough healing, but I think armor and weapons are also important for basic survival. One shot healing is much cheaper and a reasonable choice as a backup for when a game is tougher than expected, but get that once/day healing when you can.

Ok, "How to I acquire these things?", you might ask. That's where your CAP (Character Applicable Points) comes in. You get CAP for helping to put games on and for attending the Chapter Board meetings. Each 1000 CAP (one hour's effort) can be converted into 100 Gold Pieces, with a limit that the total value of all a character's equipment and gold cannot exceed their experience. By the time you have 7000 EP, you will have played in 2-3 games and barely 3rd level. Unless you've been really fortunate in getting treasure, you will have plenty of room to apply CAP for Gold (CAP4Gold). Then you need to find a game with a magic shop. In Dallas, most of our mini-games that we hold at board meetings have magic shops and our annual banquet game always has a magic shop. Here are some common items and their prices for your consideration:

Leather Armor - Free to new characters (except Monk and Mage can't wear any armor)

Chain Armor - 400gp (can't be used by Druid or Thief)

Plate Armor - 1500gp (only available to Fighter and Knight)

Ring+1 - 1500gp (a high priority)

Ring+2 - 4500gp (have to save til 4th or 5th for this item)

Ring+3 - 9000gp (really expensive, maybe wait til 6th level for this)

Weapon+1 - 1200gp (an early Fighter purchase)

Weapon+2 - 3600gp (worth it if you are good in melee)

Weapon+3 - 7200gp (for the damage specialists :-)

Healing: (best bargain in the game)

2 points, single use - 24 gp

2 points, once/day - 240 gp

All your once/day healing goes into a single pool so you need only keep track of the total, not the individual items.

Game writers of average risk/difficulty games will assume characters 3rd and above will have some healing and some armor and/or weapon improvements. They will design the game challenges accordingly. If you are under-equipped, you will find the game a lot more challenging. The GP vs EP limit keeps things under control so everyone who earns a reasonable share of CAP can compete on a level playing field.

Once you have some basic healing, protection, and weapons, consider getting other kinds of items. Those are the things that can make your character interesting and special. I put the healing, protection, and weapons early because even a little bit of that stuff helps a lot. After that, diversity is what makes an effective team.

Notes On Running Games!!

Hello! Not everyone may know me, but I'm Taryn Cox and my parents are the Triad. Even though I've never personally written a game on my own, I have assisted my father with many games and have helped my mother with a lot of the production she does, so I thought I might add my own thoughts on the matter.

I think that a lot of times people see something really cool on a video game or TV or movie and think "Hey, that's awesome! Let's do that in a game!" Those places can be great for inspiration, but don't forget to add your own little spin on the encounter or game if it's themed. Think about this: what if someone had already seen what you got your inspiration from? Your awesome encounter that should take a team a while to figure out is done in two seconds flat. So don't forget to add a style to it that's uniquely yours.

When it comes to production, I've seen my mother start working on game props months before the game even has a set date to run. I personally think that some games really need good production to get the full affect, and you can't decide to start working on the production the weekend before. You simply don't have enough time.

Anyway, these are just some thoughts that I've pondered while watching my parents work. Enjoy your day.

-Taryn Cox

I agree with Olan that David has some excellent points on game writing. I hope that article makes it into the newsletter so it will be available in the archives. For those in the early stages of game writing, I'd like to further emphasize his point about production and the shed.

"Production: use the shed! Just telling the PCs they see a skeleton/Balrog/tunnel etc and having a NPC standing there holding a weapon makes the player wonder why he spent \$20.00 on the game. The higher the production, the better the ratings, the more people come out to play!" Many of you have not seen a really high production game. It can be a lot of work and need not be done for every event, but people will tell stories about it for years. Just get me started at some after game party about what the folks in Colorado did at "Mountain of Flame". Great production on an Oriental themed story based on eastern myths. Great game too, but the props made is super-special.

When writing and pre-producing, think about what can be done to enhance the visual experience of the players. We have huge quantities of costume and costume parts in the shed. Some basic tabards can be enhanced with a few mystic symbols or other features to become the robes of the "Evil Monks of Seville" or "Demons of Dilbeck" or whatever. A modest amount of face makeup (and maybe some gummie worms) can add a lot to a zombie encounter. Don't try to figure it out the weekend before the game. Participate in the shed cleanup parties where we put back props from earlier games and take some time to look through the prop boxes to see what's available. Then put in some creative thought on how to make the same old stuff look fresh and new.

A related aspect to that is "You Don't Have to Do It All". Ask for help! Games with production staff are better when the staff contributes. And John Jones is truly the quarterMASTER. He knows what's in the shed and can help a lot with suggestions. As can others. Creative ideas can come from anywhere, including someone's friend who's not into gaming but is into costuming.

- patrick

PS. The game producer need not carry the whole load. NPCs, come to game in costume if you have it, or in something neutral if not. Find out your possible roles before the game and think about how to make them > more interesting (I don't mean increase the damage you swing either, I mean roleplaying).

Bank Report for Averlast II: Beneath The Surface

We were extremely lucky to have superb weather for the game! During the previous week it had been cold, rainy, snowy (!) and in general pretty unpleasant. But on game day... WOW!

Contrary to all traditions and expectations, the game started on time. We will work on correcting this aberration in the future. We had three teams picking up from the point where the game "Averlast I: Tribute To Dawn" left off. The good Father explained the situation and sent the teams on their merry way. The teams encountered zombie salesthings, succubi, skeletons, shades, poison gas, collapsing caverns, and all manner of unpleasantness which they all bravely overcame! Congratulations to all of the teams – they did great!

Please be sure to welcome the two newbies we had at the game. Mel Roman was grabbed at the last second to fill a PC slot, and Theresa Ming volunteered to NPC. According to their forms they enjoyed the day, and I hope we'll see them again in the future!

One bit of excitement that we had NOT planned: during one of the fights, one of the PCs got way too close to the edge of a drop-off and David Spence made a flying tackle to keep that PC from going over the edge! Goodonya, David!

Here's how the NPCs voted:

Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
8.0	8.0	8.0	6.7	6.9	8.1	6.7

Best Of PCs:

Roleplaying	Costume
1. Nathan Tryon as the Goblin Knight: Sir Thing Drake McWhorter as Silverant Elm, the Water Buffalo Druid Rich Adkisson as Trick, the Cleric of Loki	1. Lyndsey Ellis as Penelope Heartfield the Cleric Drake McWhorter as Silverant Elm, the Water Buffalo Druid Nate Roberts as Jonathan Brightflame
2. Nate Roberts as Jonathan Brightflame Tyler Davis as Raum, the Fighter	2. Rich Adkisson as Trick, the Cleric of Loki
Monster	Humor
1. Drake McWhorter as Silverant Elm, the Water Buffalo Druid Tyler Davis as Raum, the Fighter Mel Roman as Achilles the Fighter	1. Tyler Davis as Raum, the Fighter Nathan Tryon as the Goblin Knight: Sir Thing Drake McWhorter as Silverant Elm, the Water Buffalo Druid
	2. Rich Adkisson as Trick, the Cleric of Loki
Fighting	Special Effect
1. Tyler Davis as Raum, the Fighter Rich Adkisson as Trick, the Cleric of Loki	1. The Hall of Pipes
2. Devan Bedell as Daxven the Knight Jason Dziuk as Asher the Fighter All of team 2	2. Loki's rocket launcher (yes, you read that right) Asher's bird poop target
	3. Team 3's ball (no, I don't get it either)

Bank Report for Averlast II: Beneath The Surface Cont'd

Here's how the PCs voted:

Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
7.9	7.0	8.0	5.9	8.1	8.8	8.3

Best Of PCs:

Roleplaying	Costume
1. Brandan McGanor as Zom-Bay, the zombie merchant (by a landslide)	1. Olan Knight as The General
2. Sara Cox & Vira Cook as the Succui	2. Brandan McGanor as Zom-Bay, the zombie merchant
3. Olan Knight as The General (last fight)	Tom Paul Grissom All the Shades
Monster	Humor
1. Sara Cox & Vira Cook as the Succubi (another landslide win)	1. Brandan McGanor as Zom-Bay, the zombie merchant "Brains...BRAAAAAAIIIIINNS!"
2. The giant skeleton The Shades Brandan McGanor as Zom-Bay, the zombie merchant Olan Knight as The General	2. John Kaim as The Father Sara Cox & Vira Cook as the Succubi
Fighting	Special Effect
1. Olan Knight as The General	1. The Hall of Pipes
2. Kevin Dunning All of the Shadows	2. The giant skeleton Brandan McGanor as Zom-Bay
3. David Spence Taryn Cox Tom Paul Grissom The Skeletons	The blindness for the Shade encounter The Shades, and the Shade massage (!)

UPCOMING LORE!!!!

Attention Travelers,

Sir James Jameson VII, Grand Duke of Onkin, will be having a grand ball at his palace to honor the deeds and victories of the great heroes who journey the lands in search of thrills. Those who deem themselves worthy are invited to stop by and partake in the festivities. If any such adventurers plan on doing so, they should send a carrier pigeon to the Jameson Autumn Estate so that they will be expected.

- Herbert Cadberry XII

(Lifestyles of the Rich and Bored by Allison Pace. Coming late spring/early summer 2011)

WANTED ALIVE
Reward: 1000 gold



Ben Barnes is at large and wanted for questioning. William Moseley, the head of the Pevensie Trading Company has recently put out a notice for the return of this suspected rogue merchant who has dissappeared into the lands of Runelore with a large load of wares. He was last seen leaving the main port and headed South. Those with any information on his wearabouts are encouraged to send notice to the great gypsy port as soon as possible addressed to Mr. Moseley himself.

Talk of the Town:

In the Inn, two woman were heard...

Thelma: "There be strange whispers going around Ethlma. You should be watchin yourself."

Ethlma: "What do you mean by that sister dear?"

Thelma: "There be talk of *Him* again from the Northern Lands. I don't think you should be a goin out and traveling there until we know things are settled."

Ethlma: "Oh Thelma you silly thing, you'll be fine by yourself for a fortnight. I'll be back before you know it and it will be like I never left."

Thelma: "It's not that! He came back once didn't he? What's to keep him from a finding another way back?"

Ethlma: "Oh keep your tongue! Talk like that will not make us friends around these parts."

Thelma: "And we'll need all the friends we can get if it's true! Besides who said I'd be a missin you all that much. I do just find on my own thank you very much. I just don't want to have to go out searching for you myself and miss out on the good gossip is all."

A local erran boy Sam can be heard questioning some of the other merchants

as they unload ships:

Sam: "Oye, have you guys seen that Barnes fellow out on the roads?"

That Mr. Moseley must be getting really antsy about getting his stuff back. Just yesterday I had SIX people ask me if I'd seen him come through here and we're not even IN Runelore."

Older Merchant (OM): "What makes you think he'd be strutting out along the road Squirt?"

Sam: "I didn't say that! I just meant that you guys travel all over that Island and see everything right?"

OM: "You'll learn one day kid that it's not so much what you see, but what you hear that will keep your pockets full and your head on your shoulders."

Sam: "What does my head have to do with it?"

OM: "When you start traveling, you'll learn to read between the lines and know when a person has gone missing by choice or not AND when to open your mouth about it or not."

Sam: "You mean something's happened to him?"

OM: "Let's just say you might be needing to get another Circle charm from Abby's shop."

Bank Report for 2011 Annual Banquet – Mordra’s Cauldron

We had a gorgeous day for gaming: cool but not cold, slightly overcast, and just beautiful! People starting gathering at Gatewood Pavilion at 8:15 AM and the hordes slowly descended. And I do mean “hordes” – we had 58 people show up for the Banquet, our largest turnout ever! MANY THANKS to those of you that came, and especially to those of you that came and brought your friends!

The following people were here for their first IFGS event ever; so please be sure to give them a warm welcome the next time you see them:

Seth Cruz	Amanda McCarty
Adrian Hallemeier	Michael Carter
Marissa Ellis	Mia Raynor
Autumn Pittman	Aaron Roberts

There were some delays, but we got the teams sorted, and eventually started. This year’s two games were far more complex than in previous years, and were TON’S of fun for both the low-line team and for the high-line team.

My good friend Phil came by again this year and took 181 pictures, which are posted on-line. You can view them from the website: <http://dallasifgs.org/photo.html>. Thank you again, Phil! He also created a superb composite photo of the *Air* NPCs; check it out!

One of the most amazing things was the INCREDIBLE number of shambling undead at the end of the high-line game. Our entire team was astonished at the sheer number of NPCs!

Tom Paul Grissom did, as usual, an astonishingly good job with the lunch. The food was good and it was not his fault we ran out before the last group had lunch. We had planned on about 40 people attending and got 58! So we called for pizza. After the pizza arrived, I don’t think anyone was unhappy with the lunch.... Many thanks to Tom Paul for buying, prepping, cooking, delivering, and serving the lunch to everyone! And thanks to Jeff Magnum for using his Android to locate the nearest Pizza Hut - with astonishing ease!

One of the truly nice features of the day was the return of John and Kevin Dunning to the world of IFGS. Years ago, John Dunning created the world of Mordra, Goddess of the Green Way. His primary PC, Rupert – whom we all met – is a Cleric of Mordra. Kevin Dunning started out in IFGS at the age of 10, was with us for years, then left for a while. I have blackmail pictures (heh heh). It’s great to have them both back again!

One bit of excitement on the high-line game was when Nathan Tryon’s cleric “Freddy Mercury” insulted David Spence’s Knight of Aiel and was promptly chased down and killed by David. That started WWII on the course between several of the PCs – all while the undead hordes were shambling closer, and closer, and closer.... Eventually (after the undead fight) everything was sorted out, Freddy apologized, was forgiven, and we all lived happily ever after – or something like that. The funny thing is that Nathan does not know the Robert Jordan series, but had heard someone on David’s team say the word “wetlander” - and called David’s PC that as a joke. Oops. Open mouth, insert both feet, die. In retrospect, it was hilarious! □

Another bit of run was when my team, high-line team #1, was introduced to Rupert, the Cleric of the Green Way. He was APPALLED - I say **appalled** - to learn that we did not have one, single *Good* person on the entire team! We were all Evil or Neutral of some flavor! Man, was he not happy! □

Bank Report for 2011 Annual Banquet – Mordra’s Cauldron Cont’d

The event finally finished up around 6:30 PM, and people started drifting away. After the place was cleaned up, the last few people left at 7:30 PM. All in all – an EXCELLENT day!

Normally the votes are broken down between PC and NPC, but most people did not make that distinction on their forms, so ALL of the votes have been compiled into one large Glob Of Opinion.

Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
8.0	8.0	8.0	6.7	6.9	8.1	6.7

Best Of PCs:

Roleplaying
1. John Dunning as Rupert
2. David Spence as Kiurik
3. The Monks
4. David Wood as Zanith
5. John Jones as Gordon Dexter, Tom Paul Grissom as Saureen, Olan Knight as Vlad
6. Henry Wood as Slim Jim, Sara Cox as Sir Lavender
7. Michael Carter as Silvis Skyshadow, Kevin Dunning as Loafax, The Fire Elementals, Nate Roberts as Sir Brightflame, Tina Cox as Celise, Alyssa Phillips as Sera

Costume
1. John Dunning as Rupert, Kiwi Tinker as Sahrhaahe (soot girl)
2. Tina Cox as Mordra, Tom Paul Grissom as Saureen, David Spence as Kiurik,
3. Nathan Tryon as Freddy Mercury, The Fire Elementals
4. Sara Cox as Sir Lavender, Kevin Dunning as Loafax, Angela Gallegos as Areona, Olan Knight as Vlad
5. Nate Roberts as Sir Brightflame, John Shugars as Lawseph, The Monks, Eric harris as Captain Drake, Seth Bush as Narathshi'id, John Jones as Gordon Dexter, Lyndsey Ellis as Castora, Marissa Ellis as Memorielle Carin

Monster
1. The Zombie hordes (Sheesh, there were a LOT of them!) <input type="checkbox"/>
2. The Fire Elementals
3. The Dragon Knights
4. Sara Cox as Lavender and as the Evil Druid
5. David Spence as Kiurik
6. Joe Dimatteo as Aloysious, David Wood as Zanith, Brandon McGranor and Olan Knight as the Siamese Dragon
7. Moises Heredia as Gurayray, Kevin Dunning as Loafax, Angela Gallegos as Areona, Kiwi Tinker as Sahrhaahe, Eric Harris as Captain Drake

Humor
1. The Monks (they won by a landslide!)
2. John Dunning as Rupert, Olan Knight as Vlad (pink lit hair)
3. David Spence as one of The Monks, David Wood as Zanith
4. David Spence vs Nathan Tryon, Fire Elementals, Seth Bush as Narathshi'id, Tom Paul Grissom as Saureen, Kiwi Tinker as Sahrhaahe, Lyndsey Ellis as Castora, Rich Adkisson as Sir Tainley, John Jones as Gordon Dexter, Brittney Hوجلund as Simone, the Villagers, the Singin

Bank Report for 2011 Annual Banquet – Mordra’s Cauldron Cont’d

Fighting	Special Effect
1. David Spence as Kiurik (hands down the winner!)	1. The dry ice in the Cauldrons (another landslide)
2. The Fire Elementals	2. The Gateways
3. The Dragon Knights	3. Kiwi Tinker as Sahrahsahe (soot girl)
4. Brandan McGranor and Olan Knight as the Siamese Dragon, Taryn Cox as Tyla V’ring, Angela Gallegos as Areona, Sara Cox as Lavender, David Wood as Zanith	4. The fire cave
5. David Spence vs Nathan Tryon, David Spence vs Olan Knight, Justin Murphey as T4NB3N, Amber Gallegos as Zacara	5. Mordra, knockdown on the entire zombie mob, the crystal, the HORDE of zombies, Fire Elementals, the Wind, the Dragon Knights

It was great to have so many people voting, and I loved how the votes were spread out all over the place!

Olan Knight
Bank Rep

Mordra's Cauldron - a note from the Producer

by Patrick McGehearty

To all 60 people who attended the Dallas Banquet/Game on Feb 19, I want to say Thank you!

Thank you to the approximately 25 relative newcomers participants who came out to give IFGS a first time or another try. I hope you had enough fun to come back again. Thank you to all those people who brought more people to the game. Thank you to everyone who pitched in and did everything it took to put on two games in one day. Thanks to John Jones for allowing me to use his Fairhaven background and brainstorming for plot ideas. Special thanks to John Jones, Danny Faught, and John Dunning for sanctioning the game and then working tirelessly on the production side for both games. Thanks to Greg Cox and Olan Knight for covering Signin and Registry, and Jason Djiuk and Rich Adkisson for covering Safety. Thanks to Brandan McGranor for assisting in the NPC/production of both games. Thanks to John Dunning for returning after many years to bring Rupert in as the senior Mordra Cleric. Thanks to Tina Cox for bringing Mordra to life. And thanks to all the NPCs and GMs who made the games real. I'll end with a big THANK YOU to Tom Paul Grissom for buying, bringing, and preparing the feast for us all. The fact that we had 60 people instead of the expected 30-40 was a surprise to us all, which is why we had to order pizza to finish the feast.

Dallas Chapter IFGS - Board Meeting Minutes**22-January-2011**

The meeting was brought into order at 2:20 pm.

People in Attendance (Total of 58!):

Board members: Rich Adkisson, Jason Dziuk, John Jones, Patrick McGehearty, Justin Murphy, Allison Pace, and David Wood.

General Attendees: Listed at the end of the minutes.

Board Election Results

Jason presented the election results to the existing board and they were approved by a 7:0 vote, and thus the new 2010 board consists of Rich Adkisson, Jason Dziuk, Patrick McGehearty, Allison Pace, Alyssa Phillips, Andrew Saunders, and David Wood.

A thank you was made (7:0) to John Jones and Justin Murphy for their hard work during the previous year.

Board Positions and Committee Chairs

David Wood was elected President with a vote of 5:1 with 1 abstention. Alyssa Phillips became the Vice President with a 7:0 vote. All of the other Chapter positions remain the same for now but will be reviewed officially at the March meeting and are as follows:

Treasury –	Tracy Skopinski
Registry –	Olan Knight
Quartermaster –	John Jones
Newsletter –	Paul Coley
Safety –	Rich Adkisson
Sanctioning –	Pat McGehearty
Secretary –	Allison Pace

Minutes: The November and December minutes were approved with a 7:0 vote.

Committee Reports:

Treasury – No Report

Registry – Registry is 100% caught up and good to go excluding the banquet game that is in progress.

Safety – No Report

Quartermaster - The shed is currently spread out on course but will be put back together soon.

Newsletter - A new edition with the January and February minutes should be out soon. If you have fun stories from recent games, type them up in character and send them in to Paul Coley (newsletter@dallasifgs.org). ^_^

Society Liaison – The Society Sanctioning Committee is prepared to submit the new blue book with final corrections to the FRC and Society Board. YAY!

Webmaster – No report

Sanctioning – General note: There will be a “Sanctioning 101” panel given by David Spence at the next Board meeting, which will be held at John Jones’s apartment on the 12th of March 2011 at 1:00 PM.

Games In Sanctioning

~Onward into Darkness – David Wood

-Is geared to go again after being rained out last year and will run on the 19th of March.

~Lifestyles of the Rich and Bored- Allison Pace

- Is in the final stages of Sanctioning and scheduled to run in either April or May. All levels of characters are welcomed and lore has been released.

~Averlast Again (Part III) – Justin Murphy

- Is another installment of the wonderful series by Justin Murphy that should run before the end of the year. The Sanctioning Committee consists of Allison Pace, Brandan McGranor, Robert Armbruster, and Chris Washington.

Board Minutes Cont'd

~Aftermath – Allison Pace

- Is a new game designed for PCs levels 2-3 and is suspected to run before the end of the year. The Sanctioning Committee consists of Danny Fuchs, and Kiwi Tinker.

~Dead Man's Chest – Alyssa Phillips

- This will be the first game written by Alyssa Phillips and has a SC of Allison Pace, Brittney Hoglund, Kiwi Tinker, and John Jones.

~Samurai Pirate – David Spence

- Is another whimsical game in the *Samurai* series by David and is good to go.

~The Ring/Dragon's Revenge – David Spence

- These two mini games will be run on the same day and are currently in Sanctioning - the addition to the SC of Pat McGehearty for "The Ring", and for "Dragon's Revenge" we have David Wood, Seth Bush, and Garret Wright.

~Shipwrecked II – Danny Fuchs

- This is the highly anticipated sequel to "Shipwrecked" that ran in mid-2010, and is currently in need of a SC.

Other Committee reports - None brought forth

Old Business

- * There was a formal thank you given to all of the people who wrote and produced games in 2010.

New Business

- *The next meeting will be on March 12th at John Jones's apartment at 1:00 PM. After the Board Meeting there will be a "Sanctioning 101" session for those led by David Spence.

End time 2:50 pm.

Appendix 1: General Membership Attendees

Robert Armbruster, Devan Bedell, Seth Bush, Michael Carter, Greg Cox, Sara Cox, Taryn Cox, Tina Cox, Seth Cruz, Tyler Davis, Joseph Dimatteo, John Dunning, Kevin Dunning, Jason Dziuk, Lyndsey Ellis, Marissa Ellis, Danny Fuchs, Amber Gallegos, Angela Gallegos, Tom Grissom, ,Adrienne Hallemeier, Eric Harris, Moises Heredia, Brittney Hoglund, John Kaim, Olan Knight, Chris Kuykendall, Lloyd MacMann, Jeff Mangrum, Tim Mangrum, Amanda McCarty, Brandan McGranor, Drake McWhorter, Cody Melton, Sammy Mendoza, Robby Miller, Andrew Nunnally, Chris Pettit, Alyssa Phillips, Sarah Autumn Pittman, Mia Raynor, Aaron Roberts, Nathaniel Roberts, Mel Roman, Andrew Saunders, John Shugars, David Spence, Kathleen (Kiwi) Tinker, Nathan Tryon, Chris Washington, Henry Wood

BOARD / COMMITTEE CHAIRS BOARD / COMMITTEE CHAIRS

Alyssa Phillips, David Wood, and Andrew Saunders.

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Vice President

Alyssa Phillips

Secretary

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Check the Dallas IFGS Website for Schedule - <http://www.dallasifgs.org/>

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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:

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