

Whispering RUNES

International Fantasy Gaming Society -Dallas

Volume 1 Issue 33

2012 Jul Aug

President Column

Greetings everybody! I am actually doing this on time for once so this is going to be good. Since the last newsletter there has been a few things happen. Nothing too big, just events that must be at least mentioned. So lets start where I left off last time with DASTO/Hel to Pay/Quest for the Druid's Staff. The day started out with a very unexpected good time with the "Snowball" fight. Meaning it started one on one and the loser joined the victor and kept going until there was one team that stood above everything. The winning teams commander became the new Warlord of Fyorgynshiem, which strangely turned out to be non other then Freddy Mercury (played by Nathan Tryon). After this was decided we all went back to the Spence's house to rest and catch our breath. Then the unthinkable happened and Angela Gallegos took a sword (real one not a foam weapon but a real rusty claymore) to the knee. After she was rushed to the hospital, there was no choice but for the game to go on (which it should) since there was no wish from anyone to stop. To be honest Angela didn't even want to go to the hospital, but we decided it was best for her. I don't know how the rest DASTO went because I left with Angela. While we were at the hospital however, I decided to be a man and I proposed to her. So needless to say we are now engaged and all is awesome. I was told that Lug(Olan) got possessed by a female, evil, thing named Malsiferious. So I am sure everyone was confused. Since Angela and I were not around, Hel to Pay was canceled (it was our game and we were the main NPCs) so instead everyone had some awesome food made by Stefean Cox and relaxed in the pool for a little bit, then started Quest for the Druid's Staff. Now I got back in time to play this game and I have to tell you it was great. A great game for newer people to cut their teeth on, or even new PCs to cut their teeth on. Then the day ended and everyone had to go home, bummer. But it was still an awesome day that is still being talked about at least in my household.

Next in line we actually have a few Dallas members going to Colorado on the 28th and 29th for the final "Price" game. Lets all wish them luck and a safe trip. Following that we have Keep Krushers on August 18th. This is going to be a night game so everyone be ready for some awesomeness. The board meeting for August will be before the game on the 18th so everyone should be ready for that as well. After that we have Anime-Fest and The Forge written by Seth Bush. Now we have run Forge for three years now and from what I have heard it is a wonderful game (going to try to play it this year). Then we are going to have a usual recruitment game afterwards and right now it is set for Wind of the Wills which is an awesome low level game written by a very experienced member named Micheal Whaley. After that John Jones and I are going to run Knightfall(finally!) as close to Halloween as we can. That is about all I have right now! Can't wait to see all of you at Keep Krushers!

TaTa for now!

David Wood
Dallas IFGS President

Should I Skip First Level?

An Opinion Piece by Patrick McGehearty

It states in the rulebook that anyone with the necessary CAP can start a character as 2nd level, skipping first level. If you are an old hand who's played several character classes and has earned large amounts of CAP, perhaps NPCing the character class you are about to start, then you know enough about the system and the pluses and minuses to decide for yourself whether you want to skip first level.

If you are a newcomer to IFGS or only have played one character and/or NPCed a few times, you might want some advice on whether to skip first level and start your new character at second level. The first question is "How much IFGS playing time/experience to you have?" If you have just NPCed once, you would be best off starting at first level, unless there is a specific reason to start at second level for a particular game. It's a real challenge to remember two levels worth of abilities and get the hang of our combat system all at the same time.

Each character class gets several abilities at the early levels and it takes practice to remember those abilities in the excitement of an encounter. Unlike table top gaming, you are expected to mostly know your abilities and use them on the fly without stopping to pull out the rulebook. By playing at each level, you get more practical experience with the abilities for that character class as well as experience in combat.

If you've NPCed several times but just have not had a chance to play a PC, then there are more issues to consider. Are you planning to play a character class that you've played as an NPC? That helps with knowing the class, but an NPC only needs to know the skills suggested by the game writer for that encounter while the PC needs to be ready for anything over the course of a game. Is the class one that fits your temperament, or are you challenging yourself with a stretch? If you like to read and study a lot, then the spell casting classes might be natural to you. They have many abilities to keep up with though. If you like combat, the fighting classes have fewer abilities, but as you go up levels, you are expected to develop your actual melee skill as well as using your character abilities. In either case, going up too fast will hurt your ability to pull your weight on a team. Still, that's not a big consideration at levels one or two.

Consider whether you have enough CAP to use some for CAP4Gold. This use of CAP is intended to allow people who help put on games get rewarded appropriately. The average second level character will have earned about 1200-1800gp worth of magic items by the time they get to second level. You are allowed to use up to 20,000 CAP (converts to Gold at a 10:1 ratio) to get up to 2000GP at the same time as when you start your character at second level. If you don't use CAP to get Gold, you will be under equipped relative to other players. That could be a +1 sword, 10 extra points of healing 1/day, or some good armor. Having good equipment is a significant part of a character's total value to a team, especially at higher levels and when playing in higher risk games.

Finally, think about why you might want to skip first level. Most Dallas Game Producers will let you "play up" one level to be eligible for their game if it is not high risk. For example, if a game is for 2nd - 4th levels, they will let a team have one or two people with 1st level characters play those characters at 2nd level. Or if the game is for 3rd - 5th levels, they usually will let someone play a 2nd level character at 3rd level. If a game is seriously high risk, it may not be fair to your teammates if you are trying to play too far above your skill level, but that's between you, your loremaster, and the Game producer. With the ability to usually "play up", there is less reason to start at second level unless you a large amount of CAP accumulated and you just feel the need to use it up.

Contrary opinions are welcome! Please submit articles to the Dallas Newsletter.

Overheard outside of the fairgrounds of Fiorgynsheim

"Did you hear about Ariana?"

"She was an adventuress right? I heard something about her having to give it up, due to an arrow in the knee I think"

"Nah, you got it all wrong. It was a claymore to the knee but she still managed to run some guy down and then beat him until he agreed to marry her"

"I've seen her, I don't think he was running to hard, looked like he wanted to be caught to me"

"But I think he enjoyed the beating though"

Character Communique's

To the esteemed Elders, honorable Council Members, and sage Judges of the United Council of the Drekoune Clans,

I trust this finds you and our illustrious homelands in great health and prosperity. Your decision to send an envoy and representative to the realm of Moonshiner was a wise and profitable one. The rumors of the political upheaval and unrest were quite founded in the truth. From what I was able to gather, the King of Moonshiner tried yet again to establish dominion over the realm currently known as Terraline, but he was defeated in combat. Reports vary on the exact happenings during the battle with accusations of foul sorcery, regicide, betrayal, and justice are constantly being thrown about in them. Knowing personally some of the individuals in question and being loath to accept circumstantial rumor and hearsay, I endeavored to visit the exact battleground, and, using my usual superb abilities, communed with the fallen as well as sought the guidance of our noble ancestors to obtain a more accurate view of the event. Armed with this knowledge, I proceed to visit the event some of the nobles hosted in order to stem the chaos following the loss of the head of state (in this case quite literally) with no natural heir being present or named upon his death.

At this juncture, I believe it would be best to explain the structure and nature of Moonshine's government such as it is. Rather than the wise system of selecting the elders and capable individuals from the families to the clan councils and thereon to the Council which as you well know allows the land to be guided on the wisdom and actions of the best of the clans and further rewards the knowledge and merit of any Drekona so motivated to be an example to our people and help pilot the ship of state through the rocky straights of diplomacy and governance, the people of Moonshiner use a far more primitive and less sound method of government. They have consolidated the bulk of their power into one man whom they style a "king". To wit, he has absolute power over the entire domain. To help himself rule, he has appointed nobles whom are in turn absolute in their appointed lands save that they are subject to the king's ruling and whims. The distinction between those deemed noble and those not is a deplorable one in many ways for it pays no heed to one's natural ability but rather to the fortunes of one's birth. For instance, barring unusual recognition or bribery, a very capable common or peasant (the normal nomenclature applied to one not deemed noble) will not be able to rise above that of the stature of his birth and thus not be able to contribute to the well being and advancement of society and his clan's fortune. Thus, rather than the capable seasoned hands of a blooded squint-eyed old salt, oftentimes the kingdom and its smaller realms therein are piloted through the straights by a green, uncut pup or, worst yet, a sogger who would try a lee shore in a gale and whip any man who dared disagree. In addition to the absolute power of the king, the noble vie against each other for the king's favor and lands. They also seem to resent anyone newly elevated to the rank as if they were more deserving merely because their forebearer was exceptional at one point in time. While we know that the blood of the ancestors flows stronger in some than others, they apparently believe that power is strictly hereditary and will not show itself to those of lesser status. Apparently, in the unusual case of the king dying with no heir, there is an arcane clause allowing the selection of a "warlord" whom is in charge of the military forces of the kingdom via a martial tournament which at least shows that the person who so won would most likely be competent. In addition, he is then given the power of selecting the new monarch or ruling model at his sole pleasure and discretion which most would then select himself. Infuriatingly crazy I know, but nonetheless, that is how it is written.

Which brings us back to the events at hand. I attended and, as is expected at such events, participated in the tourney. The tourney rules dictated that every individual was to face another drawn at random to a fight to the death. The field was enchanted to prevent true death. The winner then added the loser to his force and then fought a similar team of two and then teams of four and so on and so on. I believe I showed my worth and proved our ancestors proud as I advanced in the tourney before yielding the ground to one I deemed worthy to govern Moonshiner. In the end however, even though my eventual team won, one Freddie Mercury, a somewhat crazy cleric of a messenger god, was crowned warlord. While at his coronation, we attempted to summon, bind, and communicate with the late king whom according to many of fallen was possessed by an evil spirit or lich, the accounts varied as to which, in order to obtain the actual crown of the kingdom which is apparently some artifact of some kind which was lost in the din of battle. We were caught off guard by the power of the spirit which had possessed the late king. Somehow, and I fault the shoddy spellcraft binding the actual circle for this as I was able to hold my point in the circle and the truthbinding that I incorporated into the spell held, the spirit who was identified as Malsiferous of the Drow was able to infect the minds of roughly a quarter of those who were present to obey her. As one so infected was a focal point on the binding, she was able to break loose. With much effort and pain, we were able to defeat her. However, my intuition and my clerical training tells me that she is not done away with, and quite possibly, her brief sojourn in this world has granted her the ability to manifest fully and physically in the near future. I would include more information on her personally, but I will let Judge Rhuntanasahid Rhoma have the honors to do that as he is well studied in lore. As you will see, she is one to be feared and opposed.

Character Communique's Continued

No doubt many of you are wondering if I included this degree of detail as a means of petty revenge for being assigned this job despite my objections. I wish that I could say that was true. However, I felt it pertinent to fully explain the events that have transpired so that you will be fully aware of the nuances of the state of being in Moonshiner which is of both economic and military importance to the mainland and by extension us. The true telling of event is as follows. Malsiferous gained control of Lionel at an early age or at coronation. She claimed birth, but, understanding the limitations of the truthbinding of such a powerful spirit, it could easily apply to birth, moment of adulthood or to his elevation to the crown. Thus the king has always been at the sway of this spirit whilst he ruled. The same is true of the appointed court mage.

When this was discovered by Earl Tainley and Baron Von Tempest, who are newly entitled and raised to nobility, they confronted Lionel and were forced to kill him in the confrontation. The fact that Kae-Su, the leader of Terraline (whose relationship and history with Moonshiner was detailed in my last communique), was also present has complicated matters. The kingdom as it stands is as unstable as a cracked devil as many of the nobles don't believe this version of events. They have charged Tainly, Tempest, and their followers of regicide, corruption and graft. They hold the current election of warlord to be invalid. Roughly half of the nobles of the realm hold to this position and are led by the Marquis Jengua, a rather unpleasant fellow whom I have had the displeasure of interacting with before. However, it should be noted that he carries tremendous power and influence in Moonshiner and is quite competent in arms and spellcraft. A few nobles have defected to Terraline and have pledged themselves to its ruler, Kae-Su. A few others have decided that they no longer own Moonshiner their oaths of loyalty once the king died and have declared themselves independent sovereign nations. Thus, Moonshiner is divided into two nearly equally powerful factions. I have enclosed both the proclamations of Early Tainly and the treatise written by Jengua so that you may see their positions as well as a dossier prepared with intelligence on each of the leading individuals of the various factions.

The situation leaves several questions to be decided by your wisdom. First of all, as it is in any situation, does this leave Moonshiner open for invasion and annexation? I would strongly advise against that option as of yet. An invasion right now would merely serve to unite both large factions against us. An invasion would be a viable choice for the future if both sides manage to wear themselves down, but, seeing as how the other tribes of the Navarro have tempered the Daingas and the Qer'Shattas desire for conquest and denied us a viable ally in an invasion, it should only be done extremely carefully if at all. Secondly, do we get involved with the factions? I would advice so. At the moment I would play both sides against each other for our support. With our ability to control the maritime trade and mobility of troops, both sides would most likely pay well for our assistance and to conduct privateering on the opposition. If we were offered roughly equal payment from both sides, I would advise siding with the Lords Protectorate (Tainly, Tempest, and the Lady Aedra) as I like the cut of their jib and believe they offer a more sane and dependable form of government that would be more amenable to our trade interests. Also, I was able to procure several concessions from Lord Tainly for my support in the tourney. To wit, I was given permission, in several ports, to build a harbor and fortifications separate from the rest of the harbor and subject to Drekoune law only as well as severely reduced levies for any goods bearing my marque in Moonshiner I will allow the Council to use these embassies for official business as well as to use my marque on your goods. Please contact my factor for more details on that. If Tainly was willing to grant so much to an individual, even one so superb as myself, I believe he would offer much more for the support of the entire council. Also please negotiate only with Tainley or Tempest as the Lady Aedra is there mainly to count as a minor counterweight. I know her personally, and, while she is both beautiful and capable in combat, she has yet to rule previously and she has made some questionable decisions before especially involving marital issues. As for the warlord Freddie Mercury, I believe that the Lord Protectorate are happily using him as a figurehead for now. Why negotiate with the puppet when you can talk to the maestro? See the enclosed dossier on the Lord Protectorate for more, and sordid, details on them. Thirdly, is there opportunity to raid and annex any of the independent baronies? If they are on the coast, I say yes. They have declared themselves open game, and we would be fools to not plant the dagger in the exposed back. Lastly, we should prepare for the eventuality of Malsiferous returning in the flesh and attempting the conquest of Moonshiner This we must prevent at all costs. From there, she would in imitation of her foul goddess spread across the continent like a spider's web.

Thus I have discharged my duties as ambassador. I swear before the eyes of my ancestors that my record was complete and accurate. I will of course keep myself available for any future negotiations or duties that the Council requires of me. May the ancestors watch over and bless you. I remain, forever, your humble and obedient servant. Written in mine own accomplished hand the 15th day of Jola.

Honored Narathshi'id Rametha Vicar Vlo'tan of the Holy Order, Warden of the Silver Reaches, et al

More Character Communique's

The Death of a Nation and the Crimes of a Protectorate

By Marquis Jengua of the Late Fiorgynshiem

It has come to my attention that there is great misunderstanding among the people pertaining to the recent death of his majesty the king and the recent establishment of our nation's protectorate. Some time ago our king was murdered by the hands of our new conquerors. A handful vengeful conspirators allying themselves with the enemies of the state, who shortly after his majesties death and dismemberment assumed power by the sword while the nation lay in a state of mourning and reign to this day by show of force rather than rightful claim. It is from the lips of these men that the tale is told to make them seem virtuous and at times sympathetic, but recall this is not the first time the words of vipers have seemed convincing.

Fiorgynshiem itself is dead. There will be men who protest to this but the nation is no more. What now stands may share a name with the fresh carcass of our home but it is not. Her laws and traditions have been abandoned. Her government demolished. Her army laid to waste and her capitol invaded by her Gemini Killers. And why have such crimes been committed against our home? Petty vengeance for the kings offending them. It is for that my king is dead and my home rendered unrecognizable. Never before has the world been so overturned by men so small they see an empire die over a grievance. But what is this grievance? Surly an act war such as the death of a wife or the burning of their home would be necessary to condone their actions? But no such offense exists. The revoked their titles. No longer could these men pretend to be nobles and yes I say pretend. Earl Tainly has no more noble blood than a house cat and acquired his fame and fortune through the marriage of true noble. A true noble who I must remind many of you was under the influence of a powerful love potion during their hasty wedding. The Tempest fellow is no better, being a vagabond adventurer who came upon an overly generous noble who threw upon him lands and a title. So the thrown is occupied by not one but two commoners unfit to rule.

"But Wait!" I hear them cry. "The king had no right to take our titles and land!" The king had every right. The pair of mercenaries had never deserved either title or land in the first place, and the power they hold comes from the king. The king is Fiorgynshiem and his word is law. It is the right of the king to take and redistribute lands as he sees fit, as he had done with the Barron Lug when the previous owner of the lands proved unfit to rule. Who are you creatures to say that his word as king holds no weight? No law or oath limits the king from an action such as removing power from the undeserving, or even the deserving. To think any person is above the king is foolish, and to think oneself above his will is grandiose if not mad.

So when the pair was offended along with a handful of other mercenaries that lost their titles they decided that, rather than petitioning the king and earning his respect as they had the previous ruler, they would conspire together and plan to remove him. Plans for the kings murder and replacement were made nearly a year before his assassination, and executed in the lands of the Terralyn as a final insult.

For those who fail to recall the history of Terralyn, it is a nation of betrayers. It is the home of nobles unsatisfied with their station as dukes who stole the lands of Fiorgynshiem and claimed it their own. They established their own Lycan King on their stolen lands and exist to this day in a state of rebellion as it has always been the policy of Fiorgynshiem that these lands are the rightful property of the King and that the nation's inhabitants are traitors to the crown. So when the king arrived to the lands with his armies ready to reclaim his rightful territory, an army of vengeful false nobles appeared by the side of their fellow traitors to slaughtered the king and his men while claiming him the wrongful aggressor.

It has since been claimed by this Protectorate that the death of his Majesty was unavoidable but that is balderdash. Had a single member of their party sought to see he be brought in alive it would have been done, but they entered that fight with murder in their hearts. Others claim that his Majesty was under the influence of some dark spirit and was no longer in control of himself. They claimed this made his removal of their titles false as his actions were not his own. To that I also say balderdash. The only evidence of his possession comes from the testimony of his murderers who claim a litch rose from his crown upon his death. If such a tall tale is to be believed it would only prove that he was possessed during his reclaiming of Terralyn. The removal of their titles occurred months before and so far no evidence exists to prove that at the time of that decree he was under the influence of any spirit. Furthermore if the traitors truly believed at the time of their killing that the king was under the influence of a spirit, then their killing of the king is made all the more horrid. If the king was in fact possessed then he was guiltless of all offenses and murdered for crimes that he was not only innocent of but that the killers were aware were not his own. Why was the king not taken captive? Why is it they did not have him contained so that he could be cured of this affliction and then the future of the nations discussed with a rightful heir? Because his life did not matter to them, and because like all mercenaries they simply hunger for power and wealth.

This is who we have allowed to reign over us. And now our nation is torn apart. More than half our lands refuse to recognize these murderer monarchs and abandon them to join Terralyn. Fiorgynshiem is gone. The land I vowed to protect is no more and I am left wondering if I should follow the example of Lug Land and abandon this Protectorate imitation of my home. I would think that if I am to choose between the crowns of traitors I would lean on the side of Terralyn, as at least their foundation is not built upon innocent flesh. As the lands I possess were given to me by my king and it was on my honor that I swore to protect them. I refuse to yield them to this Protectorate. I refuse to swear my life to mercenaries imitating lords.

May traitors hang.,
Marquis Jengua

Dead Mans' Chest Bank Report

Dead Man's Chest was a fantastic game that saw several awesome and fun things happen. First, the day was very hot, but thankfully there was more than enough water to make sure everyone was well hydrated. Then every team got jolly-stomped by a Blight Demon. I swear I could hear the screams from down the hill.

Afterwards every team met Death and that was freaking awesome. There was even someone who tried to run and give death a tackling hug. Everything I've heard has said that the Lost Sock of Clan McCleod was a highlight of the day. That and the fact the Sir Thing had to drink some INSANELY tainted water from the fountain.

I do have to say on behalf of the writers and producers we are so glad that everyone had a blast and we are looking forward to writing more for you. Lastly it is time to welcome our novices to the game, we had Joshua Harris, Gavin Scribner, Joseph Willingham, Carson Long, and Tom Cummings come out and NPC! All of you were awesome and we hope to see you at another game soon!

Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
8.4	8.2	7.2	6.7	6.6	6.9	7

PC's voting for NPCs:

Roleplaying
1. Rich as the Necromancer
2. John Jones as The Lost Sock of Clan McCleod
3. David Wood as Death and Andrew Nunnally as Leroy

Costume
1. Rich as the Necromancer
2. The lost in the blue armor
3. The Death Eaters
4. Nick Jernigan as the Hound of Baskerville and Pat as the Blight Demon

Monster
1. Pat as the Blight Demon
2. The Death Eaters

Humor
1. Rich as the Necromancer falling off the Tower being pulled by Na'Lor (David Spence)
2. Cydia the Happy Medium
3. Nathan Tryon as Sir Thing pushing the Necromancer (Rich) off the Tower
4. The Necromancer fight

Fighting
1. Pat as the Blight Demon
2. Rich as the Necromancer
3. The Necromancer fight

Special Effect

NPC's voting for PCs:

Roleplaying
1. Chris Wright as Horton
2. Tyler Tarzaning across the ravine, Nathan Tryon as Sir Thing, Team 2 after they died, Taryn Cox as Ayleigh

Costume
1. Olan Knight as Torvak and Nathan Tryon as Sir Thing

Fighting
1. Team 3 when trying to fight Nick Furry and the Hound of Baskerville, Team 3, Gabi

Special Effect
1. Team 1's time consuming roleplaying, Torvak's finger being decayed after poking Death, the tainted bottle of water Sir Thing drank

Monster
1. Rich as the Necromancer

Humor
1. Taryn Cox as Ayleigh trying to run and hug Death
2. Nathan Tryon and where he put the Lost Sock of Clan McCloed, Nathan Tryon as Sir Thing roleplaying with Olan Knight as Torvak, Tyler hitting the tree after tarzaning, Team 3 in the Necromancer fight

David Wood Angela Gallegos

“Death’s A Surety, Taxes Optional (DASTO)” Bank Report

On July 14th we ran DASTO/Quest for the Druid’s Staff. It was a gorgeous but HOT day – as you might expect for a day game in Texas in JULY! There was a weapons tournament where alliances were made to defeat rivals, and Freddy Mercury (Nathan Tryon’s PC) became the Warlord of Fiorgynsheim!

Meanwhile, while attempting to determine the details of the late King Lionel’s possession, an old enemy named Malsiferous resurfaced. After some questioning of Malsiferous by the higher level PCs, one of her minions broke the circle and released her. Mayhem ensued. Many perished, but because of the enchantment on the Sacred Land, these folks did not actually die, and were brought back to help defeat Malsiferous in no time.

In a different part of the house, there was a slight mishap when Angela literally took a sword to the knee, but other than that all went well. Angela was taken to the hospital and was returned in better shape than when she arrived.

The “Quest for the Druid’s Staff” ran after DASTO, and ran smoothly. Everyone had a good time in both games. The most exciting thing by far to happen though was Angela and David getting engaged at the hospital. Of course, Angela now has THE engagement story of all time to tell. “I had been stabbed by a rusty Claymore and was bleeding when...”

Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
8.9	8.7	8.2	6.7	7.6	8.8	6.3

FYI, 8.9 is an insanely high rating!

Best of the PC's voting and NPCs:

Roleplaying
1st - Tied between Tina Spence/Greyson Cox.
2nd - Tied between David Spence/Olan Knight
3. David Wood as Death and Andrew Nunnally as Leroy

Costume
1st - Olan Knight.
2nd - Koopas
3rd - Tina Spence

Monster
1st - Olan Knight.
2nd - Tied between Tina Spence/Greyson Cox.

Humor
1st - Olan Knight as Lug
2nd - Tied between the Koopas and the tree ents.
3rd - David Spence

Fighting
1st - David Spence.
2nd - Tied between Tina Spence/Greyson Cox.
3rd – Olan as Lug and Malsiferous

Special Effect
1st - Pentacle to summon Malsiferous
2nd - Malsiferous
3rd - Angela got engaged!

See you Next Time, Brittany Flatt *Bank Rep*

Dallas Chapter IFGS - Board Meeting Minutes

June 23, 2011

Called to order at IHOP after game

People in Attendance :

Board members present: Angela Gallegos, Hank Wood, Rich Adkisson, David Wood, Alyssa Philips
Absent: Allison Pace, Andrew Saunders.

Committee Reports:

Treasury - Olan Knight reported for Tracey Skopinski that we have approximately \$6500 in the bank.

Quarter Master: John Jones reports the shed is a mess due to Dead Men's Chest running today.

Registry: Olan Knight reports it is in good shape.

Safety - Dead Men's Chest was safe but hot. Lots of cold water on course helped.

Newsletter – Missing minutes from May meeting.

Society Liaison - No report

Sanctioning - Games in planning:

Triple Game for July 14 in Weatherford

DASTO - Political game, sequel to banquet game, then swimming, then two mini games.

Keep Crushers - Angela Gallegos and David Wood - Aug 18, 4th-6th level

Animefest game - Sept 1-2 - The Forge, same game as last year

Last Crusade of the Raiders of the Temple of Doom - postponed

Game of Samurai - postponed til a later time

Knightshade - John Jones, work is in progress, early to mid October

Wind of Wills – producer Sarah Gibson, writer Michael Whaley, low level, November 03, to include novices from Animefest.

New SC Chair (patmcgeh@flash.net) needs to get status of these and all other games in sanctioning. If you are writing or sanctioning a game, please notify Patrick.

Old Business –

New Business

Next Board Meeting July 14 before game in Weatherford.

Society elections are just around the corner!

IMPORTANT CHANGES ARE BEING CONSIDERED: The Society Elections Ballot this year will likely include amendments to the Society Constitution and By-Laws, to change the voting procedure from paper ballots to electronic media. For details, and to make comments on the measure as it is developed, check out the Society Forums at

http://forum.ifgs.org/forum_topics.asp?FID=57

And be sure to consider running for a Society Board position this fall! Must be over 18 and a current member, with an interest in seeing the big picture of our LARPing world. Interested Candidates should contact: elections@IFGS.org.

MORE Details on Society Elections

Now is the time to step forward and raise your hand for service in 2013!

It can be a tough decision to run for the Society Board...everyone has an opinion and wants to let you know what they think. At the end of the day, our Board members have the duty lead our organization to the best of their ability. It can be a lot of work. Sometimes it isn't fun. But the experience gained will be useful in all aspects of your life. Who knows...you may even get to play in a few games!

HERE'S THE PLAN:

We need to nominate at least one qualified candidate for each Society post to be filled. Any voting member (current member over 18) may also be nominated by presenting to the Election Committee a petition requesting a nomination with at least fifteen (15) members signatures on or before **OCTOBER 10, 2012**.

You may also submit a campaign statement of two hundred words or less, which will be printed and enclosed with each ballot. Ballots will be mailed to voting members no later than NOVEMBER 1, 2012. Completed ballots must be post marked no later than DECEMBER 1, 2012.

WHAT YOU WILL RECEIVE:

Monthly phone calls. Lots of CAP. Paperwork in wee fonts. The adoration of your peers. Eternal glory. Free chocolate. (I'll have to check on the free chocolate.)

Have questions? Want to hear more about the free chocolate?

Here's how you can reach me before the **OCTOBER 10 DEADLINE:**

email: elections@IFGS.org

cell: (808) 351 1717

fax: (509) 267 2369

old fashioned mail:

Jamie Thompson

3800 N Lamar Blvd

Ste 730 PMB 203

Austin, TX 78756

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

BOARD / COMMITTEE CHAIRS BOARD / COMMITTEE CHAIRS

President David Wood
Vice President Alyssa Phillips
Secretary Allison Pace

Treasury Tracey Skopinski 972-231-9015 treasurer@[REMOVE THIS]dallasifgs.org
Members Rich Adkisson 214-507-6182 safety@[REMOVE THIS]dallasifgs.org
Pat McGehearty 512-310-7243 sanctioning@[REMOVE THIS]dallasifgs.org
Jason Dziuk
Andrew Saunders

Standing Committees

Newsletter Paul Coley 972-754-5688 newsletter@[REMOVE THIS]dallasifgs.org
Quartermaster John Jones 972-470-3202 quartermaster@[REMOVE THIS]dallasifgs.org
Registry Olan Knight 972-979-8753 registry@[REMOVE THIS]dallasifgs.org
Safety Rich Adkisson 214-507-6182 safety@[REMOVE THIS]dallasifgs.org
Sanctioning Pat McGehearty 512-310-7243 sanctioning@[REMOVE THIS]dallasifgs.org
Elections open elections@[REMOVE THIS]dallasifgs.org
Public Relations open publicrelation@[REMOVE THIS]dallasifgs.org

Ad Hoc Committees

History Sarah Smith 682-429-7720 history@[REMOVE THIS]dallasifgs.org
Land Tom Paul Grissom 817-560-8051 land@[REMOVE THIS]dallasifgs.org

Newsletter Information

Editor: Paul Coley

Submission Addresses:

Email: paulcoley@comcast.net

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>