



Whispering RUNES



International Fantasy Gaming Society -Dallas

Volume 1 Issue 34

2012 Sept Oct

Power Equipping your High Level Character by Patrick McGearty

Early in 2011, I wrote an article with some suggestions for magic items for low level characters. This article will cover the opposite extreme, with some of my favorite items for really high level characters, say 7th and above. My thanks to Robert Armbruster for the suggestions he emailed to me after an after-game discussion of this topic.

The focus of this article will be on unusual high level powers and abilities that might be overlooked by the general reader. We will pass over extra healing points, spell points, super armor and weapons on the assumption that everyone has their own ideas about the right balance and tradeoffs for these items.

I'm assuming that if you have worked a character up to 7th level or higher, you will also have done your share of NPCing and general game/chapter support so that you can apply CAP4Gold as needed to buy a few favorite items. Even so, the CAP4Gold limit of not being able to apply CAP4Gold to a character after their treasure value matches their EP total will prevent every character from having all of the items I mention below.

Some of the following will only be useful rarely and perhaps best purchased as one shot items. Others occur often enough to be once/day items (10 times the one shot price). And a few will be so useful as to be worthy of investment in a six/day version (at 4.8 times the once/day price). We list the one shot BlueBook price to help with comparison shopping. This list is by no means exhaustive. It is intended to suggest some interesting high power abilities that allow you to customize your high level character according to your tastes. The level of the ability is listed as a reminder that a character cannot access a high level ability until they are within two levels of that ability. For example, Fighter's Blow at 8th level cannot be used by 1st through 5th level characters, except by game design.

Offensive/Combat Abilities

Fighter's Blow (8th level) requires a strike to a limb and removes all HP from that limb in a single hit. Save it for that opponent who you need to beat quickly. Price: 300gp.

Aspect of the Beast, Mongoose (8th level) adds +5 to damage and +4 to armor for one combat, plus Sense I for the combat. Best single power combat ability but seriously expensive. Price: 1193gp.

Defensive/Immunities

Resist Death (7th level) adds to a characters HP for duration of combat and won't go unconscious. Gives a character the ability to survive some truly heavy single attacks and keep moving. Price: 260gp at 10th level of effect, or 12480gp for 6 times/day.

Power Cont'd

Immunity to Knockdown (10th level) an immediate counter, good for one combat. Price: 250gp.

Immunity to Poison (10th level) an immediate counter, includes Red Death. Price: 500gp

Dodge Blow (7th level) great for saving a limb or avoiding an Avenging Blow. Price: 250gp.

Evade (7th level) for on any single melee blow, missile or single target damaging spell. Price: 400gp.

Spell Negation (6th level) negates any single LI spell. Good for game day. Price: 400gp for 10th level.

Healing/Restorative

Life Support (8th level) Automatically used when damage would have caused character to fall unconscious or die. Instead, after 15 seconds, character is 1 point above unconscious. Cheap way to avoid death. Highly recommended to be immediately followed by major healing. Price: 270gp.

Yellow Flower of Avalon (8th level) Provides 20pts healing 5 secs after smelling flower. For quick recovery after Life Support. Price: 240gp.

Ranged Heal (7th level) Range: 30 feet, max: 20 points of healing. Useful for sustaining teammates while they are in heavy combat. Price: 360gp for (10th) 20 point heal.

Additional Thoughts

The above list of magic items are by no means the only or necessarily the best choices. Some really useful items are lower level and lower cost than those discussed here. And there are other really powerful abilities that I omitted because their cost was too high relative to their value in my value tradeoffs. Others are free to make different choices which match better with their own style of play.

Different lists could be made of midlevel abilities that provide unusual abilities, such as Walk on Liquids or True Sight. Or perhaps collections of abilities to maximize certain classes, such as Concentration and Autocast for non-Mage casters. Or perhaps list for each class of the minimal set of abilities to allow a small team to do without that class. And so on.

Whatever items you want for your favorite character whether they are 3rd level or 8th level, the first step is to earn enough CAP so your character can afford them. Then apply CAP4Gold as needed to build up a cash reserve. Common items can be found in our minor games with magic shops. If you want something exotic, pass the word to those people who write the games with magic shops. Just be sure to do it far enough in advance so they have time to get the new item sanctioned and get it's price approved by their Sanctioning Committee. If you have been doing your share to make games happen (i.e. earning CAP), then they are likely to be happy to put your special request in their next magic shop.

“Keep Krushers” Bank Report

“Keep Krushers” was another superb, fun David Wood game! It ran on Saturday, 18-AUG-2012 and was a complete hoot! It was designed as a humorous, silly game with real meat in it – and it delivered! I can honestly say I’ve never been in a game where I have been:

- attacked by a Pro Wrestler
- beamed into a spaceship
- had to play beach volleyball

There was more fun and silliness, but those were some of the highlights for me! In addition, Tyler Davis was simply **AWESOME** in his take of Randy “Macho Man” Savage; his “MY THUNDER BRINGS YOU UNDER” dance/act/speech/performance was a sight (and sound) to behold! Woo-hoo!

The day was gorgeous, clear, and cool enough that we could enjoy the combats and the silliness without melting in the Texas heat! It was a SUPERB gaming day! We ignored the tiny, little bit of dew that fell from the sky. (We did!)

Game Ratings:

VOTING	Overall	Logistics	Design	Mental	Physical	Fighting	Risk
NPC	9.08	8.83	8.33	7.83	8.00	8.83	6.00
PC	8.81	8.75	8.00	5.69	7.13	7.69	6.75

These “Overall” ratings are crazy high!

NPC's voting for PCs:

Roleplaying
1st – Chris Wright as Jevaire
2nd – Jim Davie as Weasel
3rd – Nathan Tryon as Freddy Mercury and Greyson Cox as Widget Brom

Costume
1st – Tina Spence as Tashlin Black
2nd - Greyson Cox as Widget Brom
3rd - Jim Davie as Weasel, Nathan Tryon as Freddy Mercury, David Spence as Nicolin

Monster
1st – Danny Fuchs as LaSan,
2 nd - Nathan Tryon as Freddy Mercury, Chris Wright as Jevaire

Humor
1st - Chris Wright as Jevaire (<i>Chris won this hands down, it was NO contest</i>)
2nd - Olan Knight as Derek The Mighty, Greyson Cox as Widget Brom, and Chris Pettit as Jerric

Fighting
1st - David Spence. As Nicolin, Tina Spence as Tashlin, John Murphey as T4NB3N, Alyssa Phillips as, Aedra, and Jason Dziuk as Tenken

Special Effect
1st – Weasel’s teeth (Jim Davie), the Black Light, and the Thunder

Keep Cont'd

PC's voting for NPCs:

Roleplaying
1st – Tyler Davis as “Randy “Thunder” Savage <i>(by a landslide)</i>
2nd – Rich Adkisson as The Lord
3rd –Allison Pace as the Beach Bunny, The French Quarter Thieves,

Costume
1st – Henry Wood as The Necromancer
2nd - Joseph Willingham in the Knight’s outfit
3rd – John Jones as The Medusa and Others
4th – Tyler Davis as “Randy “Thunder” Savage
5th – Joseph Willingham, David Wood

Monster
1st – Tyler Davis as “Randy “Thunder” Savage
2 nd - Henry Wood as The Necromancer
3rd - John Jones as The Medusa and Others
4th - Henry Wood, David Wood, The Penguin, and The Aliens

Humor
1st - Tyler Davis as “Randy “Thunder” Savage <i>(by an enormous landslide)</i>
2nd - Rich Adkisson as The Lord
3rd – Henry Wood, Allison Pace, David Wood (GM), The Penguins, and The French Quarter Thieves

Fighting
1st – John Jones <i>(by an enormous, radioactive landslide)</i>
2 nd - Henry Wood as The Necromancer
3rd – Amber Gallegos, David Wood, and The Undead

Special Effect
1st – John Jones Glowing Bracers/Hands
2 nd – The Giantesses, the weather
3 rd –The laser case

Personally, I love seeing the BEST OF awards going to a huge variety of people. That means that EVERYONE contributed to the game, and that everyone had fun.

See You Next Time,

Olan Knight
Bank Rep

“Over the River” Bank Report

“Over The River” was a nice little short, four hour game written by Michael Magness of the East-Central Oklahoma (ECO) Chapter that was a fun read, and which was fun in which to be an NPC.

Based on the familiar story of Little Red Riding Hood, the teams got a chance to meet and pick up Red. Their goal was to find and save Red’s brother. Team 1 had Taryn as Red – she’s a great actress who can (and did) roleplay like mad. Team 2 got Nathan as Red because there were no female NPCs left for the role. Not really sure who won on that deal as we ended up with two VERY different “Reds”! ♪

The game, however, should have been called “Under The River” since it Rained. The. Entire. Day. Being experienced and jaded IFGS troopers, the old hands had no problems with this, but I sure hope that we get some of the novices back for a game that’s a bit less soggy.

Speaking of which: we had FIVE novices attend the game. YAY! The next time you see them, please be sure to welcome:

Taylor Lynch, Kristen Faulkner, Brent Patton,
Joshua Imboden, and Jamie Hunter

Taylor and Kristen were dressed as Assassin Creed characters, and they won for Best PC Costume by a landslide! They looked GREAT! Sadly, they had to leave in the middle of the game, but we hope to see them again under less humid conditions!

Brent was playing a new Mage, and by all accounts did a great job!

Joshua was involved with IFGS for years in the Ohio Chapter, then was out for about 10 years, and is now back. For the future, remember that Joshua has PCs from 1st through 8th level. Joshua also brought his friend Jamie Hunter with him, and the two guys had a great time at the game!

~~~~~

The game ratings are a bit skewed. One team loved the game, the other team liked the game but did not enjoy themselves due to an issue that has been addressed and will NOT recur in the future.

Game Ratings:

| VOTING    | Overall | Logistics | Design | Mental | Physical | Fighting | Risk |
|-----------|---------|-----------|--------|--------|----------|----------|------|
| NPC       | 7.2     | 7.0       | 6.5    | 4.5    | 4.8      | 4.9      | 5.2  |
| PC Team 1 | 8.8     | 8.8       | 5.3    | 5.8    | 7.5      | 7.3      | 7.0  |
| PC Team 2 | 2.3     | 2.3       | 2.0    | 1.0    | 2.5      | 2.5      | 8.0  |

NPC's voting for PCs:

| Roleplaying                                                   |
|---------------------------------------------------------------|
| 1st – Henry Wood as Soundwave                                 |
| 2nd – Laura Moos as Sir Brightsteel and David Spence as Jayne |
|                                                               |

| Costume                                                                         |
|---------------------------------------------------------------------------------|
| 1st – Taylor Lynch & Kristen Faulkner as the Assassin Creed PCs Altair and Enzo |
| 2nd - Brittany Flatt as Alaina and Henry Wood as Soundwave                      |
| 3rd –David Spence as Jayne                                                      |

**“Over the River” Cont'd**

| Monster                                                              |
|----------------------------------------------------------------------|
| 1st – David Wood as The Boogie Knight                                |
| 2 <sup>nd</sup> – David Spence as Jayne and Team 2 killing their Red |

| Humour                                                            |
|-------------------------------------------------------------------|
| 1st –Joshua Harris, David Wood, David Spence, and Angela Gallegos |

| Fighting                                          |
|---------------------------------------------------|
| 1st - David Spence as Jayne                       |
| 2 <sup>nd</sup> – David Wood as The Boogie Knight |

| Special Effect                                              |
|-------------------------------------------------------------|
| 1st – The Bridge, The Rain, and Greyson Cox as Grave Robber |

PC's voting for NPCs:

| Roleplaying                                                |
|------------------------------------------------------------|
| 1st – Taryn Cox and Nathan Tryon as Little Red Riding Hood |

| Costume                                          |
|--------------------------------------------------|
| 1st – Taryn Cox as Red                           |
| 2 <sup>nd</sup> – Nathan Tryon as Red            |
| 3rd – John Jones and Rich Adkisson as Werewolves |

| Monster                                    |
|--------------------------------------------|
| 1st – Olan Knight as the Big Bad Wolf      |
| 2 <sup>nd</sup> – John Jones as The Spider |
| 3rd – Taryn Cox as Red                     |

| Humour                                                                               |
|--------------------------------------------------------------------------------------|
| 1st – Nathan Tryon as Red, Drake McWhorter as The Huntsman, Andrew Nunnally as GM #1 |

| Fighting                                                                           |
|------------------------------------------------------------------------------------|
| 1st – All the NPCs and Robert Armbruster as a Werewolf                             |
| 2 <sup>nd</sup> – Rich Adkisson as a Wwerewolf and Olan Knight as The Big Bad Wolf |

| Special Effect                                                        |
|-----------------------------------------------------------------------|
| 1st – The Unending Rain                                               |
| 2 <sup>nd</sup> – The Spider Web, The Bridge, and Nathan Tryon as Red |

I truly look forward to seeing everyone at WIND in November, and I very much hope to see the novices return in the future!

See You Next Time,

Olan Knight  
Bank Rep

### “Magic Shoppe” Bank Report

“The “Magick Shoppe” was held after the Board Meeting on 20-OCT-2012. What made this particular event special was 1) John Jone’s amazingly wonderful pies and cookies, and 2) this was an open Bluebook magic shop - which means if you can afford it, you can have it.

~~~~~

Everyone voted! YAY!

Game Ratings:

VOTING	Overall	Logistics	Design	Mental	Physical	Fighting	Risk
EVERYONE	11	11	11	11	11	0	0

Ratings Explained

Mental: You had to figure out WHAT you wanted and what you could afford!

Physical: Don't pass out from all the goodies available!

The Best Of:

Special Effect 1st – John’s culinary concoctions and real sugar Cokes!

I truly look forward to seeing everyone at WIND in November, and I very much hope to see the novices return in the future!

Happy Gaming,

Olan Knight
Bank Rep

Dallas Chapter IFGS - Board Meeting Minutes August 18, 2012

People in Attendance : Officers in Attendance: 5/7, Angela Gallegos, Alyssa Phillips, Allison Pace, David Wood, & Rich Adkisson
Proxy: Hank's proxy was with David, and Andrew's was with Alyssa.

Members in Attendance: Olan Knight, Danny Fusch, Amber Gallegos, John Jones, Seth Bush, Joseph Willingham, Josh Harris, Michael Magnus, Justin Murphy, Nathan Tyron, Steven McRoberts, Michael Whaley, Justin Rosser, Dane Lyon, Chris Pettit, Brittany Flatt, Jim Davey, Joe Dimatteo, Robert Armbruster, David Spence, Tina Spence, Taryn Spence, Brennon Brock, Grayson Cox, Dustin Procter, Eric Harris, Jason Dziuk.

Special Board Announcement:

Allison Pace stepped down from her spot on the board due to real life commitments and consistent work conflicts. The board voted among the original ballots collected back in February candidates with the next highest number of votes. Those candidates were Vashanka (yes, really), Jason Dziuk, and David Spence. All though there were many crowd cheers for Vashanka, David Spence was nominated 7:0 to be the new board member and will replace Allison starting after this meeting. Allison intends to continue acting as chapter secretary for all of the meetings she can attend. David Wood and the board thanked Allison for her many years of service on behalf of the Dallas IFGS.

Committee Reports:

Treasury – Olan Knight The treasury is doing well with \$6,500 in the bank, and Olan was proud to announce that we were the only chapter for the past few years to be in the black when it comes to finances.

Quartermaster – John Jones The shed is gutted for this game and hopefully to be stitched back together afterwards.

Registry – Olan Knight Registry is caught up through the ECO game *Forest Of Crystalmere* and is currently working on DATSO.

Safety – Rich Adkisson Don't play with metal weapons! Rich advised people to be wary of real weapons in or out of game in light of the accident at the previous game. A motion was brought up to reserve up to \$500 from the treasury to help cover Angela's out of pocket medical expenses. This was approved 7:0 with the potential to reevaluate the amount allotted if her total out-of-pocket expenses exceeds \$500.

Newsletter – The newsletter is only waiting on the minutes from the DATSO game and is still excitedly waiting for new and fun entries from fellow chapter members

Society Liaison- John Jones Society elections are coming up so be sure to apply soon through emailing the society chair (information on the society website) and be on the look out to vote. You do not have to be an 'old hand' to be on the society board.

Sanctioning – David Spence

Special Notice: There is to be an invitational mini game called *Rescue Ranger* running before the end of this year to help resurrect one and a half of our fallen comrades from the last Colorado game. This is expected to be a risk 8 game to be written by David Spence with Taryn Cox, Brittany Flatt, and John Jones on the Sanctioning Team.

*Wind to the Wills is getting ready to run in September. The official date should be released soon, but is expected to run the 3rd weekend in Sept.

*Knightshade by John Jones is expecting to run late October.

*The first Fighter Practice held in Weatherford was a success and more are being planned to continue improving our skills with various classes, situations, and general sword play. The book "Book of Cook" which is a compilation of may scenarios for LARPer's to work through was brought up and is to be looked into by David Spence for use with these practices.

Old Business

None was brought up.

New Business

Olan suggested to board look into allotting money to John Jones for prop updates to expand our shed. This will be well timed with all of the Halloween sales and should allow for bulk updates at bargain prices.

The next board meeting is set for after Wind of the Wills. Date TBA.

Time Ended: 3:31 pm

Dallas Chapter IFGS - Board Meeting Minutes

October 20,2012

Board members present: Angela Gallegos, Hank Wood, Rich Adkisson, David Wood, Alyssa Philips, Andrew Saunders;
Proxy: David Spence proxy to Angela Gallegos

Committee Reports:

Treasury Olan Knight We have over \$6000 in the bank.

Quarter Master: John Jones Shed is a disaster area due to last game.

Registry – Olan Knight reports it is up to date except for old stuff.

Motion was made to approve purchase of new gamer forms with a budget not to exceed \$150. Motion Passed 7-0.

Safety – Rich Adkisson Last game (Over the River) was very wet. All members need to be aware it is easy to get chilled in wet weather. Chapter bought 10 radios.

Newsletter – Articles for Newsletter should go to Paul Coley.

Society Liaison Society Elections - Society Board - four slots available, only two people have volunteered so far. Amendments to Society Constitution - approved by Society board, need membership approval to go into effect.

Sanctioning – David Spence

Games in planning:

Nov 3 run date for Wind of Wills - Producer Sarah Gibson, Writer Michael Whaley, Watchdog Tina Cox

Knightshade - John Jones, complete draft in review, planned for Spring.

Patrick McGehearty volunteered to write the Banquet game for February.

Elections Chair, Committee needed:

Motion: David Spence as chair, Seth Bush on committee, 7-0

Current Board members with expiring terms: Alyssa Phillips, Andrew Saunders, David Wood

Old Business

None was brought up.

New Business

Requests for reimbursements for props/game stuff:

A motion was made to re-imburse \$13.12 to Alyssa Phillips. 7-0

A motion was made to \$166.32 to John Jones (wolf mask) Motion passed 7-0

Next Board Meeting Nov 3 after Wind of Wills at IHOP.

BOARD / COMMITTEE CHAIRS BOARD / COMMITTEE CHAIRS

Alyssa Phillips, David Wood, and Andrew Saunders.

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
Allison Pace
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

David Spence 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

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

IFGS Websites

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>

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