



International Fantasy Gaming Society-Dallas Chapter

June 2013

Vol 1 Issue 38



The President's Page

Hello everyone, this is the ever watchful Dallas IFGS president here to save everyone from boredom. We had an excellent past month! Portal to Heck was the game we played and everyone loved it! So next time you see Rich Adkisson pat him on the back for a successful first outing. Next up we are building costumes and at Sarah Gibson's place, which that is one of the fun parts of IFGS, costumes! Also the date for the high level game Hourglass Constellation has been set for October the 12th. Now the team is already made, since it is a 8-10 game. However NPCs are a must. For high level games to work you must have the man power to challenge the team. Look forward to seeing you guys at the costume building party!

TaTa for now!

David Wood- El Presidente

Helpful Article Submissions from our Members

Informational Skills #1 in IFGS

by Patrick McGehearty, July 2013

Every IFGS character class has special abilities that can help a team succeed in it's mission. Knowing what's available can be useful, either to remind a teammate or to pick up in the magic store for when you don't have a particular character class on your team. Here's some lower level abilities. I'm also including the classes who have the ability and the cost of a single use in a magic item.

We'll start with Magic Users as some of their information abilities are often critical to a mission. When other classes have similar abilities, I'll mention them at the same time.

Detect Magic – MU 0 – 65gp – can sweep an area to find magic

Sense Magic Item – Monk 0 – 30gp – can determine if a single item is magic

Reveal Magic – CL 1, Dr 1, MU 1 – 70gp – determines everything in area of effect that is magic

Savvy – MU 1, Monk 2 – 60gp – gives one property of a magic item and how many unknown properties remain (up to 10). Many games include magic items that are critical for success in your mission or magical situations where Savvy gives really helpful information.

Enhanced Savvy – MU 6 – 120gp/spell point – gives two properties per spell point. Fast version for when a major magic item has lots of properties that you need to know right now!

Read Language – MU 1 – 40gp – lets you read that note written in something besides Common, including Magic Scripts. Does not decrypt codes though.

Speak Easy – MU 1 – 40 gp – lets you speak and understand a spoken language.

Converse – CL5 – 60 gp – lets up to 10 targets converse in all non-magical languages spoken around them. This higher level Clerical ability is much more flexible as it eliminates need for the MU to constantly be translating for the team.

Know Aura – MU 2, CL3 – 50gp – gives information about level of spell or creature or other interesting spell related info. Can really help during an information exchange to decide whether to start a combat with an LI spell and can help when trying to remove a spell effect from someone.

Speak with Animals – Dr 0, R 1 – 40gp – can help with wild animals

Speak with Plants – Dr0 – 40 gp – can help provide trail information

Tracking – R1, Th3 – 55 gp – follow a faint, old or obscured trail

Lore abilities:

Battlefield Lore – Ftr 1 – 60gp – 'read' the results of a battlefield

Heraldic Lore – Knt 1 – 60gp – know the details of a Knt's code from seeing the symbol of the order

Legend Lore – Monk 1 – 45gp – know legends/history of any famous object, location, event, legend

Nature Lore – R 1 – 45gp – learn information relates to a natural place about a famous person, location, animal, event, or legend

Person Lore – Th 2 – 60gp – learn information about noteworthy person, group or organization

Major Lore – Monk 3 – 80gp – know all lore about any lore target

Religion Lore- CL 1- 60 gp- know the details of a deity and its religion from its symbol or name

There are many other informational abilities, including important ones like Wathit, but those will have to wait for another day. Do not neglect informational abilities. They can greatly enhance your figuring out what you are trying to accomplish during a mission and help your roleplaying as well.

Pat McGehearty

Google Documents: Making Sanctioning/Game Writing More Efficient by Allison Pace

First I must say a big hello to everyone that I have missed ever so much this past year. I greatly appreciate the wonderful adventure I got to oversee as GM for Team 1 (you guys were awesome) in the recent smash hit Portal to Heck. I had a ridiculous amount of fun and achieved a tan that any nerdy girl who spends most of her time inside reading, crafting, or playing video games would be proud of. I hope to be able to make it out more often this upcoming year, but who knows what real life adventures await me. Anyways, enough with the professions of endearments, and onto the point of this post...

I recently had the great pleasure of working with Seth Bush to flesh out the new AnimeFest game Forged Anew, and wanted to share my experience with using Google Documents. This program is **free** and is accessed through your Gmail account (there might be other ways to do it, but this is how I did it). It allows for simultaneous editing of documents by multiple people in a shared format so you can see what areas are being worked on at all times. The interface is EXTREMELY user friendly and allowed me to help him with formatting while he put in the meat of descriptions, or add information for clarity when mechanic confusion arose without having to try to explain where the confusion was first.

To use it, you simply go to the 'Drive' Tab at the top when you log into Gmail, Click the red button that allows for uploading a document (I created a Folder first for my IFGS stuff), pick your documents and then you get to start the sharing. Right click the file you want to share, and then click 'Share' from the drop down menu. From there you get to add the email addresses of the people you wish to share the document with at the bottom and it sends them an invitation. You can also send them a link which is given at the top, but I didn't use this method so I'm not 100% sure how it works. The invitation will have them click a link that generates another message for the person creating the shared document (you) to then confirm that you want to share with them. It took a good 30 minutes of frustration and resending invitations before I realized this was the case. Once this is clicked, you simply have to just go back to the 'Driver' tab and open the file. When opening the file, be sure to right click the file and select '**Open with... Google Doc**'. This opens the file up in a new tab and allows for the simultaneous editing. If you just click open, it opens the document up as a MS Word doc and does NOT have the real time editing updates associated with it. You have to make it a "Google Doc" for that. It automatically saves as you go and has all the fun tools that MS Word does. You can even create PDF versions from the opened document.

Seth and I were also on Skype during our editing party, but the Google Doc program has a built in chatting function that can also be used. The combination of these two programs, Skype and Google Doc, made the writing process simple and even enjoyable as I was able to work on later encounters and ask him (the official game writer and mastermind) clarification question without having to call him or wait for him to update his version of the script before being able to move on.

You can then right click the file again and go to 'Save As' to keep updated versions of the script saved on your computer and then send out once finalized. People can also use designated colors when doing sanctioning that the Game Writer can then approve or disapprove, and everyone can be on the same page at the same time with minimal stress on the actual people involved. After working with Seth on the script through these programs for a good 3 hours (not including set up), I asked him how much time he thought we'd saved. "At least 3-4 hours easily," was his reply. I feel it was at least double that, because we didn't have to wait for a new version to be sent, import things, check for format consistency, etc.

I feel this will help with game writing because it motivates you to actually work on the script and keep writer's block at bay. I cannot tell you how frustrating it was writing my first few games and having to constantly go back and re-edit my original script with updates, or working on a sanctioning committee and spending an hour reworking the instructions for a mechanism to have someone else change it completely before I was done.

If anyone else knows more about the use of Google Doc, please feel free to add some more information, especially if you know more about sharing with non-Gmail accounts. I know I was able to send a non-Gmail account an invitation to share, but that's as far as that one went. Seth decided to use his Gmail account for simplicity. I have played with this program twice now, and cannot wait to learn more ways to utilize its sharing power.

Allison Pace

The Power of ____ Compels You: Why You Should Play a Cleric By Seth Bush

Looking to start a new character and want to be highly sought after as a class in almost any team composition? Look no further than the humble cleric. Sure, the cleric will never dish out the raw spell damage of the magic user or the sheer physical might and tankiness of the fighter in normal situations, but that isn't his schtick. Yes, damage is always needed as are tanks, but there are multiple classes that can fill those voids. You can feasibly replace a mage with a druid or a ranger. Same with a fighter and the knight and monk classes. Not the case with the cleric as there is just no real substitute for the support role that the cleric has within a team. Every team needs healing, and nobody comes close to the cleric in that. In addition, the cleric has arguably the most powerful SAS in IFGS: the E spells (*Enhance*, *Exuberate*, *Exhort*, and *Exalt*). These two are what everyone thinks of when you mention a cleric, but a cleric is far more than just an E spell and heal bot. And sadly, we don't have tons of clerics in our chapter despite their awesomeness.

Just in RP alone, the cleric can have a lot of fun due to his choice of deity and chances to pray and be silly. Case in point, who doesn't have a blast when playing with Nathan Tryon's Freddie Mercury? Most of that credit is due to Nathan's ability to ham up situations and make them utterly hilarious, but he uses the opportunity that the cleric class gives him to the fullest. Also, it can give an avenue for a good GM to spice up mundane everyday encounters and circumstances. I will use myself as an example of this. My cleric Narath worships a pantheon that consists of mainly his ancestors, and I have had several GMs such as Olan Knight, David Spence, and John Jones, use this for humorous answers to Foresee, prayers, and other divine interactions.

Every class has good potential for RP you say? To differing degrees I would agree. So what makes a cleric special besides the heals and E spells? Although you may lump this in with the heals, the cleric has the most, and overall the lowest costing, counters to your debilitating statuses like poison, disease, curses, and magic effects. They are the only class that can normally affect curses. They are also the only class that can restore life after death which comes in handy the higher level you become.

To begin with, their informational abilities are quite good. Between *Bump of Direction*, *Foresee*, and *Commune*, a team can generally find anything eventually and avoid bad situations except by game design. We've all had those encounters where you find some corpse that undoubtedly has good information about its death or life, but you can't talk to it because it is dead. Not with a sixth level cleric on your team. You can *Speak With the Dead* and, if he seems promising and the NPC can be sparred, then you can take him with you by *Animate Dead*. These undead make exceptional minesweepers and decent meatshields. The cleric can also sway the course of encounters by allowing the entire party to Converse (think party wide Speak Easy) with any normal languages around them. They have access to *Religion Lore* and can tell who a NPC really worships (and the Religion Lore of that deity) without seeing any religious paraphernalia or hearing the name of the order/cult/deity by *Know Religion*. Does this sweet old granny that wants to invite you into her cabin for lunch seem a bit out of place? Find out free of charge whether or not she is a good sort or not by *Detect Good/Evil* and maybe you can avoid being mauled by a disguised Baba Yaga.

Their debuffs and party protection are top notch. They have the ability to *Repulse Good, Evil or Neutral* enemies which keeps them at a distance. They have *Elemental Protection* and, at higher levels, they can extend their *Haven* to everyone within a 5 foot radius. *Pain Strike* can severely reduce an enemy's ability to dish out melee and ranged damage. *Mute* can effectively take out an enemy spell-slinger, but, since it is LI, it should be used smartly to be effective. In the same way, for the same reasons, *Hold Being* can truly wreck an NPC's world. Clerics are the only class with access to glyphs. While 95% of the time, one only encounters glyphs as obstacles/traps which is fine as the cleric can also remove glyphs, there are times when you can create glyphs and laugh maniacally as the roles are reversed and the NPCs fall into your traps. Clerics also have the greatest party resource sustain as they can transfer SPs between spellcasting classes or restore ability/spell points by sacrificing gold.

And last, but most definitely not least, clerics are an absolute powerhouse when it comes to dealing with the supernatural, especially the undead. If you're not for sure if something is supernatural, then you can always find out by *Reveal Supernatural* and then find its weaknesses and strengths by *Supernatural Wathit*. Not only can they *Turn Undead* and distinguish if something is undead free of charge via *Identify Undead*, clerics can become the equal of the fighter by increasing both his armor and damage by *Additional Armor & Damage vs Supernatural*. If the target is an undead, then the 3rd or higher level cleric becomes a holy terror inflicting 4 pts/lvl of the cleric to the undead for the extremely efficient price of 3 spell points. Once 6th level, the cleric can do that in an area of effect for only double the points. Once 7th level, they can create the equivalent of Zelda's Light Arrow by *Consecrate Arrow* (4 pts/cleric lvl plus the normal damage of the archer). Clerics

can also steal the NPC's undead minions by *Control Undead*.

So in short:

Clerics Strengths

Party protection/buffs/information

Healing including resurrection, regeneration, and counter debuffs

Anti-undead and supernatural

A class that doesn't normally involve heavy combat as it relies on being in the rear and casting (with exception of vs supernatural and undead)

Cleric's Weakness

Low dmg vs normal creeps

Medium to low hit points

Reliant heavily on SPs

If you love being in the frontline fray of combat, this might be too passive of a class for you.

If this piqued your interest in playing a cleric, then stay tuned for next month when I will show several different methods of item builds for clerics and advanced tactics using spells and toys to maximum effect.

Seth Bush

Character Communiques and Announcements

Toymaker Goes to Heck

by Kevin Dunning

The toymaker never left his house. He lived in a toyshop his entire life. He received a letter from Yoshi to go on an adventure, so toymaker took his beloved first creation, a stuffed teddy bear, and headed out of his toyshop. The world around him was amazing! Everything to him was a fascinating toy (for that's what he believes, everything EVERYTHING is a toy). He met up with his fellow adventurers and set sail into Portal to Heck. The first encounter inside the dungeon he met a lady and an incredible toy. Any time you said "klaatu barada nikto" this statue would come to life and start attacking people. At first toymaker found this to be very bad, but after he realized how awesome the toy was he (and eventually the rest of the team) started to turn it on and off, how fun!! Then the statue HIT HIS BEAR!!! Oh he was so sad, angry, and frustrated all at the same time. This was not a nice toy at all, and right then the toymaker realized that not all toys were nice! After this and some other trying encounters, the toymaker ran into a demon looking toy. Oh how marvelous he thought, he thought that whoever made this toy must be a true genius. So he approached the demon and wanted the demon to give his teddy bear a hug! Yet the demon attacked him, and so once again he realized that not all toys were good. The entire dungeon he thought was some evil toy created by some absolutely horrendous toymaker. How could this be he thought? I must get back to my toyshop and possibly never adventure again! Then he was turned into a killer were-bunny (out of character, I even told Justin Case, my real life friend, that knowing Rich Atkinson there will be a polymorph bunny! But besides the point) He then pulled a lever, blew up the entire dungeon and when they left he felt good that he might be able to destroy the evil toys of the world. Oh, and then he had CAKE!!! Adventuring might be hard at times, and he certainly will not bring his teddy bear every time he adventures, but he surely will bring other toys. All in all he felt like it was a very scary adventure, yet very exciting and he went straight to his toyshop and started to create new toys from his imagination based on the amazing adventure he just had.

Special thanks to Rich Atkinson for writing this game, and special thanks to David Wood for producing/WD it. Also special thanks to Alison Pace for being an awesome GM, and also thanks to all the NPCs and to my fellow PCs, it was a blast!

Bank Reports

2013 Annual Banquet Bank Report

We had a lovely, cool breezy Saturday for our game on February the 9th! Fortunately, the rain held off until the very end - which allowed both the low line and the high line teams to finish their games!

Once again, Pat McGehearty and David Spence did amazing jobs creating and producing the two mini-games for the day!

We had some new people show up, so please be sure to welcome the following folk the next time you see them:

Mason Young, Ray Segura, Skyler Kanegi, Rebekah “Danny” Giford, and Conner Gideon.

We also had some returning champions whom you may have recognized:

Andrew Jones, Jim Davie, and Andy Sheppard.

And finally, we had a guest from the Denver/Boulder chapter:

Brad Evenson!

Both of the games were fun and intense. The favorite for everyone was The Lemming Horde! Both the NPCs and the PCs enjoyed the endless waves of minions dedicated to their destruction!

In addition, it's nice to see that the Best Of ratings were scattered all over the map. This means a LOT of people got into their roles and enjoyed themselves enough that other people noticed it and voted for them! 😊

Once again David Wood arranged for our lovely lunch from Jason's Deli, and there was plenty for all.

Game Ratings

Note that since everyone both PCd and NPCd, all of the votes are combined.

Total Votes

Overall	Design	Logistics	Mental	Physical	Fighting	Risk
8.3	8.1	7.8	6.8	6.8	7.6	6.5

Best Of The PCs

Roleplaying 1st - Lyndsey Ellis as Suriah The Druid

2nd - Olan Knight as Lug

3rd - Sara Cox as Sir Lavender, Brad Evenson as Paladin, & Nathan Tryon as Freddy Mercury

4th - Jim Davie, Angela Gallegos, Seth Bush, Taryn Cox, Joshua Harris, Beth Magness, Greyson Cox, and Tom Paul Grissom

Costume	1st - Lyndsey Ellis as Suriah The Druid 2nd - Joseph Willingham as Sir Joseph 3rd - Taryn Cox as Haezial and Nathan Tryon as Freddy Mercury 4th - Joshua Harris, Greyson Cox, David Spence, Jim Davie, Eric Harris, Sara Cox, Angela Gallegos, Tina Spence, and Olan Knight
Monster	1st - Jim Davie as Kae-Sue when wolfed out 2nd - Lyndsey Ellis as Suriah The Druid 3rd - Tyler Davis as Raum 4th - Seth Bush, the Triplets, Sara Cox, Olan Knight, David Wood, Angela Gallegos, Taryn Cox, and Michael Magness
Humor	1st - Lyndsey Ellis as Suriah The Druid and Olan Knight just being Lug 2nd - Tyler Davis just being Tyler and Nathan Tryon as Freddy Mercury 3rd - Rich Adkisson as Bowie and the PCs burning Danny Barry's NPC 3rd - Jim Davie as Kae-Su 4th - Justin Murphey, Sara Cox, Nick Jernigan, Tina Spence, the Lemming Suicide, and Team 2 abandoning the Lemmings
Fighting	1st - Matt Kline as Barden the Druid 2nd - Olan Knight as Lug and Robert Armbruster as Hawkeye 3rd - Amber Gallegos, Brittney Hoglund, Tyler Davis, Greyson Cox, Tina Spence, The Triplets, Pat McGehearty, John Jones, Taryn Cox, Nathan Tryon, and Michael Magness
Special Effect	1st - The awesome Jello Brain 2nd - The rain 3rd - Random Berries, the floating stick, and the fire vines

Best Of The NPCs

Roleplaying	1st - Michael Magness as The Glyph Master (<i>this was no contest at all!</i>) 2nd - Greyson Cox, Tyler Davis, and the Triplets 3rd - Beth Magness, Hank Wood, Alyssas Phillips, Lyndsey Ellis, Rich Adkisson, Danny Barry, Angela Gallegos, the Living Glyphs, The Lemmings
Costume	1st - Nathan Tryon as The Evil Cleric and Lyndsey Ellis 2nd - The Zombies, Pat McGehearty, Tina Spence, Joseph Willingham, and Tyler Davis
Monster	1st - The Living Glyphs and The Lemmings 2nd - Derek Magness, Tyler Davis, David Wood, and The Triplets 3rd - Taryn Cox, Angela Gallegos, Conner Gideon, Seth Bush, Brad Evenson, Marissa Ellis, The Fire Vines, and The Care Bear
Humor	1st - The Lemmings (<i>won this by a landslide!</i>)

2nd - Nathan Tryon as the Evil Cleric, and Olan Knight as GM

3rd -Michael Magness, Joshua Harris, and Derek Magness

4th - The Jello Brain, David Wood, Fleeing the Glyphs, the Fire Vines, Pat Wade, the brands from the Care Bear

Fighting

1st - Taryn Cox

2nd - The Triplets

3rd - David Wood, Michael Magness, and Greyson Cox

4th -Angela Gallegos, Drake McWhorter, Rich Adkisson, Andrew Nunnally, and The Lemming

Special Effect

1st - The Living Glyphs (*this one was no contest!*)

2nd - The Fire Vines, the Sacrifice, the Pool, The Lemmings, and Lyndsey Ellis

3rd - Tom Paul Grissom, the Care Bear branding, the fire, the Sling Rocks, the Altar, the Gates, and the rain

Thanks again to Pat McGehearty for the low-line game and to David Spence for the high-lie game, and to all of the Staff and NPCs who made the games happen!

Happy Gaming,

Olan Knight
GM and Bank Rep

Werewolves and Poisons and Cards, Oh My!

aka Knightfall BR

The hardy Adventurers journeyed to the Knightfall Casino on April 27th to celebrate the Passing of the Garter from Dame Acacia to De Kidde! In honor of this occasion, Sir Aminor threw a huge party and invited most of the kingdom. It was also the first time in ten years that all of Sir Aminor and Dame Acacia's children were in the same place. The Don himself even made a surprise appearance!

There was a little matter concerning poison and lycanthropy, but (most) everyone was cured by the time the day was over. And once it was revealed that the Altos were behind the poisoning, Sir Aminor declared war on them. But other than that it was great!

Overall: 8.9 Design: 8.8 Logistics: 8.4 Mental: 6.5 Physical: 6.8 Fighting: 8.1 Risk: 6.1

The Best Of:

Roleplaying: 1) Mo Egbert as Rumpleteaser

2) David Spence as Sir Aminor

3) Sara Cox as Kitiara and Lyn Ellis as Sarriah

4) Nathan Tryon as Freddie Mercury, Tyler Davis as Fat Frank,
Brittney Hoglund as Nao, Seth Bush as Seamus, and Olan Knight as The Don

Costume: 1) Mo Egbert as Rumpleteaser and Greyson Cox as Black Jack Gyles

2) Lyn Ellis as Sarriah

3) Taryn Cox as Haezial, Brittney Hoglund as Nao, and Nathan Tryon as Freddie Mercury

4) All the lovely Ladies, David Spence as Sir Aminor, and Olan Knight as Vlad

Monster: 1) Sara Cox as Kitiara

2) Olan Knight as The Don and Matt Kline as Girabaldi

3) Tyler Davis as Fat Frank, David Wood as Zanith, Nathan Tryon as Freddie Mercury,
Nathan Tryon as Freddie Mercury, Lyn Ellis as Sarriah, the Poison in the glasses, and
Rich Adkisson as Geraldo

Humor: 1) Mo Egbert as Rumpleteaser

2) Nathan Tryon as Freddie Mercury and Olan Knight as The Don

3) Rich Adkisson as Geraldo, Matt Kline as Girabaldi, and Olan Knight as Vlad

4) Lyn Ellis as Sarriah, Brittney Hoglund as Nao, Angela Gallegos as Areona,
Stefean Cox as Kain, and Rich Adkisson as Geraldo

Fighting: 1) David Spence as Sir Aminor (there's a surprise.)

2) Jim Davie as Kae-Su, Matt Kline as Girabaldi, and Pat McGehearty as Twilight,
and Greyson Cox as Black Jack Gyles

3) Brittney Hoglund as Nao, Brittney Hoglund as Nao, and Taryn Cox as Haezial

Special Effect: 1) The Dire Lycanthropy

- 2) The Jalepeno Poppers
- 3) The Best Lover contest
- 4) All the cleavage, De Kidde, the pool, the Pavilion, the hanging Fritz, the box, the black aura for the Vendetta, the poisoned cups

Competition winners were:

Most Romantic (Best) Lover Competition

- 1st – Kain (Stefean Cox)
- 2nd – Tenken (Jason Dziuk)
- 3rd – Terk (Mark Magness)

First Poker Tournament

- 1st – Alani (Brittany Flatt)
- 2nd – Zaden (Pat Wade)
- 3rd – Zanith (David Wood)

Second Poker Tournament

- 1st – Areona (Angela Gallegos)
- 2nd – Seamus O'Toole (Seth Bush)
- 3rd – TIE Celielin (Sarah Gibson) Marcus (Robert Armbruster)

First Weapons Tournament

- 1st – Sir Black Jack Gyles (Greyson Cox)
- 2nd – Geraldo (Rich Adkisson)
- 3rd – Marcus (Robert Armbruster)

Second Weapons Tournament

- 1st - Terk (Mark Magness)
- 2nd– Sir Aminor Gyles (David Spence)
- 3rd – Garibaldi (Matt Kline)

Third Weapons Tournament

- 1st – Vlad (Olan Knight) (Which was a gift from Sir Aminor who could have simply handed me my *ss, but instead made it a fair contest by rolling dice! Thanks, Sir Aminor! Olan as Vlad)
- 2nd – Sir Aminor Gyles (David Spence)
- 3rd – Alani (Brittany Flatt)

There was great food, superb weather, fun role-playing, great PC interactions, and a LOT of action. The game was a lot of fun!

Sara Cox

Bank Rep

A-Kon & Fight The Knight

A Post-Mortem

“Fight The Knight” was very different this year!

In the first place, we had a new venue . Not a bad thing in itself, but there were some serious issues that occurred as a result of the way the convention staff and the hotel communicated, or actually FAILED to communicate as the case turned out to be.

Some of the bad that happened:

Convention attendees were stuck in the Registration line literally for more than four hours. Many just said “screw it” and left after waiting for hours in line. The lines were hideous, and the staff did nothing to help the situation. The single worst thing they did was only have eight people working registration at any one time. EIGHT – when there should have been 20 at all times.

In addition, the hotel stripped the con rooms of any item that could be moved– like clocks, plastic glasses, and so on. So if you stayed in a convention room, did you like being treated like a thief?

Because of the atrocious logistics, for the first time since A-Kon began, there were fewer attendees in 2013 than in the previous year. My personal estimate is that there were 30% fewer people who actually made it into the convention this year than last year. Only the con staff knows the actual figures.

Figure 1: How the A-Kon and hotel staff treated convention attendees in 2013



To make matters worse, the traffic flow was apparently arranged and organized by a drunk anarchist on LSD wearing kalidescope glasses, whose sole goal in life to confuse and annoy every living creature on the planet Earth. The flow was SO stupid that it took your breath away when you saw it.

The way the line for Registration was set up, the artists in the Artists Gallery were kept away from ...well, everyone. Bad for the artists. Here’s how bad it was: the door guards were not letting anyone into the free area, the Artist’s Gallery, unless you had a badge or were in the line for Registration. I mean, really?

All of the above contributed to making many of the vendors in the Dealer’s Room MOST unhappy.

Fewer attendees meant fewer sales, and some of the vendors were seriously concerned that they were

not going to meet their expenses for the show.

All in all it, the logistics of the entire convention was a complete and utter clusterf..., um disaster.



Figure 2: How many of the convention members felt

Some of the GOOD that happened:

The new hotel is MUCH larger than the old one, and there were rooms available for a long time because the new hotel is so much larger than the old one. In addition, the Hilton Anatole is a gorgeous place, and is worth walking around just to enjoy the art on display. The new Dealer's Room is IMMENSE! There was plenty of room for people to walk, stroll, perambulate, loiter, visit, lounge, peruse, and shop!

There was significant parking available, though having a shuttle run back and forth would have made the trip from the parking garage to the hotel FAR more bearable in the Texas summer heat. Smart folks dropped off their groups at the hotel then went to park in large but far, far away parking garage.

The owner of A-Kon was VERY aware of the multitude of problems, and seemed eager and willing to listen to suggestions on how to improve the convention for next year. Suggestions were provided; what she does with them....



Figure 3: Suggestions provided by the author to A-Kon head honcho for 2014

Fight The Knight

All of which leads us to how FtK ran. Well, it almost did not run. FtK is held next to the Artists Gallery, in the free area – you don’t need a badge to get in. However, remember those oh-so-brilliant door guards? They were turning away everyone without a badge – even into the free area - so we had less than 5 people there to help at 3:00 pm . I know of at least 6 people that came to help at FtK that could not get in, and eventually just left. By 3:30 we had JUST enough people there to actually put on the event.

So how was the audience? In a word: nonexistent. The way the lines for registration were set up they took up most of the free space in the area outside the FtK event, so we had little room for spectators. And since no one could even get IN to the area, our audience was miniscule.

After a knock-down stare-down with two of the convention staff managers, we FINALLY convinced them to allow people without badges into the free area. Supposedly, The Word was passed on to all of the door guards, and eventually an audience started to appear.

So. We did finally get enough people to run FtK, and we eventually had enough participants that we filled the remaining time. Rich was there soliciting newbies to show up for his game “Portal To Heck”, and took over as the Ringmaster after a couple of hours.

I want to thank those that fought their way through the silliness to help make our Fight The Knight event happen:

Rich Adkisson	Alyssa Phillips	Tyler Davis	Eric Harris
John Jones	Hank Wood	Lyndsey Ellis	David Wood
Angela Gallegos	Brittany Flatt	Sarah Gibson	



Figure 4: The mighty FtK warriors

And I also want to thank those who tried to attend but were forced away by the door guards. (If you were one of these frustrated folk who tried to help, please let me know and I'll ensure you get CAP for your time and effort.)

Conclusion

A-Kon 2013 was a disaster for the convention members, bad for many of the vendors, and not particularly good for Fight The Knight, but it worked out. Next year should see most, if not all, of the convention issues resolved. With those issues resolved, we **SHOULD** have the Fight The Knight event return to its standard of entertaining large crowds and finding new members for IFGS!

Olan Knight

The Ringmaster

Portal To Heck

Portal ran on a glorious, breezy Saturday evening. Even though the logistics left much to be desired, the actual game ran smoothly once the teams were on course. And Thanks Be To All The Gods, it did not rain!

The set up had much help, and special thanks go to Henry Wood, John Jones, David Wood, Greyson Cox, Matt Giglio, and Nathan Tryon for helping set up multiple encounters! Many of the people also helped with tear-down, and once again John packed more material into his truck than the laws of physics allow.

The special effects in the game were superb, and - no surprise - the Portals and the Ever-Present Voice of Gloria were the favorites by a landslide! Many thanks to Brittany Hoglund who was the Voice of Gloria. She did a SUPERB job. Thanks also to Jim Davie to “computerized” the various sounds the PCs heard all throughout the game, including the Voice of Gloria! Rich provided the three strands of LED wire, and I created the Balrog’s whip which turned out to be **WICKED** cool at night! Chris Wright brought one of his college exchange students who has NPC’d for IFGS in the past. Annika finally got to PC - and she loved the game and the experience! In addition, we had **SEVEN** novices show up to participate! Please be sure to welcome them the next time you see them, and **BE SURE** to include them in future games!

Taylor Nelson, Hunter Thompson, Matt Giglio, Chuck Harris, Trinity Davis, Jason Greenwalt, Travis Greenwalt

Once again we conquered the back room at I-Hop for the after game party, and tales of the game were told.

This was Rich Adkisson’s first ever IFGS game, and even with the various issues that plague all games, he earned *superb* ratings for the game!

Did I mention it was lovely, perfect weather we had?

Game Ratings

NPC Votes

Overall: 8.9 Design: 9.3 Logistics: 6.3 Mental: 7.8 Physical: 6.2 Fighting: 7.2 Risk: 6.5

PC Votes

Overall: 8.6 Design: 9.4 Logistics: 7.3 Mental: 8.9 Physical: 6.8 Fighting: 7.6 Risk: 8.0

Best Of The PCs

Roleplaying 1st - Kevin Dunning as Toymaker

Costume 1st - David and Tina Spence as the pair of Drow: Nailor and Aslanna

2nd - Chuck Harris as Demetrius Valens

Monster 1st - David Spence as Nailor

2nd - Tina Spence as Aslanna Do’Urden

Humor 1st - Kevin Dunning as Toymaker, with his Teddy Bear

2nd - Joshua Harris as Oda Miatachi

3rd - Justin Case as Burden The Fighter

Fighting 1st - David Spence as Nailor, Taryn Cox as Ayleigh, Joshua Harris as Oda Miatachi, Mason Young as Trey, and all of Team 1

Special Effects 1st - Kevin Dunning as Toymaker with his Teddy Bear Haling

Best Of The NPCs

Roleplaying 1st - Chris Wright as Altruist Beneficious

2nd - John Jones as Union Jack

3rd - Jenny Wright Portal Girl and Greyson Cox as Rocky the Stone Golem

4th - Nathan Tryon as The Man Behind The Curtain and Brittney Hoglund as the Voice of Gloria

Costume 1st - Olan Knight as The Balrog

2nd - John Jones as Union jack

3rd - Greyson Cox as Rocky The Golem

4th - Emily Tryon as The Turret

Monster 1st - Olan Knight as The Balrog

2nd - Emily Tryon as The Turret

3rd - The Specters: Jamie Thompson, Matt Giglio, Hank Wood, and Joe Dimatteo

4th - Joe Dimatteo and Jim Davie

Humor 1st - Emily Tryon as The Turret

2nd - Brittney Hoglund as The Voice of Gloria (text by Rich Adkisson)

3rd - Greyson Cox as Rocky the Golem

4th - Nathan Tryon as Curtain Man, John Jones as Union Jack, Chris Wright as Altruist, and the Riddle Doors (Jamie Thompson, Matt Giglio, Hank Wood, and Joe Dimatteo)

Fighting 1st - The Specters: Jamie Thompson, Matt Giglio, Hank Wood, and Joe Dimatteo

2nd - Chris Wright as Altruist and Olan Knight as The Balrog

3rd - Jenny Wright as Portal Girl and Joe Dimatteo

4th - Emily Tryon as The Turret and Nathan Tryon as Curtain Man

Special Effects 1st - The Portals

2nd - The Voice of Gloria

3rd - Emily Tryon as The Turret and Olan Knight as The Balrog

Many thanks to Rich Adkisson for writing, to Dave Wood for producing this game, and to all of the Staff and NPCs who made the game happen!

Olan Knight

Bank Rep

Board Meeting Minutes

June 22, 2013

Board meeting attendees:

David Wood
Angela Galliegos
Hank Wood
David Spence
Greyson Cox
Alyssa Phillips

Tina Spence
Taryn Cox
Brittany Flatt

Called to order at 7pm

Safety - Rich not present. Brittany Hoaglund is safety for Portal to Heck.

Registry - Everything is up to date through Knightfall per Olan's email

World - World comm game still in writing

Newsletter - No contact from Seth. David Wood has emailed him.

Bank - No report. Bills came in for Angela's game injury, around \$400.00

Society - No changes yet. FRC is not working on a new rules set yet

QM - Shed still in shambles

Sanctioning - See below

July: Costume Building Party - July 20th

August: Potential World Course and re running of Hel To Pay. David S to create a night game for Aug 10th

September: Leaping Lizards by Taryn/Brittany

October: Hourglass Constellation (need date) Oct 12th

November: WE NEED A GAME FOR THIS MONTH

December: WE NEED A GAME FOR THIS MONTH

Old Business:

Pins - David Wood received 15 pins.

Constitution - David Spence and Greyson Cox are working on still

New Business:

David Spence brought up we need a new election chair. David Wood to send out a blast asking for volunteers since David Spence cannot be it again as he is running.

Game Pictures



Magness as the Amazing Glyph Master(above)BRAINS!!!!!!(below)- Banquet 2013





The Charge of the Lemming Light Brigade-Banquet(above) Freddie Mercury and the Don-Knightfall(below)





ITS A TRAP!!! a tasty tasty trap-Knightfall(above)
 When Geraldo (Rich Adkisson) is looking askance.....(bottom left)
 Just a spoonful of sugar makes the poison go down(bottom right)



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communiques
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IFGS Websites

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Editor: Seth Bush

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Submission Deadline:
1 week prior to the end of the month

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