

Whispering RUNES

International Fantasy Gaming Society -Dallas

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AnimeFest Report

Now that I have had time to recover from AFEST I would like to thank everyone involved. I will probably forget someone so if I do please hit me at the next game, preferably with a foam sword.

AFEST went off really well this year. We had a huge number of people turn out to assist and ran 25 teams through the game. Joshua Imboden has already been contacted by at least one of the first time players from AFEST so make them feel welcome when they come out to Wet Behind the Ears.

So for the thanks yous, Olan Knight, thank you for all the emails and walking me through getting everything together. Your 11 years of experience that became advice before the event was invaluable. Tina Spence, thank you for calling all the NPCs, getting them there and coming out to get everyone in an NPC spot. To my front ladies, Tyla V'rina, Angela Wood, Mia del Barrio, Alyssa Phillips, you did a wonderful job of getting all the teams together and on course ON TIME, yea, no snags. To my LMs, Love Child, Robert Armbruster, Zanith Kilarious, and Rich Adkisson, you did a great job of herding our new players through and letting them be the focus of the game. Thank you Jim Davie for providing the food and drinks, they were very much appreciated it. My GM's of Michael Magness and Tabitha Walser did a wonderful job of customizing the game.

To the rest of my NPC's, Black Jack Gyles, Stefean Cox, Amanda McCarty, her friend Ashley, Joe Dimatteo, Dane Lyon, Morgan, Kaythan Kline, Jadyne Kline, Mark Magness, Pat Wade, Kirigaya Kazuto, Travis Greenwalt, Jason Greenwalt, Sara Garcia and Stephen McRoberts, you made the game fun, scary and hilarious. I heard most teams talking about the encounter with the guards and the DI and how tough the final undead were.

A few last thank yous to Magness and Tina for helping me modify the game on the fly to fit the room and enhance the experience for the new players. And lastly I wish you all could have seen the look on Taryn's face when I walked out at 6:40 and told her we were ready for teams. the only reason that could happen was that everyone jumped in and helped build the game site and worked their butts off.

Thank you
David Spence

AnimeFest Report.. Cont'd

Now here are a few photos from the event.



PC vs NPC

The core of our system right? PCs are the heroic adventurers that struggle against the odds to save the kingdom from the dreaded lich while the NPC's are the generic zombie hordes. Who wouldn't want to be the hero instead of the guy that loses every fight? Let's examine these two roles.

PC:

You get picked as part of a team or possibly the LM of your very own team. You gather together your costume, weapons and toys and show up on game day 30 minutes before you go on course. You sign in, meet with your team and go on an adventure for the next 6 hours and at the end divide up the hard won treasure. Fill out your sheet and get your 3,000 experience points and you go to the after game and share your stories.

NPC

GW/GP:

You show up at the crack of dawn with a car load of props you have spent the last 8 weeks building and start obsessing over when everyone else, especially your NPCs, will show up. You walk the course for the first time of 15 times or more you'll walk it that day only to find half your flags are gone, so you reflag. Getting back to check in, you are lucky enough to find a handful of dedicated NPCs in need of coffee. You send them off to start building encounters, accounting for 2-4 more course walks. While the rest of the NPCs arrive, you run around getting everyone in place and check on how your encounter building is going, course walks 5-7. Finally teams arrive and you put them on course after check in, all the safety checks and Rich's speeches. You then funnel teams on and handle problems as they occur for the rest of the day, walking the course for the 8-10th time. If you're really lucky and have enough NPCs to fill all encounters, you may actually get to follow the last team through and see what all your hard work looks like. As the last team comes off course, you ask people to help you tear it all down and finally walk the course one last time to make sure it is all cleaned and packed up. You then fill out a form and get more CAP than most people will see in a year. You arrive at the after game after everyone else has devoured their food.

Staff:

You volunteer to be staff (GM, WD, NPC Coordinator, Safety, Bank etc...) and start getting communiques from the GW/GP weeks before the game. These intensify to near frantic levels as the game draws closer. On game day you arrive to find a frantic GP and assure him/her that you have read the script and have in fact actually done this type of thing before. Most recently in their last game where you said all of this before and you still remember how to do the job the GP asked you to do. You ask safety if they have considered adding Valium to the safety kit for the GW/GP.

NPC:

You show up at the NPC check in time and are met by a frantic GW/GP. If you are a major NPC you assure them you have read your encounter and have brought all the necessary items along with a few others to enhance the role. If you are in a minor NPC role you find out your encounter location, gather your box of goodies and head off to help setup. Once you are setup, you spend time discussing the roles with your fellow NPCs and plan the best ways to foul up the PCs carefully laid plans. You fight teams throughout the day perfecting your ability to create havoc for the PCs with each one. If you're lucky you then run to a later encounter and do it all over again. At after game, you get to point out to the PCs just how badly or how well they played your encounter and relive that backstab on the mage that thought the NPCs could not see him.

Conclusion

As you can see, there are many different ways to enjoy this game we call IFGS and larping. As a PC, I get to play with a team of friends and grow my character. As an NPC, I get to play all the various classes and gain experience in them I could not as a PC. In one of my first NPC roles, I played a basilisk that was an 8th level knight in Rick Shelton's game, *Basilisk to Prince Blood Four*. Luckily I had Jim Davie as my encounter coordinator who showed me all the things a knight can do, and to this day I count it as one of my favorite experiences in the IFGS. It was also one the main factors that lead me to create Sir Aminor and the Knights of the Don.

Which role should I concentrate on? The answer is simple: without NPC's the Dallas IFGS will die. Unfortunately not everyone can be a PC every time. There must be bad guys, neutral guys, informational encounters, and npcs who possibly may be either.

PC vs NPC... Cont'd

I have heard some people over the last several years comment on things along the lines of, "well so and so is writing games for their friends" or "why do they always get the breaks", or, "he always has the coolest toys; where can I get them". The reason these people are getting the awards, games, CAP and toys is that they NPC more than they play, a LOT more. And game writers and producers notice that and we tend to write games featuring people that help out the IFGS the most. Personally, I will not write a game for someone who only PCs and will only NPC when no one will take them on a team. The person who comes out to each and every game willing to play the third zombie from the right is the person I will definitely chose to be an LM or even feature in a game I write with a personalization built around their character.

Oh and Rich, thanks for the Valium
David Spence



**KEEP
CALM**

AND

**Listen at the Door
Check for Traps
Kick Open the Door
Cast Fireball
Charge in
Slay all the Monsters
Loot the Bodies
Search for Treasure**

CARRY ON



“Caravan” Bank Report

It was a glorious afternoon and an absolutely perfect night - especially for July! The 19th was warm but not blazing, and had a nice breeze going for most of the day.

This is an excellent novice game, and we had a three new people at the game: two NPCs and one PC. PLEASE be sure to welcome the following new folks the next time you see them:

Devon Byington **Kevin McCoy** **Talia Spencer**

In addition to the new folks, there were a lot of people who were somewhat new who got a chance to PC. We even had some people play who had not been out in quite a while: Amanda McCarty, Ray Segura, and Matthew Padgett! YAY!

I was the GM for team #1, and I have PC'd in this game *Lo Those Many Years Past*, so I had a good feel for the game. It was an absolute hoot to be on the other side of the script and to help the team enjoy the game! :)

Jason Dziuk produced this game and did an excellent job of it. There were some in-game delays, but that was due strictly to the lack of sufficient NPCs. It happens.



Meeting the Knight Errant

SUPER THANKS to those people that DID show up to NPC - they were "rode hard and put up wet", as the saying goes. Most NPCs had a minimum of two roles that were located all over the course - and

the NPCs were game for it! At least they were not bored! :) Special thanks go to the Weatherford crowd and the ECO-logists who made the drive down to help out by NPCing! Thank you all again - without NPCs, there is no game.

“Caravan” Bank Report...Cont'd



The Bog Witch and her Toadlets

The after-game party ended up at I-Hop. In addition to fueling up, this gave everyone a chance to complete their paperwork - in the LIGHT; a good thing since the game ended in the dark for teams 2 and 3.



Crossing the monster-filled bog

“Caravan” Bank Report... Cont'd

MANY, many thanks to Jason Dziuk who put this game together at the request of the Board to fill an empty month on the schedule - AND to provide a novice game for the post-A-Kon crowd!!!

A final thanks goes to Tom Paul Grissom, who provided the pictures included for this article.

NPC Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
8.3	7.8	8	6.1	7.1	7.8	6.9

PC Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
8.2	7.2	7.6	6.3	7.5	8	7.1

Even with the in-game delays, the *Logistics* ratings are pretty good - which indicates that the people involved in the game understood that everyone was doing what they could with the resources available.

Best of the PCs:

Roleplaying

1st – Dane Lyon as Khudy The Troll

2nd – Nathan Tryon as Jackyl
Team #1 (*Mason Young's team*)

3rd – David Gibson as Steelin Da-Monay
Angela Wood as Raving Cleric
David Wood as The Boogie Knight

Costume

1st – Mason Young as Sir Trey (the purple Knight of Tyr)
Angela Wood as Raving Cleric

2nd – Dane Lyon as Khudy The Troll

Monster

1st – Dane Lyon as Khudy The Troll

2nd – Angela Wood as Raving Cleric
3rd – David Wood as The Boogie Knight
Nathan Tryon as Jacky

Humor

1st – Dane Lyon as Khudy The Troll
All of team #3 (*Tabitha Walser's team*)

2nd – Matthew Padgett as Chet Kingsley
Ray Segura as Dim Talbot
Nathan Tryon as Jackyl
All of Team #1 (*Mason Young's team*)
Angela Wood as Raving Cleric
David Wood as The Boogie Knight

Fighting

1st – Amanda McCarty as Remi Wright (for her amazing Back Stabs)

2nd – Mason Young as Sir Trey
3rd – Seth Bush as Belisar McTaggart
4th – Joshua Harris as Sir Callous
Nathan Tryon as Jackyl
Dane Lyon as Khudy The Troll
All of Team #1 (*Mason Young's team*)

Special Effect

1st – Angela Wood's Raving Cleric glittering
The glow sticks

2nd – Dane Lyon as Khudy The Troll
David Wood as Boogie Knight and his Time Warp
Brittney Hoglund as The Avatar of Tyr
Mason Young as Sir Trey & his purple boots!
PURPLE BOOTS!
The Tower at encounter #9

“Caravan” Bank Report... Cont'd

Best of the NPCs:

Roleplaying
1st – Morgan Egbert as the Swamp Hag
2nd – Brittney Hogleund as the Knight Errant Chris Wright as the Caravan Master & the BBG at the end
3rd – David Spence Olan Knight as Dim Talbot's (Ray Sigura) goddess (I was the GM for team #1. Olan)

Costume
1st – Joe Dimatteo as The Troll Guarding The Box
2nd – Morgan Egbert as the Swamp Hag The Bog Monsters (with a cast of dozens, including: Danny Barry, Brittney Hogleund, Alexander Black, Kevin McCoy, Joe Dimatteo, and others I'm sure I have not listed) David Spence Danny Barry

Monster
1st – David Spence, because...it's David
2nd – Morgan Egbert as the Swamp Hag and the Toadlets The Bog Monsters
3rd – Joe Dimatteo Jason Dziuk Danny Barry

Humor
1st – Chris Wright as Geladrath, the High Priest Rich Adkisson Morgan Egbert as the Swamp Hag Joe Dimatteo as the Troll Guarding The Box The Bog Monsters Olan Knight (as The GM for team #1)
2nd – David Spence The dancing duck

Fighting
1st – David Spence
2nd – Rich Adkisson
3rd – Steven McWhorter Brittney Hogleund Joshua Harris Danny Barry Everyone in the last fight

Special Effect
1st – The Tower at encounter #9
2nd – Chris Wright (because he's just awesome as any NPC) The blood effect of Chris Wright as The Caravan Master
3rd – The Lightning Elemental The glowy necklaces Olan Knight as the GM (for team #1)

Happy Gaming,

Olan Knight

Dallas Chapter IFGS - Board Meeting Minutes

Aug 2, 2014

President David Wood called the meeting to order at 11:28 at John Jones house.

People in Attendance :

Board members: David Wood, Angela Wood, Alyssa Phillips, Rich Adkisson, Greyson Cox, David Spence.
Other members present: Pat McGehearty, John Jones, Traacy Jones, Tina Spence, Olan Knight, Jim Davie

Previous minutes approved, motion Greyson, second D. Wood, passed 6 – 0 – 1

Committee Reports:

Treasury – (Tracy) current balance is \$4,034.24

Quartermaster - John reports

Registry – Olan reported that Current computer is fried, being rebuilt. Mostly up to date on records.

Safety – Rich reports Meds are now up to date in the safety kit and all radios accounted for.

Sanctioning –(Jim) everything going well but as always we need more games. Jim will be adding a google doc for SC status and using Signupgenius to help organize games. Jim will be updating the current SC Reps and Members.

World Committee: No report

Old Business –

New Business

Credit card App: Olan will be setting up the app with a Dallas IFGS account. This will email Bank and treasury when game deposits are made. The password will be sealed with Olan and Tracy having a copy.

SC: Dallas will use the 2nd weekend of the month for all game dates. If a game is unable to run then it will be given the next available monthly slot and a pre-sanctioned bar game will be put in its place. This will allow people to schedule time off and plan for games in 2015. Motion: David Spence, Alyssa Phillips 2nd, passed 6 – 0 – 1

SC: Jim is going to start requiring all GW/GP's to follow the current practices and get "Intent to Sanction" which includes a budget form before running a game.

SC: Jim is rewriting the Game Writers Process and bringing it up to date. Additionally Jim will be creating a 'Game Writers Assist' page that will list people who are experienced game writers and who will dedicate time to help new writers get their game written.

Treasury: With the hard fees for website, forms etc... all game producers need to average an \$80.00 minimum profit on games per treasury. SC used to require a \$100.00 minimum on all games but we have gotten away from this policy recently and we need to go back to it. The board decided that we would use a target of \$50.00 minimum on bar games and a \$100.00 minimum on major games. Motion: David Spence, Rich Adkisson 2nd, passed 6 – 0 – 1

PR: A PR committee was formed. The current members are, David Wood, David Spence (Chair), Alyssa Phillips until we can get volunteers to take over. This committee will be in charge of putting out flyers and contacting local groups to increase membership. Motion: Rich Adkisson, Alyssa Phillips 2nd, passed 6 – 0 – 1

Tech: The board formed a tech committee currently consisting of, Alyssa Phillips (Chair), Jim Davie, Rich Adkisson, David Wood and Olan Knight. They are looking for members that can assist with updating the web page, adding new content and bringing the registry online (once the board determines the features needed). Motion: Greyson Cox, Angela Wood 2nd, passed 6 – 0 – 1.

Props: We are going to try and have a major shed cleaning/prop reduction in either November or December on the 2nd weekend of the month. We will also be auctioning off any old costumes and props for people to keep with the money going towards the IFGS. Any props left over will be offered to ECO if they want them.

World: A new page will be created on the website by Olan that contains a searchable database of all characters (PC's, not people) with a space for a short blurb and picture for each PC to fill out. This will help people find the correct PCs for a team. This will also have an email to link that will allow people to email the person without displaying their email address.

World: The SC Chair will provide a synopsis of each game once it is done to the world chair. The world chair will be responsible for adding this info to the lore page being created.

Next meeting will be Sept. 13th

Adjourned at 16:05

BOARD / COMMITTEE CHAIRS BOARD / COMMITTEE CHAIRS

President	David Wood	president@dallasifgs.org
Vice President	Alyssa Phillips	vice_president@dallasifgs.org
Secretary	David Spence	secretary@dallasifgs.org
Board Members	Rich Adkisson	board_member_2@dallasifgs.org
	Angela Gallegos	board_member_3@dallasifgs.org
	Greyson Cox	board_member_4@dallasifgs.org
	Sarah Gibson	board_member_5@dallasifgs.org

Standing Committees

Treasury	Tracey Skopinski	treasurer@dallasifgs.org
Newsletter	Paul Coley	newsletter@dallasifgs.org
Quartermaster	John Jones	quartermaster@dallasifgs.org
Registry	Olan Knight	registry@dallasifgs.org
Safety	Rich Adkisson	safety@dallasifgs.org
Sanctioning	Jim Davie	sanctioning@dallasifgs.org
Elections	open	elections@dallasifgs.org
Public Relations	open	publicrelation@dallasifgs.org

Ad Hoc Committees

History	Sarah Gibson	history@dallasifgs.org
Land	open	land@dallasifgs.org

IFGS Websites

Dallas Chapter	http://www.dallasifgs.org/
National	http://www.ifgs.org/

Newsletter Information

Submission Addresses:

Submission Deadline: Whispering Runes)Dallas Chapter
5 Days prior to last day of the month. newsletter@dallasifgs.org

Submission Deadline: Chainmail (National Newsletter)
1 week prior to last day of the month. Email: nougouna@yahoo.com