

# Whispering RUNES

*International Fantasy Gaming Society -Dallas*

*Volume 1 Issue 42*

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## IFGS Dallas: How It All Began

Ever wonder **How It Came To Be** that a chapter of the IFGS ended up in Dallas? Well, we can thank Rich Adkisson and Roger Spendlove for that.



Roger and Rich were Denver/Boulder IFGS members that moved from Colorado to Dallas for work in the late 1980s. The Denver Chapter is the Home Chapter of the IFGS – it was the first chapter ever created, and Rich & Roger had been members of the Denver chapter for some time.

The very first meeting – the Founder's Meeting – was held at UTD in the Student Lounge on one not-so-dark and very-clear-skies evening at 7:00 pm. In attendance were:

Rich Adkisson  
Roger Spendlove

Olan Knight  
Jamie Thompson

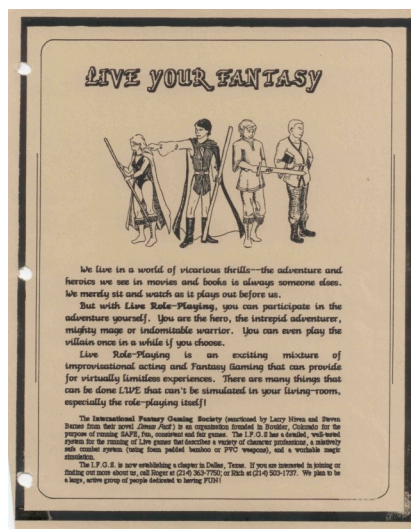
Rick Shelton  
David Boltz

Mike Young  
Janet Julian

Amazingly, three people from that group are still active Dallas members: Rich Adkisson, Jamie Thompson, and Olan Knight.

<brag>  
BTW, I have been an active member of the Dallas Chapter without interruption since the fall of 1986, which makes me the longest active member of the Dallas Chapter! ♪ Even Rich took several years off during this time span. </brag>

## How It All Began.. Cont'd



Rich and Roger introduced the concepts of IFGS at this meeting, and had brought some of the foam weapons in use at that time so we could see what they were discussing. They also brought some costumes and talked about previous games that they had experienced.

The meeting went well, and we set up for another meeting. A month later we met again, this time we built some weapons and worked on costumes. We also talked about running a game in the spring of 1987.

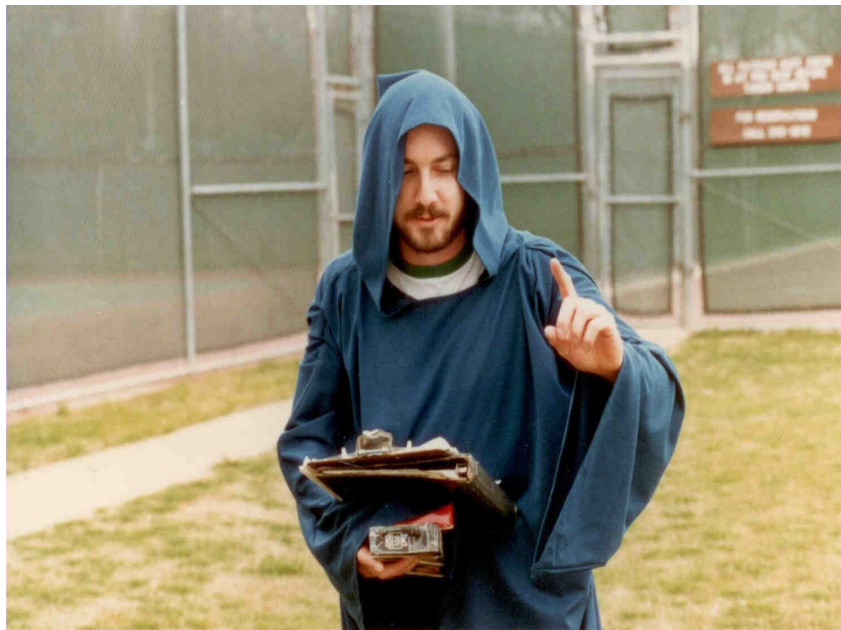
Rich and Roger got together and organized a group of 6 people that drove down from Colorado to NPC for us in that first game, "The Colony", which ran on the Ides of March in 1987! We had one team, Rich was our GM, and Roger was the Game Producer.



From left to right, the team was Mike Young (TH), Rick Shelton (FT), Janet Julian (KN), David Boltz (MU), Jamie Thompson (DR), Olan Knight (CL), Chuck Swanson (RN), and David Lusby (TH)

## How It All Began.. Cont'd

By this time more people were involved; some of the new local folks we had were Dave Holt, Bobby Hayes, Eric Peterson, Charisse Castagnoli, and Danny Barry. The Denver folks who came down to produce the game were: John Cade (the founder and creator of IFGS), Rena Stephan, Cary Stephan, Terry Amburgey, Doug Shuler, and Roy Jenkins. (Yes, *O Jenkins Clan*, that's his real name.)



Olan Knight, Eric Peterson, Terry Amurgey, Dave Holt, and a headless Danny Barry in the back right

Get a load of that sword! That's what those Mark I weapons looked like back in the day! They had a bamboo core, LOTS of foam, and the cloth covers. Hilts and pommels were foam covered with duct tape. Hmmm, sound familiar? They weighed a TON by today's standards!

The very next game we had switched roles, and those who got to PC in "The Colony" were NPCs in "Nils Quest", which ran on 26-APR-1987 This was the game where Rich taught me that there is no such thing as "over-acting", and that's a philosophy I have treasured and by which I have lived my entire IFGS career! ♡ Thanks, Rich! (Yes, *you may officially blame Rich.*)

## How It All Began.. Cont'd

1987 was a good year, especially for a new chapter. Following *The Colony* and *Nils Quest*, we had the 87 *Tournament*, *Kinder's Inn*, and finally *Hack & Slave*. By the end of 1987 The Dallas Provisional Chapter had become the Dallas Chapter.

By 1988, we had a pretty large membership, including the fabulous actor Mark Shoemaker, along with Pat McGehearty, Jim Davie, Ralph Pruitt, the Knapps, and Ian Hense - among many others. Meetings were held in the conference room at Convex, where many of the members were employed. We had seven games in 1988 including:

*Hermit's Hollow*, where we got to meet Mark Shoemaker for the first time, and where Rich's PC "Sir Tainley" and Rick Shelton's PC "Kragar" were married off to the Royal Princess and made Earls (it's a long story involving love potions and assassination attempts).

That was followed by *Norman Conquest*, *Empty Throne*, the 88 *Tournament*, and *Bonedancer*, Rick Shelton's excellent first game, followed by *Knight of the Living Dead*, and *The Haven*.



Bonedancer NPCs, including Rich and Olan as Dainga Warriors

I've been with this Chapter since the very beginning, and I truly love our chapter! I enjoy the role playing, the combat, the stories, the people...and the sheer FUN of it all! The chapter has seen good times, and really, really bad times, and we will probably go through that cycle again, but through it all I'll still be here. I hope you will, as well!

Happy gaming,

Olan Knight

Ancient, Doddering Wreck of a Founding Member

## From the Fantasy Rules Committee (FRC)

Hello!

In the coming month or so, the Society Board is going to put out a survey that will ask a number of questions about IFGS and what you would like to see happen in our future.

One of these questions, in particular, will be about whether you would support moving to a version 8 of the IFGS rules-set. We in the Fantasy Rules Committee wanted to go over some of the reasons that we think it is time to start moving that direction, as well as go over some of the hardships that might be involved.

The 7.0 rulebook was formally adopted by most Chapters in 2008. It took almost seven years for the 7.0 rules-set to come to fruition from the time it was first given the green light. As a system that is now six years old, it seems to us that if we begin work on v8 now, and follow a plan of extensive play-testing and community feedback, the process will likely take 5 years or more from start to absolute finish. The 7.0 rules would be 11 years old at that point. In addition, the 7.0 rules version was not an enormous change from version 6.8, making this version somewhere in the neighborhood of 20 years old. We believe, with your help and input, we can deliver a much more modern system that will provide a game that is enjoyable to today's IFGS players.

Our method for fashioning this system is to involve you and your Chapter. We have asked the Society Board for access to the master email list so that we can send out email surveys, getting people's opinions on how 8.0 should look, and what they want to see in a LARP system. We will also be asking for volunteers to act as Chapter Play-testing Representatives, who will help present trial-rules for games to try out, and who will help get the data and opinions back to us. We are not going to put out a rules system that we don't fully believe is supported by the IFGS, and by that, we mean you.

However, change of any kind has its drawbacks, and it's important to think about those too: There will be compatibility issues. Characters and items will likely need adjustments, and this can be a slow and complicated bureaucratic process. In addition, no one will get everything they want. We will be listening and synthesizing and doing our best to get the most popular and most supported ideas into the system, but it is simply impossible to get everyone everything they ask for. We will also need real opinions and considered, thoughtful ideas from everyone. If you don't like a play-test rule, or you have an idea for how it should be different, we need to hear that, either through your Play-test Rep, or directly. It's often hard to handle change, so keeping an open mind will be an important, if sometimes uncomfortable, part of this kind of process. It will also need some patience, as trying to play-test and opinion-poll as much as we want to will take some time.

We have already seen some really exciting ideas out there about what 8.0 should look like, and we'd really like the opportunity to try some of them out. Here is the mission statement that we have for the 8.0 rules update:

- Create a system that is still IFGS and continues to allow class-based team play with existing characters.
- Simplify whatever we can, with the goal in mind of making it easier for new players to start playing and understand the rules.
- Add character options for players, so that each PC can be different from all the others, and allowing greater complexity for more veteran players.
- Look at the system from the bottom up, in order to build the best version of our game that we can.

So, when the survey comes around, we would really like you to consider all these things, and give us an opportunity to start working towards, and start collecting your ideas about, version 8.0 of the IFGS rules-set.

And, as always, feel free to contact the FRC by email at [FRC@ifgs.org](mailto:FRC@ifgs.org) for questions or concerns.

Thank you,

Fantasy Rules Committee  
[frc@ifgs.org](mailto:frc@ifgs.org)

## From the Fantasy Rules Committee (FRC)

We have a new and very different waiver that went into effect at A-Kon, and is now our standard waiver. With this new form, you fill one out completely, sign it, initial both pages where indicated, and turn it in. If you are a minor, you get your legal guardian to sign it. One form is all you need for all Dallas IFGS games.

The Board has decided that a signed waiver is good for a minimum of one year. They have not decided if the signed waiver will be good for more than one year (although Registry is hoping the Board will decide that a signed form is valid for between 3 and 5 years).

The new two-page waiver is available on the website, under the DOCUMENTS menu item, labeled as "IFGS Waiver". Please print this form, complete it, sign it, and bring it to the next IFGS game that you attend. Please print page 1 on one sheet and print page 2 on the other side of the sheet that has page 1 printed. This will significantly reduce the amount of paper we need to store.

The Registry has been updated to keep track of who has submitted a signed waiver, and a list of who has signed and WHEN they signed is available on the website, identified by IFGS ID, as the last item under the DOCUMENTS menu item.

Once I have received your signed, original waiver, I'll update the database appropriately.

The new waiver is attached for your convenience.

Olan Knight  
Dallas Registry Chair

## PC and NPC call for Caravan, July 19

The next game of the Dallas IFGS will be Caravan, running on July 19 at Winters Park, Garland, TX.

This is an NPC-heavy game, so please reach out to Jason Dziuk ([jason.dziuk@gmail.com](mailto:jason.dziuk@gmail.com)) to sign up to NPC or GM if you are able, especially if you have played it before. Roles go all the way from pure-RP to, well, the exact opposite. :-)

There's also lots of PC slots - we are planning to run 3 teams of 6 players each. Email the loremasters to get on a team if you are interested in playing. Loremasters are Mason Young ([mason.albatross@gmail.com](mailto:mason.albatross@gmail.com)), Sarah Gibson ([armands\\_fav@yahoo.com](mailto:armands_fav@yahoo.com)), and Tabitha Walser ([mysterybasket15@yahoo.com](mailto:mysterybasket15@yahoo.com)). All characters must be Level 1-3, the max levels-per-team is 13, and permission to play up or down will only be considered on game day. If you want to play up, plan on capping up.

### Caravan

A 5 Hour IFGS Game for a Team of Up to Six 1st to 3rd Level Characters, 13 Levels Total  
Re-Sanctioned Under the 7.0 rules & 2013 Blue Book 2.12

Game Dates: 19 July, 2014    Land Site: Cecil B. Winters Park, Garland, Texas

Game Ratings : Fighting 8 Mental 6 Risk 7 Physical 6

PC Fairness rule is in effect. Standard treasure limit (100% of XP) Due to [SPOILER], there is no magic shop.

## “Dragonbait” Bank Report

Saturday the 24<sup>th</sup> of May was a great gaming day: sunny with a nice breeze that lasted almost all day. Fortunately, Friday was ALSO a beautiful day since I spent 6 hours in prepping the course for the game on Saturday!

“Dragonbait” was a game written by Hugh Greene and re-sanctioned under the current rules and the current Bluebook by Josh Imboden, Tabitha Walser, and myself.

Surprisingly, we only filled two teams for the game, and I had to pull an NPC to fill out one of those two teams. However, the NPC roles were filled and the teams were able to start on course only 30 minutes late. Which is great for IFGS!

The start time was possible because David Spence took over setting up encounter 1 and 12, freeing me up for the remainder of the course, especially the Dungeon encounters. David and the entire cast of those encounters did a GREAT job of making the popup tents, tables, and ground cloths look and feel like a small village!

Super thanks go to John Jones and Danny Barry for their amazing help in setting up the Dungeon. I had the entire dungeon twined at the end of Friday, but still had to set up the various rooms, and WOW were these two fabulous! The floor tile room was the most difficult to set up, but the end result was well worth it – and quite good looking if I do say so myself!



## "Dragonbait" Bank Report... Cont'd

Every room has a wall between it and the previous encounter, the walls were all twined, and the NPCs were uniformly excellent! From the double door Gate to the Dungeon to the secret escape tunnel out of the Lair, the encounters were distinct and different.

One more important item: we got a new recruit named Devon Byington, who was a superb and safe fighter right out of the box! He had a great time, and I hope everyone will say "Hi" to him when he shows up to his next game!

The After Game party was held at Golden Corral by group consensus – we had not been there in a while and everyone was tired of the slow service at I-Hop! So we came, we saw, then we conquered the southern section of the room!

NPC Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
8.7	8.3	8.1	7.2	7.7	7.9	7

PC Game Ratings:

Overall	Logistics	Design	Mental	Physical	Fighting	Risk
9.1	7.9	8.5	7.1	7.9	8.5	8

### Best of the PCs:

Roleplaying
1st – Greyson Cox as Widget Boom
2nd – Brittney Hoglund as Simone, Taryn Cox as Tyle V'rina
3rd – Alyssa Phillips as Angie Jenkins

Costume
1st – Brittney Hoglund as Simone
2nd – Greyson Cox as Widget Boom
3rd – Taryn Cox as Tyle V'rina

Monster
1st – Michael Whaley as Dragan
2nd – Taryn Cox as Tyle V'rina

Humor
1st – Greyson Cox as Widget Boom
2nd – Brittney Hoglund as Simone
3rd – Taryn Cox as Tyle V'rina

Fighting
1st – Taryn Cox as Tyle V'rina
2nd – Amanda McCarty as Remi

Special Effect
1st – The tile floor
2nd – Selling "cloud insurance"

### Best of the NPCs:

Roleplaying
1st – Nathan Tryon
2nd – David Wood as The Blacksmith

Costume
1st – Chris Wright as Feldar / the demon Baazul
2nd – David Spence
3rd – Tabitha Walser

## “Dragonbait” Bank Report... Cont'd

### Best of the NPCs:

Monster
1st – Mia del Barrio as The Rust Monster
2nd – Chris Wright as the demon Baazul, John Jones, The Lizardmen: Nathan Tryon, Mike Magness, Devon Byington, and Rich Adkisson

Humor
1st – David Wood as The Blacksmith
2nd – The dance party

Fighting
1st – Devon Byington
2nd – Mia del Barrio as The Rust Monster and a Gargoyle

Special Effect
1st – Danny Barry’s awesome leather beard
2nd – The Tile Floor room (with glyph and other assorted traps)

Happy Gaming,

Olan Knight  
**Game Producer**

## “By Night & Knife” Bank Report

It was a glorious day, and more importantly – a perfect, dark night! This was the first night game that we’ve had in a while where it got really, truly DARK after the sun set. Since this was a game that involved sneaking around trying not to be seen – it was PERFECT!

I had the great good fortune to be a PC in this game, and it was a complete and utter blast! The game was designed for evil, or at least very neutral, PCs whose mission was an assassination. The script was written in such a way that there were multiple ways to succeed – or to fail. It was all up to the team.

The PCs actually got a chance to be genuinely sneaky, vile, and not good people at all! The layout of the course allowed us to truly be sneaky, as we demonstrated when most of our team bypassed the guards to the Manor (enc #6) while the quite drunk and very enthralled Jasna led two members of our team to them, conducted a surprise inspection (stand up straight! Eyes front!), while the guards were quietly taken out from behind. Heh. In fact, we were so sneaky that our team only had two fights the entire game, and they were forced.

The creative solutions and sheer villainy of the PCs made for a fantastic and fun time.

Both teams accomplished their missions in very different ways. I will say that OUR team got into the main chamber without summoning the Big Bad Demon guard. (\*Ahem\*, \*pat self on back\*)

And in a perfect conclusion to the game, the person that hired us....well, you know!

As you might guess, the script was a work of art and even though we started very late, everyone had a great time.

We ended up at I-Hop in Weatherford from about 1:00 am until 3:00 am. The food was good and the service was pretty good, as well! Check out the picture of Brittany Flatt and Taryn sleeping on Tina. At first, they were all zonked, but they noticed me pulling the camera and could not keep a straight face! Hey, it was 3:00 AM!!!!

## "By Night & Knife" Bank Report... Cont'd



Yes. This picture has appeared before. Perhaps a proper caption will suffice.

**AH HA! Foolish mortals do not comprehend the sheer power that dwelled (sleepily) on the other side of the glass!**

### NPC Game Ratings:

Overall	Design	Logistics	Mental	Physical	Fighting	Risk
8.4	8.6	7.1	8.4	8	8	8.6

### PC Game Ratings:

Overall	Design	Logistics	Mental	Physical	Fighting	Risk
8.6	8.5	6	8.3	6.8	5.1	8.7

The somewhat low Logistics ratings are because the game started almost 3 hours late, and the course was pretty convoluted. Fortunately, the PCs had plenty of opportunity to role-play and interact, prepare, or just take it easy during that time.

### Best of the PCs:

#### Roleplaying

1st – David Spence as Haslin de Sade

2nd – Nathan Tryon as Sir Thing

3rd – all of Team #1

#### Costume

1st – David Spence as Haslin de Sade,  
Angela Gallegos as Alexia Solstice Ivan,  
Danny Barry as Vortigern, and  
Lyndsey Ellis as Trader Red

## “By Night & Knife” Bank Report... Cont'd

### Best of the PCs:

Monster
1st – David Spence as Haslin de Sade, and Lyndsey Ellis as Trader Red

Humor
1st – All of team #2, The collective double-take by team 2 when Jackson (Taryn) kills Raz (Tabitha) at the Guild, and David Wood as Keeper Ivan

Fighting
1st – David Wood as Keeper Ivan,
2nd – Mason Young as Vez, and Angela Gallegos as Alexia Solstice Ivan

Special Effect
1st – David Spence catapulting at the door, and Seth Bush as Thalon Conescu

### Best of the NPCs:

Roleplaying
1st – Brittney Hogleund as Jasna ( <i>by a LANDSLIDE!</i> )
2nd – Rich Adkisson as Sulathis

Costume
1st – Taryn Cox as Jackson, the Guildmaster
2nd – Pat Wade as Scothar, the summoned Demon Guard
3rd – Michael Whaley as Ian Tull
4th – Tina Spence as Meloth

Monster
1st – Rich Adkisson as Sulathis, and The Guards at the entrance to the manor (enc #6)
2nd – The zombies at the end

Humor
1st – Taryn Cox as Jackson, the Guildmaster
2nd – The sad death of Jasna (designed and arranged by Team #2 to take the blame for Ian Tull's death)
3rd – Brittney Hogleund as Jasna, and Pat Wade as Scothar, the summoned Demon Guard

Fighting
1st – Pat Wade as Scothar, the summoned Demon Guard
2nd – Rich Adkisson as Sulathis
3rd – Michael Whaley as Ian Tull

Special Effect
1st – The awesomeness of the night game
2nd – The sandbox, and the amazing amount and level of role-playing
3rd – The numerous ways to win

Happy Gaming,

Olan Knight

**Dallas Chapter IFGS - Board Meeting Minutes****May 27,2014**

President David Wood called the meeting to order at 8:13

People in Attendance :

Board members: David Wood, Angela Gallegos, Rich Adkisson, David Spence, Greyson Cox, Sara Gibson, Alyssa Phillips here plus Olan Knight.

Committee Reports: No reports given

Old Business –New Business

Meeting to cover the waivers -David Spence to produce new waivers possibly based off of the Florida waivers. Good for 1 year. Olan to create list for each game of signed waivers.

Akon - Wood to write basic 4 encounter game. Spence to create basic classes, fighter / mage / cleric / combat

Next Meeting, June 21<sup>st</sup> Terraline Weapons Instructional Tournament  
Adjourned at 10:10

[9:04:10 PM] David Wood: notes taken for David Spence on the issues with current waivers via Skype IM:

David Spence info from his lawyer

1. Never comingle waiver and release, our currently is
2. Gang or group style signatures are challengeable in court (long line, people feel rushed)
3. Add the line permanent disability or death (missing)
4. Add unknown and known circumstances to the waiver
5. Add: fullest extent permitted by law
6. Title should say it is an assumption of risk or liability (must be bold, colored, underlined)
7. Child signing waiver could cause future problems since it is not valid once they turn 18 and children CAN go back and sue for conditions that were waived before by parent

**Dallas Chapter IFGS - Board Meeting Minutes****June 21,2014**

President David Wood called the meeting to order at 15:30

People in Attendance :

Board members: David Wood, Angela Wood, Greyson Cox, David Spence, Sara Gibson proxy to Angela Wood

Missing last minutes so no approval was done

Committee Reports: No reports given

Shed: In good shape thanks to Olan per John Jones

Bank/Registry/World/safety: No report

SC: Afest: Will not have access to John Jones/shed or Seth, they will be at Gencon that weekend. We need to get the props together the weekend before. David Spence to write/produce the game for Afest.

Old Business –New Business

David Spence proposed the creation of a tech committee to get the registry online. "To make the Dallas registry online by forming a tech committee of two people plus Olan. Paper model by Oct meeting and mock up by December meeting with live by kick off annual banquet board meeting." Second by Greyson Cox Passed 5 – 0 -0

Proposed by David Wood: To award a single cap award of 100K to everyone for each year they played prior to the cap change. Second by David Spence Passed 4 – 0 – 1 (Sara Gibson abstained) \*\*Per discussion David Wood will propose this to society board as a motion/proposal from the Dallas Board\*\*

The new waivers created by David Spence are approved and set for a 3 year expiration. Greyson Cox motion, David Spence 2<sup>nd</sup> Passed 5 – 0 – 0

Next meeting at caravan 7/19/14  
Adjourned at 16:44

**BOARD / COMMITTEE CHAIRS BOARD / COMMITTEE CHAIRS**

President	David Wood	<a href="mailto:president@dallasifgs.org">president@dallasifgs.org</a>
Vice President	Alyssa Phillips	<a href="mailto:vice_president@dallasifgs.org">vice_president@dallasifgs.org</a>
Secretary	David Spence	<a href="mailto:secretary@dallasifgs.org">secretary@dallasifgs.org</a>
Board Members	Rich Adkisson	<a href="mailto:board_member_2@dallasifgs.org">board_member_2@dallasifgs.org</a>
	Angela Gallegos	<a href="mailto:board_member_3@dallasifgs.org">board_member_3@dallasifgs.org</a>
	Greyson Cox	<a href="mailto:board_member_4@dallasifgs.org">board_member_4@dallasifgs.org</a>
	Sarah Gibson	<a href="mailto:board_member_5@dallasifgs.org">board_member_5@dallasifgs.org</a>

**Standing Committees**

Treasury	Tracey Skopinski	<a href="mailto:treasurer@dallasifgs.org">treasurer@dallasifgs.org</a>
Newsletter	Paul Coley	<a href="mailto:newsletter@dallasifgs.org">newsletter@dallasifgs.org</a>
Quartermaster	John Jones	<a href="mailto:quartermaster@dallasifgs.org">quartermaster@dallasifgs.org</a>
Registry	Olan Knight	<a href="mailto:registry@dallasifgs.org">registry@dallasifgs.org</a>
Safety	Rich Adkisson	<a href="mailto:safety@dallasifgs.org">safety@dallasifgs.org</a>
Sanctioning	Jim Davie	<a href="mailto:sanctioning@dallasifgs.org">sanctioning@dallasifgs.org</a>
Elections	open	<a href="mailto:elections@dallasifgs.org">elections@dallasifgs.org</a>
Public Relations	open	<a href="mailto:publicrelation@dallasifgs.org">publicrelation@dallasifgs.org</a>

**Ad Hoc Committees**

History	Sarah Gibson	<a href="mailto:history@dallasifgs.org">history@dallasifgs.org</a>
Land	open	<a href="mailto:land@dallasifgs.org">land@dallasifgs.org</a>

**IFGS Websites**

Dallas Chapter	<a href="http://www.dallasifgs.org/">http://www.dallasifgs.org/</a>
National	<a href="http://www.ifgs.org/">http://www.ifgs.org/</a>

**Newsletter Information**

Submission Addresses:

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

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