

IFGS Guide for Loremasters

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Congratulations, you have been offered the honor of being Loremaster for an upcoming IFGS game!

Not only will you be the team leader, but in addition to the normal experience points you receive for playing the game, you will also reach a major amount of CAP (Character Applicable Points) that you can turn in for gold or more experience.

Loremasters are a critical part of a team having a successful game. If you do your job right, you will have earned those points and because of your efforts, your team will have a better game. Your tasks come in four parts: building the team, pre-game preparation, in-game leadership, and post-game.

Building Your Team

The most important task of the Loremaster is to show up on game day with a full team!

There are many ways to select and recruit a team. Some people only recruit from their friends. That tends to create in-groups within the club, isolated from each other. We recommend reaching out to include at least some people who have not been on a team with you recently. Pay special attention to recruiting people who have been volunteering a lot for support activities in the chapter.

Take into consideration the style of game (dark, heroic, silly, low or high risk, etc.). Make sure the people you invite are aware of the game style and interested in playing that type of game. Keep track of what character classes and levels each player on the team has available. The ideal team has a balance of different classes, some fighting, some casters, and some specialists. Your choices may be limited by available players and levels. Most loremasters like a Cleric for team armor bonuses, a strong warrior (Fighter, Knight, or maybe Ranger or Monk), someone who can track (Thief or Ranger), someone who can savvy (Mage or Monk) and a mix of melee and informational skills. Read the game flier/lore to see if a specific class is recommended or required.

Be sure to get contact information (email, phone#) for each member of your team. With their permission, share that information with everyone on the team, but don't post it on the public internet. Many people don't want to receive the spam that a public posting causes.

Pre-Game Preparation

Once you have a complete or nearly-complete team, it is time to share who's on the team with the team and the game producer. Group email can help with team communication. Agree on which PC each person is playing, including everyone's class and level. Let the game producer know your agreed team composition. If requested by the game producer, be sure everyone on your team shares their magic equipment list with the producer and/or your GM at least a week before the game. If anything is to be disallowed, your teammates don't want to find out at game start.

Hold one or more team meetings, either in person, by email, via Skype, or whatever works for your situation. Ask your team mates to share something about their characters, both favorite magic/melee stuff as well as role playing. Share any lore from the game producer and get people thinking about what sort of encounters might be occurring. Discuss thoughts on combat styles, recognizing who's a "charge the enemy" type and who's a "wait and look for tactical weakness" type. Talk about what

group and individual spells and abilities should be cast at the start of the day and after every combat. If your teammates get into character somewhat before the game, they will start faster and have more fun on game day. Also discuss what they should bring to the game like water, mid-day food/snacks, clothing appropriate to the expected weather, costuming, and character equipment. If anyone needs help with getting weapons or equipment like beanbags, help them out, either with your own skills or use your contacts with other IFGS people who have the time and skill.

Find out from the producer when they expect your team to go IN-GAME on game day. Tell your team to arrive *at least* 30 minutes before that time. That extra time is necessary to give people time to get fully into costume, sign-in, get the safety speech, and otherwise prepare to play.

Leading up to the game, especially the final week before the game, stay in touch with your teammates. Be sure that if for any reason someone discovers they can't make the game, they notify you as soon as possible. As Loremaster, it is your task to find a last minute replacement when necessary. Game Writers create games based on the expected number of levels and party members, so going into a game under that will cause the team to have a tougher time than usual and may prevent you from winning the game. Many people will have been recruited as NPCs so it may help to check with the game producer to help with finding people available to be a PC.

In-game Leadership

Congratulations, you have managed to get your team to the game! Now comes the fun!

Typically people will start socializing when they arrive. Encourage everyone get into costume and do everything necessary to be ready to immediately go on course. Gather your team together. Review the pre-game lore with them. Introduce your team to your team GM, by real name, character name, class, and level. When it is close to time for your team to go on course, ask your teammates to get into character and start role playing. The game is more fun the more you all put aside mundane thoughts and inhabit your character personas.

During the game, there are many styles of leadership. Some will lead from the front, others will lead by encouraging teammates to step forward. Make sure all your teammates are aware of information discovered in each encounter and gently assist anyone who may need help with the skills of their character class. After every combat, make sure all your teammates are mobile and able to ask for healing if needed. Don't leave any teammate unconscious on the ground for extended periods. Make sure someone on the team is responsible to check for treasure and other recoverable items in every encounter.

Sometimes production will not be ready for your team to move forward to the next encounter. For short delays, encourage everyone to stay in character. For long delays, that may not be possible. If your team has fallen out of character, when it is time to get started again, briefly remind everyone of what's happening and what your in-character goals are to get their minds back in the game.

Post-Game

After game down comes treasure division. It is the LM's responsibility to assist in a fair and reasonable treasure division. The specifics will depend on local custom, but the LM can help keep the team together and focused until treasure division is complete and paperwork is started.

Treasure Division

One excellent way to divide the treasure acquired by the team during the game is as follows:

1. List each recoverable item your team acquired and their gp values. Also list the total gold acquired.
2. Sum the total gold piece value of the entire list including gold, and divide by the numbers of team members. This will provide you with the Treasure Per PC that your team earned.
3. On the list of found items -
 - a) If the value is greater than a single PC treasure share, list the amount of the gold that the PC who takes this item will need to return to the pot
 - b) If the value is less than a single PC share, list the amount of gold to be added to the item from the pot in order to meet a single PC treasure share
4. Before starting, get a feel for who wants what. At this stage nothing is set in stone and all discussion is informal. Often, a single item is far more desired than other items. In many cases, treasure divisions can be settled in this way.

At this stage, if no one wants a particular item, see if the script allows the item to be converted into gold. If conversion is allowed and no one wants the item, convert it into gold and adjust the list.

5. If the treasure division has not been agreed upon informally, most teams will find some method of 'chance' to settle things. One method: Randomly develop a "picking order" for your team by rolling dice or cutting cards or whatever method works. First person gets first pick, second gets second, going down the list of recoverable items found. If there are more items than people, when you get to the end of the list, reverse the picking order so whoever picked last the first time through gets first pick the second time through. After everyone has picked, figure out the gold adjustments to equalize the shares. Don't forget to have those with picked items worth more than a team share to pay gold into the pot.

Warning: On rare occasions some players become extremely aggressive when it comes to treasure division. Sadly, the only way we learn about who these people are is....you got it... during treasure division. Use your leadership skills and your other teammates sense of fairness to diffuse tension when you have a player like this on your team. Humor can help as well. If all else fails, call your GM for help.

Wrap Up

At this point, thank everyone on the team and remind them to thank people on the production side of things. Thanking people may seem a minor thing but it really helps people to know they are appreciated. Part of thanking people is filling out the "best of forms" which remind people of the fun they had during the game. Talking with your team about what they thought was best in the game helps everyone leave with good feelings.