

Mystwood Board Meeting

1/21/18 / 11:30 AM / David Sirois' House

Minutes

Last Meeting/Follow-up

1. Election of Officers
 - President/CEO - Robert Dunham
 - Vice President/Secretary - Dylan Sirois
2. Resignation of Noah Hersom from the Mystwood Board of Directors
 - Thanking of Noah Hersom for Efforts
3. Nomination of Douglas Andrews to join the Mystwood Board of Directors
 - The Board accepted Douglas Andrews in a unanimous vote
4. Treasury update: Mystwood has roughly \$1000
5. Copyright (\$85) and Trademarking (\$225-\$275) Has not yet been completed.
 - Dylan Sirois will take the lead on this project
6. Revisitation of Mystwood's Not for Profit Status
 - Money raised by Mystwood will be reinvested to maintain the quality and aesthetic of the game.
7. Was the previously approved "Non Active Players Discounts" deal utilized this year? Was it advertised enough?
 - No one at either chapter utilized the deal, likely due to not enough advertising.
 - Drawings for prizes based on liking, commenting and sharing facebook posts may increase engagement.
8. Revisiting Warning/Disinvite system
 - Brandin will draft a policy/system for addressing individuals with disabilities or handicaps, and a statement addressing the inclusiveness of Mystwood.
 - Mystwood GMs will utilize the Warning system to a greater extent and will notify the board.
9. Revisiting Seneschal
 - Helpers of New Players (lead on NP modules, answer questions, etc)
 - Runners of Swift Letters and other Ops required items
 - Observe potential cheating and cheating (without comment) and report to Ops/in PEL
 - No more than 1/10 of event base
 - Visible marking (sash, armband, brooch)
 - Chosen by Board/Game Directors, not subject to test
 - One free Chronicle, A unique skill, crown

New Business

1. Rulebook Changes - 1 more year till 5th edition release
 - Scheduling of Rules Meeting soon
 - Armor paradigm shift- less HP, more resists
 - Saved for a rule day

- Magic item paradigm shift- more one use, less permanent, permanent needs attune
2. Core, Board of Directors vision for 5th Edition
 - Dylan: Simplicity, Fewer Calls, and Non Rulebook Junk cleaned up (Research, items, matrixes)
 - Bob: Fewer Resists (Ultimately Fewer Calls), Authentic Consistent Setting
 - Doug: Growth, Growth, Growth, more sites, better website, more lore, more players, more advertising
 - Brandin: Game play needs to change as little as possible (Mystwood is working), Return to the “day in the life” Aesthetic and atmosphere, Examine how chronicles work and either bolster it or shut down.
 - David: Echoed Doug
 - Formation of a Rulebook Revision Committee headed by Bob
 - Should this be considered Mystwood II with a soft reset?
 3. Expansion Text- **NEED** a Game Master Guide

(GM Guide should have certain secrets in it that are world core information- examples being Guild/Dynasty, nature of the gods, nature of Chaos, etc. _

Potion Making

Magic Item Creation by PCs- mechanic behind such

Bardic Magic (re Rhydian)

Relic Collecting

Heraldry book

MAKE A WIKI
 4. Future Meeting Dates
 - Quarter 1: Annual Meeting - January 23, 2018
 - Quarter 2: April
 - Quarter 3: July
 - Quarter 4: November

(May make more sense to do January, prior to season, mid-season, post-season)
 5. Future Chapters-
 - a. Minimum Requirements:
 - An approved site
 - Liability insurance
 - Run by people who are experienced in Mystwood. The GM should run at least one chronicle at a current chapter and be mentored for one year by a current Mystwood Board Member at their game.
 - Permanent staff of 5+ members
 - Sufficient start up money
 - New chapter runner should be made a member of the Board of Directors.
 - Buy in of the Mystwood Mission Statement
 - b. Connectivity to existing chapters/subchapters
 - Core Rules
 - Chapter Rules (modified skills, occupations, advantages/disadvantages)
 - different geographical setting should be required.
 - A new rulebook with different fluff may be appropriate and would become the property of Mystwood.

- PC travel between chapters should be phased out and not allowed in the future (Discuss. Limited travel/overhead similar to DR/Alliance)- Home Residence vs Visiting (no plot)
- c. Role of the Board in “day to day” execution of game
6. Add Treasure/CFO to Mystwood’s officers
- Manage Paypal account and Square account, ensure chapters receive entry fees, collect chapter fees after each event, oversee all bank accounts, audit accounts annually, authorize all financial expenditures and assist with the paying of corporate bills.
 - Brandin Turner was chosen as Treasurer
7. Expense Reports
- annotated expenses for Board members (or just CEO) w/ reimbursement (<https://www.missionbox.com/article/191/us-nonprofits-best-practices-for-expense-reimbursement>)
8. Status and Continuance of the MASI/The Keep Chapter
- Game Master turnover?
 - Continued plots
9. Five Year Plan (Requires discussion, not discussed last year)
- Year 1 - 2017: 55 Player game **ACHIEVED**
 - Year 2 - 2018: All Mystwood events will be attended by at least 40 players,
 - Year 3 - 2019: 60 Player game, Release Mystwood 5th Edition
 - Year 4 - 2020: 60 Player game,
 - Year 5 - 2021: 65 Player game, New Chapter in Mass or New Hampshire with unique players. Buy a Church.

Adjourned 4:09pm

--DRAFT--

Dear Noah Hersom,

On behalf of the Mystwood Board of Directors, I would like to thank you for your tremendous contribution to Mystwood. When Mystwood began seven years ago, Truax and I never imagined how many people the game would impact. It was through your great efforts and financial investment that Mystwood grew from one chapter to two. Your creativity and imagination gave birth to a unique setting within the Mystwood world- a setting filled with Jarls, Dark Elves, and Duergar, unique to itself but also familiar to the greater world. Mystwood Burgundar is one of the best games I have ever played and I personally owe you great thanks for giving me the opportunity to play my own game. It is very rare gift for a GM to be able to play a version of the game they created and enjoy it as their players have.

Sincerely,
Dylan Sirois
Mystwood VP

Dear Noah,

Through the last several years, we have seen Mystwood grow from “just another game” in the greater sphere to a phenomenon where we can very easily have 60 participants in a slow weekend. In great part we have you to thank for this, because allowing players a second venue for their imagination stepped up our general play and allowed participants from both sites to see how the other half live. While I am sorry to see you leave the Board of Directors, I am glad that your input was as strong and as vital as it was during Mystwood’s crucial formative years.

Don’t be a stranger. You always have a home in Eastmarch.

Play on,
Bob Dunham
CEO, Mystwood