

Whispering RUNES

International Fantasy Gaming Society -Dallas

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2015 October

Chapter Board Elections

Ladies and Gentlemen of the Dallas IFGS ~

It is once again coming up to that time of the year when we elect the members of the Dallas IFGS Board. This year we have 4 upcoming vacancies on the board. The following board member's terms are expiring:

Tina Spence
David Spence
Rich Adkisson
Sarah Gibson

To run for the Dallas IFGS Board you must meet the following requirements:

- 18 years of age as of December 1st, 2015
- A paid member of the Dallas chapter of the IFGS

If you are elected, as a Board member you will be required to attend at least 75% of all of the meetings during your 2 year term. FYI: Most of the Board Meetings are held by Skype, so you have to have access to a computer for the Board meetings.

To be placed on the ballot for the Dallas Chapter Board you need to submit a position statement of no more than 250 words to Rachel Bickett by October 31st, 2015 at midnight. A position statement is required in order for you to be placed onto the ballot.

Our balloting is done electronically; i.e. online. This means you will need access to a computer in order to vote. If you absolutely need a paper ballot, please contact Rachel Bickett as soon as possible to let her know.

The ballots will be made available to all paid members on November 1st, 2015. Voting will end on December 1st, 2015 at midnight.

Thank You,
Rachel Bickett
Dallas Elections Chair
riottrae@gmail.com

A Heartfelt Thank You

Now that we've had one day to recover a bit, we want to thank everyone at Jomdueney. This will probably be followed by several smaller posts as we remember things. It was a wonderful, amazing weekend. The weather was gorgeous, the food was delicious, the game was so much fun, and the people were remarkable.

Thank you to Dustin Procter and Rachel Bickett, Lyn Nichole Wood and Henry Wood, Sarah Gibson and David Gibson. The game wouldn't have happened without these wonderful people. They all spent hours and hours creating, sewing, painting, building, cutting, drawing, stuffing, walking the land, and anything else you can think of to prepare for this game. I'm serious about the large amount of hours they all spent on weekends and during the week.

Lyn wrote and produced her first game and made the beautiful cake at the ball.

Rachel produced a game and GM'd for the first time.

Dustin produced two games for the first time and generally was super GS. That man worked really hard for three days doing everything! He's a wonderful GP who made the smart decision to have three different people play the bratty demon child for the teams.

Sarah wrote and produced a game and made the adorable pumpkin dragons. She also made the delicious pumpkin fluff and brought the wonderful veggie and fruit trays and "wine" to the ball.

David Gibson was another super GS. He GM'd for the first time and then GM'd several more times, NPC'd and was the lead SO for the game.

They all gave a lot of their time and love to this game. Please thank these people. They made Jomdueney happen, and they did such a wonderful job in a short amount of time.

Thank you to Brad Evenson for all your help. Anytime Brad saw something needed to be done (money, magic shop, or anything else) he did it, so we could move on to the mini games and other game events.

Thank you to Stefean Cox for being a general go-for, making sure we had ice, pizzas for lunch, and anything else we needed. Stefean also put together six hours of music for the ball.

Thank you to John Jones for bringing all the props and ice chests from the shed and taking them back.

Thank you to Olan Knight for being bank. I know we left you with a tremendous job from a three day game. Thank you in advance for all the work you will be doing.

We don't know who everyone was who started cleaning up while we were on course, but God Bless You! The cleanup was a big job, and we're so grateful to everyone who pitched in.

Thank you, Nick Jernigan, for volunteering your truck and saving us multiple trips back and forth.

Thank you to everyone who NPC'd. We had some outstanding role playing going on this weekend:

Tyler Davis was grand as the Demon Uncle and the Minotaur King.

Greyson Blac Jack Gyles was hilarious as the King of Thieves.

Taryn Cox, Brittany Flatt and Alyssa Phillips were awesomely bratty in their role of the demon child

Brittney H was enchanting as the Medusa.

Olan was a wonderfully wicked witch.

Tom Paul Grissom was amazing as the Graylan wraith.

Stefean was scary as the Tercot, and Patrick McGehearty as the Tercot damage enhancer.

Joshua Kirigaya Kazuto and Seth Bush as my go to guys for wandering monsters.

All the people who played the monsters and roles in the mini games. Rick Shelton for putting Gozer on the spot again for the beholder destruction, and for just for coming to the game. It was great to see you, and I hope we will be seeing you a lot more often.

And anybody else I didn't name here. All of the NPCs were amazing.

A Heartfelt Thank You cont'd

I know I'm forgetting someone who was outstanding this weekend. Please forgive me if I didn't mention you here, but also know that everything everyone did is so gratefully appreciated, and it was everyone working together that made this game happen.

I thought after a three day game, I would probably come off course wondering why we were crazy enough to do this, and I would be saying not again, but that didn't happen. I came off course wanting to do this all over again! I was sad it was over, and I didn't want to leave. That's just how amazing this game went. There are things we want to improve on so the next fall festival will be even better, but it went very smoothly for how much was involved in this game. This is because everyone at the game was just amazing, always asking what they could do to help and getting it done. Some of my favorite parts of the weekend was everyone sitting around the campfire during the bardic contest and then sitting around the campfire at the end of Friday and Saturday night. The camaraderie was incredibly special. This entire weekend has reminded us that all of you are our very good friends, and we're so lucky to have each of you in our lives. Truly this was a weekend that will always be one of our favorite memories.

Tina & David

This weekend was so much fun!!! I got to spend time with people I really like, got to do new things I wasn't sure about, and Temper got a few new items, pets, and a mate lol I just really count myself as lucky to have all of us as friends and I'm super glad I got to share such a great weekend with ya'll and such an important moment as well. The best thing I got to take away from Jomdueney was my fiancé, Dustin Procter

Rachel Bickett

“Jomdueney: A Celebration Of Fall” Bank Report

The weekend was spectacular! The weather was perfect: warm without being hot, with a cool breeze all weekend long. Most of the active gamers from the Dallas area attended, and in addition we had two newbies join us for the festivities! I think that they enjoyed the event as much as we enjoyed having them with us. Be sure to welcome Laura Goshey and Robert Patrick the next time you see them!

Our chapter president David Spence went above and beyond the call of duty - he procured the use of Camp Holland from the Weatherford Parks & Recreation department! Note that this was the first time they had ever let anyone not affiliated with the Scouts use this site.

And - Oh My - this was a fabulous game site! We had six stand-alone buildings, plus the main Dining Hall, and VERY importantly: the bathrooms - all available for us the entire weekend. The Dining Hall was the focus of most people whenever they were not involved in one of the numerous line course mini-games that were happening over the weekend. Or when there was not a global action of some sort occurring in which everyone was encouraged to partake. There were tournaments and gambling (IFGS style only, of course), thievery and skullduggery, action and heroics, friendships made and tense moments incurred - and everyone truly seemed to have a great time.

This land site is a camping ground, and many people chose to set up their tents and camp rather than to go to a hotel. The Tent City was actually kind of impressive, the one time I walked through it! :) There were also several affordable hotels nearby.

“Jomdueney: A Celebration Of Fall” Bank Report cont'd

One of the innovations for the game was that everyone had physical gold reps handed out and each PC was responsible for keeping track of their gold. At the end of the game, you had to have your gold reps in order to claim your gold. This included money earned from the mini-games, PC trades or sales, gambling winnings, and anything else that might have happened to you - like being pick-pocketed by one of the many thieves, I mean "Merchants" that were in attendance! :)

Everyone met in character on Friday and attended "The Grand Ball"! We enjoyed some wonderful refreshments in the Main Hall, with the decorations provided by a host of people - and they were marvelous! Lyn Wood provided one of the best looking, and best tasting, cakes we've ever had! Kudos to Lyn for that marvelous and yummy cake! Snacks were plentiful and lasted throughout the evening. People met each other in character and socialized, and we welcomed back an old friend we had not seen in over 10 years: Rick Shelton, who brought his 8th level FT "Kragar Moonfire" down from Oklahoma. There was a Fanciful Mask competition, and the overall storyline for the weekend was started. In addition, Brad Evenson came down from the Denver/Boulder chapter to participate, and he volunteered to, and ended up running the Magic Shoppe off and on throughout the entire three days!

Saturday was the start of the full-on celebration. The Tournaments were started, as were the mini-games. Events occurred throughout the day, and the overall storyline proceed at random intervals. A Weapons Tournament and a Pugelsdam Tournament (Little John on the log) were scheduled to run throughout the weekend. Surprisingly, there was really no time for these - everyone was too busy having too much fun with other events! The Chess Tournament did get started because there were three die-hards that BY THE GODS were going to complete! (Slowly step away from the crazy people...)

The following line course games were available during Saturday and Sunday. People who were PCs in one game were expected to NPC in another game - and this worked out quite well! There were several occasions where I heard that a producer had "too many NPCs"! (I still wonder what that means...)

Here are the line course mini-games that ran:

Game	Writer/Producer
A Walk In The Woods	Sarah Gibson / Sarah Gibson
Lost Soul	Paula Hopkins / Dustin Procter
Quest for the Druid Staff	David Spence / Dustin Procter
Rescue Me	Paula Hopkins / Rachel Bickett
Bardic Campfire	Tina Spence / David Spence
Ghost In The Fog	Tina & David Spence / Tina & David Spence
Ransom	Lyn Wood / Lyn Wood
Trollball	John Jones as The Referee

Saturday evening was the Art competition. People displayed things they had created, and all of the displays were impressive. The winners were:

Sarah Gibson	1st	For her spectacular Treywood Clan banner
Rick Shelton	2nd	For the leather moccasin boots he made
Dustin Procter	3rd	For his Mighty Hammer

Honorable Mentions were awarded to:

Chris Kuykendal	For his fascinating twig Mandela
Laura Goshe	For her lovely Fairy Wings that she wore the entire event
Rachel Bickett	For her delightful hand-painted picture
Lyn Wood	For her beautiful & fabulous cake that was served on Friday night

“Jomdueney: A Celebration Of Fall” Bank Report cont'd

In addition, on Saturday night, AFTER permission was obtained from the Weatherford Fire Marshall, there was a large - and carefully controlled - campfire in the main fire ring. In the course of about 30-45 minutes, nearly everyone gravitated to the fire. Now, MY first thought was "Oh, Good God, puh-LEEZE let this NOT be a 'Kum-Ba-Ya' type of thing!" And thankfully, it was not. In fact, it was one HECK of a lot of fun.

The Campfire started with "Follow Me", where one person spoke for a minute or two, telling a portion of a story. The next person in the ring took the reins and continued the story. When someone's story segment was lame, the crowd ...expressed their displeasure.... OK, they booed and hissed in good fun and that person stepped out of the ring and out of the competition. It was actually a lot of fun!

The mini-game "Ghost In The Fog" ran at the end of the "Follow Me" competition.

Later, there was an attack from not one, but two *Tercots*. If you don't know how dangerous these critters are, read "Season Of The Owl" by Greg Cox & Tina Spence.

Highlight 1: Watching David running at lightspeed and nearly catching Jim Davie who was fleeing at Monk Speed for real - with excellent reason - for his life.

Highlight 2: watching Jim, still running at lightspeed, lead David to where he had a wall of fire set up, and seeing David literally look like he bounced off a wall at full speed when he came up to that Wall of Fire! (*Fire BAD, apparently! :) Good to know.*)

Highlight 3: By midpoint in the melee, everyone knew that whatever the highest number that David's *Tercot* was hit with was what David's *Tercot* then called as standard damage from that point on. (Like I said, seriously badass.) With this as common knowledge, people watched in horror as Pat McGehearty's Thief "Sandor" hit David for a 40 point BackStab. Thus shall Patrick be known forevermore as "The *Tercot* Damage Enhancer". Heh.

Finally, there was the "Entertainment!" portion of the evening. This was an event where people could sing, tell a story, dance - in essence do what they wanted to do in order to entertain the crowd! It was WONDERFUL! People told stories, played instruments, sang, and performed in a variety of interesting and entertaining ways! The two winners were both acapella singers:

Lyn Wood	1st	sang: "Remember Me" from Phantom of the Opera
Tyler Davis	2nd	sang: "The Song of the Dragon Born" from Skyrim

By the way, Lyn was **very** obviously terrified of performing in public, but she did it anyway - and did a spectacular job! GOODONLYN for overcoming her stage fright and performing. AND she won! Tyler truly got into character for his performance, and he impressed everyone. By the way, no one did poorly - all of the participants were in fact, entertaining!

Sunday saw several of the mini-games run, or run again, as well as the extremely entertaining Trollball tournament. Kudos to the very enthusiastic participants who still had oodles of energy to burn. I sat and watched.

All of the line games were astonishingly fun, especially "Ransom Me", where the part of the two kidnapped sisters were played by Sarah Gibson and Alyssa Phillips. They were...something else! Equally impressive were Taryn Cox, Brittany Hoglund, and Tyler Davis in multiple roles!

The Chess Tournament ended on Sunday with the following results:

Pat McGehearty
David Gibson
Eric Harris

“Jomdueney: A Celebration Of Fall” Bank Report cont'd

One last set of real thanks goes to the caterers: Brenda Smock Catering. Their food was BY FAR the best I've ever had at any IFGS event. The staff were friendly and helpful, the service was prompt and on schedule, access was properly controlled (required, with our mob), the quantity was plentiful, and the quality was excellent! Let's have them back again next year!

This was a **supremely** successful event. EVERYONE had a great time. There was role-playing galore, character interactions everywhere, the Magic Shoppe, PC-to-PC sales, multiple games, multiple events - and just a whole lot of socializing and fun! Multiple first-time game writers and multiple first-time game producers willingly took up the gauntlet and made this event enjoyable for everyone! Congratulations to each and every one of them - THEY made this event the success that it was!



Most people were not aware of this, but representatives from the Weatherford Parks & Recreation department were with us off and on throughout the entire event, observing us carefully. Apparently we passed with flying colors. We left the place cleaner than we found it, we were enthusiastic and active without being offensive or TOO loud, the combats were controlled, no injuries occurred, there was almost no bad language, and the trails and the land site itself was respected by everyone. Because of our actions and our behavior we have been invited to use this site again, and the Board has happily accepted this MOST generous offer!

We sincerely thank the Weatherford P&RD for giving us the opportunity to show who we are and how we run games, and we thank them for generously allowing us to use this fabulous site!!! Thanks especially to David Spence for making this happen!



As a reminder, here's a brief synopsis of each of the mini-games that ran:

- Jomdueney This was the overall event including the Masked Ball, the competitions, and everything not listed below.
- A Walk in the Woods Through the cemetery, the door, and the witch. Pumpkin Dragons and the cauldron.
- Bardic This was the Bardic event around the campfire, including the cometitions and the Entertainment!, but not "Ghost In The Fog".
- Ghost in the Fog Night event - ghost wanders into the bonfire area. Later others appear to spread love and joy.
- Lost Soul Daughter has her soul removed and seems to be a Changeling. Daddy is not amused.
- Quest / Staff Hired to return the Druid's missing staff.
- Rescue Me Hired to find mom's helpless little girl who is lost in the forest. She's just a delight.
- Ransom The two daughters of the King of Thieves have been taken by monsters and you are hired to retrieve them.
- Trollball Teams of PCs attempting to dunk a Troll head into a basket using their swords.



"Jomdueney: A Celebration Of Fall" Bank Report cont'd

The game ratings are handled a bit differently than how we usually report them. For this event, there are no placing - no 1st, 2nd, or 3rd place listing. Instead, everyone who received a vote is listed -and is listed in no particular order.

	Jomdueney	A Walk In The Woods	Bardic Campfire	Ghost In The Fog	Lost Soul	Quest/D R Staff	Rescue Me	Ransom	Trollball
RATINGS:									
Overall	10	10	10	10	10	10	10	10	10
Design	10	10	10	10	8	10	8	10	9
Logistics	10	9	10	10	9	8	8	9	9
Mental	7	8	8	8.5	8	3	7	6	4
Physical	5.5	6	4	5.5	6	4	5	5	9
Fighting	7	6	1	4	7	8	7	8	9
Risk	7	6	1	4	6	6	5	6	1

BEST OF the PCs:	Jomdueney	A Walk In The Woods	Bardic Campfire	Ghost In The Fog	Lost Soul	Quest /DR Staff	Rescue Me	Ransom	Troll Ball
Role Playing	Rick Shelton, Hank Wood		All the performers	Jim Davie				Olan Knight as Vlad	All the PCs
Costume	Rachel Bickett, Hank Wood, Brad Evenson	Tom Paul, Greyson, Tyler	Tina Spence, Brittney Flatt	Rachel, Hank, Tyler, Lyn, Rick Shelton				Brittney Flatt, Tina Spence, Taryn Cox	
Monster		Team 4 hugging ALL the ghosts	Olan & Sara Cox howling wolf songs					Olan Knight As Vlad	John Jones as The Ref
Humor	Everyone groaning at Pats hitting the Tercot with a 40, Jims Wall of Fire & Davids bounce-back U-turn	Team #1 @ Ghosts: "Screw it, kill 'em"	The "Follow Me" twists and turns, the stories					Olan Knight As Vlad	
Fighting	Jim Davie		NO contest: Damage Enhancer Pat McGehearty	Brad Evenson, Jim Davie				David Spence, Tina Spence, Taryn Cox, Brittney Flatt	
Special Effects	The Masks, the buffet, the Main Hall, Lyn's cake		Campfire, the lights around the ring					The captive sisters: Sarah G and Alyssa	

"Jomdueney: A Celebration Of Fall" Bank Report cont'd

BEST OF the NPCs:	Jomdueney	A Walk In The Woods	Bardic Campfire	Ghost In The Fog	Lost Soul	Quest/D R Staff	Rescue Me	Ransom	Troll Ball
Role Playing	Rick Shelton		Lyn Wood	Tina Spence	Taryn Cox, David Spence	All the evil Druids, Brandon Smith	Tyler Davis, Taryn Cox	Brittany as Medusa, Sarah G as the bad sister	
Costume	Taryn Cox, Tina Spence, David Spence Tercots	The Ghosts, the Witch	Tyler Davis	Tina Spence, Tom Paul	Taryn Cox, David Spence	Laura Goshe	Tyler John as Groot	Tyler Davis as Monster King	
Humor			Pats Head Stand		Taryn Cox		David Gibson and his suits and counter-suits	Greyson Cox	
Fighting		Rick Shelton		Tom Paul	David Spence		David Gibson electrifying the LM	Tyler Davis	Greyson Cox
Special Effects	The Feast Hall, the bathrooms!	Cauldron, Pumpkin Dragons, Awesome Door Puzzle		Glowing Eyes	Field of Flowers	Robert Patrick	Team getting dropped into the pit and the only one up top able to get us turned into a butterfly	Web, teleports, the jail	

“Jomdueney: A Celebration Of Fall” Bank Report cont'd

Comments:

1- NEVER having cold banquet lunch again. Ever.
2- PLAN to Ask the board move the banquet to new site at Camp Holland
3- Lemme say-- I have a love/hate relationship with the Tercots Encounter :D One of my FAVORITES
4- Bardic event was AMAZING - so proud of everyone! :D
5- Troll ball was super Fun!
6- Olan as the witch: my favorite monster of the weekend :D
7- Was awesome seeing Rick S. and meeting another founder of the chapter as well as getting some newbies into the game!
And email comments mean i can write a lot more... >:)
8 - BIG Thank you to all my sacrifices, i mean NPCs of the day! (for A Walk In The Woods)
The food was amazing!
The site was amazing!
The games were fun and all the writers & producers did GREAT!
The NPCs were outstanding!
This event was a total success! Congrats & Thanks to all those who made it work!
Congrats to Tyler, Brittany Hoglund, and Taryn as the super-NPCs of the weekend!

Later -
Olan Knight
Bank Rep

Basic Foam Sword Blade Construction

In the past, I've done articles on how to make various LARP safe weapons and shields; sometime because someone asked me and sometimes just to fill space in the newsletter. Cognizant of the fact that one must always strive to improve their methods, I went looking for ideas and examples of how other people made foam swords. Here is a Youtube video from Jamie Cooling of Dragon Armoury in the UK,

<https://www.youtube.com/watch?v=Nl29vXidjPE>



The equivalent version of the foam is a Cross-linked Polyethelne 2 lb. Foam or L200. While he is using contact cement, most in the US prop industry swear by Barge cement in the yellow can. Unfortunately, I can't seem to locate it locally. Any way, watch it and learn.

Happy Crafting
your resident Foamsmith
Paul Coley

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