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## Welcome to the new South East Regional Newsletter

As we head into the final quarter of 2007, it's good that we reflect on our past year and both the good and bad times we've had. There are several holidays coming up for various religious and state reasons. Whichever holidays you observe, I wish you a happy holiday.

There are those however that may not have such happy holidays. Some of them are here in the Camarilla, and as a group and sometimes even chosen family, I encourage you to look after one another as well. There are even more people who are in need as well, and we're looking to help out as an organization.

Our school supply drive saw quite a few donations of which I know our school system was desperately in need. September 30, 2007 ended the last regional drive, and we appreciate each and every one who donated to our clothing, coats and blankets charity drive. As you're aware, it's the fall season and the charitable organizations will be in desperate need of these items as we head into winter.

In October, for each canned food donated, you will

receive 1 regional prestige for a maximum of 30 regional prestige for the month.

Getting these in as soon as possible will help greatly, especially with Thanksgiving just around the



corner. This allows the fine people who prepare the meals to properly distribute and cook the food for the homeless and needy.

November is the Toys for Tots drive. Donate an unopened toy to the drive for 1 regional prestige per toy donated, up to a maximum of 30 regional prestige. Help make a child happy during this holiday season by giving them something they couldn't normally get. These donations don't just touch the child. Seeing their children smile and be happy in a tough time and place is a gift for the parents that simply can not be bought.

December is the final month in this upcoming quarter, and we ask that you generously donate your time to soup kitchens, Meals on Wheels, the Salvation Army or Habitat

for Humanity or another charitable organization who are desperately in need of

manpower during the holiday season. For each hour of your time donated to these

charitable organizations we'll award 5 regional prestige, up to 30 regional prestige. Remember to give proof of your donation (a letter from the organization recognizing your help) to your coordinator.

In just a couple weeks ICC will be here in the South East! If you haven't already made plans to attend, I'd suggest doing so quickly. This ICC promises to be a grand event with a new venue and most certainly a surprise or two.

I'm happy to see our region prosper and put out a helping hand to our communities as an organization. I hope to have a very long report for each regional charity drive, and look forward to seeing many of you at ICC.

-Deb Pelletier-Clark

# Happy Holidays



## A Word From the Staff

### Tips and Helpful Hints when dealing with a Prestige Audit

Hello everyone, it's me again. Just a few tips and helpful hints that I thought folks might want to know based on some of the prestige logs I've reviewed in the last couple of months.

1. Please make certain that your full name, ie the one on the CRD and your membership card, are on the log along with your cam number, your old cam number if your prestige goes back that far and your current e-mail and US Postal Service mailing address are on the log. Full name and both cam numbers, if applicable, make it easier for me to verify prestige awards in a timely manner. Also, I like to send copies of the completed log to the member as well as the supervising coordinator, so a current, accurate e-mail address is a MUST. A current US Postal Service mailing address is needed so that I can send you your shiny new MC card.

2. Supervising Coordinators please make certain that all of YOUR information is current, accurate and filled in on your members' log. I send a copy to the supervising coordinator as well as the member, so the e-mail address needs to be current

and accurate. Also, Coordinators, please make certain that YOUR cam number is on the log as well.

3. Please make certain that all officer, regional and national prestige awards are accompanied by the appropriate verification website link. If you cannot find the link, make a note of it in the e-mail the log is attached to. Example: Line 234 SERE 2007 – CANNOT FIND LINK WITH VERIFICATION OF AWARD. This let's me know to look for that specifically and that the supervising coordinator already has without success.

4. Please let this article serve as notice... I am blind. I ask that when you make entries into your logs, please leave a space between the months. Looking at a log with everything crammed together makes my eyes cross and usually results in me taking the time to copy it onto a blank template with the spaces in to make it easier for me to read.

If you are copying and pasting your entries from an old log onto the new format, PLEASE use the copy and paste special options, then select values. Basic copy and paste messes up the formulas in the spreadsheet and can result in you thinking you have more prestige than you do... or less than you

actually do.

If anyone ever has any questions, please feel free to drop me a line at amyos@tampabay.rr.com or catch me on IRC, Amy-SE-ARC.

- Amy Osborne  
US2002021654  
SE-ARC Chief of Staff/  
Prestige

Conventions and recruitment and education, oh my! Southeast Region has a very busy year in these areas, and the momentum is to make this year the most dynamic year ever in terms of developing our regional identity.

SERE and SEFRE set new standards in the club for how conventions are handled behind the scenes, and both are touted as events that put the convenience and game experience of the attending player in front of all other concerns. ICC, even though it's run by the national organization, will receive the same level of dedication for excellence from the members of our region, ensuring that members that come to the South will go home with wonderful stories of the games and "joie de jeu" (joy of the game) by the people of this region. We're looking forward to more venue-specific events in

2008, so watch the lists for naming contests and other!

Plans are underway for a dedicated Camarilla Southeast Recruiting Team. This team will be available to assist with (or be) the Camarilla presence at non-Camarilla conventions that take place in our region. The team has access to recruiting materials and plot kits, and will receive specialized training in running introductory LARP scenarios and in new member recruitment techniques. Our trial run was at Dragon\*Con 2007! Watch for more information over the regional announcement list if you're interested in becoming a member of the team. Send a note to me if you know of a non-Camarilla convention in your area that could benefit from a club presence.

Under direction of the, your Regional Storytelling Staff is heading up region-wide mentorship program. The focus is on pairing experienced players and officers with novice members to help them learn the ropes of the club and their development and LARP skills. Please let us know if you're interested in participating in this program!

- Sharon D Yarbrough,  
US2002022447

*Luna Sangrienta.*



He lay there, staring at the blood-red moon in the sky. He tries to move, but his body is wracked with pain, and the smell of fresh blood fills the air again. Fresh blood, mixed with the smell of Death from all around him. The silence is deafening.

Slowly he turns his head to the side. Bodies, everywhere. His pack, the closest thing he had to a family... dead. His allies and friends from within the clutch... dead. His enemies, the waves of Pure they fought in this bloody battle... dead.

What happened? We had it all planned out so well...Were we betrayed?

He slowly struggled through the pain to raise his hand to wipe the blood from his eyes and clear his senses. He smelled other smells... smoke... burning flesh... sickness... His hands drop and he looks up to the sky once more. He sees nothing different.

"Luna Sangrienta..."

The words come out gravelly. His lips crack from the effort, dry from laying here for unknown hours. He lays back down, letting his body slowly heal from the wounds that it could. He tries to speak once more, quietly and pleading.

"Mother Luna, help me."

He stares at the moon, praying that She will hear his call when the silence is broken. He hears the sound of flesh ripping as it's devoured. The sounds of blood being lapped by an inhuman muzzle...and the shaking of the ground as

something moves toward him.

Slowly, the darkness begins to close in. The sky is clear of clouds, but the moon fades beyond the dark. All that remains is the hints of red light on the trees beyond the clearing.

We truly are Forsaken...

He closes his eyes, but still sees the Bloodmoon in his mind's eye. He feels teeth rip into his throat, and the last of his lifeblood as it pours in a warm rush across his chest. He slips, fading into the darkness that surrounds him, thinking one last thought.

Luna Sangrienta.

- Excerpt for Ft. Lauderdale's  
Forsaken Venue,  
by Steve Zelenty,  
US2005043238

**Looking for Artists!**

I have an overabundance of stock photos generously provided by Microsoft, such as the pieces on this page, but I would really love to showcase your artwork!

As you can see throughout the newsletter, people have lent their short stories, poetry, editorials and news. I would like to prominently display your drawn art in addition to your verbal artistry!

If you are interested in sending artwork, please eMail it to me at [SENewsletter@cfl.rr.com](mailto:SENewsletter@cfl.rr.com). You may send it in most picture files. I use Microsoft Publisher, which uses .jpg, .bmp, .gif, and .tif files among others. I look forward to seeing your submissions!



*Do you have something to contribute to the newsletter?*

*Kissed by the Sun  
by Lakshmi*

As I lay  
the Sun falls down  
upon me like a lover.

Gently  
urging me  
to close my eyes.

Warm breeze  
caresses me  
the grasses rustle.

So Sweet  
the silence  
it hypnotizes.

Hypnotizes me.

And I'm kissed, by the Sun.  
Loved above, everyone.  
It's just us and the sky  
With the clouds floating by.

Softest  
earth cradles  
me at rest.

Butterflies  
flit and fly  
from flowers far.

The scent  
I sunbathe  
soothes my senses.

Soothes my soul.

And I'm kissed, by the Sun.  
Loved above, everyone.  
It's just us and the sky  
with the clouds floating by

Aurora..Siesta..Eventide.  
Afterglow..Owl-light..Sunrise.

And I rise..  
And I'm kissed, by the Sun.  
Loved above, everyone.  
It's just us and the sky  
with the clouds floating by.

Janeka Rector  
US2002021300

## The Prospect of Storytelling in a Powerful Domain

I've recently considered running for VST Requiem in Atlanta. My membership class is 4, making a considerable amount of the players at least 10 member classes higher than my own (we have 15's in Atlanta). The player pool is advanced, not only by virtue of their MC class and their understanding of the systems involved, but also in their storytelling. There are a number of former STs here, including the former NST (when it was the highest ST position), at least one former board member, and members who have a passion for the game. (I'm sure you know what I mean.)

When I joined the Camarilla I wasn't sure I'd be able to affect the story in any meaningful way. There are so many powerful locals that I felt a bit intimidated, as though my actions would be allowed or disallowed based on the whims of any one of several people I met. In fact, I intended to come in as an LS and was told by the ST and some of the locals that I would likely die. The LS population at the time was zero, and it would be out of character to allow one to survive.

I scrapped my concept and started an Unaligned, and thought about how being an outcast was going to be my better option. I felt limited and a bit disappointed; my first impression of the

Camarilla in White Wolf's home town felt like the rumors, local members wrote books and told you what they meant rules to mean, so you were wrong. It all felt like a mistake. After participating in some of the Masquerade games in Vegas (which I thought sucked compared to the troupe games of the area) I was ready to leave it behind, but my wife was enthusiastic so I tried with borrowed enthusiasm.

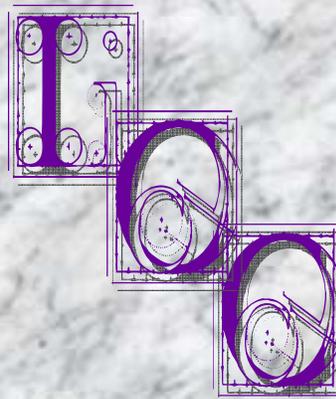
I quickly came to feel that the local players were very supportive of new blood. They hung back, promoting new players to take positions, join covenants and get involved. Those that traveled offered transportation to nearby games. Positions as AVSTs and ADCs were available and promoted to allow new individuals to get fully involved.

There was a lot of support and a lot of good people, but for other reasons I still spent nearly 2 years away from the Cam. I've been back since May and we're about to have an election for VST. It's something I've done before, but at the time I knew every rule. I see characters in my domain I would be hard pressed to know every rule for now, and my character has become much more active. Again, I was intimidated, but I hadn't heard of any candidates and I really enjoy

the stories people tell of their characters so I asked about it a bit at a domain meeting. I found out that there was one candidate so far, and I met him and some of the other members for food after the domain meeting. I again found the people to be very supportive. They were honest, talking to me about the positives and negatives of winning the position. They asked me questions about what I wanted to do and encouraged me and let me know that they were excited about the idea of someone new and the possibilities they brought. They offered staff support as well and spoke to me about my concerns.

I have since submitted my application for VST of Atlanta Requiem. The supportive people I spoke to helped me to remember that any concerns I would have would be shared, just as the storytelling is something shared by us all.

Richard C. Hunkins III  
US2005033124



*From the LQG  
Requiem Lead*

I wanted to take some time to discuss the upcoming ICC Requiem game and clarify some of the things I and my team were working on as well as what you can expect as players and as storytellers. My hope is that with more information, you as players can prepare for the sort of experience you want to have at the ICC Requiem Venue and that the characters you portray can have a level of understanding for that is in store for them.

First lets talk about a dirty little word: Metagaming. It would be hard to find a word within our organization that has the potential to arouse so much anger and vitriol based on past experiences and yet still be an immutable part of the organization as a whole. The Metagame itself is exactly what it states: The quasi IC area that we use on a constant basis in any role-playing game. The Metagame is the before-game experience that the players do when they discuss who is playing what and how to ensure that everyone has a good time. The Metagame is the method of which magic spells are cast by using loud words in a Boffer Larp. In our case, the Metagame extends from the reasons for our mailing lists to the

# International Camarilla Conclave

Venue Style Sheets we publish. Metagaming is the use of this information to affect your IC reactions. It definitely has the potential to move into the area we all hate to see, cheating, but it also has the potential to ensure that players enjoy their experience as they portray their characters.



Part of my job as Venue Lead is to provide encouragement and control for the former kind as well as eliminate the latter. In that idea, I would like to present a few of the plans that I and quite a few of your fellow players have for the IC events at ICC Requiem 2007. The events begin with Thursday night, the 18th of October. The night begins in Louisville with a (at least partially) unique gathering at the Galt House Hotel (<http://www.galthouse.com/>).

A coterie of vampires have announced an event wherein any Vampire who has mastered a unique form of Vampirism (read: rare/custom items) may come to this safe environment and showcase their uniqueness. This is meant to be a showcase of the continual evolution of what it means to be a vampire. The theme for this night will be "self discovery", and I mean that in every sense of the Metagaming word. You see, I

mean for players to also see things here they would like to get involved in and (outside of the IC space, of course) then discuss this possibility with the player who has showcased what they have approved. My intention is to foster the open and honest communication between players so

that others can see what is out there and so that others can find people they feel comfortable with joining their coterie/bloodline/group.

Lets be clear for a moment in that this is not intended to, nor will it, become an excuse for anyone to badger a player for entry into a bloodline or for teaching a a custom devotion. This is meant to be a discussion between two adults that, if not mutually beneficial, will cease with polite completeness.

In addition to this main event Thursday night will host a number of smaller meetings and parties, all held in the confines of Louisville. The events being held in nearby Memphis will also be in the minds of the assembled Vampires. This will be complimented by various plot-stories that the ST staff will be running that serve the purpose of providing IC social motivation to attending the Memphis

Salon.

I would like to take another moment to discuss transportation, messaging, and how this affects the Vampire in today's world. While relatively short (four hours by normal ground transport), this represents an amount of time usually given to hunting and putting ones affairs in order before attending a gathering like this. A few months ago I asked for players who portrayed characters with a concept of transportation specialist or messenger. I will be providing a list of these for the purpose of players contacting each other and either working out contacts in their history that are mutually agreeable or setting up arrangements for transportation between Louisville and Memphis. Those who take advantage of this professional transportation may arrive at the gathering refreshed and with plenty of time to refill their blood pool and take care of personal affairs. This will not be monitored by the ST staff, nor checked when running challenges. The simple truth is that the storyteller staff will be focusing on providing superior plot-stories and not on the administrative task of tracking blood pools hundreds of Vampires. What is the pur-



pose then? I want to provide methods for players to use this Metagame information to make their experience more immersive, more enjoyable. I want to provide a story that is more than new powers or portals to the underworld (though these definitely have their purpose and can be immensely engaging). The story I want to tell is one about how Vampires interact and what makes them Vampiric.

Friday night, the 19th of October, will be held in Memphis in the famous Pyramid Arena (<http://www.pyramidarena.com/>). This night will be primarily a Grand Salon with, again, several smaller events being held, such as a Pirate Luau, a Passion Play, and a multitude of smaller meetings and events. The theme for this night is "self realization", and this means more than simply who your character is (though this will be part of it as well), but what the labels assigned to the character mean as well.

Does being a "Gangrel" and a "Ordo Dracul" define who you are or are you instead the sum of your experiences?

Saturday night, the 20th of October, will also be held in Memphis in the same Arena,

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but the main event for this night will be Gran Ballo, a Sanctified event. As the others, this night will be filled with smaller parties, events, and meetings. The theme for the night is "self actualization". How does one go about becoming who they really are? How far would you be willing to go to make it a reality?

Now that we went into what you will see, lets cover what you will not be seeing. Primarily, you will not be seeing the sorts of stories where things blow up. There will not be armies of the Brood (nor any other kind of enemy), there will be no attack parties of VII sent to kill high ranking characters, and hunters will have absolutely no idea where the gatherings will be held. On a similar vein, the plot-stories I help tell alongside you will not be aimed at a particular clan or covenant (since, for the most part, there will be no formal clan/covenant meetings), but rather at characters on an individual basis.

Finally, I would like to invite you, the players to make this experience you own. I have run quite a few convention games and I have found that the more trust and control that is

placed in the hands of the players, the more enjoyable experience it will be overall. If you have questions, comments, or ideas, please feel free to share them with each other and myself (iccrequiem@gmail.com). I look forward to seeing many of you in Nashville!

David Bounds  
US2002021593  
ICC Requiem Lead

### Ghosts of ICC Past:

My favorite ICC has had to be ICC 2006 in Milwaukee. Not only was it one of the major end benchmarks for Changeling, but I had the surprise of my life with Jake proposing to me on stage at the convention at the end of game. I've never been quite so happy that four hundred of my best friends and "family" were present - nor more surprised that they all even managed to keep it a secret!

- Lana Quenneville

Hello everyone. Thanks for taking the time to read my opinion concerning the Inter-

national Camarilla Conclave or ICC. My name is Andrew Anderson, and I have been a member of the Camarilla since November 2001; and since then I have attended at least 4 ICC's loving each and every one of them. I can honestly say that I loved them all for different reasons.

To the mundane person, hearing about ICC is described as a large convention where gamers get together and role-play their weird games. But, as all of us know, it is far more than that. From the intense scenes that can happen, to the late night parties... to seeing old friends and making of new ones... ICC has its own characteristics of a convention that can never be repeated.

From the first ICC that I attended in St. Louis to the last one in Milwaukee, I have had some great experiences. I love the fact that I not only can go to a different city and enjoy the immense culture, architecture and style of a different city but have some really good intensive role-play scenes with some of your characters' most trusted friends, and most hated enemies, and to me...what is so great about all that is your character's most hated enemy can be your best friend in real life. The role-play that is sparked by just the mention of ICC can be enough to inspire the most cynical Camarilla member.

I think my most memorable ICC will have to be the one in Phoenix, AZ. The experience of the culture and the city was amazing. The architecture was fantastic, and I loved the shopping opportunities near the host hotel. I had a chance to actually venture out of the hotel and found a fantastic little dinner that served amazing southwest style cooking and found a rather interesting pottery and self-painting store. I took several hours to make a cookie jar and a crock for my kitchen utensils. The role-play experience was fantastic as my Requiem character made some new friends and definitely, made some new enemies. I had a chance to finally meet all of the players of my family members, rather than just chatting with them over email. For these reasons, the overall impression of Phoenix ICC was great.

The upcoming ICC for 2007, is in Nashville, TN and I am personally very excited about this location. I lived in Nashville for nearly 4 years and grew up nearby in a booming college town called Murfreesboro. So, I am very familiar with Nashville and am very excited to show the Camarilla members, that will be attending, the wonderful culture... and deep heritage, that is the Country Music City Capital of the World. But don't let that title fool anyone. We are



## International Camarilla Conclave, Continued

known for more than the Country Music that reverberates through the downtown bars and night clubs, we are also known for having a deep culture of originating certain national politics. If you are a 'foodie', there are some really excellent and cheap places to dine. We have Vanderbilt University and its Medical Center, which has been ranked within the top 50 of the nation's best hospitals. So contrary to popular belief, we are not all just a bunch of country bumpkins chewing tobacco while keeping our sisters barefoot and pregnant.

As a former Nashvillian, I welcome all of you to visit this fine city, and enjoy some good ole country cookin'. Have some 'house wine' of the south (sweet tea for those that did not know), and enjoy really great and memorable role-playing experiences, as I have had in the past, at ICC Nashville!!

- Andrew Anderson

I have been to ICC Portland and ICC St. Louise. ICC Portland was a ton of fun. It was hosted at the Double Tree on the Columbia River which overlook the I-5 Bridge. The hotel is segmented with 3 story long hallways that branch out on either side of the main building that con-

nects to the rooms.

The usual OWoD games were being played, and the games were up to the usual Con level of play. But the most interesting event happened after game was called off. In a shameless bid to make money, there was an official 'Kissing Auction'. The event was hosted by Tony Columbo who played a very classic announcer style on par with The Dating Game.

At one point, a young lady's kiss was being auctioned off and Tony said with a sly smile, "This is a kiss you will not want to miss... trust me I know. Good thing her husband isn't here." Only to have everyone erupt in laughter as the young lady's husband was standing backstage just off to the side where Tony couldn't see him.

It was about this time that sweaty drunk cammies were coming in from the Open Bar Dance Floor and started bidding. Only to be in bidding competitions with those who felt bad for the people being auctioned off because most of the sweaty drunk cammies were not in any condition to be put in close contact with anything that was not equally sweaty & drunk.

Finally, there were other gamers from non-club parts of the convention coming in and in a moment of spiritual harmony, it seems we ended the

ceremony auctioning off a Catholic Cardinal (in costume only) to a Dominatrix (Maybe costume only.. hard to know for sure.)

- Lance Terpenning

*Creating New*

*Chapters:*

*From Four Winds to Meatspace*

Preface: This article is geared towards members who do not have a nearby chapter or domain to attach themselves to, and want an alternative to long travel or mlRC/ mailing lists. If this sounds like you or someone you know, then read on for help.

Ok, you saw something about the Camarilla or signed up for the trial membership at a local Con or gaming shop. Fair enough, welcome aboard! Take it from someone who started out without any other Cam members nearby at all, it is much more fun when you have other people in your home area in with you. This allows you to create an independent chapter that can run games that you and yours want to. Even better, you become connected to the global chronicle and can travel to other games.

Now, here's the hidden benefit – other people can come to your games and play. When that happens, you meet other Cammies face-to-face and can have that much more fun on things. Before you panic too much about people coming in to “curb stomp” your new characters, remember that the VST can deny any character coming in from outside and suggest they create a secondary or help with NPCs for the night. Besides, for the most part the older players are more than willing to help build the new game by being supportive on the characters played.

Having established the benefits to the new chapter, here's what you need to get the job done:

1) Five PAID members - \$20 per person per year, that's about a good pizza and a half at most places. Emphasize the global game and that they all get 50 XP on their starting characters – I've found that to be a decent hook when compared to local games.

2) Submit the application up the Coordinator chain, and elect a coordinator.

3) Work with the ST chain to create your VSS (Venue Style Sheet), get it approved, make characters – then rock and roll.

## “We use a chicken and cucumber to summon the creepy Nos girl, but how do we summon the ST?”

I'm not saying that any of this is completely easy, but remember that you have a global organization behind you who will lend a hand if asked – so ask for help. Once it is done, you will have a small gaming group around you to play every so often. If the people in your group travel, then so much the better – the relationships forged there can last a lifetime.

Once you have your five and your game, then it is time to look to expand out – go to gaming stores, local conventions, and the like. Offer to run games at these places – a recruitment larp at a convention can yield gold in the form of new members. Remember to use the six-month trial membership as a hook. If you can show them a good game, then they will be more than willing to go to full.

This is as much advise that comes to mind right now. If you need any help or suggestions, drop me a line at kallisty@charter.net or (828) 310-1280. Trust me, we indies need all the help we can get to get off the ground at times.

Larry Henson  
US2006129213

The Regional Calendar of Events can be found at <http://www.google.com/calendar/embed?src=southeast.events%40gmail.com>

Hello all,

As part of the knowledge share program that the RST staff is going to do, we're going to try to include something each month. I'm the luck volunteer for this time. (No really, I actually did volunteer)

I want to address some of the misconceptions and changes about the polices of the RST staff. First, please feel free to contact that us with questions or concerns. You should always talk to your VST and DST first, however you're welcome to contact us if you have a regional question.

### **Q: Is 'X' bloodline capped in the region?**

A: No, there are no caps on ANY bloodlines in place by regional. Some bloodlines are far more common then the source material states they should be and thus these bloodlines require extra effort to join (Good background, Lots of tie in with current characters, excellent write up of reason, etc) but there is no bloodline that I will flat deny due to there being too many.

### **Q: Can I have magical item 'X'?**

A: Generally in Requiem there should not be a lot of magic items. They also generally should only come into play via plot lines. Thus you will need

a VERY good reason to get it without plot.

### **Q: Why can't I find regional Plot?**

A: This is a common one. The answer is "I don't know". I can tell you from the requiem side there are several plots active in the region and I'm putting a couple things in place make it easier for Regional to help hand out plot and see that it's reaching the players. If you want regional plot talk to your VST and DST about getting some. If they don't have any for you, at least for the requiem side, email me and I'll see about helping to get you involved.

### **Q: What the most common concern you hear?**

A: One of the most common concerns I hear is Game X is worried that people from Y are going to roll their game. For Requiem this is a valid fear that IC Kindred should have to some level. However FAR too many games have this fear on an OOC level and attempted to put polices into place to prevent it.

A good ST should be able to handle the situation properly just as good players should be able to. Most high MC players will not simply go roll another game for no reason. Often what happens is someone at a game does something dumb and then players outside the game show up in

response. This is part of the game in a global chronicle. You need to not just consider the person you're attacking, but their friends and allies.

Keep in mind that if a High MC character does mess with your game, the VST and RST have ways of stepping in. However what should happen is the local players should contact the higher ups in their covenant and ask for assistance.

### **Q: Are we going to see our ARST Requiem?**

A: Yes, I travel A LOT. I try to make all the FGotM, so far I have missed one this year. I also travel to non FGotM regularly. Obviously living in SE Florida it's easier for me to make Florida games, but I have attended several games in the northern states this year. I'm more then willing to sit down with people when I do. I'm also more then willing to chat with people on the phone or via the internet about stuff.

If people send me questions, I'll try to add stuff each month here. I'm also going to dish out some plot via the news letter.

- David Hofmann,  
SE ARST Requiem



## Gaius Arctorus of Faerie, by Jake Tessler

The crowds were loud today, the warrior mused. For the moment, three suns burned down on his tanned and scarred face; turned upwards towards the sky as those few moments before the coming fight came over him. It was not the sounds of the roaring crowds, or even the gaze of his Keeper, Marcus Julius Draconis that drew his attention for the moment. The man who had once been known as Maxwell Brooks was positive there should have only been one sun in the sky. It struck him, in that singular moment, where his senses sharpened and he could feel the readiness for the fight that had been beaten into him by lash and word, that the second and third suns were out of place.

Calm eyes glanced over the roaring crowd, the boxes with their re-arranged seating for nobility, to the arms and armor on his person and in his hand; each item registered to his mind as accurate. Except there were not three suns over Rome, some aspect of his mind told him.

*Pulse of Passion  
Heart of truth  
Soul of old  
Blood of youth  
Strength that's born from  
Pain's adrenalin  
Summons out  
What lies within*

The length of a single breath drew out into ageless expanses before him; it always did this as he felt his heart rate pick up, felt the dirt on his hands grind against his palms in reflexive action. It had been one of the first things that Saga had taught him; the sun was hot and fighting was sweaty work; the pile of dirt taken from the stadium floor would keep his hands dry, and keep his grip on the gladius at his side firm.

Each step into towards the center of the heated sands brought him closer the blood, and yet the warrior could not shake the image of the three orbs burning in the sky; there had been but one sun yesterday, and he was certain that there would only be one on the morrow.

The crowd roared. A gate opened, and the figure stepped out.

*The moon is high  
The night is young  
The voices cry  
The song is sung*

*Blood and body are one*

Years ago, he mused, feeling the weight of the sword in his hand as he moved, he would have felt... something; anything, really, about the fact that he was simply playing with this man. The details of his opponent

escaped him, eyes watching the body and it's movement. The nature of his foe did not matter to him any longer, and as he worked the man from one side of the



arena to the other for the crowd's benefit, though some aspect of his mind told him that it had once mattered, that he had once tried to spare the lives of his foes, though there was a flash of momentary memory of the most agonizing pleasure wracking through his body in punishment.

The sudden cheer of the crowd brought the warrior back to the moment, tracing his eyes down along the lines of his powerfully muscled arm and across the length of metal that was embedded into the other changeling's chest. Vaguely, he was aware of the repeated chanting of his name, of the name his Keeper had given him.

"Hm," he murmured softly as he glanced at the sword in the other chest with passionless eyes, "how did that get there?"

*Smoke and darkness  
Gasp of air  
Ecstasy  
Grim Despair*

The servant sent to tend him massaged the muscles of the warrior's body with easy and practiced hands. The goblet sat to one side, and his eyes were drawn to it. He knew he had pleased his lord this day, ever was it the same - when he had performed well, when the crowds had roared his name, his keeper and lord received praise for his perfect warrior. Always it was the pomagranetes, brought from distant lands; either in juice or delivered whole for his benefit.

"There were three suns today," he said softly to no one in particular as he reached for the cool liquid.

"Yes, Gaius Arctorus... there were," the servant responded, knowing that his charge had already retreated back into the recesses of his mind and the silence held therein.

- Jake Tessler  
US2002022694

Lyrics from "Blood and Passion"  
by Heather Alexander.

# Featured Games of the Month

## October 2007—Ft. Myers, FL

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1 SE Region IRC	2	3	4	5	6
7	8	9	10	11	12	13
14	15 SE Region IRC	16	17	18 International Camarilla Conclave	19	20
21	22	23	24	25	26	27
28	29	30	31			

Event Coordinator	Owen Sutter swn.coordinator@gmail.com
Event Storyteller	Brad "Simon" Smith fiveminutehallway@gmail.com
Location	Days Inn 3506 1st Street West Bradenton FL 34208-4402
Venues	Mage and Requiem (Pre-ICC Plot!)
Charity	Center for Abused Women located in Naples FL

## November 2007—Huntsville, AL

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5 SE Region IRC	6	7	8	9	10
11	12	13	14	15	16	17
18	19 SE Region IRC	20	21	22	23	24
25	26	27	28	29	30	

Event Coordinator	Deb Pelletier-Clark whitewynd@yahoo.com
Event Storyteller	Jason Clark dmonlion@hotmail.com
Location	4304 9th Ave Huntsville, AL 35805
Venues	Requiem
Charity	Glass Ornaments for local nursing home and canned food drive.

## December 2007—Atlanta, GA

Sun	Mon	Tue	Wed	Thu	Fri	Sat
						1
2	3 SE Region IRC	4	5	6	7	8
9	10	11	12	13	14	15
16	17 SE Region IRC	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

Event Coordinator	To Be Announced
Event Storyteller	To Be Announced
Location	To Be Announced
Venues	To Be Announced
Charity	To Be Announced



## SE Regional IRC Meetings

We invite you to attend the South East Regional Meetings, held online at 8:00 Central time on the first and third Mondays of the month. You can join us on the Darkmyst server at SE\_Region. Attend both meetings, and you can earn 5 Regional prestige.

