



February 2014

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January Feature Game of the Month
SCARAB Con, Columbia, SC
January 17-20, 2014

C O U P O N
One Free Retest

Good for one free retest at each of the FGotM Games.
Excludes PVP. Approval at ST Descression.

feature Game of the Month, february

Hosted by Bay of Tears, fL-034-D

Location: 14126 Paradise Lane, Dade City, FL 33525

Accommodations: Hotels in the area range from \$66-\$200 a night. However, there is plenty of crash space for those coming from out of town. Also the game is on 5 acres, There are no showers, but if you want to bring camping gear, it should be great weather. Players have camped out many times. If you are crashing, bring an air-mattress, pillows and blankets.

Schedule: February 21-23

Friday Night 7:00pm to Midnight - Werewolf OWoD

Saturday Noon to 5:00pm - Accord

Saturday 7:00pm to Midnight - Cam/Anarch

Cost: \$5 per game

Food Options: Meal Plan \$10 per day including food and soda or \$5 per day for drinks alone

Menu: (please contact Paul Lee if you have dietary concerns that need to be addressed)

Friday: Dinner around 6:00ish, Typical fare is burgers, hotdogs, pizza and snacks that are available into the evening.

Saturday: Breakfast of egg based casserole, tater-tots, variety of breads.

Lunch is a 6" sub with chips and dip.

Dinner will be a full meal, TBA

Sunday: omelets, biscuits and gravy and various other tasty treats will be served. There is no charge for Sunday, we just ask that you help with the clean up.

Werewolf In Play Teaser:

Early January it was brought to the Garou's attention that the Wyrms was causing a stir in St. Petersburg. Two packs teamed up to take out Vampires who were flaunting supernatural abilities and destroyed a block of humans...snuffed out after some kind of bonfire was done in the midst of a slaughter. The Wyrms had claimed lives, snuffed out in their prime. Bonegnawers who had been working in the area to clean up the streets brought information to the Garou regarding the identities of these creatures along with locations of some of their strongerst. Valiantly they have fought...but the toughest of them remain... An Ivory Tower awaits the Garou...Vampires who have shielded themselves with mortals lie in wait at the Vinoy Hotel. Gaia screams for the cycle to be restored and the Garou to remove the blight. Two Garou are tasked with removing the blight without casualties...and the veil breaches. And part of the challenge is to bring everyone along. Secrets lie buried within old walls... will the answers lie in old blood being shed, or their own?

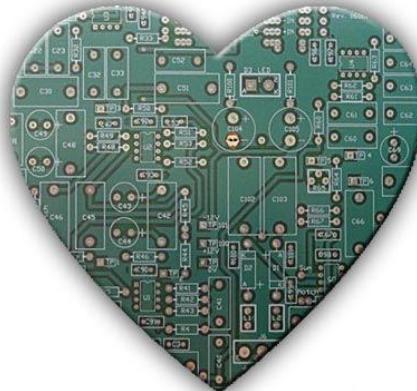


Valentine Pickup Lines

Sure to Make a Geek fall In Love



- ❖ You are the CSS to my HTML
- ❖ My love for you is like pi, never ending.
- ❖ Isn't your email address beautifulgirl@mydreams.com?
- ❖ Is your name Wi-Fi because I'm really feeling a connection.
- ❖ Your beauty rivals the graphics in Call of Duty.
- ❖ Your beauty cannot be spanned by a finite basis of vectors.
- ❖ If you won't let me buy you a drink, at least let me fix your laptop.
- ❖ You're so pretty, I wouldn't even need to use an Instagram filter if I took your photo.
- ❖ I think you could be an integral part of my project life cycle.
- ❖ Baby, you're like a student and I'm like a math book; you solve all my problems!
- ❖ I must be using Apple maps, because I keep getting lost in your eyes.
- ❖ Your homepage or mine?
- ❖ You auto-complete me.
- ❖ I need to hop onto Facebook real quick to change my status to smitten.
- ❖ Computer techs have skilled fingers, if you know what I mean.
- ❖ My love for you is like a concave up function because it's always increasing.
- ❖ I am The Keymaster!
- ❖ Come back to my lab and I'll show you why the Big Bang isn't just a theory.
- ❖ If I was a Jedi, would you be my force?
- ❖ Be my queen and mate me with your knight moves.
- ❖ Your mouth says, "Shields up!" but your eyes say, "A hull breach is imminent."
- ❖ What's a girl like you doing in a place like this when there's a Firefly marathon on the Sci Fi channel right now?
- ❖ Forgive my Kirk-like boldness, but do you want to go back to my place and watch Dr. Who?



Coordinator Spotlight



Suzanne Johnson, US2002022856

Suzanne Johnson is our Coordinator Spotlight for the month of February 2014. Suzanne went to her first chapter meeting back in August of 1999 and has been hooked ever since. She was one of the founding members of AL-009-D in Huntsville and their first Coordinator before moving to Georgia to become a coordinator there.

Suzanne has worked at many SERE's and at many Dragoncons over the years. Suzanne is currently the DC and DST for Knoxville, Tennessee and has attended the University of Tennessee studying Anthropology. Suzanne has many different hobbies that she enjoys when she can find the time, from knitting to camping and costuming & makeup.



Storyteller Spotlight

Edward Seibert, US2010056012

This Month the Storyteller Spotlight is on Edward Seibert of Ft Myers, FL. Edward has been a member of MES since 2010 and has been playing RPGs since the early 1990's including White Wolf games since the 2nd edition of Vampire: The Masquerade. "They still had copies of first edition on the shelf, but we went with the brand new shiny. I remember seeing the grey Masquerade book when it was first published, and my troupe decided that LARP was only for sad losers, so we passed on it. We still did live-action role playing, but we'd have a pocket full of dice while we were playing and convinced ourselves that it was different because tabletop."

Upon thinking back to that time so many years ago, Edward reminisced that, "It's funny to me how many 'older' members of the club had/have a hard time adjusting to the Classic World of Darkness setting because they started playing with the new World of Darkness games. i, being a relative newbie, still have a hard time with the NWoD stuff!"

Outside of game, Edward enjoys graphic arts and web design as well as being a huge movie buff. "I could spend an entire weekend watching movies and not feel like I've wasted a second."

For Edward, the best part about being an MES member is, admittedly the go-to platitude answer, but also 100% true, Meeting awesome new people. Edward loves the stories, It's why he enjoys roleplaying in general as well as being the source of his movie obsession. he just likes the escapism of it all. "With LARP we get to make up our own stories. Everyone has an interesting story to tell, whether they believe it or not. Also my favorite genre is horror, so I'm obviously drawn to the World of Darkness stuff, even though Dungeons and dragons was my first wife."



Edward has three golden rules when storytelling for any game:

1. Listen to the stories that the players are telling with their characters, and build on them. This is obvious for any troupe game, but it still holds true in the MES. We play in a massive chronicle, but most of the stories at a local venue level should revolve around the PCs even if the chronicle itself doesn't
2. When developing stories for any game, I try to be as fair and equitable as possible. The conflict should be something that the PCs can overcome, but it should also be something that poses a serious challenge to them, otherwise the victory will feel hollow. Then, on game night, I throw fairness out the window and become a ruthless bastard intent on the destruction of all the PCs hold dear. Or whatever goal the antagonist has in mind. It's not fair to the players if their enemies aren't playing to win. So long as I've been fair in creating the threat, I don't have a problem with that threat overcoming the PCs. Of course you should never, ever, under any circumstances, cheat.
3. Cheat whenever possible. Don't be married to your plot. I've spent hours and hours, days upon days, writing plots and carefully creating NPCs that will be a perfect balance for the story and the PCs, and watched all of that blow up in my face in the first five minutes of game. when that happens, I always remind myself that it's not the storyteller vs. players and just see where the night takes us. Those also usually end up being the nights where I have the most fun storytelling, so go figure. sometimes you just need to make stuff up as you go along, and pretend that it was all planned from the get-go. Sometimes I've created a threat that is overwhelming because I forgot how to math, so I just wing it for the sake of the story.

Finally, get to know the other players! It's the easiest way to figure out what kind of stories will entice them, and it's also the easiest way to make new friends.

On giving insight for what makes a great story, Edward responded that, "The classic answer to the question is "conflict." Despite all the stuff I said before about the stories revolving around the characters, I make the stories themselves for the PLAYERS. It doesn't matter if the story makes a PC's life miserable if the character's

player is having a great time. For me, it's all about set-up and pay-off. I try to fill the stories with red herrings and meaningless detail. Those things create verisimilitude, but can also be boring and make players feel like I'm wasting their time. But again, I'm making these stories for the players, not the PCs, so the line between meaningless and essential can get pretty blurry. I love horror, so if something I set up earlier can be used to scare or excite the players, even if it ends up having nothing to do with the plot, it's totally worth it."

Member Spotlight

Stephen Shasteen, US2002022290

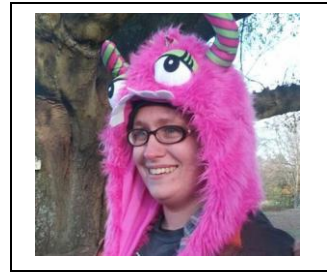
Stephen Shasteen is a father of two, a full time student and a professional cat herder. His supportive wife has been kind enough to allow Stephen to continue breathing even after being married to him for nearly 16 years, though he isn't exactly sure why. Outside of MES, Stephen tries to live stress-free. He enjoys games like Artemis, though Stephen feels it needs some development. His friends keep finding their way to his door and this is something that he considers a blessing.

Stephen has been a member of MES since 2000, or as Stephen says, "Way back before White Wolf swooped it up." Stephen believes that the best part of being an MES member are the memories. Within the MES he says that he is, "Surrounded by people who share in my memories of epic days past; stories of players and characters both who rose high only to come crashing down." Stephen enjoys the ability of players to twist the game and make it something their own - without any involvement or blessing from the storyteller. "It is that dynamic of chaos that makes LARP storytelling games like no other in existence."



Apparently Stephen is also camera shy. This is the photo provided for the Spotlight.

RST's Corner



Loving Your Officers, Your Domain, Your Region, and Your Club

by Kimberly Cooper, US2005116880

I joined this club bright-eyed and bushy-tailed 8 years ago, not yet old enough to drink, but with an optimism and naivety that made older members of the club sometimes shake their heads and say, "give a few years, she'll learn..." Well, I'm approaching a decade inn, and while I'm not as naive as I once was, I still have retained a good deal of my original optimism... so much that some of my 'venerable and wizened' staff members still look at me and shake their heads. To them I say:



Actually, I never say this... If I do, for the love of God let my CoS know that I'm unfit for duty and begin a call for an early election.

Seriously though, I'm proud to say that even when I faced some difficult times in the club, I never turned angry or bitter about the organization. I've never said, "That's it, I'm quitting! This club sucks and so does everyone in it!" I'm not saying that everyone who leaves MES does this, but we've all seen the, "I'm quitting and let me air out all the things I hate about this in one long email that will show everyone the error of their ways!" emails, and we see how

often that works. My feelings about the club has caused me to reflect a little bit on what has caused me to retain my outlook, and it comes down to a four letter word: Love.

So, in honor of St. Valentine's Day (an off topic, but humorous comic about ole Valey can be found here: (Warning, Catholic humor!

<http://www.jasonbachcartoons.com/catholic-01.html>) I want to talk about loving this club, from the new player who has a great amount of enthusiasm but unconventional or opposing play styles, to loving the abstract ideas of what we do, to even loving the staff when you find yourself frustrated.

Loving your local chapter or domain can be easy, or it can be a nightmare; it really depends on the personalities within, and the social dynamics of the group. Loving them doesn't mean folding and going along with the crowd just because you want to make everyone happy. Unless everyone else has the goal to tend to the happiness of others, it will just result in you being a doormat. Now, everyone really should be looking at how to make the game awesome for others, rather than just focusing on "their story" or "their playstyle", but I'll address that later. Instead, you should love your locals for their idiosyncrasies and possibly annoying habits. Have that guy always looking for a fight? Love him for that! You'll never know when your PC will need someone itching for a fight at their back? Have someone who flatly refuses to go out and chase plot, instead wanting to sit in the IC location all night? Love that person and be thankful that someone is

minding the base and entertaining the PCs that come in and out all night! Showing your appreciation for them and helping them get the most out of game, as either a fellow player or a ST, makes these players more willing to engage and do the same for others.

Now, about STs... STing ain't easy.... Hell, Coordinating ain't easy, and it makes Sting look like a breeze! Being an officer is an often thankless job, and from the VST up to the NST, each of us in the ST Brigade try our hardest to make the most out of game. Sometimes we fail, and take that blame and own it as a reminder. It can be really hard to love you STs, especially when it's an RST that you've never met, or an NST that you may never meet. The more removed they are location wise, the less that they are seen as a person rather than a "Voice from On High". That means that an unpopular decision can seem like it was just arbitrarily made, and you're stuck with it, come Hell or high water. Please try to remember that we're people, just like you. If you don't understand why a decision was made, be it a rules call, an investigation result, or an addendum change, ask us. We've thought long and hard about these things and we have reasons that we'll share with you as long as we're allowed to by the rules of the club and confidentiality. Opening dialogue with your STs and officers is the best way to get to see them as people, and to understand where we're coming from.

When it comes to loving the larger club, my advice is simple: talk to people, and treat them the same way you'd want to be treated, even if you disagree with them. And don't give me any "Well if

I was being a big meanie poop head, *I'd* want someone to give me what for until I saw the error of my ways!" That has never been the case... EVER... Zero times has anyone said that and really meant it, especially when someone turns it on them. That brings me to the point I briefly mentioned towards the beginning. This club isn't just about an individual and their enjoyment; it's about the enjoyment of everyone else as well. To make this work, be a ground breaker. Take support roles and give someone who hasn't had their time in the spotlight a chance to shine, and actively work to make that happen. Take a look at what your local, regional, or national game needs to improve, and start trying to fill that role. Often, if others see you doing this, they'll jump in and do their part. Have a favorite game? Awesome, most of us do! So, if your favorite game is say, Changeling, do you need to be the Prince in cam/Anarch, the Alpha of the dominant pack in Garou, and gunning for Archbishop in Sabbat? The answer is no. Work to shine in your favorite venue (and bring friends and newbies along!) and help players who are passionate about the other venues shine in their pet venues. It'll go a long way to prevent the negativity that comes from people thinking things aren't fair, mentioning the dreaded "OBN", or any of the other things that cause players to sit down, tune out, and burn out.

So yeah, this has been quite a ramble, but I think if everyone starts to think about how they can love their fellow gamers (and I'm not talking in the Special Friends way), they'll find their level of happiness with the club and their perspective improving. As always guys, be excellent to each other!



Overtaken

by J. Michael Arons, US20090704365

Kudzu coils and strangles over old foundations, the swamps of the south reclaim territory, nature takes its course and will eventually overtake everything once we are gone. In places left abandoned without human intervention, the world moves on.

What are the spirits like in these places; are the spirits of long abandoned cars retired or just waiting for one last race. The spirits of Kudzu worm their way through the corpse of a ford truck, long devouring the spirit of the bootleggers speedster. The farmhouse tethers the ghost of a man who died in debt after his crops failed year after year, the wood creaks and splinters more and more with the humidity and rains that run through a dripping roof. But here in this place a falls gather, a trickle of magic through a natural oculus created by the main hole in the corrugated roof. Like a funnel, tass gathers here, or essence fills a pool in the warped wooden panels on the floor. Like the dungeons and ruins of another game, the things of this world left abandoned can be filled with any number of monsters, wondrous items, sources of power.

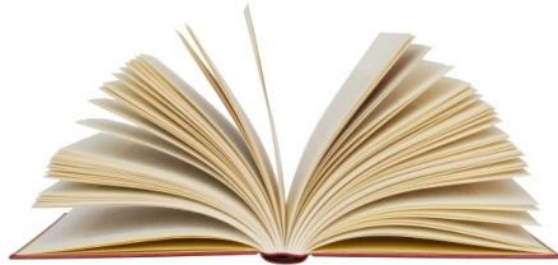
A coal mine in the hills of Georgia, lie stripped of everything valuable to the company who owns the land, now long defunct, or long suffering enough to forget this trail, this or that shaft, one of which goes deep into the earth. Work stopped here in the 70's, something bad happened or perhaps nothing, but work stopped, mere inches from unearthing something. Antediluvian elder, ruin from the fall of Atlantis, the tracks go further into the dark, right to the wall, but what tool is needed to go further?

Ghosts and spirits can grow in places left undisturbed by modern explores, the quiet places that nature takes back. In both Twilight and Shadow, these places have their imprint. If the land is even older it can resent this impact, and sends all sorts of trials against these new neighbors and of course what happens in the shadow has its eventual effect in the fallen world.

In these dark and abandoned places, what seeds like for your game?



SE Regional Charities



2014 January Charity: Literacy Drive

Books are always welcome at local hospitals, libraries, nursing homes, schools, and such. Donating them for use helps everyone out in the long run. Reading aloud to children who are learning to read, or to those who are vision-impaired, can be deeply meaningful both to them and to you.

Important Dates

Drive starts: January 1, 2014

Drive ends: January 31, 2014



2014 February Charity: Remembering the Elderly

Donations to nursing homes, assisted living homes, senior centers and visiting the elderly, reading, playing cards and assisting at any of the homes.

Important Dates

Drive starts: February 1, 2014

Drive ends: February 28, 2014

How to Host a Moot

By: Kat Mills Lone

Our domain hosted a moot this past fall. This was the first moot attended by many of our players. Here are some of the tips and lessons learned from that moot that will hopefully help pass on a little of what was learned.

Tip #1: Setting the mood and enhancing the atmosphere of the role play.

- **Talking Stick**
This could be something that reflects the Sept Totem or just a simple stick. Make it colorful so that it is easily recognized ensuring that everyone knows who has the authority to speak.
- **A Bone for cracking**
A large turkey leg bone is great for this. Score the bone ahead of time with a sharp knife to make sure it cracks without difficulty.
- **Fire Circle**
Drums around the fire is a lot more fun with an actual fire. Please remember to take precautions when having an open flame. Include a fire extinguisher hidden nearby and make sure that any rp that may call for a lot of movement, such as the Revel, takes place away from the fire circle.
- **Something to distinguish the fool**
This could be a brightly colored cloak, a wreath worn on the head, or a decorative staff. Be creative, but please stay away from fluffy bunny slippers. The idea is for the fool to stand out, not look like a court jester.
- **Music**
Our moot was fortunate enough to have its own live Celtic Band. While not every Sept will be able to do this, music fitting the moot played in the background can add to the overall atmosphere of the moot. Native American drums, Celtic music, or pan flute would all be very appropriate depending on your Caern.

Tip #2: Time of Tales

Choose the Talesinger to oversee this portion on the moot well in advance. The Talesinger should take the time, even if

during downtime, to speak with each Galliard. If possible he should have a meeting with the Galliards to make sure they have stories or songs prepared and that there is a balance in what stories are to be told. This was a mistake at our moot. No one wants to sit and listen to two hours of sad story after sad story. Make the moot as entertaining as possible with a mixture of comedy, tragedy and drama told by well prepared Galliards.

Tip #3: The More the Merrier

MES has a lot of resources available to its players and the in play lists are the best way to get the word out about your moot. Send the spirits out to announce your moot and invite other Garou to take part. Having guests at the moot means new characters to interact with and more stories to be told. This is also a great time to recruit new players to come and get their first taste of Garou since moots are very newbie friendly and can give a new player a better overall feel for the genre.

Tip #4: How often should we have a moot?

In play, a moot is held every month. However, this is hard to do as it takes an entire game to go through and have a moot. There is also a lot of prep that goes into a moot. Therefore moots generally occur during downtime. Our chapter tries to host a game time moot about every three months or so. I would suggest having one at least once or twice a year. Moots are great for getting in play issues out in the open and resolved, building comradery among the characters, and just having a good time.

Hosting a moot taught me a few lessons that I've passed onto you here. I believe that these tips will help others to host fantastic moots and bring an overall enrichment to the role play experience.

Recipe of the Month

by Paul Lee, US2002034024

Red Velvet Cake

Nothing says, "The South" to me more than Red Velvet Cake. This is a perfect recipe for Valentines Day. the deep red cake, paired with a starch white cream cheese frosting is the perfect way to show your love to that special someone.

2 cups all purpose flour
1 teaspoon of baking soda
1 teaspoon of baking powder
1 teaspoon salt
2 Tablespoons unsweetened cocoa powder
2 cups sugar
1 cup vegetable oil
2 eggs
1 cup buttermilk
2 teaspoons vanilla extract
1-2 oz red food coloring
1 teaspoon of white distilled vinegar
1/2 cup of prepared plain hot coffee (don't skip this ingredient)

Instructions:

Preheat oven to 350 degrees. In a medium bowl, whisk together flour, baking soda, baking powder, cocoa powder and salt. Set aside. In a large bowl, combine the sugar and vegetable oil. Mix in the eggs, buttermilk, vanilla and red food coloring until combined. Stir in the coffee and white vinegar. Combine the wet ingredients with the dry a little at a time, mixing after each addition, just until combined. Generously grease and flour two round, 9 inch cake pans with shortening and flour. Pour the batter evenly into each pan. Bake in the middle rack for 30-40 minutes or until a toothpick comes out clean. Do not over bake or cake will continue to cook as it cools. Let cool on a cooling rack until the pans are warm to the touch. Slide a knife or offset spatula around the inside of the pans to loosen the cake. Remove the cakes from the pans and let them cool. Frost cake with cream Cheese frosting when the cakes have cooled completely.

Cream Cheese Frosting:

2 (8ounce) packages of cream cheese, softened
1/2 cup butter, softened
2 cups sifted confections' sugar
1 teaspoon vanilla extract

Instructions:

In a medium bowl, cream together cream cheese and butter. Mix in the vanilla then gradually stir in the confectioners' sugar. Store in the refrigerator after use.



February 2014

Sun	Mon	Tue	Wed	Thu	Fri	Sat
						1
2 Groundhog Day Superbowl Sunday	3	4	5 SE Regional Meeting on IRC	6	7	8
9	10	11	12	13	14 Valentine's Day	15
16	17	18	19	20	21 FGotM	22 FGotM
23 FGotM	24	25	26	27	28	

**South East Regional Monthly Schedule of Events
Regional Meeting on February 5**

**Feature Game of the Month February 21-23
14126 Paradise Lane, Dade City, FL**

Please contact Paul Lee at bayoftears@gmail.com for additional information.

February Charity is Remembering the Elderly
Donate time to nursing homes, retirement homes,
helping elderly.

Charity runs from 2/1/14 to 2/28/14
Recommendations are due to the RC by 3/1/14



Many thanks to those who have sent in contributions for the Newsletter!

Contributions by:

Paul Lee, US2002034024

Jason Arons, US2009074365

Kat Mills Lone, US2008032102

Suzanne Johnson, US200202856

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