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Southeast Regional Calendar



Feature Game of the Month, August



FL-040-D Miami, FL

Join us for a weekend of gaming. Miami will be hosting the SE August Featured Games. Make new friends, greet old ones, and get to enjoy gorgeous Miami. Let us show you a good time, Miami style.

Schedule:

Friday, August 22

Sabbat: 7:00pm Check in, Game from
8:00pm - Until
Afters at Dennys
VST: Jesus, drexn@devilsplaypen.net

Saturday, August 23

Werewolf: 2:00pm Check in, Game
from 3:00pm - 7:00pm
Dinner will be served compliments of
the local MES foodies
VST: Dennis, vorath@gmail.com

Saturday, August 23

Cam-Anarch: 7:00pm Check in, Game
from 8:00pm - Until
Afters at Dennys
VST: Eddie, rez960@gmail.com

All are welcome to join us for a breakfast meet up at 11:00am Saturday, August 23 at Original Pancake House, 11510 SW 72nd St.

There is a \$5 site fee per venue. Players must have **two copies** of their character sheet and XP log for every venue. There will be a printer available; please be ready to donate if you use it.

The game will be held at a private residence in Kendall off of 104th St and 112th Ave, not too far from the Miami Dade Kendall Campus. You must RSVP to obtain the address by emailing Lulu the Dog at Josh.Chaney@gmail.com

The game will be held mostly outdoors in a screened terrace, and around a pool (bring swimming stuffs!). Tiki torches will be available to keep the bugs away, but be sure to bring bug spray if you are particularly susceptible. There will be refreshments and snacks during game. Local members will be serving dinner after Garou; donations appreciated. Additionally, there are cats, a domesticated shrimp, and a dog named Lulu. She's the HBIC and expects homage. If you have allergies, bring your meds.

Let us know if you're coming! We want to be ready for you! Please take a second to fill out this form:
<https://www.surveymonkey.com/s/BYJBHLX>

Please inquire if you need crash space, there is plenty. I can be reached directly at [786-315-9423](tel:786-315-9423)

Our Domain hosts a Meetup Group for the South Florida's MES. Visit it and sign up to stay informed at
<http://www.meetup.com/w>

Give us a Like and help us reach out to more people on our facebook page at facebook.com/groups/wodmiami



by Elizabeth Namiotko, US2010076348

Madame Dixie:

Many Loremasters have heard of tales of the Dirty Secrets of the Black Hand and Enoch; yet, it would seem as though some universal power has kept anybody from being able to find the place or confirm suspicions about the existence of the Tal'mahe'Ra. Do you have any insight on this mystery?

Thank you in advance

Your friendly and loyal Camarilla citizen
Salvatore Baali

Mister Baali,

It's a heavy question you ask, you know. I'm curious what has you so motivated to learn of this place. The kingdom over which Caine ruled, named for its previous King. Supposedly, the place was filled with a great many wonders from the Antideluvians, if you believe in such things, and others.

Rumor of Caine's Palace speaks of it being a sacred place, and some say that its bottom level is where Caine will pass judgment in the time of Gehenna, if you believe in such things.

The Great Flood destroyed the place, though I've heard it said that the place still exists in the Shadowlands. Other rumors say even that was eventually destroyed, with only a few survivors.

Mind you, these are all just rumors, and I definitely couldn't go telling you who I heard them from.

Enjoy!

Madame Dixie,
who is definitely not associated with these rumors in any way...

Dear Madam Dixie:

I am of a House that has a distinctly untrustworthy reputation, and my only Clanmate was sanctioned with Final Death for being a disrespectful ass. Now don't get me wrong, he deserved some severe corporal punishment, and then he had the stupidity to fight the guy doing the beating. Also, I've found out that he was lying to me about important local history, and so I really don't feel all that bad about his not being with us anymore.

That said, the Prince of our city is an Elder of a Clan with an OLD justified grievance against my Clan, and I am not entirely certain

that I am not next on the chopping block. So, how do I overcome my Clan's reputation when I myself have distinct differences with them in the way I do things?

Looking Over my Shoulder,

Misunderstood. (Ben Hughes US2014030095)

Misunderstood,

Understand that I am making some assumptions based off the explanation you've given here, and I may have some of the details a bit skewed in the process. That being said, it sounds like you have some serious proving to do.

I would start by finding something that the Prince truly needs or desires, or something he truly wants done, and do whatever you can to bring those desires to fruition. Don't go to him with promises, as you never want to oversell what you are doing when looking to impress a person. Bring the results when you have them, and present them respectfully.

Also, don't be afraid to make it quite clear that you do not stand behind the actions of your dispatched clanmate. Speaking ill of the dead is never a kind or safe thing to do, but it would be unwise to appear as though you supported his actions.

Here's hoping they understand you better soon, Darling.

Best of Luck,

Madame Dixie

Dear Madame Dixie,

We of the Nosferatu are upstanding members of the Camarilla. We are loyal to the tenants and ideals of the Camarilla. But since the Malkavian Elder decided I was his Chum, my unlife has been a living hell. What should I do?

Dear Nosferatu (I'm afraid I'm not sure if you're a Sir or a Madame...),

I understand your plight. I once had a Malkavian who thought my talents were so fantastic that she tugged me along by her side and played it off as though we were the best of friends. It was rare that she was not involving me in some plot or scheme, and I often found myself fielding questions about the latest oddity going on in the city. She once made a fellow Toreador afraid of his own art for an entire evening. I felt so bad for the gentleman...

Vanquishing of the Green Dragon



by Ralph W Anthony III, US2010086433

Gather around one and all for I have a tale to tell of "[Vanquishing of the Green Dragon](#)." For I, Drops the Foe, Fianna Galliard Homid Cliath of the Grandchildren of Danu, was there. And I say this is a true story.

At this, the bard picks up his hand drum and starts a 4/4 beat for his battle chant.

It was a bloody red sky the morn of October 27 2013 when the mighty leader Ciara MacNamara, known to the Nation as Silvertongue, who called the packs of the Sept of the Split Oak to war. For two Wyrms came a calling, Jade Wyvern and Breas Silvertongue. Seeing the amassed forces of the Wyrms against us, she wisely sent out a howl across the nation for reinforcements.

And the call was answered; many heroes took up the cause of protecting the two caern hearts. Many packs from all over the Nation came to the call to arms of Silvertongue. Our forces gathered at Paddy's, where in the fashion of the Fianna, much battle mead was drunk as our plans were made. We drank to our leaders, we drank to their packs, we drank to the heroes, we drank to the vanquishing of the Wyrms, and then we drank some more.

Our kinfolk told us of the riots in downtown Durham where the Wyrms who manipulated the homeless and downtrodden humans were amassing their force.

Silvertongue split our war band into many groups: one to the wild caern in Umstead Park to protect it, another to the city caern in Durham to stand guard, and the third group was sent to the riots to calm the crowd and remove all Fomori from the area after the local Garou cleared the area of police and Media. They found a corrupted scientist turning humans into Fomori – we investigated the source and found the scientist, Isaac Hagan, at his laboratory. Upon this discovery, the last group, tasked with protecting the kinfolk at Paddy's, was called away to help with the riots and Hagan's lab.

When we entered the streets of the Downtown area of Durham a hideous, stinking fog rolled in. All was eerily quiet except for an ethereal voice that chilled the hearts of each who heard its siren's call. The job fell to the Galliards to sing, bolstering the morale of the Garou.

The agents of the Wyrms set a trap for the Garou. The foul ones ambushed us - the area full of waves of Fomori with support of Black Spiral Dancers attacking. Our reinforcements arrived in time to defeat the Fomori and the BSDs, but had to retreat from the battle when they heard the roars of Jade Wyvern.

At the same time, across the city, the forces of the Wyrms attacked both caerns and Paddy's bar with more Fomori and BSD packs. The attacks at the caerns were beat back almost without cost but the Attack on our kinfolk was a different matter. Our kinfolk accounted well for themselves, but Freya, one of the kinfolk, changed into Crinos form and ripped the BSD leader of the attack from one end of the bar to the other and back again like he was a crippled pup.

Elsewhere

A group of Garou was able to use a rite of Cleansing to remove the worm taint and to free a trapped Stag spirit. I'm proud to say I was one of the Garou who did this, and I have Stag's mark to prove it!

In the Umbra

The war band split into three groups: the first was tasked with attacking and entering the glass tower where the ferocious Jade Wyvern was hiding, the second group was performing a rite to bind the vile spirit, and the 3rd was made up of Fianna who would see to the downfall of the vile Breas who was on the top of the glass tower to keep her from coming to the aid of the Jade Wyvern.

The battle was glorious. The pack of BSD protecting the ferocious wyvern was defeated, and then a fool (some call brave) Garou issued a challenge to Jade Wyvern. As the Wyvern descended to take up the challenge, the Garou attacked, and many were burned with balefire, but in the end we were VICTORIOUS. As the essence of the Jade Wyvern began to scatter, the group doing the ritual completed their rite and Bunker Adren Ahroun Bonegnawer Alpha of Junkyard Howlers Sept of the Dragonfly was able to bind the Wyvern's spirit to a toilet seat!

The Battle with Breas was not so lucky, because our main force of Garou were fighting Jade Wyvern. The pack of Fianna left to fight Breas fought with everything they had, but was unable to destroy her, and she got away - leaving one of the Fianna for dead and the rest of the pack wounded and pissed. But they did drive Breas away, and through the grace of Gaia and Stag, the Garou that was left for dead survived - because that's what Fianna do!!!!

And with that last beat of the drum the tale comes to an end

Storyteller Spotlight

Jennifer Rastegar, US2006088262



satisfaction when you've just convinced a PC of a lie. Muahahahaha! That, and crossdressing."

Jennifer has offered the following advice for other storytellers. "Don't get so bogged down with mechanics that you forget to imagine. Let your imagination run wild. It's the only thing we never have to lose from childhood." Jennifer further gives advice on what makes a great story. "The ambiance. Describing the sweet scent of cigar tobacco in the club, to the thick draperies made of threat-bare velvet, to the rumble of a boisterous laugh."



The Southeast Region Storyteller Spotlight for August is Jennifer Rastegar. Jennifer has been an MES member since 2006 and has spent most of that time pursuing her academics. She has a degree in Mathematics and Biology. Currently, Jennifer is pursuing a doctorate degree in Mathematics. Aside from her educational pursuits, Jennifer has worked for a pharmaceutical company in R&D as well as a stint in the legal field. Now Jennifer is an educator of mathematics, doing whatever it is my department requires of the lowly graduate teaching assistants.

For Jennifer, the best part of Minds Eye Society is that it hosts a variety of different people, beliefs and personalities and having the ability to call these people friends and to enjoy the variety that these lives provide. Jennifer also appreciates, "That sick, dirty feeling of

Immersion in the Game

by James Johnson, US2002056000



Not being an ST has given me time to reflect a bit as a player. A couple of conversations with other players has gotten me to think hard on the topic of immersion in our games. As a whole I feel we aren't very good at immersion. Don't think I am pointing fingers, I have also been guilty of disrupting things as well, but that doesn't mean I don't want to see more immersion in our roleplay. I believe it makes for a healthier game altogether and may even increase ooc involvement in our club.

Traveling to cons and FGOTM I get to see a lot of different roleplay styles, ST styles, and immersion tactics. All of these things lend to making a game amazing but this article is on immersion. Thinking on the subject I believe there are a few categories immersion, the first being Roleplay.

The foundation of our games, it's the purpose, the goal, and well the fun of it. We get to take on the role of something other than ourselves and act out their actions, dreams, and flaws. We are all guilty of breaking character and therefore breaking immersion and it's something we can all strive to change but there is another part of the roleplay aspect I wanted to touch on. Attempting to really feel and act as how the character should would act. There are two sides to this coin, one side is what we call good metagaming, say a character of mine would kill a new player's character for their actions but we don't, because it ends their story as they are learning. The other side is and what I feel people need to look at is; looking past the mechanics into roleplay. Your characters wants to live, they feel pain, they hurt, and just because you can live through such things shouldn't make them seek it out and not attempt to talk themselves out of them. If I deal 5 agg to you in one hit, its going to hurt (it's a blow that can KILL you), you should probably rethink this fight, but most players don't they look at their health levels and mechanics instead of the shear pain they just felt and don't back off or attempt get out of the fight. Fear is a healthy thing and can be something fun to roleplay. I am not saying there aren't exceptions to this but it should not be the rule. In addition if you are playing a proper Victorian kindred that wants high status and cares what society thinks, you wouldn't want to be caught dead associating with the fringe members of kindred society because of the perception that might lay on you and that

goes the other way, if you see somebody that is suppose to be proper hanging out with fringe members, you should start some rumors because something has to be up with that.

Second category is research and history. This is a combination of OOC and IC work. This helps for your personal immersion as well as others. If you understand your character, where they came from, what they have experienced, created true goals, and flaws, it will lend a lot into your own roleplay and others with their interactions with you. If I am a Roman soldier that just woke up out of torpor and knows nothing about Roman society or that time period I break immersion when people interact with me and hurt myself and my fun as the same time.

Third category is setting pieces. Examples of this include: costumes, props, venue locations, decorations, mood lighting, music, and IC setting descriptions. This is something ST and players can help with. You don't have to be in full costume but it helps immersion when there is something about your person that sets you apart from your usual self. Setting the area of our game places also helps in immersion, the less it forces you to have to imagine you're at a different place the easier it will be to believe it and fall into roleplay. Taking a little time to show up before games and decorate, set up music, and even add props to storylines can go a long way into making the game better for everyone.

The forth and final category is our world. Most of this falls onto the ST staff but it just doesn't stop with them. Character immersion benefits when the world is reflected against player actions. NPC allies will and should ask for favors, influence should be roleplayed into, rogue detectives/reporters might start looking into a players constantly covered up actions. Let there is a history to an area to interact with, not just the players at the game. Players can help with this by giving their retainers and allies' personalities when they create their characters. Antagonists should also make mistakes; they are just as fallible as the players.

If I left things out please tell me what helps you with immersion and maybe we can all work together to enhance our game and make it a better experience for us all.

How to Plan and Host a Social

by Kat Mills-Lone, US2008032102



Minds Eye Society is more than a game. It's a club full of people with many shared interests. Occasionally it's nice to come together for something other than the usual LARPs that we play. Socials build friendships and camaraderie among the members and helps them to discover new interests by providing the chance to get to know each other in a new and different setting.

Scheduling is probably the biggest hurdle when planning a social. People work and have commitments, and for some, just getting time off to come to game once in a while is hard enough. Try to plan a time that is good for most of the members, but understand that it is not always possible to find a time and date that will be all inclusive.

So why are you having this social? Come up with ideas for socials that will get your members to come together with shared interests. A summer BBQ, board game night, Rock Band Party, bowling or a pool party are great ideas for socials, but don't limit yourself there. Make the social fun and something that your members are interested in and the rest will fall into place.

Don't take too much on yourself. Ask for help from other members. Someone can bring the plates and cups, someone else can bring soda, another person can bring their famous salsa. Spread the work load around and the planning will go much more smoothly. Make a check list of things you will need or need to have done for the social and have members sign up for what they would like to help with. You will find that when members have something invested into an event, they are more likely to show up and enjoy the event.

A few things to remember when organizing an MES social:

- Socials need the approval of the presiding coordinator
- You need a secured location
- Give at least 24 hours advance notice of the social
- Socials must be open to all members
- A coordinator or someone appointed by the coordinator must be present at the social

More information on socials can be found in the MES Membership Handbook starting on page 20.

Coordinator Spotlight

Julia Barnes, US2013100189



Julia Barnes is the August Coordinator Spotlight. Julia is 33 years old and lives in Chattanooga, TN and works for a major insurance company in their contracting department. She also has her J.D. from the Nashville School of Law. Julia also is mom to five furry four legged children. When not LARPing, Julia enjoys reading, working with her sorority, traveling and discovering Chattanooga's history.



Julia and her husband rejoined MES in 2013 after a 10 year hiatus after some coaxing from their friends and has been enjoying it ever since. She has spent a

cumulative 5 years as a member of MES in its multiple incarnations.



For Julia, the best part about being a coordinator is seeing an event or project come together. She has found that when dealing with multiple personalities, you get a lot of different ideas and requests thrown at you. Implementing those ideas for the betterment of our Domain as a whole really gets her excited. She also enjoys getting to work and lead people that share the same common interests that she does. Her advice for other Coordinators is that patience is the best virtue for a coordinator. "As much, as I would love to give some sort of sage wisdom, my patience has really been my greatest asset in the position. Sometimes it is just a matter of seeing how things work out in the end." Julia's biggest challenge is making the hard decisions between members. "In a perfect world, we would all get along. Unfortunately, that doesn't happen. It can put you in an uncomfortable situation, but someone has to do it. As a leader, you must make those decisions sometimes."

August Regional Charity



Clean Up a Park Drive

It is time to get out your work clothes and break out the trash bags and rakes. The Regional Charity Drive for August is Clean Up a Park. Some great ways to help with this charity are pick up trash and help rangers or local park service workers with repairs to buildings, facilities or play ground equipment.

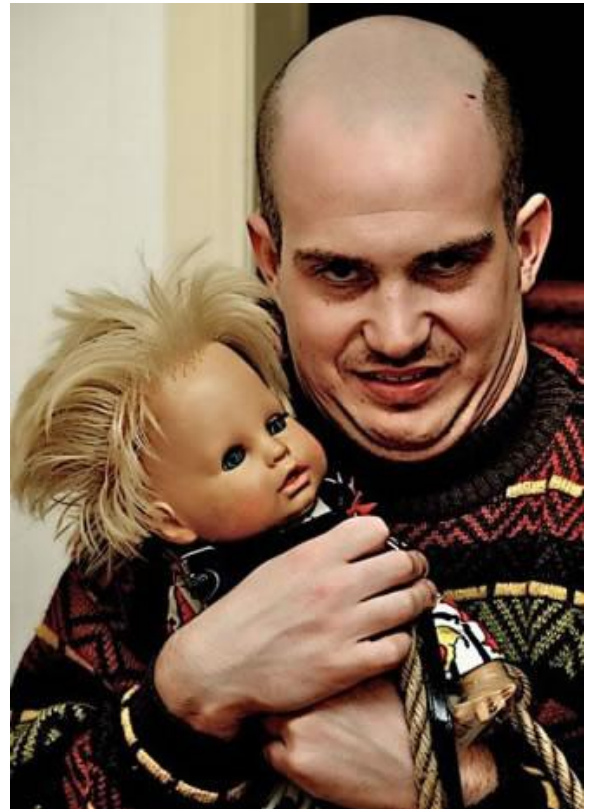
Drive starts on August 1, 2014 and ends on August 31, 2014. Prestige is due to the SE RC by September 1, 2014.

Portraits of the Camarilla Through the Eyes of a Neonate Toreador

By Robert Nunley, US2014010019

Part Five: Clan Malkavian

Through my eyes I might divine
the higher natures
of the creatures you might find
within the courts I am both Judge and Jester
holding greater meaning in myself
than any Beast outside myself could see
an embodiment of Escher caring less
for who or where but Where and Who?
I think and feel enough for two
and often do
debate amongst my Selves
yet in my mind
a greater puzzle always emerges
and roils and surges
of traps hunts and purges
I need not you
but like Dahli
you need me
to see what no man
or Beast
can see.



Recipe of the Month

Broken & Scorched Hearts of Romaine Salad

By Paul Lee, US2002034024

Ingredients:

Head of Romaine Lettuce (Each head feeds two)

1/2 lb of Bacon

Croutons

Crumbly Sharp Cheese

Any other toppings your heart desires.

You will need a grill to char the Romaine



Summer is here in the south. My AC is struggling to keep the house at the 70 degrees that I love. It is this time of year, that I dread even turning the oven on. Head outside and turn your grill on high, and retreat back into the cavern of your home. Grab a skillet and fry up a half pack of bacon. I prefer to get this on the crispy side, and you will be chopping it up into bacon-bits. When you chop your bacon into bits, make sure you pat them dry, and set them aside. Next, grab your head of romaine lettuce out of the fridge (should be as cold as possible without freezing), and cut it into quarters, trying to keep them intact. Next, I use a spray bottle with olive oil, and spritz the cut parts of the lettuce, a light brushing of oil will do the trick as well. Run back outside, and while your grill is SCREAMING hot!!!, place each quarter on one of the cut sides of lettuce. Let it sit for about 1-2 mins, and give it a quick flip onto the other side that is cut. Grill for 1-2 mins, until a nice char occurs.

Set two quarters on a large dinner plate. Choose a dressing of your choice. I find that creamy dressings really bring out the charred flavor of the typically boring romaine lettuce. Give it a nice coating of dressing, and top with crumbled bacon, croutons, and a nice sharp crumbly cheese of your choice. I use feta typically. This goes great with a nice, Sauvignon Blanc, Pinot Grigio, or even a good oaked Chardonnay.

Tips:

If you ever cook bacon for breakfast, cook extra, crumble it, and store in an air tight container in the fridge. It will last up to 4 days. Doing this ahead will make it so you do not even have to cut your stove on while it is so hot.

Get creative!! Make your salad a full meal by adding Blackened chick, grilled shrimp, onions, or turkey bacon. Make use of that screaming hot grill and toss a couple of New York Strips on the fire.

Your PC IS More Than a Few Dots!

Written by Jennifer Anderson US2002034606

Edited by Silja Sample IR0070

Sapir Whorf Source: Miller, Barbara. *Anthropology*. 2nd ed. Boston: Pearson, 2008.

ABILITIES		
Talents	Skills	Knowledges
Alertness_____●●●○○○○○	Animal Ken_____○○○○○○○○○	Academics_____○○○○○○○○○
Athletics_____●●●●●○○○○	Crafts_____●●○○○○○○○	Computer_____○○○○○○○○○
Brawl_____●●●○○○○○	Drive_____●○○○○○○○	Finance_____○○○○○○○○○
Dodge_____●○○○○○○○	Etiquette_____○○○○○○○○○	Investigation_____●●●○○○○○
Empathy_____○○○○○○○○○	Firearms_____●●●●○○○○○	Law_____○○○○○○○○○
Expression_____○○○○○○○○○	Melee_____○○○○○○○○○	Linguistics_____○○○○○○○○○
Intimidation_____●●○○○○○○○	Performance_____○○○○○○○○○	Medicine_____○○○○○○○○○
Leadership_____●●○○○○○○○	Security_____○○○○○○○○○	Occult_____○○○○○○○○○
Streetwise_____●○○○○○○○	Stealth_____●○○○○○○○	Politics_____○○○○○○○○○
Subterfuge_____○○○○○○○○○	Survival_____●●○○○○○○○	Science_____○○○○○○○○○

The importance of research for a character concept cannot be overstated. No one expects a player to read hundreds of books on a subject, but at least be familiar with what it is you want your PC to be. At their core, characters start as an idea. The character sheet gives you their skeleton, your mind and the minds of fellow players will give you the rest

Familiarity with your PC's powers, culture and language will serve you, the player, well. For the setting side, read the setting materials, books and the addenda for that genre. Players say all the time that they don't know about this or that genre. Create your sheet yourself. If you are not sure if the sheet will pass muster, ask a more experienced player to help you. If you don't create your own PC, you may not feel the connection to them that others do to their own PCs. Creating Cliff or Cliona yourself will also force you to look up how your powers are activated and what you need for your tests to use such powers or knowledges.

Concept is the next thing I always look at. What does this person do? How did they learn it? Do they constantly seek to update or improve their skills? What do I, as the player, know of this subject on my own? This last question is the one that should lead you into researching about your PC's chosen area of expertise. I have PCs who speak, read and write Roman Era Latin, but not Medieval. They are different languages. Why do they speak one, and not the other? Where did they learn this? These are things a player should consider.

You have your concept and you have figured out where they learned their skills. Excellent. You have also researched their skillset enough to be able to pull off an IC conversation. Also an excellent idea. Now comes the harder part. How does this PC's culture make him or her view the world? His native language? The Sapir-Whorf hypothesis states that "people's language affects how they think" (Barbara Miller, *Anthropology*, 2nd ed. (Boston: Pearson, 2008), 488.) How does this affect your PC? These are all things that can feed into your PC's personality.

When you create Cliona or Cliff, you can't only think in terms of their magical powers or whatever they will use. Granted, Mages do tend towards arrogance, but then, so do humans. The powers and merits should enhance a concept, not define it. There is an old saying about war, how a battle plan never survives beyond the first second of combat. The same holds true for your PC. This person you have created may not end up how you thought they might, and that is alright. PCs do change and grow, and so will you as a player.

August 2014



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Special Thanks to everyone who sent in Contributions for the Newsletter!

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Please send submissions for the newsletter to searc.newsletter@gmail.com

Please send your questions for **Madame Dixie** to enamiotkomes@gmail.com