

Southeast Regional Newsletter

September 2014



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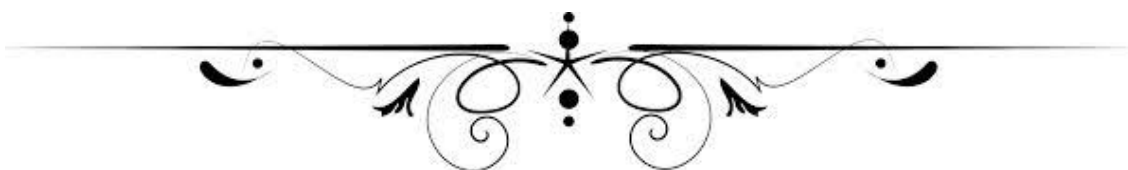
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SE Regional Calendar for September 2014

In Memory of Suzanne Johnson



We said goodbye to a dear friend and fellow member Suzanne Johnson in July. Suzanne Johnson lost her hard fought struggle with cancer on July 19, 2014, she was with her family at the time. Suzanne first became involved in the Camarilla, August of 1999. 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. She traveled around pursuing different goals and dreams alongside her ever present sidekick and best friend Darwyn Siplin. Her final stopping place was Knoxville Tennessee, where she was the DC and DST of Knoxville until earlier this year. Suzanne has worked at many SERE's, Dragon cons and other convention over the years. Suzanne was pursuing a degree from the University of Tennessee in Anthropology. Suzanne had many different hobbies from knitting to camping, costuming and makeup. She always had a smile on her face and was quick to help anyone in need. Many will remember her love of playing a Giovanni in the Masquerade Venue. She loved a good practical joke, and was quick to laugh along with others. We will miss her smile, we will miss her laugh. I think it was best said by Hannah Vaughn, "The world is a little darker today and heaven just gained a rather devious angel."



Coordinator Spotlight

Jesus Romero, US2005065561



Jesus has been a member of MES since 2005 and has been having a blast with crazy people in the club ever since. Aside from MES he is a huge tech nerd and loves cooking for friends and family. Gaming is a big part of his life and Jesus enjoys MMOs, RPGs, Board Games. Basically if you can name it, Jesus is ready to play it. Reading and writing are huge passions in his life. He just finished the Kingkiller Chronicles, but his favorite is the Ender Saga. Jesus has a 9 month old beagle puppy named Apollo. (So named because Jesus loves Greek Mythos and BSG with equal aplomb.) Jesus is also very fortunate to live with his wonderful boyfriend in sunny South Florida.

When asked to tell a little about himself, Jesus said, "If you really want to get to know me, play Cards Against Humanity with me. That'll give you the right impression of who I am."

Jesus has a few tips for other coordinators. "Find a mentor, and ask talented people questions about how they do the amazing things they do. Keep an open mind, and a reservoir of deep, deep patience -- you'll need it. Don't try to do everything -- get some help. Make an identity for your domain, like a brand, and think of ways you can get it on every American's table!"

To Jesus, the best part of being a coordinator is crossing the finish line after a long project, standing up for the little guy, and building a community of friends. The biggest challenge in the job is not treating the club like a business, because it's not. MES is full of friends, not employees. When you're stuck deep into a conflict or making an important decision, remember to do what is best for the group's enjoyment and safety.



September Feature Game



Hosted by FL-032-D

Join us for a weekend of gaming. Broward will be hosting the SE September Featured Games in conjunction with Miami. Make new friends, greet old ones, and get to enjoy gorgeous South Florida.

Saturday, September 27

Werewolf: 2:00pm Check in
Game from 3:00pm - 7:00pm
VST: Dennis, vorath@gmail.com

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

Afters at Dennys

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. 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!

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/WoDMiami/>

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

Emma's Photo Booth

Emma Finley, US2013040105



Raleigh, NC July Games

Emma Finley, US2013040105

The Raleigh North Carolina domain hosted two very exciting games in July, with upwards of 40 players coming together to play - including larger groups of travelers from Charleston, SC and Richmond, VA as well as a few members from other domains. It was a joy to see so many traveling visitors and I believe I can speak for our Domain when I say that we would love to have you all back again! It is a wonderful experience to play a game with so many different flavors of gamer, and to mix things up from the usual local run. This is one of the great draws of the Mind's Eye Society to me personally and I'm sure to many others, that we can travel and play characters on a much larger scale of plot and intrigue nationally.

The first game of the day was Garou: The Apocalypse. A call was answered to help the local area in reuniting a caern heart which had been broken after the Ratkin War, splitting the Sept of the Split Oak and its totem spirit into two aspects through rage and war. After many months of work and planning by the Sept, and a lot of help from visiting Garou, the caern was reformed and the totem spirit reconnected as Black Unicorn. The Garou of the nation fought well and were honorable.

After a dinner break and some costuming prep time, players reconvened for Vampire: The Masquerade. Many kindred visited Raleigh to speak in a local Symbol on the recent cessation of the Promise between the Camarilla and Giovanni. Elder Prince Hunter, who opened the Symbol, hosted the gathering and oversaw the debate, and when all words were spoken from kindred of stations high and low, he chose the most persuasive speaker, Lady Adrienne Maxwell, to earn the status of Triumphant. For kindred wishing to spend their time in a more hands-on manner, another Symbol was opened - to prove one's strength and with in battle, by seeking out and torporing a handful of renegade kindred hiding in the city. This honor was awarded by the Elder merrick of Richmond, and surprisingly was one by a neonate Gangrel, Quinn, who was embraced a mere few weeks prior. Elder Merrick awarded to her the status of Triumphant for her exceptional physical prowess and combat skills.

I would like to again thank everyone who worked so hard to make our July games so very exciting! Thank you to the storytellers, who worked their butts off to provide interesting plot and intrigue, as well as their handful of helpers in running scenes and playing NPCs. Thank you to our hosts, Karl and Nikki Fox, for allowing so many gamers into your home for the day (and not strangling us for the mess afterwards), for everyone who helped accommodate traveling players, and of course to everyone who came out to make these games such a big hit! We hope you all had a wonderful time and will come back to visit again. Anyone interested in the Raleigh game schedule and happenings can find our facebook group here:

<https://www.facebook.com/groups/107076322157/>



Recipe of the Month

Carrot Cake

by Paul Lee, US2002034024



- 3 Cups sifted all purpose flour
- 1 Tbsp each baking soda & pumpkin pie spice
- 2 tsp baking powder
- 1 tsp salt
- 3/4 Lb. carrots peeled
- 3 large eggs & 3 large egg whites
- 3/4 Cups vegetable oil
- 3 cups granulated sugar
- 1/2 Cup reduced fat sour cream
- 1 Tbsp vanilla
- 2 Cups golden raisins
- 1 Cup chopped walnuts, toasted
- 1 Cup cinnamon applesauce
- 2 Cups flake coconut, toasted

Please read the instructions first and follow them step by step.

1. Preheat oven to 325 degrees. Butter and flour three 9" pans; line bottom of pans with wax paper. Sift the flour, baking soda, pumpkin pie spice and salt.

2. Grate 1/2 of the carrots to make 1 1/2 cups. Slice the remainder of the carrots. In a small saucepan of boiling water, cook the sliced carrots

for 5 minutes; drain. In a food processor, puree to make 3/4 cup.

3. In a big bowl, with mixer on high, beat the eggs and egg whites for 5 minutes or until light yellow and slightly thickened. Add the oil, sugar, carrot puree, sour cream and vanilla, beating 3 minutes longer or until fluffy. With wooden spoon, stir in the flour mix then add the grated carrots, raisins, applesauce and walnuts.

4. Spread the batter in the pans and bake for 30 minutes or until a toothpick inserted in the center comes out with moist crumbs. Cool the cake in the pans on racks for 5 minutes. Turn out onto the racks. Peel off the paper and cool completely.

5. While the cake cools, make the frosting. Ice between layers, on the sides and top, sprinkle with coconut if you wish. Makes 16 servings.

6. To toast the coconut, preheat the oven to 350 degrees. Spread coconut in a shallow pan and bake tossing now and then for 10 minutes or until crispy and golden brown.

Cream Cheese Frosting:

- 3 8oz softened cream cheese
- 3 sticks softened butter
- 3 Cups powdered sugar
- 3 tsp vanilla extract

In a large bowl beat together cream cheese, butter and vanilla until creamy. Turn mixer to medium and gradually beat in sugar about a cup at a time, just until blended and fluffy. Do not overbeat as icing can become too soft.

Storyteller Spotlight



Nikki Fox, US2002021738

Nikki Fox has been a member of MES since 1998. She played through the end of the year of fire before leaving the club around the end of the Changeling the Dreaming venue. Nikki came back in March of 2013 after hearing that MES would be running Vampire the Masquerade and Werewolf the Apocalypse.

Originally from North Carolina, Nikki has traveled around most of the country over the years and now resides again in her home state. In her spare time that isn't used for MES activities, she likes to read and spend time with family and friends. She has two small house dogs, Frankie the Maltese and Jude the Yorkie-poo. Both are spoiled beyond belief and very much her furry children.

Nikki met her husband Karl Fox towards the end of the Changeling the Dreaming Venue. Karl and Nikki probably would never have met if not for the club being he is from Dublin, Ireland. Though it often appears that these two love birds are arguing those who know Nikki and Karl well understand their sarcasm. There is no doubt of the firmness in their foundation when Nikki says, "He is my best friend and I am thankful for each and every day."

For Nikki, the best part of MES is all the people you meet that you probably would not otherwise.

Nikki enjoys traveling to other games and likes being able to develop a concept beyond the ties of a local game. "This club has brought many people into my life that went on to become good friends."

Nikki loves the traveling and especially the costumes she gets to wear for games. If it were

not for her small, spoiled and demanding puppies, she and Karl would probably travel much more than they already do.

Advice offered by Nikki for other storytellers is, "You cannot make every player happy all the time. The best you can do is cater to the majority and give everyone a chance to be engaged by the story." For her, the players make a story great. She finds herself when running a plot-kit that she has vaguely sketched out and planned where the story would go, then finding the actions made by the players causes the story to take a different direction entirely. For a story to be great, the players must be able to influence the story or change its potential ending.

"Creativity of a storyteller is important, but it is the environmental factors you are supplying. The situation that you are giving your players may be creative and well outlined, but in the end it is the player's actions with their characters that brings your story to life."



Ask Madame Dixie

by Elizabeth Namiotko, US2010076348



Dear Madame Dixie,

I was taught in Kindred society that it is considered very rude to ask someone their Clan upon first meeting them--that one should seek that information from a third party or save it for when you and the Kindred in question are better acquainted. Is this correct? It seems everyone these days will ask you anything at first glance, from your Clan to your age to your heritage. Where do we draw the line? And when should these Interrogators be scolded for over-stepping?

Sincerely,
Bashful
((Lacey M. Czeluscinski - US 2013060104))

Bashful,
You bring up a good point. It has certainly become quite commonplace for people to ignore social niceties that many of us were once accustomed to. Being a woman of class, I would never ask someone their clan upon first meeting them unless I had good reason to do so (such as being the Prince, Harpy, Bishop, what have you). Perhaps it would be good for society if individuals such as yourself were to begin reminding others of just how rude they are being. Call them out on what they are doing. The line is already drawn; people just don't care if they cross it anymore.
A True Southern Lady,
Madame Dixie

--

Dear Madame Dixie:

I have a "friend" who is in serious trouble. He's completely into the "mortal" thing. I mean, he doesn't just dress up like a mortal from time to time, he actually hangs around in creepy libraries and malls, wears outfits he things mortals wear (like, two polo shirts together with popped collars) and actually puts on makeup to look like them. We get weird stares every time we're out in civilized gatherings. I am at my wits end, please help!

~Concerned Kindred
((Jeff Sz US2010096608))

Concerned Kindred,
Perhaps it would be good to remind your friend that he is no longer human. While it is certainly important for us to continue understanding them and being able to integrate with their society as needed, that does not mean that we should forget that we are no longer living the same life. Perhaps you could speak with a couple key members of your gatherings and come to the collective decision to ostracize him from gatherings until he comes to the realization that there are certain things you check at the door. He can associate with humans other times, of course, and could even be a valuable asset to your local gatherings because of it. When he comes to Kindred Gatherings, though, he is to act as Kindred. If he is unable to do so, he should be treated as Kine and turned away at the door. Should this lesson not get through, or make things worse somehow, it might be time for someone to have a nice little chat with him. Preferably, this someone would be one who can put a little force behind their explanations that what he is doing should change.
May Your Friend Learn Quickly,
Madame Dixie

--

For Madame Dixie:

Dear Dixie,
Oh, crap,
My sires back...
He knows,
What I did last summer...

I just wanted to eat a mummer!
Please tell me how this goes?!
((Matt Lynn US2010116990))

Mummer Eater,
First, did the Mummer break his act while you 'ate' him? I'm quite curious.
Why is your sire upset about you eating a mime? I mean, sure, it may have been nice to not kill the poor guy, but I don't know that it's different from nibbling on anyone else, really.
Perhaps you could get him off your back by telling him that the mime was acting out things that could break the masquerade. That's probably flimsy at best, mime's being actors and all, and most people just tittering at them.
Maybe he is simply jealous. Find him a mime so he can see what he missed while he was off doing other things.

Curious About Nibbling a Mime Now,
Madame Dixie

--

Dear Madam Dixie,
Where can an awesome badass Brujah such as myself find a hot piece like you to love up on and by love up on I mean bang.
Sincerely, Rex
((James Johnson US2002056000))

Dear Rex,
Well, ain't you a sweet talking thing. I've got a mind to let you come visit me sometime. We'll go hog wild. Give me a call sometime, darlin'.
Madame Dixie

Portraits of the Camarilla

Through the Eyes of a Neonate Toreador

by Robert Nunley, US2014010019



Part Six: Clan Nosferatu

We, the scorned,
the despised,
the reviled;
We, the patient,
the silent,
the steady.
We are the unnoticed
rats beneath your floorboards
stalking whispers in the darkness.
We hide for the time
that the unwise will forget to remember
the reason that they keep their secrets close.
We hide so that we might stand
beside you, for a time,
just outside your eyes.
You might avoid us,
in your presence and in your sight,
and we don't mind.
Because every time you glance away,
we disappear
from your mind,
your sight,
your worries.
And if you're smart, you won't look away.
But can you bear it

Member Spotlight

James Johnson, US2002056000



Our Member Spotlight for September is James Johnson. James has been role playing since the very youthful age of 13. He started with DnD at a friend's house. When he was 14, James got involved with a troupe game in Summerville, SC. This is where James discovered the World of Darkness and Vampire: The Masquerade. At a coffee shop where LARPer met, James was handed a grey book and told to read it. He did read it, but didn't feel that it was the kind of thing he would get into. The same guy who had handed James the book, pointed to a golden book on the shelf of the All Books next to the coffee shop and instantly fell in love with Changeling. For the next three years he played the troupe game as a changeling and learned the ins and outs of the system. He was hooked and proceeded to get his hands on every single White Wolf item he could and read them all of them from Novels to MET and TT.

Since that night at All Books, vampires and White Wolf games in general have been a huge passion for James. It has been a hobby that kept him out of trouble as a kid and drew him out of his shell. Then he heard about the Camarilla, but had to wait until he was 18 before he could join. Which he did and the rest is history. For James, the best part of being a member of MES is the global game. He loves the politics with other players he hasn't been able to feel out and he likes not knowing how they will react believing that it is that unknown aspect that makes the role play more rich.

Outside of MES, James is in charge of marketing for a local law firm. He finds this a challenging career that James looks forward to every day. James also enjoys spending time with friends, going to new places and the occasional nerd activity.

Through his experiences in MES, James has met some of his best friends. There are many people in MES that he considers to be family. James advises that new and old players alike read and understand the setting and rules of the games they play in. If they don't understand something ask. There are many people in MES that are happy to help, James included.

Cabra Castle

Kingscourt, County Cavan, Ireland

By Nikki Fox, US2002021738



It had been my plan to write an article about my visits to Dublin this month. Then when looking through pictures from my last trip I couldn't help but feel a bit more inspired to write about Cabra Castle. Karl and I have stayed at this castle twice. As it is in the same town as Karl's parents' country house and they have started the tradition of purchasing us a two night stay when we come over to visit.

In January of this year we went for our second stay at Cabra Castle. Now note I already had stayed at this castle once and thus discredited the entire haunted idea that my father-in-law was teasing me with. Though this time Paddy had actually asked for

one of the castle's most noted haunted rooms when booking our reservation.

Now ever since my first visit over to Ireland we have gone by Cabra Castle to see the Irish wolfhound that lives there. Though currently there are two as they wish to always have one on grounds they have a puppy now as well as the other has gotten up in years. The castle even has a wall dedicated the chosen pet of the hotel. There you can find pictures of the different Irish Wolfhounds they have had over the years.

After spending time petting the lazy hound in the entrance we checked in and walked up the three flights of stairs to our room which was directly overlooking the main entrance to the castle. The room was furnished with gorgeous antique furniture. Loving antiques much of this I would like to have acquired for my house. We explored the castle that evening taking time visit all the public sitting rooms and while looking at all the furnishings. Truly you could spend hours just wandering the grounds of the castle. For those who love to golf it also have an extensive golf course.

After dinner in the formal dining room we went to the downstairs bar for a few drinks before returning to our room. Now up until this point everything has been delightful and entertaining. We decide to watch a movie and turn in for the evening. This is when the entertainment truly begins. :)

About 1am the door to the bedroom begins to open and close randomly over and over. Now of course I assume this is just a breeze in the drafty old castle. That is until I realize the door is actually latching and then magically unlatching. This is terribly unnerving however also amusing as Karl just choses to scream for "Casper" to shut the **** up.

The next day my interest peaked I choose to look up the history of Cabra Castle. Come to find out the castle is known to be haunted. No reason to tell you the story I will let you read it yourself <http://manorhousehotels.com/pages/haunted-cabra-castle-co-cavan-discover-ireland/> and <http://poloconghaile.com/ireland-most-haunted/>

These are just a couple of the examples that I came by when looking into the history of this castle. Probably the most amusing to me was the night before we had heard the sounds of horse and carriage. Which when I looked out our window viewing the main steps of castle there was nothing. So it's easy to say I was definitely creeped out but thankfully there is more to fear from the living than the dead.

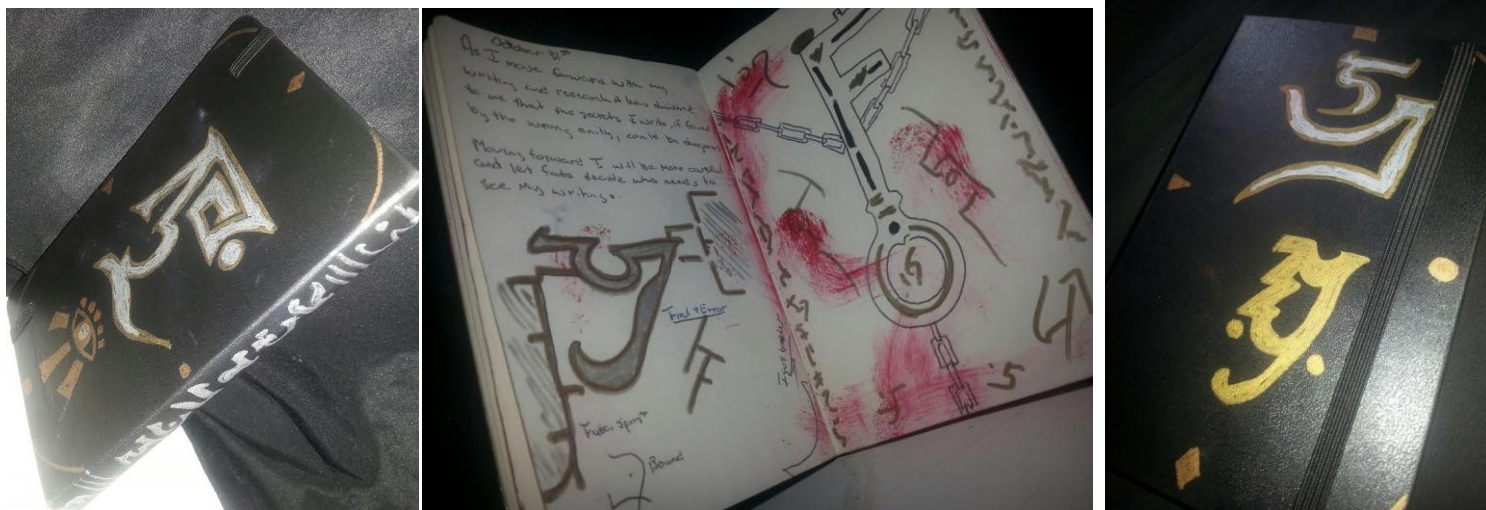
The rest of our stay was less eventful that evening as the door to the bedroom only opened a closed a couple times during the evening. Or perhaps when it being so active the night before we just learned to sleep through it. As we were checking out of the hotel I actually asked the lady at the front desk if she had ever heard any other stories of mysterious occurrences in our room. Please note this was before handing over our door key.

She then asked me what room we were in and I handed over our key. Her face actually became a bit ashen as she informed me directly that she would never stay in that room herself. She went on to tell us that it was the room had the most reports of doors opening and shutting, a baby crying, the sounds of horse drawn carriage, and others I honestly don't recall because truly I thought up until this point I was being paranoid.

It would not surprise me if my Father-in-Law had not tipped extra for the most haunted room in the castle. He very much does enjoy a good joke. I look forward to our next visit to Cabra Castle but we have decided we don't wish to stay in the same room twice as it gives us a chance to see more of the castle. I encourage anyone that takes a trip over the pond to Ireland to stop by and stay a couple nights. It is a delightfully haunted adventure.

Age Old Prop

By James Johnson, US2002056000



Years ago there was little light throughout Charleston. A city sieged by the supernatural. New and old secrets scattered across its land. One awakened tasked with unearthing the unknown. He is no longer with us but his writings are.

Game Review: Ascension

By Kat Mills-Lone, US2008032102

Ascension is a deck building game that has some of the feel of Magic the Gathering as well as Dominion. If you have never played a deck building game before this is a great one to start with. It is quick and easy to learn and takes about an hour to play. There is an expansion, but I would suggest starting with the base game which accommodates 2-4 players and the expansion adds another 2 players.

Runes allow you to purchase more cards, while power allows you to kill enemies and gain hero points. There are several factions in the cards such as the Mechana which are heavy with constructs and Life which gives more rune based bonuses as well as card draw. Each faction has a specialty and it may take a couple of games to understand how this plays into the overall game strategy. While the game play itself is quite simple, the game can be won or lost on chance luck and strategy.

You win the game by gaining honor points. This is done by killing enemy creatures, special card abilities and the honor points that most of the cards have in the bottom corner. You build your deck by purchasing Hero and Construct cards from the center row, or by purchasing Heavy Infantry and Mystics that are always available. Enemies, once beaten are sent to the Void (removed from the game) with the exception of the Cultist who is always available to be killed for 2 points of power and gives one honor each time he is killed. Once all of the honor tokens are taken, players finish the round they are in and then end the game and count honor points.

This was only the second deck building game I have ever played. Since I've played others, but Ascension remains my favorite. With four expansions for the game, I doubt I will grow tired of playing this deck builder anytime soon. The game allows to mix and match expansions to refresh the feel of the game and bring new cards in and force players to change from their tried and true strategies.





September 2014



Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1 Labor Day	2	3 Regional Office Hours—IRC	4	5	6
7	8	9	10	11 Patriot Day	12	13
14	15	16	17	18	19	20
21	22	23 First Day of Fall	24 Rosh Hashana Begins	25	26 Rosh Hashana Ends	27 Feature Game of the Month Broward, FL
28	29	30				

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