



Banner by James Johnson, US2002056000

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Coordinator Spotlight

Chris Roberts, US2012060112

I have been with MES since June 2013, though I originally came from the organization The Garou Nation, where I was active at every level for 6-7 years; both as a player, an assistant Storyteller, a voting board member, and the Tribal Moderator for the Get of Fenris tribe.

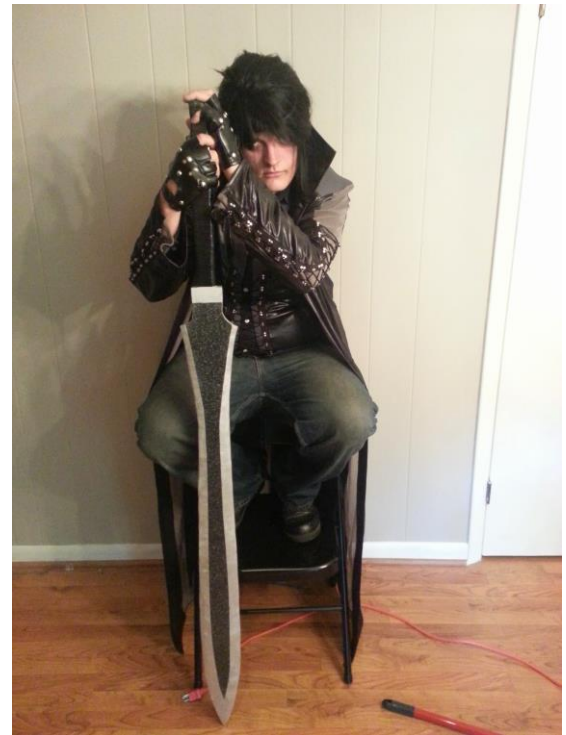
My hobbies include running a troupe Werewolf game (a completely custom system based on Apocalypse, but with a toolkit that meshes, both universe and mechanics, with the nWoD/God-Machine Chronicles/2nd Edition system), along with being a member of the board for a local nonprofit gaming organization for Nashville, the Nashville Area Gamer Association (or NAGA).

I mostly spend my time either working as an IT Systems Analyst, attending Nashville conventions in an official capacity with our gaming group, or spending time at home with my lovely wife, Amber Roberts.

One of the most important things I've found in my time as Coordinator is to not let anything slip through the cracks. Keep the communication lines open, promote your domain however possible, and stay on top of things. Yes, we're all humans and things can get missed, but I've made a habit of making a task list, to give me something to mark off when things are complete and a reference for outstanding things. Of course, it's 2014, so all of this can be done right through Google/Gmail.

The best thing I've found about being a Coordinator is that most players, that I've had the pleasure of working with, don't want to play the out of character, red tape game. I enjoy it (possibly by being a glutton for punishment ;)), and being that buffer for my players allows them to enjoy the game without external hassles, and I get to work in a bureaucracy I enjoy.

The biggest challenge I've found is collaboration between other domains, both out of game and in game. Being a part of an organization precludes the ability to work together, to make a global environment where everyone can have fun. Deb has helped encourage this by having monthly meetings, but I haven't seen as good a turnout as I would expect from an organization, and the latest region within it. Schedules differ, but having a Regional office be willing to have a set schedule for opening up and allowing questions promotes the sort of unity that we should strive for. Personalities clash, people differ in opinions, but at the end of the day, we are all playing and joining in an organization that helps improve our shared hobby, by giving it an audience. We should all be able to give it a good college try and get along, even if only on a professional, courteous level.



Feature Game of the Month

Atlanta, GA-010-D



Atlanta's FGotM is quickly approaching and our chosen Charity to support this year is the MES Scholarship Fund. We will be have Willpower, Gnosis, and Rage available for a \$1 per trait you wish to buy for the Apocalypse game. We will also have Willpower at \$5 per trait for Masquerade. These benefits will be available for purchase on site and only *PRIOR* to game. These additional traits will not place you above your mechanical maximums, they are meant to replace *used* traits during the course of the event. If you want to donate and gain the benefit of these tickets please buy them before game begins.

Last but certainly not least our Tech Lead for the Domain, Mike Boaz, has helped put together a charity webpage online for those who wish to bid on some items before the event. These items will benefit you in various ways. More will be added, as players donate disciplines, boons, and other such details as they wish. There will also be site only exclusive bidding items. So please check back every so often to ensure you're still winning and to see what new items are now available. The items on the website will not be available for auction at the event.

<https://sites.google.com/site/mesatlantatools/auction>

If you would like to donate a skill, item, talent, discipline, fetish, etc. for the event please let me know and we will add it to the webpage or the game site for auction. We highly encourage this and I hope you all have a great event!

Emma's Photo Booth

By Emma Finley US2013040105



Thanksgiving Dinner Recipes

By Darin Terwilliger, US2007019343

I would suggest seasoning your bird at least 24 hours ahead so that the seasonings have time to interact with the meat.

Smoked Turkey

For a hot smoked bird, inject with basic brine, and look to smoke/cook at 200-250 degrees. Because you are cooking at such a low temperature, you will not get very much carryover cooking at all. Expect about 6-8 hours of cooking time. Cook the Turkey to a 165° internal temperature. A basic Brine is usually 1 cup of salt per gallon of liquid...I would suggest using apple juice or apple cider.

Fried Turkey, Safety First!

When you get home with your turkey, you should check to see if it fits in your pot and then use water displacement to figure out how much oil you need. This is accomplished by placing your turkey in the pot, and fill it with water... fill with enough water to come about four inches from the top of the pot. When you take the turkey out of the pot, the water level remaining is how much oil you should use in your pot.

For a fried turkey you should inject with brine. I do like to put together a small amount of seasoning with about 1/4 cup of flour and rub this onto my turkey about 1 day ahead. I typically take the fryer up to about 375-400 degrees, and when you add the turkey, the temperature will plummet, and you should be able to maintain about 325. Fried turkey will cook much faster than other cooking methods. Allow yourself about 1 ½ hours for cooking and resting times.

If you want to make some type of gravy for the fried turkey, you will need to purchase broth, or make stock from turkey necks. (see gravy notes below)

Roasted Turkey

Inject with brine, place compound butter under the skin, or as an alternative you can place your stuffing under the skin of the turkey. Placing the stuffing under the turkey skin you protect the turkey breast from drying out. Truss the turkey and tuck the wings under the bird (Trussing is typically done by the plastic or metal bracket holding the legs into the tail of the bird). Place your turkey on a nice thick layer of chunky mixture of carrots, onions, and celery (mirepoix). The mirepoix does not need to be peeled, but it does need to be

clean. Preheat the oven to about 500 degrees and cook the turkey for about 10-15 minutes or until it starts to brown. Turn your oven down to about 325 degrees and cook your turkey to a 150 degree internal temperature (allowing for 15 degrees of carry over cooking), your turkey should rest a minimum of 30 minutes before you start slicing.

If you slice too early, the juices will come out of the turkey and onto the cutting board...if you were this impatient, you need to remind yourself that the turkey would have tasted better if those juices were still there. This resting time offers a prime opportunity to finish browning some items in the oven, and start to make your pan gravy out of the drippings in the pan.

Pan Gravy

I like to use a colander and a bowl. Remove your turkey and let it rest. Drain all the pan drippings and mirepoix out of your roasting pan. Return your mirepoix to your pan, and deglaze any fond (brown sticky stuff on the bottom of your pan). You do this by adding water, wine or stock to your roasting pan, and working the fond off of your pan. Separate the fat and au jus (natural cooking juice from your roast)

Now it is time to make your gravy. The first question is how much gravy do you want to make? You need to know this because you will need 1 TBSP of flour for each cup of gravy. So for a 1 quart batch you will need 1/4 cup of flour and 1/4 cup of your fat from your roasting pan. Combine the fat and flour together and cook briefly until it becomes light brown and smells nutty. This is a blond roux.

Strain out your deglazing liquid and combine it with your au jus from your roasting pan. This mixture is typically still salty, because of all the seasoning washing off of your product into your pan...so you might need to add water or stock.

Wisk in two cups of the reserved liquid into your roux and bring to a simmer. Once this mixture has become thick...add the remaining two cups of your reserved liquid. Simmer for about 10 minutes and strain.

Carve your Turkey and enjoy your time with your family.

Claimed

By Khorl Duvall

Part Two



The only kind thing that my father's Sire had done before rejecting him and casting him out completely was to give him a trusted ghoul to help guide him through his new un-life. I couldn't remember a single day in my life without my bodyguard in it, in many ways he had more of a hand in raising me than my father did. He had been to every recital, every equestrian dressage and jump meet I had ever been in, always with camcorder in hand to tape the events my father couldn't make because of the sunlight. With my head still resting on the window I studied what I could see of his face. The wrinkles at the corners of his hazel eyes and mouth were from smiles and laughter though he never did either of those things in public, not even at a funny movie. To the public he was always a stern man with a clenched jaw in the immaculate three piece suit and dark sunglasses and always looking freshly shaved, that followed me around like a living shadow and made meeting new people a little awkward. It was a complete mystery to me how he always looked that perfect and how in the summer he didn't seem to sweat either. The only concession to his attire that he would make were his socks. It was a crusade I had started when I was five by buying him the most horrid and outlandish socks I could find for every holiday. There were now three drawers in his large dresser dedicated to my finds and every day when he sat down at a bench or a table in those perfect suits with that stern face his socks would be there completely out of place and bringing a smile to my face every time I saw them. Thinking about it reminded me that his birthday was just around the corner, despite the fact that both he and my father

were well over a hundred years old I had always insisted on them having birthday parties every year. They both indulged me and I think it helped them out a little too.

"Hey, I-" The car swerved to the side so hard I was slammed into the door and window with enough force that I knew I was going to have bruises in the next few hours. Holding my arm as it throbbed I looked first into the front seat where my bodyguard was swearing in French, something he NEVER did, as he wrestled with the car to get it back into our lane and off the sidewalk and then twisted around trying to see what had made James swerve so badly that he almost lost control of the car.

"Was it a dog or something?" I asked still looking behind us as I rubbed at my sore arm and saw nothing out the back window. No response came from the front seat as the engine roared and I was pressed back into the leather with a startled and un-lady like "Omph!"

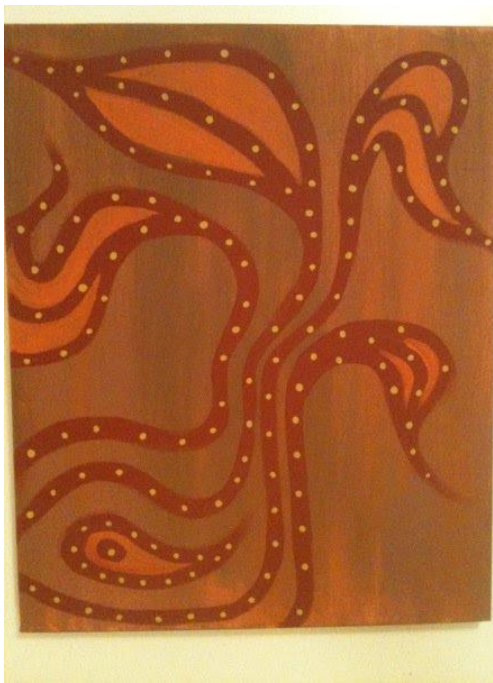
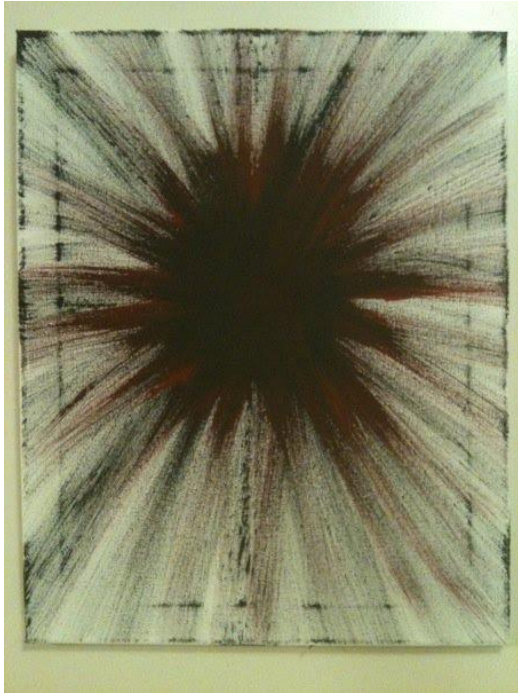
"Hey!" I protested indignantly as I struggled forward in my seat to grip the headrest of the passenger seat before me and finally got a look at my bodyguard. His square jaw was clenched so hard a muscle was twitching as he gripped the steering wheel with white knuckles to the point that I could hear the leather creak under them. "What's wrong?"

"It's your father. He's in trouble." I felt the blood rush from my face, that chilling tingling draining sensation that leaves you light headed and reeling. I didn't have to ask how the ghoul knew, his link with my father was over a hundred years and deep. "Drive Faster."

"You don't have to tell me twice girl child." He rumbled from the front, if he was trying to sooth me by using his pet name for me it wasn't working. I lost count of the traffic violations we made as he sped us towards home.

Artwork

by Andrew T. Hermann US2005022960



Touch of Emerald

by Karisa Lyons, US2010127110



“Well look who looks like they would rather blow this place up than work here today,” says Henry as he slides another book on the shelf.

I smile at my boss. “Eh. I love this place too much to do that. You on the other hand...” I laugh at his look of surprise as I set my bag behind the counter. “Do you want me to take over inventory so you can open the register?”

“When you are in this mood I can never tell if you are joking or not. Yes, take over the inventory. And that guy was standing outside the window when I got here again. I don’t understand why you don’t turn him in.”

I start organizing the books on the shelves that Henry was working on. “”Because he’s not really hurting anybody. He shows up once a week before the store opens and stands there till you get here. Then he disappears for a few hours. When he comes back he spends anywhere between fifty to a hundred dollars in here and disappears again. He is actually making you money.”

“That might be so but before he spends the money he spends twenty minutes trying to get your number. You know one day he is going to follow you home. Then you will never get rid of him.”

“Tell you what. Tomorrow I will bring in some really big, burly and scary looking guy. He will pretend to be my boyfriend and scare the guy off.” I laugh as I use my pocket knife to open another box.

“I know you think you are joking but it might work... as long as he is not too crazy.”

“Ugh. Just let me finish today alive first.”

Sabbat Character Cards

by James Johnson, US2002056000

Ark

The Wayward Prince (Camarilla)

Chalreston, SC

SC-012-D Sabbat NPC

Lore.

Information known



Former Archbishop of Charleston turned traitor, Ark betrayed the Sabbat and joined the Camarilla. Claiming Praxis of Charleston back in 1920 he has spent most of its resources in gorilla tactics, but has yet been able to take the city from Marius.

Even in failure to capture the city he always seems to survive to fight another night.

Description.

Mannerisms and dress

Like most Lasombra Ark dresses in black to reflect his abyssal soul. Not many have seen or met him outside of combat, but it is said he is as regal as any Ventrué.

Castor Graves

Abyssal Scholar

Player: James Johnson

US2002056000 Criminal Runes PC

Lore.

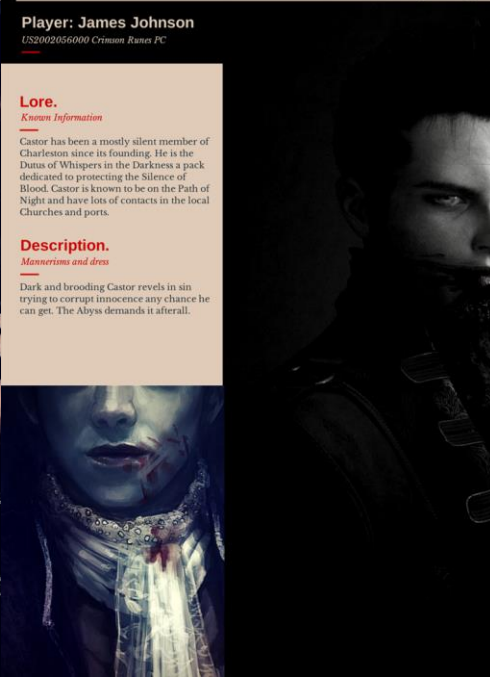
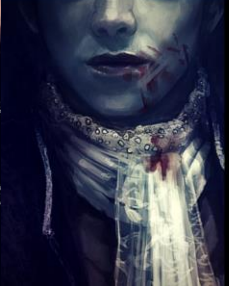
Known Information

Castor has been a mostly silent member of Charleston since its founding. He is the Datus of Whispers in the Darkness a pack dedicated to protecting the Silence of Blood. Castor is known to be on the Path of Night and have lots of contacts in the local Churches and ports.

Description.

Mannerisms and dress

Dark and brooding Castor revels in sin trying to corrupt innocence any chance he can get. The Aloys demands it afterall.

Marius

Archbishop of Charleston

Chalreston, SC

SC-012-D Sabbat NPC

Lore.

Information known

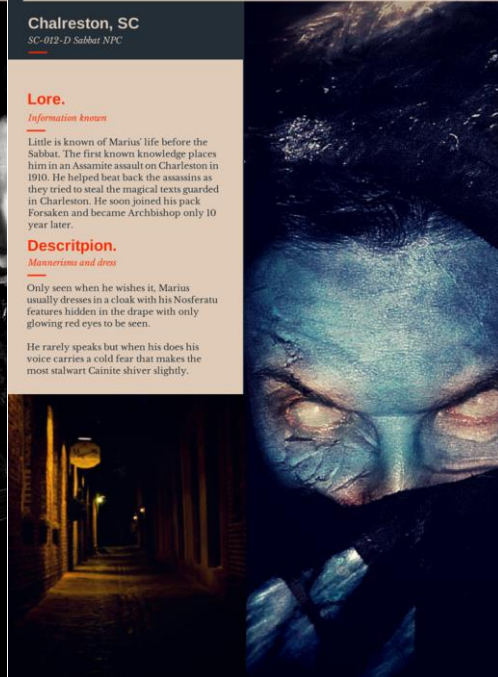

Little is known of Marius' life before the Sabbat. The first known knowledge places him in an Assamite assault on Charleston in 1910. He helped beat back the assassins as they tried to steal the magical texts guarded in Charleston. He soon joined his pack Forsaken and became Archbishop only 10 year later.

Description.

Mannerisms and dress

Only seen when he wishes it, Marius usually dresses in a cloak with his Nosferatu features hidden in the drape with only glowing red eyes to be seen.

He rarely speaks but when he does his voice carries a cold fear that makes the most stalwart Cainite shiver slightly.

Eldric

Templar to the Archbishop

Chalreston, SC

SC-012-D Sabbat NPC

Lore.

Information known



Skilled warrior and magical dabbler, Eldric is a staunch supporter of the Sabbat and member of the Status Quo. In all these duties he is also the Pack priest of the Forsaken.

Rumors are that he is also Black Hand, but those are unfounded.

Description.

Mannerisms and dress

Eldric dresses for the modern times. He carries himself with extreme confidence in his abilities and rarely asks for help even if it is needed

Pack: Forsaken

Coven

Founded

Lore.

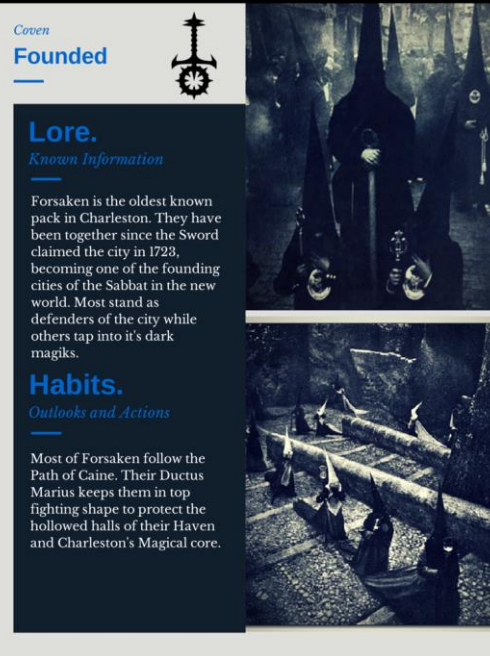

Known Information

Forsaken is the oldest known pack in Charleston. They have been together since the Sword claimed the city in 1728, becoming one of the founding cities of the Sabbat in the new world. Most stand as defenders of the city while others tap into it's dark magiks.

Habits.

Outlooks and Actions

Most of Forsaken follow the Path of Caine. Their Ductus Marius keeps them in top fighting shape to protect the hollowed halls of their Haven and Charleston's Magical core.

Varna

Ductus - Guides of the Unknown

Chalreston, SC

SC-012-D Sabbat NPC

Lore.

Known Information

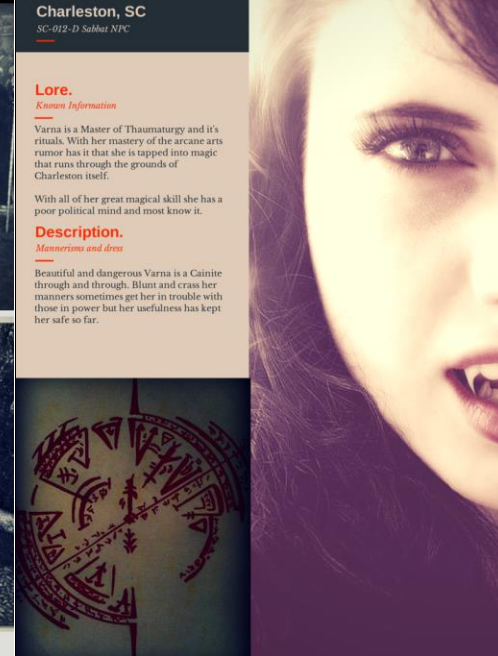

Varna is a Master of Thaumaturgy and it's rituals. With her mastery of the arcane arts rumor has it that she is tapped into magic that runs through the grounds of Charleston itself.

With all of her great magical skill she has a poor political mind and most know it.

Description.

Mannerisms and dress

Beautiful and dangerous Varna is a Cainite through and through. Blunt and crass her manners sometimes get her in trouble with those in power but her usefulness has kept her safe so far.

James Johnson has recently started running a Sabbat Venue in Charleston, SC. He has brought his amazing talent for graphic design into create these descriptive character cards. Each character cards depicts each character in a way that a character sheet just cannot fully encompass.

Ask Madame Dixie

By Elizabeth Namiotko, US2010076348

Dear Madame Dixie,

I find myself at this time of year analyzing the season. It seems the Camarilla has done a fine job of hiding one of its members in public, in plain sight even. This Chris Cringle has obviously become a marketing campaign to cover up a Malkavian that has run amuck in the public eye. This elder that has lived for hundreds of years, only comes out at night and demonstrates powers to the populous. By reason, this can only be a kindred.

So my question to you Miss Dixie, what is your view on this propaganda?

Sir Beauregard of the Nosferatu
(OOC: Michael Lone, US2006088415)

Mister Beauregard,

I wonder, what makes you think that Chris Cringle is a Malkavian? I could quite likely seem him as a Toreader, crafting wonderful little gifts and spreading them throughout the world. I am sure there are a great many of our kind who have found ways to profit from the hype and propaganda of this time of year, especially as the Christmas Season seems to spread further into the other seasons that once took precedence before it. I see no reason to be upset by such things. Enjoying the Season,

Madame Dixie

Dear Madam Dixie,

Of late I have been noticing that my household ghouls have become somewhat jealous of my various kindred lovers. I had moved from team building orgies and later to beatings when they became more ornery. How can I keep my lovelies in line?

-Burning Up the Sheets

(James B. Cline US2013030081)

Goodness,

It would seem you need to find ways to let your kine know that they are still treasured in your eyes, despite other lovers. It is hard to know that you could never live up to the other lovers that your master or mistress takes, and thus I could see where they would be hard to appease in this matter. Perhaps you should attempt to reward good behavior, rather than punishing bad behavior too much. After all, if negative reinforcement is not working, there can't be any harm in attempting some positive reinforcement instead. Throw the kine a bone,

Madame Dixie

I was joking!

Our Seneschal is such a humorless dud. So there I was, maybe high on Heroin and he was yelling at me about something... maybe a body in a bag or something, I can't remember. And so I look right at him and copied his stance and said "blah blah blah," in a mocking manner.

Well he hauled off and hit me with a giant metal pipe. That hurt. How can I get him to be less grouchy and more Groucho Marx.

Signed

My head hurts.

(Tony Lone Fight US2007029471)

Yikes!

I do hope you weren't meeting on Elysium when he hit you. Even the Seneschal can't go doing such things in polite society. Perhaps you should try taking the Seneschal out on the town one evening, introduce him to ways to be more chill and less violent... Mind you, your actions were a bit rude, being toward a Seneschal and all. He has the Prince's voice, and thus should be respected, Darling. Perhaps it might be prudent to save the drugs for the after party on Court nights... Never Grouchy,

Madame Dixie

Dear Madame Dixie,
Is there a Santa Clause?

Of course! In the hearts and minds of every little kine child who hasn't had it ruined for them!
Madame Dixie





DECEMBER 2014



Varna
Doctor - Guides of the Unknown
Charleston, SC
Member of the IRC

Lore.
Known Information
Varna is a Master of Theurgy and it's rituals. With her mastery of the arcane arts, none know what she is capable of except those who run through the grounds of Charleston itself.

With all of her great magical skill she has a poor political mind and most know it.

Description.
Appearance and dress
Beautiful and dangerous Varna is a Caliber through and through. Blunt and cruel her manner is something you have to tolerate with those in power but her usefulness has kept her safe so far.

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3 Regional Office Hours on IRC	4	5	6
7 Pearl Harbor Day	8	9	10	11	12	13
14	15	16 Hanukkah Begins	17	18	19	20
21 Yule	22	23	24 Christmas Eve	25 Christmas	26 Boxing Day	27
28	29	30	31 New Year's Eve			

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

Chris Roberts, US2012060112

Emma Finley, US2013040105

Darin Terwilliger, US2007019343

Khori Duvall

Andrew T. Hermann US2005022960

Karisa Lyons, US2010127110

James Johnson, US2002056000

Elizabeth Namiotko, US2010076348

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

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