

Southeastern Regional Newsletter

Welcome to the Southeast Regional Newsletter for April, 2018!

Welcome to the Regional Newsletter for the Southeast, and a slew of fun information, member submissions, and all the exciting things you can get up to in the following days!

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Editor's Notes

By Miranda Harrell

2018

First off I would like to thank the RC staff for considering and accepting my application for editing the Regional Newsletter! I'm super excited to see what everyone has to offer, and crafting a fun, informative periodical for everyone to enjoy!

Submissions for the SERegional Short Story Contest are ongoing, check out Page 2 for further details if you haven't seen Pherell's announcement! Showcasing the talents of our members is one of my personal favorite OOC things about the club, and I encourage more folks to put yourself out there - you will be surprised how far you go by taking a chance!

Did you know there's still a few Game of the Month slots open? Look for information on Page 2 as well if you think your Domain might want to host one!

If there are articles, blurbs, or information you'd like to see provided, or questions you'd like answered in the newsletters, feel free to send an email to the [ARC Newsletter address](#). I will see what I can do about incorporating your requests and ideas in the future. What is a Regional Newsletter without submissions from the Region?! For submissions, please see the guidelines as outlined on Page 6.

As of right now, we're still planning for this to be a quarterly newsletter. However, as mentioned on a few of the lists and the Southern Fried Cam group, if we have enough interest and submissions, we'd love to do a monthly one! What do you think? Would you like a monthly Newsletter? Let us know!

Thank you to everyone who submitted, and if there is something you sent in for a piece that isn't in here, it means that I am saving it for the next newsletter (as I got so many submissions, I ran out of room! THIS IS GREAT!) Stay tuned, and I promise that you will see it soon!

Have fun, and we'll see you at the game!
~Miranda Harrell U52002066179





Have you heard?

Chronicles of Darkness was announced recently and players in the SE Region are talking about it!

Five years ago something happened. Something terrible and tragic. The world changed in just seconds. Cities were shattered, families fought against each other and life changed forever. It only took ten seconds. Ten seconds for ancient power structures to fall, for sacred sites to be decimated; For entire realms to be washed away in a tide of blood and ash.

That was five years ago. 2012 - a year when the world turned upside down, inside out. It's been a few years now. No one has forgotten those ten seconds. I don't think anyone ever will.

The above teaser can be found on the COD-X page on the MES website along with links to the National Style sheet and other player and storyteller resources; [HERE!](#)

◆ Upcoming Events ◆

Date/Time	Event
05/04/2018 - 05/06/2018	SC 2018 Regional Showcase - Chupacabracon @ the Wingate Hotel, Round Rock TX
05/17/2018 - 05/20/2018	SWRE 2018
06/21/2018 - 06/24/2018	MESCON 2018 Holiday Inn Memphis Airport – Conf Ctr, Memphis Tennessee

UPCOMING SE CHARITIES

May 2018, Pet Care Drive

Drive starts on 05/01, ends on 05/31
Prestige recs are due to RC 06/01
Prestige announced by RC on 06/20

For more information, talk to your Domain Coordinator!

Southeast Region Short Story Contest

There are so many talented people in our club that the S.E. is holding a Short Story Contest to help showcase the vivid imaginations of our players.

The Contest runs from February 1st, 2018 to July 29th, 2018

Entries will be run in the S.E. Newsletter and the members of the region will be able to vote for their favorites at the end of it. The names of the authors will not be posted with the stories so that the voting is blind.

GUIDELINES ARE AS FOLLOWS

- 700 word count MAX.
- Can be form any venue setting.
- One submission per member.
- Must be a member of the S.E. Region.
- Submissions must be Code of Conduct appropriate {I.E. No Erotica}
- Submissions must be original works that have never been published before.
- You may NOT use Cannon NPCs from any venue.
- You may NOT use a PC from the current chronicle as a character.
- You may NOT use another players former PC as a character without permission. {If you have used another players former PC please provide the player's name and email address so that it can be verified.}

PRIZES

- **1st** place will receive 30R prestige
- **2nd** place will receive 20R prestige
- **3rd** place will receive 10R prestige

Entries need to be sent with the heading 'S.E. Short Story Contest: {Your Name Here}'. All Submissions need to be sent to the following email addresses:

- arc.specprojects@gmail.com
- searc.newsletter@gmail.com
- arc.cos@se.mindseysociety.org

Good luck and I can't wait to see what you guys come up with.

~Pherell~

Featured Games

May 26, 2017 - GA-018-D Rome, GA C/A, Apoc
CONTACT: Samuel Gerace nwga.dc@gmail.com

June - MESCon 2018

July - Open

August - Open

September 14/15 -NC-006-D Raleigh, NC

Masq/Space/Apoc

CONTACT: Josh Humble

nc006d.domaincoordinator@gmail.com

October 20 - GA-016-D Macon, FL C/A, Sabbat

CONTACT: Misty Archer

mesmacondc@gmail.com

November 2-4 - SC-012-D Charleston, SC

Cam/Anarch, Apoc, Space

CONTACT: Shawnda Herzog

dc.sc012d@gmail.com

December 7/8 - GA-010-D Atlanta

Masq/Sabbat/Apoc

CONTACT: Sarah Gullett

dc@atlantaworldofdardness.org

July and August are still open!

From Deb Pelletier Clark, SE ARC Chief of Staff/Prestige [US2002022584]

There are many things in considering if you wish your domain to run one. There are venues, locations and charities. To submit an application for hosting a game of the month, you would need to fill out a GOTM Request:

Feature Game of the Month Request:
Please have the DC or DST send this in.

This request needs to be sent in to all three:

- rc@se.mindseysociety.org
- rst@se.mindseysociety.org
- arc.cos@se.mindseysociety.org

Here is the format we request:

Domain:

Requested Date: (this is month and date)

Venue(s): (Needs to be filled out now)

Game Location: (this can be filled out later)

Charity: (Needs to be filled out now)

Game Premise for each venue: (this can be filled out later)

All of the above information save the Game premise/Game location needs to be filled out fully before submitting this application. If the information is not on there, your application will be returned.

REMINDERS!

- If you forget your sheet and the ST needs it, they will go by the sheet in the database. If your most recent downtime purchases aren't in there... well you may not get to use them. Make sure your characters are up to date in the Database!
- Have you submitted your Downtime(s)?
- Don't forget to bring cash or card for check in!



SWRE 2018

Hello MESers!

We're thrilled to announce the opening of registration for our Southwest Regional Event, being hosted in Reno, Nevada over May 17th through the 20th!

To begin registration, follow [THIS](#) link

Registration is now open. It remain open until April 16th at 11:59 PM.

Tier 1 Registration is \$50. This gains entry to the convention and all of the events. All attendees will also receive a SWRE drawstring backpack and pen.

Tier 2 Registration is \$70. This gains entry to the convention and all of the events as well as some additional fun swag. Purchasing this level of registration will get you a plastic mason jar with straw, emblazoned with the SWRE logo. Additionally, you'll receive a shot glass decorated with the SWRE logo as well. There will be some IC goodies involved as well, pending our ST Lead's decisions!

You will be able to opt-in to volunteering in various ways at the convention. This will be followed up by the Volunteers Lead. In the near future, our Volunteers Lead will be sending out a survey for members to sign up to volunteer. You will also be able to indicate your intention to attend various events at the convention. These aren't binding. It's just a way that we can gauge the intended audience for each event. If you wait to pay for registration at the door, the price will be \$60, which will gain entry to the convention and all of the events. We don't expect there to be any additional Tier 2 swag items available for purchase, so if you want to make sure you get these custom items you'll need to pre-register for the Tier 2 package.

If you have any questions or problems with the Registration Portal, please feel free to contact myself or the Event Lead or Second at the emails listed below.

Event Lead, James McCaffrey: swre.event.lead@sw.mindseysociety.org

Event Second, Erin Miracle: faerchylde@gmail.com

Thank you, and I hope to see you all in Reno!

James McCaffrey
US2015080083
SWRE 2018 Event Lead

Jenn Eiland-Cross
US2002023825
MES NCA

RECOMMENDED MEDIA FOR NEW PLAYERS

The Hunger One of my favorites that shows the tense social nature of a Vampire game (esp. a more salon-type game). I think **Queen of the Damned** can show how jarring modern times can be for an elder. It might be weird, but.. [for Werewolf] **Fern Gully**. To show the connection between respecting Gaia and modern pollution- *Jill Baldwin US2005116903*

Mortal Instruments; City of Bone [Movie] Makes me think of WOD [because] it has Mages, Fae, Vampires, Werewolves, Demons and Nephilim. The book series is better but that movie did a good job of telling that first book- *Alison Dorsey US2017120039*

Underworld, the first one - *Josh Graham US2003071807*

Buffy the Vampire Slayer [TV show] - *Mark Hand US2002021404*

Interview With The Vampire for the themes about a Kindred's relationship with time and other Kindred they may know. For a lighter mood, **What We Do in the Shadows** can be a good inspiration for a funnier character concept. - *Michael Hewitt US2013010016*

Vampire it would be **Cruel Intentions** or the original **Dangerous Liaisons**. - *Larry Castleberry US2002021090*

Dracula; and basically anything [here](#) as VtM is "Gothic Punk". ...**Tim Burton and lots of supernatural tv drama shows**, but that is very much the aesthetic. For VtM, it's about the Romantic overtones and Gothic elements we know and love about the World of Darkness. There is the sublime, mystery, the unconscious, the monster beyond the mask, and scores of other elements. For WtA, the BNS book diverges and instead speak about Dark Realism. It's still firmly rooted in the Gothic Punk vibe, but that is now the past. No longer is there the threat of Apocalypse, but instead it's here and we have to make choices. Despite the fantastic and the otherworldly nature of spirits and the Umbra, it's still a game where one of the biggest bad guys is a corrupt corporation. To that end, almost any of the **new DC movies** make for a good example of what Dark Realism can look like. Likewise, even things like **Captain Planet** and **Avatar** are good films to keep in mind, as each tackles with themes of environmentalism, personal responsibility, and animism that are also central to WtA. While there are a whole host of actual werewolf movies out there, and indeed there is definitely a need to keep in mind the balance of raging beast vs normal life that is tied into WtA, too many werewolf movies that I know feature them as mindless killing machines. And that's the polar opposite of werewolves and shifters in WtA.- *Sam Gerace US2007111335*

Interview with Eric Mattson, SE RST

Interview by Miranda Harrell

Feb 2018

I [digitally] sat down with Eric Mattson in February to talk about Gaming, why he decided to go for RST, and MES in general.

Miranda: How long have you been gaming/Larping?

Eric: I've been gaming since I was a kid. I started off with D&D as a teenager and it wasn't long before I was branching out and trying other games. I've been LARPing since 2000, and I joined what was then the Camarilla (now MES) soon after.

M: Very cool. What brought you to MES?

E: My good friend Jim Ryan got me into the hobby. I've always loved RPGs and he asked me to try out a troupe game he ran where we lived. At first I resisted. As big a nerd as I was, I thought LARP was beyond even more nerdity. However with a little coaxing I gave it a try, and I was hooked at the first game. I joined the club a few months later.

M: Speaking of the Club, what is your favorite MES game, and why?

E: Masquerade by far, both C/A and Sabbat. I just love the lore behind it.

M: What is your favorite game, LARP or Table top, and why?

E: My favorite RPG of all time has to be Amber. It's a diceless game based off of Zelazny's novels. It's one of the most pure RP driven games I've ever played.

M: What made you decide to run for RST?

E: In the past I have been guilty of being hyper-critical of club officers. One time I got told to put up or shut up. So I put up.

M: Last Question - Anything you'd like to share with the Region?

E: I just want to say how much I love this club. We hear about the negative stuff so often, but this club has really been a positive force in my life for over 15 years. I'm just happy to be part of it.

Thank you to Eric for taking the time to chat, and for all you do as RST!

✧ LET US ✧
KNOW!

Is there an interview with someone you would like to see? [Email the Newsletter](#), and tell us about it! We will see who we can talk to and what they have to share!

(ノ◡◡)ノ*: ◡ ◡ ✧

Your Regional Staff!

Regional Coordinator Staff

- Regional Coordinator: Chris Roberts
- ARC Chief of Staff: Deb Pelletier Clark
- ARC Prestige: Deb Pelletier Clark
- ARC Arbitration: Chris Roberts & Deb Pelletier Clark
- ARC Election Admin: Elizabeth Namiotko
- ARC Newsletter: Miranda Harrell
- ARC Charity: Jon Catron
- ARC ListMod: Stephen Purvis
- ARC Calendar: Stephen Purvis
- ARC Social Media/Wiki: Michelle Atkinson
- ARC Special Projects: Pherell Archer
- ARC Tech Admin: Greg Gullett
- AARC Elections Proctor: Eric Pridgen
- AARC Elections Proctor: vacant

Regional Storyteller Staff

- Regional Storyteller: Eric Mattson
- ARST Chief of Staff: Andrew Logan
- ARST Admin: Katherine Dubek
- ARST Q/A: Kristopher Marlow
- ARST Rules: Seth Steele
- ARST Special Projects/QA: V. Cross

NWoD

- ARST NWoD: Michael Bryan
- ARST Accord: Kristopher Marlow
- AARST Requiem: Michael Walton

OWoD

- ARST Apocalypse: Josh Graham
- ARST Cam/Anarch: Ed Seibert
- ARST Sabbat: Ed Coleman

Space

- ARST Space: Troy Lees

Regional Resources

- [South East Region Website](#)
- [South East Region Facebook](#)
- [Newsletters](#)
- [Charity Events](#)
- [Connect to IRC Games](#)



ADVICE COLUMN (SORT OF)

By Miranda Harrell

MEMBERSHIP HANDBOOK

When was the last time you took a look at the Membership Handbook? Updated last August with some formatting fixes, outdated references removed, and a few other things, there's been some expected updates recently - however it's always a good idea to keep apprised! You can find the change log for the most recent changes [here](#), and find the Handbook itself, [here](#).

It is important to keep up with the Handbook, as the BoD and staff in charge of such things are always trying to better the rules and experiences we all have as a club and a community. This may mean revisions of wording, or even full section creation and removal. This doesn't seem to happen terribly often, no monthly large overhauls or anything of the like. But, as new players and new ideas and situations are considered, the Handbook is a living document made for our protection, enjoyment and the standard by which we are expected to conduct ourselves as an organization. If there are expectations on you, it's a good idea to know what they are!

Sure, memorizing an 81 page document with admittedly small print is not an undertaking most of us have time or desire to do. Memorizing it isn't necessary! Reading it occasionally to have an idea of current guidelines and Club Rules, even insofar as where to find the information, should you need it, is a much more achievable and realistic goal.

Our Talented Region

SE Regional Member Submissions



Photos by Quentin Brown, US2002055984

VAMPIRE

THE MASQUERADE

ANARCH
 ANTEDILUVIAN
 ASSAMITE
 BRUJAH
 CAINE
 CAMARILLA
 CAPADOCIAN
 CAUCOPHONY
 DISCIPLINE
 DISCORD
 GANGREL
 GARGOYLE
 GENERATION
 GIOVANNI
 INDEPENDENT
 LASOMBRA
 MALKAVIAN
 NOSFERATU
 RAVNOS
 SABBAT
 SETITE
 TOREADOR
 TREMERE
 TZMICE
 VENTRUE

S V Q E J C M N K F R M S O A E S D H E
 N N S F A P B F A E U R M N E K T X G N
 M J O I X J V F T I F H T V C V X A V F
 G E N E R A T I O N C E R O D A E R O T
 N E V G L A T H A E D O I R H A R J O Y
 O A A P M E H R N I I Q D M P A K O O N
 S N R W S A B I L Y Z N R A T U Z X L O
 F A B Q D M L U T N E D N E P E D N I H
 E R O H O P V K U Y Q E G A C A N Q A P
 R C X S I I T I A M X T G A V R C O J O
 A H A C A R V V E V C I U C N O U D O C
 T L S N E D E A U A I M T C R G I N Y U
 U I P M Z G N H M W V A N H B L R G G A
 D K E W U J T A A A O S N E W T Z E P C
 X R C A P W R S O J S S G A R G O Y L E
 E K C Y J I U J A U U A D R O C S I D R
 C M U V L L E K G B W R J P Y E M P I I
 K S J L T Z M I C E B C B P A D F F H D
 X I A Q H E L W A R C A S M T W Q E Q R
 K V Z Y T K R S D N V F T A W Z I E F S

For all submissions, please adhere to the following guidelines;

- Please send all submissions to searc.newsletter@gmail.com, with the Subject reading [SE NEWSLETTER SUBMISSION] and YOUR NAME
- Submissions must be received by the announced deadline
- **No Explicit content will be accepted** and all submissions should follow the Code of Conduct outlined in the [Membership Handbook](#)
- While not limited to, submissions are highly recommended to be content involving the World of Darkness games - This includes New and Old WoD and even games not yet sanctioned, such as Mage: The Ascension and Changeling: The Dreaming.
- Please include your name, a title for the piece if there is one, and a few lines about the piece if you'd like. The latter may or may not make it in due to space, but I will try my best to include it.
- Do not use other people's characters without expressed permission of the player. This is including but not limited to fiction and story submissions, art work and prose
- Do not submit pictures of other players without their expressed permission. **If you send me a submission with a picture of multiple players, I expect them each to be copied on the email so that they can verify their permission, or the picture will not be used.**

I look forward to seeing all of your fun submissions and creativity!



Photo by Quentin Brown, US2002055984



"The Rose" by Miranda Harrell

Ask Madame Dixie!



Hey madam dixie,

My lineage has Tower, Anarch, and Sabbat members. I want to invite everyone over to dinner before the accords end, but I want to make it clear the other guests aren't on the menu. Thoughts?

-Ungrilled Gangrel
{Joshua Graham US2003071807}

Dear Ungrilled Gangrel,

Is there perhaps a local Elysium that you may be able to utilize for the dinner? I would hope that your family would respect the bounds of such, no matter their sect, considering it is a structure which predates sect lines.

As to other thoughts, the boon economy exists throughout all sects as well. You could perhaps have each of them pay a boon which is then immediately called in upon their arrival to restrict violence between your guests while they are in attendance. At that point, any breaking of those prestation-laden protections would be to risk being Boon Broken, which is not something an individual of any Sect generally desires to go through.

I do hope your dinner is pleasant and productive.

*Best of luck
Madame Dixie*

To Madam Dixie,

I first wish to say that I enjoy your column. My pack and I gather around the fire and read it whenever we find a copy on the pile of ashes left behind by our enemies.

I am the Jarl of a strong and proud group of Werewolves and it is no secret that we have no love for your kind. Recently we were forced to work with your kind and through this interaction I have become sweet on the Prince within my territory. My question is how do we explore this relationship without my pack mates killing her?

Sincerely,
Puppy Love
{Troy Jackson US2002022414}

Dear Puppy,

I'm amused to hear that my column continues to reach others through the ill fates and poor security of those who read it. I imagine I'll have some masquerade-obsessed individual knocking on my door eventually in an effort to stop my continuing as a result. That should be an entertaining evening for me.

I suppose the first question would be whether or not she returns your positive attentions? If so, then I suppose you've a couple of avenues to pursue. You could play things to the same tune as vampire affairs so often follow; that of deceit and misdirection. Of course, this means deceiving your pack, convincing them that you continue to meet with the Prince to continue relations and keep an eye out for mutual Threats.

If you don't have the inclination to have to deceive your pack, then I suppose you are forced into the position of needing to be honest with them. Understand that they may be concerned that your affections are influenced by the use of powers of the blood, though, and thus they may seek to strike out against her on principle. If there is a means for them to determine that you are free of such supernatural influence of your emotions, then perhaps they will be more favorable to letting you do as you will.

*Happy hunting,
Madame Dixie*

Dear Madam Dixie,

As an Anarch, I do not adhere to the belief that Blood Bonding is the way to teach obedience. However, I find that my childer is... absent in the city. Not literally, however he refuses to join gatherings, or be present for anything but his own requiem it seems. Before I resort to my own tactics that involved some rather intricately laid plans to scare the remaining life out of him, I thought I would ask you. Talking hasn't worked, gently asking hasn't worked, but I do not know if he will survive my scare tactics.

Any advice you have is most appreciated.

Concerned Sire in the Shadows
{Miranda Harrell US2002066179}

Dear Concerned Sire,

If your scare tactics fall into much the same category as your chosen pen name may suggest, one would hope that your childer is capable of adjusting to such. Of course, if he is not, then perhaps one should be concerned about how well he's going to continue adjusting to life within the jihad to begin with.

Is your childer a member of the movement, or any other sect for that matter? If one wishes to be considered part of an organization, and expects for that organization to lend their support to the individual, then said individual must offer their time and support for the organization, no? Otherwise, simply remain unaligned or even autarkic if he intends to stay so separated. Do you know of anyone who has boons over your childer? If not, ensure that others begin charging him for anything he desires, and use those boons to force him into society if need be. If he wishes to benefit from society, then he must pay back into it in some way or another.

I'm sure this doesn't fall far from your opinions on blood bonding, but one could also go through the steps of having him... reprogrammed.

*Good luck with your youngin,
Madame Dixie*

The Wandering Being

Confusion and an Idea!

Somewhere in a forest...

Currently, Me, the most powerful being on this planet; even to the considered 'All Mighty' Gods; am staring at a detailed map of the planet I reside on, Obalon being the name for those who were wondering. Yeah I know your reading my life story. Though now comes the question of how my amazing self is confused? Well my boredom has reach all new heights recently, I have literally explored every nook and cranny of this giant rock floating in the universe. I even ventured out and discovered new habitable planets for my kingdom to live on, opening magical gates to transport people between them. But who cares about that right? My gaze was pretty close to burning two holes in to the paper laying before me. I did burn that guy with my gaze once. Oh never mind that! I might tell you that later.

"Alright so over here I think I explored about 3,000 years ago while over there was about a week..." A loud groan of complaint escaped the older man who appeared to be in his mid-30s, gray colored streaks running through the once dark red hair. With a handsome angled face that held the shadow of a beard, orange eyes that held a unmatched intelligence, and a multi-colored robe that almost seem to perfectly fit his body besides the small tatters on the bottom from wear and tear he only had the simple word of Handsome to describe him. The opposite sex had more than once tried to get in the poor fellows robes. The map before him was almost three feet long, multiple notes adorning certain special areas on it, faded ink and crinkled side gave the paper an ancient feeling.

"Oh I am getting to old for this..." With a mumbled sigh of displeasure he stood up from his chair/stump, patting off any dirt that might have collected on his robe before stretching out with his arms, a familiar popping of one's joint came from his body. Standing at an impressive height of almost six foot five he towered over most humans. Besides the Giants living up in the moments he thought himself decently tall. Reaching down and silently rolling up the ancient map he stuffed in to a portal he opened up on his right, a pocket dimension for storing things of course! Who would not go traveling without one? "Time to go!" Rubbing his hands together he moved, jumping off with his legs towards the north though leaving a large crater in the forest behind him as the physical strength behind his jump caused some ancient tree's to uproot themselves while other broke in half.

With his short travel from one location to another his mind began pondering over the new found boredom he had acquired, though what he thought he was sadly speaking out loud about. But who would honestly hear it? "Hmm...I cannot really explore this world anymore I wonder what would happen if...I went back in time!" His mind quickly rejected the idea since Time travel was messy business and he wanted nothing to do with it. "Fine, travel to another?" Was it bad the fellow was talking to himself? I read plenty of stories that had one's with heroes and such. But that would be boring..." Grumbling quietly once more as his body traveled through the air at break neck speeds. "Dragons...I remember those pesky suckers, I hope the world I go in to does not have those. Hate to make them extinct again..." Chuckling at the memory at least his legs landed on a giant white platform that was sticking out of a marble colored castle.