

# SE REGION NEWS

Southeast Regional Newsletter for the Mind's Eye Society

February 2013

## Newsletter Relaunch

**Kimberly Davis, Editor**

After a few months of inactivity, the Southeast Region newsletter is back in business! As a reflection of the members of our fantastic region, this newsletter is built to examine, discuss, and illustrate your interests as members of the Mind's Eye Society. What does that mean in terms of content?

First, we want to publish stories and articles that appeal to our region's members. One way we are attempting to do this is through basic research and polling. You may have seen, and even participated in, our online surveys sent to gauge interest in topics and publishing formats. To those that answered the call for information, thank you! Your feedback helps make this a better publication.

Next, we are attempting to branch out into new territory for the newsletter. With shared calendars, wikis, and multiple websites for information, the newsletter isn't necessary as a catalogue of game dates and convention plans. What we lack, however, is a place to share ideas, experiences, and hard-won wisdom, especially when the knowledge we have to give doesn't fit the current concerns bounced back and forth over email lists.

Finally, we wish to make this project a way to connect as members. While we are spread across several states, all of us run together in the same imaginary playground. Between conventions and featured games, this newsletter can help us get to know one another and remain in touch, creating a more healthy club as a whole—something that will benefit not only ourselves, but future club members, as well.

It is our sincere hope that you will enjoy this newsletter, and many more.

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*"Those who dream by day  
are cognizant of many  
things that escape those  
who dream only at night."*

*- Edgar Allan Poe*

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### In This Issue

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- Why I Love...the Werewolf Venue
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# Why I Love... Werewolf the Apocalypse

Kimberly Davis, Editor

In this series, members from around the region will share what makes their favorite venue, event, clan, or activity such a special part of the club.

*Four people gather, one by one, under a tree. Each one, walks slowly, dejectedly. Quietly, they settle in a circle. Each one, unable to speak, to say what is on their mind.*

*There was no battle, but each of them were defeated, none the less. The Party around them raged on, they could barely look at one another.*

*The Ahroun cracks open a bottle of wine he stole from a Fae, and offers it to the Alpha. He starts to tell his story, his life. His packmates listen, as the Alpha passed it back to him.*

*In turn, each member of the pack shares, for the first time, their story, their pain. They've been together a year, they've fought together, puzzled over enigmas and spirit schemes, vied against other packs for choice duties around the Caern.*

*But, this is the first time they've actually opened up and were truly honest with one another.*

## The Ties That Bind

When Werewolf: the Apocalypse players tell you about their passion for the game, the unique dynamic between the PCs becomes apparent. Unlike both flavors of Vampire, the setting of OWoD Werewolf encourages teamwork, loyalty, and investment in the community.

“What appealed to me, over Masquerade, was that it was a true cooperative effort, for the players and the characters,” said Pat Gerrity, a longtime fan of the venue.

“Unlike a coterie of Kindred, there was something binding you to your pack. These weren't just allies, they were more than friends. They were your family, they were your rock.”

The sentiment is echoed by others, just as fondly.

“Werewolf, unlike Vampire, is a game of required group dynamic working toward a greater goal. Sabbat has similar themes, but it lacks the cosmology and fatalism of Apocalypse,” noted Clint Hauser. “Within that is the political dynamic of social animals like wolves where you're constantly nipping at those above you, and everyone is better for it “

## A Hero Rises

While many World of Darkness games make the player characters into villains, Werewolf takes another approach, offering a chance to play the “good guy.” According to Tony Perry, “It's the only one where you are the hero, even if you play that gritty-reboot-antihero that does the dirty deeds that everyone else turns a blind eye to for the sake of the greater good.”

That touch of glory, and the lure of heroic deeds, draws a devoted crowd of players. It appeals to our sense of justice, greatness, and perhaps our sympathy for the underdog.

“Werewolf, at its base, is a hero's tale. Your goal is to rise through the ranks, protect Gaia, and grow into a hero amongst the nation.” said Clint Hauser. “You know you're going to die, but you're willing to sacrifice yourself for the greater good... It simply has more of an epic tale feel to it than Vampire does, which, at the end of the day, is a much more introspective venue. “

Brad Gunnels put it simply: “It was the Hero's Journey in live action.”

## Rich, Involved Stories

In addition to the tight-knit IC community and the gritty,

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*- Clint Hauser*

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heroic atmosphere, players often note the variety and depth of the setting and its possibilities.

“[I love] how anything can be new, so many breeds/tribes/auspices grant you a base of 195 different characters from a mechanical standpoint,” pointed out Gunnels. “Who could ever think that such variety and scope would be possible from such a single...mythic word.” Brad “Xanny” Peters echoed this view, remarking that the “mix of different wolves...seems to make the game very interesting and fun to me.”

This variety pairs well with the overarching plot of Werewolf, concerning the slow, losing fight against the Wyrms, and the myriad ways one seeks to combat it. David Bounds noted the “rich, vibrant story and metaplot” that drives stories around the characters. “Even after 20 years, the game is still as compelling and engaging. It makes the whole experience from cub to (maybe) elder an amazing experience that incorporates the best thing about LARP into the game itself - telling awesome stories about what people have done.”

## Ready to Play?

Sometimes individuals feel intimidated going into a new venue. Starting all over with a new setting, unfamiliar lingo, and different rules can seem daunting. That, however, isn't a problem. “The game in its entirety is designed to refocus all aspects back on the center of the setting and the story” said Bounds, recalling his first experiences with the venue. “Even with meager RP skills and less knowledge about the game, the whole process led to a rich and educational experience. I can't wait to play it again.”

For those players in the region who are considering their options for the new chronicle, check out Werewolf. These players, and many, many others, are certain you will not be disappointed.



## I'm Intrigued...So How Do I Get Started?

Want to give Werewolf: the Apocalypse a try? Here are some ideas on how to get your feet wet.

- If you can't borrow the books from a friend, get your own copies at [DriveThruRPG](#). They even offer a free introductory kit, so there's no reason to avoid taking a look. If you like what you see, purchase copies of the main manual, and if you're really hooked, they offer supplements, as well. (p.s. We do not condone trading bootleg PDFs. Keep the people who help make our hobbies possible in business, please.)
- Sit down with a local player, narrator, or storyteller, and ask what is happening in the current (or upcoming) games.
- Get permission to sit and watch a game session as an observer. It is quite the absorbing experience!
- Ask your local storyteller for help creating a character that might fit a niche or void in the current venue game. This allows you to find a “purpose” early on, and can help make integrating into the game an easier and more interesting experience.
- Or, if you are feeling rather heroic, yourself, just show up with a pen in hand, make a sheet, and get to business!

## How Can I Get Involved?

Maybe you're a newer member of a domain, and you're interested in giving back to your newfound favorite hobby. Or, maybe you're a member with plenty of IC experience, and now you want to make the game wonderful for others. Here are a few ways recommended to help you get involved.

- Ask your domain coordinator if there are any ways you can be of assistance to the local games. This could mean helping with charity collections, cleaning or setting up sites, or working on flyers and advertisements.
- Ask your local storyteller what you can do. This might mean acting as a narrator, or helping new players learn about settings and rules.
- When all-calls are placed for domain, regional, and national jobs, look into the requirements and duties of those positions, even if you have no intention of running for office. Know what it necessary to do the background work.
- Volunteer at featured gathers and events. Veteran volunteers will gladly help you learn the ropes.



## Southeast Members of the Year, 2012

Congratulations to our members of the year! While every member is important to the club, these individuals put their time and effort into making it a welcoming, creative, and special place. Thank you for your service!

### Coordinator of the Year

Nathan Atkins

### Member of the Year

Gretchen Adragna

### Mentor of the Year, Coordinator

Lonnie Thompson

### Coordinator of the Year, Storyteller

Jon Fish

### Storyteller of the Year

Jesus Romero

### Domain of the Year

Twilight Basin, GA-013-D in Columbus, Georgia

# What Your Domain Coordinator Wishes He Could Tell You

Kimberly Davis, Editor

Your Domain Coordinator has a rough job. Finding game sites, coordinating finances, overseeing websites and disputes...thankfully, it isn't all doom and gloom. Here are some pieces of honesty and wisdom from a few beloved domain coordinators: Lonnie Thompson of Savannah, and Jeff Szappan of Huntsville.

*Why did you become a DC?*

"Originally, I wasn't sure I wanted to be Domain Coordinator," Jeff admitted. "It was suggested I apply for it, as I would probably be a good fit. The biggest thing was I wanted to help the club and do my part to make the club a better place. Two years later, and I hope I've at least gone somewhat toward that goal." Granted, not everyone has Jeff's purely selfless point of view. "Oh, I'd like to say something noble here, but I became a DC originally for the prestige. I know that's self serving, but it's true." Lonnie went on, however, adding that "staying DC, running for re-election and choosing to continue on in the office slowly became a labor of love."

*In your opinion, what is the best or most enjoyable aspect of the position?*

Lonnie found joy in peacemaking. "I take satisfaction in a mutual agreement reached through mediation. I've helped a lot of members find common ground on things where there appeared to be none. That is it's own reward." Jeff, for his part, likes seeing others enjoying the club, such as "when someone gets promoted to a new MC. That, or when an organized event goes off and people are having fun. I honestly love to see people having fun."

*What is the hardest or least rewarding part of your job?*

Here, the differences in our two volunteers became apparent. "I'd say the least rewarding and most difficult is having to deal with conflict," noted Jeff. Meanwhile, Lonnie pointed out the shifting hours and sometimes unpredictable schedule involved with his career, and how it can eat up free time he'd like to devote to domain matters.

*Of all your accomplishments as DC, which brings you the most satisfaction?*

"Watching new players hit their milestone MC levels is great for me" shared Lonnie. "I don't give gift prestige, everyone earns what they get, and they know they've earned it. I love sending back a log that says "MC6 approved" on it. I know I just made someone's afternoon with that." (Continued next page.)



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*"I am only one, but still I am one. I cannot do everything, but still I can do something; and because I cannot do everything, I will not refuse to do the something that I can do."*

*- Edmund Everett Hale*

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*For those interested in becoming a DC, what advice or warnings would you give?*

According to Jeff, there “are multiple areas to focus on. One big area, one that's important at this very moment, is recruiting. It's hard to get new players excited about entering a game where most of the players have hundreds of experience points on them. It's much easier to get them right before the chronicle is about to begin, and get them interested in the game.”

*What advice would you give to general members regarding working with their DC?*

“Remember that they are people too” asked Jeff. “For the most part, whatever you want to get accomplished is the same thing they do. If a DC approaches you...listen to what they have to say.” Lonnie agreed, adding “remember that officers are volunteers. Volunteers with jobs, and personal lives. My time is at a premium, it is difficult to handle things quickly because of it. If a DC asks that you include your name and cam # on every e-mail, it isn't because he is a stickler for rules (although it might be) but because it makes things easier to track. Saving me the 5 minutes it takes to go through an old report looking for your info, is 5 minutes I can put towards your issue.”

## Looking Ahead...

### Call for Submissions

Have something you are passionate about in the club? Please contact the editor at [member.rec@gmail.com](mailto:member.rec@gmail.com) to discuss opportunities to write or contribute. Future articles will include:

- Why I Love...Changeling the Lost
- How to Recruit New Players
- Outfitting Your New PC: Costumes, Props, and More

In addition, game and event photographs are welcome for submission. We cannot promise to use them, but shots that are included in the newsletter will be captioned with credit to the photographer.

### Coming Events

Tampa FGotM: hosted by Bay of Tears, FL-034-D

- Date: March 29-31
- Location: 14126 Paradise Lane, Dade City, FL, 33525
- Venues: Werewolf, Cam/Anarch, Sabbat
- See email titled: “March FGOTM, Tampa” on SE Announcement List for details.

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