



## Coordinator Spotlight

### Amber Stephenson

DC MS-002-D MS Gulf Coast

Amber Stephenson is the Domain Coordinator for the newly formed domain in Mississippi on the Gulf Coast. Amber played briefly in the old Camarilla in 2003 and really started playing more in late 2010. She got into gaming with her new friends in college played a boffer LARP and encouraged her to start playing. While having never played a RPG before, she was nervous but it enjoyed it greatly and has been gaming ever since.

When we talked to Amber and asked why she became a coordinator she said, "I am a genuine people person. I love helping others and when we wanted to begin a chapter here on the MS Gulf Coast in March, I wanted to do all I could to get things off the ground and moving here. In all Honesty I really have NO faith in my ability to Storytell (and let's face it, I can't compete with Christian there), so I decided to put all of my organizational experience and people skills to good use and take on the coordinator position. There are some great people here and I love working with them. They haven't turned any of my hair gray yet, so I think things are going well."

Amber loves the costuming, the socialization, the escapism, and the stress relief. Most importantly she loves the friends that she has made. Also, the guy that ran that old boffer LARP in 2001? She fell in love and married him this year.

Amber is a librarian by day, which is her dream job and is currently earning her bachelors in Library and Information Science and plan to get her master's in the same field. She is married to their local DST and former SE RST Christian Stephenson.

They have two cats, Chub-Zor and Captain Kittyloaf C\*\*kblock McBiscuits. In her free time she enjoys reading, playing any of the Lego games on the Xbox, and cooking.

*"If you have a garden and a library, you have everything you need."*

*- Marcus Tullius Cicero*



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# How to Survive Night One of Requiem Without the Complimentary Bloodhunt!

By Larry Henson, US2006129213

Hey folks, I'm going to talk about something that everyone here who has played Requiem over the years has had to deal with.

Your first night in the city. You all remember, showing upon the first night, the looks of the locals, possibly the scowl of the Prince, everything seemingly going wrong and then having the Scourge sicced upon you - or maybe that last one was just me. Regardless, no matter how long you have played or how many cities you have gamed in with Requiem, that first night in a new domain can be rough. So, here are a few simple things you can do to ease things along.

1. Find the message boards and post a "too whom it may concern" message. Basically, do a shout out to ask to talk to whomever is the point man to handle new arrivals. I guarantee someone will get back to you, even if it is the exactly wrong person. but that is still someone who now knows you are coming, and that you can reference to ye Prince.

2. Do not be the one who was staying in town before arriving at the gathering! This can not be emphasized enough - Kindred are territorial creatures, and depending on where you are havening, you are in some Kindred's squatting grounds. If you must do this, then there is a better way to do it. In that "too whom it may concern" message, express a desire for shelter around your arrival date and that you are willing to pay for the privilege. Somebody will take you up on the offer, but I advise against anything more than a minor boon for this. Which brings me to the next part.

3. Do not be afraid to enter into prestation debt in your attempts to get in good with the city. Depending on the domain, there may be requirements beyond simply getting the Prince's nod. Hell, I would be willing to bet that there are always

more requirements. Find out what they are, whom you need to get support from. Then, simply walk up to them when they are not busy and talk turkey - "What will it cost for me to get your support for residency in the domain?" Most players will actually let you know a boon they are looking for. Even if they say no boon needed, still offer and register with the Harpy a Trivial Boon with them. Remember, you gotta owe before you can be owed. Also, by entering into a prestation web, you actually strengthen your ties within the local domain, as people now have a vested interest in your safety and ability to pay your debts later.

4. Give yourself about five short-term goals, three medium-term goals, and one long-term goal beforehand. Write these down and keep them on your person with a huge note of OOC/Don't Read on the top so people don't get the wrong idea. Work to finish the short-term ones in a night, lay the steps for the medium-term and long-term goals. If you don't have goals, things are gonna stagnate real fast on you there. Also, try to have your goals involve other Kindred, whether as aides or obstacles within. It keeps ya social!

5. Find mentors within Clan and Covenant. These players can really help you get into the game easier, and you make them look more important. How? Simple. Prince goes "This must be done! You bigwigs get it done!" Then, the bigwigs go and find others to do it. If you have found mentors and expressed interest in helping, then guess who is riding shotgun? You got it!

6. This last one is for newer players. Before the first game or even making a character, get a lay of the land. Find out what the major clans and covenants are inside. Play one of those. Before you go "But I really wanna play this!", let me explain. As a newer player, you may or may not realize just what a shark tank that Requiem is. You have five clans vying for power, five covenants of radically different mindsets, the politics of city,

the politics of region, the politics of nation, and conspiracies wandering through the whole thing. It is a lot to take in, and if you are playing something diametrically opposed to the makeup of the city, you are probably in for a harder road. With you just starting, it is important to ease yourself on in - and being part of the mainstream is a good way to do it. Hell, in a few months you can just retire that character and create a new one for what you REALLY want to play. With the XP floor we have, a few months is not a large price to pay.

So, there you have it. Larry's six easy guidelines on how to have an enjoyable and less harrowing first night in Requiem domains.

See you at court!



## RST's Corner State of the Region

By: Kimberly Cooper  
US2005116880, SE RST



On September 10<sup>th</sup>, 2013 the announcement of my election as the new SE RST went out. The very first thing I did, after the odd little gimp dance I did was finished (which I swear looks nothing like [this](#) [slightly NSFW]), was sit down and consider the state of the SE Region. The South East has changed a lot during David's time in the RST chair, but there is a lot to be done to make us the best we can be.

Communication from Regional has increased exponentially, but it's unknown how much of that reaches the average member. DST involvement in discussions with regional is a priority I'm working to improve. Be assured that I will poke, pester, and bug any DST to make sure that there are open lines of communication.

After all, if I don't hear back from the person elected to communicate with Regional Staff, how else will I know what the Regional Staff needs to do to help your domain become more awesome? That is why I want communication to increase, hopefully without having to resort to more... intense methods.

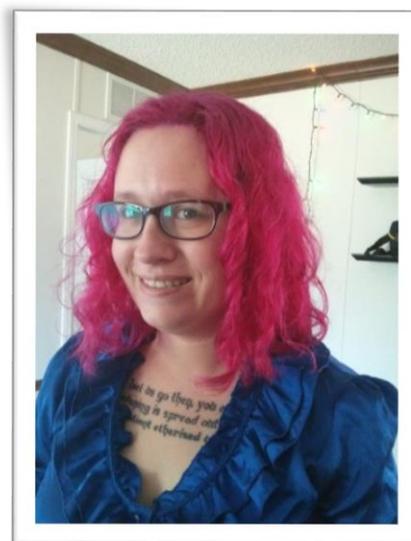
Regional plots are something that I know many of you are waiting for, and it's something that any Genre Lead/ARST I hire will know is our #1 priority. Folks like plots that connect them to others, even if they aren't often able to travel to other domains, so I want to make sure that there are plots that connect PCs and can bring them together across domains. Be on the lookout for teasers and plot seeds after my staff is hired!

Finally, I want to take the time to address getting to know one another. I like to get to know folks. I count myself as very approachable, and generally a fan of meeting people with common interests. The social aspect is one of my favorite parts of this club (tied for first place with the volunteerism and philanthropy aspect) and I hope to get to know as many of you as possible, even if we never meet in person. I have a Google+ account for the RST's office set up (find me with the address:

[rst@se.mindseysociety.org](mailto:rst@se.mindseysociety.org)), and am currently working on a facebook for the RST's office as

well. There you can contact me and hopefully we'll get to know one another. If I feel squirrely, I may even do some spring.me sessions, if ya'll want that. I joined this club to have fun and meet people, and I feel that as RST, this is a great opportunity to get to know the awesome players of the SE.

Be on the lookout for RST's Corner in each issue of the SE newsletter. Have a topic you want to know my thoughts on? Send them my way! Just send an e-mail titled "RST's Corner Topic Submission" with the topic, your name and MES number, and it may be included in the next issue! Everyone take care, be excellent to each other, and have fun doing what we do best!



# To Spin or Not to Spin? That is the Question

by Amanda Plageman  
US2002023006

Dice rings. Suddenly, they're a thing. For the uninitiated, dice rings are the brainchild of CritSuccess, and began life as a kickstarter several months ago. Since then, they've been offered as rewards on other kickstarters, and are available for purchase at <http://www.critsuccess.com/>. They may also be available at some conventions. These rings look like the big wheel from The Price is Right, and come in the standard polyhedral 'dice' expectations, as well as several other options including RPS, 3d6, Life Counter, and several niche things like the Elder Futhark rune set, cards, alphabet, etc. The rings are 'spinners', and have a pair of etched notches to point out the result.

Of course, players have jumped on the dice rings bandwagon, considering the rings an easy and stylish alternative to cards or dice. But do they work? Are they random? Can the random element be overcome? Should they be considered a viable option in our chronicle? Let's find out....

## **Do they work?**

In a word, yes. They spin, they stop, they display a result. They work.

## **Are they random?**

I'm not math oriented, so I can't apply any kind of formula to test for true randomness. But the numbers are well distributed along the surface, and they seem acceptably random during use. In other words, about as random as an actual, well-made die.

## **Can the random element be overcome?**

Yes, with practice a player can choose which number will come up with some

(but not perfect) accuracy. I can do this maybe 7 times in 10. There are ways to prevent this, however

Overcoming the random aspect of the spin isn't really a big deal with the rRPS, since 'gaming the ring' would be no different than choosing which hand sign to throw. No big deal. Choosing which number will come up on the r10 is a much bigger problem; since bigger numbers are almost always desirable, cheating is more of a potential temptation.

## **Should they be considered a viable option in our chronicle?**

I think so, with a few basic precautions to avoid gaming the r10. (I know most of us wouldn't even consider cheating, but it only takes a few bad apples... Regardless, like any other non-standard randomizer, players should be sensitive to the concerns of STs and other players alike, and be willing to accept cards or dice if someone isn't comfortable with the rings (the same goes for smartphone apps, BTW.)

So, to sum it all up:

### Pros

\*Easy to use- just put it on and spin.  
\*Handy- Unless you have detachable fingers, you always know where your ring is. Also, the ring is much less likely to bounce across the floor or be batted under the fridge by the cat.

\*Random- As good as a die and better than some smartphone apps.

\*Lots of variety- These rings work just as well as an IC prop as an OOC randomizer. Especially the other, non-die options. Your Acanthus or Malkavian could use the tarot or rune rings instead of actual divination aids, etc.

\*Value- These rings are remarkably sturdy and seem likely to be useable for years. Also, CritSuccess has an excellent return/exchange policy.

\*Nerd Cred- How better to determine who the Alpha Nerd in the room is?

\*They're just plain cool!

### Cons

\*Hard to borrow- The ring needs to fit snugly on the finger for best spin, and that means one size does \*not\* fit all.

Of course, this also means your ring is less likely to end up in someone else's dice collection.

\*Not random- With practice, you can often pick your result. This isn't the fault of the ring- it's player failure.

\*Needs lube- Before the first use, the ring should be 'lubed' with dish soap or a little cooking oil to clear the spinner of any factory grit which can limit spin. Even casual wear can cause dust to build up, meaning that the ring should be cleaned with soap before an evening's use. Luckily washing your hands with soap takes care of this.

\*Sizing- Unlike regular rings, spinner rings can't be re-sized easily. Even a slight change in weight can alter the way a ring fits, and can make your ring suddenly not fit.

\*No 'Bomb' on RPS- Some players will choose to designate 'Paper' as 'Bomb', but for the rest of us, not having all four options is a bummer. Especially since CritSuccess offers R-P-S-Lizard-Spock, but not RPS-Bomb. (grrrrrr)



## Personal Ads Employment Lost & Found



(Pictures by Sarah Wade US2013010018)  
(<http://www.facebook.com/SarahWadeArt>  
<http://Arranella.deviantart.com>)



## Personal Ads/Employment:

Wanted man in leather, not afraid to roll around in the dirt. Call 436-3098 ask for Grace

Looking for tall, dark and scary. Willing to go dancing in the moonlight. Call 892-0912 Ask for Ruby

Local Priest still willing to do exorcisms for cheap or will trade for other services. 990-2747

Lost Local Psychiatrist now accepting new patients. Call 555-1965 ask for Dr. Ben

Wedding gown for sale - Cheap! Only worn once. blood stains can be cleaned. Call 233-0498

Local Mortuary seeks driver, must have black suit. Call 567-1049 Ask for Jethro

Do you know how to use a shovel? Are you not afraid of the dark? Well we have a job for you! Call 777-6643 ask for Bruce

## Lost & Found

Found: Local Psychiatrist Call for appointment today 555-1965 ask for Dr. Ben

Found brown friendly dog. He says his name is Rusty. Call to claim 248-8732

Lost Brown Stolen Wallet. Call Henry 333-0840

Lost Airship Reward call 984-0163

**Please remember that these ads and such are made for fun. Please do not call the fake phone numbers.**

With Halloween just around the corner, we are celebrating October as our Classic Monster Movie Month!

Below are some suggestions that make for an awesome Classic Monster Movie Night Socials!

**Nosferatu** 1922 (Max Schreck)

Nosferatu is a 1922 German Expressionist horror film, directed by F. W. Murnau, starring Max Schreck as the vampire Count Orlok.

**Dracula** 1931 (Bela Lugosi)

Dracula is a 1931 vampire-horror film directed by Tod Browning and starring Bela Lugosi as the title character. Based on the 1924 stage play Dracula by Hamilton Deane and John L. Balderston, which in turn is based on the novel Dracula by Bram Stoker.

**The Mummy** 1932 (Boris Karloff)

The Mummy is a 1932 horror film directed by Karl Freund. It stars Boris Karloff as a revived ancient Egyptian priest. The movie also features Zita Johann, David Manners and Edward Van Sloan.

**Frankenstein** 1931

Frankenstein is a 1931 horror monster film directed by James Whale and based on the novel of the same name by Mary Shelley.

**Creature From The Black Lagoon**

Creature from the Black Lagoon is a 1954 monster horror film directed by Jack Arnold. Creature from the Black Lagoon was filmed and originally released in 3-D requiring polarized 3-D glasses.

**The Invisible Man** 1933

The Invisible Man is a 1933 science fiction film based on H. G. Wells' science fiction novel The Invisible Man, published in 1897. The film was directed by James Whale and stars Claude Rains.

**Night of the Living Dead** 1968

Night of the Living Dead is a 1968 black-and-white American independent horror film directed by George A. Romero.

**The Wolf Man** 1941 (Lon Chaney Jr)

The Wolf Man is a 1941 American Werewolf Horror film. The film stars Lon Chaney, Jr. as "The Wolf Man" and Claude Rains.



“Even a man who is pure in heart  
and says his prayers by night,  
May become a wolf,  
when the wolfbane blooms  
and the autumn moon is bright.”

# October 2013

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1 SE Region Canned food Drive Begins	2	3	4	5 VST Reports Due CC Reports Due
6	7	8	9	10 DST Reports Due	11	12
13	14	15 RST Report Due DC Reports Due	16	17	18	19
20 RC Report Due	21	22	23	24	25 GOTM NC-006-D Raleigh, NC	26 GOTM NC-006-D Raleigh, NC
27 GOTM NC-006-D Raleigh, NC	28	29	30	31 Happy Halloween! SE Region Canned food Drive Ends		

## GOTM NC-006-D Raleigh, NC Schedule

### Friday 25th - Requiem

7:00 PM - 8:00 PM Requiem Sign in and Soft RP

8:00 PM - 12:00 AM Requiem Hard Roleplay

12:00 AM - 1:00 AM Soft RP and Wrap up

### Venue

Alex Adragna's House (DST)

312 Old Dock Trail, Cary, NC, 27519

### Saturday 26th - Accord / Cam-Anarch / Charity Auction

10:00 AM - 12:00 PM Accord Sign in and Soft RP

12:00 PM - 5:00 PM Accord Hard Roleplay

5:00PM - 6:00 PM Charity Auction

6:00 PM - 7:00 PM Break

7:00 PM - 12:00 AM Cam-Anarch Hard Roleplay

### Venue

Cambria Suites Raleigh-Durham Airport

300 Airgate Drive, Morrisville, NC 27560

### Sunday 27th - Apocalypse

11:00 AM - 12:00 PM Apocalypse Signin and Soft RP

12:00 PM - 5:00 PM Apocalypse Hard Roleplay

5:00 PM - 06:00 PM Wrap up

For More Information Contact Karl Fox US2003120104 DC NC-006-D  
nc006d.domaincoordinator@gmail.com

# ARTISTS CORNER

## ARTIST OF THE MONTH

Miranda Harrell US2002066179



Miranda has been a gamer off and on since 2002. She currently resides in the GA-010-D Atlanta, Georgia domain. Miranda developed her love for drawing when she was little from the time her mom handed her a pencil. She was published for the first time in 2011 under EOS-SAMA publishing with Jenna Moran in Nobilis 3rd Edition. She also has done Chibi-Ex Web comic with Jenna and was her main artist for the Nobilis Antitheses book "A Diary of Deceivers". With many other works in the process and completed, sadly she does not have much time to do character portraits as she used to.

## Recipe of the Month

By Paul Lee US2002034024

### Mini Caramel/Candied Apples

#### **In Advance:**

With a melon baller, scoop little balls out of a Granny Smith apple. Each ball should have a section of apple peel. Push a toothpick halfway through the small apple ball, starting where the peel is. Then place in a bowl of COLD water with 2-3 tablespoons of lemon juice (This stops them from turning brown). Set aside.

#### **Caramel Apple Coating**

Mix 2 cups sugar, 1/4 cup light corn syrup and 1/2 cup water in a small saucepan. Bring to a boil over medium-high heat, stirring just until the sugar dissolves. Cook, swirling the pan (do not stir), until the mixture is light amber and a candy thermometer registers 320 degrees, (8 to 10 minutes). Remove from the heat; SLOWLY whisk in 1/2 cup heavy cream, 2 tablespoons unsalted butter, 1 teaspoon vanilla extract and a pinch of salt. Return to low heat and whisk until smooth. Let cool until the caramel is thick enough to coat a spoon.

#### **Candied Apple Coating**

Combine 1/2 cup HOT water, 1 cup lite corn syrup and 2 cups granulated sugar in a medium saucepan over medium-high heat. Stir until the sugar dissolves, then continue to cook, without stirring, until mixture reaches 250 degrees on a candy thermometer. Wash down the sides of the pan with a wet pastry brush to stop the sides from crystallizing.

Once the candy reaches 250 degrees , add 1/2 cup of cinnamon candies (Red Hots, not the little tiny hard ones, you want a gummyish candy) and stir briefly to incorporate. Continue to cook, washing down the sides, until it reaches 285 degrees.

Remove from heat, and stir until candies dissolve, and are smooth and even.

#### **Dipping the Apple Balls**

Line a baking sheet with parchment paper. Remove picked apple ball from its water bath. Pat DRY with a paper towel (If they are wet, the coating might not stick). Dip the apple ball into your coating of choice, until it reaches slightly over the peel. Remove , and with a slight swirl of your wrist remove any excess coating , and place on the lined baking sheet. Let them cool at room temperature until firm. You can also coat the apple balls after being dipped with crushed nuts, or coconut.

