

# South East Regional *Newsletter*

## January 2014

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[Send your Newsletter submissions to searc.newsletter@gmail.com](mailto:searc.newsletter@gmail.com)

# New Year Resolutions

**Bandon Moore, US2008011627**

Finish my Rigging certification for the Union. Start on my Welding certification. Pick up more Union work and get my Union Health Insurance started. Earn MC 13 and go back to Dragoncon again.

**Kat Mills Lone, US2008032102**

I am going to go back to college in 2014

**Randy Bentley, US2013070084**

My resolution is to have a permanent job

**James Mills, US2013050197**

I am going to graduate High School and start going to college.

**Yokasta Martinez, US2010025472**

My resolution is NOT to make any resolutions! I never keep them anyway!

**Jeff Szappan, US2010096608**

Lose 20 lbs, give up pop/soda for the year and give good rp this year.

**Jeanine McMichael, US2010086549**

I will reach MC9!

**Paul Lee, US2002034024**

My New Years resolution is to stop being so passive while in a parking lot, or grocery store. Sure, there is more than one person down the supermarket isle I need to visit. That does not mean I need to skip that isle and come back when it is less crowded.

**Nakisha Fox, US2002021738**

I will not leave painful dental procedures until the end of the year. No matter how much I dread the dentist.

**Deb Pelletier Clark, US2002022584**

My resolution for next year is to work at being more healthy.



# Feature Game of the Month

**January 17-20 2014**

Hosted by Spartanburg Area Live Theatre

The January Feature Game of the Month will take place at the SCARAB Gaming Convention in Columbia, SC January 17 - 20, 2014.

## FGotM Schedule:

### Friday January 17

5:00-7:00pm

MES Social

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8:00-10:00pm

Werewolf the Apocalypse

\*\*\*

10:00pm-1:00am

Vampire Dark Ages (Troup)

\*\*\*

### Saturday January 18

9:00am-1:00pm

Discussion Panels

\*\*\*

10:00am - 1:00pm

Pathfinder Live Action (Non-MES)

\*\*\*

2:00-7:00pm

Combined the Accord

\*\*\*

2:00-7:00pm

Werewolf the Apocalypse

\*\*\*

8:00pm - 1:00am

Mage the Awakening

\*\*\*

8:00pm - 1:00am

Vampire the Masquerade

\*\*\*

### Sunday January 19

10:00am - 1:00pm

Pathfinder Live Action

(Non-MES)

\*\*\*

2:00-7:00pm

Werewolf the Apocalypse

\*\*\*

8:00pm - 1:00am

Pathfinder Live Action

(Non-MES)

\*\*\*

8:00pm - 1:00am

Vampire Dark Ages (Troup)

\*\*\*

### Monday January 20

2:00-7:00pm

Pathfinder Live Action

(Non-MES)

Please sign up for games at  
<https://warhorn.net/events/scarab>

## In Play Teasers

### **Prism - a Mage: The Awakened LARP**

The Heirs of Atlantis and the Magic that once ruled the world are scattered to the wind, only an Awakened society tries to hold everything together. With a loss as great as a kingdom that once was the source of all magic, all mages grab for power and prominence whether for good or ill. A rumor goes out that a piece of the lost fabled land has been unearthed. Who will claim the power it holds? Will it be you?

Mage: the Awakened LARP uses MET system published by White Wolf.

### **Werewolf: the Apocalypse**

Across the region, the spirits are whispering. A stirring of the spiritual forces that can only mean one thing... a great bane has risen. All of the signs point to Columbia, SC, known territory of vampires.

The whispers also say that the Dancers wish to harness the power of this new force, to make it serve their plans. The path is clear, it must be stopped. Who will answer the call?

Pregame RP can be done on our forum located at

**[mes-upstate.boards.net](http://mes-upstate.boards.net)**

No experience necessary.  
Pregens available and all materials provided.

## **VST Info:**

**VST Werewolf the Apocalypse:**  
Michael Lone, US2006088415  
[michaellone@hotmail.com](mailto:michaellone@hotmail.com)

**VST Vampire Dark Ages:**  
Cody Wagar, US2013040169  
[cbwagar@gmail.com](mailto:cbwagar@gmail.com)

**VST Combined the Accord:**  
Seth Adams, US2002022898  
[falconames@gmail.com](mailto:falconames@gmail.com)

**VST Vampire the Masquerade:**  
Eric Mattson, US2002022896  
[vitaesucks@gmail.com](mailto:vitaesucks@gmail.com)

**VST Mage the Awakening:**  
Jason Aarons, US2009074365  
[sav.awakening@gmail.com](mailto:sav.awakening@gmail.com)

If you would like more information on the Feature Game of the Month, please contact Kat Mills, US2008032102 at [katmills2005@hotmail.com](mailto:katmills2005@hotmail.com) or contact the VST for the venue you are interested in playing.

You can find more info on SCARAB Convention, including weekend and single day passes, hotel information and directions on their website at [s-c-a-r-a-b.com](http://s-c-a-r-a-b.com).

# Coordinator Spotlight

Paul Lee, DC fL-034-D

Paul joined the MES in 2002. He showed up for what he thought was going to be one night and it turned into many years of membership. The role playing he has seen since becoming a member has been an experience that Paul describes as "mind blowing."

Paul enjoys socializing and hosting socials at his home in Tampa. He loves cooking and sharing his home and recipes with friends. To Paul, nothing is better than sitting around a table, with great food, good drinks, amazing company, loaded with good stories of the games of old.

Paul loves being a coordinator because he feels he is personally part of the big picture. Nothing gives him greater pleasure in the MES organization than dropping off bags and bags of donated items to local charities. Paul values the smiles on volunteers faces and the overall warm welcome that he gets when helping the less fortunate. Paul finds that the biggest challenge to being coordinator is scheduling. Players always have their preferred venues and their own life. Paul feels that people should understand that we are part of an organization and that

while he does find the specific needs of each player valuable, he finds the greater good of the local MES domain and the chapter more important on a grander scale. He doesn't like to upset anyone but sometimes he has to disappoint someone who has to miss out on some fun time.

Paul's tips for other coordinators:

Listening to your players is a big part of being a successful coordinator. Know that it is nearly impossible to make everyone happy, but with a good imagination, flexible ideas, and communication it is possible to appease everyone.



# RST's Corner

## Happy Holidays!

Kimberly Cooper  
SE RST, US2005116880

Hey all, I wanted to take a moment to interrupt my rambling bits about play styles, being a ST, and other random stuff that comes from my brain to talk about this club and why I keep doing what I do. I won't lie, it'll ramble the same amount, but hopefully it'll provide some insight and a feeling of fellowship.

You see, once I was a very different gal, one who had her life drastically altered with a pesky diagnosis of Rheumatoid Arthritis at a young age. Being a teenage is hard... being a misfit teenager is even harder, so imagine being one who suddenly couldn't walk, had weird swelling happening in places... it was rough. As you can imagine, I suffered a huge hit to my already frail self-esteem and confidence, and kind of became a shut in. It wasn't until someone took me out to my first Vampire; the Masquerade LARP that I found an outlet for myself.

You see, those first few months, I played a mute PC with a mangled leg. It was totes sweet, I didn't have to talk to anyone and no one asked me about my cane. That was exactly as boring as it sounds. I seriously just sat in a corner for almost 6 months, watching, learning, and trying to avoid notice. Finally I realized something; I could pretend to be whoever I wanted to! No one cared about how well I could walk, or how weird I was when I was in character, they just were interacting with my PC, to however I roleplayed her. There were little growing pains, like when a friend I hadn't seen since my RA diagnosis fixed my PC's leg with Viss, then looked horrified and embarrassed when I had to explain that I

just couldn't ditch the cane OOCly. He thought I was just really good at faking a limp. Rather than upset, I was kind of flattered.

I slowly began to make the motely group of gamers into a support circle for me, and once I took a break from gaming for a couple years, I found myself missing that type of interaction. In late 2005 I was contacted by an ex-boyfriend about the Camarilla and myself and a few others tried it out. This club was like a jackpot for me. You mean to tell me I could travel around, meet new people, \*and\* do charity stuff? I was sold! I dove in and found myself again becoming part of a great community. Eight years later, I'm still as excited to go to a non-local game as ever.

I've found within this club a wealth of friends. I meet my future husband, Craig, through this club. I've met some of my best friends through this club, and I hope to meet many more friends. I've gotten to help create and tell amazing stories, get new people excited, and pass my enthusiasm on to new blood multiple times. There's nothing like it, and I wouldn't trade this for the world.

This Holiday Season, I'd like each of you to take a small moment from your time with friends and loved ones, and think about what you get out of this club, its volunteers, and those you play with. Additionally, think about what you give to them; after all, giving is \*always\* better than receiving, and I firmly believe that what we give to this club pays out tenfold! Happy Holidays everyone, and I hope you have a great rest of the year!



# Mysterious Places and Why we should explore the World of Darkness

by Jason Aarons, US2009074365

There is, unbeknownst to most, a world very much like this one, only not as brightly lit. It's a world of hidden wonders, but also a world of darkness, a world that is lurking, ready to overtake the curious. In each of the venues for Minds Eye Society in this World of Darkness we have our PCs, the personas we take on; we involve them in machinations, high and low political games, we interact with the NPCs created by the ST, we try to build our stories in this world. But do we think outside of the ballroom, boardroom, or court. What of the places they inhabit?

We have citadels to manage, havens, hollows, sanctums, and even wild caerns to build and maintain. As players in our cities we try and pin these down in reality. These can be places that we pass by daily, or if the St has a differing view of the city, special locations just for the venue. But there are also places no one goes, past mausoleums with watchful guardians, down to the old swimming hole where no one swims anymore, the abandoned, the lost, and the obscure. These places haven't been claimed by the local group of supernaturals and not warded by any known means, yet something keeps these places unexplored, stagnant in game.

Games can be very insular. You have a territory. Keep it. Defend it. No road games. No exploration of the land except for when the ST leads you there by hook or by crook. We sometimes have to be dragged to investigate. Some people are only interested in the social side of LARP, and that's fine, but for you others, there are some strange places to explore both in this world and in the World of Darkness.

In Georgia, there is a long hallway beneath one of the most beautiful parks in the city of Savannah, used to ferry victims of the yellow fever down to graves below the oaks<sup>1</sup>, in Florida, a grand castle made of coral that no one can reason why or how it was constructed<sup>2</sup>, Alabama has the Berman Museum filled with antiquities that magically "appeared" in

his owner's hands<sup>3</sup>. Why haven't these places been plundered? What powers prevent it? What Guardians protect them if not the PCs? What horrors may they hold, ready to be unleashed, held back by something set long before the current chronicle. It may be uncommon knowledge these places exist but a search on the internet, using strange, mystery, haunted, with your state in the search bar can bring up legends and hidden history, stories to strange to tell, and mysteries just waiting to be revealed. Even better, they are right in your backyard, ready to become a part of the narrative of your domain and the region.

Your Fae might be able to discover what happened to Roanoke's Lost Colony. Your Mage could find Blackbeard's Treasure, your Forsaken, the source of the Fountain of Youth lying somewhere in the swamps of Florida. Find why these legends and mysteries intersect with the ley lines, hunted by Ordo and Circle alike? Are these answered in the myriad books we have on our shelves or electronic media, no, but the workings are there to form a great story. Work with your players, work with your STs, with cooperation at domain, regional, and National levels, answers can be found. And if they can't be found, you'll have enjoyed the search.

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<sup>3</sup> <http://www.atlasobscura.com/places/berman-museum-world-history>

For inspiration and further research check out these sources

**Atlas Obscura** - <http://www.atlasobscura.com/>

**Weird U.S.** - <http://www.weirdus.com/>

**The Dark-Thirty: Southern Tales of the Supernatural** by Patricia McKissack and J. Brian Pinkney

And of course **Mysterious Places** by [Blackwelder](#), [Chillot](#), [Grabowski](#), [Kiley](#), [Mcfarland](#), [Rebischke-Smith](#) and [Wendig](#), published by White Wolf

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<sup>1</sup> <http://www.savannahbest.com/savhist/tunnel.htm>

<sup>2</sup> [http://en.wikipedia.org/wiki/Coral\\_Castle](http://en.wikipedia.org/wiki/Coral_Castle)

# 1st Quarter Regional Charities

January 2014 - **Literacy Drive**

Drive starts on 01/01/14 and ends on 01/31/14

Books are always welcome at local hospitals, libraries, schools, etc.

Donating them for use helps everyone out in the long run.

Reading aloud to children who are learning to read, or to those who are vision-impaired, can be deeply meaningful both to them and to you.

February 2014 - **Remembering the Elderly** Drive starts on 2/1/14 and ends on 2/28/14

*"Every good act is charity. A man's true wealth hereafter is the good that he does in this world to his fellows" - Moliere*



Tiffany Rahl, US2012070044

## Making a Blood Donation to the Blood Connection

Tiffany is a regular blood donor and a true hero. She makes a point to go to blood drives every chance she gets.

Tiffany doesn't do this only for prestige. To her, giving blood is just something she has done for many years.

Her donations have saved countless lives.

Please remember that this time of year, blood donations are in great need. The life you save, may be your own.

# Recipe of the Month

By Paul Lee, US2002034024

## Southern Hoppin John

Hoppin John is a low country dish that is served on New Years for good luck. I have heard of all kinds of beans being used, but where I grew up it was only Black-Eyed Peas. always remember for an extra bit of good luck, you need to take a piece of the fat from the ham hock and enjoy it while no one is looking. Here is the recipe.

1 cup dried black-eyed peas  
6 cups water  
1 dried hot pepper (optional)  
1 smoked ham hock  
1 medium onion chopped (about 3/4 cup)  
1 cup long grain white rice

Wash and sort the peas per package directions. This stops you from biting into a small stone. Place them in a saucepan, add the water, and discard any peas that float. Gently boil the peas with the pepper, (knife scored) ham hock, and onion, uncovered until tender but not mushy - about 1 1/2 hours - or until 2 cups of liquid remains. Add the rice to the pot, cover and simmer over low heat for about 20 minutes, NEVER lifting the lid.

Remove from the heat and allow to steam, STILL COVERED, for another 10 minutes. Remove the cover and fluff with a fork, and serve immediately. I recommend a bottle of pepper sauce or peppered vinegar!! With some Dixie Lily Fried cornbread!!!! Enjoy, and best of luck in the New Year!!!





# Keys to a Great Story

By Kat Mills Lone

The job of a Storyteller is not an easy one. You have rules to remember, multiple plots moving through the game, players who want to be entertained, and a lot of different personalities coming together to experience your story. Managing a game can be overwhelming at times and can cause a Storyteller to lose sight of what really creates a great story. Here are some keys to help keep the story focused and fun for everyone.

## Plot Hooks and Storylines:

Plot hooks and over-arching storylines are the bread and butter of storytelling, but too much of a good thing can make your players feel overwhelmed and confused. Make sure that you have enough plot in place to keep your players busy, but not so much that they don't know which way to turn or are unable to deal with the plot hooks because something new gets thrown their way before they have a chance to deal with what is already in play. Try not to force plot hooks onto your players and make sure that your plots have a path to resolution that is achievable by the characters. If there is something they are not biting on, put it on the back burner and reintroduce it at a later time or combine two or more plots into a single, achievable resolution.

Keep the number of plots down to a manageable, yet still challenging, level.

## Make Your Story Believable:

We play in a world that is a mirror of the real world, just darker and grittier. However, changing the setting of the world we know too much will take your game from a believable darker reflection of what the players know to something that is too far removed from reality to be fully believable. Altering more than a few elements of reality is an easy trap to fall into as a Storyteller. Anchor your story in the real world and give the twists and shadows that make it become the World of Darkness. Avoid changing too many details and rely on what you already have rather than trying to remake the world from the ground up.

## Organize and Communicate:

It takes a village to tell a story. Well, maybe not the whole village, but it does take more than one person. Organize with your Storyteller Staff and communicate with each other. Make sure to work out the details of upcoming scenes and storylines and understand where each plot hook and storyline is going. Make an outline of the plots in play and the main characters and locations involved. Use a map of your VSS at staff meetings to make sure the staff is familiar with the areas that action will likely take place. If you change a plotline at the last

minute, be sure to let your staff members know and make notes of the changes to be discussed at the next Storyteller meeting. Keeping your staff organized and well informed will make the job of storytelling easier and portray a sense of confidence to your players.

## Make Sure Your Players Have Fun:

The goal of a Storyteller is to entertain the players. To do that, you need to make sure your players are having a good time. Encourage your players to give regular feedback on the game. Don't take criticism personally when the players do give it. You can't expect your players to be honest with you if they are afraid of hurting your feelings. Look for signs that your players may not be as entertained as you would like them to be. Are players sitting around for a half hour or more waiting on a staff member to come run a scene? Maybe you should consider bringing on another AVST. Are your players having fun entertaining themselves with political maneuvering or PVP? Dial back some of the storylines in play. While not every player can be pleased 100% of the time, if you have several players who speak up about the same concern, discuss it openly and try to find ways of changing the situation whenever possible. The game is more fun for both players and staff when everyone is having a good time.

# Game Review

Review of Card Game Ascension: Chronicle of the Godslayer by Tiffany Rahl

Ascension: Chronicle of the Godslayer is a fast paced deck building game where players have to use strategy to build the best deck and collect victory points. This game can be enjoyable for multiple types of gamers. Collectible card game players and board gamers alike will have fun playing this riveting deck building game.

Players start the game with identical basic decks of ten cards consisting of two militia cards which provide the "power" resource and eight apprentice cards which provide the "rune" resource. Using power and runes you're able to interact with a common pool of cards to either acquire new cards for your deck or defeat monster cards. Most actions you do in the game award different amounts of victory points, and at the end of the game, the player with the most victory points wins. Essentially it plays like any other deck building game.

I enjoy playing this game with a group of friends. One of the things I enjoy most about deck building games is that each time you play it is different. A person does have to use some strategy to build a good deck but unlike collectible card games, you do not have to put money into building the deck and the next time you play, you get to start fresh. Of course with the good, there is usually a bad. The bad side of this game is that it can be very random. You may be that unlucky player that has no good cards show up on the board. While there is some strategy to how you can build your deck, you do have to rely on card draw for a good portion of what you can do.

Regardless of the negatives, most of the time this game is very fun and I recommend anyone looking for a good time game to give this a try. Even if you have a bad game, it often gives you drive to try again in hopes that you have some better luck.



# Regional Calendar of Events

## January 2014

Sun	Mon	Tue	Wed	Thu	Fri	Sat
			1 New Year's Day	2	3	4
5	6	7	8 Regional Meeting (2nd Wed due to Holiday)	9	10	11
12	13	14	15	16	17 FGotM at SCARAB Convention in Co- lumbia, SC	18 FGotM at SCARAB Convention in Co- lumbia, SC
19 FGotM at SCARAB Convention in Co- lumbia, SC	20 FGotM at SCARAB Convention in Co- lumbia, SC	21	22	23	24	25
26	27	28	29	30	31	

South East Regional Monthly Schedule of Events  
Regional Meeting on January 8

**Feature Game of the Month January 17-2 at SCARAB  
Columbia, SC**

Please contact Kat Mills-Lone at [katmills2005@hotmail.com](mailto:katmills2005@hotmail.com) for  
additional information. Preregistration can be done through  
<https://warhorn.net/events/scarab>

January Charity is Literacy Drive  
Donate books to local hospitals, libraries and schools.  
Read out loud to a child or someone who is vision-  
impaired.

Charity runs from 1/1/14 to 1/31/14  
Recommendations are due to the RC by 2/1/14



Many thanks to those who have sent in contributions for the Newsletter!

Contributions by:

Paul Lee, US2002034024  
Tiffany Rahl, US2012070044  
Jason Aarons, US2009074365  
Michael Lone, US2006088415  
Bandon Moore, US2008011627  
Kat Mills Lone, US2008032102  
Randy Bentley, US2013070084  
James Mills, US2013050197  
Jeanine McMichael, US2010086549  
Nakisha Fox, US2002021738  
Jeff Szappan, US2010096608  
Yokasta Martinez, US2010025472  
Deb Pelletier Clark, US2002022584