I can’t remember the last time that there was this much excitement for a new venue. Yeah, people were excited about Promethean and Mortals. Forsaken had a group of loyal followers that had the venue completely memorized hours after the book was released; VSS’es and character histories and sheets were read hours within 24 hours. Awakening had a similar excitement about it, but there were many folks who still didn’t plan to play the venue and no one thought those people were off their rockers.

But Changeling has truly surprised me! All too often when I ask people for articles for the newsletter, I only get a few, but when I told folks that I needed articles about Changeling… Well, I got more information than I can put into one newsletter. So keep your eyes peeled for future newsletters for more great Changeling ideas.

So many folks are counting down to the “Opening Day” of Changeling. I have even heard of domains holding New Years Parties just so they can play Changeling right at Midnight. Besides these New Years Games, we are also fortunate to have a great convention to kick off the venue: GLARE.

Speaking of which, I know many of you had the opportunity of starting off Requiem at 12th Night. It was a blast! People made ties, you got a chance to feel out who your PC “really” was, and there was amazing story. Well, the Great Lakes Region won’t let us all down. They are planning something even bigger and better for the first games of the Changeling venue. If you haven’t already bought your pre-registration and made your hotel reservations, check out Convention Corner (Page 10) so you don’t miss this amazing con.

Also, check out our EXCLUSIVE Stick Figure By Night Comic… We have convinced Jenn and Matt (the artist and writer) to feature a special comic here each month, so keep reading!
Cultures are built on shared stories. How many of us have a favorite convention-shenanigans story, or a crazy plotbus story, or a story of some insanely cool thing that our characters did unexpectedly? I hope all of us do.

Changeling: the Lost, like all the World of Darkness games, is built on the infinite potential for humans to tell stories: stories of love and loss, stories of heroism and depravity, stories of triumph and failure. “But Genevieve,” you cry, “We already know that, and we have characters with amazing stories already!” So why bring it up? One word: culture.

What sets the Camarilla chronicle apart from any other is our ability to tie together the lives of our characters into something bigger than a single story, a tabletop-sized chronicle, or even one city’s chronicle. What this means for you is a couple of things:

Work to make your stories just a little bit bigger. So you and your motley-mate have sworn an oath of true love; it’s just between the two of you… isn’t it? What if another Changeling in your motley is in love with one of you… and you asked her to witness the oath? What if another couple in your Freehold, fresh out of the Hedge, depends on you two to set the example for how Lost can rebuild their lives… and doesn’t want you to break up ever? Adding just one person to a story you want to tell with your Lost character can spark an amazing amount of roleplay.

Think outside your local game. Play the game you want to play… but take advantage of the huge resource you have in the Club. So you’ve got a cool Token… what if someone from the next domain over helped you get it? What if you stole it from someone upstate? Some bewitching Elemental did your soft-hearted Ogre wrong? If there’s no one in your VSS that really fits the bill for that background tie, try reaching farther afield, and maybe your PC’s story can grow a little more.

Be willing to be a minor character in someone else’s story. Reach out to the players around you and let them know the kind of person your PC is. Is your Wizened a frustrated matchmaker at heart? Maybe you set up someone on a terrible blind date that eventually blossomed into a deep intra-Court rivalry. Is your Virtue Charity? You can insert yourself into all kinds of situations just by being helpful in little ways.

When in doubt, let the cool things happen during the chronicle, not in your background. “My character did this once upon a time” is cool, but “I saw this amazing thing…” is so much cooler. We’re roleplayers, not authors, and saving the best stories to experience with our friends is what makes a live action chronicle so amazing.

Every story you tell has the potential to be the one that hits the IC rumor mill and gets everyone buzzing. So think big. Think epic. Think about how you want your story to get out, and make it happen for yourself, for your fellow players, and for the U.S. chronicle.

WHAT IS GLARE?

So glad you asked. It is the Great Lakes Regional event, but it's so much more! It's the launch of Hard RP for Changeling: the Lost. It's taking place in a Castle, for goodness sakes! Plus, it's the cheapest thing going with a pre-Reg cost of only 15 bucks!!! That's right, 15 smackers gets you not one, not two, but three days and nights of fun and frivolity! So c'mon Vamps, Mages, Fuzzies, Fairies and Zombies, come party with us at GLARE and help us kick off both the New Year and the new Changeling Chronicle in true Cam style.

http://www.greatlakesregion.us/
Using Fable and Fact to Flesh out Your Changeling Character

Kathy Bunt

As the Changeling chronicle shifts from soft roleplay into hard roleplay, there will likely be a focus on the mechanical aspects of the game, but this is also a great time to add more detail to your character background and ties. There are several resources that I recommend in thinking about your Lost character's story, or for Lost storytellers thinking about NPCs and plots.

Here are some excellent web pages for on-line reading of folk and fairy tales, with sections for different cultures. This may be particularly helpful for folks who want to read up on the fairy tales behind the culture-themed kiths in Winter Masques (see p. 106-110), or to get a flavor for fairy tale motifs in general.

http://www.surlalunefairytales.com/ebooksindex.html
http://www.pitt.edu/~dash/folktexts.html

If you have a particular element in your background or plot, and you think it might relate to a fairy tale or folk tale somewhere but you aren't sure where, a great resource to use is the Thompson motif index. See http://www.talesunlimited.com/searchipauth.asp. The easiest way to search is to scroll down to the Thompson-Motif search box, set the search type as "classification and or descriptor" and then enter a keyword. For example, a search for "shoe" produced dozens of links, including motifs like "golden shoes", "glass shoes", "woman with horseshoe on one foot", "snowshoes", "vow not to marry til iron shoes wear out", "fairies' horses have round shoes", "punishment: dancing to death in red-hot shoes", "inverted shoes at door to indicate banishment", etc. The list of detailed motifs alone may inspire some ideas for you.

You can also then use the description of the motif and its code # to do broader internet searches to find matching legends. For example, while putting this article together, I thought "woman with horseshoe on one foot" sounded intriguing. By searching with that motif name, I found the following story from New England Indian folklore, "Once Sarah [Sarah Screecham, one of two witch sisters featured in several folk stories] fell in love with a Mashpee man. He was afraid and would have none of her. She grew angry and brought him bad luck. He became tired of her threats and that he might discover the secret of her magic he invited her to spend the night at this house. She came and after dusk turned into a horse. She was still sufficiently friendly to the man so that she let him catch her. He shod her with three iron shoes and a silver shoe on her left front hoof; and tied her to a tree in his yard. The next morning when he looked out of the window, the black mare had disappeared. He went to a neighbour's, told his story, and they started for Sarah Screecham's house. They found her moaning in pain. She tried to hide her hand in the folds of her skirt, and when they seized her by the arm they saw that a silver horseshoe was nailed to her left palm."

Another excellent source in thinking about backgrounds and plots for Lost characters is to turn to real life news events.

The Seattle Post Intelligencer had a story today (12/8) about a British man who disappeared in a canoeing accident and reappeared five years later, claiming he had amnesia. He is being charged with life insurance fraud and lying to get a false passport. That may help you think about the consequences of getting "caught" using fake identity paperwork. There are other cases where a person has claimed long-term amnesia to account for a period of disappearance. One is addressed in the documentary film Unknown White Male (see http://en.wikipedia.org/wiki/Unknown_White_Male for more details.) Research into the clinical condition of amnesia and how it typically manifests may help you think about your character's story (either in terms of something they might fake to explain their absence, or their own real coping with distorted memories of Arcadia.)

There is currently a controversy surrounding a smoking cessation drug (Chantix) that it causes extremely vivid dreams and nightmares, and other extreme emotions. Could this be a plot by the Autumn Court to more easily harvest fear glamour from vivid nightmares? Are the Summer and Winter Courts involved, taking advantage of the drug's apparent relation to violent rages and suicidal depression? So far, a number of prescribers have suicided under mysterious circumstances. Is this a cover for the murder of fetches? (See http://www.medpagetoday.com/ProductAlert/Prescriptions/tb/7454; http://www.msnbc.msn.com/id/21904774/)

These are just a few examples, but I hope it will help Lost players think about how research into real life events and into folk and fairy tale motifs can help inspire interesting character stories and plots.
Let’s Look Lost
Sean Mooney

Character concept. Check.
Points spent on sheet. Check.

Makeup and costuming. Hmmm…

Changeling provides a myriad of costuming possibilities through the Mein’s of Seemings and Kiths. This is a dream come true for a costuming geek like me. However visions of your fae’s visage can be quickly swept away without the knowledge of how to bring your ideas into reality. Unfortunately, there is no possible way to cover all of the Mein’s in a single article, much less an entire novel, so I will cover some of the more common features of Lost Seemings. As I cannot cover all of the Seemings in under three pages, I will cover the first of the Seemings in the Changeling: The Lost book…

Beasts
Beasts generally have a few common traits: Animalistic features, feral mannerisms, and a strong odor. The mannerisms are all up to your RP. The other two we can tackle here.

Animal Features
Beasts can be inspired from thousands of animal species, so we’ll start with three common animal features. Hair, horns and dirt. All of the materials below can be found in most costume shops, or with a quick Google search.

The dirt is the easiest makeup to find. To get that grungy look without risking tapeworm, pick up a small tub of Ben Nye: Plains Dust. It is a powdery brown makeup that can be rubbed on with fingers or dusted on with a makeup brush. Either technique will cover the areas of skin you want to look dirty for that fresh ‘out of the woods’ look. For a thicker, muddy look, apply the Plain’s Dust liberally and smear a few drops of water onto the final product.

Horns are easy to apply, though making them look natural takes a bit of practice. The first step is picking up a pair of prosthetic horns. You will also require an adhesive, preferably Spirit Gum. Finally, you will need Liquid Latex and a makeup crème/foundation that matches your skin tone (or the skin tone you want your Mein to have). While I generally recommend Ben Nye products, I cannot give a specific color, as it will be different for every reader.

Applying the horns is simple. You must first pick an area you want your horns to grow out of. Try to pick a patch of skin which will not move too much. Cheeks don’t hold well, however the forehead, jaw line and bridge of the nose (for smaller horns/spines) work quite nicely.

Take your newly acquired Spirit Gum and brush some on your designated area of skin. Give the glue a little time to become tacky (test it with light dabs with your fingertip). Once it has become sticky to the touch, press the prosthetic horn down onto your skin. Keep pressure on the horn for thirty seconds to a minute to ensure it dries in place.

The horn is now set. From here you can either cut holes in a hat or beanie and have the horns protrude out, or continue on to the next paragraph to learn how to make the horns look as if they are really protruding from your skin.

To make the horns look as if they are actually protruding from your flesh, get out your Liquid Latex. Apply a small amount of the substance around the edge of the base of the horn so it connects both your skin and the prosthetic. Let it dry into putty, and pick off the excess clumps with your finger, tweezers, or a small pair of scissors. You can now blend the latex into your skin with a makeup sponge (or your fingertip) and the foundation that matches your skin tone. Apply a small amount of makeup to your skin and the dried Liquid Latex. Blend the makeup outwards onto your skin with your finger to give the gradual fade into your natural skin tone. The latex, with its new coloring, will look like skin from which the horn is protruding.

The last segment of our Animalistic Features will be hair/fur. Unless you want to shave Rex and glue stick his mangy fur to you, you’re going to want to shop around for some prosthetic fur. The good stuff will usually be more expensive than the other products you’ve seen in the above paragraphs, however it can add a very nice touch to a feral Beast.

Prosthetic fur can be hard to find. I recommend searching for a werewolf costume or werewolf facial hair set. They are much more common, and they higher quality sets can be cut to exclude the areas of skin you don’t wish to cover.

The fur can be applied in a similar manner as the horns. You will brush on a light coat of Spirit Gum to the area you wish to attach the fur. Give the liquid 30 – 60 seconds to become tacky, and then press on the fur.
Keep pressure on the fur to ensure it adheres to your skin. Try not to move to ensure the skin stays as flat as possible. Wrinkles will cause the adhesive to have a very weak set, and the fur may fall off.

The fur can be blended into the skin by smearing Plains Dust around the edges and fading it outwards into the skin. For a cleaner blend, use a base crème or other makeup that matches your skin tone (or Mein’s skin tone) to blend the edges of the fur’s base with your skin. Just dab a bit of the makeup around the edges of the fur and blend the color outwards with your fingertip.

In all uses of Spirit Gum, it is not recommended to pull the attached prosthetic off of your skin. Spirit Gum Remover is the safest way to remove these products (remember, it is gluing this stuff to your skin, people…), though soap and water with a gentle touch can also remove your costuming safely.

**The Beast’s Odor**

Many players will want to skip this portion of costuming for the sake of their own senses and those around them. However, some say the sense of smell is most directly connected with the memory. If you have a specific smell attached to your character, you never know when someone will bring up your name after picking up a similar scent (IC and OOC).

The Beast odors can go a couple ways. Do you want to smell like you just crawled out of the woods, or like you’ve been slithering through sewers for the past week? We’ll start with the one that won’t drive crowds away from you…

There are colognes and perfumes out there that specialize in making you smell as if you are an avid outdoorsman. Demeter has an extensive line of odd fragrances, including Grass, Rain, Dust and Poison Ivy. A few sprays of these fragrances and you’ll take on an unmistakable scent that will soon be directly associated with your character. The trick is finding the balance between strong and overpowering 😃

If you don’t want to come off as pleasant or welcoming, you might want a strong obnoxious odor. As with pleasant odors, you’ll stick out in people’s mind, though it will definitely carry a negative connotation.

Believe it or not, there are plenty of quick and easy sprays you can use to achieve this effect. Prank stores will usually have Fart Spray or Stink Bombs. If you have a shirt and a jacket/over shirt you are willing to bag and wash a few times after game, spray/apply the liquid to the back of your shirt, then cover it with your jacket. The smell will seep through your clothing when you move and permeate the air.

Another odor I have heard of, but haven’t used myself, can be made at home. Take a glass, some distilled vinegar, and three capsules of Valerian root (can be purchased at most drug/nutrition stores). Break open and pour three capsules of the Valerian root into the glass, then add a capsule of vinegar. Mix the concoction, and you will have a smell that will fill a room in no time.

The above tips should get you started on your new Changeling character. Remember, it’s okay to experiment! Start with the above steps, then play around with your materials to see what works for you. Employees at makeup/costume stores are generally helpful if you interrogate ask them questions when buying materials. Alternatively, you can go online and Google more advanced techniques in blending or use of prosthetics. And don’t forget your Requiem costuming! Fangs and other custom enhancements to your teeth work just as well for most Beasts!

Unfortunately, our time is up for now. Hang tight until next month, where we’ll go over techniques for those Lost that go bump in the night: The Darklings.

Sample Beast Makeup Modeled by Sean Mooney
The Hedge
Vic Cross

The world you run through is dark and alien. Your destination is all but a dream to you, but your resolve to push yourself is unbreakable. The hedge closes around you, rips and tears at your skin and your sanity and the distant calling of the hunt makes your heart beat faster. Finally, you struggle through the brambles and push yourself into a world almost as wholly alien as the one you’ve just left. But its home...or at least...so you think.

The above is just a brief glimpse into the beginning of the stories of the creatures we call Changelings. With the release of the new game and the droves of Cammies flocking to pick up a new addiction (because let’s face it, gaming is our crack), we also encounter the vast problem of adapting to a new setting and learning a new mindset. Like Vampire, Mage and Forsaken, the story of all Changelings in chronicle begins with a very defined event; namely, their escape from the Hedge. However, in a stark contrast to the quick and generally painless (in comparison) to the awakening/shifting/embrace stories of the other Venues, the difficulty posed by the Changeling origin story rests in that it is a story that will haunt your character through the rest of chronicle.

While vampires, werewolves, and mages can largely distance themselves from the strain and mental-traumas possibly caused by their crossing over into the realms of the supernatural, a Changeling’s journey from Arcadia and into the Real World is one which will cause them to be hunted and haunted for the rest of their existence. The World offers no comforts to a newly-escaped changeling. They return to the World to find their lives have been stolen by their fetch (a creation of the Fae, used to ensure that no one misses the stolen individual), as well as a world that makes little sense to them...after spending what could have been a lifetime under the hellish torture of their Keeper.

But what is essential for a good Hedge-story? Some elements are widely unique to the individual Changeling, but there are some key factors which are universally the same for all. The Drive: For whatever reason, all Changelings are driven to escape Arcadia. One of the prime factors in determining the personality of your character should be the event or series of events that finally strengthened his/her resolve enough to flee Arcadia, risking life and limb for freedom. The Hunt: Regardless of the nature of the Gentry who kept your Changeling, it is almost certain that he is now (and was then) being followed and tracked down by his/her Keeper. The Fae are a greedy folk and, the majority of the time, they aim to see their possessions returned to them. How does your character react to the hunt? Was he/she followed to the Hedge? How did that influence his/her escape tactics? The Escape: What did your character do to get through the hedge? How did he outwit the Hunt? Did he outlast others accompanying him, escape with help or did he go it alone? And, finally, the Real World: How did your character react upon once more joining the real world? Was life shattered due to the presence of a fetch? How will he/she adapt to a world that is so different from the one left behind?

While every story is different, as every character is unique, understanding the common elements of the venue and what can most fully help you shape your character’s personality can help you determine not only the type of character you wish to play, but the Kith, Seeming, and Court you wish to portray. Now get to writing. Happy Hunting!

Picture from ICC 2007 Changeling Game: (From Left to Right) Wade Jones, Jericho Johnson, Chris Williams, Vanessa Wilner, and Kyle Massey
Changeling 101
Ian Mosley

The World As You Knew It

A long time ago, you were normal. Maybe you were a child going to school, or a family man on his way to work, but life was simple, mundane and normal. Like everyone else you had heard the stories about the boogie man, or Big Foot, or the people Under The Stairs. And like everyone else you knew that they were just stories. Until it happened to you.

_They_ took you. Maybe you went willingly, following a pretty girl into the woods for Lord knows what, or maybe you got up after midnight to look in your closet for the Boogie Man and he was there smiling at you. Whatever the case, you were theirs.

_They_ took you to their world. Arcadia. A place where the natural laws mean nothing. Where the only rules that matter are the ones _They_ made up ages ago. You worked, you loved, you hated, you ate slept and breathed their world. And in time it changed you. At first it was nice. Your Keeping lived under water, so naturally you grew gills to breath. Or maybe your Keeper lived in a world frozen forever, and ice built up over time on your skin and hair … then it became your skin and hair. You did your jobs, because the alternative was beyond imagination, and you made due.

Then you found your chance. He left the gate open. Or she forgot to tie you to the bed before she began, and now she was asleep. It was your chance at last, and you took it. You ran blindly, crashing through the Hedge that surrounded His lands. Through the bogs and moors that made up Her kingdom. You ran and ran, fading memories of home your only guiding light. Then you saw them! City lights! Car headlights! The sounds of horns and traffic and life beyond the Hedge.

You made it. Home. You were free. But the world is not as you remember. You could have been in Arcadia for decades, coming back an old woman when only an afternoon has passed for the real world. Or things are the other way round, and you've been in Arcadia for a few days, but the real world has aged hundreds of years.

And now you are free, but alone. Until others found you. People like you, refugees, escaped prisoners and slaves. They know what you've been through because they were there. Now, while the world is different and your life forever changed, you have a place to belong. You're not a prisoner. You're not a slave. You live your own life. More than human but less than Fae, you are a Changeling. Not the stuff that dreams are made of, but the weaver of dreams themselves.

Where have I been?

The True Fae took you to their home. Arcadia. A place where the Natural Laws do not apply. In Arcadia, the only rules are the ones that the Fae swore before Man was Man. There are no constant laws, but instead standing agreements or contracts, that the Fae have with everything. Fae can cook with fire because Fire has an agreement with the Fae that permits them to do so. Apples fall from the trees in Autumn because Autumn and the Apple tree have made an arrangement.

Your character had to change, and take on aspects of Arcadia and his Fae Keeper in order to survive and to use these contracts. Without an agreement, eating the food or drinking the water would not give you nourishment. Now that you are free, you can use these agreements as you see fit, so long as you keep your side of the bargain.

Courtly Matters

The political structure of Changeling is based around the idea of the Seasonal Courts. But the courts are more than just the folk you hang out with. Like every other idea in Changeling, they bring with them a certain amount of wonder and physical impact. While you can choose your court, and even change courts during play if you like, your alliance to a court changes aspects of your character. These changes are largely cosmetic, with the exception of one: Your Mantle.

Mantle is a Merit that represents how in touch with your court you are. It is a physical manifestation that surrounds and follows your character everywhere they go. A member of the Winter court may have a chill breeze that enters the room with them, while a Spring Court Queen may have flowers bloom around her. Your mantle is a matter of high respect among the Changeling population, as it shows how in touch your character is with his courts supernatural aspects.

In addition to your Mantle, characters can also have Good Will with other courts. This is essentially your status, and functions just like it does in other games. You can have Good Will with many courts.
The Seasons

• Spring- The season of rebirth, life and desire. Spring Court Changelings are full of energy. Alive with the season. They are master poets, dancers, stage magicians and flamboyant folk of all types. True creatures of desire, Spring Court Changelings live their lives in the pursuit of their deepest wants, and do everything they can to help others get there too. They believe that by embracing their new lives with elation and determination they can keep the True Fae away.

• Summer- Hot summer nights full of drive and dedication. The Summer Court Changeling is a person of strong character and righteous fervor. Warriors, tacticians and crafters of great skill, these Changelings believe that the True Fae are coming and when they get here the Summer Court will be ready.

• Autumn - The season of fear and waning life has a down right spooky effect on Autumn Court Changelings. Mysteries and stories abound in Autumn, and the Changelings of this Court are no exception. Wizards and tricksters, warm cozy company and chilly, terrifying trips to the country. These Changelings believe that they can use what has been done to them. When the True Fae return, the Autumn court will use their own weapons against them.

• Winter - The Season of death. Bitter cold and frozen dreams. Changelings of the Winter court learned well that hiding from the cold and keeping safe were the most important things. From the chill Ice Queen to the fur-covered mountain champion, these Changelings know all the safe places of the world, both how to find them and how to break them open. When the True Fae come, they'll find nothing of the Winter court but a flurry of snow.

Bumps in the Night

Stories of Vampires are spooky. Myths about Werewolves are bloody and brutal. The legends of the True Fae are absolutely terrifying. Witches that keep children in cages until they are fat enough to eat… Beasts that force country girls to marry them or watch their families be eaten, then having that same family served to them at the wedding feast. Strange little grey men who snatch away tired old men and experiment on them for months on end, then drop them off a week later with no memory of what has happened.

All of these stories and more, are true of the Others. The True Fae, the Others, the Gentry, Them… all different names for the same creatures. Beings of near limitless power with no ability to feel empathy for others. They take humans for their own purposes; either as food, slaves, house keepers, furniture, hood ornaments or entertainment, with no regard for their new toys. Like a 4 year old handed a kitten to play with.

Every True Fae is different. They have no use or concept of time or consequence. They simply are. Their nature changes not only the world around them, but the beings they interact with. Like your character.

… And Scratches

Every resistance movement has the folk they don't talk about. The collaborators and the insane. Some Changelings are so poisoned by their time with the Fae, that they actually believe they have value to their Keepers. These twisted individuals will do anything to stay in the good graces of their Masters. Some are escaped Changelings who want to go back, others are sent by the Gentry to trick, fool and lure the free Changelings back into Arcadia and the hands of the Fae.

And some are just plain insane. Changelings who are so warped by their time with the Fae that even though they managed to escape, they are little worse than the Gentry themselves; terrorizing humans and ravaging their dreams for every scrap of Glamour they can find.

… And Screams

Hobgoblins, ettins, dragons… strange creatures of all shapes and sizes live in the places between the Human world and Arcadia. The stuff of nightmares. Sometimes these nightmare beasts make it out of the Hedge and into the real world, where they have their own wretched way with anyone unlucky enough to come across them. The Mask may hide what these monsters look like, but appearances are never what they seem in the World of Darkness. This is doubly true for Changeling.
Thoughts on ICC 2007

David McFarland

ICC Nashville was a blast. I almost didn’t go to ICC this year for several real life reasons. Due to the great friends I have in this club that urged me to go and even did things to make it easy for me I eventually decided to go in spite of real life and I’m glad I did. I haven’t been to a large convention for the club in a while and I was excited to get to one again, the fact that it was ICC made it all the better.

Nashville is a beautiful city. I have not visited there before and I got to see a little of the area before leaving. It made for a great place to hold the event and I would return there for another visit. There were several places that I would like to see that I missed out on this trip and hope to make up next time.

The hotel staff did a great job. They were accommodating and seemed to really try and do the best they could for us. We did seem to be somewhat cramped at times but from what I understand there were far more people in attendance than was expected and we simply used all the space available. I always say that having too many people at an event is a great problem to have. I hope that next time we use a bigger location and still have the same problem.

It was apparent that the event staff worked hard to put on a great convention. The only thing I can say that I encountered during the event was a lack of storytellers. Once again when you have more people show up than expected you run into that. It’s going to take more of us volunteering to work at the event to keep it covered. Maybe next time there will be enough volunteers that the staff can keep some on reserve to handle larger than expected numbers.

In my opinion there are two reasons that people go to a convention; to see all their friends that they don’t see regularly and get involved with large scale stories. When you go to ICC you expect there to be grand plots and rare characters that you wouldn’t see any other time of the year. I am aware that the hosting Domain did not ant to have national or global plot brought in and that is fair enough for them to ask. However, due to many people looking forward to this kind of grandeur at the conventions I think we should make provisions. Perhaps we can make it part of the bidding process that when bidding to host an event such as ICC you know that these things will be there. If you don’t want it coming to your domain, don’t host the con. I think that is pretty acceptable, after all, if I didn’t want my house trashed I wouldn’t throw the after finals kegger.

The minor disappointment aside, I think this was a great event. I look forward to next year and hope to make some other events along the way.
More Thoughts on ICC 2007
David Hoffman

Every year I go to ICC, but to be honest the games there are only a small part of it. This year I got to play very little. Changeling I had a lot of fun with, Mage was good, but I got pulled off a lot on things and didn't get to RP as much as I wanted. Requiem, well I had this red shirt, and some foolish players decided the Combat was more fun than the RP. But a last what can you to do in such cases but hand out aggravated damage. :)

The biggest part of ICC for me is seeing friends. It's much the same reason I travel to FGotM. Driving or Flying for several hours for 3-6 xp over cap is just not worth it. I'm not that Twinkie. (Okay, maybe I am). Doing some good RP is possibly worth while, but it's hit or miss on RP always. However I'm more then willing to drive or fly to see people I enjoy the company of.

This year that turned out very true. As I said I got little RP time in, but I had a blast still and the biggest part of that was seeing people that I hadn't seen in months. It's like having a giant family and going to a reunion. Given there is always drama and those cousins that don't get along or those cousins that need a shower, but for the most part there are lots of good times.

Someone asked me the other day what was the best part of going to ICC. I jokingly answered, “Going to Sushi with people.” (It's honestly the main reason I visit Nashville on occasions, Ken's Sushi is worth the 7-hour flight). After the laughter died away I realized however that it was true. We had four car loads of people and had a great time. As I thought about it, I realized some of the best times I had over the weekend were going to grab a bite with people or hanging in people hotel rooms for the “afters” venue.

Look back over the years I can mark each Con I've been to by one major event, but when I think about what it was that made the trip worth while or not worth while it's people that I went with. I've had some Conventions where I really wanted to know if the ST had read the book past mechanics, but still had a great weekend. Friends are what made that true. So in the end, ICC 2007 was a good time and I'm looking forward to next year. Most of all I want to say thank you to everyone that went and made it enjoyable for me. I hope you had as good of a time.
Convention Corner

GLARE (Great Lakes Regional Event) is scheduled for January 3-6, 2008 at The Lodge in Iowa. We have secured a great room rate, $79/night! To lock in this rate ask for the “White Wolf Games/Camarilla” block. Besides the great hotel, there will be Mages, Fuzzies, Vamps and Zombies! Oh Yeah! This will be the first Live Changeling: the Lost game. For phone reservations, call (563) 359-7141. Buy your pre-registration (only $15) at the White Wolf Store. For additional questions, check out the GLARE web site at http://www.greatlakesregion.us/.

JeremyCon, I mean SWARE (South West Regional Event) will be held in Phoenix, AZ on July 17th-20th, 2008. Our “home” for the weekend will be the Crown Plaza Phoenix Airport. Check out their webpage at www.cpphoenixaz.com. To make reservations, call (602) 273-7778 or (800) 315-2621. The room block is under “The Camarilla Organization”. Be sure to use this code to get our room rate of $79/night.

ICC 2008 is being hosted in Detroit, MI, October 16th-19th! Keep your eyes peeled for Hotel information and room block information. Once it is up, reserve your room early, we are expecting another big crowd!

The Canadian National Event, CAINE, is being hosted in London, Ontario, March 16-20, 2008. London is only 2 hours from Detroit! The schedule for ECclipse (the East Central’s Regional Event) should be coming out shortly, so keep your eyes peeled for this announcement. The dates and location for USCC 2008 will be announced shortly as well.

White Wolf New Releases

<table>
<thead>
<tr>
<th>Release</th>
<th>Scheduled Release Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adamantine Arrow (Awakening)</td>
<td>December 19</td>
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<tr>
<td>Fall of the Camarilla (Requiem)</td>
<td>January 23</td>
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<tr>
<td>Midnight Roads (World of Darkness)</td>
<td>February 6</td>
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<tr>
<td>Rites of Spring (Changeling)</td>
<td>February 6</td>
</tr>
<tr>
<td>Banishers (Changeling)</td>
<td>March 5</td>
</tr>
<tr>
<td>Lord Over the Damned (Requiem)</td>
<td>March 19</td>
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