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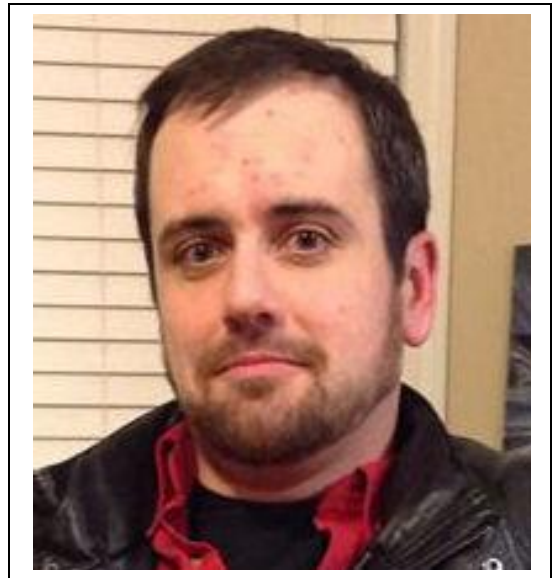
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Coordinator Spotlight

Gary Hicks, US2002023506



The Coordinator Spotlight for April is Gary Hicks of Montgomery, Alabama. Gary is 32 and is engaged to be married. He is a web/software developer for the Alabama State Troopers. He attended Troy University and has a master's Degree in Business Administration with a focus on Information Services. According to Gary that is another way of saying his degree is in IT management.

A self professed nerd/geek, Gary is quite proud of his geekiness especially since that is how he makes his living. He is an avid video game enthusiast which is what lead him into RPGs and LARP. He builds and repairs computers for friends and family and builds boffers in his spare time. (Boffers are foam padded weapons used for contact LARPs) Gary would like to use boffers more often, however there are few opportunities in his area. Gary is also a huge Ghostbusters fan and a recent Whovian. He enjoys reading and prefers fantasy and sci-fi. Jim Butcher is one of his favorite authors.

Gary joined MES "way back in the day" and shortly after turning 18 in 1999 and has recently returned. When Gary first joined, what was known then as the Camarilla, he had just started getting into Role-Playing games and one of the guys he played table top with talked him into trying it out. Gary left in 2002 after feeling a bit upset after White Wolf took over the

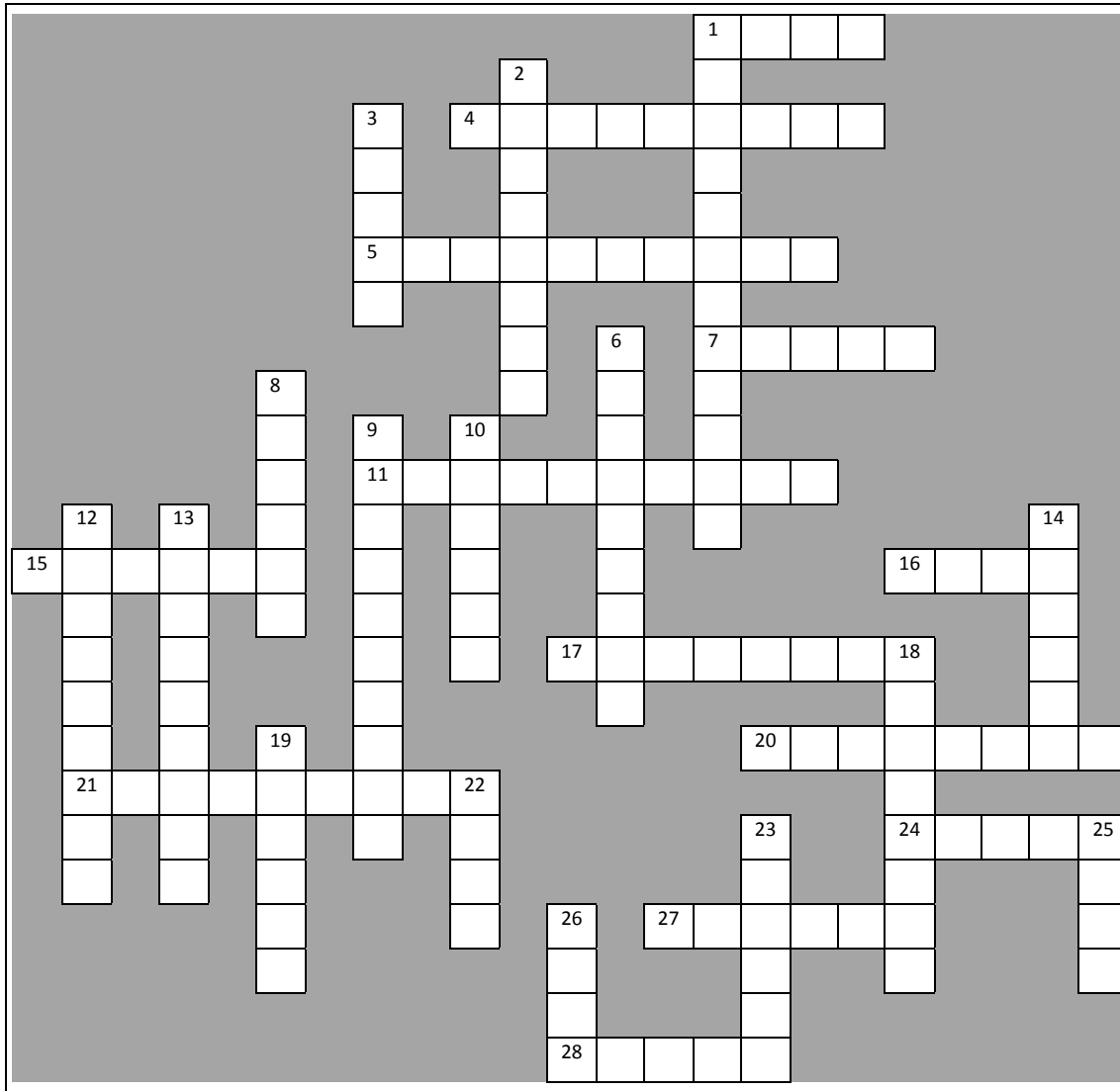
organization. Between the changes to the organization and the demands of school, he took a very long break from Cam/MES. In fact Gary had for the most part avoided Cam/MES. He decided to give it a try again after talking with a few players in a local troupe game who were getting Montgomery set up to start venues again. So in July he signed back up and said he would give MES a fair shake. So far he has not regretted the decision.

Gary offers the following to his fellow coordinators: "From my experience and observations of others, patience is one of the biggest things. I have spent quite a few nights going through old reports and records to try and help members get credit where deserved. To me the job is really about doing what you can for your members and running a steady ship. Handle your business but realize that you are a volunteer, don't overwork yourself (this last one is something I am currently working on.)"

To Gary, the best part about being a coordinator is his natural instinct to want to help, especially when it is needed. His domain was in need of a DC and he wasn't afraid of the work or the challenge. He enjoys giving back and helping others get things done.

The biggest challenge for Gary is keeping up with the never ending paperwork. Harder still is dealing with a problem especially when it involves a friend.

Garou Crossword



Across

1. The boundary area around a caern.
4. The greatest among the spirits.
5. A spirit gate between the Near Umbra and the Deep Umbra
7. A lone Garou who lives apart from the rest of Garou Society.
11. Small sprits who represent an idea or concept
15. A place in the Umbra sustained by outside spiritual energy
16. Garou term for shapshifters who are not werewolves
17. A spirit servant for Jagglings
20. Earth's Shadow.
21. This is the process of arousing a slumbering spirit.
24. A spirit joined to a pack or tribe.
27. A fetish dagger.
28. The title of a Garou who has reached the fifth level of rank

Down

1. A realm dedicated to war and conflict.
2. Traveling into the spirit world.
3. Wereravens
6. The whole of reality.
8. A state of deep depression.
9. A group of Kinfolk who form an alliance
10. Garou Law.
12. Totem spirit of the Glasswalker Tribe
13. A contest that involves skill, cunning or wits.
14. Title for the Garou who is the guardian of a caern.
18. The barrier between the physical world and the spiritual world.
19. Another name for the Sun
22. A domain controlled and ruled by the Wyld.
23. Spirit of order and pattern.
25. Monthly event that serves social, political and spiritual functions within a caern.
26. A derogatory term for a female Kinfolk.

(See Last Page of newsletter for answers)



Ask Madame Dixie

By Elizabeth Namiotko, US2010076348

Dear Madame Dixie,

I have several friends who have recently joined the Tower, and are messy eaters. What is the best way to get blood out of Satin?

Many thanks,

Dry Cleaning Won't Cut It
(Mark Zohn US2011097999)

Oh, dear...

Your first step should be to remind your friends that being a messy eater is such a waste. They would feel much fuller after a bite to eat if they weren't so wasteful. Besides that, Satin is so delicate, why would you act like such a messy brute when you're wearing it?

Now, because you are dealing with Satin, you don't want to go ruining your friends' clothes by being too rough. I recommend salt and cold water. Make a paste with the two, and spread it over the troublesome stain. Rinse thoroughly with cold water. Stay away from hot water, dear, or you'll just make those stains permanent.

Remember, blood stains are most easily removed when done while the blood is still fresh. You might consider buying your friends some bibs until they can learn to eat like proper Kindred.

Good luck,

Madame Dixie

Dear Madame Dixie,

I've lived a very independent life. I'm a self-made man who now has a Regnant in their life. This Kindred is everything to me. But, they have forbidden me to talk about them. I think about them all the time but can't express that. When people ask me how I'm doing, I want to shout my Regnant's name. When people ask me what kind of music I like, I want to shout my Regnant's name. When people ask my name, I want to shout my Regnant's name. How, in my Regnant's name, can I do both?

Signed: Devoted, but not saying, my Regnant's name.
(Tony LoneFight, US2007029471)



Bless your heart,

It sounds to me as though you're not getting enough outlets for the devotion to your Regnant. Really, dear, if you were provided with more opportunities to show your dedication to them, you should feel more fulfilled in your dedication to them.

Why, when I was a young girl with a doting Regnant, I wanted to shout his name from the rooftops for the first couple months. Rather than have me so obsessed with no outlet, he began assigning me more tasks than I would have thought myself able to complete in the given time period. You've little time to accidentally let a name slip if you're too busy doing all the important tasks they have for you.

Now, be a good dear, and just tell your Regnant that you desire to serve them more fully in whatever capacity they may wish of you.

Have a blessed night,

Madame Dixie



Dear Madame Dixie,

I am concerned for my Prince. I believe she is experiencing gender issues. Why is she not a princess? Why must she be a Prince?

I have tried to discuss this with her, but her family has intervened and forced me to take the question outside of court to get answers. What would it take to make a princess?

*-Rosie's Riveter Childer
(Jeanine McMichael, US2010086549)*

I'm going to call you Rosie.

Rosie, this is a question that has apparently been raised in a few places as of late. It is the belief of some of your Elders that Prince is such an esteemed title that it should not be changed based upon those who claim its power.

The part that just makes me titter, though, is that these same Princes are given the noble right to rule their Domains as they see fit, which includes how the positions in their Domains will be handled. You're fighting a very old fight, Rosie. Be careful. Some Elders get their frilly laces all bunched up into nasty places when you ruffle their feathers over such simple things.

Really, all it would take for her to be a Princess, is that she should call herself such. Elder or no, there are none who could challenge her in her own Domain. Mind you, it could prove to be a headache should her family hold issue and be outside of her Prince(ss)ly power.

Smooches!

Madame Dixie

Dear Madame Dixie,

I think I am on the verge of a spiritual breakthrough. My doG told me that if I go without feeding for a few weeks, that my mind will find a new clarity and I will discover a higher level of spiritual awareness. I can't seem to contain the urges that long though. I make it a couple of nights, but then my teddy bear tells me that I need to feed and I cave to the pressure. Who should I listen to?

-Conflicting Voices

Dear Voices,

Madame Dixie has met many like you over the years. You baffle me at times, and yet the wisdom provided by your particular brand of blood can be quite invaluable to our kind. Now, your dog, he has blood in him, yes? So, see, dear, the choice is obvious. Your teddy bear has no blood in him, and thus no reason to be worried about your feeding habits. He is truly just looking out for you. Do not ignore your hunger.

A blessed evening to you,

Madame Dixie

If you would like to submit your questions to Madame Dixie, email Elizabeth Namiotko at enamiotkomes@gmail.com



April Feature Game of the Month

Hosted by: AL-001-D Shadowed Plains

Montgomery/Auburn Alabama

Friday, April 25, 2014

Location: 1273 Lee Rd 11, Opelika, AL 36804

6:00 pm - 12:00 am

Werewolf: the Apocalypse

Saturday, April 26, 2014

Location: 1103 Gleen St, Opelika, AL 36801

11:00 am - 4:00 pm

Werewolf: the Apocalypse

6:00 pm - 12:00 am

Vampire: the Masquerade - Cam/Anarch

Contact Information

DC: shadowedplains.dc@gmail.com

DST: darthinkwell@gmail.com

VST Garou: hackmaster0210@gmail.com

VST Cam/Anarch: mbn.vst@gmail.com

Regional Charities

April 2014 Charity is a Clothing Drive

Spring is a great time to go through your closets and get rid of unwanted, gently used clothing.

Clothing Drive begins April 1st and ends April 30th.

Prestige recs are due to the SE RC by May 1st.



May 2014 is Pet Care Drive



Let's take care of the furry critters in need.

Pet Care Drive begins May 1st and ends May 31st.

Prestige recs are due to the SE RC by June 1st.

Remembering the Elderly



Thank you to everyone who took the time and made the effort to remember the Elderly by spending time and doing little things to make our seniors feel wanted, loved and appreciated.

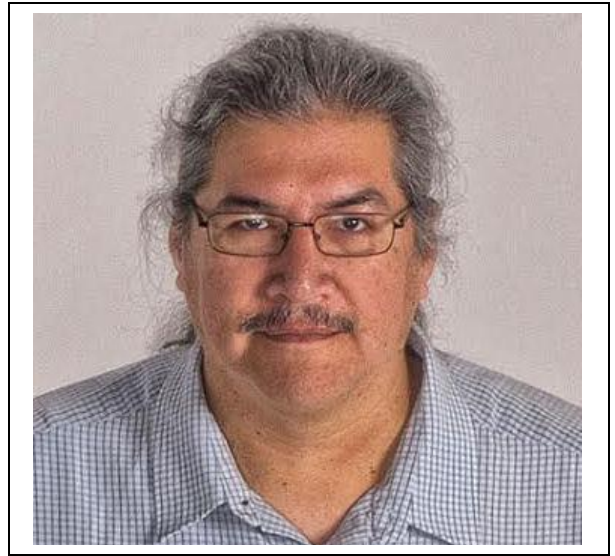
If your Domain or Chapter has a charity they would like to showcase in the newsletter, please send your photos and information into the ARC Newsletter.

searc.newsletter@gmail.com

We would love to hear from you!

Member Spotlight

Tony LoneFight, US2007029471



Usually the first thing people see about me is that I'm Native American. I am Arikara, Hidatsa-Mandan. They are three Native American tribes from the western part of North Dakota. Second thing most people see is that I'm a big guy: 6'2" and more than 300 lbs. I'm a very kind-hearted soul, but I've been told that I can "loom" over people when I'm trying to be imposing. I promise it's unintentional -- sometimes. And maybe the third thing that some people notice is that I'm gay. This comes up usually when I'm commenting on Adam Baldwin and his alter ego Jayne Cobb or the way I never accepted Agent Coulson's death because I just KNOW he and Steve Rogers have something going on the side and who would die when that was possible.

But like most people there are other areas of my life that most people don't see. Like, I am a journalist to my core. On my tribe's reservation, I stood up for a free press and promptly got fired. Because of that I don't trust anyone who's never been fire, it's an experience everyone should have -- once. I also was a part of a team that one a Pulitzer Prize for Journalism. The Red River in Grand Forks, N.D., spilled it's banks and flooded our city of 50,000, burned down the newspaper building and chased us out to neighboring towns, but we never stopped printing the paper. These were the days when transmitting information to another city meant dial-up modems so it was even more of a feat in 1996 than it would be today.

I worked non stop for several days until I confided in a friend that my chest kind of hurt. Well they called my MOM and she showed up out of the blue and ordered me to leave with her to a

town where there was no flooding. I took the best shower of my life that day and sleep for two days before returning to Grand Forks and the flood.

I now work as an Online Producer for the Charlotte, N.C., Observer, where I've been for many, many years. Although the summers are brutal, I've come to think of Charlotte as home. 've been playing in the Minds Eye Society since 2007 and have been playing role playing games all my life. My biggest tip for players to maximize their fun is to give other players the benefit of the doubt. Assume other players are doing their best and often the tone of emails and IMs are better.

Also try to respect that everyone's playing their own game. A lot of times the Venn Diagram of our gaming lives overlap completely but sometimes they just can't coexist. Let the emotional players have their passion play and let the warriors fight like hell against the enemy. Try your best to make room for each other and when the games come crashing together, as they will, try to understand everyone's playing to have their kind of fun.

I love the club's diversity. I often feel like an alien from another planet in my professional life, but in the MES, I'm just another Joe out to have a kick-ass time. It's amazing. I'm one of the emotional players. I regret every time I've let my emotions spill over into out-of-character areas and I am sorry for people I've hurt that way. I really am. But when a scene is poignant and I let myself feel real emotions about these constructs of numbers we create, I've loved it. And there are too many of those amazing moments to mention. That's a pretty big testament to the fun you can have in this club.

When It's More Than Just A Game

by Kat Mills-Lone, US2008032102

We all enjoy playing in Live Action Role Play games. Most of us enjoy other games such as video games, board games, and table top RPGs. What happens when gaming starts to take over your life? Sometimes a dangerous line is crossed and the hobby we love becomes an unhealthy obsession. When that line is crossed it may be time to take a break and find a new hobby or focus on something other than gaming for a while to gain some perspective. Here are some warning signs that the Game has become more than just a game:

- ❖ **Just me and my controller** - If you spend days without talking to another person except through the computer or your gaming console, then it's time to turn off the console; turn off the computer; turn off your cell phone and go outside. You are isolating yourself from the world and losing touch with people. It's a dark spiral that will continue to suck you in which can cause depression and anxiety. Do something fun, find a new interest, meet some new people.
- ❖ **Identity Crisis** - If there is no separation between who you are and who your character is, you may want to take a step back. If you find yourself outside of gaming "being" your character instead of being yourself or if you start asking people to call you by your character's name instead of your real name because it's "who you really are" then you may want to take a break and rediscover who **you** are.
- ❖ **I'll just call out sick** - Your job is your livelihood. If you are convincing yourself that a game is more important than having an income, it is time to evaluate what is really important and put priorities into perspective. A game should never come before your real life responsibilities. Your friends will understand if you miss a game because of your work schedule.
- ❖ **Sleep is for the weak** - Pulling an all-nighter... again. If you find yourself missing out on sleep, falling asleep in front of your computer or game console, or find yourself nodding off at your work place the next day, then you need to wake up and smell the coffee. Sleep is essential and depriving yourself of it for the sake of playing a game is not good for your body or mind. Once in a while may be ok, but if you find yourself pulling the all-nighters two or more times a week, you may have a problem that could have long term effects.
- ❖ **Anger management** - We all get emotional about a game from time to time. If you are having trouble letting go of those emotions after the moment has passed, you may need to take a closer look at how the game is making you feel. Do you find yourself so caught up in the emotions of your character that you are angry, depressed, sad, anxious or crying even while not at game. Emotions are something that gamers, particularly role players, tap into to make gaming more fun. When the emotions we feel in character or about our character begins to take over our emotions outside of game, that proverbial line gets crossed. Take a break from game and find something interesting and fun to do that takes your mind off the problems or events that are causing your emotions to rock out of control.

The following is from Louise Chang, MD, "But can a game truly become an addiction? Absolutely, It's a clinical impulse disorder, an addiction in the same sense as compulsive gambling." Withdrawal symptoms including being angry or depressed occur when the behavior is stopped just as with any other addiction.

If you are concerned that you may have fallen into the trap of your virtual or in play life being more important to you than real life, then take a break from gaming and find new interests. Interact with people in a social setting or add a new routine to your life like going to the gym or going for walks in the evenings. If you don't feel that you can do that, or find yourself making excuses as to why you "can't" give up gaming, it may be time to seek help from a professional counselor. There are many organizations that offer free counseling or income based counseling. Finally, **Remind yourself that it is just a game** and not the most important thing in your life. Keeping your hobby in perspective will help set your priorities straight and make you happier overall.

Hoo, boy. : Hannah/ Accord

By Colin Laws, US2013080051



The last get-together was just a barrel of damn laughs. I'll do my best to pull it together from the beginning.

Savannah folk started pouring in pretty early, and I got a chance to see Frankie (My car-centric werewolf buddy) again, which I was pretty glad about. She's the something-or-other down there (though, with the way the rest of the night went, I really should have memorized that title). We chatted for a little while before the cell's big bad Malleus introduced a new big bad Malleus. For a laugh, I figured I'd stay silent for the first few hours of the night, so they both got to play charades to figure out where their targets were at. That was pretty enjoyable until one of them started getting nosy, at which point I had to end up yelling at him.

And we did have a hell of a target to find. Alexander Hamilton, the resident Truth-monkey, died in the last bout of combat, but had apparently been split into seven separate creatures, scattered around the region. While one group worked on tracking down the Garou-Hamilton, I led the group to the Kine-Hamilton. He was in a church, not too far from our base of operations. Along with myself went the two Malleus, Sylvia, her boyfriend, and (I think) Frankie. We all took up position around the church, until I spied Mr. Hamilton.

The fight started in a bad way for both parties. They had twenty-something vampires, most of whom were scattered by the Malleus' freaky rave blasts. We had three fighters almost immediately leave the fight, one due to rotschreck, and the other two due to a kidnapping. That's where my luck took a rain check for

the evening. The fight was wrapping up, and Sylvia jetted off on her bike, telling me to make sure the hunter couldn't follow her. I mean, I can do that.

"Don't hurt him"

That I can't do! You get one or the other, lady. He's either gonna show up and get turned into strawberry jam by a vampire (who told you to come alone anyways), or I can knock his ass out and make sure he's safe! Of course, neither of these things were going to turn out well for me. I'm the port-a-john of this stupid cell. Luckily, I'm a good can, that situation was just an extraordinary crap.

So Sylvia gets there instead of him, his kid's a vampire, and everything is suddenly my fault. I'm getting yelled at — 'Low Justice' this, 'You shouldn't have shot him with a lightning cannon' that, no way to catch a break. It ain't the last time I'll be doing a favor, but it's definitely getting close. My 'punishment' now is that I've got to donate blood to help fill the blood bank that Sylvia's putting together for Claire. It's only a bag a month or so, but I'm just gonna get it all hammered out and give Sylvia a duffel bag full of blood. I'm not gonna deal with going once a month when I can just drink plenty of water and bleed out my body weight.

Besides all this junk, I'm starting to get broke. Sylvia's got plenty of cash, but I'm seriously getting tired of her lording it over me. I definitely don't plan to 'work' for it, so the only other option is to steal it all. The idea is pretty simple: case a bank, hit the bank, launder the money. Luckily, I can cut out the middle man and just hit it up online in order to have it rolled through a few hundred random accounts before it comes to rest with me.

I'm gonna deal with all of that later, til' then, I'm gonna go get a handle of jack and blast some pigeons with my giant laser. I'm in a wretched mood.

Deuces, y'all, Hannah

Portraits of the Camarilla Through the Eyes of a Neonate Toreador

by Robert Nunley, US2014010019

Part One

Clan Toreador and Introduction:

What could possibly be said of a rose
oh, that has not been said a thousand times
in song and dance, in portrait or in prose
and those who insult it pay for their crimes.

For even in a single rose garden
the colors are in infinite supply.

While on a stroll, remember: beg pardon.

These roses have a much discerning eye.
These eyes of mine have seen many flowers
apart from rose, in shape and size and hue.

And I shall pen of those varied powers
thusly bringing my many sights to you.

This is the first, by this new rose's hands,
but soon I shall bring you the rest of the clans'.



Easy Pistachio Easter Cake

By Paul Lee, US2002034024

I normally try and share a recipe that is homemade, with tons of TLC, however this guy is a piece of cake and decorating it is where all the creativity should go.



The Cake:

2 Cups of melted pistachio flavor ice cream
1 Box white cake mix
3 eggs

Melt 2 cups worth of pistachio ice cream. For super premium brands this is normally 1 pint with a little left over. Some of the cheaper brands have air whipped into the ice cream. Just remember 2 cups **MELTED** ice cream.

Place a Rack in the center of the oven and preheat to 350°F. Lightly mist a 12 cup Bundt pan with vegetable oil spray, then dust with flour. Shake out the excess flour. Set the pan aside.

Place the cake mix, melted ice cream, and eggs in a large mixing bowl. Blend with an electric mixer on low speed for 1 minute. Stop the machine and scrape down the sides of the bowl with a rubber spatula. Increase the mixer speed to medium and beat for 2 minutes more, scraping the sides down again if needed. The batter should look thick and well blended. Pour the batter into the prepared pan, smoothing the top with the rubber spatula. Place in the oven.

Bake until the cake springs back when lightly pressed with your finger and just starts to pull away from the sides of the pan, 38 to 42 minutes. Remove the pan from the oven and place it on a wire rack to cool for 20 minutes. Run a long, sharp knife around the edge of the cake and invert it onto a

small rack, then invert it again onto a second rack so that the cake is right side up to complete cooling, 30 minutes more. This also works with a 9X13 baking pan, just adjust the baking time as needed.

While the cake is cooking, prepare a pack of boxed pistachio pudding mix, adding a can of drained crushed pineapple to the pudding. Once the cake is cool, run a knife through the center of the cake horizontally. Remove the pudding from the fridge and slather a good amount on the tops of the bottom half of the cake. Spread the pudding out evenly. Add the top part of the cake.

Frosting:

3 oz pasteurized egg whites
1 tsp vanilla extract
4 cups powdered sugar
Food coloring of your choice

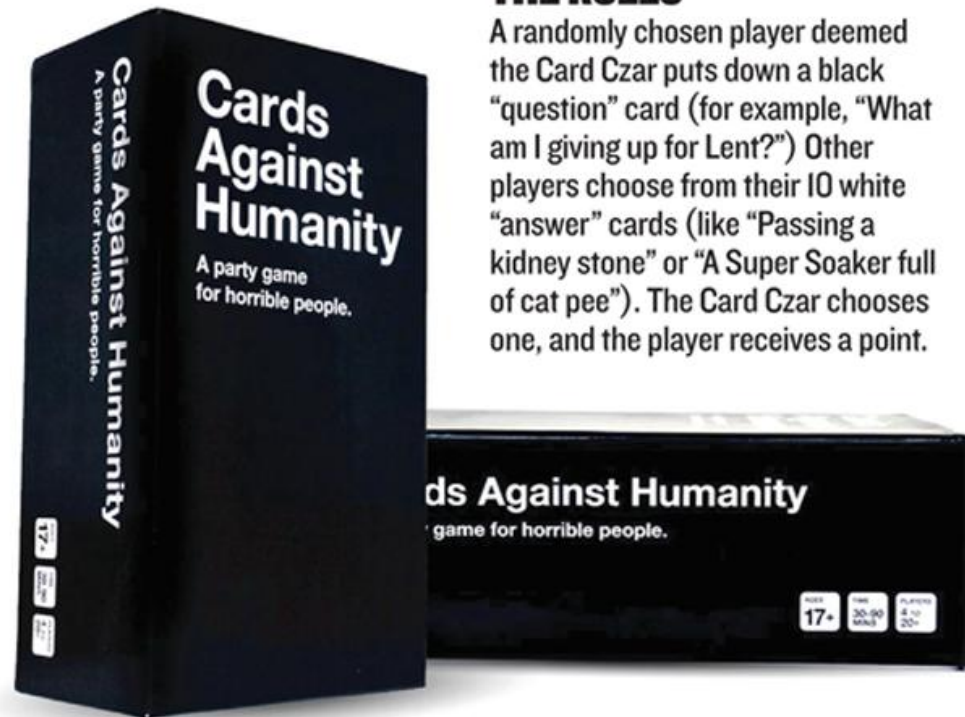
In large bowl of stand mixer combine the egg whites and vanilla and beat until frothy. Add powdered sugar gradually and mix on low speed until sugar is incorporated and mixture is shiny. Turn speed up to high and beat until mixture forms stiff, glossy peaks. This should take about 5 to 7 minutes. Add a food coloring drop by drop of your choice to color the icing to the desired tint and shade.

Decorate with peeps, Jordan almonds, colored coconut (dyed with food coloring), plastic flowers, and candies.

Game Review:

Cards Against Humanity

By: Michael Lone, US2006088415



THE RULES

A randomly chosen player deemed the Card Czar puts down a black "question" card (for example, "What am I giving up for Lent?") Other players choose from their 10 white "answer" cards (like "Passing a kidney stone" or "A Super Soaker full of cat pee"). The Card Czar chooses one, and the player receives a point.

If you have ever played and loved Apples to Apples, then Cards Against Humanity is a must play for you. It is the politically incorrect, gut splitting funny, adult humor filled game that will have you and your friends rolling and crying with laughter. This is "A Party Game for Horrible People." You can purchase a nice box set of shiny Cards Against Humanity for around \$25, or you can download the PDF and print out your own game, free of charge. I printed mine mostly because I wanted to add my own cards to it and make the game even more hilarious than it already was. You can add your own cards to the game and really ramp up the insane factor making the game even more fun for you and your friends.

You start with two stacks of cards, one set of white, and one set of Black. Each player draws 10 white cards. The Card Czar, or judge, will draw a black card and read the question or fill-in-the-blank phrase out loud. Each of the other players then play the card or cards that best fits the question or phrase. The Card Czar then judges who wins. (Sounds pretty familiar, huh?) While there are a few rules such as gambling and suggested "house rules" that separate this game from others out there, it's more the content of the cards than the game play itself that differentiates Cards Against Humanity.

It is simple to learn, hilarious to play, and will accommodate a large number of people making it the perfect adult party game. This is, however, not a game to be played with children and is best played with at least 5 players. The more people you have playing, the more fun it is.

Warning: This game contains Adult language and content. It is NOT family friendly.

Springtime: Sowing the Seeds to Grow Your Game

By: Kat Mills-Lone, US2008032102



Photo by: Paul Lee, US2002034024

After a harsh, wet Winter, Spring is more than welcome to bring it's gusty winds, cleansing showers and lush green vegetation to the world. In many cultures, Spring is a time of rebirth, new growth and sowing seeds to be harvested later in the year. Sowing requires a great deal of preparation and hard work. You don't see much in return for that hard work for many months and depending on Mother Nature, you may not see anything to show for it at all. Yet year after year, people go out into the gardens or into the fields and turn the soil and stick tiny seeds into the ground with the hope that something will come of their toil. As a coordinator I can relate to this process. I am a farmer who tends to my domain's needs, sow seeds to entice new members to join in the fun and hope that all of that hard work amounts to a strong membership base and an enriched role play experience for everyone.

Just as when planting a garden, you can't just stand at the edge of the fence and toss a few handfuls of seeds across, then hope they sprout into a lush, fruitful garden that will sustain you in the winter months that will surely come. You have to plan and prepare how and where to sow your plants, plant them in neat rows that gives lots of room for the plants to grow, and know if a plant will need a trellis to grow upon or a stake to keep it growing straight or if it's just best to let it spread its vines along the ground.

When looking to expand your membership base, you can't simply cast hope to the wind and expect new

members to come knocking on your door wanting in. Have a recruitment meeting with your members and plan how you can increase your player base. Posting flyers at local game stores, creating a Facebook group and inviting potential members, finding LARP groups to advertise with are all good examples of things you can do to find those geeks, gamers and fun loving folk to come join your Domain.

Once your garden is planted, you can't just walk away and expect to come back in September to find it ready to harvest. It needs to be weeded, watered and nurtured. You need to make sure that every seed has a chance to grow into a healthy addition to your garden. New members are much the same. Talk with them both in play and out. Make sure they understand the rules, feel included in plot lines and, most of all, are having a good time. A new player is likely to be overwhelmed by so much information all at once. They may be shy and need help coming out of their shell and feeling comfortable in this new setting. Encourage your members to mentor the new players and make sure they feel included, useful and wanted.

Like a breath of Spring air, new members can change the entire feel of your games and bring a sense of new life to your Venues. Having "new blood" to play with is exciting and an excellent opportunity to grow and strengthen your Domain. Take advantage of the Spring to find your inspiration for growing your member base.

Buried

by J. Michael Arons, US2009074365

When was the last time you got your hands dirty? I mean really dirty? Not just the usual blood, but dirt and rock, overturned the garden of a serial killer to find the bodies of friends and family, tore through rock to uncover a lost gateway, or tunneled to escape a hunting party? But you say, "I have retainers for that" or "I can cover that in downtimes"; in most games there isn't much action that covers what I am talking about and yes, you might have resources that you can expend or people to operate any heavy machinery, but there is something to be said about looking underground yourself.

Archeology proves that the land will reclaim everything. The Dinosaurs left their dead bodies to vex creationists, Vikings left axes and longboats on the east coast to confuse historians, and of course, pieces of Atlantis are everywhere. Cities once spanned swaths of the Southeast, the native people of the land traded with other civilizations but war and disease took their toll allowing another civilization to "discover" this land mass. What great works were abandoned to be overgrown or buried beneath the earth? Can they still be found?


You have the chance to take the first step in uncovering these mysteries. Be the first to step foot in an ancient temple that has been protected by a cave in and find the past creator or guardians smashed by rocks and supports that lost their strength due to battle or even neglect. Enter a Brugh, under a great dirt mound hill after discovering the secret to moving earth without tools. Find the hidden hoard or sense an element that runs in seams or chunks below your feet and dig them up to uncover lost weapons from the wars fought on the fields of the South. Uncover the massive skeleton of something that stalked the southlands and might still.

These mysteries can be yours to follow if you just look deeper.



April 2014 South East Regional Calendar

SUN MON TUE WED THU FRI SAT

		1	2 SE Regional Meeting	3	4	5
6	7	8	9	10	11	12
13 Palm Sunday	14	15 Passover Begins	16	17	18 Good Friday	19
20 Easter 	21	22 Passover Ends	23	24	25 FGotM	26 FGotM
27	28	29	30			



Feature Game of the Month
April 25-26

Hosted by AL-001-D
Shadowed Plains
Montgomery/Auburn Alabama

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If you would like to contribute to the Newsletter, have an idea or comment, please contact the ARC Newsletter at
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Crossword Key

