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Storyteller Spotlight

Jason Clark, US2002022190



Photo of Jason and his wife Deb

Jason Clark is our Storyteller Spotlight for June. He has been with MES for over 17 years. His original membership number was 9703-069 meaning he was the 69th person to sign up for a membership in March of 1997. Jason works hard as a full time student and part time "real job worker." This doesn't leave Jason time for much other than MES and the occasional table top game with friends and playing World of Warcraft, however, he always makes time to spend with his beautiful wife.

Jason fell in love with MES after spending time at a large game and seeing the volunteering of time and money to make it a success. He has seen the numbers for charity month in and month out. To Jason, the best part of being a member of MES is knowing that we make a positive difference in the lives of those around.

When it comes down to the game itself, Jason enjoys being able to get away from reality while playing a character that is something grand. He enjoys seeing those around him within the gaming being the center of a great story that we all tell part of.

Jason's advice for other storytellers is to never get attached to any plot or NPC. Remember that they are temporary. Always allow for ideas outside of the plot that you are currently running. Players are smart and talented and will come up with unique ways to interact with your plot ideas. Roll with the punches, not every storyline is a success. Don't be afraid to highlight a character in your game with plotbust, just remember to let everyone have the spotlight sometime. When it comes to giving deeper insight to other storytellers Jason said, "I was told by a storyteller that I respect a lot that the best stories start small and build into something that the characters will remember.



Cam/Anarch & Sabbat ST Mailing List

By: Edward Seibert, US2010056012



We're working on creating a more cohesive regional experience for the Masquerade venues in the Southeast. To that end, we've created two new mailing lists for Domain Storytellers and Masquerade Venue Storytellers. If you're one of those people, and haven't received an invite to the appropriate group(s), you can join the groups at the following urls:

Cam/Anarch: <https://groups.google.com/d/forum/southeast-camarilla-storytellers>

Sabbat: <https://groups.google.com/d/forum/southeast-masquerade-sabbat-storytellers>

Otherwise you can email Edward Seibert at fmbndst@gmail.com and request an invite.

The mission of these groups is simply to facilitate communication between storytellers in the region. Storytellers should be aware of what is going on in the cities around them, and they can work together to share plots, NPCs, and themes across domain borders.

When you join, be sure to check the archive page to see anything you may have missed.

Choices in the Year 1880

by Tony Lone Fight, US2007029471



Blood on the snow looks a lot like dirt in moonlight. I make this observation without any emotion as I walk around our earth lodge, which is locked in a deep winter freeze.

The reason I am out in the cold is that I am tired of caring for my brother who is sick. I have survived smallpox. I am lucky.

So many people have died. I can feel them around us, washing clothes, hunting, gathering firewood. It seems like someone is always sick and always dying.

My feet are cold but I need to be outside. The air is frigid, the snow is thick, but it feels healthy or at least

clean. My brother isn't going to make it. I can hear it in his throat.

We live in Like-A-Fish-Hook village. Whites live here too. They get sick too, but not as often. Our earth lodges are scattered together with their log cabins; both are draped in icy snow and look like pox blisters in the white landscape.

The Hidatsa and Mandan are here too – but very few of them. The Lakota have kept up their attacks. I don't know why they are trying to kill us, but the pox might beat them to it.

My whole life has been dominated by small pox. There was always a grandmother with that haunted look on her face. That look that says she had to bury another family member.

My feet are so cold. I don't know why, but I want them to freeze. I see death here, and I want to freeze, turn to snow and scatter in a blizzard.

My grandmother calls to me. My brother needs changing and some water. She and I are the only survivors in our clan. Two. An old woman and me. We are not enough. We'll join some other family, like an appendage without any purpose and quickly our line will be embraced into non-existence.

She's yelling again. Tonight, at least, I have a purpose, tonight we are still three.

Travel to a place for death, a place for crossing
Grandmother says it's time. She looks broken. Her eyes are tearless. She looks like a well that is suddenly filled with salt. She looks back at me. I must seem the same. She says we are going to treat your brother's illness in the old ways. I accept this treatment plan, but it doesn't fill me with hope or expectation of a cure. We are sailors bailing water in a hopelessly sinking ship. We no longer believe we will live, we just want something to do until the end.

I bundle up my brother. I have seen the blistered faces of countless kin but suddenly his fevered and disfigured face touches me and I can feel myself crying. I haven't done that in a while. It feels good.

My grandmother takes it as a good sign. She is ready in her "medicine" dress. She has herbs and shells and a good steel knife. We are both bundled in furs and my brother doubly so. In this way we set out. I really don't know where, but I have a hard time thinking it really matters.

I can feel the dead following us. Like me, they don't know why they are following, but I think they have more interest than I do.

We go to a place that I don't like. I know it right away; there is something wrong here. The place isn't unusual physically. It is just a shallow dip in the prairie filled in with snow and tenacious chokecherry bushes. But all around I can feel death. The ghosts that follow us can feel it too, and they are afraid.

Clawing open the door

In Arikara, my grandmother says prayers I've heard a million times, but they seem to stick on the wind, hanging in the air like hovering owls. The sun is going down, it is the time when day turns to night, when I've always been told the door to death is open.

In my head, I can hear a scream. "You should not be here!"

Grandmother can hear it too, and she shouts back, "Open the door! We will not stay among the living. We have your price. We would walk with our kin. We would die with the rest. We will not continue. Never. Open the door!"

The ghosts cry. My grandmother cries. All I can think is: Yes.

She takes out her knife and stabs my brother. I am ashamed because all I feel is relief. His diseased blood sprays across the snow and drips off the chokecherry bushes.

The old woman throws her herbs and her shells and her bones into the bloody mess. It is not a ritual anymore; it is a resignation. She cuts her grey hair and rips her clothing. I can't do anything but watch. And I am not moved; I know there is nothing physical she can do to

match the pain of what she's seen in her life. Her childhood memories are of fishing with worms in the morning and planting crops and of telling stories. And she, more than anyone, has seen everything we've lost. She has watched us, who were once a whole people, become a remnant tumbling from village to village. I haven't lost everything she has lost, but I've lost enough. Enough to bring me to this place: killing my brother as a way out. She may have killed him, but I am just as guilty of desiring escape.

She claws at the bloody snow as the weak winter sun fades for the day. The night is coming quick and cold. She claws through the blood and snow and I can see she is reaching dirt and grass. I can also see that her blood is joining her grandson's.

I don't think I notice it as it first happens, but I can see it now. Her blood is red, bright red, but the scarf on her head is no longer blue but grey. Her hair, which struggles to keep some black strands, has turned completely pale. The blood is bright, and I can see it drawing in the ghosts. Grandmother has opened a wound in the earth, and no one can resist, except for me. As she picks up my brother's body, I can see that she is completely drained of pigment.

As the ghosts walk into the doorway, I move up to my grandmother. From around my neck, I pull a small red bundle bound up with a leather cord. The soft buckskin is a pale tan and the red cloth is faded, but it is brilliant against her colorlessness.

I want to say something, but she stops me.

"This is not your way. This is mine. Sometimes, it's hard being an Indian."

It is hard to explain why that last bit is a joke, but it makes me smile and I do nothing as she walks into the opening.

Waiting for a second choice

As the night comes, I am still standing there like I am reading and re-reading a complex book, hoping the plot will suddenly make sense. Midnight comes and I am still standing there. In the back of my mind, I hope I will turn to snow and be caught on the bitter wind.

While I am looking at the bloody snow, two white men walk up beside me. They talk a while about being a vampire. Hours in the cold and all I can do is stare. There is some urgency in the voices of the men. They keep talking about sun and final death. I look at one of the men and nod. Never speak. The embrace reminds me of my brother. We both die this night.

I think about my grandmother walking in the Underworld, holding my brother's remains. Did she find the others? Because so many died in a short time, maybe there's a native tribe looking for whatever answers they can find in that dark place.

And I would love to tell her: We didn't die out. We have our own place and a casino. She'll appreciate that part.

She loved to gamble.

Feature Game of the Month June

Huntsville, AL AL-009-D



It's Time for Huntsville AL-009-D to host a SE Regional GOTM

This years GOTM will be June 28, 2014

- There is NO Site FEE and the GOTM Charity will be canned food drive
- All games will be held at the DC's house and we have some crash space, please contact us ahead of time.
 - Did I mention that he has a pool and it should be warm:)
- ***Note: Members with Allergies: There are cats/dogs at this location

Saturday June 28, 2014

Sign in at Noon

Requiem will run from 1-5 pm in the afternoon.

VST Requiem is Ryan Holdbrooks: ryan.holdbrooks@att.net

Premise: Daeva Prince Isadora Devine of the Invictus has invited everyone to come and visit her domain. She is holding a peaceful gathering so that all may come and socialize that evening.

Sign in at 6pm

Masquerade will from 7-11 pm in the evenings.

VST Masquerade is Deb Pelletier Clark:

whitewynd@yahoo.com

Premise: Elder Prince Tristan Morneault of the Nosferatu, invites all kindred to enjoy his hospitality and the pleasure of each other's company for the evening in the domain of Northern Alabama.

DST: Jason Clark: bigfiredst@gmail.com

ST Note: Please bring two copies of all of your characters.

Please make sure all approvals are on the character sheets. Please bring a copy of any wonky powers. Since we do not have the bodies to play proxied characters, no proxies are allowed during the GOTM. We do however have NPCs that will be available for play. If you wish to play one, please contact one of the storytellers as soon as possible.

Any and all food/drink donations are welcome and worth prestige

The address is:

15921 Sanderson Lane

Athens, AL 35613

Directions:

From the NE (Hwy 72):

Take HWY 72 merge onto 565

Take the Resarch Park Exit (exit 14B)

Take exit to westbound 72/University

Take 72 until you hit Mooreville Rd (approx. 13 miles)

Turn right onto Mooreville until you hit the next 4-way stop, take a right and take your first right. It will be the 3rd house on the left.

From NW/SW(I-65):

Take exit 351 East approximates 5 miles.

Turn left (north) On Mooreville Rd

Turn right on Pepper Rd, then right on Sanderson Ln. It will be the 3rd House on the Right

Any questions regarding directions, finding sleep space, etc... can be directed to DC Jeff Szappan at either cbigfire@yahoo.com or jeffrey.a.szappan@gmail.com or Deb Pelletier Clark at whitewynd@yahoo.com



by Elizabeth Namiotko, US2010076348

Dear Madam Dixie,

I'm feeling isolated from my club. Another large club, one with a few hundred years of history and prestige has recently moved into the city and become quite a presence. While I would generally have no issue simply abandoning the current club and joining in with the new kids on the block, my old membership has left me with a very unsatisfactory reputation amongst the in-crowd in the city.

How do I get along with the other kids, when a few years ago, they'd have beat me up on the street?

Some kid,
Knoppix ((Colin Laws, US2013080051))

Knoppix,
It sounds to me like your reputation is your main problem here. I can only assume there are those who continue to hold your old reputation above your head, or perhaps you're just worried that the 'new kids' talk too much with the in-crowd to not learn of your past. Make yourself invaluable to the in-crowd, and put aside the taint of your old reputation. If you are no longer interested in being the face of that reputation, then you must see it buried by a new one.

Most of our 'clubs' have ways of getting those who may otherwise make you look bad to stop doing so. I know it likely seems quite droll, but it may be worth doing a little schmoozing up to the in-crowd so that your old reputation can

disappear. If it's only a person or two in particular, and they're overly resistant to such ideas, though, there's always Old Jack's method of taking them out back for an old fashioned lesson named Beat-Down... not that I'd ever suggest such methods, of course...

Go talk to your new kids, darlin. Maybe they're not so choosy as you think. Here's lookin at you, kid,
Madame Dixie

Dear Madam Dixie,
I'm writing to get your advice on a matter of grave importance. A friend of mine, let's call him "Greg," is getting a little too clingy. We're good friends. We've been out "Drinking" several times now. He picks up my dry cleaning, balances my business's books, cleans my house, etc, normal stuff. He's just been acting strange lately. It started with him organizing my things while I was working. I didn't think much of it at the time, until things started going missing. I work nights, and sleep all day, you see, so I don't always get time to look at everything in my house in detail. A shirt here, a pair of boot there, slowly things went missing. I knew something was seriously wrong when I woke up one night for work with him sitting by the side of my bed, staring at me. I'm starting to get worried here. What should I do to keep "Greg" from doing any thing drastic?

Worried in Charleston ((Bryan Namiotko, US2010106788))

Goodness me, It sounds like you've got a small addiction problem on your hands. It's unfortunate, but some really just can't handle their drink as well as others. It starts to get in their head and make them do things they wouldn't have done before. Most of the time, it's not so bad, but it sounds like your boy Greg is one of those worrisome types that could end up getting a little too addicted to the drink and go out of his way to keep getting it however, and whenever, he can.

Perhaps it is time to sit down with Greg and have a nice long conversation about polite and proper ways to keep assisting you so that he can continue to get his drink. This conversation involving a little picking of his brain may not be a bad idea if you really want to keep him around. It's hard to find good help in our state, so getting him up to par may be better than doing away with his friendship, but you must keep in mind that it may come to that. After all, it's just like alcoholics and drug addicts, sometimes there is only so much you can do before you have to let them see the consequences of their actions.

If worse comes to worst, perhaps I could make a trip up to Charleston and work with your friend Greg. Living in the South has given me plenty of experience dealing with drunks.
Validly Concerned,
Madame Dixie

Madame Dixie,
What is your favorite Television Show?
Anonymous
((James Johnson, US2002056000))

Dear Anon (look, it's like I'm on 4Chan...),
I can't say that I've watched many shows to completion. I always mean to, and then I get caught up in something else. I suppose you could say I'm a little flighty when it comes to such things. I did quite enjoy what I saw of True Blood, though. If I could have my

own personal Eric, I think I'd be quite content for the rest of my years.

Lost Girl is another top one on my list. That show damn near makes me wish I'd been snatched up and turned into a fairy instead of a vampire... almost.

I've been told I should really watch this Game of Thrones, Once Upon

a Time, and a few others. I suppose I've got a bit of catching up to do. Perhaps I should start inviting people over for TV nights! Hah!!
Taking Offers for TV Friends,
Madame Dixie

Please send Questions for Madame Dixie to enamiotkomes@gmail.com

Member Spotlight

Jeff Szappan, US2010096608



The Member Spotlight for June is Jeff Szappan of Huntsville, AL. Jeff started his gaming "career" as a lowly Ventrue swordsman in Mt. Pleasant, MI. After a few years in the military, he managed to settle down in Huntsville. He enjoys reading, discussing verboten topics (politics, religion, sports in the south), table top gaming and has begun attempting to cure himself of chronic "can't cook" syndrome.

Jeff's advice for other players is, "Do not feel like nothing will get done without you. In my quest to be the very best (like no one ever was!), I have held waaaaay too many positions at once in the club. If you want to help, help. Go slow.

When you game, keep in mind you aren't the only one playing, and ensure that if your story conflicts with another, though they may lose a character you maintain a friendship. If you see something going wrong, bring it up, don't push the topic. Ultimately, be what you want to see in the club. That, and enjoy yourself. This isn't a job, it is a hobby and an adventure!"

To Jeff, the best part of being a member of MES is the opportunity to meet people. "I have had some great conversations and great times with people from literally all over the world. Everyone has a story to tell, whether in or out of game, and I have enjoyed others allowing me to share in theirs."

One of Jeff's favorite experiences in MES had to do with SERE 2011. It was held in the wonderful small town of Gainseville, FL. One of the evenings of the convention they set up Karaoke as an event for after the games were over. Members sang Karaoke from roughly midnight until 5am. People were sitting, drinking, having a wonderful time as just a big group of friends being goofy. The person running the karaoke was accustomed to the geek crowd and had plenty of geeky songs for everyone there.

Keys to More Enjoyable Combat Scenes

by Michael Lone, US2006088415



No one likes to be stuck in a long, drawn out combat scene where they spend the better part of an hour waiting for other players and storytellers to do something while struggling to pay attention to what's going on over the murmur of side conversations, so that your character can act when your initiative is called. Combat is best with it is fair, fast paced and organized. Many things can detract from the scene itself causing combat scenes to take much longer than they need to. Here are some keys for both Story Tellers and Players to make your combat scenes more enjoyable.

Know Your Character

Understand fully your characters abilities and skills. If you have to look something up, do it between your initiative turns. Don't wait until the ST calls your initiative to ask for a clarification. Be courteous to the others in the scene by having your information ready when your turn comes. Making a reference sheet is a great way to help speed this process along. List your character's abilities and skills along with what rule book or addendum and the page number/reference number for the rule on that ability or skill. If a question does arise, it will be much easier and faster to reference when you know exactly where to look.

Plan Your Next Move

Know what you want to do before your turn is called. If the ST calls your initiative and your response is to say, "Um, give me a sec." then look over your sheet, you are slowing combat. Yes it only took you a minute or so to do that, but when you have an 8 man combat that takes 6 rounds, those minutes add up to a lot of time taken away from the combat. Spend the time between turns looking over your sheet and deciding what you will do next.

Cut the Chatter

One of the biggest culprits for combat time sink is OOP chatter. To you it's only a whisper to your buddy about how funny the situation is, or a quiet conversation about who is going to Denny's after game, but to the ST running the scene it's more noise he has to talk over. You may miss important information, key actions in the scene and more importantly, you are being disrespectful to the ST and the other players who are taking actions. Try to keep the OOP talking to a minimum and cut it out altogether if possible. If you have to ask a question of the ST, do so as quietly as possible without disrupting the scene. If possible, speak with a member of staff who is not directly involved in running the combat.

By the Book

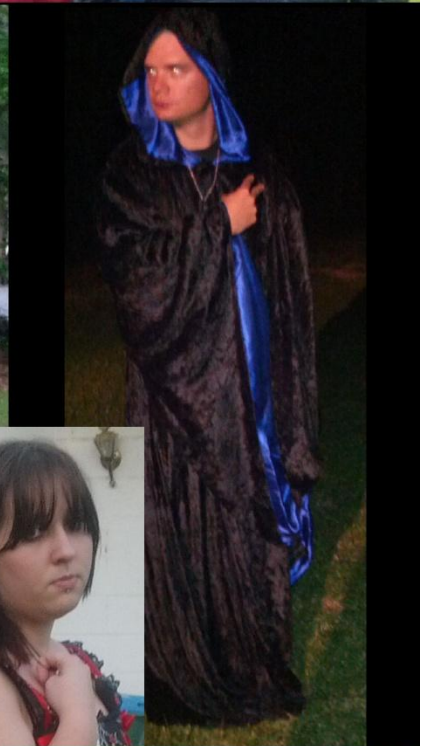
We all want the rules to be followed. Sometimes it is not conducive to stop every 5 minutes to take the time away from the combat to look up another rule that is in question. In times where character death or PVP is involved, always check with the book. For general combat scenes, let the ST make his ruling and then after combat, speak to him one on one or email the ST chain and get clarification on a ruling.

Don't argue with an ST during a scene. Few things disrupt a scene more than a heated argument over a ruling made by a member of staff. Remember to be respectful of the staff as well as your fellow players.

Combat can be a much more enjoyable experience if everyone remembers to be prepared, be respectful, and that we are all here to have a good time. Don't get bogged down by long, overly drawn out combat scenes. When the players and staff members work together, combat can be resolved much more quickly and efficiently.

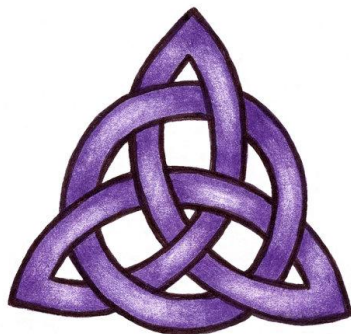
Charleston, SC Photos

By Gary Taylor, US2014020063 and Chuck Harris, US2006129167



Coordinator Spotlight

by Elizabeth Namiotko, US2010076348



I started really gaming when I was eight, playing table-top D&D with my parents and their friends. As I grew older, my range of games grew to include console games (big fan of Final Fantasy, Bioshock, newer Fallout, Fable, etc), MMOs (Everquest, followed by 6-7 years of WoW), etc. My first time playing Vampire was at thirteen, given the okay by my parents, at what I'm pretty sure was actually a Camarilla event during a Gencon that we went to. I loved it. I played again at ComicCon San Diego, and then didn't get another chance until I came to South Carolina. I got involved with the troupe playing here, met many of the friends I still have now (including my husband), and most of us eventually joined (or rejoined) the Club. In addition to MES games, I'm in a D&D 3.5 group on Sundays, and always on the lookout for other games we can fit into our weird schedules.

Beyond gaming, my hobbies mainly include reading, some writing, and crafts. Some of my favorite books thus far include *The Hitchhiker's Guide to the Galaxy*, *The Black Jewels Trilogy*, Anne Rice's Vampire Novels, *My Life as a White Trash Zombie*, *The Tir Alainn Trilogy*, *Harry Potter*, and *The Lord of the Rings*. I'm currently reading Book One of *The Black Dawn*, *Black Feathers*. I generally write short deviances into fantasy or erotica, and am currently enjoying doing small character journal entries to a Tumblr account of mine (US2010076348.tumblr.com, if you're curious), though I don't claim to be anything in the way of an amazing writer. Crafting, for me, includes a little bit of just about everything. I'll try anything once, and intend to one day have a room filled with so much random crafting stuff, even I won't know what all is in there. :p

On a personal note, I work in a decent-sized Franchise branch of a large retail battery (and lightbulbs!) company. In the year that I have been there, I have been commended repeatedly on how well I'm doing, stepped into what is basically an Assistant Manager role, and am looking to take over a Manager position in the next few weeks to a year (fingers crossed). I mentioned having met my husband through LARP, and we have a little three year old girl named Dextra. I was a stay-at-home-mom for a couple years, so I'm still somewhat adjusting to splitting my time between work, kiddo, and other stuff, but it's all worth it :)

I've been a member of Mind's Eye Society since 2010. I ran for Domain Coordinator in April of 2011, and have been doing it ever since. I think the biggest thing that I have learned, time and time again, is that you cannot make everyone happy. Do your best to listen to what your members want, and try to please as many people as possible within the confines of your abilities, but understand that you will almost always have someone who is not entirely happy. That's not to say that you shouldn't still try to do what you can for those people, and compromise where you can, but don't let yourself feel defeated because you weren't able to make everyone 100% pleased with every outcome. Time management is your best friend. Different Domains will always, of course, have different levels of how much of your time they may take to keep everything running smoothly, but even in smaller or less busy Domains, knowing how to manage your time and having a plan set up for when to do things is never a bad idea. I pick one of my days off whenever I know I have things to get done, and will sometimes spend the entire day getting everything to where it needs to be, and doing some things ahead, so that I don't have to worry about putting people off for too long or having to work harder to meet deadlines because things suddenly got busy in my life. Stick with the things that work for you, but don't be afraid to change them a bit if they stop working so well. Just because something worked just fine for a year doesn't mean new membership, real life issues, etc won't stop it from working so well at some point.

The best part of being a Coordinator, for me, is feeling like I'm getting something accomplished for the members who rely on me. I don't do it all alone, to be sure, but getting game sites organized, prestige tracked, MC handled, putting together logs, etc, while tedious at times, helps my fellow members to be able to keep enjoying the games they like to play without having to worry about the OOC details. I

feel like I'm helping people just by staying up on my knowledge sometimes, answering questions, pointing people in the right direction, etc. It's good to know that me being in this position helps out other people in the Domain in one way or another.

I think the biggest challenge to being a Coordinator, for me, has been communication. You can have all the ideas in the world, but if you can't get a good line of communication going, it can be very hard to know what your members will or won't want. It is always a bit disconcerting when you think you're doing what's best for the Domain, or going with what people seem to want, just to find out that it is not the right choice (for whatever reason). Sometimes, it just means changing things up a bit, but other times it can mean completely starting over. No matter how much work you put in, sometimes you may feel like it's not worth it because there's no feedback, or the feedback you do get is negative. I've had to learn to just keep my chin up and keep moving forward as best I can.

Portraits of the Camarilla Through the Eyes of a Neonate Toreador

by Rob Nunley, US2014010019

Part Three: Clan Ventrue

Bow.

Kneel before me,
for there you will find your rightful place.

I shall stand here,
features shining in the darkness,
and from above you I will watch
your every move.

Fear me or love me.

It does not matter either way.
All that matters is that you obey,
for that is the way of the world.

You are but one of many
put on this Earth
to serve me and mine
as I would have it done.

Furthermore,
you will do it with a smile. Why?
Because that is the style which I prefer,
but hush now, it is not your place to question.

You do not have the birthright.

Your lineage is lacking.
And I have things that need fetching.
It is not out of hate that I demand this.

No, would you blame the stars
for shining at night? Of course not.

They do what they do
because that is the way of the world.
And in this world, Kings are born.

Bow.



Traveling Etiquette

By Kat Mills-Lone, US2008032102



One of the benefits to being a member of MES is the opportunity to take your character and play in other cities with new people. There is a continuity that allows for characters to travel from one venue to another and gives players the opportunity to enjoy multiple perspectives within the same genre. It is exciting to visit a new city, create friendships in and out of play as well as experience the role play that comes from interacting with a new group of people.

Whether you are traveling for the first time or are a veteran, here are some things to consider that will make sure that your visit is welcoming and enjoyable for both you and the hosting Venue.

Read the VSS

Have an understanding of the situation you are taking your character into. The VSS will outline what you can expect in the venue. Often times there are instructions on the VSS for sending in character sheets and info on what your character will find upon arrival or what is expected once the character does arrive. All Venues have their VSS posted on the MES website so that it is easily accessible.

Contact

It is good to let both the ST staff and the DC staff know that you are coming. This allows the staff to plan for additional players to be at game. There may also be things like site fees or special instructions regarding site that the coordinator staff may need to let you know about. You may not realize that the site only wants players to park on a certain side of the street, or that outside food is not allowed. Find out the details before you arrive.

Send in Your Sheet

Regardless if the VSS requires it or not, it is always a good idea to send in your character sheet in advance. This

allows the ST staff to review the sheet and let you know if there are any questions or issues with your character coming into that Venue. Remember that a Venue Storyteller can always choose to deny your character at low. No storyteller wants to say to a visiting player, who just drove 6 hours to their game, that the character they were planning to play is inappropriate to the venue. Even if you are 'sure' that there is nothing on your sheet that could or would be denied, check in time is often a busy time for the ST staff. It is not fair or polite to the host Venue for a visiting player takes up a big chunk of that time so that the ST can review their sheet. If multiple visiting players, this issue can be compounded.

It is not the host VST's job to track down a player's character sheet. Just in case something happens and the interweb spirits did not get your sheet to the ST, come prepared with two copies of your character sheet. This is one sheet for the ST staff and one for you to run on for the night.

You Are a Guest

Remember that you are a guest. If the ST handles scenes differently than your home VST, understand that you are a visitor and not every ST handles situations the same way. Yes, we all follow the same rule book, but every ST has their own style of storytelling. If the issue you have is a rules call, don't hound the ST or grumble about how, "That's not how we do things at my venue." If you feel the need to talk to the ST about a rules call, try to do so between scenes or after game.

Traveling can be rewarding on many levels. It is even more enjoyable if you follow basic etiquette and remember to be respectful, polite and prepared. Following these tips will help you to have a more entertaining experience when traveling to another venue. Don't forget to thank the host Venue!

Critter Corner



Alonzo, Submitted by Emma Finley, US2013040105

Alonzo is the cat who decided to own US. My hubby worked at a store that has a flock of stray and feral cats around it (and I mean about 20+ cats, no joke). Alonzo was one of those cats, but he decided that he liked my husband - he would come up to him randomly, demanding food and love'ns. One day my husband called me up about him and just couldn't stand him being in the group of ferals where he clearly didn't belong, as he was in no way acting feral. I came up with a cat carrier and we managed to take our kitty home. We found out later by his clipped ear and our vet's knowledge of the program that he was one of the Catch-Neuter-Release cats that was given shots, neutered and released back into their feral home. The name Alonzo came about because of our Doctor Who love, though we may have been better with his "almost" name "Davros" considering that he is the maniac of the bunch, or even still "Garfield" as he has an insatiable love for food (he purrs instantly at the sight OR smell of it...)



Tbone, Submitted by Emma Finley, US2013040105

Tbone was the first pet to join our family. Inherited from my husband's grandfather after he passed away, Tbone's most notable story is in how he earned his name. As a young dog, he managed to sneak out the front door of the house and into the wide open world, where he managed to collide and "T-Bone" a motorcycle on the road. Both animal and motorcyclist were okay, with the exception of the snuffle-snort Tbone earned and which he shows off when he is breathing heavy through his nose. Tbone is most known for his obsession with my husband, as he refuses to be away from his side whenever he can help it, even despite his own health, and for his clear respect for making sure that we know that his sister Akasha needs to be let out of her cage, or that she needs to come in from outside, or to be fed, or to pee.

Gimli
Miranda Rosenblum
US2002022650



Loves his toys



Gimli loves to dress up in costumes
Relax in front of a cozy fire
and support his furry friends when
they have surgery

Photos from April Feature Game

Photos Submitted by: Patrick Gerrity, US2004061573



Huntsville, AL-009-D Recruitment Drive





Three Easy Summertime Salads



By Kat Mills-Lone, US2008032102

I love eating chilled salads on a hot summer day. Here are three of my favorites and they are the easiest summertime dishes to make. Despite their simplicity, these are real crowd pleasers sure to keep you out of a hot kitchen so that you can enjoy having fun with your guests.

Baked Potato Salad

3 lbs Red Skin Potatoes
1 bottle ranch dressing
1 packet real bacon bits
8 oz shredded sharp cheddar cheese
Chives for garnish (optional)

Wash and cut the potatoes into bite size pieces that are approximately 1/2 inch in size. Boil the potatoes just until fork tender. This should take about 12-15 minutes. Don't overcook the potatoes. Strain the potatoes in a large colander then place them in a large mixing bowl while still hot. Add the ranch, bacon and cheese. This dish can be served hot or cold. If you plan to serve it cold, chill for about two hours.

Cornbread Salad

8X8 pan of corn bread prepared
1 1/2 cup mayo
1 pack real bacon bits
1 medium red onion, chopped
1 cup celery, chopped
1/2 tsp granulated garlic
1/2 tsp rubbed sage
salt and pepper to taste

In a large mixing bowl, crumble the corn bread with your fingers until loose and no large chunks remain. Add mayo, bacon, onion, celery and spices and mix until well incorporated. Chill for two hours before serving.

Broccoli Salad

1 bunch of broccoli cut into bite size pieces
1 1/2 cups mayo
1/2 cup sugar
1 packet real bacon bits
8 oz shredded sharp cheddar cheese
3 oz packet shelled sunflower seeds

In a large mixing bowl, combine the mayo and sugar together until well blended. Add all the remaining ingredients together and chill for 2 hours. It's that simple.

South East Regional Calendar

JUNE 2014



Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4 Regional Meeting - IRC	5	6	7
8	9	10	11	12	13	14 Flag Day
15 Father's Day	16	17	18	19	20	21 Summer Solstice
22	23	24	25	26	27	28 FGotM Huntsville, AL
29	30					

Special Thanks to everyone who sent in Contributions for the Newsletter!

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Please send submissions for the newsletter to searc.newsletter@gmail.com