



What's Inside

Feature Game of the Month: MS-002-D St Bay Louis, MS

Storyteller Spotlight: Cody Wagar, US2013040169

Portraits of the Camarilla: by Robert Nunley, US2014010019

Coordinator Spotlight: Lonnie Thompson, US2002022218

Footprints: by J. Michael Arons, US2009074365

Member Spotlight: Amanda Bellanger, US2013050068

Ask Madame Dixie: By Elizabeth Namiotko, US2010076348

Regional Charity Information

Photo Submissions: by Emma Finley, US2013040105

Recipe of the Month, Jalapeno Infused Tequila: by Paul Lee, US2002034024

Critter Corner: Submissions by Emma Finley, US2013040105

What's Your Signature Piece by Kat Mills-Lone, US2008032102

Vanity! Magazine Cover, Arodasi Publications by Sarah Wade, US2013010018

Photos from Greenville, SC FGotM Submitted by Kaplan Ward, US2013070082

Pulled Pork BBQ Recipe: by Darin Terwilliger, US2007019343

SE Regional Calendar

July Feature Game

MS-002-D Bay St. Louis Saturday, July 26



Location:

Magnolia Bay Inn and Suites
9379 Canal Rd, Gulfport, MS 39503
228-822-9600

July 26, 2014

Garou: Noon - 5:00pm

Cam/Anarch: 7:00pm - Midnight

The game site is conveniently located at a hotel, so accommodations for those traveling from out of town are easy. Anyone who is interested can email Amber Stephenson, DC at pogobadger@gmail.com or the Rondald Stephenson, DST at ronaldcstephenson@gmail.com.

You can also find additional information on our Facebook Group Page.
<https://www.facebook.com/groups/233744236750596/>



Storyteller Spotlight

Cody Wagar, US2013040169



I joined the Mind's Eye Society at the beginning of the new chronicle, and I celebrated my first full year as a member in early to mid May of 2014. My history of gaming with the World of Darkness line of games started somewhere around 10-11 years prior (2003/2004), and the first form of pen and paper role playing game I got into was back in my childhood, playing Advanced Dungeons and Dragons in the early 90's. My first foray into the World of Darkness was in a tabletop Werewolf game, but I soon branched out into playing Vampire, and within a year or two I was running my own Tabletop Werewolf the Apocalypse game which ran through the inevitable Apocalypse (following the "The Last Battleground" scenario.) I then joined up with LARPer's in a troupe Werewolf game in Phoenix, Arizona, which eventually led to my meeting and gaming with a few different groups associated with One World by Night which included various Camarilla and Sabbat venues. I even spent time as the HST (Head Storyteller) for a local Independent/Anarch game as well as a Dark Ages: Vampire LARP and I have been enjoying the World of Darkness ever since.

Aside from the MES, I am an active participant in a Irish/Celtic Traditional band by the name of Lissakeole, playing music all over South Carolina, North Carolina, and having played in Georgia and Tennessee as well.

One of the larger events we played, and one that I was lucky enough to have a few members from the MES come and visit me at was the Carolina Renaissance Festival. It was great to see members away from the game and just get a chance to hang out, perform for them and have some fun

The best part of being a member of MES are the friendships that one makes, of course! I have made some very close friends in the short time that I have been a part of the Mind's Eye Society, and while I could say that I rather enjoy the scope of the games and the connections they have with other venues all around the country and even the world, it is the friends that I have made and the relationships that I've built with other gamers from all over that really makes it special to me.

When it comes to LARPing, I enjoy the ability to shed the mindset of an average human being, to enter the mentality of a persona that lives in a world that is so similar and yet so different than our own. The ability to immerse myself in that mindset, seeing the world through different perspectives, and to learn anew what it is like to see things for the first time. For example, discovering the primal joys of the simplicity of a good run or hunt as a lupus-born Garou, or feeling the inevitable ennui that arises within a Kindred who has seen many hundreds of years pass by, all while he remains static and unchanging. It's thrilling to be able to see through so many different pairs of eyes, and it is a great gift to be able to live many lifetimes in the minds of those characters, rather than to live only once.

If I could think of a single piece of advice to pass onto other storytellers, it would be to remember to pay attention to your players and the stories they are trying to tell with their individual characters. Nothing immerses a player in the world more than to see their background tied into the world around them. I had the most amazing experience recently when my Silent Strider in the US-Garou Chronicle was contacted to attend a Tribal Moot. What made it so exciting wasn't the fact that the tribe was meeting up, but rather the fact that the NPC who called the gathering was his own father, a character who had come out of Zyllo's background, and who the Tribe Lead had taken a hold of and run with without forewarning me or anything. When I read the email, all of a sudden my heart was pounding as I felt once again drawn into the world, and

I could feel the excitement that the character felt in knowing that he would see his father again after over a year of not knowing where he was. That kind of little experience makes all the difference in the world!

What makes a great story is a combination of things. It takes characters having a reason to become invested in the story (a hook that appeals to them, or a reason that they desire to discover where the story is leading), various approaches that can be taken to immerse one's self into the story, and characters (even NPC's) that have real personalities. Fighting a pack of Black Spiral Dancers can be a fear-inducing thing for most Garou... but learning that a few of those Dancers aren't

mindless ravening killers, but rather living and breathing individuals with their own personalities and motives who may not be quite so different from the Garou themselves... that experience adds depth. When antagonists are just "the bad guy", they get stale... but when they have a personality and are "real" people, in that not everything they do is what you expect from the classic Mwahaha™ style bad guy, when the players have to question if their character could in good conscience just annihilate them, that makes for good story. That and as above, ties to the various characters in the venue enhance the setting and story far more than one might imagine.

Portraits of the Camarilla Through the Eyes of a Neonate Toreador

by Robert Nunley, US2014010019

Part Four: Clan Gangrel

You. I can smell it on you.
Smell the city, the smog,
the prey upon you.

It hangs like an aura of weakness
devouring what you could be.

Perhaps you once belonged
there in that place
like I did,
once.

But now I can see it for what it is
for what it has always been.

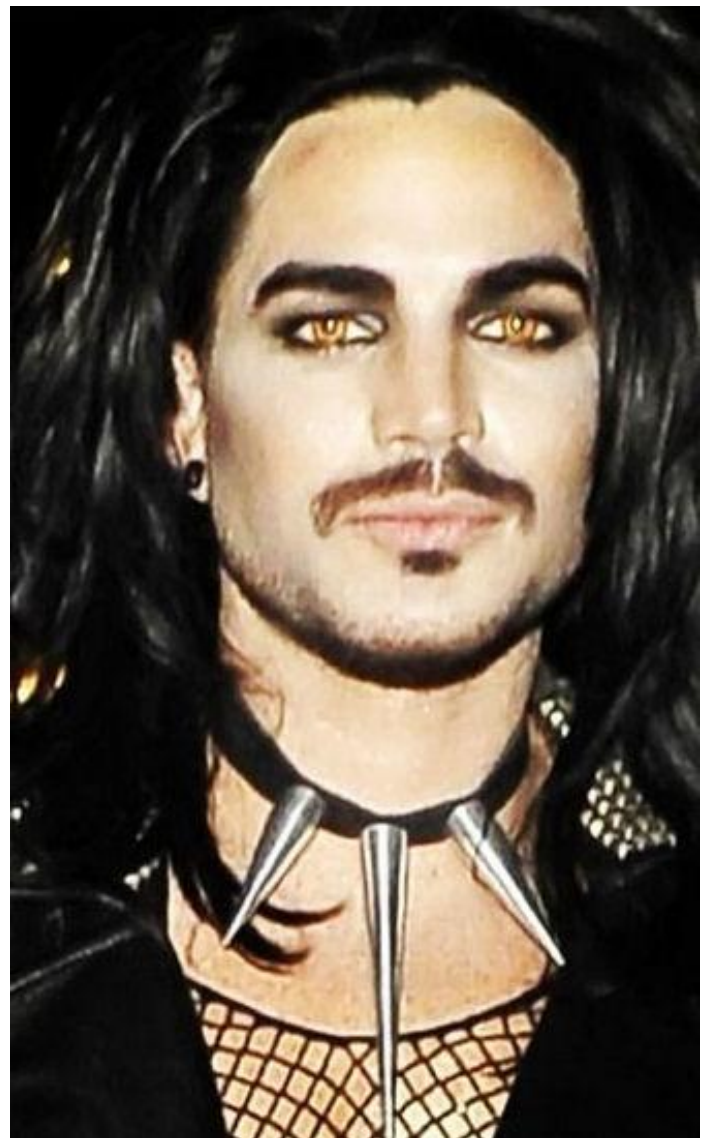
Do you know what that is, friend?

It is but a hunting ground. No,
It is my hunting ground.

Nothing but a man-made forest
housing the weakest creatures
to ever walk this great earth's features.

We don't belong to them
anymore. Not when we are greater
stronger, faster. So why
would you pretend to be one of them
when we are so much more?

We have a Beast within us,
and I will embrace it
as it Embraced me.



Coordinator Spotlight

Lonnie Thompson, US2002022218



Lonnie joined MES, back then The Camarilla, in 2000. Previous to that he ran a 40 person troupe game that encompassed downtown Savannah. After a year or so, it became too much so he had to put it to rest but had a lot of fun while the troupe game was running. Lonnie has worked for WSAV since 1997 and has worked his way up from a studio tech to Senior Director. Currently, he shoots, edits and directs WSAV's noon show as part of a 4 person team. Even though Lonnie shoots video for a living, his first love is still photography. He misses the days spent in a dark room. Outside of MES Lonnie runs a tabletop game and plays Pathfinder with friends.

Lonnie's tips for other coordinators:

- Patience. Patience is the single most important tool a coordinator can have.
- Coordinating is a labor of love.
- It's difficult to please everyone, but it isn't an impossible goal.

- Your hard work is often overlooked, so expect that many won't notice what you are doing until you aren't doing it anymore.
- Take comfort in knowing that when games go off without a hitch, disputes are settled before they become bigger problems, and players get back approved MC promotions, you've made the game better for someone else.

Lonnie believes that the intangibles are the best part of being a coordinator and helping fellow gamers enjoy the game by doing the grunt work, so the STs can focus on plot. As far as challenges, personality clashes make the top of Lonnie's list followed by self reflection and accurate record keeping.

Personality clashes happen. They are inevitable in our club. When mediation is required whether formal or informal, Lonnie always takes a position of neutrality. He listens to both sides objectively and weighs in if things get heated. "Contrary to what might be 'common sense' I don't weigh the opinions of people I've known for years any heavier than those of newer members. If I did that, it wouldn't be fair. Hopefully, those newer players leave with a sense of justice, and that I am a coordinator that is fair and neutral."

Lonnie admits that his record keeping isn't the sharpest but he is making strides to find and correct his shortcomings in that area.

Self reflection can be difficult for anyone to do, and it's tough sometimes to take criticism constructively. "Recently, at an after game hangout, I was told some things that made me rethink some of my choices. It was a tough pill to swallow but I wouldn't change that experience for the world, because I knew my members respected me enough to talk to me directly, calmly, rationally and respectfully."

Footprints

by J. Michael Arons, US2009074365

There is a field, fallow yet wild plants and weeds grow where once cotton bloomed. Like a sea of blood, red dock weed grow tall and move in the wind lazily. High above dark crows circle, swoop, land, taking off again after searching leads to disappointment, rejoining a murder in the sky.

This field would be nothing to the eye, passed by everyday on a highway that dips just enough to get the full breadth of the landscape. Long before the road this was all cotton fields, worked by slaves that were brought over in chains, bought with other bits of metal or writs of paper. They brought with them fear of the darkness in a ship's hull, to a land where they learned the fear of leather strapping. The blood they spilled on this land seeped into the soil, leaving its mark as clear as the tattered flesh on their backs. People treated as property were given no escape but death which was just another loss to their owners' holdings and another body to put beneath the ground. Some may have gotten out by paying for their freedom, but others were dragged back even then, because they couldn't prove or were unable to speak of that freedom they had scrambled to reclaim. They also found the land cold under the soil.

This dirt could be forced to yield to the plow, to cultivate and feed what was grown, as it took sustenance from what was given back over the years. This land became shared, black families trying to survive on the land offered up to them by a General who didn't want them following his war camps, "Take this land and fend for yourselves, you are not my responsibility". Over a generation it reflected the hardship of those who came before on those who came after, as it passed from hand to hand, giving up nothing not earned in hardship. Then the Klan came.

The family would not give up on the land, but the land was especially cruel, when the father broke his leg, it was the land that twisted the bone as it healed, the son who wouldn't follow the example of his humble brother and spent his nights in town, the mother whose womb would bear no fruit on this plot of earth. That night the forest's edge was alight with torch fire, from the window the

reflection of the former son strung up on the branch of the oak for some imagined crime of his race. Hatred burned beneath white cloth, in the heart of the old father fear gave way to vengeance, his hand to his shotgun, and beneath the soil the land held its breath.

Places hold stories, they can be rewound and watched, they show the signs of former tragedy, post traumatic stresses on the spiritual plane. They can be healed of past tragedies but never erased, something that some people would rather not discuss or bring back hurt feelings for past crimes. History is a part of this world, as well as the world of darkness, and while we can try and gloss over it, bad things happened here. Incorporate that history of pain into your venue, not for trivial matters, not some clue to help your players on the way, but to make them feel the impact of history and that they are not the first ones to set foot there.



Member Spotlight

Amanda Bellanger, US2013050068



Amanda also writes random stories when the inspiration strikes her.

Amanda found her first experience with NERE to be amazing. "It was my first time traveling to such a huge MES event and I was really nervous. A friend made my first Accord character and it was going to be the first game I joined that I did not have people I knew with me. It was an awesome experience. Everyone was very helpful and guided me throughout the game. It shows how supportive our community can be."

Amanda's tips for other members is to not be afraid to talk to older members or ask for help. Most of the members of MES are more than willing to lend a hand and help a new player get started. To her the best part of being a member of MES is being able to travel almost anywhere and play her character with new people and develop new stories and ties.

Amanda Bellanger was born in Rockledge, FL and moved to NC in 2007. She attended a private Catholic School during Elementary and Middle school and was accepted into the International Baccalaureate Program at Cocoa Beach High School. Unsure of what she wanted to do after graduation, Amanda went to a community college for a few years before becoming a receptionist at a Real Estate Company. She moved for a change of scenery and has not regretted that decision. It was in NC that she rediscovered her love of Chemistry and is now pursuing a BS in Biochem.

Amanda has been a member of MES for a year and has many other hobbies as well including playing both the clarinet and saxophone. She also sews, cosplay, crochets, knits, reads, makes jewelry, plays in a variety of RPGs from D&D to Exhaulted.





By Elizabeth Namiotko, US2010076348

Dear Madame Dixie

An Elder from another Clan is constantly having his hellhounds do their business in my feeding area. It reeks so badly that my favorite sources for nourishment are avoiding coming here. It is getting so bad, I am considering feeding on animals myself. How do I politely ask the Elder to police his pooche' productions and stay out of my yard (figuratively).

With one hand holding his nose,

Hungry (But not THAT hungry!)

-Mark Zohn, US2011097999

Oh, to be Hungry...

Would it not be so crass of you to ask that this Elder stop allowing his pet to ruin your feeding grounds? I suppose the first question there would be whether or not these are Feeding Grounds afforded to you by the Head of your city. If so, it is within your power to police them to some extent. Elder or not, he is overstepping his bounds by allowing his pet to sully the 'Domain' allotted to you.

If they are not afforded by the Head of your city, and you do not have the Social Prowess with which to ask him to keep the mutt out of your yard on your own, I would advise offering payment for him to have his pet play elsewhere. The other option is to go to someone who *does* have the social clout to get this Elder to remove his pets.

Of course, while I do not condone unnecessary harm coming to animals of any sort, you could always attempt to leash this beast yourself and drag it back to the Elder. At that point, simply stating that you may just leave it in a cage somewhere next time may be enough to let him know that you are quite sick of the issue.

This pet is mostly mortal, I assume. If you are not an Elder yourself, perhaps you can appeal to another to command this pet to stay out of your territory. Should the pet not listen, said Elder then has the right to kill the pet so long as it has not been specifically commanded to do its business in your land.

Don't kick the puppy, though. That wouldn't be very nice of you.

I'll send some doggy bags in the meantime. Would you prefer some of the normal size, or are we looking at something more like a body bag in size?

Staying Far From the Stench,

Madame Dixie

Madame Dixie,

My sire left town last week, and now that Settite guy who he told me to avoid being seen talking to has offered to help me pay the rent.

What should I do? He says all I have to do is a couple of favors...

-Matt Lynn, US2010116990

Little One,

Do not do favors for the Settites. That is the most direct answer I can give you here. Being a part of the family I assume you belong to, becoming indebted to someone whose views go so far against the will of the Tower will eventually result in so much more trouble for you. Talk to the person you're to pay your rent to and find out what options you have. Perhaps you can pay them in favors for the time being, instead of paying them out to someone whose interests do not fall in the realm of the Tower's.

That being said, should you become indebted too far to this Settite, there are options. It may require

moving, but there are still pockets of Settites, Independents, and even the Anarchs out there you could run off to. I don't advise letting anyone know your intentions should you choose to do so, but they're not impossible options.

I have to wonder what sort of rent you have to pay in your City in order to remain there that you are unable to come up with what is required of you. Perhaps the rent is too high, and you may wish to discuss that with those who have the power to affect it.

Start a Savings Account,

Madame Dixie

Please send your questions for Madame Dixie to enamiotkomes@gmail.com.

Charity Information

July Charity: School Supply Drive



Schools resume in August, so let's help them get a good start! You can donate supplies to any school and of any age level you wish - maybe your old school, or your kids'/relatives' schools

Drive Starts: July 1, 2014

Drive Ends: July 31, 2014

Prestige Due to ARC Charities by August 1, 2014

1R - ruler, glue stick, 8-crayon box, one-subject notebook, pack of colored file folders, Box Top, pack of pens, pack of pencils

2R - wide-ruled loose leaf paper, 24-crayon box, markers, large bottle of hand sanitizer

3R - large binder notebook, ream of paper, art set, dry erase board, backpack

Photo Submissions

By Emma Finley, US2013040105



Hunter Family, Gangrel, Caroline Hunter, Elijah Hunter, Dravon VonJaeger (Played by Nikki Fox, Karl Fox, Andrew Hermann)

Liam, Silent Strider Kinfolk

Caroline Hunter, Elder Gangrel

Erhard of Minden, Elder Malkavian (Played by Jacob Tessendorf)

Caroline and Elijah Hunter

Jalapeno Infused Tequila

by Paul Lee, US2002034024



1 Bottle of Silver Tequila
1-2 Jalapenos
1 Growler, or other holding vessel
Time

Empty the bottle Tequila into its holding vessel, or simply remove the plastic pour cap that regulates the flow of booze from the original bottle. Take your jalapenos, give them 1 cut, lengthwise, and insert them into the bottle. Seal the bottle, give it a shake, and let it sit for about a week. Easy Jalapeno infused Tequila.

Now what to do with your Jalapeno Tequila??

Jalapeno Pineapple Margaritas

1 Part Tequila
1 Slice Peeled, fresh pineapple
2 Parts Pineapple Juice, fresh is better, but canned works as well
1 Part sweet n sour mix

Muddle the fresh pineapple slice in a shaker, combine the remaining ingredients with the Pineapple, and shake shake shake with ice!!! Pour into a salted rimmed glass, and add a squeeze of lime!!

Jalapeno Bloody Maria

1 Part Jalapeno Tequila
3 Parts Favorite Bloody Mary Mix
Spicy BBQ/Chili Rub

Combine ingredients over ice, and shake well. Rim a glass with a nice chile/lime rub, or whatever you fancy, and pour your shaken contents into said glass!!!

The Chilo (Named after a buddy of mine)

1/4 of a lime, muddled
1 part Jalapeno Tequila
3 parts, watermelon, or strawberry soda

Combine ingredients with ice and stir well. Best enjoyed during the summer by the pool

Other options and ideas

I have not done any of these, but writing this has given me some thoughts. Please let me know if you try any of them, and let me know how it comes out. BayofTears@gmail.com

Jalapeno Tequilla Marmalade

JT Salad Dressing

JT Gazpacho

JT Cream sauce for a lime grilled shrimp pasta..

Critter Corner

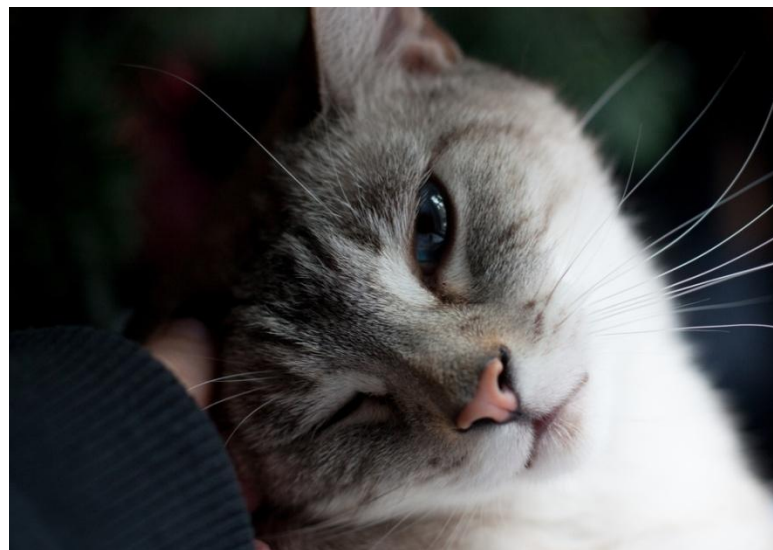


Akasha, submitted by Emma Finley, US2013040105

Akasha was another animal that came down through the family. She was one of three dogs in Hubby's Mom's pack, but was taken into our home when his mom had to move and could not keep all the dogs. Akasha was skittish to the very core and thin as a wisp when we got her, but after a few years she has relaxed and buffed up a little. Still, her notable qualities will always be her energetic prancing (that closely resembles the prance of a horse rather than a dog) and the fact that, despite being almost 10 years old and the same age as Tbone, she will most probably continue to act like a puppy until her dying days. Seriously, it is impossible to wear this dog out.

Sammich, Submitted by Emma Finley, US2013040105

Sammich was the only "planned" child of the bunch, oddly enough. We found him through a local animal shelter, and picked him up from their Petsmart adoption show. He was a tiny kitten when we got him, more tabby than siamese at the time (though he's grown into the siamese a bit now), and beautiful blue eyes -- though admittedly, he definitely had the laser kitty eyes going on in his adoption pictures. Sammich was very nearly named Thunderburger for...who knows why anymore... but "Sammich" came out eventually and stuck. Sammich, aka Sammy, is the quiet and calm member of our family, usually found passed out on a box, fridge, couch, beside me at night, or on ANYTHING new that comes into the house.



What's Your Signature Piece?

by Kat Mills-Lone, US2008032102



We all want our characters to stand out, be different from each of our other characters and look the part we are playing. A great way to incorporate all of those is to have a Signature Piece. This can be any number of items of either costuming or props from a fancy cane to a ratty old army jacket. It is the one thing that visually sets your character apart in a crowd and sets your character apart from other characters that you play.

Costuming and makeup are great ways to bring your character to life. Utilizing a certain look or feel for your character's costuming can really help set the tone of your role play. However, as most World of Darkness games are set in modern times, and there is the opportunity to simply show up at game in your usual t-shirt and blue jeans, how do you set your costuming apart for your character? Consider some of the following costuming ideas to find your signature piece.

If you are playing a character that comes from old money, go find an old fashioned piece of jewelry like a crest ring, brooch, or medallion necklace to set your character apart. It doesn't have to be expensive and thrift stores are excellent places to look for these old, odd objects.

If you are playing a biker that has little cash and little care for putting on fancy duds, go thrift store shopping for an old leather jacket and some well-worn boots. For a little extra flare add some scarring liquid to your costume. It's an inexpensive make up addition that will really make your character stand out and look even more like a tough guy.

How about that quirky Malkavian character that no one ever knows quite what to expect from? Perhaps he really likes ball caps and while the ball cap changes every time you see him, he is never without a cap.

Then there is that shy girl that prefers to be more of a wall flower, always watching the room but rarely speaking. A leather bound notebook and a fancy pen that suites the character will be the perfect prop to set her apart. Whether she jots stuff down in the book or not, other characters will take notice.

Maybe your character is about the age of a college student and is constantly preoccupied on his laptop or has it in a back pack slung over his shoulder. Stick a cut out of a pear on the back side of that laptop and incorporate the prop into your costuming.

Other ideas for props that can add to a characters costuming are a flask, straw hat, walking staff, medicine pouch, brief case, tooth pick, flashlight, belt pouch, sporran, bandolier, bullet proof vest, or peace pipe.

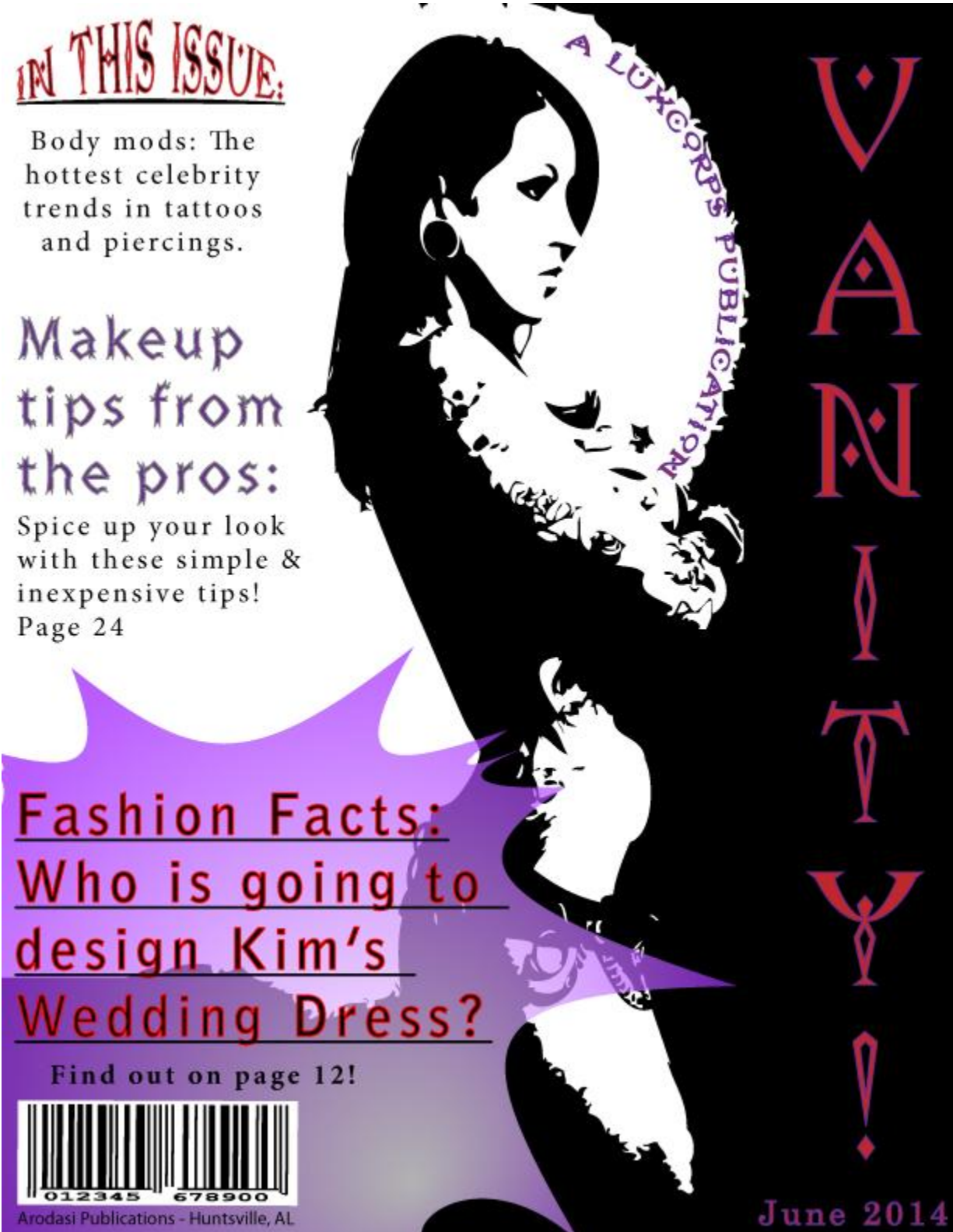
Whatever your signature piece turns out to be, make sure it fits your character and have fun coming up with your own idea of what that means.

Vanity!

**Magaine published by Arodasi Publications
owned by Isadora Devine**

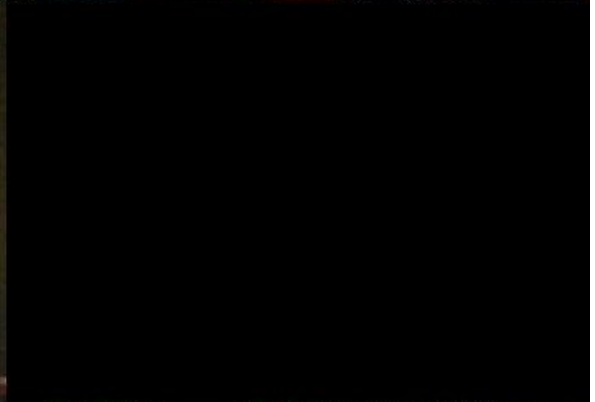
Artwork by: Sarah Wade, US2013010018

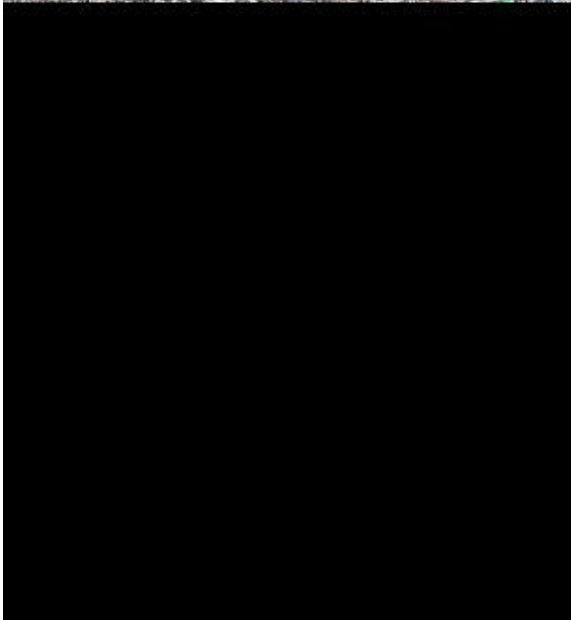
This is the June 2014 Magazine cover designed for IC use.



Greenville FGotM Photos

by Kaplan Ward, US2013070082







Feature Game Pulled Pork

by Darin Terwilliger, US2007019343

This is the recipe for the pulled pork served at the Greenville SC-011-D Feature Game of the Month



Ingredients:

- 1 10-12lb. Pork butt w/ bone
 - Pork Rub (see rub recipe)
 - 1 ½ Small Onion
 - 2 Cloves of Garlic
 - 6 oz. Beer (Higher the Malt the better)
 - 6 oz. BBQ Sauce (your Favorite)
- Equipment:
- 1 Crock pot
 - 1 Blender or food processor

(Make ahead of time and save extra to use on any Pork or chicken)

- 1¼ cups brown sugar
- 1/3 cup sugar
- 3 tablespoons coarsely ground black pepper
- 2 tablespoons kosher salt
- 2 teaspoons ground ginger
- 4½ teaspoons garlic powder
- 4½ teaspoons onion salt
- 1 tablespoon dry mustard
- 1½ teaspoons ground red pepper (cayenne)
- 1½ teaspoons ground cumin
- 1½ teaspoons paprika
- ¾ teaspoon dried thyme, crushed

Pulled Pork Rub

Preparation:

Rub Pork Butt with Pulled Pork Rub. Wrap in Plastic Wrap, refrigerate 6-12 hours (overnight if Possible). Peel and Quarter the Onion, Crush the garlic and place it in the Blender with the beer, BBQ sauce, and Blend till thick and smooth.

Final Assembly:

Cut ½ onion in half moon slices, as thin as you can, spread in a layer in the Crock pot. Place the Rubbed roast on the bed of onions, Pour the Beer BBQ mixture around the Roast, put on the Lid, Set Crock Pot to Low and walk away for 8-12 hrs. (Bet you can't do this for more than 4 hrs.) But try to not open the top before 8 hrs. Then removed the bone, recover and set to Low/keep warm. Pull it apart with forks; drain some of the excess juice, Serve on Buns and Enjoy.

(The Excess Juice can be cooked down on the stove to thicken and makes for additional Sauce to add to the Sandwich's)



JULY 2014



Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2 Regional IRC Meeting	3	4 Independence Day	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26 FGotM MS-002-D
27	28	29	30	31		

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

Cody Wagar, US2013040169
 Robert Nunley, US2014010019
 Lonnie Thompson, US2002022218
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 Darin Terwilliger, US2007019343

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

Please send your questions for Madame Dixie to enamiotkomes@gmail.com