



Banner by James Johnson, US2002056000

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Feature Game of the Month: October 2014

Savannah, GA

Mind's Eye Society Feature Game of the Month for October 2014 will
be held in the Hostess City, Savannah, GA
Join us October 17th and 18th!

Friday, October 17, 2014
10am-4pm Registration and Check In
(Plus getting settled into your hotel rooms)
6pm - Until: Werewolf the Apocalypse

Saturday, October 18, 2014
10am-11am: Registration and Check In
11am-4pm: Mage the Awakening
6pm-Until: Vampire the Masquerade

Accommodations:
Quality Inn Midtown
7100 Abercorn St
Savannah, GA 31406
912-352-7100

Only #70 per night!!! Double bed occupancy, 4 persons max per
room. Call to make a reservation. You must mention Mind's Eye
Society to get this deal.

Costs:

Prepay via PayPal by October 12th for only \$15 (Both days and get a
FGotM t-shirt!!!!)

Cash at the door: \$10 per day, \$20 for the weekend

**To pre-pay, please email Abigail Norton, US2006108840 at
jelloe69@gmail.com and use [October FGotM] in the subject line.
Include your Name, MES membership ID number, email address and
t-shirt size. (If paying for multiple players, include all above
information for each player.) Once email is received, you will receive
an email response via PayPal including your invoice and a link to
payment options.



Emma's Photo Booth

Emma Finley, US2013040105



Coordinator Spotlight

Matthew Sleadd, US2002023361

Matthew Sleadd is the Southeast Region Coordinator Spotlight for October 2014. Matthew has been a member of MES and the Camarilla since 1998. He has been playing in Live Action Role Play Games since 1995 and White Wolfe Games since 1992, when he had the opportunity to play-test Hunters Hunted. In his spare time he works on web development, video games and photography. Matthew is a Soldier with the US Army.

Matthew's advice for other coordinators is to divide the work load amongst ADCs. "This increases participation in the club while reducing the workload on you as a coordinator. Do not become involved in the affairs of the STs, their concerns and focus are completely different from that of the coordinators and it is an important separating OOC and IC information while playing. Don't allow the game to direct the actions of the club." Matthew also suggests that coordinators advertise everywhere and in every way they can. "Our club only survives by adding new players to replace those who move on. A new player may not search long or far to find our club and we have to be everywhere to insure that we can catch them during that moment when they first decide to look into the prospect of LARP."

After playing White Wolfe games for over twenty years and through more revisions and reboots than he can count, Matthew has found that being a coordinator is a good way to remain involved in the club after the game itself has become of lesser importance.

Matthew has one more recommendation for other coordinators, don't do all the work yourselves. "It is more important that multiple members of the domain become involved and invested in the continuation of the domain and its betterment than it is for all the tasks available to be completed. If you ever find yourself in a situation where you are the only one holding the domain together then your focus should be on increasing member participation and not on projects.



Ask Madame Dixie

by: Elizabeth Namiotko, US2010076348



Dear Madame Dixie,

As an Elder Malkavian, and a rather rational one at that by comparison to some of my peers, I often find that leading my clan is much like herding cats. Having been in torpor for the last century, I just don't understand the children of today with their "tablets computers" and "rock music" and their "Twilight." I have never in my life seen a vampire sparkle. Burn, yes; but never sparkle. How can I learn to better relate to the children of my clan who already have enough trouble seeing the world for what it is BEFORE the drugs and the television further distract them from reality?

Antoine Belefonte, Elder of Clan Malkavian
(Jon Fish - US2011087882)

Dear Elder Belefonte,

Watch some modern movies, listen to modern music, and spend some time hanging around modern teens and young adults. If you wish to learn how the world functions now, you must do so through its young people. They are the ones who can show you the way of the world, far more than any Elder or older adult. The world is shaped by its young. As much as those of us who are much older tend to have our words heeded by those young people, we will stagnate and become outdated far too quickly if we do not pay attention to what they have to teach us as well.

That being said, it seems a number of cult classics stay constant in the world. In addition to some of these newer movies and music, I recommend watching and listening to some things from over the ages as well. Ask your young Kindred what sort of older movies they like. I'm sure you'll hear some things about *Labyrinth*, *A Clockwork Orange*, *Fight Club*, and some others.

Never Allow Yourself to Become as Dusty as Your Coffin,
Madame Dixie

Dear Madame Dixie,

What is your recommendation on getting revenge on the bitch who tried to get my sire killed without losing too much public face?
Signed Papal Spices Suck.

(Anna Sharpton - US2012050081)

To My Vengeful Writer,

I suggest murdering her politically. When the truth comes out, people tend to turn tail from those who have proven themselves

to be dangerous allies. Of course, if you simply want her dead and buried, I recommend a back alley and a group of rowdy Brujah with some steam to blow off.

Don't Let Vengeance Tear You Down,
Madame Dixie

Madam Dixie,

Eventually, I intend for my resources that I can have something that approaches an Armory/Forge, for production of combat items.

Now, I realize that the more usual materials for such items are too weak for the forces that Kindred can produce, so I must look into the materials and tools required to produce Titanium in a worked fashion. Also, how would learn about working with such materials. Any suggestions on what I would need to build and equip such a facility?

Perplexed about Complexes

(Benjamin Hughes - US2014030095)

Perplexed,

With a bit of Googling (totally a word), it seems that true Titanium is not particularly more difficult to work with than Stainless Steel. What I have found, of note, is that you should pay attention to a couple of things, as follows:

Low cutting speeds so that you do not get heat buildup. Heat buildup tends to reduce the length of time over which the tool being created will be useful by large increments. High speeds of travel. What I believe this to mean is that you do not want your cutting tool to be moving too quickly, but you want it to progress over the item being made at a decent speed. Liberal use of Cutting Fluid to increase cooling effect, focused directly on cutting point. Use of tools that are sharp, and in top working condition. Do not allow your cutting tools to become dull when working with titanium as this will negatively affect all of the above conditions. Titanium is apparently quite elastic. Due to this, you should be sure to use tools with a high level of stiffness so as to reduce vibration. Do not stop travel of your cutting tool over the item being cut. If you must stop working, remove the tool from your production immediately. Your production should be pre-machined when working with solid bars, or creating items with thin walls/surfaces. Get the item as close to the final size as possible, and keep for one day for stabilization.

Googling For Old People,
Madame Dixie

Dear fine piec... I mean Madame Dixie,

Did this awesome specimen of a Brujah rock your world on our first date?

-Rex

(James Johnson – US2002056000)

Rex,

I had a delightfully good time, actually. I'm not the type to kiss and tell, but I do declare that I may be a bit jealous of the rumors I hear of this Princely lady-friend you've netted yourself.

Fondest Memories,
Madame Dixie

Spicy Toasted Pumpkin Seeds

by Paul Lee, US2002034024

Save all the Seeds from the pumpkins you carve for the holidays. There is no easy way I know to remove the pulp from the seeds. Take your time, pour a glass of wine, and do your best to remove all the pulp. Dry the seeds on a baking sheet or roasting pan.



Preheat the oven to 325 degrees.

Melt the following ingredients with 3/4 cup of butter (margarine is okay)
4Tbsp Worcestershire sauce
1 Tbsp seasoned salt
1 1/2 tsp garlic powder
1tsp onion powder
1/2 tsp cayenne pepper

Toss the seeds into the melted butter sauce. Make sure you coat all the seeds. Place into the oven and cook for 90 minutes, tossing the seeds every 15 minutes or so. The seeds are done when they get a nice toasted golden brown color.

Get crazy!! Make your own seasoning mix.
Asian with wasabi, soy and ginger
Mexican with taco seasoning
Hipster with coriander, cardamom and Sriracha

Fresh Pumpkin Butter

by Kat Mills-Lone, US2008032102

Making pumpkin puree from fresh pumpkins is not as difficult as it sounds. I usually will select pie pumpkins (also called sugar pumpkins) but any pumpkin will work. Larger pumpkins have a different texture, but will still make a great pie, pumpkin butter, pumpkin bread or cookies.

To make pumpkin puree, cut a sugar pumpkin in half, then scoop out the seeds. (save these for roasting) Lay the pumpkin halves, flat side down, on a parchment lined baking sheet and place in a preheated 350 degree oven for about 45 minutes or until you can easily push a fork through the flesh. Remove from the oven and allow to cool slightly. The skin will easily pull away from the flesh. Discard the skin and put the flesh into a food processor or blender. Blend until smooth. Now you have your pumpkin puree. You can easily make pumpkin butter, pumpkin pie or a number of other pumpkin treats from this puree.

4 cups pumpkin puree
1 1/2 cup sugar
1 Tbsp cinnamon
1 tsp ground ginger
1 tsp nutmeg
1/4 tsp clove



Put ingredients into a crock pot and allow to cook on low, until it reduces and is thick. Keep the lid on the crock pot vented by leaving a wooden spoon in the pot to allow the moisture to vent. Crock pots vary on how hot they get, this could take anywhere from 2-4 hours. Chill in the fridge or can in mason jars to give out as gifts.

Portraits of the Camarilla Through the Eyes of a Neonate Toreador

by Robert Nunley, US2014010019



Part Seven: Clan Tremere

You wish to know who We are? As if you have never heard our name or felt our very presence aching in your mind and pulsing in your blood? Worry not, child. You will know soon enough. We are the Warlocks, the Scholars, the Secret-Keepers. We stand atop the great Pyramid so that we might better survey those who fall beneath us.

If you would disagree, then we invite you to try and prove yourself. All that matters in this small world is how much power you possess, and child, We are the deciding factor. We are the final word on whether or not you are capable of wielding such a power as We do.

Member Spotlight

John White, US2003031434



Hi, I'm John White. I'm 45, born-and-raised in Mississippi, and I'm a Taurus. So yeah, a polite smartass. I've got a BA in General Liberal Arts with concentrations in English, Psychology and Philosophy. I had a pet salamander, but the turtle ate it.

I joined the Camarilla in March of 2003, but I've been a gamer since 1988. I've played almost every White wolf venue as they came out, all the way back to the original Masquerade. I'm also one of the original playtesters for the horror RPG Don't Look Back, and I've played everything from AD&D to Champions, GURPS to Mekton Zeta, Deadlands to In Nominae, as well as years of playing Battletech and Warhammer 40K.

I've served as DC for MS-001-D, as well as terms as VST for our Apocalypse, Dreaming, and Requiem venues. Last Chronicle I played James "Spirit-Archer" Greene (Forsaken, Iron Master Ithaeur), Lumiel (Awakening, Silver Ladder Pure Sovereign), Gwalchavad (Lost, Stonebones Ogre from the Praesidium), Nikolai Vostov (Requiem, Circle of the Crone Vedma), and Ares Buchanan, the Dragon of the Southeast (Requiem, Ordo Dracul Anubi, Grandmaster of the Southeast Axe). This Chronicle, I'm playing Henry Tucker (Accord, Hedge Witch turned Bound), Phaestos (Awakening, Mysterium Forge Master), Michael "Shadow-Binder" Black (Apocalypse, Shadow Lord Theurge), and Reverend Robert J. Culpepper, current Cardinal of the Southeast (Requiem, Lancea Sanctum Daeva).

I currently work the desk at the Regal Inn in Starkville, MS, where I seem to have a lot of computer time on my hands. I read a lot-- correction: A LOT. Fantasy, Sci-Fi, Action/Adventure, Horror, whatever. I'm a comics nut (preferably DC over Marvel), an 80's music snob, and a rabid Transformers fan-- I've collected almost every toy to bear the name Optimus Prime/Primal. They take up a whole bookshelf. I also like to build 'Mechs out of LEGOs. Sue me.

The best part of being a member of MES, for me, has got to be interacting with tons of imaginative people. Not just in-person at local games, but through email threads and IRC sessions. You can find someone playing a character you'd never have imagined, and it sets off ideas in your head about new characters for yourself, or new ways to take current characters. Remember that each venue in this club is about a shared world; one huge, vast story written and edited by thousands of imaginations. GET INVOLVED. Don't just sit in the corner being the dark, morbid character everybody expects, take part in the story. Get to know others, both characters and players--the feeling you get when you walk into a convention game, introduce yourself to the vampire next to you, and hear them go "Oh, YOU'RE that guy!" is sensational.

Finally, let your imagination run wild. Sure, there are rules, but nobody says you can't tweak concepts into something fresh and entertaining. Two Chronicles ago, my Sabbat character went to the huge proxy to kill Hardestat in Germany. When the Assamites gathered in Poland prior to the assault, sitting there in the warehouse with the Amir and the Caliph of the Assamite Clan, I introduced my character thus: "I'm Tom, Sword of Caine from Mississippi. I hunt Garou. Uh, this fella just showed up last week and gave me this book, said something about Community. Can any of y'all read Ay-rab?" The responses ran from disbelief (How can a Child of Haqim NOT read Arabic?) to awe (Tom was wearing his necklace of werewolf fangs) to long-suffering (the Caliph just smiled, shaking his head), but nobody expected a Redneck Assamite antitribu and they enjoyed sharing stories with him.

And THAT, my friends, is what this club is all about.

Photo Submissions

MS-002-D Game of the Month by Destiny Nance, US2014010063



Nightlife

By Darrin Williams, US2014080094



type O
positive or negative
A, B or AB
tastes like disease
degenerative
they all die
one day at a time
for our benefit
wolves in sheep's clothing
the end is definitive

by: Hancock

A friend to keep

By Connie Wagar, US2013040167

A giggle sounded through the wood
Sounds like it maybe up to no good.
And then a pup appeared in sight
And again the laughter of delight
The Coyote bowed low teasing him
Together they began play on a whim
The pup watching as he danced
Joining with him he too pranced.
They played all throughout the day
And as night fell coyote turned away.
The pup called out "will you return"
Coyote said "do you want to learn"?
The young Ragabash answered "Yes"
Coyote said " I am pleased I confess."
Coyote taught his pupil very well
He became known for his lessons taught
And the Garou to coyote gifts he brought.
Till one day coyote dying he found
Beside his friend he lay on the ground.
Coyote smiled said "last lesson I'm giving
A good friend makes life worth living."
The Garou buried his friend in ground deep,
In his heart his friends memory forever to keep.



A Touch of Emerald

Part I

by Karisa Lyons, US2010127110

I can feel her hair brush against my cheek as I feel her full lips softly press against my lips. I feel her soft fingers gently grip my chin as she kisses me with a yearning that I can't yet grasp. I feel chills go down my spine as she leans into my ear to whisper, "Are you ready?"

My back arches as my entire body tenses with anticipation. I whisper in desperation, "Yes."

She pulls away giggling. "No, you're not. But when you are, I will find you."

I shake my head struggling to tell her just how wrong she is as I reach to pull her back to me. And suddenly I am staring up at my bedroom ceiling. My heart is racing. My body is shivering. Her giggle is still playing in my head. My lips ache for the touch of hers. I still feel the touch of her hair on my cheek. This is how I always wake up from this dream and I always wake up at the same point. She never gives me the chance to convince her that I am ready. Not that I know what I am ready for. Who is she anyway?

Waffles, fried eggs and bacon. Yes, I know, not exactly healthy. Healthy is not what I want this morning. Comfort is what I want. Maybe this time it will banish that lonely and yearning feeling... though it never has before. A girl can hope right? I definitely need to get into a better mood before work. And I need to stop talking to myself. Well, at least it's not out loud.

I giggle to myself as I turn on the t.v. hoping to block out the image of her backing away from me. I don't understand why that image always makes me long for her existence. It doesn't matter. She's not real. I just have to forget about the dream and start my day. Breakfast would make a good start. With the drone of the t.v. going on in the background I start making breakfast. My interest is peaked when it sounds like the weather is on. So I turn around and check the weather while I wait for the bacon to be ready to flip. Not a single cloud in the sky but rain is expected. Typical mid-Summer weather for Marietta. Well a rainy day usually means an easy day at work.

Food has been eaten, clothes are on, make-up has been applied, shoes are on and I am ready for work. I put my headphones in my ears and turn on some music as I head to the bus stop. The bus isn't the best way to get there but I like it. I don't live far enough away to for owning a car to be necessary. The old buildings speak of history that few know. The new buildings add character to the older buildings surrounding them.



Regional Charity for October 2014

Food Bank Drive



Beginning October 1, 2014 and Ending October 31, 2014
The Southeast Region will be taking participating in a Food Bank Drive
Lets give back to those most in need!

Clean Up the Park Photos

AL-009-D Huntsville, AL
Photos submitted by Robby Johnston, US2006098711

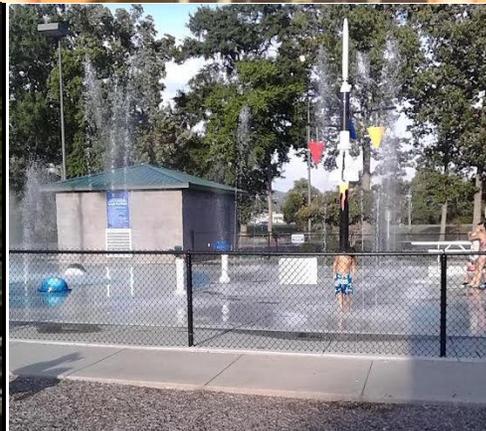




Photo Submissions by Elizabeth Della Pella, US2014050051

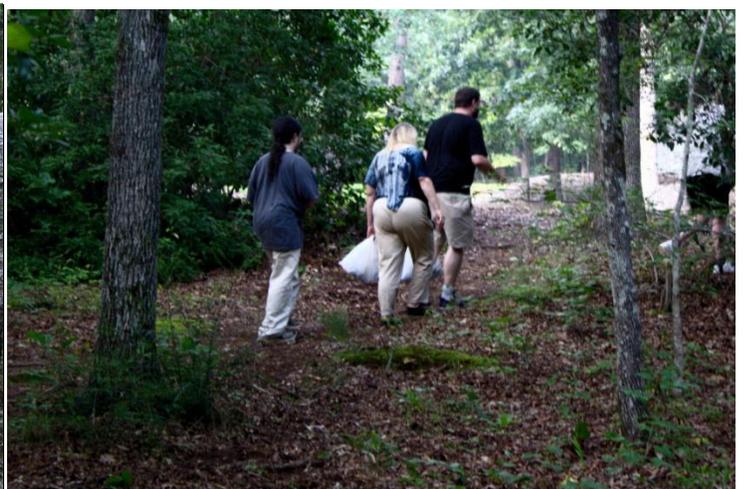




SC-011-D, Greenville, SC
Photo Submissions by Erica McLaughlin, US2002023023



Photo Submissions by Burnie Holiday, US2002023181





Rain or Shine, the weather did not even deter this group of MES Members

Photos Submitted by Connie Hume, US2002023479



Special thanks to everyone who sent in photos and participated in the Clean Up the Parks Regional Charity Drive!



OCTOBER 2014



Sun	Mon	Tue	Wed	Thu	Fri	Sat
			1 Southeast Regional Office Hours on IRC	2	3	4
5	6	7	8	9	10	11
12	13 Columbus Day	14	15	16	17 Feature Game of the Month	18 Feature Game of the Month
19	20	21	22	23	24	25
26	27	28	29	30	31 Halloween	

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

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 Emma Finley, US2013040105
 Matthew Sleadd, US2002023361
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 Erica McLaughlin, US2002023023
 Elizabeth Della Pella, US2014050051
 Robby Johnston, US2006098711

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

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