

# Undercurrents

July/August 2000  
Volume 2, Issue 6

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The Dark River Society  
is an official Domain of the  
Camarilla™.

## What's New?

Paula Watt

Welcome to the re-designed version of the Undercurrents. With all of the setup activity for the Domain keeping everyone very busy for the past month, I've decided to combine the July and August editions of the Undercurrents into one super packed edition.

We have a lot of new articles in this issue, including: the beginning of a serial story by Adam, as well as a review of the Code of Conduct and a poem by Mike. The ever popular quotes and rumors are still here, as well as some final excerpts from the Protocols of the Camarilla. And finally, an article on how to deal with character death.

## News from the DC

Paula Watt

Just in case anyone missed it... We are officially a Domain! That just means



there's lots of hard work ahead :) **Remember that your Chapter ST and CC are responsible for tracking your prestige and**

**characters.** This is not the duty of the Domain officers, so expect to be referred back to your CST/CC in those cases.

In general, any concerns you have over Coordinator type stuff should go first to your Chapter Coordinator. Same with your Chapter Storyteller. Anything that

requires Domain Storyteller approval will need to be submitted to you Chapter Storyteller, not directly to the DST. The Chapter Storyteller will pass it on to the Domain Storyteller and up to Regional if required.

As far as upcoming events, I've included a section on the Gangrel/Brujah Campout event going on in Chattanooga in early August. It should be fun, everybody make a character and go :) Ω

## Traveling:

### *How Standards of Behavior Work across Domains, Regions, Nations*

The power of the Camarilla is the power of inter-game interaction. The fact that you can travel around games all over the country, and indeed the world, is one of the best things about the Campaign. But inter-game strife can and does cause conflict and intrigue. What is needed is a clear set of rules governing how this should be run. So this follows now...

The golden rule is this: travel to another Domain and you are under that Domain's rules and laws. **Taking things into your own hands is bad, bad, BAD!** If you travel to another Domain and break the laws of that Domain, for whatever reason, you are to blame. Always. Even if you just discovered that someone is a diablerist who killed

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# The Mourning After

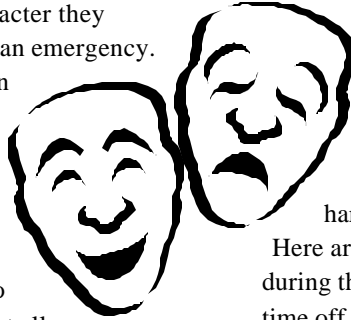
by Cynthia Summers

*Cynthia knows things. She's been developing Mind's Eye Theatre for more than a year now, and she's been playing Mind's Eye Theatre since she started working for White Wolf in 1994. She's on of the resident LARPing experts in house here, and as an observer of the dynamics of live-action roleplaying society, she is without peer.*

## Dealing With Character Death

It's only natural that when you engage in something that has you figuratively climbing into the skin of another person, you get attached to that person.

Likewise, when you're spending a great deal of time and energy on something that's a close part of your life, you get used to that activity as part of the order of things. Therefore, when a character dies, it can throw you for a real loop. Some players grouse, but they go fetch out the back-up character they created for just such an emergency. Some leave the site in a rage to find a beer to bitch into and a computer by which to spread the news. Very rarely, some are not sorry to see the character go at all. Maybe they weren't crazy about some aspects that developed over time, and the death was a neat exeunt into the final night. And then there are those folks for whom the event is a wallop upside the head that leaves them



floundering around trying to figure out what happened.

### Right Ways

The first thing to remember is that the death of a character isn't the end of the world. All stories end. Some take longer roads than others, but eventually, the tale comes to an end. Still, if you've had a long run with a character, or you're particularly fond of it, a sudden end of the road can be hard. So what should you do?

Here are some ideas to grab onto during those first few days: Take some time off. Consider taking a break to just chill out and rediscover those hobbies you enjoy when you're not LARPing. As that favorite button slogan goes, sometimes death is Nature's way of telling you to slow down. You may find this advice helpful to give yourself a little distance in creating a new character or to ensure that you don't gravitate automatically toward your old character's former allies and friends. If you want to keep playing, consider seeking out a different venue to get your "fix."

### Do a 180 in your next character.

Consider death a new beginning when creating your next character. If you played a combat-active former Navy SEAL, try playing a scholar who gets green at the mere idea of a fight. If you previously threw all your energy at a **Vampire** chronicle, redirect it toward **Changeling**. At the very least, such a change-up ensures that you won't be mistaken for your old character. You got a clean slate-make the most of it.

**Try your hand at storytelling.** So you want to take some time off from playing, but you don't want to sit at home in front of the tube or the computer? Maybe this is the time to think about storytelling. Find out if your storyteller could use a hand, or write up a plot to submit. You may discover some

*Continued on page 4*

## Gangrel gather / Brujah rant campout event

The Iron Crossroads Domain of Chattanooga will be hosting a weekend-long event! This event will be held on the first weekend of August at Booker T. Washington state park in Chattanooga TN. We will have use of their group campsite from Friday at 5pm to Sunday at noon and then the picnic area #2 until dark for an all 4 venue game/cookout/campout extravaganza!

**Location:** Booker T. Washington State Park  
5801 Champion Road  
Chattanooga, TN 37416  
423-894-4955 fax: 423-855-9879

**Date:** Friday the 4th - Sunday the 6th, August 2000  
**Times:**

	Venue	Check-in	Game
Friday	Changeling	6 pm	7pm - whenever
Saturday	Garou	12 pm	1 pm - 6 pm
	Kindred	6 pm	7 pm - whenever
Sunday	Hunter	1 pm	2 pm 'til dark

### Price:

\$3 required for all players per each venue game or \$10 per player for all four venue games during the whole weekend. A cabin bed is \$1 per night. Attending just the Changeling or Kindred venues only will require also registering for a cabin space for the night unless no beds are available or you will definitely be leaving the park before 10pm.

More info available on: [www.larp.com/shades/events/gather.html](http://www.larp.com/shades/events/gather.html)

# DST Rant

By Jason Smith DST

Hello people! It's me again. I'm betting that a lot of you were really wishing that I couldn't be popping up in your newsletter anymore. Well, nya nya nya. Here I am again and if I'm lucky I may actually impart some useful information, so listen up. I'm gonna devote this month to reiterating exactly what this whole domain thing is gonna mean to you guys as players. We (meaning the ST's) think we may have a system down that will work better for the purpose of tracking characters. The CST's will be tracking all characters for their respective Venues.

This means that Chris Simpson, the CST of DBR will be tracking ALL characters in the Cam/Anarch and Garou Venues while Adam Steinberg, the CST of AN, will be doing the same for the Changeling and Mortal Venues. This will include XP expenditures and the like. The only exception to this will be the approval of new characters. Your CST must be involved in this, even if he does not run the Venue of the character you are submitting for approval. In this case both CST's must be notified. We hope that this will make things go a lot smoother.

On the note of XP. By the rules of the Camarilla your XP expenditures go into effect one week after the CST is notified. Do not expect anything different. If you happen to see the changes on your sheet inside a week, count your blessings and move on. If you don't, deal with it, it's legal. I have to go through the same shit. If I can handle it, so can you.

The next thing that is going to affect you is Downtime Reports. This is where you supply your ST's with



something we most desperately want to see. What the hell is your character doing when he/she is not sitting on their laurels at the Elysium/Caern/Freehold? The WOD isn't put on hold when there is no game going on. The NPC's are sure handling their business, you should too. Here is the

procedure. There is no set format for your DR. Just let the info flow, as much as you care to give. I would personally appreciate it if you can make it interesting reading, but I'm not expecting Steven King here.

Your DR should be sent to me, the DST, and to the presiding ST over the Venue. XP will be awarded based on the quality and quantity of information received. Plus, I'm more inclined to grant more XP if I'm entertained. (Yes, ST's like to be entertained too!)

Lastly, I will be personally bugging the hell out of all of you in the coming months for any little bit of info on your characters that I wish to know. Bear

## Your elected Officers

### Dark River Society

Paula Watt	Domain Coordinator (DC)
Jason Smith	Domain Storyteller (DST)
Jeff Carlton	Assistant Domain Storyteller (ADST)

### Arcadian Nights

Kay Adams	Chapter Coordinator (CC)
Road Heichelbech	Assistant Chapter Coordinator (ACC)
Stretch Scholtz	Assistant Chapter Coordinator (ACC)
Adam Steinberg	Chapter Storyteller (CST)
Winn Keathley	Assistant Chapter Storyteller (ACST)

### Days of Bitter Rage

Anton Andreev	Chapter Coordinator (CC)
James Yohe	Assistant Chapter Coordinator (ACC)
Chris Simpson	Chapter Storyteller (CST)
Sam Wolf	Assistant Chapter Storyteller (ACST)

with me. The idea is that if I make a concerted effort to get more in depth into your characters than so will you. I would like to see this WOD of ours have as much detail as possible. So, as DST I am going to be putting in a lot of work to set up Nashville behind the scenes. I may end up aggravating a lot of you, but it's for the best.

I think that will do for my ST rant for this month. See you all soon. Ω

*Continued from page 2 (Death)*

previously hidden talents. If you ever had a gripe about how things ran, now is the time to do something about it.

**Find closure.** Finding a way to gently draw the curtain on something you were close to is tough. You may attend your character's funeral (very surreptitiously, of course). You may vent through various mediums, like art or sports.

You may pause to consider your own mortality. You may bawl through your favorite movie while devouring a whole

box of chocolates. There's no real wrong way to find closure, provided you approach it with maturity. Realize it's not the end of the world. The world won't stop turning because Count Marmaduke came to an unfortunate demise at the end of an assassin's cold iron knife or your Silver Fang Ahroun went down while fighting a Thunderwyrn. The neat thing about storytelling games is that when one runs out, there are always more waiting. There will *always* be more games to play and stories to tell.

**Wrong Ways**

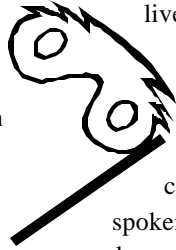
Now, of course, for every right way to do things, there exists a wrong way to do them. Losing characters does sometimes seem to cause people to lose their heads and do things they might find reprehensible in other circumstances. So, while I'm not saying that you would rush off and do something so silly, it's good to remember what are the wrong things to do:

**Create a new character exactly like the old one.** Oh, come on now. If you're going to do that, then why are you reading this? Doing this sort of thing gets you responses like, "Get over it." Sequels that are just a rehash of the first story get sneered at. Don't be a sequel. Only rarely are they as good as the originals.

**Come in with a vendetta against your old character's killers.** Creating a character who's the relative of your late character and whose only purpose is to kill off the ones who screwed your original character over the first time is a hallmark of the sore loser and the immature player. Should you have a true grievance, take it to the proper authority and let vengeance be the storyteller.

**Throw a tantrum.** To put it bluntly, throwing a tantrum is immature. We've

aid it before, and I'll say it again-when you play this game, you decide what risks to accept or decline. If you don't like the odds, don't play. It's that simple. If your character takes the risk of becoming an infernalist and doesn't cover his tracks while he busily destroys lives, then few people are going to have much sympathy for you when your character is hunted down like a dog. You took the risk; accept the consequences gracefully. Words spoken in anger, particularly threats and curses, can last for a lot longer than anger itself, and they will certainly impact your return to the game.



**Storytellers**

Now what if you're a Storyteller on the "other side of the fence," as it were? Some circumstances come up that the books just can't tell you about because we can't guess at all the experiences you'll run into.

Consider these words to be like the ones that all funeral-home directors have:

**Be prepared to see the player vanish for a while.** Unwelcome memories can be burdensome in the midst of a game, and she may not want to deal with things for a while. Give her some space, and don't demand she return to game. Just let her know she's welcome when she's ready.

**Make sure everything is on the level.** If there's evidence that a character's death was brought about solely due to cheating, out-of-character knowledge or dislike of the player, you've got a problem. While you may not be able to bring the lost character back, you can ensure that justice is done.

**Don't be mean.** Admit it - we've all had those characters or players who have been thorns in our sides, and we find ourselves hoping that said characters will go away (and take the

**August Events**

**August 4-6**

**Time, Location**  
**Gangrel Gather/Brujah Rant**

This event will be held in Chattanooga, and there will be no local game. See insert on page 2.

**August 11**

**7:00 pm, Location TBA**  
**Kindred Game**

Regularly scheduled Kindred game. For more information contact Anton.

**August 12**

**2:00 pm, Flag Pole Hill**  
**Garou Game**

Regularly scheduled Garou game. For more information contact Anton.

**August 12**

**7:00 pm, Location TBA**  
**Chapter Meeting - DBR**

Chapter meeting for Days of Bitter Rage. No Role Playing involved, all are welcome. For more information contact Anton.

**August 18**

**8:00 pm, Kay & Adam's**  
**Mortal Character Creation**

Come make a character for the new Mortal Venue. For more information contact Kay.

**August 19**

**7:00 pm, Kay & Adam's**  
**Kindred Game**

Regularly scheduled Kindred game. For more information contact Anton.

**August 20**

**2:00 pm, Kay & Adam's**

*Continued on Page 5*

Continued from page 4

**Changeling Game**

Regularly scheduled Changeling game. For more information contact Kay.

**August 23**

**8:00 pm, Kay & Adam's**

**Mortal Character Creation**

Come make a character for the new Mortal Venue. For more information contact Kay.

**August 25**

**7:00 pm, Location TBA**

**Kindred Game**

Regularly scheduled Kindred game. For more information contact Anton.

**August 26**

**2:00 pm, Flag Pole Hill**

**Garou Game**

Regularly scheduled Garou game. For more information contact Anton.

**August 26**

**7:00 pm, Adam & Kay's**

**Chapter Meeting - AN**

Chapter meeting for Arcadian Nights. No Role Playing involved, all are welcome. For more information contact Kay.

**August 27**

**2:00 pm, Adam & Kay's**

**Changeling Game**

Regularly scheduled Changeling game. For more information contact Kay.

player with him). Should you have such a player, then don't celebrate when the day comes. There are still people who are unhappy about the event, and gloating about it just makes it just you look like a weasel.

**Memento Mori**

One of the biggest fears of death is that we will be forgotten by the living once we are no longer around to assert our presence. It's part of why we erect

gravestones and monuments, to ensure against such an outcome. Legacies of one sort or another are a possible way to cheat Death. many a building has been built, a library founded or a patronage made to ensure that someone's name was not forgotten. This tradition isn't limited to the real-life living.

**Consider having a character write a**

**will** at some point, perhaps with the idea that he's providing for his dependents (be they ghouls, childlings, Kinfolk etc.) or seeing that his resources and possessions are disposed of properly. Check with your Storyteller to see if she will allow Backgrounds like *Resources* to be distributed. The last requests of a will ("Bury my ashes in Poland," "Make sure my daughter can finish school") could send characters into the arms of a new plotline while carrying out the late character's wishes or provide some exciting roleplaying opportunities. What if someone contests the will, or your character chooses an unlikely executor that many disagree with (a Fianna entrusts her will to a Bone Gnawer)? The resulting plot will have the recipients certainly thinking about your late character, although whether it's to take his name in vain or to praise him is another matter. Let the Storyteller know that should your character be declared dead, there's a lawyer or lawyer-type with a letter for someone, which may be interesting in and of itself if a character has a public persona you weren't aware of.

**Another idea is to leave documents in a secret cache for some lucky player.**

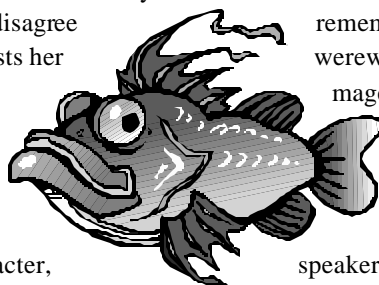
Examples of such might be the letters a Nosferatu was writing to the Tremere he loved from afar (which gives some hints about his pending death), a set of very spiritual Gaia poems created by a

Kinfolk (which gives some observations that prick the sept's conscience a little too fiercely) or an eshu's travel journal written in Farsi (complete with comments regarding other courts). Uncovered documents can be fodder for smaller, more personal plot lines. (Who might the documents embarrass, or what secrets will they reveal?) Again, it takes pre-planning. Start working on such things *now*, even if you don't think that your characters in trouble. Once your character passes on, give the phys-reps to the Storyteller and give her the complete scoop on where the items are so she knows what to do when someone finds the secret passage or discovers the magic box.

Another option that some might look at is to **become a wraith**. Depending on the character, this progression could be entirely natural. Vampires who don't reach Golconda, mortals, Kinfolk, kinain, and ghouls are all likely candidates for the Underworld, but

remember that the souls of werewolves, changelings and mages get "recycled" for later generations. This transformation may lead to interactions with the Giovanni, slugh or other speakers with the dead. One interesting example of such a change was of a mortal nun who was killed by the Inquisition and became a wraith. Rather than haunt her killers, she chose to watch over several vampires she had known while she lived, encouraging them to maintain their Humanity and becoming a sort of guardian angel. Later, she became a Storyteller vehicle to introduce a new plotline that had ties to the Underworld.

Just make sure that your correctors transformation into a wraith is not an excuse to make another player miserable. It's one thing for a wraith to have the Passion of haunting her



Continued on page 8

# Arcadian Nights

## Coordinator News

*Kay Adams CC AN*

Well this is my first contribution as a CC. First off let me say this has been on he\*\* of a week- between my car and work, I'm just glad to escape into the WOD. But seriously I would like to congratulate the following people for CCP increases:

CCP 2 :Brad and Road

CCP 3: Jeff

CCP 5:Winn and JT

Also I would like to announce that we have two ACCs for TN001: Road (fund raising and game sites) - Tommy's place is great, as well as Centennial park. We should try to get a yard sale together, not only do we off load our junk but we make money for the chapter too. Stretch (recruitment) - "You'd be amazed to know how many girls I know that are turning 18 this year!"

Anyway I really enjoy this position and hope that if anyone has a need of me as a friend or coordinator they won't hesitate to contact me - I will always listen and try to help if I can. Ω

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***URGENT URGENT URGENT***

WANTED WEB SITE ASSISTANTS

As CC, I know nothing about websites except how to find one. I need volunteers to help me set up our web page or to get on set up for TN001.

REMEMBER YOU EARN PRESTIGE FOR THIS!!!!

*KayAdams CC AN*



# Days of Bitter Rage





Kindred society.

Anything that comes in to attack this society is a threat that must be destroyed; if one Domain falls to the bestial nature then all could. Thus they band together.

If they discover a Domain that does not operate under these protocols, they simply moan to their Princes of the danger this poses. If enough do, the Princes may act and a Motion of Bad Standing could be brought against that Domain. Thus, the natural conservatism of the protocols spreads. Ω

From: [dppw.tamu.edu/camarilla/venues/camarilla/protocols.html](http://dppw.tamu.edu/camarilla/venues/camarilla/protocols.html)

*Continued From Page 5 (Death)*

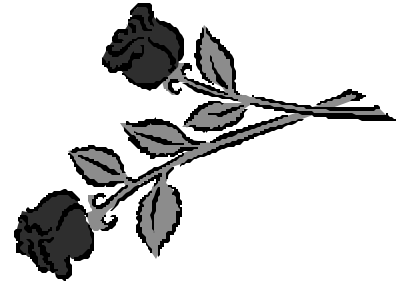
murderer, but its another altogether to harangue a player non-stop throughout the evening. Such errant one should be rewarded with frisky Shadows or a quick trip into the Maelstrom.

Lastly, remember that to talk is free, and it cost you no action during combat (unless you're reduced to unconscious or torpor). The final farewells to one's beloved, the gasped-out confessions, the curses made with dying breath and the need for forgiveness before death are the moments that high drama is made of. From the most famous lines (It's finished") to the not-quite as famous ones ("Friends, applaud! The comedy is over."), last words place your character in the annals of the game memory. If your character has a sadistic streak, you could choose to make your passing even more memorable by revealing a secret that affects those left behind. A prime example occurs in Tolkien's *Silmarillion*, where the dying dragon Glaurung informs the maiden Niniel that her husband Turanbar (who is

Glaurung's slayer) is in fact the brother who was separated from her as a child. Tender or terrible, last words can make a vivid final impression on the survivors.

Death in LARP is pretty unavoidable unless your character chooses to hide under a rock indefinitely. Eventually, it will find him in some form, whether it's his own or a valued comrade's. When staring down its barrel, remember the words of one pragmatist: "Who want to live forever anyway?" Ω

*In pace requiescat.*



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### *Status Caution*

If you give Status to someone and they are found to be a criminal or get into trouble or something... it could come back and haunt you. You must be careful with giving out Status- call someone *Loyal* and they attack a Prince, you could be asked why you gave them *Loyal*. If you gave someone two words of Status it becomes more serious -- three words of Status and if that person commits a crime, you are placed on trail with them at the same time! (After all, you *must* support everything they say and do!). If someone loses Status in one Domain and you in another Domain give them Status, you may be asked to say why -- if the first Kindred is convicted of serious crimes, you may yourself be dragged in. The age old "strip Status and then watch someone give Status right back" now takes on a serious implication. If you do this, you are saying that the person stripping Status is wrong. If that person is a Prince, then you are undermining the Second Tradition. Heaven help you if you turn up in their Domain, and if it happens more than once, you may find your Prince receives a strongly worded letter along the lines of, "This Kindred is supportive of a disrespectful criminal. Either you punish him or I shall have to ask our fellow Princes to consider if you are worthy for Praxis." Given the choice between punishing you are taking a motion of Bad Standing, which option will the Prince take?

Status also follows on to the above mention of the Law. Two Kindred are accused of a crime... both claim the other one did it... the person with the most Status wins. Any Prince who does not take into account the Status of a person in cases such as these gets an automatic motion of Bad Standing. This is not to say that Kindred of high Status can get away with murder, but a Prince has to be sure about it and get proof in secret so that they cannot wiggle out of it by publicly saying they didn't. Be aware if you are a low Status Kindred and a high Status Kindred is accusing you of something, the best bet is to find an even higher Status Kindred, offer them a Boon, and let them offer you an alibi.

From: [dppw.tamu.edu/camarilla/venues/camarilla/protocols.html](http://dppw.tamu.edu/camarilla/venues/camarilla/protocols.html)





# Rumors and Quotes

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The material printed here was gathered through keeping an ear open during the games, and through direct member input. Some of the rumors are true and some are false. They're things that your character might have heard IC, react accordingly!

## Kindred Rumors

Kranilla was getting ready to leave the Malkavians, because she's tired of being under George's thumb. Is that why she suddenly disappeared?

The first of a series of live performances occurred this month at Sebastian's restaurant.

"Red" is actually The Librarian's ghoul, whom he's inhabiting.

We have lost all of our Toreador. Again.

No, wait. The Toreador are filtering back in, as Toreador tend to do.

Steve's search for his dog "Blue" has him studying the mating habits of dust bunnies.

"Blue" is really X masked.

The new redneck Brujah (Bru-necks) are butting heads with the existing Russian clan.

Nikolai is siding with the Bru-necks. Is there to be more dissention in the clan?

Orson Scott is searching for candidates for a Gargoyle experiment.

Sorsha, the latest in the long line of Tremere Primogen, is searching for her successor, as Tremere Primogen have short life spans.

The Gangrel pack is thinning as they wander off.

The Giovanni was last seen booking out of town at top speed

George the cow is back, but to what end?

Sebastian is afraid of hunters, and is hiding in the church.

Jessie is Red!

Someone is killing children all over Nashville



Echo is a Sabbat spy, hence the dis-regard for the Masquerade

Oracle is also a diablerist. That is why he has been absent lately.

Hmm, the Brujah Vic goes Caitiff and joins the Nosferatu. Perhaps he wants a piece of the diablerie action...

## Kindred Quotes

"We're not here to hurt anyone"

- NPC played by Adam S. just after they barged into a gathering with guns pulled, aimed and cocked

"I don't like having my house invaded and guns pointed at me."

- Keera thinks the invaders should be punished

"And I don't like being called a toady"

- Chance as Red's assassins come barging in

"Can I have my hand back now?"

- Jessie inquires politely

"He got better"

- Sebastian explains to a cop why the dead man just got up

"I suck"

- OOC Jeff's introduction to his campaign speech

"Wait, Robert Rath is walking the spiral?"

- OOC Winn crosses his venues

"Duct tape can be used to mean mute if you put it over your mouth."

- OOC Scott after hearing what the different color ribbons mean

"I heard your Tremere is dead, I'm sorry I didn't get a chance to help."

- OOC James Y. to Brad H.

## Garou Quotes

"Don't tickle Stag!"

- OOC A giggling Ryan while playing Stag



"We took him into the Umbra because he wanted a fight"

"Dummy"

- Zeus and Wade to Sandor (kinfolk)

"It does you no good to fight Gaia if you're dead"

- Snowspirit mis-speaks

"Don't attack the Picasso deer"

- Sandor warns the rest of the pack

# After Dark, Inc.



*From left to right: Re'nee Dumont - Tactical Expert (Black Fury), Navia Affsed - Aquisitions (Bubasti), Grandma - Whatever (Child of Gaia), Kaylee O'Malley - Investigations (Gural), Jaleel Hayes - Legal (Simba), Charlie Taiwei - Resources (Khan), Dr. Winston Bainbridge, MD - Forensics (Son of Ether)*

Hi gang, the above picture is to give you a visual reference of the characters that are the main characters in a serial novella I will be writing for the newsletter in the months to come...Next Month Chapter One: You drove your JEEP through MY house!!

Adam Steinberg



# Dark River Society

## Contact List

### August 2000

Name	Phone	E-mail	Chap.
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Brad Thompson (Raven)	383-2304 (home)	Ravin299@aol.com	AN
Chris Simpson	884-1193	dbr_cst@yahoo.com	DBR
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Jason West	255-7072		DBR
Jeff Carlton	354-5584	Orson_scott@hotmail.com	DBR
Kay Adams	826-5565	arcadiannights@yahoo.com (chapter)	AN
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Melissa Yohe	(270) 759-8770		DBR
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Travis Abston	354-5584	freakbass@hotmail.com	DBR
Winn Keathley	385-7042	ventruescholar@hotmail.com	AN
Undercurrents		Undercurrents_1@hotmail.com	
DRS Mailing list		darkriver@egroups.com	

Note: Refrain from mentioning Vampire or the Camarilla to others in the household (or on answering machines) when the phone numbers are marked with (no vamp)



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