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

Undercurrents

What's New?

Paula Watt

Welcome to another edition of the Undercurrents. The last month has flown by, and we have a great new edition.

We have a lot of new articles in this issue, including: a work of fiction by Daniel Wair, a poem by Mike Brooks, Gangrel Haiku by Mara Bissell, an article on Lores by Chris, a picture by Anton and the ever popular quotes and rumors. Ω

Descendant

by Daniel "Vincinius" Wair

So many years. So many decades. For nine centuries I have walked beyond my grave. When I first came to understand what I was I reveled in my newfound power.

The sway I held over the mortals. The fear they felt when they stood before me. For so long I was drunk with the power of my newfound form. However, I quickly learned.....quickly, Interesting how that word can take on such new meaning when you have lived for almost a millennia. As I was saying, I quickly learned that the corruptible nature of power only satisfies one for a time. As the first few centuries passed me by I began to find less euphoria in things I had learned. I had grown very powerful, and with each new step I did attain a great deal of satisfaction, but the

joy never compared to the joy felt the night before. My existence began to become banal. In time I shuddered to step out into the night. That same moon, that same wind. I began to seek out other places to enjoy. I moved from city to city, land to land, learning as I went. I had found a new joy, the absorption of knowledge. I soaked my mind in the texts and the legends of every land. I found tutors to educate me in every custom and language that existed. More knowledge than I had ever known to exist became open to me. Time flew by as I relished in this new love. But again, it came to pass that time grew slow again. I would seek out what I thought would be another scrap of unknown knowledge only to find that the text already resided in my library. The scrolls and languages became old. Then, oddly enough my next joy came from the mortal world. They came to know the secrets of steel and machines and scientific wonders began to pour from their wonderfully short-lived minds. I began to dabble in sciences



myself, but I was limited by my form. Sadly most of the mortal inventions require flame or the light of the sun to be of any use. I began to feel remorse for my inability to endure the white fire that these things bathed me in but I endured and came quickly out of my depression as steel soon became plastic and silicon. This new era, this new time that I now live in. Such wonders I have seen. But sadly, I must say that I have seen all wonders. This age of numbers and high science has become stale so quickly for

me. Is it possible that I have learned all that there is to learn? I know all that my kind has learned about itself. I have taken in every scrap of knowledge that the mortals have ever known. I dare say I know things that no mortal who lives could know. All of my power, all of my knowledge, all of the things that have made my existence so wondrous has become so unsatisfying. I believe the time has come to take the final step.

“Vladimir,” the voice I have had for the last nine hundred and seventeen years echoes against the cold stone walls of my office. “Could you please come to my study, we must discuss important matters.”

His loyalty shows through his expedience to answer, “Yes my sire,” his young soft words come from the

speaker on my desk.

In only moments a knock at my door comes to interrupt my somber thoughts. “Enter” Is all I need say.

The door comes open slowly and he steps through. Vladimir, this youth of a mere three hundred years, my most beloved child. His blond hair as long and luxurious as the day I embraced his dying, armor clad form on the field of battle. Something in this warrior sparked joy in me and I knew he must not be lost to me. “You requested my presence my sire?” The sincerity in his voice speaks volumes of his love for me. The respect is evident; he is truly my child.

“Yes my child, I have summoned you, please sit.” I can see the concern in

his youthful face as he sits across from me.

“What is it you wish to talk about my sire?”

“Please,” I cannot help but utter a small laugh; “you needn’t always address me as ‘sire’. My true name will do. You do remember my name do you not?”

“Yes my si.....I mean, Alexander.” I know the word does not come easily to him, but his use of it honors me more than he will ever know. “What is it we are to discuss?”

“Time, we will talk of time and it effects. Time, that which destroys both pauper and king, that which will eventually destroy all things. Even the mightiest and most unshakable of mountains must fall to the insurmountable force of time.”

Vladimir, his inquisitive blue eyes, he has always brought me joy. “My child, my joy, it is now your time.”

“I do not understand. I know that time savages the mountains and the mortals but are we not immune to its power? Does our form not afford us that great joy, the bliss of immortality?”

I cannot suppress the smile I know he sees coming to my lips. Three-hundred years, an eternity for a mortal, but to our kind young Vladimir is still no more than a babe in swaddling clothes, four-thousand dollar, custom tailored, swaddling clothes, but that is beside the point. “My dear Vlad, you’ve so much to learn. So much you do not know about our kind, about the mortals. For the fullness of your life as a kindred you have dwelt here with me. You have not traveled into the world; you are still a young child whose eyes have not been opened to the world.”

“Is that why I am here, am I to learn that which I do not know?” The

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Gangrel Haiku
By Mara Bissell

vitae is quite good	relentless sun arising fast
suckee suckee yum yum yum	earth meld's a good thing
drink that mortal dry	pontificating,
woods-- beautiful tree	scoffing at the man-beasts here
regal oak, branches reaching	news flash! carthage gone.
dang! smells of wolf pee	damned father caine,
never-ending howl	we have a mother also--
now joined by other noises	behold lillith's wrath!
how i hate lupines!	fucking sabbat pawns
black night to azure	pain death chaos mayhem blood
	diablerize this
	withered member, sigh
	moving blood points matters not
	it sucks to be dead

honesty in his question pulls at my ancient emotions. I now know why I took this youth into my fold. His true sincerity is such a joy to me. His honorable nature and honest heart, they stir the soul I once thought to be devoid of feeling.

“My child, I have brought you here to teach all of the lessons I can teach in a single fell swoop.” His eyes, so innocent, yet alight with a wondrous mix of curiosity and desire.

“I first must ask you a question. It is most likely a silly question, but one I must ask. Vladimir, my child, my friend, what are the laws, among our kind, that must never be broken?”

The echo of thunder drifts through the windows open pane as he stands at attention before my to give me the answer I wish for. “Alexander, my sire, my friend, there are many laws we must not violate, however most are simply laws of courtesy. There are a scant few laws that go beyond courtesy. Of those laws there are two. Two laws who are so great an offense and threat to our existence that any who violate them will be destroyed. There is the law of secrecy. We can never reveal ourselves to the mortals. And the second is the law of progeny. Never can a child strike down his sire. Should a child strike down the hand that blessed him with un-life that child must die a final death.”

I held up my hand to stop what I know could take hours if I were to allow him to expound upon the laws of our kind. “That second law, the law of progeny, that is what we are to discuss. On this night I will teach you many thing. I will teach you that no creature, living, dead, or otherwise can be immune to the ravages of time. I will teach you that love and sadness are two things you must never forget. And I will also teach your adherence to our

laws ends where you love for me begins.”

“What?” His confusion must be mind numbing. I can see in his eyes that he has no idea what I am talking about, and my cryptic enigma is beginning to frighten him. “I do not understand Alexander. I have learned much from you, but can not see the lesson you are trying to teach.”

Continued on Page 8

What Your Character REALLY Knows....

By Chris Simpson

You know those things on your character sheet called Lores? Ever wonder what your character REALLY knows when they have these? I have too, so I decided to start a series in the newsletter dedicated to Lores and what they really mean to your character. On the Camarilla website, there is a section on Lores, and that is where I will be obtaining most of the information that I include in this series.

I know there are many other resources available that can tell you what your Lore means, such as many tabletop publications, but I would prefer to use the definitions provided by the Camarilla for simplicity’s sake (and the fact that we need to follow the guidelines for the venues as set forth by the Camarilla).

The first in the series, this article, will deal with Camarilla Lore. Since we became a Camarilla court relatively recently, I believe this one is probably the most important at this time. In the next issue of the newsletter I will deal with Kindred Lore. Following installments will depend on availability of information from the Camarilla.

Gangrel Haiku (cont.)

damn prissy artist
wolf shitting in your roses
sure ain't my ghoul [ha!]

beatific child
glint in eye, drool of crimson
what a creepy malk!

sniff sniff sniff sniff sniff
chase chase chase chase chase
chase chase
grab chomp schlorp schlorp
mmmmmmmmmm...

'i'm toreador!
shouted forth from fork'ed tongue
a setite! kill it!!

rife with my clan's curse
YOUCH! what in the fuck was that?
quit pulling my tail

irretractable
lisp worsening with decades
such huge fucking fangs

poof! nosferatu
come on-- you're not that ugly
my sire done beats that

round jovial moon

smile upon your children

limbs supple, we hunt

oh the endless nights

boredom takes our sanity

but never our wits

woof motherfucker

jeer at my beastialness

once more, i dare you

gypsy, my sweet ass!

it takes more than scarves, gaje

dumb-ass shilmulo

back to my haven

no one will ever suspect

dirt harbors monsters

gang land, north nashville

many trees, rolling hillsides

gangrel land, for sure Ω

What follows is what is taken from the Camarilla website and is their current standpoint on Camarilla Lore. Take note that there is a disclaimer on the page that reads:

Lore levels are currently working drafts, subject to revision and modification by the office of the MST.

In other words, this stuff may change. If it does I'll try to keep everyone updated. Enjoy.

Camarilla Lore

X 1: What an unreleased childe would know.

A secret society of vampires exists, and it seeks to keep itself hidden from the mundane world--while still controlling it.

May know some of the traditions, if only vaguely. (Known as words but not in practice.)

There is another major vampire group that is in opposition to this group.

X 2: What a newly released Camarilla Childe would know.

The Six Traditions and their literal interpretations.

The Domain Offices and their function.

Heard horror stories about the Sabbat

X 3: What an established Camarilla Kindred would know.

The basic history of the Camarilla

Can identify nearby cities as either Camarilla or Sabbat

Name a number of Princes

Possibly has attended a Conclave

How many officers interpret the Traditions.

The workings of Status, Boons, and Prestation--like the back of their hand. (For more info known, see V: TM 2nd ed. pgs 29-53)

X 4: What a Prince would know. (DST Approval)

Something about the causes behind the foundation of the Camarilla and its history.

Can name most Camarilla-held cities and its Princes.

How to contact and properly approach an Archon.

The many ways the Traditions can be interpreted.

Understands the way a Conclave works.

Some vague ideas as to how Justicars think and act.

Knows something about the treaties.

X 5: What an Elder would know. (RST Approval)

A great deal about the Camarilla's history--including the decisions of previous Princes and even some made by Justicars.

The proper use of ordeals.

Has jockeyed for position and power in the halls of Elysium and at Conclaves.

How to properly contact a Justicar...and survive.

Knows about Alisters.

Knows the history behind the treaties--why they were proposed and made.

X 6: What an inactive Founder would know. (RST Approval)

Has seen the Camarilla operate for hundreds of years and heard countless stories in Elysium.

Understands many of the reasons behind the Camarilla's decisions and actions.

Knows the workings of the Inner Circle and how Justicars are chosen. Ω



Dark River Society

News from the DC

By Paula Watt

Hi everyone,

I'll make this short and sweet, as there isn't much room this month. The South East Regional Event, or SERE is happening this month during Sept. 14 - 17. For more details, go to <http://www.magic-city.org/sere/>. From the tentative schedule, there will be two days full of Garou and Kindred games, clan meetings, and IC areas scheduled. If you'd like to go, make sure to get your experience log and prestige logs, as well as a signed character sheet before you leave.

The International Camarilla Conclave is at the end of October, in Cleveland Ohio. It's not often that ICC will occur so close to home, so take advantage of the opportunity and let's go. For more information, and to pre-register, go to <http://dppw.tamu.edu/camarilla/icc/icc2000/index.html>. Ω

DST Rant

By Jason Smith

Hello folks,

I'm back again with all of the little ST reminders that you really hate to hear. I don't have a whole lot new to add this month so let's cover the basics. **DO NOT** come to a game without a character and expect your ST to drop what he is doing and assist you in making one. The day of the game is when the ST is doing lots of very important things such as pulling out his hair, wishing he was never born, slitting his wrists, poking out his eyes with broaches and that sort of thing, so don't add to his already insurmountable stack of stress.

RolePlay, Roleplay, Roleplay!
I do so love to see so many of you have characters that are unique and quite distinct from your real personalities and that of other characters in the game. It is the real reason that I, and a lot of

other people, play this game and it makes it fun for us all.

Cut down on the cheese! I know that when you have this great plan in the works you want to tell all your friends about it. Don't, it only causes problems. I myself have been guilty of this and it has only led to grief. No matter how much we try not to, it is very difficult not to let OOC knowledge creep into the game. We can all try to help out with this by not letting the cat out of the bag. This creates less conflict OOC and makes the game run oh so smoothly.

Check out the new web pages! This will be the preferred method for the ST's to receive Downtimes, Influences and XP expenditures. We like these pages and we want you to use them! As the Domain grows, paper pushing becomes more and more of a factor in the officers positions. Do yourselves and your officers a favor, use the pages! Ω

Arcadian Nights

Coordinator News

By Road Heichelbech

Greetings to everyone in both chapters, it is I your friendly cc for Arcadian nights. I promise this won't be long as I have had much to do in the past few weeks. I would like to start my journey as your cc on a good foot. I would like to announce that I have appointed Ian as my acc, and Stretch is still in charge of recruitment (although that is all of our

responsibilities also). We are still needing volunteers for the web site for this chapter. I would like to see some ideas before too long, if anyone would like to combine efforts on the website, please feel free to do so, in fact, I encourage it.

Chapter meetings I would like to try to schedule for the last weekend of the month, but I promise you will not have to remember what you have done in the month all at one time, I will be bringing

the box with me along with prestige logs to each game, if I cannot make it to the game, you can send me a short message via e-mail to me to let me know what you have done and I will make note of it on the logs that I am keeping for each of you. The e-mail that you can send this to is cc_arcadiannights@hotmail.com.

I guess that is all I have to say right now, as it is late, and I am having to get some rest. Ω

Days of Bitter Rage

Coordinator News

By Anton Andreev

Hey gang.

Evidently I missed out on submitting an article last month, so I wasn't gonna let it happen again this month. Not with Daniel bothering the hell outta me over ICQ. "Write an article... are you writing an article? You should write an article! AAAARTIIIIICLLEEEE!" Thank God he stopped.

Anyway, things have really been hectic this past month and I know that by saying this I'm not saying anything new either. Between tending to a family of Russians and starting a new job, where I have to close every night I work, it's been hard getting anything accomplished, but hell I tried. I hope you don't hold much against me for the past month—I know some of the stuff I could've done better, like calling people with announcements on games. Sorry Nissa. Hopefully, with the new local ACC (WEEEE!) things will go much smoother. Currently, Liz Ash volunteered to be my ACC and since she's local, I'm nothing short of ecstatic. This will also mean that she'll be joining the DBR Chapter. We'll get her signed up and rolling in no time.

The most important thing, however, that I'd like to talk about is finding us a slew of permanent locations for the games. Location location location! Right now we're hurting pretty bad, even with Tommy's and Jay and Cricket's locations. With 4 games happening every month, we need something more than that. We can't very well bother

Tommy every week with holding a game at his place all the time, plus people have been getting really hot there too, since the door out was always open and people were running back and forth. And Cricket's carpet's gonna be screaming before long, if we hold too many games out there. I know she was really proud of her new clean place, so we need to do our best to maintain it that way when she extends us the courtesy of hosting a game there.



By the way, hosting a game at your place gives you prestige each month.

Cricket's got hers and that's one of the ways she was able to make 100

points with no ordeals. If you're hurting for prestige, this might be another way of getting it. It doesn't have to be at your place either. Just securing a good location will earn you prestige, no matter where the game is, as long as people are happy with it.

Anyway, enough with the moaning, let's get to the good stuff. We had several people in DBR that went up in MC (it's not CCP anymore people—keep up!).

Mara Bissell is now MC 3 with the whopping new 517, only 83 points away from MC 4. Good going!

Mike Brooks is now MC 3 as well.

Cricket Cricket Cricket! MC 5!
Congratulations babe!

Sam Wolf hit his MC 4. We'll miss you Sam!

Well, I reckon it's all for now folks. If you have suggestions, comments, and questions, please don't hesitate to bug me. E-mail works best with my hectic schedule. Ω

ST Corner

By Chris Simpson

Character Backgrounds: How Important Are They?

As many of you are well aware, writing an in-depth character background is not an easy thing to do. Sometimes you just can't seem to find the time, or just can't get motivated to write one for your new character. When you consider the benefits that a solid background can provide, it just might be worth the effort to write one. In addition to that reason, backgrounds are now required to put a character into play. Recently I have been lenient on this, but from this point forward I will require a background in my hands before the character is played for the first time. There will be no more last-minute approvals before a game unless you are a brand-new player, with no knowledge of the game. I think that this will lead to a better enjoyment level for all involved in the game simply because we won't have any "cookie-cutter" or "flat" characters. Look at it this way: Imagine just popping into the world today, at your current age, with no background or history whatsoever. How boring would YOU be? Do you really want to play a character with no motivation, no reason to live, and no goals?

In addition to being required, the information contained in a good character background can also provide your character with some free Lore,

Languages, or Crafts and can add some needed depth to your character. Having a history to draw from can also help to make him/her/it easier to play. Not to mention the fact that a nice complete background can help a poor little ST like me come up with plot ideas (insert evil ST laugh here). Anyway, I have included a section from the Camarilla web site that might make writing a character background a little less painful. This info is usually used for DST or higher approval, but I think it will provide a good guideline for a solid background for any character. Also included is the section from 5.0 detailing free abilities available at character creation (Lore, Crafts, etc.), including extras from MC level and character background. Remember to make the experience a fun one, not a chore. The point of the game is to have fun, so don't feel like you're trying to type an essay for a strict professor. Take your time and develop your character. I'm sure that you won't regret doing it, and in the end you'll have a more enjoyable character to play. Anyway, enough of my rambling. Here is the info I promised:

What does your character hope to accomplish in the near future; why these particular goals?

What are your characters long term goals?

What is the real reason the character is in his/her current domain?

What gives your character reason to continue existing?

What are his/her greatest joys and fears?

Which emotions are the primary drives for your character?

How does your character view the mortal world and its events?

What major events shaped your character's past; what were the pivotal moments?

What are your character's relations with his/her clan/tribe?

How will this character make the game more enjoyable for others?

What will this character add to Sanctioned play?

Why do you want to play this concept in particular?

How will you be like a storyteller in the play of your character?



Here is the info on Lore, Craft, etc. available for free at creation:

From the Camarilla Rules Supplement-Prime 5.0 (Chapter 2-Section 2.1):

Based upon the written background of the character, the Storyteller may waive the Experience Point cost of some of the character's *Craft*, *Linguistics*, *Lore*, and *Performance* Abilities at character creation. A character should be allowed a combined number of levels not to exceed one additional Trait per level of the player's Member Class in addition to those noted under Lore below.

From the Camarilla Rules Supplement-Prime 5.0 (Chapter 2-Section 2.1):

Lore

You have gained some inside knowledge about a particular subject, such as vampires, werewolves, wraiths or changelings. You know what is true and what is folklore concerning their strengths and weaknesses. You even have some knowledge of their society including any divisions within it. You must specify what creature type this *Lore* concerns when it is taken. Having it

more than once allows knowledge of more than one type of creature, or more in-depth knowledge of a particular supernatural entity. Specific types of *Lore* include, but are not limited to, *Vampire Lore*, *Wraith Lore*, *Faerie Lore*, *Spirit Lore* and *Infernal Lore*.

A character does not need to take a *Lore* Ability for knowledge that she could reasonably have due to personal capabilities. Thus, any vampire other than the rankest neonate does not need *Vampire Lore* in order to know that

sunlight is dangerous and that blood is necessary for survival. Similarly, a werewolf who has already undergone a Rite of Passage knows the names for the various changing forms, auspices and tribes

without *Werewolf Lore*. This is not an excuse to come up with reasons why your character should have *Lore* Abilities for free; it simply indicates that vampires, werewolves and the like have no need to study *Lore* that relates to their own species, unless they desire particularly esoteric knowledge. Mortals generally have to learn supernatural *Lore* the hard way.

Based upon the written background of the character, the Storyteller may waive the Experience Point cost of some of the character's *Lores* at character creation. A character should be allowed three levels to be put into any *Lores* appropriate to the character. For example, a vampire character will likely allot a level into his clan's *Lore* (Brujah), his venue type's *Lore* (Vampire) and his sect's *Lore* (Camarilla).

Each particular *Lore* is considered a separate Ability for the purposes of maximum ratings. The Storyteller may also award *Lore* to characters at their discretion for no cost in order to reflect things learned in play. This award is not to be more than one free level per month that the character

has been in play. *Lores* at levels five and six require Regional Storyteller approval, while level seven requires National.

I guess that's all for now. If you ever have any questions, or would like to comment on this article, feel free to call or e-mail me (e-mail usually works best). I will try to include some type of article about questions in the game, rulings on issues, or just general rules in each monthly newsletter. If you would like to see something addressed here let me know. I'll try my best to include it in the next month's article. Ω

(Descendant) Continued from Page 3

"My child, I will tell what that which I have never spoken of in court, or at gatherings, or in any place where prying ears may hear. I grow weary my son. Time has been a constant adversary for over nine hundred years, and finally, my shield grows heavy and my sword falls slowly. Yet time, the dark warrior that it is still strikes with all of the might and fury that it has always sought to unhorse me with."

Realization, that rare expression is slowly creeping into the face of my child. "I believe I understand. Are you trying to tell me that you are bored?"

"Ahhh, Vladimir, yet again you oversimplify the complex. What I feel is more akin to oblivions touch than boredom's annoyance. I have learned all that I can, seen all that I can, and there is nothing left for me in this world. Times cruel blade is finally descending to bite into me deeper than steel ever could. My time is at an end."

Realization and remorse, rolled into a grimacing visage now sits before me as my meaning finally falls upon young ears.

"Father, you can not allow yourself to fall to this despair, it will pass. Time can never defeat you, your body will heal, your mind will mend, you cannot be destroyed by age!"

"This is a matter that affects nothing so paltry as my mind or body. Time is an affliction that has finally come to savage my heart. I cannot exist in a world where nothing remains for me. It is your love and the joy you bring me that has carried me through the last three centuries. But, alas, the time has come to close the book of my life and begin scribing a new text." With a motion of my hand Vladimir is again calm and sitting sadly before me.

"My sire, is there nothing I can do or say to bring you out of this malaise?"

"No, nothing." My swift quiet reply hangs heavy between us before he speaks again.

"I think I understand. But what has any of this to do with the law of progeny?"



I know what I must say to him will fall hard upon him but I must say it. I must tell him of my plan. "My child. You have brought me joy and you have honored me in every way imaginable, save one.

When I taught you of honor and combat I told you that the proudest death any warrior could have it is to die for the sake of another. I wish to leave this world but I do not wish to do so without honor. Nor do I wish to leave this form without giving you the tribute you deserve for you love and years of honorable service. I have chosen to die for you my son. But to do so as I wish I must ask that you break the law of progeny. I wish for you to

Love Is

Love is a candle, forever burning.

Love is an oak tree, strong and ever-growing.

Love is a field, wild and surprising.

Love is a candle, forever burning.

Mayhem

03/17/89

take all that I am and make it part of yourself."

"But, Alexander...that is a grave offense. To do what you ask would be a direct and terrible violation of our laws and customs. Entire courts have been exterminated for indulging themselves in such ways." I had considered that he would deny my request. No matter, I will simply watch the sunrise when the morning comes to greet me. "Yet, my sire, my father, my dearest friend, I will do as you ask to honor you. I understand your wish to leave this world. I am moved by your wish to die honorably for the sake of another. I am honored by your wish to give me all that you are. I will do as you ask and show how much I truly love and honor you."

"Vladimir, you are the greatest wonder our kind will ever know. I have only one more request. In the fullness of time. When you feel the cold hands of banal oblivion reaching for you, I ask that you choose one as I have chosen you. I ask that you find the one soul who brings you joy and pass to your child the gift I give to you. Will you honor my wish?"

Silence shrouds us in its oppressive power. The only sound that greets my ear is the patter of rain upon the earth outside my window. I look at Vladimir waiting for his reply, which I know will come soon. The skin of his cheek is stained as a single crimson drop rolls to

drip from his chin as he speaks. “Yes my sire, I will carry out your wishes in the fullness of time. For the rest of my existence I will honor your memory and when my time comes to an end I will end my life in the only way I can to

honor you. I will honor you in every way that I can.”

“Only one way is necessary now.” I raise my palorous hand to him. His touch is soothing as he draws himself down to my wrist. I feel the blissful

pain of his bite and feel joy wash over me as he drinks to honor me. Tears of vitae stream down his cheeks as the sadness of grief strikes Vladimir with its full weight. Those tears, the joy, the bliss, so wonderful..... Ω

All – Star Gamer

To The Tune Of “All – Star” By Smash Mouth

Mauled By The Four Sisters House Of Games
(Adam’s Former Gaming Store)

Somebody once told me
The GM’s gonna roll me
I ain’t the sharpest brain in the game

She was looking kinda scared
When the mummy in the chair
Began asking her for her true birth name

Well Cthulhu’s coming and he won’t stop coming
Fangs to the moon and I hit the ground running
Didn’t make sense that I played this game
Nintendo just doesn’t feel the same

So many ghouls so little time
Hope you rolled to notice the land mines
You never gain if you don’t strain
You haven’t strained if you don’t game

Hey now, you’re a gamer
Get your dice bag, go play
Hey now, you’re a larper
Get your costumes, get strange

And all that matters is XP
Only super-gamers get a cookie

It’s a dark night and it’s gonna get darker
You’re rollin high now but it’s gonna get harder
Now the GM’s shit is getting thicker
Just so he can kill you a little bit quicker

The games we play are getting pretty strange
You’re all doing well but you know that’s gonna change
Your car’s on fire...roll Rotschreck
You were getting whiny so what’d you expect

Hey now you’re a gamer
Get your dice bag go play
Hey now you’re a larper
Get your costumes get strange
All that matters is XP
Only super-gamers get a cookie
Somebody once joked
“I’d give anything for smokes”
“I’ve been awake and gaming for the last week”

I said, “Yep, what a concept”
“I could use a little sleep myself “
“And caffeine would be really sweet”

Well Cthulhu’s coming and he won’t stop coming
Fangs to the moon and I hit the ground running
Didn’t make sense that I played this game
Nintendo just doesn’t feel the same

So many clues so little time
Man, this spellbook sounds like a Seuss Rhyme
You never gain if you don’t strain
You haven’t strained if you don’t game

Hey now you’re a gamer
Get your dice bag go play
Hey now you’re a larper
Get your costumes get strange

All that matters is XP
Only super-gamers get a cookie





The Russian Brujah of Nashville

By Anton Andreev

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

Eric Covens of Chattanooga seems to be visiting the city a lot lately. Perhaps for some secret Toreador plotting?

Several of the Primogen daggers are rumored to be missing. Where are those Ravnos again?

Why do we have so many Ravnos in the city, anyway? What do we have that's worth stealing?

Oracle's knife obsession stems from an attempt to control suicidal impulses after he lost his beloved. You'd be suicidal too if you lived alone in the sewers.

Vic the Caitiff is the subject of contention among the remaining Brujah. Will the dispute come to blows, or will the outspoken Brujah simply vanish into the night?

The Nashville Brujah act more like Ventrue than Brujah, as evidenced by the recent Brujah "Rant".

The Toreador are plotting something sinister.

The Gangrel are hiding out in the woods as several of their clan mates have been killed or rumored missing.

Well, not "hiding out" exactly, more like trying to lure their hunters into their home turf so they can be dealt with most harshly.

The Malkavians have made themselves scarce again. Do they know something we don't know? Perhaps it is just a ploy to drive everyone insane with paranoia.

The sparse Ventrue clan seeks new recruits. Perhaps they should check among the Brujah.

By taking the Seneschal position, the Tremere hope to smooth the way for a Praxis seizure.

The Tremere experiments are faltering, as they lack Kindred tough enough to survive their experiments.



Echo was embraced and planted in Nashville by the Sabbat.

They are secretly monitoring her progress, and intend to re-claim her sometime soon.

Sesame Street is actually an experiment in government mind control and torture. This explains a lot...

"Your Benefactor" is actually the Clanton's third childer, plotting to revenge his Sire's death.

"Fuckhead" is in reality a spy for the remnants of the Warlords. Bloodwein is struggling to maintain some semblance of control over her rapidly thinning troops.

The Brujah now hold 3 court positions, in an attempt to pave the way for a Praxis seizure. Why do they hesitate?

Sebastian has been out of town gathering powerful allies for the upcoming battle.

There have been vicious murders around the city lately. The victim's

heart, lungs and liver are cut out with surgical precision and removed from the crime scene. Isn't this similar to the Egyptian mummification process?



Anubis (a.k.a. dog boy) is actually an ancient Egyptian pharaoh's cat groomer.

Wait, maybe that's supposed to be "ancient Egyptian magician".

Kindred Quotes

"Why are your clothes shiny?"

- Markov to the black vinyl clad Wareador.

"That always opens up the opportunity for a random Chance encounter"

- Chance upon hearing that "Fuckhead" was seen in North Nashville

"Did your clothes fall off?"

- Keera to the scantily dressed Carmila

"We want you to continue [running Changeling], and if you don't want to, we'll find *some* way ... to get you drunk."

- OOC Stretch at Chapter meeting re: Brad H.

Garou Quotes

"I am perfectly content being an asshole, and if I do anything well, it is this. All due respect, but I don't give a flying umbral bunny fuck what the hell you think, "sir.""

- Alexander Rosk to Banshee via the spirit network



September 2000 Schedule

Sun	Mon	Tues	Wed	Thur	Fri	Sat
					1 7:00 pm Mortal Character Creation	2 7:00 pm Kindred Game 2:00 pm Changeling game
3	4 Labor Day	5	6	7	8 Cam Social	9 2:00 pm Garou Game 7:00 pm Kindred Game
10	11	12	13	14 SERE	15 SERE	16 7:00 pm Kindred Game SERE
17 SERE	18	19	20	21	22 7:00 pm Mortal Game	23 5:00pm Chapter Meetings 7:00pm Garou Game
24	25	26	27 7:30pm Chapter Council Meeting	28	29 Camarilla Social Activity	30 7:00pm Domain Meeting

Your elected Officers

Dark River Society

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

Arcadian Nights

Road Heichelbech	Chapter Coordinator (CC)
Ian Harris	Assistant Chapter Coordinator (ACC)
JT Talley	Chapter Storyteller (CST)
Winn Keathley	Assistant Chapter Storyteller (ACST)
Brad Heichelbech	Venue Storyteller (Changeling)

Days of Bitter Rage

Anton Andreev	Chapter Coordinator (CC)
Chris Simpson	Chapter Storyteller (CST)
Cricket Whitaker	Venue Storyteller (Garou)
Ryan Sprague	Venue Storyteller (Garou)

Dark River Society

Contact List

September 2000

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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**)

Phone numbers without area codes are (615)



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Hermitage, TN 37076-4433

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