

Inside this Issue

- 1 What's New?
Character Quiz
- 2 The Story of Creation
- 3 What your character really
knows. (part 2)
- 5 Friend Poem
- 6 Character Backgrounds
Dark River Society
- 7 Influences - Fair Warning
Arcadian Nights
- 8 From the Changeling VST
- 9 Rumors & Quotes
- 10 November Schedule
- 11 Contact List

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

Undercurrents

What's New?

Paula Watt

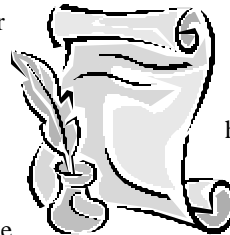
Welcome to another edition of the Undercurrents. The last couple of months have flown by, and we have another great edition.

We have a lot of new articles in this issue, including: a character Quiz submitted by Winn, the second part of the Lores articles by Chris, Poetry by Brad Thompson and humor by JT. Ω

Character Quiz

Submitted by Winn Keathley

I adapted the following quiz (for WoD) from the Amber Diceless RPG for a method of getting players in touch with their characters. As a tool for character development and background enhancement I have seen few better. It is IMHO one of the more generally useful parts for players in a book of generally wonderful tips for Players and Gamemasters alike, which is also a fun read if you enjoyed Roger Zelazny's novels. If you see the RPG in print, I recommend it. (I say these things both because they are true and because the copyright gives permission to quote it for use in reviews. So two thumbs up.) Anyway, I think that most of these questions are equally useful for any fantasy game based around character development. If your character background is coming hard for you some of these might help there also.



Players are advised to answer only those questions which are meaningful to their characters:

Your character is plagued by a recurring dream/nightmare. Describe it.

Your character has need of a horse for a long journey. Describe your steed's size, coloring, build, training and personality.

From your character's point of view, in relation with family (line/tribe/clan whatever), is it better to be loved than feared? Or better feared than loved? Would the answer be different with any other group of people? If so, Who?

What is/was your characters favorite food/drink? What food does your character hate?

Take a Devils Advocate stand. Describe what you (the player) hate about his character. What are the good reasons for other characters to dislike/hate the character? What little, minor bad habit does your character have which would annoy anyone after awhile?

Describe the character's first, or most memorable, love affair. It can be anything from a pre-teen crush, to a long term romance. Be sure to describe the object of your character's affection, along with the changes that your character went through in terms of feeling and thoughts about that person. Who fell for who first? How did it all end? How does everyone, including you, your lover, rivals, parents, friends, observers, feel about it now?

How would your character describe the perfect death?

What was your character like at the age of 10 (5th grade)? Was he a wimp, bully, nerd, snitch or klutz? Popular or not?

Did your character ever have a pet? What kind? Where is it now, or what happened to it?

What would your character describe as greater evil, Murder of a mortal, or maiming of a supernatural of his type?

What would provoke you to murder a mortal? A lie? Insult? Attack? A crime against a friend? Nothing?

How would your characters father, mother and/or sire describe the character?

Describe your characters personal bedroom or suite. Describe the various rooms. What is the style of the furniture? Does your character have a favorite reading spot? Or a favorite chair?

Where does your character get the laundry done?

Everybody has some little item that they regard as somehow sacred. A piece of clothing, a memento of some event, whatever. What is your character's sacred item? Tell the story of how your character found it, or why it came to be so important.

A relative, who you respect but do not fear, has repeatedly treated you as an inferior, giving you orders instead of making requests, and criticizing you in front of others. What would you do? If you had to explain your actions, what would you say?

Your character is the butt of a practical joke. Would the character see the humor in it? Would your character get even?

Would getting even mean another joke, or something else?

Describe a personals ad that your character might post in the classified section.

To your character, does revenge mean: 1 "an eye for an eye", 2 "repayment with interest", 3 "the only good enemy is a dead enemy" or something else? Would your character seek vengeance immediately, or wait for the perfect place and time?

What emotions does your character express in public? Sorrow? Anger? Sadness? Humor? Joy?

You have been badly hurt in a recent adventure, which ended in your victory but destroyed your objectives. You have several weeks for a vacation, but you only wish to travel once. Where would you take your vacation and how would you spend it?

You find yourself in need of an assassin spirit from the deep umbra. It can take any form you request, and will be something of a calling card. How would you like it to look? Are there any particular powers, attributes or qualities that such a thing would have?

What if your character could ask a single question of his Antediluvian/patron Incarna spirit/whatever? What would be the question? Would there be someone else you would rather ask a question?

Describe the character's first battle, first hunt, or first killing of another person. Make it as vivid as possible, including your age, training and inexperience, + details of the surroundings (weather, terrain, uniforms/clothing on self and others).

Describe your character's voice. Does he speak with formality? Casually? Are there favorite expressions or curses? Ω



The Story of Creation

as told by Raven Misdancer of clan Gangrel

The cloudless light of the full moon Gives a spiritual warning for the commuter.

Yet I did not see, Vigilant as I was for Raven.

For three of your hours I waited, And finally Raven did appear to me. I went with him that night, And he taught me to fly.

While my spirit was in this way occupied, My body was unprotected. A stranger saw me in the night, And sensed my strong spirit.

She was a very old spirit, One whose body was attuned to the earth. From where I was I saw her soul, Dark and sad with hope as the shell.

She walked with wolf, And Crow was her guide. Speaking to the spirits as friends, Her appearance drawing nearer.

Her physical body was beautiful,
 Long flowing hair of the blackest
 night.
 She was surrounded by animals,
 And spoke with them at length.

 I awoke at her touch,
 But I could not break the contact.
 She leaned over me then,
 And whispered the promise of
 eternal life.

 She took me then,
 Into joy everlasting.
 Except it wasn't eternal,
 But over all too quick.

 When I awoke,
 There was a pain beyond measure.
 A large fallen whalsu waited,
 And I was drawn to him.

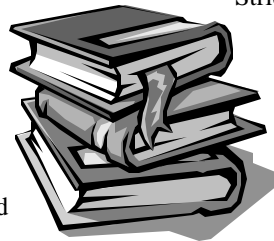
 I opened my mouth as I leaned
 towards him,
 And clamped onto his life vein.
 His life force flowed into my open
 maw,
 And I was sated.

 On the third full moon of the 6573rd
 lunar year,
 I became one of the Devahii,
 One of the life takers,
 A Vampire.

What your character REALLY knows....

Part 2
By Chris Simpson

Hello everyone, it's time for the second installment of the Lores series. This time I have some relatively good news about the Lores that are officially sanctioned for play. Rob Fowler, who is the SA for the Toreador clan, sent this to the ST-Circle list. I have listed the officially sanctioned lores below:



Cam/Anarch Venue-

Fully Sanctioned Lores:

- Kindred, Camarilla, Sabbat (already on the national site)
- Clans: Caitiff, Followers of Set, Gangrel, Toreador, and Tremere

Not yet Sanctioned, but written:

- Anarch
- Clans: Brujah, Malkavian, Nosferatu, Ventrue

Not yet written:

- Clans: Daughter of Cacophony, Giovanni, Ravnos, Salubri, and Samedi

Garou Venue-

Fully Sanctioned Lores:

- Tribes: Ananasi

Written, but not yet sanctioned:

- Tribes: Bone Gnawer, Fianna, Get of Fenris, Glass Walkers

Not yet written:

- General: Garou, Spirit, Wyrn, Umbral, and Weaver
- Tribes: All other Bete, Black Furies, Children of Gaia, Red Talons, Shadow Lords, Silent Striders, Silver Fangs, Stargazers, Uktena, Wendigo

Sabbat Venue-

Fully Sanctioned Lores:

- General: Kindred (Same as Cam/Anarch), Sabbat
- Clans: Lasombra No other lores for Sabbat exist

Other Venues-

As best I've learned, there are no lores at all for the Changeling, Wraith and Mortals Venues.

This month I will be including Kindred Lore. Fortunately, this is one of the officially sanctioned lores that are listed. What this means to you is that you can actually use the lores as they are listed on the website or in this article. Hopefully, all of the lores that are on the various websites will eventually become sanctioned for play as well. What follows is taken from the Camarilla website, and can be found in the Members section under Lore Information.

KINDRED LORE

Kindred Lore represents what a character knows about the Jyhad, Inconnu, Antediluvians, Caine, the Book of Nod, Gehenna, and many other Kindred secrets. While low and moderate levels of this lore can be useful if not necessary for Kindred, the possession of this lore beyond x3 has an increasingly significant effect

on your character. The character will not only will know more of the true and terrifying secrets but also will be increasingly more concerned (paranoid) of events around them. Knowledge at these levels is rarely spoken or written. Characters who reveal these secrets know at these levels should be careful; remember, the ears of eldest are everywhere. Knowledge of the great secrets are ones that can get your character killed. Finally, if you start speaking of these secrets, the average Kindred is likely to consider you obsessed, mad, or something even worse.

X 1: But a Whelp

- Basic understanding of the necessities (blood) and the banes (fire, sunlight, and wooden stake) of a vampire's existence;
- Caine was the first;
- Power comes from the blood, depending on one's distance from Caine;
- Elders often say that they are owed loyalty due to their closeness to Caine;
- Some say Kindred war among themselves, for various reasons;
- Rough knowledge of those clans they most commonly encounter; Some say the world will come to an end when the eldest awake-- yeah right, whatever . . .
- Know many common Kindred specific terms.

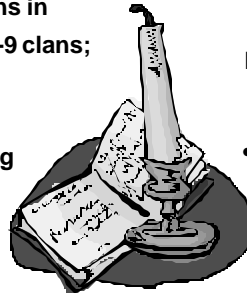
X 2: Still Mostly Unfamiliar

- Knows of the existence of the Camarilla, Sabbat, and Anarch sects.
- Has heard the rumor that Elders war against each other through their Childer, and this may or may not be believed;

May have heard a few scraps of prophesy either about the First days or Gehenna from the Book of Nod. Probably hasn't read anything though;

- Understands the Embrace, Blood Bond, Diablerie;
- Can give short descriptions (equal to the descriptions in Laws of the Night) for 7-9 clans;

May have heard vague rumors about something called Golconda.



X 3: Broad Familiarity with the Legends

- Can name the 13 clans and knows the V: TM, V: PG, and S: PG descriptions;
- Has a basic understanding of the ten primary Disciplines (Animalism, Auspex, Dominate, Fortitude, Obfuscate, Protean, Presence, Potence, Thaumaturgy)--think general overview but not detailed V: TM write-ups;
- Can identify which clans naturally possess these ten disciplines;
- May have heard rumors about one of the rare clan-specific disciplines (Chimerstry, Necromancy, Obtenebration,

Quietus, Serpentis, and Vicissitude);

- Has heard of the Book of Nod, possibly seen a page or two;
- Knows several of the legends of the First Days or Gehenna;
- Has a rough knowledge of major events in Cainite History, such as the First City, Second City, Carthage, Anarch Rebellion, Founding of the Camarilla and Sabbat, etc.;
- Can recognize names of many major vampires currently active and make a guess as to what city they live in;

Knows many of the old terms and their meanings;

- Can name a couple of the Antediluvians;
- Has heard rumors of the Inconnu;

- May know something about Golconda;
- Understands the traditions surrounding Elysium.

X 4: Knows a Few of the Great Secrets (DST Approval)

- Basic knowledge of the minor bloodlines;
- Can name many Antediluvians and many of the major Methuselahs-- may know some vague legends about them;
- Probably read significant passages from the Book of Nod;
- Knows many of the legends of the First Days and the Signs of Gehenna;

- Has a vague understanding of what the Inconnu are;
- Has heard of Anarch Curses;
- Knowledge of a few of the Elder powers available in the ten primary Disciplines (Expert Disciplines)--again think general description not detailed write-ups.
- Knows the Commandments of Caine;

X 5: What the Elders Keep to Themselves (RST Approval)

- Detailed knowledge of Kindred history (this knowledge will likely be slanted from the Kindred's own background);
- Basic knowledge of the disciplines available to the minor bloodlines;
- Know the legends surrounding the Diablerie of the Antediluvians (Saulot, Brujah, and Cappadocius);
- Has probably seen the equivalent to a full copy of the Book of Nod (although several drastically different versions exist);
- Knows many of the common interpretations of the First Days and Signs of Gehenna;
- Knows some general details about the Jyhad and who the some of the real players are;
- Can see the hidden meanings in day-to-day Kindred politics.



X 6: What the Wisest of the Elders Suspect (RST Approval)

- Probably a player (although minor) in the Jyhad and have learned enough to survive (up to now);
- Experience with Cainite society is likely to be more accurately measured in millennia rather than mere centuries;
- When Gehenna comes, will likely read the signs properly;
- A working familiarity with several editions, variaora, and translations of the Book of Nod as well as some other apocryphal writings.

X 7 What Servants of the Antediluvians Fear (NST Approval)

- Whose pawn they are;
- Both the day and the hour;
- The whispered voice in their dreams;
- Some of the real reasons behind the Jyhad;
- Seeing a large portion of the "Great Game";
- Knowing enough to make moves on it;
- Being compelled to make them;
- Having suspicions where an Antediluvian sleeps;
- Catching themselves thinking of the Book of Nod as a "Now-I-Can-Read" book.

Hopefully, I will be able to continue this series with the Lores that are already sanctioned (from the list included

Friend Poem

For those that are tired of the usual "friend" poems,.....finally a touch of truth!

When you are sad.....
I will get you drunk and help you plot revenge against the scum-sucking bastard who made you sad.

When you are scared.....
I will laugh at you and tease you about it every chance I get.

When you are worried.....
I will tell you how much worse it could be and to quit complaining.

When you are confused.....
I will use little words to explain it to your dumb ass.

When you are sick.....
I will hold your hair while you pray homage to the porcelain god.

When you fall.....
I will point and laugh at your clumsy ass.

This is my oath.....
I pledge 'til the end.

Why you may ask?.....
Because you are my friend.

earlier) on the website. Remember that you can learn one free Lore per month, as long as you have a teacher. You have to inform me of the teacher, contact info (if out of our domain), and the Lore type you are learning. Send this over the website as an Experience Expenditure, but spending 0 XP. If a higher approval is required, I may ask for more info. If anyone has any questions about lores, feel free to contact me.

Well, that's all I've got for now. See you guys next month. Ω

Character Backgrounds

By Winn Keathley, DST



OK, we **NEED** character backgrounds for most members of the domain. Starting on the 14th of this month (November), any character who has not submitted at least a minimal background, including year of birth, city of mortal residence, mortal occupation, year and nature of embrace/

metamorphoses/ chrysalis, and bare bones sketch of where and

what you have done since then, may be **REFUSED** the **ABILITY** to **PLAY** at

ANY GAME on the discretion of the ST. You can't legally take your character to a travel game without a character history sketch, and you can't do it here either. Any character who does not have at least this info on file within a month of his creation can be de-sanctioned at the discretion of your CST, with my strong support. New or

visiting players will be given a little leniency, but this isn't hard.

On the other hand, writing a **GOOD** character background, one which explains your character's motivations and major characteristics (like virtues, flaws and abilities), which helps us fit you into the game continuity and, incidentally, make the game more meaningful for you, can **EARN YOU EXP**. It also helps you as a player enjoy the character more. Go to the Character-double-blind exchange on the Cam website and find someone to be your sire, or the Garou who found you after the metamorphoses, or whatever.

You will enjoy the global game more, and will have plots more relevant than: oh great, another Sabbat attack.

Help us make the game better for you. Ω

Dark River Society

DST Corner

By Winn Keathley

First, I would like to thank everyone, and especially the storyteller staff, for the honor of being the new DST. I want to explain what my priorities are for this position, and mention a few changes which we decided upon in the ST Council meeting on Wednesday.

Simply put, I feel that I have three primary roles as DST. They are:

1. To serve as the players voice and contact point with the regional ST hierarchy for special approvals and rules clarifications.

2. To promote strong ties with surrounding areas, in order to encourage regional and sub-regional play. I think Ian has done a wonderful job setting up his chapter, and I think that Daniel and Brad aren't too far away. Probably the biggest selling point of the cam is the global game, and we want those chapters to be able to use us to improve their recruitment and retention. Likewise, one of the biggest fears of starting chapters is that they will be immediately stepped on by some giant elder from a nearby domain. This is an IC and OOC issue, and I take it very seriously.

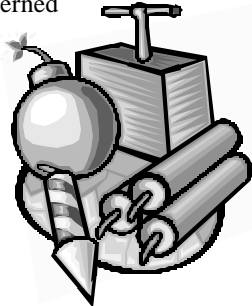
3. To improve coordination between the various members of our local ST staff, encouraging communication and cross-venue plots. We will be working on improving this element of the game, which has perhaps been underemphasized in the past.

On Wednesday, we made several decisions as ST's which may affect you as players. I would not mind feedback on some of them, and they are things that the players have a right to know. I will explain the reasons behind any of these points if asked, but here for convenience will merely list them:

1. If an ST makes a rules call, you get one (1) question during the game.

Additional questions or arguments can be saved for a convenient time afterwards.

- 2. Games should be posted with a start and end time. Scenes occurring after the end time will be soft role-play ONLY unless all concerned players and narrators consent. If you have to kill someone after the end time, let them know that the scene may involve challenges, and all characters involved will be turned in to the ST for the scene to occur at the nearest convenient time.
- 3. STs will not play PCs in games which they run. In the event that this is unavoidable, they can hand off the game to an AST or another ST for the duration of the time that they are in play, but if you are IC, you are not running the game.
- 4. Players will have some limits set on playing more than one character in a night. To do so will require ST approval (DST if present, otherwise CST), and that approval will require a good reason. Answering brief phone calls with the other character is acceptable, but he/she is generally busy or out of town, and prevented from appearing on that evening. Characters being



summoned may or may not be an exception, depending on ST ruling. Again, if you have a good REASON why you need to play two characters, it is possible, but be prepared.

- 5. In the event that the ST's feel that a clan is heavily over represented in Nashville, or if you have previously played a character in a certain clan which was JUST killed or retired, and wish to build the next character of the same clan, those characters may be more carefully monitored by the approving ST. These are circumstances which can be or can be seen to be cheesy or abusive, and we will look at such characters at a more thorough level than just making sure the points add up. Remember the CST can refuse to approve ANY character for any reason which he feels to be justified. As before, this is not saying that you can't build that 12th Tremere, or your 4th Ventrue in a row, only that we will expect to see some good background and reasons why you want to play that character & why that character is beneficial to the game. Fair warning. Ω

Fair Warning

Influence action report: You took no actions last month. Your Underworld Influence has fallen to level 2. Health Influence has fallen to 0.

Does that sound like the influence report that you want to get?

I just thought for the sake of courtesy and game play that I should mention a brief fact to Nashville players. In the month of October I received exactly 3 characters influence actions. One of those was mine. All were from STs. All were from characters who were doing influence actions before the players became STs. Some of them located the influence of other players. They are ready and able to grow at the expense of others, which is the vampire way. Players who do not defend their assets may lose them.

Because the players involved theoretically have some access to the relative influences of the characters of other, influentially inactive players, I just thought I should mention that ignoring influence actions has consequences, before accusations of unfairness could be made. Otherwise, no warning would be given. Ω

Winn Keathley

DST

Arcadian Nights

Coordinator News

By Road Heichelbech

Everyday I get up and go to a job that I don't like to work with people

that I don't care for, and then on the weekends I have the privilege of being able to be with people who I consider to be my friends, and relax by larping. Well, recently I have had an eye opener, more of a re-opener you could say, and I

have been reminded of just how little time we all have on this earth and with each other. Even though I hate being near my family, I still miss them, and unfortunately am about to lose a dear family member, but, there is also my

sister, who I don't especially get along with, yet she still is family. She was recently in a wreck, and was fortunate enough to survive the wreck with just a broken foot. It has made me reflect on how much she and I have bickered and fought over the past 20 some years. And that has also made me reflect on the past month in the cam. We are all friends in this group, and lately, I have been hearing some upset voices, and that troubles me. Even though we have resolved these issues, I'm sure that there will be more. Because of some of the bickering and harsh feelings that we have for some, we are losing fellow members. It's not something that I am proud of to say. I don't like the fact that I don't get along with my sister, but I leave it up to her. I cannot force my sister to like me, just like I cannot force anyone else to like me. I just would like to ask that we all respect each other, and take time to listen to one another. Ω

From the VST of Changeling

By Brad Heichelbech

Allow me to state, I believe we set a record this past month on the fewest number of people to show up for a scheduled game that was not to be canceled due to weather. Counting Simone (who was not playing) and myself, we had a grand total of 4 people present at that game. Winn arrived far later, but I'll give credit to, he did try to make it.

What does this mean? It means our Venues are lacking in members. Come on people, at least attend one game of Changeling, see how the game runs, and

then if you don't like it, I won't whine and complain. That sound like a good plan to you guys? Surely if you can manage to make it to our 8 Kindred games, 2 garou games, and umpteen socials all in one month, you could spare a few hours one Saturday afternoon for Changeling.

If you do this, here is what I will promise. You will see the darker side of dreams. Sure, Changelings are creatures from "Fairy Tales" but even these have a darker side. It doesn't have to be a cute lovable Pooka, a brave noble Troll, a wise valiant Sidhe, and the like. I'd allow, even prefer the darker sides such as a psychotic Pooka, a twisted vengeful Troll, an evil tyrant Sidhe, and any other evil ideas that you can think of.

Anyone who is interested, PLEASE, get in touch with me about creating a character. Even if it's just to come to one game and decide at the end you don't like it. Ok, someone else can have the soapbox now. Ω



ST Corner

By JT Talley

Hey, guess what my character's doing now!

Or

How to know when you game too much.

Well, this is my first, and last, ST gripe session... I mean... uh... ST corner. ☺

I suppose that for me, I'll talk about something that can affect us all, getting to involved in a game. Now I know most of you will say "Dude," 'cause we all say it. You'll say "Dude, I know when to stop. I got it under control." Seems strange when you read it though, eh?

I think what made me realize that I was way to involved in the game really came from a lot of areas. I started to refer to the characters as me or I. While at work I'd plot and scheme for the upcoming game or downtime reports. I let myself become something I was not, so I fit in better with the other players. And lastly, I realized (after I was hit over the head with it repeatedly) that I was neglecting my family for the game.

Now I know some of you don't get along with your families or have many friends that don't at least game on the side. This doesn't mean that the game should be all consuming.

Hey, don't think that I'm telling ya'll not to game or to quit like I did. What I am saying is that even if you game, you should keep it in perspective. Hang out with the fam, peeps that don't game, stuff like that. I think the non Cam socials are a great step towards this.

Keep it up, and don't make the game a way of life. I love you all, and wouldn't trade my memories with you for the world. I'll try and keep in touch. Most of you still have my number. ☺ Ω

Rumors and Quotes

.
 .
 .
 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

The Tremere Harpy of Cookeville is actually an Anarch. Have the Cookeville Tremere decided to leave the Camarilla?



First most of the Gangrel vanish,
 Now all the Nosferatu have gone away?
 Is something going on that our dear prince should know about?

Kindred Quotes

“I was just swinging my sword around and the Prince of Cookeville walked right into it...I felt really bad about that.”

OOC: Jason Smith, discussing after game on the possibility of Markov "accidentally" killing RJ.

November 2000 Schedule

Sun	Mon	Tues	Wed	Thur	Fri	Sat
			1	2	3 7:00 pm Camarilla Social - Costume Party @ Paula's	4 12:00 pm Garou Game
5	6	7	8	9	10 7:00 pm Troup Game	11 12:00 pm Mortal Game 7:00 pm Kindred Game (Cookeville Kindred Game)
12	13	14	15	16	17 6:00 pm Kindred Game in Murfreesboro	18 12:00 pm Changeling game 5:00pm Recruitment Drive (Cookeville Kindred Game)
19	20	21	22	23 Thanksgiving Day	24 7:00 pm Kindred Game	25 4:00pm Domain Meeting 5:00pm Garou Game
26	27	28	29	30		

Your elected Officers

Dark River Society

Paula Watt	Domain Coordinator (DC)
Adam Steinberg	Assistant Domain Coordinator (ADC)
Winn Keathley	Domain Storyteller (DST)
Daniel Wair	Assistant Domain Storyteller (ADST)

Arcadian Nights

Road Heichelbech	Chapter Coordinator (CC)
Ian Harris	Assistant Chapter Coordinator (ACC)
Brad Heichelbech	Chapter Storyteller (CST)
Brad Thompson	Assistant Chapter Storyteller (ACST)

Days of Bitter Rage

Anton Andreev	Chapter Coordinator (CC)
Mara Bissell	Assistant Chapter Coordinator (ACC)
Chris Simpson	Chapter Storyteller (CST)
Cricket Whitaker	Venue Storyteller (Garou)

Dark River Society

Contact List

November 2000

Name	Phone	E-mail	Chap
Adam Doochin	665-9866	jasterryn@aol.com	AN
Adam Steinberg	826-5565	quigonjew@yahoo.com	AN
Amy Long	403-3526	somajade@hotmail.com	DBR
Anton Andreev	833-4237 (no vamp)	Andreev_anton@hotmail.com	DBR
Brad Heichelbech	333-7958	ishmael_riehart@hotmail.com	AN
Brad Thompson (Raven)	898-4098 (temp)	DRS_raven@hotmail.com	AN
Chris Simpson	832-0767	NipRoller@yahoo.com	DBR
Crystal Whitaker (Cricket)	356-3305	CamCricket@hotmail.com	DBR
Daniel Wair	898-4098 (school), (931) 582-8332	vincinius@yahoo.com	DBR
Glen Collins	268-8662	diemos_1@hotmail.com	AN
J.T. Talley	320-7387	OracleNos@aol.com	AN
James Fox	799-6015, 799-1772	NealChrisman@hotmail.com	DBR
Jason Smith	356-3305	darkriversociety@hotmail.com	AN
Jason West	255-7072	Blacky_Cassidy@hotmail.com	DBR
Jeff Carlton	354-5584	Orson_scott@hotmail.com	DBR
Kay Adams	826-5565	nka522@yahoo.com	AN
Liz Ash	353-9675	countescarmilla@hotmail.com	DBR
Mara Bissell	421-9467 (school), 370-0461 (no vamp)	anubis_23@hotmail.com	DBR
Mike Brooks	874-2190 (apt.)	rohanprincebruce@hotmail.com	DBR
Nissa Murdock	217-1752 (apt.), 269-9616 (parents)	nbm2a@frank.mt.su.edu	DBR
Paula Watt	884-1193	DarkRiverSociety_CC@hotmail.com	DBR
Road Heichelbech	333-7958	roadc@hotmail.com	AN
Ryan Holdbrooks	453-2890	inethrino@mindspring.com	AN
Ryan Sprague	354-5584	coyotemanitou@hotmail.com	DBR
Sam Wolf	(901) 452-0929	sirefire@hotmail.com	DBR
Scott Renkes	352-4345 (home)	Renkes@hotmail.com	AN
Stretch Scholz	568-2852	n/a	AN
Travis Abston	354-5584	freakbass@hotmail.com	DBR
Winn Keathley	385-7042 (apt.)	ventruescholar@hotmail.com	AN
Undercurrents		Undercurrents_1@hotmail.com	
DRS Mailing list		darkriver@egroups.com	

AN Coordinator	cc_arcadiannights@hotmail.com
AN Storyteller	arcadiannights@yahoo.com
DBR Coordinator	dbr_cc@hotmail.com
DBR Storyteller	dbr_cst@yahoo.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 with no area code are (615)



The Dark River Society
4245 Chesney Glen Dr
Hermitage, TN 37076-4433

Affix postage here.
Post office will not
deliver mail without
postage

ADDRESS CORRECTION REQUESTED

Subscriber Name
Number Street Address
City, State Postal Code

