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# Undercurrents

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January/February 2001  
Volume 2, Issue 9

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## Inside this Issue

- 1** What's New?  
News from the DC
- 2** DST Corner  
Communication
- 3** A Close Call
- 4** The Basics of Changeling  
New AN Sigil
- 5** What your character *really*  
knows (part 3)
- 7** Member Class table
- 8** Rumors and Quotes
- 9** February Schedule
- 10** Contact List

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

## What's New?

By Paula Watt

Welcome to another edition of the Undercurrents. The holiday season has been busy for all of us, and last couple of months have flown by. We have a new and exciting issue.

We have a lot of new articles in this issue, including: The third in the Lores series by Chris, an introduction to Changeling by Brad H, several humorous inserts, two articles from the DST, more rumors and quotes, and the new Arcadian Nights Sigil. Ω

## News from the DC

By Paula Watt



Hi everyone,

This has been a rough couple of months for many of us. Along with the stress of the holidays, we've had a lot of turnover of the officers in Days of Bitter Rage. Real life once again takes precedence over the Cam (as it should).

On the Domain level, we have a new fundraising idea, proposed by Adam Steinberg. He has donated a complete set of 2<sup>nd</sup> edition clan books. Raffle tickets will be sold at every game, for the price of \$1 apiece. All money collected goes to the Domain funds. At the end of the month, we'll draw a ticket and the winner receives the clan books. It'll be fun, so save up your dollars and buy as many tickets as you'd like. If this goes well, we'll start offering a similar raffle on a monthly basis.

I'd also like to address the issue of Communication, although Winn's article later in the newsletter describes things from an ST perspective.

We had an emotionally charged meeting last month, where members voiced concerns they were having with the ST staff. This in itself is fine and good, the problem being that the STs had no idea anyone was unhappy until just before the meeting. The concerns were discussed at length among the people who were concerned, but no one mentioned anything to the STs until it had escalated to an emotionally charged level.

Please, everyone make an effort to not let this happen again. Make an effort to communicate in a courteous manner, and offer constructive criticism.

I consider it every officer's duty to treat everyone fairly, even if they don't personally like you or the things you say and do. Not to say that there's anyone in the Cam that I dislike, but not everyone will always get along. We've been seeing a lot of this lately, and it concerns me. Communicate.

In closing, words from some famous dead guys:

"Never shall I forget the days I spent with you. Continue to be my friend, as you will always find me yours."

- Ludwig van Beethoven

"Do not use a hatchet to remove a fly from your friend's forehead."

- Chinese Proverb Ω

# Dark River Society

## DST Corner

By Winn Keathley

### ADST, Influences/DTRs, and stuff.

As Daniel is now empowered to run games as VST (cam/anarch) for the Arcadian Nights chapter, I no longer need to prop up his ST authority by maintaining him as ADST.

Ergo, I currently have no ADST. While I have heard more than one qualified applicant request the post, I don't really feel that I need one unless the Influence actions or downtime reports become overwhelming. (and ya'll are doing way better on both, so it could happen. Great job guys!).

Side note on influences/DTR's. I typically do them around the end of the month, all at once (more or less). This means that turnaround times will generally depend on when you turn them in. If I don't, and do them in multiple waves (as I did in Nov), I forget the first set of actions when processing the second set (sorry Anton, my fault). If you do not get some kind of reply (like actions noted 1 exp) by the beginning of the next month, it wouldn't hurt to remind me.

Also, now that these are flowing regularly, I do not necessarily have the ability to call up details from any of them without checking my records. Questions like "did you read my downtime report", will receive more vague answers than "did you read my downtime report where I explained how I was diablerizing the Baali methuselah" or some other specific reference.

Finally, as per rules, all DST approvals go through CST first. I have no list of things I will never approve, individual approvals are based mostly on background, CST recommendation and number of similar critters in city. Asking me "Will you approve a Ravnos character?" is a waste of time. Asking me at a non cam event is even more of a waste of time. Ω

Thanks  
Winn Keathley  
DST Lev:4 Align:LE  
9706-061

## Communication

By Winn Keathley

It has become apparent in the last week or so that there have been some gaps in communication between the some of the players and the storytellers. On Sunday the 10th we made some efforts to correct some of that problem. It is in attempt to further that effort that I write this.

Storytellers are here for you. We work for our chapters and the domain and enjoyment of the game in general. We have more enjoyable things to do with our time. I spend probably 10-15 hours a week working on different aspects of my DST position. I know Brad and Chris spend a bunch of time also. (it is hard to measure, because apart from the reports a lot of it is phone calls and email requests, so it is in a bunch of little pieces, but anyway...) In exchange we get a loaned member class. I think Brad and Chris are both either MC 4 or pretty close to it. I am MC 5, so I get 5 exp and the ability to make 9th

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*And now, for something completely different*

Peasant: And who are you? \*

RST: I am your RST! \*

Peasant: I didn't vote for you.

RST: You don't VOTE for RST

Peasant: Well how do you become RST?

RST: The NST, his arm clad in purest shimmering samite, gave me this sword Excalibur...

Moral: Supreme executive power comes from a mandate from the masses, not some farcical aquatic ceremony! Strange men distributing swords is no basis for a system of government! If I went around calling myself RST because some moistened blink lobbed a scimitar at me, they'd put me away! Ω

(\* Added by the Editor)

generation characters, if I can get them approved by the RST. I promise that Chris would have way more exp on his characters if he were playing in all of the games that he has storytold (not to mention actually being able to play more). I promise I would rather have a 10th gen with 25 exp in play than a 9th gen with 30 sitting on the approvals page. We also get up to 40 prestige per

*A Close Call*

*As told by Brad Heichelbech*

Brad H. explains why he was late to the Chapter Council meeting:

"I got pulled over by a cop on the way here for having a headlight out. I explained to the officer our current situation, with being kicked out of our house overnight, and not having any place to stay and no money, the headlight just wasn't a high priority.

The cop replied, "I'm sorry, I'll have to give you a ticket."

I remember thinking to myself "I wish I had that persuasion retest". I realized that I said it out loud when the cop cocked his head to the side for a moment...and put his hand behind his back.

"OK, throw", he said.

To my amazement, we threw, and I won the challenge. The cop let me off without a ticket. I gave him our phone number and invited him to come play with us sometime.

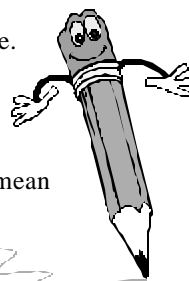
month. There are easier ways to get 40 prestige per month. Trust me on this one.

I did not mention that to say how under-rewarded we are, or to complain about the difficulty of our jobs. I said those things because I think that they point at the fact that every ST is making a sacrifice for the game. We all want a great game. We all want everyone to have fun. None of us joined the cam to

get a power-rush from being an ST. We joined to play, just like you did.

So what is my point? We will not get upset at perceived criticism of our game. We want the players to enjoy themselves. If you feel that the game would be more fun with a certain kind of plots, tell us! Even better would be if you would write the plot out and get prestige for it, but just letting us know how things are going helps us do our jobs. If we hear nothing, we assume all is going well. If you have a concern with a ruling, let us know. Please.

We will make mistakes. We will also make judgment calls which some people perceive as mistakes. This is unavoidable. If you tell us of your concerns we will try to fix the problem. If you don't we may not know that there IS a problem. Every White Wolf fan has a slightly different perception of the universe. Mine will differ from yours. Every ST has a different storytelling style. But that does not mean that as ST's we are uninterested in how the players understand the game to be going. It is important to us.



Sometimes we will not change as a direct result of the complaint. Sometimes we will hold to our decisions because we feel that they are right, or in order to maintain continuity. Matters of personal storytelling style are particularly hard to change, and to an extent there is no right or wrong way, but different players react better to different storytelling styles. We can agree to disagree and still remain friends. We do have the obligation to listen to your points, evaluate them as objectively as we can, and give some explanation of our disagreement.

What we will not do is punish you as a result of this disagreement. Any practice of discipline should be reserved for non-cam events! We will not reject characters because of differences of opinion. I think the only time I would take a player's record into account on approval would be if that player had a documented record of cheating.

Can I say 100% that we view every ST decision with no influence from our personal feelings? No. But we try to. If you think we are exercising bias, let us know. I know that even the suggestion makes me review decisions to try to eliminate it. That is the best we can do.

So don't be afraid to bring concerns to your ST. The more specific you are, and the more clearly you request specific improvements, the easier it will be for us to answer your issues to your satisfaction. We prefer for you to come to us before matters build to a crisis. It saves a lot of time and hard feelings. I think a lot of people learned this on Sunday.

I want to close by thanking the CSTs for their hard work. I personally think that CST is the hardest job in the cam (no offense, Coordinators). It can be much harder storytelling LARPS than tabletop, and sometimes we simply cannot please everyone. They have to make a lot of important decisions, many of them on the spur of the moment, and while in tabletop the ST is always right, in the Camarilla that isn't always true. People rarely go to an officer and say "that was a good rules call". The good ones are assumed, the bad ones invoke criticism. Please take this into account when you are making comments to your ST which may be seen as negative. We don't want to make bad calls. We just want everyone to have an enjoyable experience. I think that Chris especially has run some very enjoyable games, and I personally thank him for it. Ω

# Arcadian Nights

## The Basics of Changeling

By Brad Heichelbech

It seems that there is a large number of people who have little to no clue about the venues that Arcadian Nights is running. Hopefully, this article will help to fix that problem.

The first venue is Changeling. In this venue, you are one of the age old creatures of dreams, the fae. Long ago, when mankind moved from ideas and dreams to science and reason, passage back to the homeland, Arcadia, was barred. After learning the Changeling Way, merging ones fae self with a mortal body, the fae have begun the uphill struggle against banality, the absence of dreams.

- As in all venues, there is a wide variety of Kiths (similar to clans) to play which influence your appearance. Listed below are the more common kiths:
- Boggans - short stout, busy bodies. Kind of like hobbits
- Chlurichan - leprechauns with a weakness for alcohol (DST)
- Eshu - wandering bards and adventurers
- Ghuil-li-dae (its spelled something like that) - the green man from Celtic mythos or dryads. (DST)
- Nockers - tinkers, inventors, evil geniuses
- Pooka - Animal featured, typically tricksters

- Redcap - Pierced, tattooed, etc. Rough tough, rude. They can eat *anything* (cars, metal, ceramic, etc).
- Satyr - Pan. Musicians, deduction experts, sages & sluts.
- Selkie - Water loving types. They long for the sea. Uncommon (DST)
- Sidhe - Leaders & tyrants. The born nobility of the fae (DST)
- Trolls - honor bound, big, blue, tough

Aside from the kith, the other two largest factors are Seeming (how old you are) and Court (Seelie or Unseelie). The Seemings are listed below with some explanation.

- Childling - typically 5-12 years old.

Stronger connection to dreams, but less willpower

- Wilder - typically 13-14 years old. A balance of dreams & will.
- Grump - typically 25+ years old. Less connection to dreams, but more willpower.

Finally, a brief explanation of the Courts.

- Seelie - stereotypically noble, honorable, loyal, caring
- UnSeelie - stereotypically reckless, carefree, cunning

Combine a kith, seeming and court and you have the start of a character. Ω

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*New Sigil for Arcadian Nights*

It's my pleasure to print the official Arcadian Nights sigil. The text in Latin means "First Among Equals". So, without further ado:



# What your character REALLY knows....

## Part 3

By Chris Simpson

Hello all, it's time again for the next installment of my Lore series. It appears that the Lores section on the national website is being updated on a pretty regular basis, so there are new sanctioned lores be added all the time. I know this is welcome news to everyone, including myself. Anyway, on to business. The Lores that I am including in this installment are Anarch and Sabbat. These Lores are relatively short compared to the Camarilla and Kindred Lore, but they are useful nonetheless. With the new Anarch venue in Murfreesboro starting up, and all the Sabbat attacks in Nashville, I thought these might come in handy. Especially to those players who actually have these lores. Please let me know if you would like to see a particular Lore included in this series, because I am running low on general interest Lore categories. I don't intend to include each clan/kith/tribe in this series. That would just create a ridiculously long series with no end in sight. In fact, I am almost done with all of the sanctioned general category lores. Oh well, here we go:



### Anarch Lore

#### **X 1: What a known Anarch would know**

- Understands rep system
- Has heard of the Convention of Thorns
- Knows of the several interpretations of the Edict of Barbs

- Understands the difference between mortal anarchy and Anarch Movement
- Understands how one goes about becoming a brother
- Can make a Static Lore Challenge to determine the rep of another Anarch

#### **X 2: What a proven Anarch would know**

- Knows several interpretations of the Convention of Thorns
- Can name a few of the more well-known gangs and name a few of the more prominent lone wolves
- Knows that Anarchs are divided into factions
- Has probably heard of Danton/Exsanguine
- Has heard of Anarch Curses
- Can make a Static Lore Challenge to determine the gang of another Anarch (or if they are a Lone Wolf)

#### **X 3: What an established Anarch would know**

- Knows basic history of the modern Anarch Movement
- Can identify a few Anarch-held territories
- Can name a number of Anarch gangs
- Can name a number of Lone Wolves
- Understands the different Anarch factions (moderates, terrorists and militants)
- Has heard of Anarch Rituals

- Understands what one Anarch Curses does
- Aware of prominent Anarchs (Andi, Blade, Top, Stryfe, etc.)
- Can make a Static Lore Challenge to determine the faction of another Anarch

#### **X 4: What a studied Anarch would know**

- Knows something about the causes behind the original Anarch Revolt and its history
- Knows about the Golden Age of Piracy
- Can name most Anarch-held territories
- Understands what one Anarch Rituals does
- Understands what all of the Anarch Curses do
- Has heard the legends of the great Anarchs (Galaric, Troile, Caine)
- Can make a Static Lore Challenge to determine the history/background of another Anarch

#### **X 5: What the oldest Anarchs would know.**

- Knows the entire history of the Anarch Movement, past and present
- Knows that the original Anarchs became the Sabbat
- Understands why the Sabbat hate the Anarchs so much
- Understands all of the Anarch Rituals
- Likely present (or at least alive) at the signing of the Convention of Thorns

- May have participated in the original Anarch Revolt
- Can garner rep, gang (or Lone Wolf), faction, and background history of another Anarch without a Challenge

There are no Anarch Lores of level 6 or 7 (the Anarch Movement is primarily a young movement). SA Approval may be required at higher levels, or for non-Anarch characters.

### Sabbat Lore

#### **X 1: What a Newly made Recruit would know:**

- A close-knit group of vampires exist and they're fighting for their freedom;
- The Elders are the enemy;
- Freedom is everything;
- Be loyal to your Brothers and Sisters in the Sabbat, and it is better to die than betray them;
- A basic knowledge of Creation Rites, usually based on direct personal experience--the shovel, the grave, and the cup;
- May have experienced one or two of the Auctoritas Rituals;
- Live with the Beast. Don't fight it.

#### **X 2: What an Initiated Pack-member would know:**

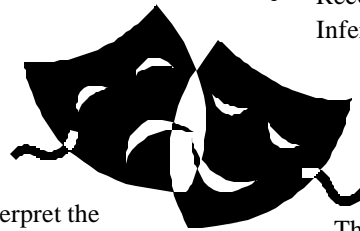
- Basic pack structure and its workings;
- Has heard horror stories of the antediluvians and their lackeys--the Camarilla elders;
- Knowledge of the Viniculum, Monomacy, and many common Auctoritas Rites;

- Freedom of the individual occurs through loyalty to one's Brothers and Sisters;
- Basic knowledge of the Code of Milan (as words only);
- May know of a few other city or nomad packs;
- Has heard frightening rumors of the Black Hand and Sabbat Inquisitors;
- Likely knows basics about one or two Sabbat Paths (usually the one they follow).

#### **X 3: What an established Sabbat member would know:**

- Basic history of the Sabbat;
- Basic Sabbat structure, ideology, and tactics;
- Can identify nearby cities as either Camarilla or Sabbat;
- Name a number of Bishops and Archbishops;
- Has heard of the Loyalist movement;
- How some local leaders interpret the Code of Milan;
- May know basics about many of the Sabbat Paths;
- May have seen/participated in some of the Ignoblis Rites;
- Knows about War Parties and Wyld Hunts. (for more info known, see S:PG 11-24 and 30-36)

- Knows something about the Convention of Thorns;
- May also know many of the Ignoblis Rites;
- Many ways the Code of Milan can be interpreted;
- The many forms of Sabbat justice;
- Knows of the existence of the four Sabbat Revenant Families (Grimaldis, Obertuses, Bratoviches, and Zantosas);
- May have heard vague rumors about one or more of the Sabbat Bloodlines (Ahrimanes, Kiasyd, or Blood Brothers);
- Understands something about the politics within the Sabbat, the principal factions and their goals;
- Has suspicions about Lasombra/Tzimisce politics within the sect;
- Recognize the danger of Infernalists.



Those are all of the lores that I have for now. Currently there is not much sanctioned lore for the Garou venue.

There are a few tribes that have sanctioned lores, but Garou Lore itself is not yet available. As these lores become available, I will try my best to keep you guys updated with these articles. Now that I am no longer CST, I have much more time to browse the web in search of lores and other info. If anyone comes across information on lores that I have not mentioned please let me know. Anyway, I guess that is all for now. See you in the next installment. Ω

#### **X 4 What a Pack Priest or Bishop would know**

- Detailed knowledge of most Auctoritas Rites and how they are conducted;

# Member Class

All members hold a membership title based upon their level of cumulative prestige, as described in the chart below. Membership class also affects the character creation process, as defined in the rules supplements for each Venue. A very active member could advance one membership class about every six months, but on average, advancement time will more than

double after the first year. This schema is intended to keep you inspired and to encourage you to continue participating in the social, charitable, and administrative functions of the club.

The chart below lists the amount and type of prestige required for each member class. All new members start at MC 1, with 0 prestige. The chart also

indicates the minimum generation for kindred characters and the maximum rank for garou characters that you can create at each MC. The Loaned column indicates the MC that a member is loaned when they take an officer position. I'll publish a list of ways to earn prestige in the next issue, or you can always check your Tome for a complete list. Ω

## Membership Class and Prestige Chart

Member Class	Cumulative Prestige	Regional	National	Loaned	Minimum Generation	Max. Starting Rank
1. Associate	0				11 (5 exp)	1 (Cliath)
2. Journeyman	100				11 (10 exp)	1 (Cliath)
3. Artisan	300				11 (15 exp)	1 (Cliath)
4. Contributor	600			CC/CST	10 (20 exp)	2 (Fostern)
5. Sponsor	1000				10 (25 exp)	2 (Fostern)
6. Steward	1500			DC/DST	9 (30 exp)	3 (Adren)
7. Benefactor	2100				9 (35 exp)	3 (Adren)
8. Advocate	2700				9 (40 exp)	3 (Adren)
9. Advisor	3400	100			8 (45 exp)	4 (Athro)
10. Patron	4100	300		RC/RST	8 (50 exp)	4 (Athro)
11. Mentor	4800	600			8 (55 exp)	4 (Athro)
12. Luminary	5400	900	100	BoD	7 (60 exp)	5 (Elder)
13. Executive	6100	1200	300		7 (65 exp)	5 (Elder)
14. Fellow	6900	1500	800		6 (70 exp)	5 (Elder)
15. Trustee	BoD Approval				6 (75 exp)	5 (Elder)

# 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 Nos are working with the Sabbat to take over Nashville.



No, the Nos were all killed by the Sabbat during their take-over of the sewers.

Beware of Demon children hurling green balefire in North Nashville.

Peter, the Gangrel who is rumored to be killed by the Sabbat, was abandoned in the sewers with the hope that the Sabbat would pause in their pursuit.

No, Peter sacrificed himself defending the rest of the Court members.

The last party hosted by Toreador Countess Carmilla was really a trap for the Sabbat. They didn't take the bait.

No, the party was an attempt to get us all together to be easily slaughtered by the Sabbat forces.

The Sabbat hordes are actually under the control of Odinseeker, ex-false-prince of Chattanooga, who managed to elude his pursuers.

The Tremere have been strangely silent lately. What are they up to now?

Come to think of it, the Malks and Ventrue have been silent also. Did the Tremere do away with them? Perhaps it is a new and treacherous alliance?

The current American and Russian Brujah plan to continue efforts to take over the rest of the city, as evidenced by recent proof of Nicholi's plotting.

The recent gang wars in Brujah territory are additional proof of their greedy intent.

Caitiff around the country have recently experienced a sense of weakness and loss.

There is an informant in our midst - How else would a Mortal just "wander" into a remotely located Kindred gathering? Perhaps he was tipped off...

Ellie Jones, Bill Jones and Anubis Jones are all related.

The Tremere are behind the recent strange weather. Is this some new sinister plot?

The wave of new Ventrue is part of some larger clan scheme.

The Gangrel of the Nashville are all anarchs, and D'Lyons was part of the original Anarch revolt.

No, the Gangrel of the city are infiltrating the anarchs, and D'Lyons helped to defeat the original Anarch revolt.

New Nosferatu have entered the city in the wake of

the Sabbat attack.

Max has an army of hidden Malkavians descended from the Librarian at his command. But to what end?

## Kindred Quotes

"Have you ever heard the phrase 'Let the Wookie win'? The ST is always the Wookiee."

- Jay's OOC response to Liz's bothering Chris

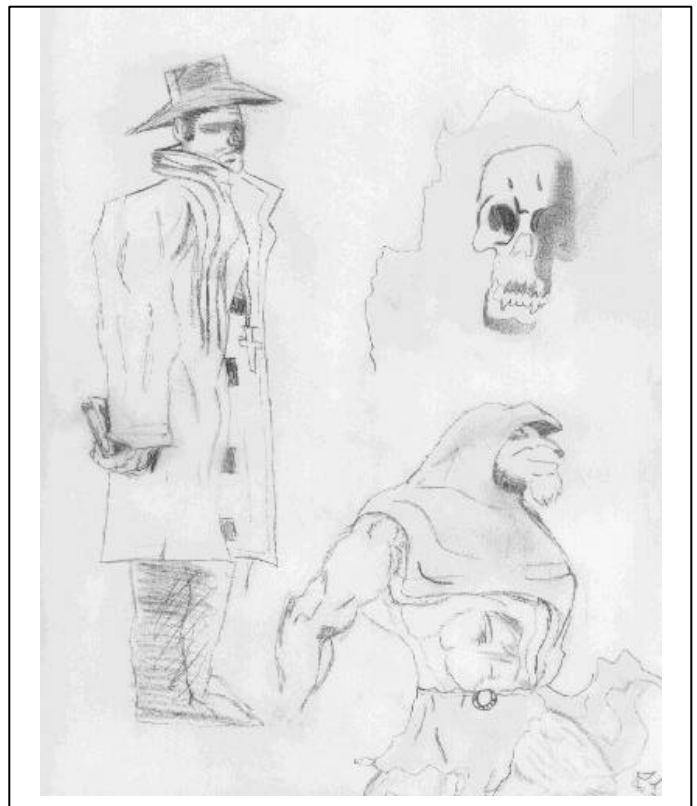
"Fuck you, clown, fuck you!"

- Max at the conclusion of long ass story told during court.

## Garou Rumors

Sandor Zarrini slept with the Chief of police's mistress, then used her key to rob his house.

Funco Toys are toxic.





# February 2001 Schedule

Sun	Mon	Tues	Wed	Thur	Fri	Sat
				1	2 Camarilla Social (Movie: Shadow of the Vampire)	3 5:00 pm Chapter Meetings 7:00 pm Kindred Game (7pm Cookeville Game)
4	5	6	7	8	9 7:00 pm Kindred Anarch Game in Murfreesboro	10 2:00 pm Garou Game 7:00 pm Kindred Game
11	12	13	14	15	16 (7pm Cookeville Game)	17 (6 pm Chattanooga game Note: Eastern Time)
18	19	20	21 7:30 pm Chapter/ST Council Meeting	22	23 7:00 pm Kindred Anarch Game in Murfreesboro (7pm Cookeville Game)	24 3:00 pm Domain Meeting 5:00 pm Garou Game
25 2:00 pm Changeling Game	26	27	28			

## *Your elected Officers*

### **Dark River Society**

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

### **Arcadian Nights**

Adam Steinberg	Chapter Coordinator (CC)
	Assistant Chapter Coordinator (ACC)
Daniel Wair	Chapter Storyteller (CST)
Brad Thompson	Assistant Chapter Storyteller (ACST)

### **Days of Bitter Rage**

Liz Ash	Chapter Coordinator (CC)
Crystal Smith	Assistant Chapter Coordinator (ACC)
Travis Abston	Chapter Storyteller (CST)
Anton Andreev	Assistant Chapter Storyteller (ACST)

# Dark River Society

## Contact List

### February 2001

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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  
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