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

Undercurrents

What's New?

By Paula Watt

Hello loyal Undercurrents readers,

This month we have a few less serious articles, a poem submitted by Brad Heichelbech, the Fianna's Song submitted by Adam Steinberg, and a convenient listing of the different ways to earn prestige. This is the second part of the article I wrote last month about MC class. The March schedule and updated contact list are also included, along with the usual listing of officers and how to get in touch with them. Ω

News from the DC

By Paula Watt, DC

Hi everyone,

We had a very productive Domain meeting in late February, thank you to everyone who participated. One of the issues we discussed and voted on was the institution of a mandatory donation. This idea has been tossed around for over a year, and in the past I've been concerned about the members who don't have very much cash. The Domain decided that we want to host some bigger events, perhaps a convention or the like, and for that we need funds.

I would like to make it clear that I don't have strong opinions on the matter of charging for play, but I do intent to see that whatever the Domain decides is enforced. I want to make sure the rule

is applied in a uniform and fair manner. I know some members have issues with this decision, and I'd encourage those people to bring the topic up for discussion at the next Domain meeting. Until then, the decision stands as is..

We voted and approved a mandatory \$1 monetary donation or donation to the featured charity in order to gain XP for games. This does not apply to out of town visitors and was effective March 1st, 2001. All money will go into the Domain fund. If you decide to donate to the featured charity (Happy Tales this month), you can claim prestige for these items. Note that as always, you cannot receive prestige for donating money. If anyone is anticipating having trouble coming up with \$1 per game, this is a way to allow people to donate rather than pay.

At the last chapter council meeting, the coordinators voted to consolidate all the money into one Domain fund, rather than having three separate accounts.

We sold 72 raffle tickets for the 13 clan books, and held the drawing at the end of the Domain meeting. Congratulations to Chris Simpson for winning. The next items up for raffle are a hard cover copy of the new Garou TT book (very nice). Adam Steinberg has stated that if we can surpass last month's number of tickets sold, he'll also throw in a hardcover limited edition Garou book that includes a book on the artwork of Garou. These are very nice prizes. Raffle tickets are \$1 apiece and will be on sale until the domain meeting at the end of March. Ω

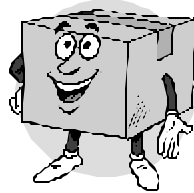


Dark River Society

Charities

By Chris Simpson, ADC

Do you want to help people, animals, and the environment and earn prestige at the same time? Well, you're in luck. The Camarilla supports a variety of charity organizations, and supplies prestige for helping out. In the following article, I will detail some of the ways that a Camarilla member can become more active in their community, and earn prestige in the process.



As most of you know, I have recently been appointed to the office of ADC of TND02. In this position, I plan to coordinate several charity drives for the Camarilla in Nashville and the surrounding area. To do this, I will need the contributions of everyone in the domain. Currently, I have planned for us to help out Happy Tales Humane, a no-kill animal shelter located in Franklin, TN. This animal shelter takes in stray dogs and cats, and helps to find good homes for them. They are always in need of food, cat litter, and other supplies to keep the shelter's doors open. I plan to obtain several copies of flyers from Happy Tales as well as a list of needed items, so that everyone can be aware of what is needed. A box will be provided at every game for donations, and these donations will be accepted in place of the mandatory \$1.00 donation to earn experience points for any game. A donation jar for monetary donations will be available as well. As part of this campaign, we will also set up tables at high-traffic locations in and around Nashville for the purpose of collecting

donations to Happy Tales and for a recruitment of members.

The Camarilla supports several charity organizations such as: Habitat for Humanity International, the American Red Cross, United Way, MDA, Wolf Haven International, Bat Conservation International, and Adopt-A-Highway. These are all excellent opportunities to help out the community, but we are not limited to only these charities. If any of you have any suggestions, please contact me and I will investigate it for you. We have already had the following suggestions:

Second Harvest Food Bank

The Rape and Sexual Abuse Center of Nashville

Habitat for Humanity

Saddle Up! (A stable to teach handicapped children how to ride horses)

If you would like more info on any of these charities, please contact me and I will give you what I have on file.

I distributed a listing of prestige awards for charity at the last domain meeting, and the awards are as follows, please see the "Ways to Earn Prestige" article below.

In closing, I would like to say that prestige is not the only reward from performing community service. The reputation of the Camarilla as a whole benefits from these activities, as well as the feeling of giving something back to the community. If you would like some ideas for helping out, please visit this website: www.charityguide.org. This

website has a lot of tips on things that you can do in a relatively short amount of time.

Once again, I urge everyone to participate in these activities. Ω

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Death's Hand

by Xavier Sinclair

The pale moon shines in the midnight sky

Its ominous light filtered through the dead branches

A cold wind whips through the night air cutting you like the sharp edge of a blade

The restless words of the long forgotten haunting you in the back of your mind

You long for a flickering flame to be found

Heat, Light, Warmth, Anything but this cold

Never do you find it. No Heat, No Light, No Warmth

Only the icy chill of Death's hand on your back

Only the painful laughter as all that you love, all that you had is destroyed before your eyes

Even then you can not muster the warmth

Neither memories of warmth nor the heat of rage

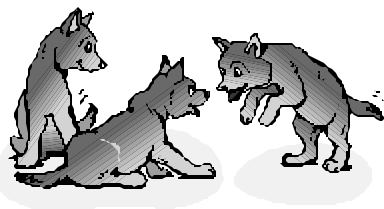
Each night becomes like the last, .

What your character REALLY knows....

Part 4

By Chris Simpson, 2000-02-080

Hey guys, it's time again for the next installment of the Lores series. In this installment, I will be presenting Garou Lore. There is one small problem with this Garou Lore, though. The problem is that this Lore is only sanctioned for Australia at this time. I am providing this simply because we really don't have anything to go by as far as Garou Lore goes, and this is better than nothing! I have Garou Lore X 4 on my Garou character's sheet, and I have no idea what my character knows with this level of Lore. Hopefully the U.S. version will be approved soon. This will hopefully help to stop some confusion as to what your Garou character knows. Remember, these should be only used as a guideline at this point, your ST has final say as to what your character would know in any given situation.



Australian Garou Lore - *FULLY SANCTIONED for AUSTRALIA*

X 1: The Barely Informed

- A secret society of Shapechangers exists, and it seeks to keep itself hidden from the mundane world-- while still controlling it.
- Basic understanding of the War against the Wyrms and the banes (fire, silver, and toxins) of a Garou's existence.

- A Garou's native birthrights (shapechanging, Rage, Gnosis - and how they are used).
- Spirits can 'Gift' a Garou with individual powers.
- Social standing and reputation are represented by a Rank system (in which a cub holds no rank, and the greatest of heroes hold the ranks of Athro and Elder - being ranks 4 and 5).
- It is said that some Garou war among us, fighting on the side of the Wyrms.
- Rough knowledge of the tribes they most commonly encounter.
- Some say the world will come to an end when the Wyrms eventually succeeds in swallowing everything that exists.
- Know many common Garou-specific terms.
- May know some of the Litany, if only vaguely (Known as words but not in practice).
- Knows of the Penumbra and how to get there.
- Know that Caerns are special places of power, and important to Gaia and the Garou.

X 2: Still Mostly Unfamiliar

- Knows of the existence of the 'Garou Nation', the Black Spiral Dancers, and have a very vague interpretation of Formor.
- May have heard a few scraps of prophecy either about the First or last Days from the Silver Record. Probably hasn't seen any of it though.

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Death's Hand (cont.)

only a single step down a long lonely road into darkness

No passions, no desires, nothing burning bright within your heart, your soul, your very being

Only the icy chill of Death's hand on your back

No pain, number to it you are by it all

No fear, with nothing to lose what else is there

No anger, your heart deadened with despair

You wander off into Oblivion, lost forever

And nobody even notices you are gone

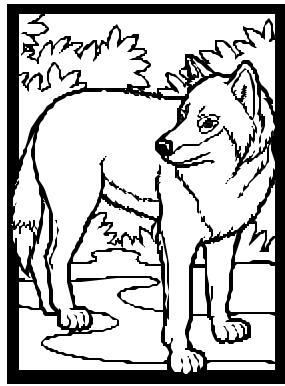
- In memory of Kieran -

- Understands the Garou's relationship to the Spirits, what the Gauntlet is, and know very vaguely of the 1 - 2 other Bete (including any of the lost Tribes which may be significant to them - i.e. the Bunyip in Australia).
- Can give short descriptions (equal to the descriptions in Laws of the Wild) for 13 Tribes.
- May have heard vague rumors about the Near-Umbral Realms.
- Has a rough knowledge of major events in Garou History, such as the Impergium and the turning of the Black Spirals to the Wyrms.

- Knows most of the Litany by heart (if not word for word), and can use this knowledge in practice among your fellow Garou.
- The Sept Positions and their function's within the Sept.
- Understand the implications and significance of the Caern.
- Heard horror stories about the Black Spiral Dancers.
- Knows many of the old terms and their meanings.
- Have encountered many Formor, and have a general understanding of what they are, and some of the powers they might wield.
- Can name a couple of the Prominent Elders outside their own Domain.
- Understands the Litany, and several practical and literal interpretations of Law.

X 3: Broad Familiarity with the Legends

- Knows much of the 13 Tribes (with equivalent to the W:TA and W:PG descriptions), understands their own Tribe (as described in their Tribe Book), and know vaguely of 3 - 4 other Bete (including all three of the lost Tribes).



- The basic history of the Garou around the World.
- Possibly has attended a National or bigger Moot.
- Knows of the Silver Pack, and vaguely understand what it stands for.

X 4: Knows a Few of the Great Secrets

- Has a basic understanding of the Tribal Secrets/Gifts of the tribes they most commonly encounter, and what some of these do.
- Has possibly seen a very small part of the Silver Record, and has heard much more about it (perhaps knowing several stories from it - i.e. know several of the legends of the First Days, Prophecies of the Apocalypse, and stories of the Greatest of Hero's).
- Has a further knowledge of major events in Garou History, such as the Concordia and the Pact with the Spirits, etc.
- Can recognize names of many 1 - 2 major Caerns about the world and make a guess as to which Tribes control them.
- Basic knowledge of the Lost Tribes, the significance and implications of their disappearance, the Tribes Totem, and possibly have heard of a 1 -2 of their Tribal Gifts.
- Can name many Athro and Elders across their nation and many of the major tribal spokespersons-- may know some general legends about them.
- Probably seen and studied some small parts of the Silver Record somewhere in the world.
- Would know rumors about where fragments of the Silver Record are house about their country.

A Fianna's Song

Ah then tell me friend Fianna, tell me why you hurry so

Hush the Homids, hush the Lupus, set the faerie fire aglow.

I bear orders from Sept Leader get you ready quick and soon

For the Klaives must be together by the rising of the moon.

By the rising of the moon, by the rising of the moon

For the Klaives must be together by the rising of the moon

Ah then tell me friend Fianna where the gathering is to be

At the old spot by the river, right well known to you and me

It is not worth the Galliards singing, strike me up that marching tune

For the Klaives must be together by the rising of the moon

By the rising of the moon, by the rising of the moon

For the Klaives must be together by the rising of the moon

Out of many mudwall cabins, come hundreds of Garou heartbeats

Soon, they say, the Wyrms will come with its spiral dancing kin

So if the spirits are to be with us let this massive war begin

And a thousand Klaives were flashing at the rising of the moon

Fianna's Song (cont)

*By the rising of the moon, by
the rising of the moon*

*And a thousand Klaives were
flashing at the rising of the
moon*

This a song related from the lips
of a dying friend to

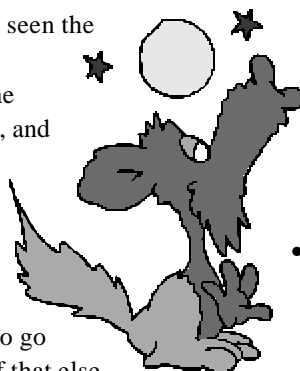
Jonathan Creek – Silver Fang
Theurge

- Has a vague understanding of what the different Tribes Inner Circles and secret societies are.
- Know how to find and get to several Powerful, but hidden, Garou locations and Caerns about the world.
- Knowledge of most Gifts (including many Tribal Secrets)--again think general description not detailed write-ups.
- Something about the causes behind the Garou's many battles across the world and their histories.
- Know the history and purpose of the Silver Pack, and how the pack think and act.
- The many ways the Litany can be interpreted.

X 5: What most Elders Know

- Detailed knowledge of Garou history (this knowledge will likely be slanted from the Garou's own background)

- Basic knowledge of the Lost Tribes Tribal Gifts and other special powers (such as possible Tribal Rites etc).
- Know the legends surrounding the first Pack (including the multitudes of variations on this - particularly from the slant of the Garou's own Tribe).
- Has probably seen the significant amounts of the Silver Record, and had the chance to study large portions of it. Would know where to go to see most of that else is recorded.



- Knows many of the common interpretations of the First Days and Signs of the Apocalypse.
- Knows some general details about the some of the real players and most influential members in Garou Society around the world, have met some of them.
- A great deal about the Garou's history--including the decisions of previous Elders, and why. You even know some of the decisions and actions taken by the Silver Pack.
- Can, and has, jockeyed for position and power at National and international Moots.
- How to properly contact the Silver Pack...and how one would go about joining.
- Knows the history behind the many treaties the Garou have dedicated themselves to over the centuries--why they were proposed and made.

X 6: What only the Wisest of the Elders know

- Probably a Major player in the Garou society - you know enough people and know enough information to make an informed decision about Nationwide and Worldwide matters.
- When the Apocalypse comes, will likely read the signs properly.
- A working familiarity with the content and translations of the complete Silver Record as well as some other apocryphal writings.
- Has seen the Garou Nation operate about a hundred years and heard countless stories in about every aspect of your Society.
- Understands many of the reasons behind the Garou's decisions and actions.
- Knows the workings of the Inner Circle's, Secret Societies and who the members of the Silver Pack are (and how they were/are chosen).

Well, that is all for now. There really haven't been a lot of updates on Lores lately, but I will try my best to keep everyone updated on this situation. Like I have said before, if you find something that would be useful and would like it to be included in this series, contact me. Ω

How to be an Evil Overlord

This is something that I found on the Venture list that was amusing. This work is in no way one of my works, I just thought it was a good bit of humor. The author wasn't listed, so I can't give them any props. Chris Simpson

Being an Evil Overlord seems to be a good career choice. It pays well, there are all sorts of perks and you can set your own hours. However every Evil Overlord I've read about in books or seen in movies invariably gets overthrown and destroyed in the end. I've noticed that no matter whether they are barbarian lords, deranged wizards, mad scientists or alien invaders, they always seem to make the same basic mistakes every single time. Therefore, if I ever happen to become an Evil Overlord:

1. My legions of terror will have helmets with clear Plexiglas visors, not face-concealing ones.
2. My ventilation ducts will be too small to crawl through.
3. My noble half-brother whose throne I usurped will be killed, not kept anonymously imprisoned in a forgotten cell of my dungeon.
4. Shooting is not too good for my enemies.
5. The artifact which is the source of my power will not be kept on the Mountain of Despair beyond the River of Fire guarded by the Dragons of Eternity. It will be in my safe-deposit box.
6. I will not gloat over my enemies' predicament before killing them.
7. When the rebel leader challenges me to fight one-on-one and asks, "Or are you afraid without your armies to back you up?" My reply will be, "No, just sensible."
8. When I've captured my adversary and he says, "Look, before you kill me, will you at least tell me what

this is all about?" I'll say, "No." and shoot him.

9. After I kidnap the beautiful princess, we will be married immediately in a quiet civil ceremony, not a lavish spectacle in three weeks' time during which the final phase of my plan will be carried out.
10. I will not include a self-destruct mechanism unless absolutely necessary. If it is necessary, it will not be a large red button labeled "Danger: Do Not Push".
11. I will not order my trusted lieutenant to kill the infant who is destined to overthrow me -- I'll do it myself.
12. I will not interrogate my enemies in the inner sanctum -- a small hotel well outside my borders will work just as well.
13. I will be secure in my superiority. Therefore, I will feel no need to prove it by leaving clues in the form of riddles or leaving my weaker enemies alive to show they pose no threat.
14. I will not waste time making my enemy's death look like an accident -- I'm not accountable to anyone and my other enemies wouldn't believe it.
15. I will make it clear that I do know the meaning of the word "mercy"; I simply choose not show them any.
16. One of my advisors will be an average five-year-old child. Any flaws in my plan that he is able to spot will be corrected before implementation.



17. All slain enemies will be cremated, not left for dead at the bottom of the cliff. The announcement of their deaths, as well as any accompanying celebration, will be deferred until after the aforementioned disposal.
18. My undercover agents will not have tattoos identifying them as members of my organization, nor will they be required to wear military boots or adhere to any other dress codes.
19. The hero is not entitled to a last kiss, a last cigarette, or any other form of last request.
20. I will never employ any device with a digital countdown. If I find that such a device is absolutely unavoidable, I will set it to activate when the counter reaches 117 and the hero is just putting his plan into operation.
21. I will design all doomsday machines myself. If I must hire a mad scientist to assist me, I will make sure that he is sufficiently twisted to never regret his evil ways and seek to undo the damage he's caused.
22. I will never utter the sentence "But before I kill you, there's just one thing I want to know."
23. When I employ people as advisors, I will occasionally listen to their advice.
24. I will not have a son. Although his laughably under-planned attempt to usurp power would easily fail, it would provide a fatal distraction at a crucial point in time.
25. I will not have a daughter. She would be as beautiful as she was evil, but one look at the hero's

- rugged countenance and she'd betray her own father.
26. Despite its proven stress-relieving effect, I will not indulge in maniacal laughter. When so occupied, it's too easy to miss unexpected developments that a more attentive individual could adjust to accordingly.
 27. I will hire a talented fashion designer to create original uniforms for my legions of terror, as opposed to some cheap knock-offs that make them look like Nazi stormtroopers, Roman footsoldiers, or savage Mongol hordes. All were eventually defeated and I want my troops to have a more positive mind-set.
 28. No matter how tempted I am with the prospect of unlimited power, I will not consume any energy field bigger than my head.
 29. I will keep a special cache of low-tech weapons and train my troops in their use. That way -- even if the heroes manage to neutralize my power generator and/or render the standard-issue energy weapons useless -- my troops will not be overrun by a handful of savages armed with spears and rocks.
 30. I will maintain a realistic assessment of my strengths and weaknesses. Even though this takes some of the fun out of the job, at least I will never utter the line "No, this cannot be! I AM INVINCIBLE!!!" (After that, death is usually instantaneous.)
 31. No matter how well it would perform, I will never construct any sort of machinery which is completely indestructible except for one small and virtually inaccessible vulnerable spot.

32. If I am engaged in a duel to the death with the hero and I am fortunate enough to knock the weapon out of his hand, I will graciously allow him to retrieve it. This is not from a sense of fair play; rather, he will be so startled and confused that I will easily be able to dispatch him.
33. No matter how attractive certain members of the rebellion are, there is probably someone just as attractive who is not desperate to kill me. Therefore, I will think twice before ordering a prisoner sent to my bedchamber. Ω

that exist in the world today. Some of these religions state that if you are not a member of their religion, you will go to Hell. Since there are more than one of these religions, and since people do not belong to more than one religion, we can project that all people and all souls go to Hell.

With birth and death rates as they are, we can expect the number of souls in Hell to increase exponentially. Now, we look at the rate of change in the volume of Hell, because Boyle's Law states that in order for the temperature and pressure to stay the same, the volume of Hell has to expand as souls are added. This gives two possibilities:

1. If Hell is expanding at a slower rate than the rate at which souls enter Hell, then the temperature and pressure in Hell will increase until all Hell breaks loose.
2. Of course, if Hell is expanding at a rate faster than the increase of souls in Hell, then the temperature and pressure will drop until Hell freezes over.

The nature of Hell

Submitted by Adam S.

This was an actual question asked on a University of Washington chemistry midterm exam:

"Is Hell exothermic (gives off heat) or endothermic (absorbs heat)? Support your answer with proof."

Most of the students in the class wrote proofs of their beliefs using Boyle's Law (gas cools when it expands and heats when it is compressed) or some variant thereof. One student, however, wrote the following:

First, we need to know how the mass of Hell is changing in time. So, we need to know the rate that souls are entering and leaving Hell. I think we can safely assume that once a soul gets into Hell, it will not leave. Therefore, no souls are leaving.

As for how many souls are entering Hell, let's look at the different religions



So which is it? If we accept the postulate given to me by Ms. Therese Banyan during my freshman year that "it will be a cold night in Hell before I sleep with you," and take into account the fact that I still have not succeeded in that area, then (2) cannot be true, and so Hell is exothermic.

This student was the only student to receive an (A). Ω

Ways to earn Prestige (the short list)

<i>Administration</i>	<i>Max 50 / month</i>
Coordinator / Storyteller (must report)	25 - 50
Assistants to *C / *ST	0 - 30
 <i>Camarilla Sponsored Community Service</i>	 <i>Max 50 / month</i>
Independent blood donation	15
Blood as part of Camarilla Blood Drive	25
Item donation at Camarilla drive	1 - 5 / item (max 20/month)
Organizing Camarilla presence at a charity event	10 - 25
Participating in a Camarilla Charity Event	5 - 15
Organizing a Camarilla fund-raiser	10 - 25
Donating needed materials for Camarilla use	1 - 5 / item (max 20/month)
 <i>Publications</i>	 <i>Max 50 / month</i>
Editing a Camarilla newsletter	5 - 20
Accepted submission to a Camarilla newsletter	1 - 15
Grunt work on any newsletter	1 - 10
 <i>Art and Public Relations</i>	 <i>Max 40 / month</i>
Artwork for a Camarilla publication	5 - 30
Making a Camarilla flyer	5 - 10
 <i>Storytelling Support (for non-storytellers)</i>	 <i>Max 15 / month</i>
Accepted Storyline from a non-ST	5 - 10
Accepted NPC (detailed background, goals, etc.)	1 - 10
Playing an NPC	5 / full session
Attending an ST meeting	1 - 5
 <i>Convention Service</i>	 <i>Max 50 / convention</i>
Organizing event / con staff pre-event assistance	5 - 25
Representing the Camarilla at a con / working Cam table	1 - 5 / hour (max 10 / con)
Volunteering at a con as part of a Camarilla help force	1 - 5 / hour (max 25 / con)
 <i>Organizational Service</i>	 <i>Max 30 / month</i>
Securing a game site	5 - 20
Maintaining / cleaning up game site	1 - 5 / game (max 20 / month)
Organizing a large (20+ member) social	10 - 20
Organizing a small (5 - 19 member) social	5 - 10
Assisting with a large social event	1 - 10
Attending a non-required chapter or domain meeting	1 - 5 / mtg (max 20 / month)
Transport for 2+ members for a sanctioned event (3+ hours)	2 - 5 (max 10 / month)
Lodging / crash space for 2+ out-of-town members	5 - 10 (max 10 / month)
Recruiting a new member	5 - 10
Soliciting business sponsorship for the Camarilla	5 - 20
 <i>Ordeals (Prestige is gained only once for each Ordeal after passing)</i>	
The Laws of the Tome	100
The Code of Chapters	150
The Lore of Narration	150
The Wisdom of the Stage	50
 <i>Early Membership Renewal (prior to expiration, once per year)</i>	 50 / renewal

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

Markov is beginning a downward spiral to succumbing to the Beast, as evidenced by his latest killing spree.

Isn't it odd that Markov's trusted advisor is a Caitiff with two negative status? Obviously he doesn't abide by the ancient "Spurn the clanless" axiom.

The Ventrue of Nashville are steadily building a base of power in order to seize Praxis.

All of the Nosferatu in the Nashville area are actually Sabbat infiltrators, gauging the enemy for another strike.

The Gangrel have suddenly disappeared from Nashville, perhaps something sinister has made them leave.

The Gangrel blame Markov for the deaths of their clanmates and will soon seek revenge.

The serial killer that Mikey claims is his sire is actually Mikey using Mask of a Thousand Faces.

The Tremere are performing bizarre experiments on Kindred that they have captured.

The demon children were actually remnants of a Tremere experiment gone horribly wrong...or did it go wrong after all?

There is something horrible, nasty, and evil growing in the old Nos warrens. Perhaps a leftover from Morpheus?

The Ventrue are secretly plotting to take over the city. Why else would there be so many of them showing up all of a sudden? They've formed an alliance with the Toreador, as well. This could be the beginning of a coup.

Although the Ventrue did suddenly appear in alarming numbers, it seems that half of them were just passing through and have left the city. Intimidation techniques perhaps?

Kindred Quotes

"Yes, the Tremere. They are not pleasant. Wait. Etiquette! They are not *present*."

- Markov misspeaks

"I'm potently using this sword to rip you a new asshole."

- Markov to Raven

"Oh my, is this an ear?"

- Bill Jones (Winn) as he cleans up Max-gore.

"There can't be that many Kindred with *blah, blah* color hair walking around Nashville"

- Markov announcing the description of the serial killer that is currently plaguing Nashville.

"We'll create a wall of Ventrue, and link arms standing with Fortitude. We shall not be moved."

- OOC Winn regarding the recent Ventrue influx

"You suddenly start thinking about bunnies."

- OOC Jay to Travis as his character's frenzy is calmed by 'warm fuzzy thoughts'

"Cricket, hey Cricket. Oh Crickie"

- OOC Brad H to Cricket

"This was a social faux-paux, I spend an etiquette!"

- OOC Daniel makes one last attempt as his character is Torpored

Garou Quotes

"Hey you F***ing rat, come here!"

- Sandor trying to attract the attention of a possessed squirrel that was attacking the cubs.

"Oh Sh*t, Bad Squirrel, Bad Squirrel!"

- Sandor gets the squirrels attention.

Changeling Rumors

The new Baron is secretly a member of the Shadow Court. He's plotting to kill all the Seelie.



March 2001 Schedule

Sun	Mon	Tues	Wed	Thur	Fri	Sat
				1	2 Camarilla Social - Movie	3 7:00 pm Kindred Game
4	5	6	7	8	9 7:00 pm Kindred Anarch Game in Murfreesboro	10 2:00 pm Garou Game
11 2:00 pm Changeling Game	12	13	14	15	16	17 5:00 pm Chapter Meeting 7:00 pm Kindred Game
18	19	20	21 7:30 pm Chapter/ST Council Meeting	22	23 7:00 pm Kindred Anarch Game in Murfreesboro	24 5:00 pm Garou Game
25 2:00 pm Changeling Game	26	27	28	29	30	31 7:00 pm Domain Meeting

Your elected Officers

Dark River Society

Paula Watt	Domain Coordinator (DC)
Chris Simpson	Assistant Domain Coordinator (ADC)
Winn Keathley	Domain Storyteller (DST)
Jason Smith	Assistant Domain Storyteller (ADST)

Arcadian Nights

Adam Steinberg	Chapter Coordinator (CC)
Adam Doochin	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)