

Undercurrents

July/August 2001
Volume 3, Issue 4

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

What's New?

By Paula Watt, Editor

Hello Undercurrents readers,

Welcome to the newest edition of the Undercurrents. A big thank you to everyone who submitted this month. You are the ones who make this newsletter good.

This month we have a couple of poems from Daniel, several articles on the nature of IC/OOC information, two character background type stories and a couple of drawings. We have a huge number of rumors and quotes, submitted during the past month and a half. Keep them coming, guys, and enjoy! Ω

News from the DC

By Paula Watt, DC

Hi everyone,

Well, unfortunately, the new Tome and the prestige guidelines on the Camarilla web site are not the ones we are currently using. Keep this in mind as you are submitting your prestige logs. I've added a link to the Domain web site to the old Tome, so everyone can see the details of the system we are currently using. The new system will go into effect at the beginning of the month that the new Tomes are actually printed on paper (whenever that is).

We have registered a 'domain name' on the Internet for our web site. Instead of remembering the whole huge complicated URL, all you have to do to

access the web site it type www.darkriversociety.com. This will automatically re-direct you to our web site on the Tamu server. It's the same web site, we've just added a shortcut method of getting there.

On a Domain level, we're trying to schedule our games several months in advance. My main concern with this technique is that the schedules sometimes change. It is confusing to everyone to have a schedule that has been posted for 3 month suddenly change the week before a game. So, this is a trial period, and if it works well we will continue to do the scheduling this way.



We just recently realized that the Nashville Scene has free a section for Clubs and Meetings. We've composed and sent in a blurb to be included in the next and subsequent Scenes.

Congratulations on the following MC increases: Chris Simpson on MC 6, Cricket Smith on MC 6, Jay Smith on MC 7 and Paula Watt on MC 8. Several of you are very close, so keep up the good work! Ω

Larissa's Journal

By Amanda Plageman

07/06/01

I guess it all started about two weeks ago. Dad had just gotten transferred from Japan to Nashville. He's in the Air Force. We've moved all over the

place, but we've spent the last four years in Japan.

I've got to start at the beginning if this is going to make any sense. OK. I've always been, like, different. I can talk to ghosts. I can't see them, or anything, but there are almost always some hanging around me. Sometimes they ask me to do stuff for them, but not a weird, heads-in-a-duffle-bag, kind of way.

Anyway, Mom's a lapsed Church of Christ, and Dad's not much of anything. I started studying Paganism a few months ago. I've been reading a lot of mythology; Greek and Egyptian, mostly, with some Native American and Norse thrown in. Since I've been back in the States, I've been thinking a lot about Shinto. I wish I'd talked to the old guys in the temples when I had the chance.

So, anyway, about two weeks ago, I started feeling real funny. Restless, and all itchy in my skin. It just got worse and worse- I couldn't sleep, couldn't read, and couldn't eat. Thursday night, it got so bad I couldn't stand it anymore. I'd always liked being outside, but now I just packed my tent and stuff and went hiking. I told Mom I'd be back on Sunday night. She was worried, but not too much, since I'd gone overnighting before. And anyway, it's summer, so it wasn't like I was missing school or anything.

I biked out into the woods, set up my tent, and sat outside. The stars were so clear! I fell asleep and had this really cool dream. I was running around, sometimes on four legs, sometimes on two. It was great! Then this wonderful creature came to me. She was like an Eastern dragon, but sometimes she was like that big Greek monster. But she was so nice. All mysterious, and stuff, but nice. She said some stuff to me that I can't remember now, and she told me

to go to the Percy Priest Park and find some people like me.

I woke up, and went to write my dream down. Dammed if I wasn't naked outside my tent! I had mud all squished between my toes. Like, gross. I was picking the mud out from under my toenails, when my fingernails turned into claws! I freaked out and they turned back into fingernails. I mean, that kind of thing only happens in bad horror movies! Then I got to wondering if that hadn't been a dream, after all. I snuck back home, and got my stuff when my parents weren't out. It was only Friday, so I knew they wouldn't expect me until Sunday. I had to get this thing under control. So I get on my bike and head for the park.

I got there that evening, and I saw the Chimera thing again. She pointed toward this one area, and smiled.

So, I head that way, and some Native American kid stops me. He looks like he's about my age, and he's got this younger looking kid with him. That's when it all started to get confusing. So, this kid's asking me all kinds of crazy questions, and his friend's peeking out from behind him like he's not used to people. So, then these other folks get involved, and I'm brought into this little clearing. There are a bunch of strange people there, and some wolves. This



one wolf sits down next to me, and I'm not even scared or anything. He's full-grown, but acts kind of young. He looks at me, and starts talking! It takes me a minute to realize he's barking and growling, but I'm able to understand him just fine. Weird. So, there's this big, scruffy-looking guy with a pot that turns into a sword. He tells me I'm some kind of stargazing rag-basher. This from a guy with a rat on his head!

Lunchtime

By Daniel Wair

An elder stands before
His eyes drill into my mind
The force of his presence
overwhelming
My thoughts are a storm of spurious
logic
What am I to do, how am I to
proceed
Here before me stands an 8th gen
buffet.

There's other guy, just sitting around being quiet. He keeps his eyes shut all the time. Maybe he's blind? So, me and the wolf are sitting around, waiting on somebody, when some of the guys jump up and run off. There's gunshots, and a lot of noise, and they bring back some guy with his knees all crushed.

Later on, this guy comes in and tells me and the wolf to follow him. He starts asking questions, and telling us stuff, and then he does this...thing...so that when the wolf turned into a human (I guess that means everybody here are werewolves, huh?), his pants won't get ripped off. I got to learn to do that. I already lost one outfit. Don't want to lose any more, do I? So, this dude tells us to go sit by the fire and learn from the others.

So, there I am, sitting next to the same guy who I met earlier. This time I notice that he's kind of cute. So, we get to talking, and he says he's a Wendigo. I'm all excited, cause I recognize that from mythology. But he got real mad about it, and wolfed out on me. This other guy calmed him down before he

could hurt me. Guess I'm gonna have to learn to protect myself.

So, later on, this hooker gets in a fight with the chickie in charge of the place, and gets her butt kicked. Later the same hooker challenges this pretty boy model-type to some kind of honor duel. I guess I'll learn about that stuff later.

This is gonna be some kind of new life. I bet I'm gonna have to learn real fast though- these folks don't look like they screw around.

07/09/01

Ok, so I've joined up with these Garou folks. Pretty cool. I'm not going back to my parents, for a while at least.

Last night, I had another dream. That Chimera woman was in it again, and she said I was supposed to be with this Sept now (kind of like a street gang, I think), and learn how to be a Warrior of Gaia. Well! That sounds real good to me! So, she says, I'm supposed to respect all these people cause they know more than me, and have more rank. And I'm supposed to treat the Alpha like she's an HPS, and the Den Father like an HP. Ok. I can understand that. I guess the rank thing is like the Wiccan degrees. She says I'm supposed to call the people who are better than me their name-rhya. Some kind of respect thing. People I'm equal to are supposed to be called their name-yuf. But if everybody's been in the Sept longer than I have, they all must be better than me. Right? As I was waking up, Chimera said that I shouldn't expect to hear from her very often- that I had to solve my own riddles and make my own puzzles. She said that she only turned up tonight because "my mind was caught in webs" and that being a Garou would cut me out of them.

I wrote this dream down too when I woke up. I think I'm gonna keep

writing in this journal. I'll probably want to remember all this, years down the road. Ω



Mercutio Giovanni
By Anton Andreev

IC/OOC Situations

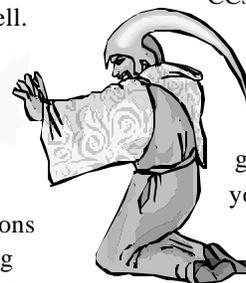
By Chris Simpson

As a CC, I have started to notice things that I never really noticed before. I've noticed how people interact with one another, and how that can affect game play as well as OOC life. I've also noticed how hurt people can be when something happens to their character, and how some people's characters seem to be picked on by other players as well. It's a trend that I don't want to see become more of a problem. That's why I decided to write this article. Perhaps it will help to prevent some of the damaging situations that I have seen or heard of happening in other chapters and domains across the U.S.

First of all, I would like to say that I truly enjoy gaming with everyone in our group and I wish that to continue for as

long as possible. That **IS** the reason we all do this isn't it, to have fun? Personalities clash, characters die, etc. This in no way should prevent everyone from having fun, but sometimes it does. It seems inevitable at times, but there are ways to prevent these types of harsh feelings towards one another. I think that the key to a healthy relationship with anyone is communication. Communication is great preventative medicine for any type of relationship, whether it is a romantic one or not. If people don't communicate with one another, how will they know how to interact and not damage another person's feelings? I think that it is pretty difficult to gauge someone's reaction to a comment without knowing that person.

What I am trying to say is that I firmly believe that communication should be an integral part of the Camarilla IC and OOC relationship. This means letting people know beforehand OOC if you are going to kill their character. Now I'm not saying to let people know **EVERYTHING** IC, just when you think feelings might be hurt by an IC action. If that person uses that OOC info to prevent their character's death, then that is another issue altogether. The purpose of this is to let players talk with one another with maturity and respect for one another, something that can form a strong bond between players, CCs, and STs alike.



Another thing that can help to make the bond between players greater is teamwork. If you see a new player struggling to make a character that is playable throughout a chronicle, offer to help him brainstorm some ideas for new characters that have a background that will keep them in the game. This game and organization is

built on the ideal of like-minded people getting together to have fun, while crafting an interesting story along the way. How much fun is a character that you get to play for two or three games, after which he becomes a grease spot after some elder decides that the character is annoying? The STs are not the only ones that can weave a plot for the players to get involved with. If the characters in a chronicle have certain goals that they want to accomplish with other characters, or even against them, this creates an opportunity to add to the depth of the World of Darkness as a whole. We are all telling a story with our characters, whether we realize or not. Why not make it a good one?

In closing, what I am trying to say in this article is that we are all friends, and definitely all human beings. Let's treat one another like we would like to be treated, fairly and with maturity. Also, I cannot stress this one word enough, **COMMUNICATION**. I believe this to be the biggest prevention of problems in life in general, including the Camarilla. Before I get too serious here, remember above all to **HAVE FUN!!**

Oh, one more thing before I finish. If you ever encounter a situation in which you don't feel comfortable communicating with another player, or if you feel you have been treated unfairly, contact your coordinator. It is our job to resolve conflicts, and we will attempt to help you out to the best of our abilities.

Confusion for fun and profit

By Winn Keathley, DST

Ok, here's the scene. You have a character of middle power level. Maybe you've been in play 4-6 months, got an advanced discipline and a couple of intermediates. You've earned about 4

status. In short, the character has been in play long enough to mean something to you, and is strong enough to crush neonates, but is still vulnerable to strong characters. A gathering has started, and you are sitting in the front room with a couple of your cronies.

5 kindred enter the room. All are from out of town. You know absolutely nothing about any of them, except for their names and clans. You don't know their status, or gen. They are from clans that you distrust but do not hate.

At some point during the night, each of the following things happens:

1. One of them approaches you with a plot that sounds a bit risky, but could be lucrative
2. One of them drops a comment that your character finds somewhat insulting
3. One of them does something that can get his character in trouble, and you learn about it.
4. One of them tries to take control of a dangerous situation, and appears to be doing so competently
5. One of them attacks a local kindred, who you somewhat like

How do react in each case?

Now, let's alter your OOC knowledge.



One of them is a new character from one of the best and highest MC players in your domain. Someone you respect.

One of them is a new character from a somewhat new player in your domain. You know he has a low MC and his characters have acted stupidly in the past.

Entertaining

By Daniel Wair

A Tale of sadness

A story about a man

Fuck you Clown Fuck you

- Haiku found among the late Malkavian Max's Personal Belongings.

One of them is a traveling character from out of town, and you know nothing about the player.

One of them is a traveling character from out of town, and you know the player has made powerful elders.

One of them you know to be an NPC.

Imagine your responses to each of those situations involving those different players.

Do you react the same in each case? Really?

I suspect that if we are being honest with ourselves, we have demonstrated that we sometimes allow OOC perceptions to color our thinking. Now, the knowledge that we do it is helpful in preventing it, but to a degree, being affected by OOC factors is inevitable. Does anyone suggest that this is a good thing?

Hearing no such argument, I have a suggestion about how to deal with this problem. Confuse other players ;-).

When you have a secret, don't tell the other players. Don't tell the storytellers except for the ones who are relevant to that venue. Not only will the secret be kept better, but you are doing a

FAVOR to the players that you aren't telling. No player wants to be in a position where he knows something OOC, and has clues IC, and feels like he is being cheesy if he decides his character knows, and that he is unfairly handicapping himself if he decides his character doesn't.

Furthermore, talk to the VST of your favorite venue. Ask him if he has any NPCs that he would like for you to run. If you really like this idea, design an NPC and a plot and submit it to him (this is worth prestige if he uses it). Then, if you play this character, TELL NO ONE. Talk about how much you like your new PC. Get the ST you are working with to nominate you for ST support, so you don't have to tell the coordinator that XXX character is an NPC. Maybe, when you design your new PC, get together with your ST, and



By Mike "Rat" Adams

let other people think the character is an NPC (this may have side advantages).

If you absolutely have to talk to someone about it (and it is a natural desire to want to laugh about how evil you are being), talk to the VST who is running the plot. Keep the circle of OOC knowledge as small as possible.

Not everyone can do this, but the next time you see a new character wander into the city, think about this article, and be a little bit cautious. After all, in the World of Darkness, nothing is exactly what it seems. Ω

The IC Value of OOC Secrecy

By Daniel Wair

Disclaimer: Specific Names of players and character and examples are used here. No offense, gloating, annoyance, or any of the other things I'm famous for are intended. I am just giving examples from past experience to make my point.

As gamers, many times, we like to talk about various **In Character** (IC) things **Out Of Character** (OOC). Yet there is something to be said for secrecy. There are many things to consider when keeping things hidden. You must first consider the OOC methods of keeping IC secrets. Narrators and Storytellers are excellent tools to use for this. For instance, you have a kindred character with the powers of Auspex out of clan. You choose to read someone's Aura but don't want the player of the character whose aura you are reading to know you have Auspex. Step 1: Grab a Narrator, Step 2: Tell the narrator how many mental traits you have, which one you are

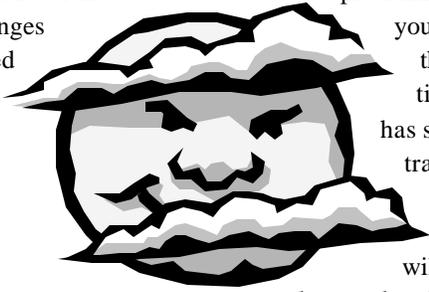
bidding, what retest you have, what to throw, and what question you wish to ask, then send them to run the challenge with the other player. The other player will then be completely in the dark, they really won't even know what power is being used on them until the time for the question comes up. By doing this you might spook the other player into blowing willpower for a defensive retest when all you wanted to know was something as small as if he was a kindred.



I have used OOC secrecy a few times. The first time was when I had my Brujah, Vincinius, go underground and he became "Your Benefactor". I will now admit that some of the things I did with this were farfetched but it was my first character and I was learning the game and what not to do. But I remember how confused people were about this situation. Everyone was wondering who this guy that knows so much was, and where he got his information. Unfortunately this character fell to the Sabbat before I could bring my full plan to fruition but it was a great deal of fun for me anyway.

Truly playing completely in character should require secrecy on the part of the players. If there is something you don't want other characters to know then you don't tell the players of those characters. Make people figure things out IC. Another example is one which I myself took part in. Several months ago, when I was playing Max the Malkavian, (We all remember Max), I was involved in a mob combat against the Sabbat and decided to do something silly. Max was notorious for silly things. While Markov faced off against a big Sabbat bad guy I was standing behind him throwing dementation at him. I had the ST run all of the challenges. I never

won any of the Challenges because there were a lot of retests thrown to prevent anything from happening but I think that by using the ST to run unknown mental challenges against Jay it heightened his sense of confusion and paranoia and made it a richer role playing experience for all involved.



full abilities. Nothing could be quite as entertaining as the look on your opponents face when suddenly you proclaim, "I potently Slash you with my axe, I have the Bomb and win all ties." The blood he has spent on physical traits has been wasted and he might even have used up some willpower that he'd have to buy back later.

Another example of OOC secrecy for IC uses is Mask of a Thousand Faces. My current character has Mask but I don't walk around all night with my thumb on my chin. For one thing my arm would get tired and for another I know that if I did that everyone who had Auspex would turn on their eyes to see what I looked like. But if I see someone scanning the room with the appropriate levels of Auspex I let them know I'm masked and run the challenge or describe myself outright if it's a character that I know has Advanced Auspex.

Another example of hidden potential that could be very useful is something a Gangrel could do. A situation arose a few months ago when a Gangrel was surrounded in court and brought down in Mob combat. Had that character had Aegis and Mist Form it could have been a big surprise for his attackers if the player had paused the situation as soon as he was surrounded and pulled an ST to the side and told him the amount of willpower he had and how much blood he has and that if combat breaks out he wishes to use a willpower and blood point every turn for Aegis and to convert to Mist form. The ST notes this, and then time restarts. A combat ensues, five attackers beat mercilessly on the Gangrel and at the end of the round the ST looks at the attackers and informs them that the Gangrel has sustained no damage. This continues for two more turns and then at the end of the third turn all of the attacking player are amazed when the ST informs them that the Gangrel has melted into Mist Form and is floating out of an air duct. It is surprise situations like this that, I believe, enhance role play and make things far more interesting for all players involved.

I have yet to have a gaming experience in which the IC situation was not enhanced by OOC secrecy. Sometimes it's even worth it to make others think you are far weaker than you are. Take Potence as an example for this. Say you have Potence bought up all the way to Puissance. It is not necessary for you to use "Potent" as your bid trait, nor is it necessary for you to use the Bomb or your Win all ties power. Think of this. You get into a physical combat with a character that does not have Potence past Might. You engage in the combat and decide to hide the full potential of your power. Your opponent underestimates you and begins using up blood to boost physical traits and if you are using a formidable weapon they might have even blown for Aegis once or twice. After about three rounds of combat like this you then unleash your

I know some people may complain about these surprises and scream "CHEESE" but I don't believe it is cheese. I think that if someone has an ability and can keep it a secret long

enough to spring on someone in a situation where it is advantageous it is excellent role-play. If someone does something that catches you off guard and outwits you, that player should get props for doing so, not ridiculed for "cheesiness". I think things like the examples I have given above can do nothing but enhance the sense of paranoia and uneasiness that the "World of Darkness" should have. I don't remember who first said it but someone was right to once say that this is the "World of Darkness", not the "World of the Mildly Overcast Afternoon". Ω



Gunnar Thorvaldson
By Anton Andreev

Melissa's Last Journal Entries

By Amanda Plageman

06/30/01

It was a sad night. Mariana's Sire invited everybody over to his house to talk about what had happened to her. I guess she ran away. Too bad- I liked her. She stuck up for me to the mean Brujah. But Mariana's Daddy never

showed up. I guess he had something better to do. Everybody else was there, though. It was a nice house.

The Kitty was there, and one of the women turned into another Kitty. I recognized her from before. Last time she was a Kitty, she shredded my pants. Bad Kitty.

I didn't know that Deitrich could turn into a Bear!

I thought that Mrrou was a good Kitty. He always wants me to pet him. But he was a Bad Kitty tonight. He and his friends. The Bad Bear and the girl Kitty shredded the tires on my wheelchair. Then Mrrou killed Cthulhu.

I got real real mad. I was gonna hurt Mrrou like he hurt my Fifth Daddy. But then the girl Kitty kept patting me with her paw, and I couldn't stay mad. She was just so cute. I always wanted a kitty.

I was gonna try to hurt the Bad Kitty anyway, but the Bad Bear shoved me outside, shredded tires and all. I was lucky the sun didn't get me. Bad Bear. It took me several days to get back to Donovan's house.

I thought Mrrou was a good Kitty. But I was wrong. If the Bad Kitty can kill Cthulhu, what could he do to me? I love my Fourth Daddy, but Cthulhu was bigger and meaner than Donovan could

ever be. Daddy says he'll protect me, but what if Mrrou eats Donovan? Mrrou doesn't like me. I won't pet him anymore. So there.

07/05/01

Murron, the Lady of the Anarchs, called



My 5th Daddy

By Mike McMahan

us to meet at Daddy's house tonight. Everybody was talking about what happened in Nashville. Some new guy says he's Prince. Daddy doesn't like that. A bunch of folks don't like that, so I guess I don't either. Some of the Grown-ups want to make this new Prince guy come to Murfreesboro. They wanted to use me as bait, I guess

cause I can look like lots of other people. I got scared, but Daddy said that being bait didn't hafta mean I would get dead again.

I guess I feel better, but the Bad Kitty was there. He was all rude to my Daddy, and kept licking his privates while Donovan was talking. But Daddy didn't make him quit. Maybe Daddy's afraid of the Bad Kitty? My Momma was afraid of some of my Second Daddies, and she let them be mean to her. Sometimes they even hit her, but she never stopped them.

I'm glad Donovan's my Daddy now. But I miss Cthulhu.

07/06/01

I've been waiting, hoping that Cthulhu would come back. But he hasn't. I don't think he will.

I buried my Fifth Daddy in Daddy's backyard. I bit open my wrists, and let Cthulhu have one last meal. That way he won't be hungry, where ver he is. He said I could find him again, but I'll have to go looking.

I don't wanna leave Daddy. He loves me. I know he does, even if he has been awful cranky lately. Maybe Cthulhu will let me come back to Donovan after I find my Fifth Daddy again....Ω

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

Tremere Archons are roaming throughout the South East Breaking the Masquerade and Torporing Kindred.... and their next stop is Nashville

Tittsville is seeing a weird influx of children vampires that seem to have no idea about the Masquerade. The local Sheriff is recruiting outside help.

Eric Covens is actually a Toreador Antitribue infiltrating the upper echelons of Camarilla society.

Archons have set their sights on the Nashville kindred population and think a cleansing may be in order.

What has made Donovan act so strange lately? Has he been possessed by some demon?

Kindred Quotes

"I am Observant enough to fail this challenge."

- Covens challenging "Brian Miller"

"Keep it up, you'll be stupid by the end of the night. "

- OOC Rat to Matt Skipper (who plays Covens)

"My victory condition: I hurt you lots."

- Covens to "Brian Miller"

"Blacky has 10 mental traits. Jason has two!"

-OOO Jason West after the game

"Yes, I am *that* fucking Giovanni."

-Mercutio Giovanni

"I may be a lousy a Tremere, but I'm a great friend to the Camarilla"

- Jesse Quick talking to one the Tremere before staking himself for shipment

"What's the 16 gallons of blood for? He's baking a fucking cake?"

- James McDowell querying the quantity of blood in a mortal's fridge

"I want a drink. I've seen one. I know what one looks like."

- OOC Anton, looking for a drink

"Having had experience with this group has anyone bothered to sniff out a gas leak?"

- Wilf trying to ensure the safety of an Anarch gathering.

"BAD KITTY"

- Mellissa is harassed by Mrrowr

"SERE: Reseting the regional Chronicle one character at a time"

- Anonymous

Amy: "He's surprisingly light in the water."

Raven: "So are whales."

- Conversation about Daniel at the pool party (submitted by Daniel)

Garou Rumors

The Red Talon has been frequenting Salons as he wants to be seen as prettier

Garou Quotes

"What's the point of saving the world if you can't look while doing it?"

- "Pretty Boy"

"Would you guys quit the pissing contest and fight?"

- Brick to Zeus vs a BSD (Brad H.) in a pissing contest. Gift of the Skunk vs Gift of the Skunk

"I *am* Pretty"

- Wrym Slayer in retort to "Pretty Boy" saying Zeus wasn't pretty.

"So does this mean I'm called Thor now?"

- "Pretty Boy" asking the Alpha after completing his quest

"Wrym Slayer you might like golf it's game of gentleman and refinement, besides you get run around and whack at stuff with wooden and metal clubs"

- Pretty boy to Wrym Slayer on the subject of golf

"Welcome to the wonderful world of pants, my friend."

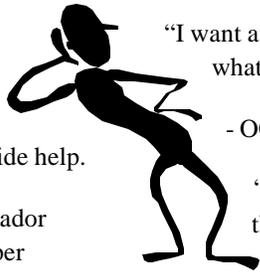
- Alex Rosk To Duir, wearing pants for the first time.

"I'm wearing Lupus Kline"

- OOC Mike M. (player of Duir)

Alex: "Hey, Kinfolk! Nothing personal?"

Sandor: "Yeah, Fuzzy."



“I volunteer to teach the cubs about homid society.”

- “Pretty Boy” volunteers...

“Hey! we got another Sean Devlin. Are you a moron?”

- Zeus

“Damn, you got big tits.”

- OOC Paula to Liz, before Tara beat up Lotka

“What? Do you think I'm a Lupus, to be entertained by a piece of blue string? I need *brown* string.”

- Random when Larissa tries to give him blue string as an apology for calling him a cannibal.

“Might be the only chance to whip my dick out this game, so I might as well.”

- Random

“Please define the clusterfuck.”

- OOC Winn

Mage Quotes

“Verbena. Right. You look like you had a little fun with the hairdryer.”

- Adam Doochin's VA to Gunnar (Anton's Verbena)

“When I get through with excruciating Incap, I'll beat you.”

- Ocelot recovering from seeing a spirit storm.

“Technoweenies, lump up.”

- OOC, Daniel at the request for photos

“There's a boot print upside his head. That can't be good for his health.”

- Isaiah

August 2001 Schedule

Sun	Mon	Tues	Wed	Thur	Fri	Sat
			1	2	3 7:00 pm Garou Game	4 7:00 pm Mage Game
5	6	7	8	9	10	11 7:00 pm Kindred Anarch Game
12 1:00 pm Changeling Game 7:00 pm AN Chapter Meeting	13	14	15	16	17 6:00 pm Kindred Game	18 7:00 pm Garou Game
19	20	21	22	23	24	25 6:00 pm Kindred Game
26	27	28	29 7:00 pm Chapter/ST Council Meeting	30	31 <u>Dragon Con</u>	

Your elected Officers

Dark River Society

Paula Watt	Domain Coordinator (DC)
Kay Adams	Assistant Domain Coordinator (ADC)
Winn Keathley	Domain Storyteller (DST)
Ryan Holdbrooks	Assistant Domain Storyteller (ADST)

Arcadian Nights

Adam Steinberg	Chapter Coordinator (CC)
Amanda Plageman	Assistant Chapter Coordinator (ACC)
Brad Thompson	Chapter Storyteller (CST)
	Assistant Chapter Storyteller (ACST)

Days of Bitter Rage

Chris Simpson	Chapter Coordinator (CC)
	Assistant Chapter Coordinator (ACC)
Travis Abston	Chapter Storyteller (CST)
Mike Brooks	Assistant Chapter Storyteller (ACST)