

# Undercurrents

January/February 2002  
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The Dark River Society  
is an official Domain of the  
Camarilla™.

## What's New?

By Sami Corbitt, Editor

Hello Undercurrents readers,

What's new? Well, I am. There have been some changes in the Undercurrents' staff. The torch has been passed along. Paula Watt, the illustrious and multi-talented editor of Undercurrents for two years running, offered me the opportunity to take over as editor, well, all of a week ago, actually.

The last seven days or so have been a crash course in the Undercurrents world for me. And now I'm the new It girl of our tasty little publication. Thank you again, Paula. I will try my best to continue the tradition and I hope I can do the job as well as you did. I also hope that you, fair readers, will appreciate the fruits of this, my first effort to bring you the words and art of your fellow Domain members. Thanks again to everyone who contributed—there wouldn't be a newsletter without you!

In this month's issue, we have a number of offerings for you. There is a poem by Mike Blank, morbid nostalgia at its finest; a farewell letter from Road; and Amanda's humorous must-read tips to avoid being eaten by squirrels. We also have delicious photography by Matthew Skipper, a special page in honor of the Valentine season, three pages of Rumors and Quotes, for all you tongue-waggers out there, and many other tangy morsels to please your discerning palates.

Now it's time to put out the call. Our numbers are swelling, and among so

many new and returning members, I know we have some talent. And I want to see it! Send me your artwork, your photos, your thoughts and dreams, your poems, your fact, your fiction, your role-playing advice, your innermost desires, split wide and laid open for everyone to see. I want all of it, the good, the bad and the ugly, the nasty, the racy, the beautiful, the frightening, the smutty, the inspiring and the silly. I want to put on display the abundance of talent that I know you have. Let's show the world what we're made of; I think they'll like what they see.

I have a vision to have enough material to put out Undercurrents on a monthly basis. I expect to see the Undercurrents' account bursting with submissions very soon!

Don't disappoint me. Ω

Send submissions for consideration to  
[drs\\_undercurrents@yahoo.com](mailto:drs_undercurrents@yahoo.com).

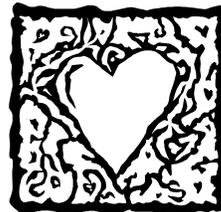
## News from the DC

By Paula Watt, DC

We've had a bunch of MC increases since the last newsletter.

Congratulations to: Tony, Emily, Jeremiah, Josh and Andrew for reaching MC 2; Mike McMahan, Amanda and Ian for reaching MC 4; Anton, Brad and Mike Adams for earning MC 5; Travis, Adam Steinberg, Kay and JT for earning MC 6; and Chris for earning MC 7. Good work everyone, keep it up!

I'd also like to welcome the newest members of the Dark River Society: Andrew Anderson, Trevor Marlin, Sean



Foster and Jesse Crawford. We also have returning members Sami Corbitt, Chris Dolan, Carrie Hirsch and Janna Swinea. Our contact list is nearly too large to fit on a single page! And it doesn't even include the people who are inactive.

I'm pleased to say that the first Domain event, the Masked Ball, was a success. Thanks to everyone who worked hard to make the event run smoothly. I think that we as a Domain can now feel confident enough to plan other such events in the future.

MyCamarilla.org is finally up and replaces the old database completely. All contact information is now updated by each individual member, rather than having to wait for someone up the line to do it. If you have trouble logging on for the first time, talk to your coordinator. They can reset your password; which means you get a new randomly generated password through email. Do note that the prestige portion of MyCamarilla doesn't work yet, so don't try to enter anything there yet. The CCs and I have updated all the members who were listed in strange and faraway places, and I've entered everyone's last approved Member Class for verification purposes. Database-wise, we look good. :) There is a link to the MyCamarilla database on the OOC section of the Domain web site.

One of the things that I've learned by going through the MC review process is that tracking/reporting prestige is an entirely different step than approving the new Member Class. For MCs 1-5, the person that reports your prestige (your CC) is also the person who approves your MC, so this extra step may have been transparent to many members. Keep in mind that just because you've earned enough prestige according to *your* records, does not mean you can automatically claim the new MC. Take MC 6 as an example:

First you submit your prestige log to your CC. The CC looks it over, makes any corrections and passes it on to the DC. The DC also looks it over, and if everything looks good, approves your MC 6, and sends out the notifications. So, the point to all of this? You need to wait until the appropriate coordinator notifies you of your MC increase before you can claim your 5 XP or create a character at a lower generation. For MCs 2-8, check back with your coordinator if you haven't heard anything after about two weeks. Since MCs 9-15 are reviewed on a national level, they can take several months. Ω

## The World of Darkness

By Paula Watt, DC



We play our games in a fictional world, called the World of Darkness. The environment is well named. We play all manner of supernatural characters, who live in a harsher and more violent world than we, and who think and behave differently than we do. This is especially true in the Cam/Anarch game. Eventually, your character will reach a point where she has a Humanity rating of 2 or even 1. Characters who reach this point no longer think of Morality in the same way we do. They have no problem with killing or torturing someone else to get what they want. That someone else could easily be you.

Often new players forget that they are in the World of Darkness. They don't know the people they're playing with

## Things to say when the Malkavian removes his hand for you

By Daniel Wair

- Give that man a hand.
- Love a guy who can handle a problem.
- Hey, hands off.
- Can you hand me that?
- Lets go walking hand in hand.
- Hands across America.
- Want me to handle that?
- Hands up.
- Put your hands in the air, wave 'em like you just don't care.
- Who had a hand in this?
- How much for a hand job?
- Is it hand made?
- Did you hand carve that? Ω

very well, and are easily hurt when something bad happens to their characters. They sometimes don't realize that just because I, the player, like you and respect you, does not mean that my character will not harm your character. This is not a game with an unspoken rule about not hurting other characters whose players you like. This is not a game where only the characters of "unpopular" people get fucked with. OOC friendships do not by default extend into IC actions or relationships. Just because your character is minding her own business and not messing with anybody, does not mean that other,

seemingly random, characters aren't plotting against you.

I think back to the time when I was a new player and I remember how much it hurt when I discovered my "friends" were plotting to kill my character. I swore off ever playing Cam/Anarch again. I mean, I wasn't having fun, so why play? It has taken a while for me to really understand the difference between my friends and their characters. It's taken a while for the line between IC and OOC to become firm. Even now it blurs from time to time, but I do my best to keep it straight. As I sit here, I'm trying to explain the difference between how I thought way back then, and how I think now.

To address this issue, I've printed and re-printed a great article entitled "From a Coordinator's Viewpoint" about how to play a cutthroat game while keeping your friendships intact. A brief quote:

"Although there is concern about sharing too much of one's IC plan, players discussing beforehand how an intense scene will play out can often allow all players involved greater enjoyment of the actual game event. Each player, now knowing the parameters of the situation, can play their character to the fullest knowing that everyone in the scene is fully IC and working together to produce a memorable spectacle. There used to be a slogan pertaining to the use of birth control and sexual responsibility: "If you're not ready to talk about it, you're not ready to do it." This applies to the game interaction as well. After all, Coordinators seldom, if ever, end up having to resolve conflicts between players who are communicating. In any case

**whenever your character's actions will significantly alter another player's character concept, communicate with that player beforehand.**

The article stresses communication as the key to keeping the game fun for everyone. I don't know how to stress how important it is to communicate with other players about what's going on in game.

I've found that this technique works really well in most cases, with one notable exception: when the success of your plan depends upon surprise, or it depends upon the victim forgetting or neglecting something important. The situations in which revealing your plan in an OOC fashion might allow the victim to escape have always been the most difficult. Always, whenever possible, tell the player what's about to happen so the player can mentally prepare for it. Before the game is ideal. If someone abuses this knowledge to extricate his or her character, it is cheating, plain and simple. If you decide that you absolutely cannot reveal your plan without ruining absolutely everything, then I have a compromise. Tell the player that you're planning to run an intense scene with their character, and wanted to give them a head's-up. Tell them as much as possible about the nature of the scene. Explain your IC motivation and make sure the player understands that it is *not* a personal attack.

"Aw, come on Paula, is this really necessary? I *know* the difference between IC and OOC!" Perhaps this is true, but being on the receiving end of IC hostility is difficult for many people. It's even worse when you don't really know the person very well. It's easy to perceive that the IC hostility extends out of character when the player doesn't take the time to talk to you about it.

## Top 10 Reasons To Use Vampire Condoms

By Adam Steinberg

1. Black goes with anything.
2. You don't conform - why should your condoms?
3. Vampires are legendary for their endurance.
4. Gives you a good excuse to leave just before dawn.
5. What's romantic about wooden horses or dead Egyptians?
6. Seductive power of Vampires is well documented.
7. A stranger can give you worse things than a stake through the heart.
8. Great conversation starter and icebreaker.
9. Matchbook case won't leave a ring in your wallet.
10. Vampires always get invited inside. Ω

If you're on the receiving end of a head's up about an upcoming intense scene, be sure to thank the person for being considerate. If they give you details and offer to script the scene ahead of time, demonstrate your appreciation by not using the information to cheat.

It's the World of Darkness, and the characters are cruel and inhuman. If you want to play this game and keep your friends, you must keep the distinction between IC and OOC firmly in mind, and make an effort to be considerate. Ω

# Farewell

By Road Finecy

I would like to take this time to speak to each and every one of you and to show my appreciation for all of the support and love that you all have shown me since I started playing with you. I will miss each of you very much, and I promise that I will come to visit each chance I get. You have all proved to be good friends to me, and I am saddened at leaving you all. I know that I will be happy (for a time) in Indy, but I also know that I will miss each and every one of you ... you have made me feel welcome, even when I didn't realize it. I thank you all for the olive branch that you have extended to me, and I know that your friendship will stay with me for the rest of my life. I will remember my time here in Nashville to be a happy one (for the most part at least) because of all of you. I guess I just wanted to say goodbye and not leave anyone out by mistake. Please feel free to keep in contact with me, as I would like to keep in contact with each of you.

Affectionately,

Road Ω

# Boneman

By Emily Douglas

The [bone]man in my closet breathes black spots on the full-length, [silver-backed mirror] that hangs on the other side of the door.

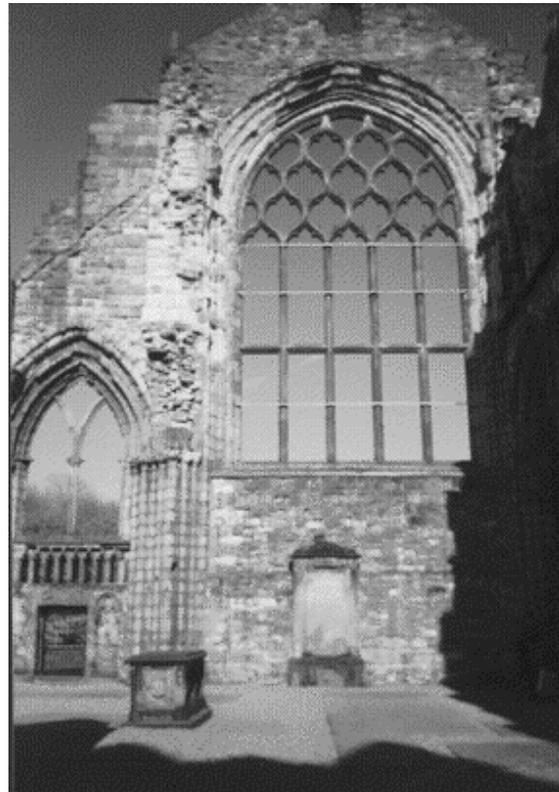
He eats dirty t-shirts and wants me to move my [hat collection] onto the upper

shelf, rather than hanging on display out in the room.

He has a [menagerie] of [spiders] that turn cartwheels and can perform a variety of other [vaudeville] tricks.

He excretes dust balls like tumbleweeds until he cannot move for them.

He has no concept of cleaning them out.



Reverence  
By Matthew Skipper

The boneman guards the door at the back to keep [the things with glass teeth] from coming through.

He leaves on the first of the month to go to [tea parties].

He heads jauntily off to these gatherings, tipping me a wave as he goes, but slips back in late at night after I've gone to sleep, as if he is ashamed for being after [curfew].

We have never discussed a curfew.

He hides my [shoes] when moody or depressed, or when he simply feels like a bit of conversation.

He doesn't care if he makes me late for important things.

He oversees the [breeding] of the [clothes hangers], culling and swelling their numbers at seeming whim.

He argues with something in the [air vent]s that I cannot see or hear. At these times, his voice goes shrill and high. I usually leave the room.

I believe that he was briefly married to the spirit of an [iced tea]. I know this because I was asked to sign the papers officiating the ceremony. I later found the bottle in the trashcan, and he will not speak of her.

He mediated the [peace accords] between myself and the mice who live underneath the floorboards to both side's contentment.

The boneman in my closet speaks 3 dozen languages, at least 4 of which I cannot find in any volume of [linguistics].

He gives advice when I'm getting dressed, making suggestions and vetoing. We have differing tastes when it comes to [apparel].

I saw him injured once. I believe that he got into a fight with the neighbor's cat. He whispers darkly against it when it comes to the window and [miaow]s.

He will sometimes threaten to go away, to leave and never come back. I bring him [chocolate] and he is happy again.

I have my suspicions about the death of a man across town. He was [strangle]d in a most unusual manner. I cannot prove it and so I do not bring it up.

The boneman in my closet smooths my hair and kisses my face at night. Ω

# How Not to be Eaten by a Squirrel

By Amanda Plageman



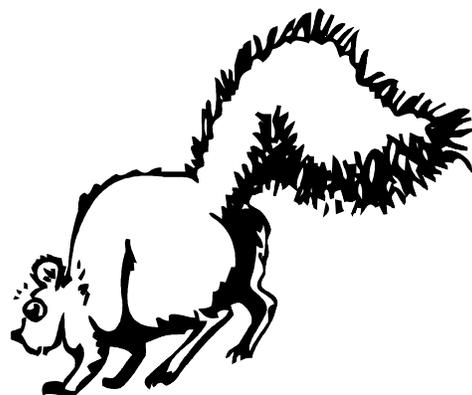
1. Avoid smearing yourself in stale breadcrumbs unless absolutely necessary.
2. If threatened by a squirrel, wade out into a pond. Squirrels, usually excellent swimmers, refuse to share water with anything else.
3. Carry a large automatic weapon with you whenever walking past a park or tree.
4. Become a microbiologist and develop a squirrel form of myxomatosis.
5. Become an electronics whiz and build a battery-powered thingy that repels squirrels by means of ultrasound.
6. Become a physicist and repel squirrels. And everything else.
7. Carry a tin whistle in your shirt pocket or handbag and practice squirrel-charming techniques to buy time to escape, should you be threatened.
8. Move to Siberia. As far as I know, no squirrels live near there.
9. If you can't beat them, join them: Whilst squirrels may be vicious, they are civilized creatures and the idea of cannibalism disgusts them. Rather than just getting another pullover from your granny next Christmas, ask her for a squirrel costume instead.
10. Do everything in your car. Eat in it, sleep in it,

perhaps even travel in it. Never leave your car. Remember to check it for squirrels first.

11. Go on a safari holiday to Africa, go to see the lions and jump out of the Land Rover into the middle of a hungry pride. I'd like to see a squirrel try to reach you then.
12. Contract Anorexia Nervosa and wear tight clothing to make sure the squirrels realize they'd be wasting their time eating you.
13. Sneak onto the set of a film about the middle ages and steal some chain mail.
14. Ask God to reconsider whether they were worth putting on the planet in the first place. Be polite.
15. Make friends with lots of plump, tasty-looking people. Hang about with them all the time, after making sure you can run faster than all of them.
16. Do not mistake squirrels for chipmunks. Chipmunks will allow themselves to be petted and stroked and even hand-fed whilst squirrels will take your arm off at the first available opportunity.
17. Do not accept any offers from shifty-looking blokes in cars who enquire as to whether you would like to come with him to see some baby squirrel kits.
18. Learn Judo or Karate. Practice sparring only with very short people.
19. Buy a few ready-killed squirrels from Tesco and string the tails around your neck along with a few bones and a

fur headdress. Walk around half-naked covered in warpaint with a large knife and a collection of fearsome facial expressions. They ought to get the idea then.

20. Live solely on garlic, onions, leeks, kebabs, truffles, beetroot and Ferrero Rocher. Never brush your teeth, breathe through your mouth and you should be safe provided you never holiday in France.
21. Carry several different types of underarm deodorant with you throughout the day. Keep changing your smell so that squirrels cannot follow your scent and track you to your home.
22. Never write any novels denouncing squirrel deities. If you do, apologize and go into hiding.
23. Constantly chew at least ten sticks of gum simultaneously. Keep dropping lumps so that any inquisitive squirrels will have their muzzles glued shut.
24. Marinade yourself in white wine, strip naked and drape yourself invitingly on a large plate. The squirrels may think it a little too good to be true and will stay away, suspecting a booby-trap. Ω



# Adopt-A-Cemetery

By Sami Corbitt

Historic Nashville, Inc. and the Metro Historical Commission have been working on a preservation project to identify and register private historic Nashville-area cemeteries. They put out a call for anyone with a cemetery on their property to report it to them. Since the implementation of this project, they have organized two citywide ventures to record as much information as possible about the reported cemeteries. From their efforts, they located 3,247 unregistered burial sites.

This large volunteer effort showed Historic Nashville, Inc. (HNI) a need for further preservation efforts. Now that they've found the cemeteries, certain cemeteries need to be adopted. HNI formed a new program called Preservation Partners and organized the Adopt-A-Cemetery plan. Volunteers for these programs adopt a cemetery and then visit it four times a year, recording its condition and any damage done to it.

As a Domain, we have the opportunity to become involved in this program by adopting a cemetery. This is a perfect opportunity for us to support and give back to the community of this city by preserving the rich history that Nashville was built upon. Plus, how awesome would it be for our Camarilla group to adopt a cemetery! It's so appropriate.

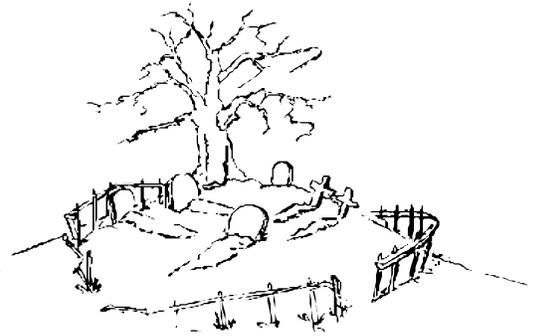
Patti Bryant, the Adopt-A-Cemetery coordinator from Preservation Partners, is sending us some more materials and information about the program, as well as information about becoming

members of Historic Nashville, Inc. Be advised that membership in HNI is normally required to participate in the Adopt-A-Cemetery program, however, this was a change made to the program in the weeks following my first contact with Ms. Bryant. While we are not required to join, I would like to ask volunteers to consider joining. The program has done a lot of work to help preserve the historic sites of our city and I think that alone is reason enough to want to be a part of their efforts.

Membership is \$35 for individuals and \$50 for groups of up to ten. If we get at least ten people to join HNI and participate in the program, that's only \$5 per person. \$25 of the membership fee goes toward the purchase of a sign to be posted at our adopted cemetery and the remainder goes into the Preservation Partners Project Fund. This fund is to provide for the restoration of adopted cemeteries. There are lots of perks to joining HNI as well, including their newsletter, the latest news on preservation in our area, annual social functions, invitations to special preservation events and further volunteer opportunities for preservation activities and project

If anyone is interested in helping out with this volunteer effort, please contact me, preferably by email.

I look forward to picnicking quarterly with you in our adopted cemetery! Ω



## Redbud Lane

By Michael Blank

He was running to meet the bus when he stumbled.  
Looking through the grass screening her, he saw  
the person he tripped over. She lay still,  
The leg he saw didn't twitch in [the] cold breeze.

Biting back a cry and everything coming with it,  
He pulled back the brambles shrouding her body.  
The pink blouse the high school girls wore had torn  
when she came to rest, showing her battered flesh.

Marble breasts bared to the rain and wind  
Twin purple suns surrounded by a bruised sky  
rising from the 34B horizon she wore  
shining down on the skirt preserving some modesty.

Silk, cotton and ants hid her skin from the rain  
while they rebuilt the frozen streets they walked.  
Insects moved across her body to the city  
they had modeled in memory of her face.  
The flies circled her eyes, droning on  
while waiting for landing instructions from below.  
The beetles worked inside and out on their new home  
running across lips only her father had touched.

Later, when flies buzzed the jelly on his face,  
He shooed them away. For her, he didn't kill them. Ω

# My Bloody Valentine



Happy Valentine's Day to all! In the spirit of this season of love, we're dedicating this page to everyone's favorite eternal Valentine, Prince Eric Covens...

'must be a dream,'  
was all I could think  
when my raven-plumed Prince  
stepped out of the night -  
eyes of moody silver flame  
seared my soul  
and etched his alabastrine visage  
forever in my mind.

the draught he offered was a libation  
to my new religion.  
the Sun is my sacrifice  
that I lie on the alter of Night,  
with days now spent in sluggish work  
and fitful sleep,  
for Day is the stage of another scene - a  
past that hardly seems my own.

only when Darkness falls  
am I truly alive -  
with the fiery chill of his caress  
to make me give voice  
to a psalm yet unsung,  
with the blessing of his smile  
as all the sun I need  
to illumine my reality,  
with the rapture of his Kiss  
to drown me in pleasure  
and revive me with pain.

'must be a dream,'  
was all I could think -  
but rouse me not,  
for the wakeful world  
can no longer compare.

-Arden Corbett  
(Chris Dolan)



Every world needs something to revolve  
around  
and tag  
you're my gravity.

Once there were reasons, thoughts,  
longings that didn't hinge on your  
existence but you've shot them  
down like you shut me down  
and now my dignity's stuck on the  
highest shelf and I'd have to ask you to  
help me get it down.

I'd have to ask you  
ask you  
and confront that look from those eyes  
that make my insides melt running  
down my legs.  
Breath and pulse that used to be my  
own try to shift shift shift and leak  
through your fingers.  
My body like an ocean and your rivers  
keep me alive, keep me crashing against  
the shore the rocks  
the tide slipping away and leaving me  
alone.  
With you.

-Avery Hale  
(Carrie Hirsch)



My Prince

The very sight...a shiver  
The rumbling voice...a terror  
The darkness in your eyes...  
a wonder  
This feeling You give me...  
nothing but a love  
Roses fade  
People die  
Lives are changed  
But Love is something  
lingering, growing...  
a constant.

From Your Devoted,  
Merilee Lisben  
(Charlotte Anderson)



Fire trapped inside blue ice  
Your piercing eyes  
Cut like diamonds through my soul  
Ripped wide and laid bare before you

Naked.

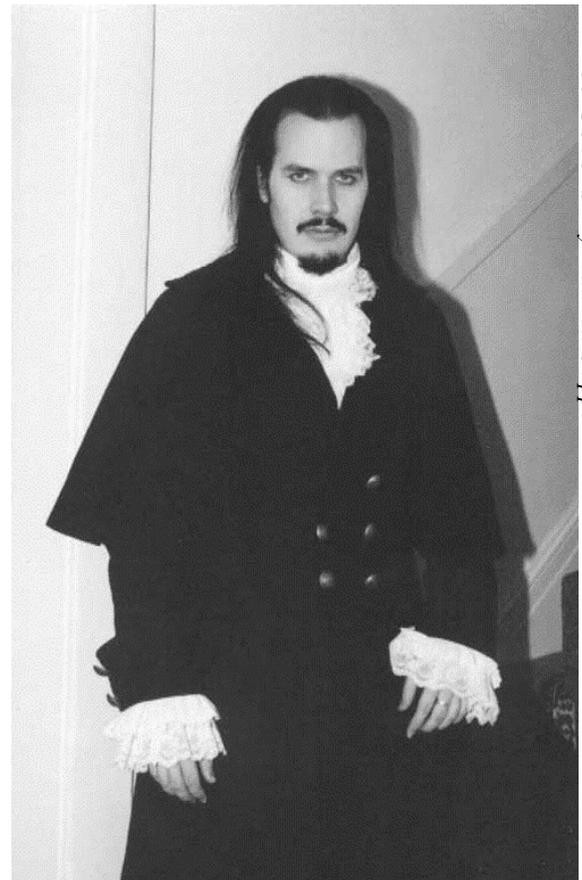
Hidden thoughts in secret places  
Ripe to be plucked by your strong hand  
I lie unfolded  
Like a flower in full bloom

Waiting.

Your smooth flesh on my stem  
Firm, strong grasp  
Tearing me from the safety within  
My house of thorns

Yours.

-Clarice Lachlan  
(Sami Corbitt) Ω



Prince Covens By Matthew Skipper

(The information on this page is for everyone's OOC enjoyment.  
However, IC, it is for Prince Coven's eyes only.)

# Rumors and Quotes

## Kindred Rumors

Murron has become dangerously unbalanced, and is killing her Anarchs at random.

The reason the Giovanni have been amassing in Nashville recently is that they are considering breaking the promise of 1528. They are going to seize the praxis soon.

The Gangrel have left the Camarilla and all joined the Sabbat. Dietrich and Keera's deaths were faked so that they could join their new pack.

Dr. Braithwaite is a Sabbat infiltrator and an undercover Serpent of the Light.

The Dead Cat Thing has left the Anarchs, hoping to join Keera and Deitrich.

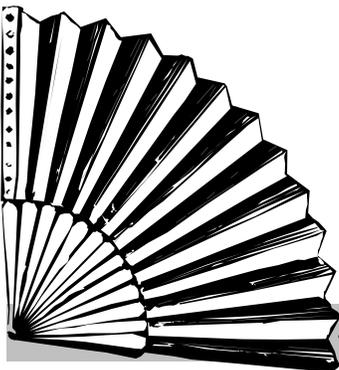
Covens feels that the Primogen have become too powerful and is planning to exterminate them, hand-picking their replacements.

Walker has not been seen in public in some time. This is because he was staked and mailed to Vienna.

The new Caitiff, Nora, is a Sabbat escapee. The Sabbat want her back...

James Milliner is a Sabbat infiltrator, trying to make life in Murfreesboro too hot for the anarchs by blowing up their meeting places.

Sheriff Aleksandr may be blood bound to Prince Eric Covens.



## Kindred Quotes

"I'm determined to be scared shitless of you."

- Bug (Daniel)

Kay: "I demand that you go home and have sex with your wife"

Anton: "Do I get extra XP?"

Kay: "If she files a DAR"

- After an Anarch game

"Tell us a story"

- The good doctor (Winn) addressing the prince during a lull in conversation.

Sarge: "Hey doc, need a hand up?", after the good doctor slumps to the floor and lays back.

Doc: "No, I expect I'll sit up eventually."

- Humorous exchange between tough guy and crazy guy.

"Are these house donuts or personal donuts?"

- Ryan Sprague as he spots the donuts

"I don't want to be in a drive-by."

- As Joseph (Winn) finds out he'll be participating in a drive-by.

"AAAAaaaaaaaaAAAAAAAAAAAAaaaa  
aaaaAAAAAAAAAAAAHHH!!!!!"

- Joseph calmly screams like a little bitch upon participating in a drive-by.

"Dude! I'm in the middle of a drive-by. Call me back later."

- James Milliner (Adam S.) as Mike calls him.

## The Top Ten Things Kindred Want to Do to Guiallame

by Tony Gowell

10. Set him on fire.
9. Take that damn fan away.
8. See how well the makeup holds against holy water.
7. Throw a few girls at him to see how he responds.
6. Recover the hat collection for Gangrel inspection. (aka habitat)
5. Eat him.
4. Investigate the probability that he ate Martha Stewart's soul, because face it, no vamp's that fucking perky.
3. Confuse him while he tries to figure out who's talking out of turn so he can do the Harpy thing.
2. Place bets on what color he'll turn when #3 occurs.

and finally ...

1. Do a follow up to the rumor that Guiallame de Givenchy is really a butch waste management official from Brooklyn named Joe Bob Liesowitz, who has never seen Paris nor could tell you where it is. Ω

"I just saw a frenzied cat, and got the hell out of dodge."

- Murron, explaining her absence as Dead Cat Thing frenzies.

"Someone was trying to steal cable. I don't subscribe to that channel."

- James Milliner, as someone tries to get into James's head.

I need aura perception and all I can find is the cat.

- OOC Overheard from across the room

"I knew it was a combat night, so I brought a book."

- OOC Liz

"I'm sorry, do I look like a bloodhound to you?"

- As Murrone asks Dead Cat Thing to track

"Haven't you noticed the six large, breast-like objects protruding from her chest?"

- James (Adam) makes an observation

"Insta-Prince! Just add status."

- OOC: Adam S. as Matt changes from Walker to Covens.

"It's a fang bang!"

- James Milliner, as Kranila is restrained.

Sarge: "I potentially chop your head off."

NPC: "I block with the flaming Sabbat member."

- Sargent Mayhem and NPC Two-Pack (played by Charlothe)

### Garou Rumors

The new cub, Ashley, is a BSD infiltrator.

### Garou Quotes

"Listening to Alex's advice is the surest road to damnation."

- Ryan Sprague gives advice.

"I pull out my friend, Mr. Knife."

- Sandor (Winn)

"I'm protected by bug spray. I'm ready to kick some wyrmy ass."

- Seeker of Truth

"Let's sacrifice another cub and get a gnosis back. Special Shadow Lord rite."

- OOC George Galang as Johnny Silver

"If I was of the Wyrms, I would have already weaved your entrails into a doormat, you dork."

- OOC Overheard from across the yard

"You want some fire that's a little less toxic?"

- OOC Raven to Mike, as Mike lights a cigarette off a Citrolla torch

"I'm quite willing to become a flying furball of hate."

- Random Finds the Path (Raven)

"Don't make me come over there. I'll trip on something."

- OOC Abby requests the player's attention.

"I'm a ghetto Fenris?"

- Ashley (Abby) learns her tribe.

"I win! I have more socials than a dog!"

- OOC Latkah (Liz) wins a challenge

"Gypsies do NOT eat dog."

- Sandor (Winn)

"Nasty, fire-breathing motherfuckers. I hate those things."

- Sandor on squirrels

"You think I care? Just means you aren't attached."

- OOC Abby, after Josh explains how the STs can't kill his character, since it's the character's first night.

"Suck suck suck suck suck suck...."

- Xebicheck (Ian) as he lies paralyzed in Crinos, and can't do anything else.

"The flaming board game is being flung at the piece that flew out of the board game."

- OOC Mike Brooks describes what's going on.



Glasswalker By Carrie Hirsch

## Mage Rumors

Melody's accident was carefully engineered by the Technocracy as the first of a series of "accidents" scheduled to befall Tradition mages.

The Gypsies plan to take over club Seraphim, and turn it into a fiefdom of Little Egypt.

The VAs have all been brainwashed and tracking tagged by the Technocracy, they were allowed to defect so they could be followed right to the mages.

Sandor has come to lead the mages to the Caern, so they can drain it and get rid of those pesky Garou. Sandor will then sell the land to Jacob Stanford, prominent local vampire.

I hear that Lars' house has some undisclosed treasures that he didn't tell us about in his will, if we can just find them.

I hear that Lars isn't really dead, that the video was a fake, to throw us off track.

I hear that the Technocracy has been breeding these bugs, and that they got loose, and that ole Irontooth's trying to get 'em back under control. Maybe we should be helping the bugs.

## Mage Quotes

"I always like sex when I can get it. And when I can't, I like to remember it.

- Lars (JT)

"Wait a minute. You burned down your house, on purpose, and you want to stay here?!?"

- Lars to Gothic Max

Bubba: "And who are you?"

Emily: "I'm Out Of Character."

"...Or 15 minutes as the Akashic flies."

- JT gives travel time to the next location

"Don't you know that killing people is against the law?"

- Rogan

"I hopped trees way long ago"



- Nikki describes where Ryuki isn't.

"Arrrgghhhhhh"

- Lars gets sobered up by some sadistic mage

"1 Corpus to get in, 1 Corpus to get out."

- As Patty walks through the wall, into the room where Jericho is fucking Sandor, and Sandor is fucking Mae. Patty turned around, and took the damage to walk right back out through the wall.

"Is this somebody's owl?"

- Lord Henry (Steven) as a spirit owl lands on his staff

"That's never happened before."

- As an NPC sprouts chiton after Jericho kissed her.

"They touched my rod. I gave them the pattern."

- Yoshitomo on the Queen Bug's human pattern.

"I'd like to nominate Adam Doochin for being a prick."

- OOC Emily during XP nominations (for good role-play)

"I'm tired of sitting in puke"

- OOC Liz after Flower sicked up in the back of Mae's van.

"Have all the suspicions she wants about Sandor. One of those suspicions is that Sandor's had VD at some point."

- OOC, as JT and Amanda discuss her mage's actions.

"I kinda foresee Bubba becoming a Cultist one of these days. I mean, he's got the attitude pretty down pat, and isn't that mostly what any Tradition membership is?"

"I kinda foresee Bubba becoming a smear one of these days."

- OOC Emily and Winn, discussing the new and improved Bubba Ω

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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!

# February 2002 Schedule

Sun	Mon	Tues	Wed	Thur	Fri	Sat
					1 7:00 pm T.N. Kindred Game	2 2:00 pm SERE 2K4 meeting 7:00 pm Mage Game
3	4	5	6	7	8 7:00 pm Domain event planning meeting	9 3:00 pm Garou Game
0	11	12 7:30pm DBR Meeting	13	14	15 7:00 pm Mage Game	16 3:00 pm Sabbat character creation 7:00 pm Sabbat Game
17	18	19 7:30 pm T.N. Chapter Meeting	20	21	22 Movie Social: Queen of the Damned	23 7:00 pm DBR Kindred Game
24	25	26	27 7:30 pm Chapter/ST Council Meeting	28		

## *Your elected Officers*

### **Dark River Society**

Paula Watt	Domain Coordinator (DC)
Mike McMahan	Assistant Domain Coordinator (ADC)
Andrew Anderson	Asst. Domain Coordinator (ADC-HR)
Jay Smith	Domain Storyteller (DST)
Anton Andreev	Assistant Domain Storyteller (ADST)

### **Arcadian Nights**

Adam Steinberg	Chapter Coordinator (CC)
Amanda Plageman	Assistant Chapter Coordinator (ACC)
Kay Adams	Chapter Storyteller (CST)
Mike Adams	Assistant Chapter Storyteller (ACST)

### **Days of Bitter Rage**

Chris Simpson	Chapter Coordinator (CC)
Tony Gowell	Assistant Chapter Coordinator (ACC)
Brad Thompson	Chapter Storyteller (CST)
Winn Keathley	Assistant Chapter Storyteller (ACST)