



THE Undercurrents

The Official Newsletter of the Dark River Society Domain

Volume 6, Issue 1

JANUARY 2005

A New Beginning

Hi everyone!

For the past few months, we have been working towards a new Chronicle and tying up the loose ends of the old one. New individuals have stepped up to take on new roles within the club, more people have joined the club just in time for the new game, and we all have to learn a massive batch of new rules. Times...they are a'changin'!

I decided that for the first newsletter of this new year, I wanted to include pertinent information for us members to help ease us into this new Chronicle. Within this newly renovated newsletter, I have included a detailed section from our Domain Storyteller about the Requiem; a long list of Global, National, and Regional staff members and their contact information; and some snapshots of local members who are playing in the new game.

On the back page, I have also included a list of our domain's officers and their contact information along with next month's Calendar of Events. You can also access them on our website, www.darkriversociety.com, as well as other pertinent information about the Club.

I hope that this newsletter will be of help to you when you begin your journey into the Requiem.

Enjoy! ☺



Loraine Flegal
Undercurrents
Editor

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2005-2006 OFFICERS

Anton Andreev
DC TN011-D

Loraine Flegal
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Sam Flegal
DST TN011-D

Paula Watt
ADC Webmistress
General ADST

Jon Watt
ADST Ghosts

Ian Harris
ADST Audits

Ryan Holdbrooks
Garou VST



Please welcome our newest members, **Rick Backhouse**, **LaVere Backhouse** and **Jojo Bryant**, and a temporary member **Sue Mizis** to the club!

FROM THE DESK OF THE DST

THE NEW Requiem

The following information can be found on our website:
http://www.darkriversociety.com/st_only/ven_requiem.html



Sam Flegal
Domain
Storyteller

Requiem Venue Style Sheet

Part 1: Basic Information

- *Venue Name:* Nashville by Night
- *Domain Number:* TN-011-D
- *Venue:* Requiem
- *Lead Venue Storyteller:* Sam Flegal
- *Storyteller Contact:* drs_dst@yahoo.com

Part 2: Styles of Play

- *Action (Combat and challenges):* 2 (Sometimes)
- *Character Development (Personal dilemmas and choices):* 3 (Often)
- *Darkness (PC death or corruption):* 2 (Sometimes)
- *Drama (Ceremony and grand story):* 3 (Often)
- *Intrigue (Politics and negotiation):* 5 (Always)
- *Manners (Social etiquette and peer pressure):* 4 (Usually)
- *Mystery (Enigmas and investigation):* 3 (Often)
- *Pace (How fast do stories emerge, develop, and resolve?):* moderate

Rating	Description
1	Never present
2	Sometimes present
3	Often present
4	Usually present
5	Always present

Part 3: Description of Venue

Pity is for the living, envy is for the dead.
 —Following the Equator, Mark Twain
 (See *Nashville Requiem City History* on pg. 5)

Part 4: Storytelling Mechanics

Proxy Rules:

All proxies to Nashville's Requiem venue must be received by the Storyteller in writing or by email no less than 48 hours in advance. Characters who are proxied must have proof of MC, complete experience history, and a detailed e-mail of character's goals and probable actions. Proxies that do not meet these requirements will not be approved. All proxies to Nashville are hard proxies.

Travel Risks:

Nashville is easily accessible through I-65, I-24, and I-40. Nashville also has an international airport. For these reasons, travel to and from Music City is fairly safe. The only danger will involve locating other kindred, as an unexpected guest might be treated as a danger to the city.

Visiting Character Guidelines:

Visiting characters must bring a full XP log for review. They must also provide their supervising STs contact info. If possible obtaining the signature of their supervising ST is recommended. Visiting characters will receive XP the same as the local PCs.

Experience Award Guidelines:

- *Base:* 3XP
- *In Costume:* 1XP
- *Good Roleplay:* 1XP, this will be awarded to a max of 3 people per game.
- *First Game:* 1 XP, new players are awarded 1 XP as a thank you.

From the Desk of the DST cont.

- *Danger*: 1 XP, if a PC comes close to death, but lives. To be awarded by the ST.
- *Max*: 5 XP, no more than 5 XP can be earned at any 1 game.
- *Downtimes*: 1-3 XP per downtime as determined by the supervising ST. No more than 3 XP per month.

Feeding Guidelines:

Nashville uses unique feeding guidelines as outlined in the feeding document. (Note this is still under construction)

Additional Notes:

- Diablerist concepts will not be approved. The Low approval ST reserves the right to deny any character that will likely be disruptive to game play.
- Baby Dragon's have no gold: A PCs must be in play for 3 months and have earned 20XP in order to result in a successful diablerie. ☹

Nashville Requiem Feeding Rules: A Guide To Feeding

Territories

The city of Nashville is divided into 5 territories. Prior to the venue's start, players will be chosen to play Primogen who control each of the 5 territories.

Each territory has several characteristics attributed to it. First, each territory produces a number of free blood points at the beginning of each game. These free blood points represent the amount of blood that can be quickly and easily acquired without any threat to the Masquerade. These free blood points are used to determine how much blood an individual vampire or a group of vampires have to use during the game. You will note that some areas produce more blood than others do. This is done to represent areas where feeding is especially easy.

Second, territories also produce modifiers to certain types of Allies or Contacts actions. These modifiers are called perks. For example, South East Nashville contains Nashville International Airport and thus provides a +5 bonus on actions related to transportation. However, in order to make use of the perk provided, your character must have at least one dot in Allies or Contacts that relates to the area the perk covers. So, your character can only apply the perk from South East Nashville if you undertake an Allies (Transportation) action or use your Contacts to gain information related to the area of transportation.

Contested Territories

If opposing vampires vie for control of the same territory, that territory is considered contested. A contested territory reduces the amount of free blood it produces by half (round down). This lesser amount is then split equally among all of the contesting vampires, and their loyal subjects. While a territory is contested it produces no perks whatsoever. The

storyteller has the sole discretion to determine when a territory is contested and when it is no longer contested. Possible ways a territory might become uncontested again include: both sides of contesting vampires coming to an agreement that ends the conflict, or one side contesting the territory ceases their efforts to take control.

Starting Blood

All vampires begin play with 5 blood. This is to prevent a situation where a room full of nearly frenzying predators occurs at every game. Even the most unconnected vampire can manage to scrounge up just enough blood to keep on existing from night to night.

Free Blood

Each territory generates free blood, that is ultimately controlled by the Primogen of the territory. Each Primogen is then capable of awarding portions of this free blood to other kindred in the city. Primogen commonly get favors and loyalty in return for the blood they can provide other kindred, but to who and how they doll out their blood is up to each Primogen to decide. Once an amount of blood is given to another kindred that kindred is in control of the blood and may use it as they see fit, which includes giving it away. Whenever a Primogen gives blood both the Primogen's player, and the receiving player must record the arrangement with the storyteller staff. This is the same for when a Primogen takes back the blood they have given.

In addition to the blood Primogen provide other kindred, any perks produced by a territory are available to all characters loyal to the controlling Primogen, as the Primogen allows.

*From the Desk of the DST cont.***Feeding**

Not all vampires will be content with the blood that they receive from their Primogen. Some characters will also prefer to remain politically unaligned, and therefore will have less blood. If you desire for your character to have more blood than whatever he gains for free from his Primogen's territory, then your character must go feeding. Your character can gain blood in one of two styles: 1) hunting or 2) ravaging.

Feeding challenges are run as on page 164 of Vampire: The Requiem. Add an attribute + a skill as is relevant for the described method of feeding.

Hunting

The free blood a territory generates represents the amount of blood that can be safely taken without any threat to a character's safety or the Masquerade. However, if a character still desires more blood and does not want to hunt outside of his Primogen's territory or raid another Primogen's territory, then he must hunt in the territory his Primogen controls. Hunting represents a character taking risky actions to draw more blood from the local population that could result in a breach of the Masquerade.

- If a character decides to go hunting in his Primogen's territory, conduct a normal hunting challenge as described above. The number of successes gained equals the number of blood the character receives. Haven Location and Herd may be factored in for this challenge as the proximity of trustworthy vessels and secure places to hunt mortals help protect the Masquerade.
- However, if you draw a 1 during challenge resolution, your character has breached the Masquerade because too much feeding in one neighborhood has finally brought suspicion. The Storyteller has sole discretion to determine the level of the breach based on the nature of your hunting scene.
- A character suffers a -1 penalty for each time he attempts to hunt in his Primogen territory after his first attempt.

Ravaging (or Stealing)

Ravaging is the term for sneaking into another Primogen's territory and stealing blood from it. Ravaging uses similar systems to hunting. You can choose to have your character ravage another Primogen's territory to steal their blood at a risk to the Masquerade:

- Conduct a normal hunting challenge as described above (you suffer a -2 penalty and Haven Location and Herd do not apply in this challenge as you are working in an area you normally do not hunt in).

- You gain one blood per success.
- On a fail (no successes) the character is unable to find a vessel. On the draw of a 1 the Masquerade is breached.
- On a dramatic failure the Masquerade is breached and the character is obviously implemented in the crime.

Did You Get Caught?

Immediately after taking blood, conduct another challenge with the Storyteller. This second challenge is to help the Storyteller determine how well your character sneaks into a territory and feeds without being detected. The challenge should be conducted as follows:

Wits + Stealth

- +1 for Obfuscate 3 or higher
- +1 for Majesty 3 or higher
- +1 for Dominate 3 or higher.

- 1 for each blood point taken during the ravage.
- 1 for each time he attempts to ravage a Primogen's territory after his first attempt.

If you draw a 1 during this challenge, the vampires who control the territory automatically become aware that you have raided their territory and taken some of their precious blood.

Otherwise, the Storyteller will record the number of successes you generate and will later conduct challenges with each of the territories occupants present at game that night to see if anyone detects your raid. The challenge to detect a ravage should be conducted as follows:

Intelligence + Investigation

- +1 for Animalism 3 or higher
- +1 for Auspex 3 or higher
- +1 for every three points of Retainers

If any of the territory's occupants generate more successes than the ravaging vampire, then they discover that their area has been ravaged and will be given some clues to help them figure out who ravaged their Primogen's territory.

The value and clarity of the clues will depend on how many more successes they generated compared to the ravaging vampire.

If the ravaging vampire generates more successes then all of the territory's occupants attempting to detect him, he sneaks in and out of the sector without leaving

From the Desk of the DST cont.

any traces of his presence.

When comparing the successes generated by all players involved, ties are resolved in favor of the territory's occupants.

Visitors

It is expected that characters from surrounding games will come to play in our game. We want to encourage people to visit as we feel it adds to our games, but we also want their characters to experience some of the same struggles Nashville vampires have to endure each night. Consequently, all visiting characters will be issued 5 free blood points plus their Haven (Location) and Herd at the beginning of any game. A visiting character is free to ravage for any blood he wishes to have during game in excess of the free blood he was granted. Any attempts to ravage are to resolve as described above.

Feeding Outside of Nashville

Attempting to feed outside of Nashville may seem attractive, since no one claims these territories, and one could not be accused of stealing. However, they are unclaimed for a good reason. They are very poor feeding grounds, and finding human prey is very difficult. Finding animals is slightly easier, but animal

blood does not nourish the vampire in the same manner. For the sake of simplicity, the area surrounding Nashville is considered to be a single "territory" (although there is no free blood and no other bonuses).

All areas outside of Nashville are considered to be the Barrens, and receive a negative 2 to feeding because vessels are scarce or particularly suspicious of others.

- Conduct a normal hunting challenge as described above (again, you suffer a -2 penalty. Haven Location and Herd only apply if you reside outside of Nashville. If you reside in another Primogen's territory, they do not apply in this challenge as you are working in an area you normally do not hunt in).
- You gain one point of blood per three successes
- On a fail (no successes) the character is unable to find a vessel. On the draw of a 1 the Masquerade is breached.
- On a dramatic failure the Masquerade is breached and the character is obviously implemented in the crime.
- A character suffers a -1 penalty for each time he attempts to hunt Outside Nashville after his first attempt.

If you desire to feed on animals, then the standard book mechanics apply as outlined on page 164-165. ☺

Nashville Requiem City History

Parts of this history is still subject to change. If you want to contribute something to the history, please email the DST Sam Flegal at drs_dst@yahoo.com.

Before the time of the white man, many powerful forces ebbed and flowed throughout middle Tennessee. The land was unclaimed by any one native tribe. Instead, it was used as a hunting ground by many. Often, battles were fought in attempts to control the area, but no one tribe remained in control for long. Legend says that the land was cursed before time; others say that a dark power called the land its home. Regardless of the truth, middle Tennessee remained uncontrolled and untamed by mortal hands for many centuries.

In truth, some sort of creature stalked middle Tennessee. It could have been vampire, but its true origins are unknown. What it known is that the creature was here before vampire history was recorded in Nashville.

During the 1650's, a French explorer named Chaleville established a trading post in middle Tennessee. It came to be called the French Lick. Over the next 50 years, the outpost would come under a series of attacks from native tribes, but the post would survive. However, in 1714, the French Lick was abandoned. Strangely enough, this did not occur from tribal attacks or from sickness. The survivors that relocated to other areas did not speak of what they saw in the French Lick. In fact, though many lived on, not one of them ever spoke a word again.



The Mac Brenna Clan

Photo by Camarilla Photo Team
First Night 2005

From the Desk of the DST cont.

It is believed that the creature was angered by the white man's taint on middle Tennessee; and in its rage removed what it saw as unnatural from the earth. The people that did survive the creature's attack were so stricken with fear that accurate accounts of what it was or even what it looked like were impossible to record. Some vampire scholars suspect that some form of Dominate or the Nightmare discipline was used to prevent the people from recounting what they had seen.

Later that century, in 1769, the French Lick was re-established by Timothy Demonbreun. Over the next 20 years, settlers would arrive from other colonies, searching for new beginnings. James Robertson and John Donelson each set out from the Carolinas with many families in two separate expeditions to settle the French Lick. James Robertson's group arrived first, mostly intact and relatively unharmed. John Donelson's group, however, encountered great resistance and experienced many casualties during their journey to the French Lick. When all was said and done, approximately 50 people settled the French Lick, in hopes of making a new home.

During the Civil War, the population in Nashville rose up to approximately 200,000 people; and amidst all the destruction and chaos, the area plunged into sin.

With the settlers came a vampire. His name was Bruno d'Moir, and he was a Gangrel Invictus. He was sired in 1739 in the region of North Carolina. His sire was demanding, to say the least. Once his oaths of service were complete, Bruno left his sire in search of independence. In truth, what Bruno sought was to build control. Bruno traveled with John Donelson; and strangely, the people with whom he traveled met many an unexpected demise.

As Bruno attempted to settle middle Tennessee, he was forced to battle the creature that first called the area home. Bruno called the creature "le Mauvais", the Evil One. It took all his effort and many dead childer before Bruno destroyed the creature. With his enemy gone and no other vampire to challenge his rule, Bruno set about strengthening his grip on middle Tennessee and helping the population to grow.

In 1784, North Carolina Legislature gave the French Lick a new name—Nashville. Twelve years later, Tennessee became the 16th State. For the first time, it seemed middle Tennessee's curse was lifted. Over the next 50 years, Nashville's people prospered and grew in numbers. In 1843, Nashville became the state's permanent capitol; and by 1850, almost 75,000 people called the area their home.

As Nashville's mortal population grew, so did its Kindred counterpart. As new vampires came to Nashville, Bruno was forced time and time again to display his vampiric might, both through the use of his mortal sway and by the powers of his blood. In 1842 he officially claimed the title of Prince.

In the 1830's an enterprising young Nosferatu of the Invictus covenant moved to Nashville. He went by the name of Mr. Gott, and he was the first Haunt to come to Nashville. It didn't take this kindred long to endear himself to Prince Bruno. By the 1840's Bruno wondered how he ever got along without Mr. Gott, as Mr. Gott handled all of Bruno's business affairs. Through Mr. Gott's influence drugs and crime flourished in Nashville. Bruno named Mr. Gott his first Primogen and gave the enterprising Nosferatu charge of downtown Nashville.

Around 1843 the most famous of Bruno's childer was sired. Hank "the Cracker" Winters, was an overseer on one of Nashville's plantations. He was a hard ass and a racist, which ultimately were the traits that endeared Hank to Bruno. Over the next several decades Hank would join the Invictus and hone his skill with the whip. Even in kindred society the nickname stuck.

In 1846 a young Carthian of the Mekhet clan made his presence known in Nashville. His name was Clark Burnell and he came to Nashville from North Carolina. At first he kept a low profile, but he intelligently invested in many of Nashville's newspapers. Over the next decade he would show the Invictus the importance of media allies. In 1852 he was named Primogen of the North East and became the city's 2nd Primogen. He and Prince Bruno had an uneasy relationship, but Bruno couldn't deny this young kindred's influence. Bruno bought off Clark in hopes of avoiding any major conflict. Mr. Burnell used in newfound position to foster the Carthian Movement in Nashville.

During the early 1850's a Ventruue named Dante Salvatore came to Nashville. He was the first member of the Lancea Sanctum to arrive in the city and the first Ventruue. As the first Sanctified member of Nashville's court he played kindred politics carefully. He established himself as refined kindred of good taste. It would be many decades before he would rise to power, but in the meantime he simply made himself and his talents useful to the court.

In 1857 a group of Irish Daeva arrived in Nashville. They called themselves the Mac Brenna family. These Mac Brenna where the first Daeva to come to Nashville and the first members of Nashville's Circle of the Crone. Two of their number are important to Nashville's kindred development, Caedmon and his childe Edana. Through the leadership of these two kindred the Mac Brenna's would claim one fifth of Nashville's land as their own, the South East. Prince Bruno was outraged, but there was little he could do against such a large group of old kindred. Tension between the Mac Brenna's and Bruno's own brood of Gangrel would last for many years.

Due to the situation with the Mac Brenna, Bruno named Hank "The Cracker" Sheriff of Nashville. This move was in hopes of keeping the peace, but ultimately in hopes of keeping the kindred of Nashville in line. For a time it worked. Hank was a tough mug to be sure, but he was still young.

Soon after the Mac Brenna's arrival another Daeva, but of the Ordo Dracul came to the city. His name was Aeris Sinclair and he arrived following a family of mortals also named Sinclair. He endeared himself to the Carthian Mekhet, and the two would work together quite well. By 1861 Aeris was Seneschal of the North East.

During the Civil War, the population in Nashville rose up to approximately 200,000 people; and amidst all the destruction and chaos, the area plunged into sin. Vice came to rule Nashville; and those willing to provide the many facets of vice became very powerful. By the end of the Civil War, prostitution was Nashville's primary source of income, with tobacco a close second. Cocaine also found itself to be a cash crop of middle Tennessee; and it would remain legal well into the 1920's. Northerners and Southerners alike called Nashville home; but the animosity caused by the Civil War remained, regardless.

Racist groups found a lot of sympathy in the area of Nashville during and after the Civil War. It did not take long for the good old boys network to surface and cause fear among the colored citizens and the newly-settled immigrants. In 1867, the Ku Klux Klan was formed, and its weight fell over Nashville. During this time, many immigrants came to Nashville, and the supremacist elite was all too happy to indenture them to the lowliest of work.

From the Desk of the DST cont.

The 1860's would raise Nashville's Primogen to three. Dante Salvatore used his influence with the church to appeal to the recently freed slaves. As North West Nashville swelled so, too, did Dante's kindred status. In acknowledgement of the work he had done, and in hopes of buying him off, Prince Bruno named Dante Primogen of the North West in 1867.

During the Civil War another up and coming kindred arrived in Nashville. He was a Mekhet and of the Ordo Dracul. His name was Count Viktor Iorga, and he ended up both controlling the South West and winning the respect of Prince Bruno and his brood. Count Viktor quickly gained control of the Nashville Police, and showed Bruno what an important ally he, and his friends on the force, could be. In 1869 Prince Bruno officially named Count Viktor as Primogen of the South West, the 3rd Primogen of Nashville.

Also during the Civil War, the Mac Brennans struck out against Bruno's brood. With the arrival of many Northerners, the Mac Brenna's land swelled. It seemed easy for these Irish kindred to sway the northern mortals. Using the War as cover, the Daeva group weakened Bruno's hold in their claimed territory. During the events, Bruno's child Hank was placed in torpor by one of the Mac Brenna. With the mediation of Count Viktor, Bruno and the Mac Brennans found peace. Because Caedmon was suspected to be behind the Mac Brenna's movements, Edana was named Primogen. Part of the arrangement prevented Caedmon from entering into Nashville's court. Hank was assisted in rising from torpor. Soon after Caedmon entered torpor, Edana Mac Brenna became the 5th Primogen of Nashville.

1880 proved to be a monumental year for the vampires of Nashville. Le Mauvais rose again. At first, it seemed content to kill off the mortals that had overrun its territory, but soon it grew hungry for the other predators encroaching on its hunting grounds. Vampires began to die. At first, Prince Bruno only sent small coterie of vampires to hunt the creature, and few of those coterie survived. The ones that did recounted what they saw to the Prince. His fears were correct; le Mauvais was back. In order to defeat the creature, the prince gathered his childer and those other kindred in Nashville willing to fight. Bruno and his team tracked le Mauvais to its lair and attacked. All the Prince's childer except Hank died, and in a final epic blow dealt from le Mauvais, so did Bruno. Fortunately, Bruno had managed to grievously wound the creature with his own vicious claws. Hank and the other remaining vampires took action, and defeated le Mauvais. As it died, the creature turned to ash and sunk back into the earth.

With the Prince dead, the 5 Primogen called a meeting to decide who would succeed him. The council was unable to agree, and with each of the Primogen controlling equal power no true candidate stood out. None were willing to step forward, but none were willing to subject themselves to the other's rule. In this way, a truce was formed. Instead of having a Prince, the Primogen council agreed to rule Nashville as a collective body. Overtime some of the Primogen would compete, for territory and for power, but eventually stability was achieved.

The council bought off Bruno's child Hank. Aside from the Primogen themselves, he was the only other influential kindred in

Nashville. They named him Sheriff. Upon receiving the title a second time, Hank took one of Bruno's old guns and had "Cracker" engraved on the barrel. For over a hundred years, that pistol has served as the Sheriff's badge of office. Many kindred refer to the Sheriff position as the Cracker, rather than the Sheriff. This title shift never bothered Hank a bit.

The year 1880 proved to be a monumental year for the vampires of Nashville. Le Mauvais rose again. At first, it seemed content to kill off the mortals that had overrun its territory, but soon it grew hungry for the other predators encroaching on its hunting grounds.

As Nashville's population soared, so did the coffers of the rich. Nashville was a heaven for criminals, prostitutes, and drugs. Those looking for honest work remained under the boot of the elite, but those less morally inclined discovered that every man could live the American dream, albeit through questionable means. Money was money, and skin tone or racial heritage was easily overlooked with enough of it.

With more people came more vampires to feed on them. As the century turned, Nashville's kindred population continued to grow. Another Kindred rose to the rank of some power during the early 1900's. Her name was Kitty Von Grueler. She was a Nosferatu of the Carthian Movement, and through her own talent for gossip, she became the city's first official Harpy. When it became obvious to the Primogen that Kitty would take the position, they made sure to vote her in so that other kindred of Nashville understood they had the power, not her.

In this way, Nashville grew. The inner city became darker and darker; and those with enough money were lucky enough to flee to the outskirts of Middle Tennessee. For a time, their money saved them— but not for long. When the Great Depression hit in 1929, Nashville's economy plunged. Honest people turned to crime, and the streets erupted with more violence. In retaliation, the local government enforced severe laws and outlawed the things that had established the city—drugs and prostitution.

In the 1930's Clark Burnell's body was found by the Carthians and Aeric Sinclair in Burnell's haven. Burnell had been missing for 3 months without any contact at all. The body was missing its heart, and a bowl of blood was found next to it. On the wall the Latin characters V and N were written intertwined over each other in Burnell's blood. The Carthians suspected he was killed by the Invictus as Burnell often mentioned that he defected from the First Estate. A long investigation occurred, but no local kindred were found responsible. Aeric Sinclair replaced Burnell as Primogen.

As times grew tough, Nashville's people would turn to God. As Christianity taught them since childhood, their pain would one day be relieved by death and everlasting salvation. However, the wealthy elite used the people's religious fervor to control them,



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Just type in: <http://camarilla.white-wolf.com/MST/gallery/1stNight?page=1>

From the Desk of the DST cont.

preaching peace in order to gain compliance. With God on their lips, a new kind of slave was born. The poor working class citizen would rebuild what the Depression had taken from Nashville at the behest of those in power.

The ranks of the Lancea Sanctum swelled at this time. Several of the sanctified would claim Nashville as their home. In addition, the existing ones found new reason to sire. For the Lancea Sanctum life was good during these years.

Despite Nashville's religious revival, jobs still remained scarce. It seemed starvation and illness would inevitably carry the entire city into despair; but war would once again revitalize the city's economy. World War II was an angel in disguise as far as the Nashville citizens were concerned; and the Volunteer State would live up to its reputation. All of Nashville in need of work gladly enlisted. Some were motivated by pride; but most were motivated by the emptiness of their pockets and their desire to feed their families.

With war came jobs—jobs of all sorts, not just soldiering. With jobs came money, and with money came food. Nashville's economy began to grow from the bottom up. Those families most unfortunate to lose a loved one to the war received compensation. In this way, Nashville was revitalized. By the late 1950's, Nashville was back on track. The religious politicians controlled the city, and its people once again had jobs to keep them in place.

Aeric Sinclair made a wise investment in the 1950's. He bought in on a new style of music becoming popular in Nashville, a little thing called "Country Music." Over the years, Aeric's investment would prosper, and some kindred even boast that Mr. Sinclair is responsible for the phrase "Music City."

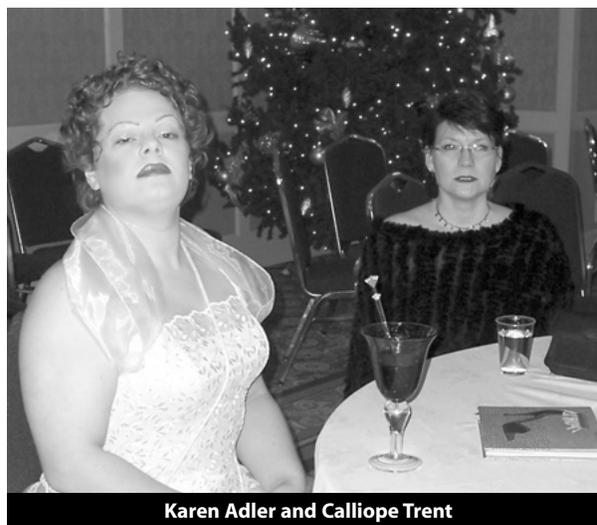
The "Baby Scandal" also happened during the 1950's. It was discovered by Karen Alder, a young Invictus that appeared in Nashville during the 1920's, that Ms. Kitty, Nashville's Harpy, liked to devour children. Karen was able to present to the court that numerous child killings and disappearances of the last 60 years were, in fact, the result of Kitty Von Grueler's strange appetite. Of course Kitty was immediately ousted as Harpy, but the scandal wouldn't end there. Ms. Kitty went crazy after being removed from office and began killing children left and right in hopes of shattering the Masquerade. The court of Nashville captured her, and after a short trial she was put to final death. After the event Karen was named the Harpy of Nashville.

The 60's and 70's flew by, and with them Nashville's heritage returned. The new generation was much less concerned about religion and much more concerned about sex and drugs. New groups grew in power. Mafia families and crime syndicates planted the seeds that would later allow them to harvest Nashville's power. The conservative government would overlook the growth of drugs, underestimating the effects it would have on coming decades.

Each of the five Primogen planted their own seeds. As there were five Primogen their would be five Mafia families. None of the other Primogen wanted the other to gain the upper hand through controlling more of the mortals of Nashville.

By the end of the 80's, the local government could no longer compare to the power of the crime families. The politicians were crooks themselves, many owing favors to or having membership in one of these families. Through drugs, the families controlled Nashville's people; through the people, the families gained Nashville's money. Through the money, the rest of Nashville fell under the families' control.

In the 90's, gang warfare would become a standard of day-to-day life in Nashville. For safety, the rich would build walls around the suburbs. In this way, a hierarchy of social status would develop. The



Karen Adler and Calliope Trent

Photo by Camanilla Photo Team
First Night 2005

poor had to fight to live; the rich hid safely in their suburban walls; and the middle class would balance back and forth between the hardships of the inner city and the safety of the suburbs. The crime families would make money from all social classes, employing the poor for their dirty work, controlling the middle class through vice and debts unpaid, and providing the rich with drug-induced, pleasure-filled lifestyles in return for a hefty profit.

In the early 90's Mr. Gott, Primogen of central Nashville and leader of the Invictus, went missing. In 1995 James Delacroix, child of Dante Salvatore, led the Carthian Movement to take central Nashville. James's coup of the territory led many Invictus to point fingers at the Carthians for Mr. Gott's disappearance, and believed demise. No incriminating evidence was ever found or brought forward. James Delacroix still serves as Nashville's newest Primogen.

With the new millennium, technology boomed. Cars are faster, computers are faster, and credit cards are faster. People are more willing than ever to part with their hard-earned cash in exchange for whatever pleasure takes them away from the burden of living. Former criminals are now Nashville's wealthy elite. Politicians hunger for reelection and their ever-growing bank accounts. At the base of it all sits the average Joe, a work-hating dreamless slob going about his day-to-day routine, hoping that maybe tomorrow they will die.

In 2004, Hank "the Cracker" requested permission to sire from the council. In the past he had been denied, due to the council's wish to keep Bruno's brood from rising again. With the new millennium, and Hanks exemplary service as Sheriff for over 100 years, his request was granted. That was the last anyone heard from Hank.

In March of 2004, Aeric Sinclair's child took over as Sheriff. In May of 2004, she went missing. In June of 2004, Sister Betsy, a Lancea Sanctum Mekhet from Northeast Nashville, took over as Sheriff. She continued the investigation of Hank's disappearance, as well as Aeric Sinclair's child. In September of that same year, Sister Betsy went missing. During the same four-month period, five other kindred of various Nashville territories also disappeared. In October of 2004, another Lancea Sanctum took over as Sheriff. His name was Ronald Benchmen, but everyone called him "Runny," due to his Nosferatu deformity of always having a bloody nose. Runny disappeared that same month. Nashville has been without a Sheriff for almost 3 months, and kindred continue to disappear.

So begins 2005... ☹

PEOPLE YOU NEED TO KNOW IN THE CAMARILLA

Have you ever wondered who runs the Camarilla Club behind the scenes? Well, here's a list of those people, their titles, and their email addresses from the global, national, and SE regional staffs.



Alex T.
Master Storyteller



David Bounds
National Storyteller

Camarilla Council Officers

Club Director	Charles Bailey	camarilla@white-wolf.com
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National Conventions Administrator (NCA)	Angela Rexwinkle	a_rexwinkle@yahoo.com
National Technical Administrator (NTA)	Brent Cerrato	camarilla.nta@gmail.com

Assistants to the Master Storyteller

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People You Need to Know in the Camarilla Club cont.

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ANC Prestige	Pearce Dreadin	pearce@tampabay.rr.com
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Assistants to the National Storyteller

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SE Arbitor	Michael Smith	MalteseNos@yahoo.com

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ARC Technical Administrator & Archivist	Skip Stavis	skp420@hotmail.com
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Assistants to the SE Regional Storyteller

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ARST Elections	Sharon Yarbrough	elections@se-region.com

Information compiled mostly from the following websites:

The Office of the Master Storyteller	http://camarilla.white-wolf.com/MST/amsts.html
USNC > Contact Information	http://camarilla.white-wolf.com/usnc/contact.php
The Sound and the Fury: SE Region	http://www.autumn-forge.org/CAM/SEREGION/ 

SNAPSHOTS!



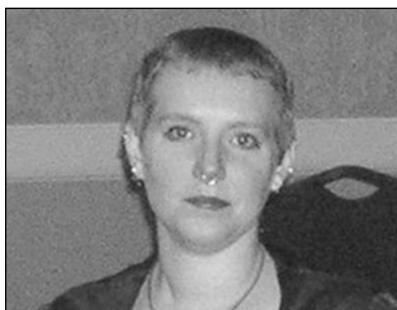
Henry Faust plays Dante Salvatore, Primogen of the North West.



Matt Skipper plays Aeris Sinclair, Primogen of the North East.



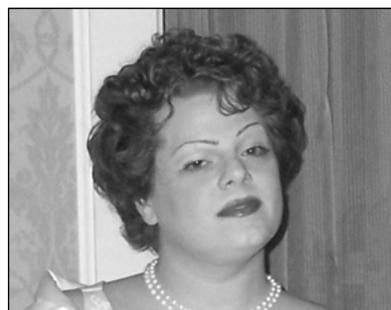
Anton Andreev plays Count Viktor Iorga, Primogen of the South West.



Paula Watt plays Edana Mac Brenna, Primogen of the South East.



Ian Harris plays James Delacroix, Primogen of downtown Nashville.



Tony Gowell plays Karen Adler, Harpy of Nashville.



Loraine Flegal plays Kassidy Mac Brenna, the Voice of Nashville.



Adam Doochin plays Mr. Strange, host of many Kindred gatherings.



YOU could play the Sheriff of Nashville.

WANT TO CONTRIBUTE?

If you want to contribute to the *Undercurrents* newsletter, please email your photographs, stories, jokes, and anything else you want to see in the newsletter, to drs_newsletter@yahoo.com.

If you are submitting images, the following formats are acceptable: JPEG, TIFF, EPS, PICT, bitmap. Please do not send anything bigger than 2MB through email. If your file does exceed 2MB, please burn it onto a CD and give it to either Loraine Flegal or Sam Flegal. 📧

February/CALENDAR OF EVENTS

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2	3	4	5
6	7	8	9	10	11	12 7:00 pm Requiem Game
13	14	15	16 7:00 pm Domain Council Meeting	17	18	19 7:00 pm Garou Game
20	21	22	23	24	25	26 7:00 pm Requiem Game
27	28					

Office	Name	Email	Office Hours
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