



THE Undercurrents

The Official Newsletter of the Dark River Society Domain

Volume 6, Issue 4

APRIL 2005

Forsaken Begins

Hi everyone!

This month of April welcomes our newest venue, Werewolf: the Forsaken. There will be two history games this month, one on the 22nd and the other on the 30th, that will allow players to connect themselves with other players to create a more fun and exciting game. I hope to see your faces there, because I know that our storytellers have been working hard at such a short notice to make an enjoyable game for all of us.

Also, for this issue of the *Undercurrents*, there is an important announcement from our DST, a preview of the City Book, some announcements concerning SERE and upcoming White Wolf products, and some information about another upcoming convention, NEGLECT 2005.

Enjoy this new issue, and please pass it around! ☺



Loraine Flegal
Undercurrents
Editor

IMPORTANT!!!

For the May issue of the *Undercurrents*, I would like to publish funny quotes heard in-character or out-of-character, whether at the Requiem or Forsaken game. This is prestige-worthy for those who want such things! (and I know you do!)

Please email these quotes to drs_newsletter@yahoo.com, and include the IC names as well as OOC names of the quoted people.



Please welcome our newest member **Jonathan Lee** and a temporary member **Bryan York** to the club!

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2005-2006 OFFICERS

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VST Forsaken

Jon Watt
ADST Ghosts

Ian Harris
ADST Audits

Andrew Anderson
ADST Mortals

Scott Mizis
AVST Forsaken
AADST Mafia

FROM THE DESK OF THE **DST**

An End and a Beginning



Sam Flegal
Domain
Storyteller

April comes to a close, and here in DST land that means spring-cleaning. Requiem has had seven games (counting the two history socials), and as you read this you are probably at our eighth game! We've been going strong for over four months now, and I must admit it has been fun. That said, it has also been a lot of work. Being both DST and VST is about to pull me apart, and now that the Forsaken game is starting up, my DST responsibilities will grow. To that end, I would like to hand off Requiem to another storyteller. In order to make that possible, I would like to see who is interested in the job. If you are interested, please come talk to me. I will put out an all call after SERE (May 15), but I would like to know who is interested before the all call. That way, I can let the interested people run a game or two to see how they like it.

In the wide world of werewolf, we will kick off our first game around the same time this article comes out. I know a lot of Darkriveans are excited about this venue, and others are curious. I hope all of you will come and give it a try! Paula and Scott have worked up some really good background for the city and the first few games should be some excellent roleplay opportunities.

As I get ready for summer, the main thing on my

plate is SERE. For those that don't know, that is the South East Regional Event. This convention should be awesome, and I hope to see a lot of you there. For those who are new to the club, let me especially persuade you to come. Conventions are one of the coolest things about our club. You get to roleplay your Nashville character with hundreds of other gamers. What happens at SERE will affect the entire Southeast region and maybe the nation. So come out and get gossip from other cities, meet elders of your covenant, legends of your clan, and become involved in the regional chronicle. Come play in the first ever convention game of Forsaken! There will be lots of people, various plots for you to get involved in, and for those who are inclined, there will be OOC parties! Parties are one of the other great things about Cons. Yes, that means bring your booze, if you're 21 or older! And if that's not enough, you will get above cap XP on your character! That's right! More than 10 XP for the month of May!

All right, enough about SERE—Nashville is coming along quite well. We got vampires, and werewolves, oh my. Our numbers are still growing and will hopefully continue to do so. I hope you guys are having as much fun as I am.

Game on! 🎮

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City Book Project: A Preview

By Loraine Flegal, *Undercurrents* Editor

A while ago, Sam and I came up with the idea for the Requiem venue of some sort of a book which would include pertinent information about the venue, such as the city history, the venue stylesheet, a map of the territories, and more. During our brainstorm session, a brilliant concept began forming: maybe we should also include a list of the characters in the city with their photographs and their city bio. Maybe

we should also spice up the photos with backgrounds according to how the characters live their immortal lives.

I'm sure you've noticed me already taking photos of people at games and even bringing an example of how the photos were going to look. Well, in this issue of the *Undercurrents*, I've decided to start showing previews of how the City Book was going to look, starting with Father Dante Salvatore. ☺

Dante Nuncio Salvatore

Informally: Father Dante or Father Salvatore

Formally: Bishop Salvatore

Clan: Ventrue

Covenant: Lancea Sanctum

Apparent Age: early 50's

Believed Age: 200 – 230

Childer: James Delacroix

Offices Held: Bishop of the Lancea Sanctum, Priscus of Clan Ventrue, Primogen of North West Nashville

What Others Will Know:

When he arrived: Dante Salvatore arrived in Nashville in the 1850's just prior to the start of the Civil War. Having spent time first in New Orleans and later throughout the south, he was sent by the Lancea Sanctum to establish a new Order for the Covenant.

Personality: Dante is known for his genial nature and warm kindhearted approach to all. He tries to treat all kindred the same, with a warm smile, a friendly handshake and an attentive ear—offering council to all kindred who want to find some meaning to their life. He is known for taking in 'strays' and providing them a place to stay until they get back on their feet. He may come across as naive, but that is not true. Dante has an inner strength of will that allows him to take command of a situation. Dante is a bit of anachronism. He still prefers to dress in his pre-embrace fashion, choosing religious attire over all. And, although raised Roman Catholic, he will remind others, repeatedly, that he is of the Lancea Sanctum, not the Roman Catholic Church. Catholicism is a human religion; LS is a kindred religion based on the teaching of Longinus. In all things, he speaks of moderation. Dante has worked hard to suppress his accent, but when his temper flares or in an emotional state, he accent thickens.

His main interest: Dante's main interest is in the Lancea Sanctum; it is his home, it is his family. His work, with mortals, has mainly been with the poor and disadvantaged. The slaves freed by the Civil War were the first people to benefit from his help. He has some



of the strongest ties to mortal community. Charities and humanitarian causes top his list of ways to help the mortals.

To the kindred, he tries to provide advice and guidance. Dante would like to be viewed as a teacher, advisor and father figure.

Other Stuff: Dante left Nashville for a brief period in the mid 1900's, but later returned.

In recent years, Dante is often seen with a ghoul by his side. Whether, he is being prepared for future embrace or is just a bodyguard, has never been revealed. ☺



SERE 2005

May 11th – May 15th
<http://sere2005.ne1.net>

Alta Vista Hotel & Conference Center
 260 Goodwin Crest Drive
 Birmingham, Alabama 35209
 Tel: (888) 290-8099 • Fax: (205) 290-8001

Registration: \$25.00

Don't miss it!



the World of Darkness

PRODUCT NEWS

The following information can be found at:
<http://secure1.white-wolf.com/catalog/upcoming.php>



Ghouls
(fully explores the effects of the Blood on mortal lives)
 \$26.99
 05/02/2005



Werewolf: The Forsaken Mousepad
 \$12.99
 05/16/2005

World of Darkness: Mysterious Places
(presents nine eldritch and bizarre settings)
 05/30/2005

Mind's Eye Theatre (Core Rulebook)
 \$22.99
 06/27/2005

Mind's Eye Theatre: The Requiem
 \$27.99
 06/27/2005



Heart of the Hunter
(Werewolf: The Forsaken Novel #1)
 \$6.99
 08/01/2005



The Undiscovered Country...

The land that's always just over the horizon. Sometimes we think of it as a paradise, the place where all our dreams come true. But in the World of Darkness, not all dreams are pleasant...

The following information can be found at:
<http://www.neglect2005.org/>

In the shadowy society of *Requiem*, inhuman monsters plot acts to advance their causes with callous disregard for those around them. Each secret, each new truth unearthed is a tool to advance one's goals, or a weapon to destroy one's enemies. Vampiric society, arisen from a murky past to a present in which ancient secrets can be more deadly than any blade.

In the world of spirit and soul, flesh and bone of the *Forsaken*, we will learn a new land, exploring a place that we may never have seen before—in a new world, and inside ourselves.

In the cities and glades we know so well, we find ourselves lost; the world is different when covered in the snows of Winter. Places that a *Changeling* once knew so well may not be the same any longer, and new allies may have to be found in unexpected ways.

In the steel and glass towers of the Technocracy and the mad mindscapes of the Marauders, a jaded *Mage*

may have found much, and even think they've seen it all. But the end promises more...and no one has seen what lands lie beyond Ascension. Heaven? Hell? Or something else entirely, not merely unknown, but unknowable? Only a few will be able to find out for themselves.

In Humanity's desperation to find the answers to life's mysteries, and to conquer the fear of Those Who Dwell in the Dark, occultists, eccentrics, and the curious have come together in Council to compare notes. Those who attend Council may be surprised, however, to learn that the greatest Undiscovered Country—the future—may not be what they expect. Fate has dealt some *Mortals* a special hand, and it is now time to see how they play; will you bluff, fold, or call?

NEGLECT 2005—Do you have the cleverness, the capability, and the courage to master...The Undiscovered Country?

Join us for Requiem; Changeling; Forsaken; Mortals; and Mage at NEGLECT, June 2-5 in Chicago! ☺

Pre-Registration: \$25.00

After May 22nd: \$35.00

June 2nd - 5th, 2005

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. ☺

May/CALENDAR OF EVENTS

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6 7:00 pm Movie Social	7
8	9	10	11 SERE	12 SERE	13 SERE	14 SERE
15 SERE	16	17	18 7:00 pm Domain Council Meeting	19	20 7:00 pm Requiem Game	21 7:00 pm Forsaken Game
22	23	24	25	26	27 7:00 pm Forsaken Game	28 7:00 pm Requiem Game
29	30	31				

Office	Name	Email	Office Hours
Domain Coordinator	Loraine Flegal	drs_dc@yahoo.com	call Mon - Fri, 7pm - 9pm, email
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ADST Mortals	Andrew Anderson	AndrewAnderson30@yahoo.com	—
AVST Forsaken/ AADST Mafia	Scott Mizis	smsm2@bellsouth.net	—

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