



# THE Undercurrents

The Official Newsletter of the Dark River Society Domain

Volume 6, Issue 8

SEPTEMBER 2005

## Stock Full of Goodies!

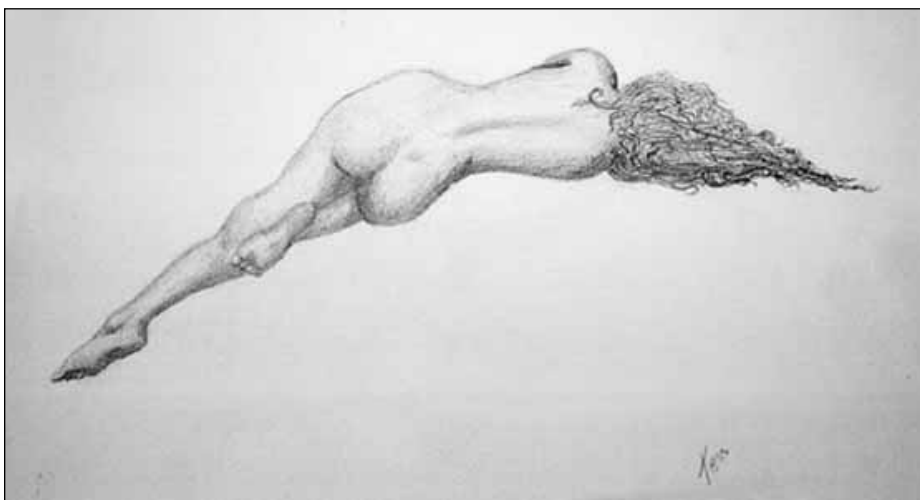
Hi everyone!

We have a lot of things for you in this month's *Undercurrents* issue. We have a Question-and-Answer article written by a Knoxville Cam member, Quentin Brown, of our dear ole DST Sam Flegal; three fantastic works of art by our very own LaVere Backhouse (see one below); some DragonCon 2005 pictures with a familiar face frequenting the photos; an article about a certain dessert-related curse written by yours truly; and a plug for the upcoming ICC 2005.

Enjoy this issue, and please pass it around! ☺



**Loraine Flegal**  
*Undercurrents*  
Editor



By LaVere Backhouse

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*ADST Audits*

**Andrew Anderson**  
*ADST Mortals*

**Rick Backhouse**  
*AVST Requiem*

# FROM THE DESK OF THE DST

## AN Interview

*This is a recent interview of Sam Flegal by Quentin Brown, a Knoxville member*



**Sam Flegal**  
Domain  
Storyteller

**First off, as GSA, exactly what is it that you do and how did you receive this lofty position?**

The GSA Covenants and Societies handles everything from large coteries to the five Covenants in Requiem. I review coteries to make sure they fit with the setting. I also track coteries for growth within the game. My responsibilities with the five Covenants are writing plots for each group, reviewing White-Wolf material for sanctioned play, and working with the status 4 & 5 members of each Covenant in hopes of providing a Requiem game that grows across domain borders.

As for how I got there, well...I applied. I started as the local CST for Radiant Triad, the chapter in Starkville, MS. From there, I applied to become RST, back when Tim Hardwick won. Even though I didn't win the position, the process of applying got my name out there. Later I applied and won the position of ARST Mortals under Tim Hardwick, and I also became DST of the Nashville domain. As the Year of Fire went on, I changed positions and became ARST Cam/Anarch; and when the New WoD started up, I became ARST Requiem (plot). I was also the lead ST for Requiem SERE 05. Feeling that I had enough experience for the job, I applied to be AMST Requiem. Although I didn't get that position, I applied instead to be GSA Covenants and won the job.

**What are the goals you would like to see accomplished during your time in this position?**

I would like to see the Requiem game become more global. In my opinion, the Covenants have implications of higher society. I think we have a unique opportunity in the Camarilla to develop the

setting on a larger and more global scale, and I would like to see that happen.

**As GSA you have great power, but with great power comes great responsibility—do you find me sexually arousing?**

No.

**Ever since the new material was released there have been two camps within our organization. One actually likes the idea that there is no central ruling body or conspiracy theory shadow government, which was a focus in the OWoD. The other is unhappy with the lack of links between cities besides covenant mates and also unhappy about the lack of metaplots. What do you have to say about this?**

I think we can link cities without returning to the "my-NPC-kicks-more-ass-than-your-NPC" mentality. I love the new Requiem game. In my opinion, it is superior to the old WoD. There are more options, and PCs are now the focus. However, I think that we can still have a more linked game by putting PCs in roles of leadership that span farther than their home domain. It will take more work on the part of the STs, but I think the payoff will be greater. When writing plots, regional and national STs should look to see if a player character can motivate the plot as opposed to creating an NPC and passing down an edict from on high. In the Old WoD, we had a lot of "storyteller masturbation"—that's where a lot of cool stuff happens between powerful NPCs, and the players never see it; or when they do, they just watch it all

*From the Desk cont.*

happen. I say “good riddance” to the old game. It was fun, but Requiem is better. I think the US NST has done a good job of trying to feature players as leaders (especially at First Night 05). I know in the Southeast region we followed suit with SERE 05, but I think as a club we can push for higher involvement from players in leadership roles.

I think, as players, you should look for ways to cross domain boundaries with your characters. Look at the Ordo Dracul Covenant book, for example. In order to fill the hierarchy suggested in the book, it would take 15 to 30 dragon PCs. I only know of a few cities with that many OD characters. However, within two close domains or even three, the OD can work together to create a structure that crosses domains. If the Grandmaster (leader of the Sworn of the Axe) that your character answers to is in a nearby city, you have a reason to travel and connect your games. Similar things will work for most of the Covenants, and if we use this kind of connection, we will see a regional game grow; and from there, a national, and then a global game. It’s just as much the responsibilities of players as it is storytellers. So I encourage members of both camps to step up and move for a more connected game.

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*I recommend all players to come to each and every game with a goal in mind that they can accomplish in that evening. Requiem is a social game that revolves around relationships with other characters and politics.*

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**What goodies can we look forward to in the future?**

If you come to Nashville on November 5th for our domain event, you can expect a lot of great food and excellent roleplay! :-)

If you wonder about Requiem goodies, however, you can expect ICC to kick a lot of ass. The ICC staff is really going out of their way to make this convention rule. The Invictus players can look forward to their Covenant book, which will be out early November. And everyone can look forward to the Requiem game to continue to grow, as more books come out and more players make characters our game just keeps getting better!

**Exactly what got you in the Cam, and how long have you been a part of the organization?**

Honestly, it’s all Tony Gowell’s doing. He checked out my butt in a bookstore as I bent over to find vampire books. Seeing my interest in the books, he invited me and my then-girlfriend-now-wife Loraine to a game. My first game was Sabbat, back in May 2002, and the rest is history.

**Finally, what tips would you give to players in regards to getting the most out of Requiem?**

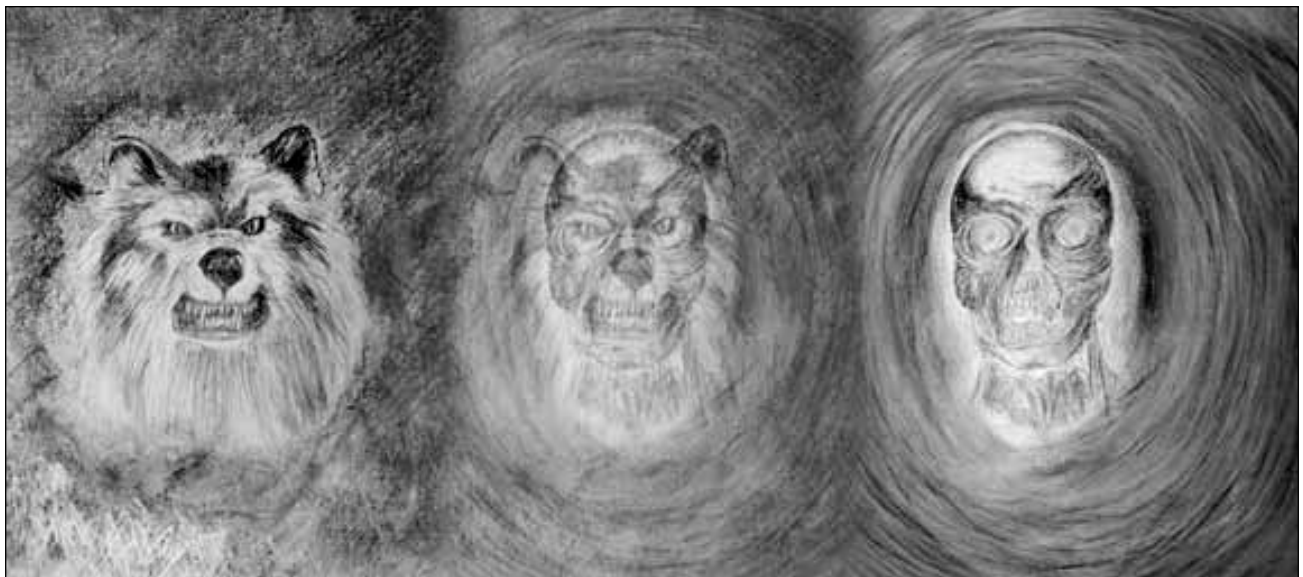
First off, read the source material, and really get into your character. The more effort you put into your character the more you will get back.

Second, I recommend all players to come to each and every game with a goal in mind that they can accomplish in that evening. Requiem is a social game that revolves around relationships with other characters and politics. Don’t come to a game and expect the ST to entertain you—come with objectives in mind. The game is not about using Protean and Vigor to beat up your enemies. It’s about an intense social environment where monsters exchange favors and square off in the social arena. Good goals are things like: I want to talk to one of the Primogen and become their vassal; I want to humiliate my enemy by getting him to frenzy on Elysium; or I want to get a minor boon by providing information that I uncovered in downtime.

My last bit of advice is to have long term goals. Where do you see your Requiem character in 3 months? In 6 months? In a year? Discover those answers and set out goals for your character to accomplish those things, and you will find that your long-term goal creates multiple one-evening goals. If you follow this path, you will find that you no longer even need the ST on most nights as your political and social motivations have grown so vast that you find yourself very busy at games. This is not to say that the STs won’t throw some plot your way; but when they do, you will be better equipped to handle it with your new political arsenal to back your moves. Most of all, the best thing you can do is remember that the best games happen when each player brings their own motivations to the game; and when those motivations mix and mingle with other players motivations, you create a story together. That’s what it’s all about—stories with your friends. So go forth and create stories! ☺

# LOCAL ARTWORK

By LaVere Backhouse



# SNAPSHOTS!

All photos copyright 2005 Loraine Flegal  
DragonCon 2005

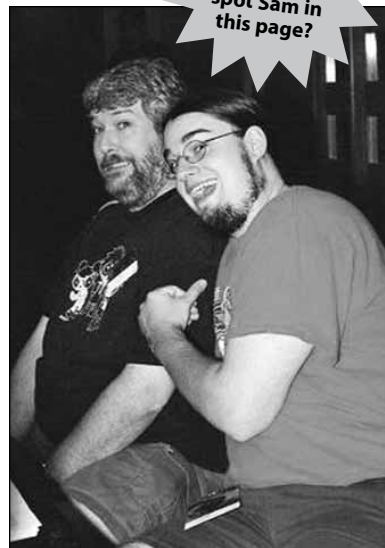
**MINI GAME:**  
How many  
times can you  
spot Sam in  
this page?



Sam gives the camera his "special" grin as Paula and Justin Diaz chat about rules in the background.



Matt Skipper, a friend from MS, and Sam pose in front of the White Wolf booth at DragonCon 2005.



Tim Hardwick and Sam share a "friendly" hug behind the Camarilla booth.



Alex and Heather T. work the Camarilla booth at DragonCon 2005, answering questions from prospective players.



A view of one of the hotel floors packed with people eager to experience DragonCon 2005.



Sam and famous artist Tim Bradstreet hold up a print of the cover illustration for the upcoming World of Darkness: Chicago book, which features a Werewolf, a Vampire, and a Mage.

Humor Column:

# THE CURSE OF ANDREW'S Heath Blizzard

By Loraine Flegal

**B**eware to those Cammies who, by some crazy chance, find themselves in the same vehicle with Andrew Anderson on a road trip. If he ever, ever, EVER asks to stop at Dairy Queen for a seemingly-innocent Heath Blizzard...DO IT! If you don't, HE'LL CURSE YOUR FUTURE FOOD CHOICES AND THOSE OF THE PEOPLE YOU ARE TRAVELLING WITH!!! The following is a list of things that went wrong during this particular road trip; and if questioned for its authenticity, this list can be verified by three other Cammies who were there and suffered the consequences of not stopping at the Dairy Queen:

- Loraine ordered some chicken gizzards but instead was given some fried mushrooms by mistake (which Andrew later ate).
- When trying to order at Panera Bread, Tony, Sam, and Loraine were devastated to find out that the mouth-watering Poppyseed Chicken Salad was discontinued.
- After the Requiem game, the group decided to stop at Taco Bell for some late night snacking. Loraine, having her heart set on a Beef and Potato Burrito, was greatly disappointed to find out that the restaurant had run out of potatoes.
- At the same Taco Bell, Tony ordered a Mexican Pizza but was displeased when he saw that they substituted the usual flour tortillas for something completely different.
- The next morning, Sam was craving some hot Krispy Kreme plain donuts for breakfast but was denied. Instead, the group went to O'Charley's.
- At O'Charley's, Tony received a disgustingly flat and mushy salad. When he asked to have the salad replaced, they gave him another salad similar to the first.
- At the same O'Charley's, the group as a whole was dissatisfied with their meals.
- Also at the same O'Charley's, when Scott asked to have his caffeine choice of the day, Coke, the waitress told him they did not carry that product.



All the while, Andrew sat contently, reveling in the fact that he had the last laugh for initially being denied his Heath Blizzard.

The moral of this story, dear little Cammies, is 1) when Andrew wants to stop for a dessert, DO IT; and 2) don't give him any of your hairs because he'll use them to curse you while you're not watching (see the Lancea Sanctum book). ☹



October 26th – 31st, 2005

*"A new world has been created. New pawns in the game, new faces, new threats. The new chronicle of the Camarilla has begun and the time will come in October where we will gather in the city of Phoenix, Arizona to show off our new world. The Vampires rise from their sleep, Werewolves howling in the distance, Mages building their constructs, and Changelings waking from the deep winter..."*

**I**CC is the most grand event of the year within the global setting. The accumulation of intrigue, plots, schemes and stories, throughout this new beginning, comes down to this. Bring with you your own stories and leave with so much more to tell. Don't miss out, pre-register today!

For more information, please visit the ICC website, <http://camarilla.white-wolf.com/ICC/>

**Event Location:**

San Marcos Golf Resort & Convention Center  
One San Marcos Place, Chandler, AZ 85225  
Ph: 480-812-0900, Fx: 480-899-5441

**Pre-Registration Amounts and Durations:**

\$30.00 - Until Sept. 1st, 2005  
\$40.00 - From Sept. 2nd - Oct. 15th, 2005  
\$50.00 - Walk In Registration Amount

*Not accepting Pre-Registration from October 16th through the dates of the Event. ☹*

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## 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](mailto: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. ☹

# October/CALENDAR OF EVENTS

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						<b>1</b> 2:00 pm Domain Meeting & Social
<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b> 7:00 pm Non-Court Requiem Game	<b>8</b>
<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b> 7:00 pm Forsaken Game
<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b> 7:00 pm Domain Council Meeting	<b>20</b>	<b>21</b>	<b>22</b> 7:00 pm Court Requiem Game
<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b>	<b>27</b> ICC 2005	<b>28</b> ICC 2005	<b>29</b> ICC 2005
<b>30</b> ICC 2005	<b>31</b>					

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GDK Coordinator	Jase Conger	tn008_cc@yahoo.com	—
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