



# THE Undercurrents

The Official Newsletter of the Dark River Society Domain Volume 7, Issue 2

MARCH 2006

## Check It Out!

Hi everyone!

This month's issue consists of several very interesting articles: a helpful guide for new Requiem players created by the GST Requiem and members of the RequiemFocus email list; announcements for two upcoming conventions, ECLIPSE 2006 and NEGLECT 2006; and a handful of poems by our very own LaVere Backhouse and P.J. Lockabey. I've also added in some photographs taken by yours truly at the most recent excursion to Knoxville, Tennessee for their Cam games; some photos taken by John Hicks at the non-court Requiem game; and two cute cartoons that I found in the newspaper funnies.



**Loraine Flegal**  
*Undercurrents*  
Editor

Also, if you would like to have your short story, poem, artwork, or photo published in the newsletter, please e-mail it to me at [drs\\_newsletter@yahoo.com](mailto:drs_newsletter@yahoo.com). It's worth general prestige, and everyone will be able to see your creative side.

Enjoy this issue, and please pass it around! ☺



Please welcome new members **Jonathan King** and **Ed Dawson** and temporary member **Taylor Walston** to the club!

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### 2006-2007 OFFICERS

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*ADST Mortals*

# VAMPIRE: THE REQUIEM

## Guide to Helping New Players

By the GST Requiem and Members of the RequiemFocus E-mail List

### EXPLANATION

This is a short document to help you get the most out of your early games, and help to solve a few recurring problems that many new players face. This document is for both new and experienced players and aims at ensuring the best possible transition into Requiem LARP.

### COMBAT? "NOT IN THE FACE! NOT IN THE FACE!" — *Albert, The Tick*

Combat is run in a series of phases, which can take literally hours to narrate only one minute's worth of combat. The first (and most important) phase is called 'Mediation' and actually takes place before any tests occur. Mediation is where two or more players have the opportunity to narrate between each other (without tests) the series of events and their outcome. Don't be afraid to say "I don't want to die, can you just mess me up a little?" or even come up with a long drawn out combat scene which you can then re-enact (without touching) in game.

For more on Mediation, see Pages 200 through 204 of the **Mind's Eye Theatre World of Darkness** rulebook.

### MENTORING

Mentoring is where a more experienced player helps and advises a less experienced player in the steps of the Danse Macabre. This can be as simple as how to play the game, or learning the rules, all the way up to suggesting ways for the player to get their character out of trouble (or into it, as the case may be). The advice can be drawn on in game, or out of it, and you will find most players are more than willing to give new players a bit of time to think about their options.

### LOST? BORED?

There are a large number of established and powerful characters whom you can be introduced to and offer your services. Be sure to make it clear (in an out of character statement if necessary) that you are a new player and either have nothing to do, or are unsure of what to do. Look at the list of examples below for some ideas, but be aware that the examples have been tailored for a 'traditional' court, although the tasks are

no less applicable (note that some of these are more appropriate for downtime activities). You can also approach the Storyteller on duty, and ask them to get you involved in the plot—even if they can't slide you in right away, they'll remember your interest in the future, which counts for a lot.

**Note for position holders:** If a new player asks you for something to do, it is your responsibility to help ease them into the Club and the game in general. Think of a quest you could give them—something that will keep them busy and cause them to be introduced to multiple people over the course of the game. Perhaps you could send them to see another member of the court to deliver a message, or a warning. Maybe they need to find out something for you (perpetrator of a crime, or even something as simple as "How many of each Clan are here tonight?")—maybe you need your fluffy slippers retrieving, or you are in need of a snack and demand s/he fetch you some nubile wench/mighty moor. Best of all, let yourself get into a position where you owe them favours, and let them work out what they can get you to do for them.

### PRINCE/REGENTS/SENATORS

- Help another established PC transport goods/messages across city
- Political observer. A task of subtly observing the political under currents in the room. Who is important, the most powerful, etc. Even ask them to enter conversation with them to see how they act and what, if anything, they offer or need.
- Spy. As above, yet the new player keeps more track of the dealings happening in the room or a specific person, then reports his findings to the Prince.

### SENESSCHAL

- Manservant. Seneschals are busy people with their fingers in many pies—give the new player some of the tasks you would normally undertake in your mundane duty. This gives the Seneschal more time for more important task, and involves the new player in the lower political workings.

**PRIMOGEN/PRISCI**

- Requested to recon several blocks of land, wanting full pros and cons, inhabitants, and other information
- Bodyguard/assistant. The new player can offer his/her services as a bodyguard or assistant to the Primogen or Prisci. In return they glean information from an area they might not otherwise be privy.

**SHERIFF**

- Deputy. Offer to be of service for the evening, perhaps he'll make the new player a deputy for the night. Perhaps he'll send him on some investigations that he doesn't have time for himself.

**HOUND**

- Someone needs roughing up—wanna help out? (Force in numbers. Even though the new player may be weak in terms of XP, he makes up another member of the posse, and it's a great way to learn rules.)

**HARPY**

- Social observer. Quietly offer your services to the harpy to keep an eye and record out for social slights within the court. Don't forget those anecdotes!

**MASTER OF ELYSIUM**

- A strange car has been parked a block away from Elysium for three nights, and the Master wants you to investigate NOW, in return for a favour owed.



*Calliope, Roseland, Pinch and Kaelan at Caedmon's party*

Photograph by John Hicks

- Keeper of the peace. Offer your services to the keeper should he need immediate assistance for any breach of Elysium.

**OTHER CHARACTERS**

- Watch for anybody having a 'tough time'. Perhaps they're being victimised, or shunned. On your own, try to find out why—what is it about them that is giving them trouble? Work out a way that you can help them, and approach them with your offer. Of course, remember to charge a fee...

Now read the 'Prestation' paragraphs on Page 204 of **Mind's Eye Theatre: The Requiem**.

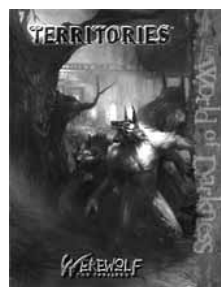
Good Luck! ☺

**the World of Darkness** **PRODUCT NEWS**

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



**Carthian Shot Glass**  
 (Vampire: The Requiem)  
 04/03/2006



**Territories**  
 (Werewolf: The Forsaken)  
 04/17/2006



**Tome of the Watchtowers:  
 A Guide to Paths**  
 (Mage: The Awakening)  
 04/17/2006



**Second Sight**  
 (World of Darkness)  
 05/01/2006

# Kassidy's Song

By P.J. Lockabey as Gerard Finé

The roads have crossed many a time,  
Within the Emerald Isle.  
I have walked these roads for years,  
And seen nothing like your smile.

The blood within, long dead and cold,  
Stirs and burns within.  
When I hear your entrancing voice,  
I long to touch your skin.

Beyond my reach, as once you were,  
I see behind your eyes.  
The soul within, I hear it now,  
I soar into the skies.

My life 'til now has been a lie.  
Illusions hid it all.  
Such loveliness I have not seen.  
It frees me from my fall.

The world around you fades to black,  
As you look within my soul.  
You change me, lift me, without lies,  
Making diamonds of my heart of coal.

Beyond my reach, as once you were,  
You see behind my eyes.  
The soul within, you hear mine now.  
We soar into the skies. ☺



Gerard Finé at Caedmon's spring Daeva party

Photograph by John Hicks



## Featured Games of the Month:

**April 15, 2006**  
Huntsville, Alabama (Requiem)

**May 2006**  
Auburn, Alabama (Requiem)

# Deception

By LaVere Backhouse

You think there's a path...  
They tell you you will find crossroads.  
They say you have choices.  
You think you have control.  
But there's not.  
No path.  
No crossroads.  
No choices.  
No control.  
Just a single road.  
One for each soul.  
All leading to the same place.  
The End. ☹



# Lament

By LaVere Backhouse

When did it happen?  
When was it I first knew that I had lost the love of life?  
Was it when I watched my family and friends dwindle and die away?  
Who is left now to mourn my passing, should I choose to walk into the dawn?  
In the beginning the desire to live forever was so strong! Just think...all that I could learn to do...the things I would see. How wonderfully bright the future, even though it would mean insignificant sacrifices.  
Never to feel the sun on my face. Never to watch it rise and set the sky aflame with golden rays or set with breath-taking shades of crimson.  
Small payment for eternal life.  
When did it get old?  
Was it when I realized nothing matters?  
And yet...even now...when life has so little meaning...when I care nothing for living...even now I continue.  
Does it take more strength to go on?  
Or more strength to surrender?  
And do I even have an immortal soul that would live on?  
And if not...  
Do I care? ☹

*"Out of the Shadows"*



*"...and into the Night"*

April 20 - 23, 2006  
in Louisville, KY

**T**his year's EClipse will be held at the Executive West Hotel in Louisville, KY. Several games will be held, as listed is below:

**Venues: Requiem, Forsaken, Awakening, Mortals, Changeling**

The theme for EClipse is "Out of the Shadows—Into the Darkness." Each venue will focus on bringing home to players the inherent nature of the World of Darkness. Evil, from within and without, will threaten players with far worse than simple death. Corruption will not be forced, but will be readily available and even...perhaps...encouraged. At EClipse, the East Central Regional event for 2006, we welcome you to a world not merely dark, but pitch black.

**EXECUTIVE WEST HOTEL**

830 Phillips Lane, Louisville, KY 40209  
(502) 367-2251 • 1-800-626-2708  
*Reservations Only*

**Standard Guest Rooms:  
\$79.00 + 6% tax**

**Suites: \$89.00 + 6% tax**

*Cut off date for special rates is April 1, 2006. When calling for Reservations, you MUST say that you're with "The Camarilla" to receive the room rates. These rates will be honored 3 days prior to and post the event. ☺*

<http://www.ec-region.com/wp-content/eclipse2k6/index.html>

**NEGLECT  
2006**

June 8-11, 2006  
in Tampa, FL

**A**s many of you already know, NEGLEct is no longer a tri-regional event—it has grown into a US National Event.

It is my pleasure to now officially announce that Tampa, Florida will have the honor of hosting NEGLEct 2006.

This year the convention will be held from Thursday, June 8th through Sunday, June 11th.

The ST staff and event staff are already hard at work to make this event one to remember with exciting plot and great entertainment.

**HOLIDAY INN TAMPA**

2701 E. Fowler Avenue, Tampa, FL 33612  
(813) 971-4710, ext. 3998  
*Reservations Only*

**Standard Guest Rooms:  
\$69.00 + tax, Single Occupancy  
\$79.00 + tax, Double Occupancy**

*When calling for Reservations, you MUST say that you're with "The Camarilla" to receive the room rates. ☺*

**This hotel WILL SELL OUT.  
BOOK EARLY.**

<http://nationalneglect.com/>

# SNAPSHOTS!

All photos copyright 2006 Loraine Flegal  
Knoxville Game 2006



*Tank and Caedmon pretend to be two aggressive werewolves for Parnellia's limerick.*



*Parnellia Perkins recites her limerick as a gift to Dexter Marlowe, the birthday boy.*



*Kaelan and Caedmon discuss plans on how to win the night's events—Caedmon-style.*



*Edana Mac Brenna, Lane Mac Brenna, and Dexter Marlowe curiously watch everyone as they line up to the harpy.*



*Parnellia kisses her very hefty (and shiny) winnings at the end of the evening.*

## 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. ☺

# April/CALENDAR OF EVENTS

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						<b>1</b> 7:00 pm Mage Game
<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> 7:00 pm Domain Meeting	<b>15</b> 7:00 pm Forsaken Game
<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>	<b>22</b>
<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b> 7:00 pm Domain Council Meeting	<b>27</b>	<b>28</b>	<b>29</b> 7:00 pm Court Requiem Game
<b>30</b>	<b>31</b>					

Office	Name	Email	Office Hours
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GDK Coordinator	Jase Conger	tn008_cc@yahoo.com	—
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ADST Audits	Ian Harris	Hartley@graffiti.net	—
ADST Mortals	Andrew Anderson	AndrewAnderson30@yahoo.com	—
VST Requiem/ AADST Mafia	Scott Mizis	smsm2@bellsouth.net drs_requiem_vst@yahoo.com	—

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