

THE Undercurrents

The Official Newsletter of the Dark River Society Domain

Volume 7, Issue 3

APRIL 2006

A Month of Gaming

Hi everyone!

This month has been crazy-busy with several opportunities for gaming in the Requiem, Forsaken, and Awakening venues at multiple events, including our local ones. There was the Huntsville Game of the Month and the intense three-day gaming schedule at Eclipse 2006 at Louisville, Kentucky. You can relive some of those those experiences by browsing through this newsletter for pictures from those events, thanks to John Hicks, Danish Miller (a Cam member from another domain), and yours truly. In addition, I will be posting more photos on our web gallery in a few weeks.

I have also included a great article and poem by P.J. Lockabey as well as information about the upcoming National Event, NEGLEcT 2006 at Tampa, Florida. For those of you who are curious about what White Wolf products are coming out, I have included the Product News section with four new items scheduled to appear in the market in a few months. There is also a limited time offer from White Wolf for those of you who are interested in the new *Carthians* book.

Enjoy this issue, and please pass it around! ☺



Loraine Flegal
Undercurrents
Editor

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ADST Mortals

RULES OF Perspective

By P.J. Lockabey

"As players and STs, we have the responsibility to make sure that the bad stuff stays in game, and that we all remain friends no matter what happens in game."

I have been gaming for many years now, especially in the World of Darkness. I started playing Vampire just after Second edition came out, and it has been my game of choice ever since. In 10 years of experience, I have seen many people get very upset and angry because of things that happen in game. I have even caught myself getting angry because my character is getting screwed. It took me a while to realize that getting angry about it was not fun. To that end, I made up a few basic rules to keep me in the right mind frame for gaming, especially in the WoD. I call them my Rules of Perspective, because they allow me to keep mine intact.

1)The World of Darkness has fair rules and a balanced game system from an out of character perspective. In character, the World of Darkness is completely unfair. Inside the WoD, from the perspective of the characters (as opposed to the players), all the WoD's social structures and rules are designed with the specific intent of allowing those with power to keep it, and those without power never to gain it. This fact is regardless of system, or setting. If it's set in the WoD, the social IC rules are unfair. It takes remarkable effort and perseverance for anyone to gain power against such odds, especially if your character starts at the bottom of the heap, but of such things are great stories made.

2)This has been said before, but it bears repeating. In a WoD game, story comes first. All else is secondary, from rules to character survival. When you play a WoD game, the person who runs the game is called a Storyteller for good reason. His most important job lies in crafting a good story, and making sure that everything in the game serves that end. This means that if a rule gets in the way of story, he should disregard it. If a player (as opposed to a character) becomes disruptive of the story, he must address it. Similarly, players should keep the same thing in mind. If your character (as opposed to you,

the player) is being screwed with, but it leads to interesting RP and story, go with it. If the purposes of the story are best served by your character's death, let him die. The story is what is important, and we all have the privilege of sharing in its dynamic environment, as well as the responsibility to enhance that environment. To this end, talk with your ST often about what your character is thinking, his plans, and his downfalls. The more your ST knows about a character, the better he or she is able to create a story that involves your character.

3)Lastly, be very strict with yourself about the difference between OOC and IC. This rule ranges from information your character may or may not have, to OOC interactions. Simply put, at the end of the game, we should all still be friends. Just because a character screws you over in the game does not mean the player hates you, or that you should get angry about it at Denny's after the game. As players and STs, we have the responsibility to make sure that the bad stuff stays in game, and that we all remain friends no matter what happens in game. Similarly, just because you, the player, know that there is X bloodline in existence, and know all the rules and powers they have, doesn't mean your character does. Keeping your character unaware of most things you, the player, know about the WoD keeps the mysterious nature of the WoD alive. To both of these ends, I advise that when you refer to your character, whether it is at Denny's after the game, in emails, or in downtimes, you always refer to your character in the Third person. It helps you to keep the player and the character separate in your head, and reminds you that whatever happens to your character, you, the player are telling a story about that character. You are not the character itself. You'd be surprised how useful this simple expedient is in helping you to keep that perspective. This rule is especially important in a LARP, where the entire purpose is immersion. Make sure you always keep in mind that you are not your character. ☺

NEGLECT 2006

June 8-11, 2006 in Tampa, FL

Come join us from June 8th - 11th in sunny Tampa, Florida as NEGLECT 2006, the first ever US National, brings the Year of the Adversary into full swing in every venue of the new World of Darkness (Requiem, Mage, Forsaken and Mortals) as well as building toward the end of the long running old World of Darkness Changeling chronicle. Whether you are lounging by the pool with friends, visiting one of local theme parks, or enjoying hours of exciting games, this is an event you don't want to miss! ☺

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 or \$79.00 + tax, Double Occupancy

Please mention you are with The Camarilla to get the group rate!

This hotel WILL SELL OUT. BOOK EARLY.

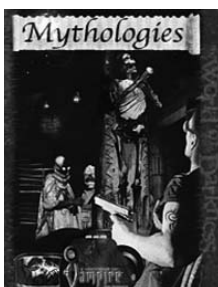
<http://nationalneglect.com/>



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



Secrets of the Ruined Temple
 (Mage: The Awakening)
 05/15/2006



Mythologies
 (Vampire: The Requiem)
 06/12/2006



Shadows of the United Kingdom
 (World of Darkness)
 07/03/2006



Reign of Exarchs
 (Mage: The Awakening)
 07/24/2006



Dr. Fortune tries to explain the Mage society to a newly Awakened individual at Louisville, KY. Photo by Loraine Flegal



Master Skoll instructs members of his Consilium at Hierarch Vivien's gathering in Louisville, KY. Photo by John Hicks



Carthians Special Offer

Order Carthians, Get the Carthian Shot Glass Free!

The next supplement for Vampire: The Requiem, *Carthians*, releases the week of May 1st. Order Carthians from the White Wolf Online Store by April 30th and receive a Carthian Shot Glass for free.

Customers who have already preordered Carthians from the White Wolf Online Store will be included in this offer. Offer valid while supplies last. Offer expires April 30th, 2006. Not valid where prohibited. ☹

Nightmares

By P.J. Lockabey

The fire burns
The soup churns
Goblins dance
As dark elves prance

Wolves howl
Hoot of owl
Bending tree
The giant's fee

Burned flesh smell
As that of hell
Heart impaled
Put on sale

The fire burns
The goblins yearn
For tasty treat
For human bleat
I wake up screaming. ☹

SNAPSHOTS!

All photos copyright 2006
Miscellaneous Photos from Huntsville GotM and EClipse 2006



The Mac Brenna crew and friends have a friendly little orgy on the lawn, outside the Huntsville Casino Night. Photo by Danish Miller



Kaelan stands guard in front of Edana at the Huntsville Casino Night. Photo by Danish Miller



The Nashville crew (and Roseland Mac Brenna) escape from the Huntsville Casino Night. Photo by Danish Miller



Tank wonders what he got himself into by attending the Huntsville Casino Night. Photo by Danish Miller

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 Mage Game
7	8	9	10 7:00 pm Domain Council Meeting	11	12	13 10:00 am Renaissance Festival Social (tentative)
14	15	16	17	18	19 7:00 pm Non-Court Requiem Game	20 7:00 pm Forsaken Game
21	22	23	24	25	26	27 7:00 pm Court Requiem Game
28	29	30				

Office	Name	Email	Office Hours
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