

UNDERCURRENTS

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Crammed Pack With Excitement!

Greetings, Undercurrents readers! I have a great line-up for this month's issue! Jokes, quizzes, poems, pictures... I got it all! Even though most of the articles inside were found online on fellow geek web pages, there are a few submissions from members that are worth taking a look, such as "Why You Should Play a Tremere" by Sam Flegal, "Keeping Tabs?" (written by Tennessee staff writer Anne Paine but submitted by Dennis Vaughan), and "Modernism Poems" by Diana Flegal.

So without further ado, I present to you the June/July 2003 issue of the Undercurrents.

Have a good read!

Loraine Posadas
Undercurrents Editor ❖

A Vampire Character Quiz

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WRITTEN BY SHAUN GREENWALD

<http://alike.freeshell.org/malkavian/fun/wod/funquiz.txt>

1. **You come to a city for the first time and you:**
 - a. present yourself to the Prince.
 - b. present yourself to your clan elders.
 - c. present yourself to the nearest attractive person.
 - d. present yourself to the sheep.
 - e. present a stake to the heart of an important elder.
2. **A hunter corners you in an alley-way, so you:**
 - a. fight for your life.
 - b. make effective use of disciplines to avoid confrontation.
 - c. attempt to seduce them if the gender is correct for you.
 - d. Introduce the hunter to the business end of your cheese-grater.
 - e. frenzy and kinda get renaissance on the hunter's ass.
3. **Lupines are out to kill you, specifically you. You resolve this by:**
 - a. getting assistance from your fellow Camarilla members to eliminate them.
 - b. getting your fellow Camarilla members to eliminate them.
 - c. catching them with their pants down and taking it from there.
 - d. threatening them with Naire.
 - e. getting your pals/pack together and declaring all-out war on the lupines.
4. **A bloodhunt is called on you and you decide to:**
 - a. run.
 - b. mysteriously disappear until they call it off.
 - c. seduce Camarilla leaders to call it off.
 - d. siege the Prince's house...with catapults.
 - e. say "Big fucking deal" and throw a party with a lot of fights in celebration.
5. **"Are you the Prince?"**
 - a. No.
 - b. Not yet.
 - c. Hmm...(demon-lover smile) that all depends...
 - d. That geek? No. But I kinda know him. He's a bit angry with me right now because I force-fed his ghouls starch and released a bengal tiger in his favorite theatre box a few months ago.
 - e. I'm gonna kill him.
6. **Your preferred blood-type is:**
 - a. human, of course.
 - b. ANYTHING will do...
 - c. a lover's.
 - d. (in overexaggeratedly snobbish voice) blood...make it something from my "personal" stock. Teehee.
 - e. that of an elder...sometimes lupine blood serves a purpose.
7. **The Sabbat tries to take over the city you're in and you:**
 - a. fight them.
 - b. fall back just in case they win and retake the city as its hero if they do.
 - c. hide sextoys and lovers.
 - d. pick up your mallet, yo-yo, dynamite, and a manhole cover. Defend your city.
 - e. help them.
8. **Lupines are good for:**
 - a. not much. While they make nice allies, they try to kill us. But the Gangrel seem to like them.
 - b. being manipulated into...disposal of unwanted members of Kindred society.
 - c. I hear they're great in the sack.
 - d. their Ragabash. Some are cool enough that they decide to hang out with us. They just hate it when we show up at their moots. Kinda tried to kill me last time...
 - e. rugs.
9. **During the last Tremere mind-meld, I:**
 - a. didn't give a shit.
 - b. watched...or maybe even got involved.
 - c. got laid.
 - d. ran through the ceremony...screaming and naked.
 - e. joined the Tzimisce war-party and commenced assault.
10. **My sire:**
 - a. sometimes helps me out.
 - b. involves me in his plots, but still gets tangled in mine.
 - c. was a great lover.
 - d. has this really cool trick. Wanna see? (holds up small box of ashes)
 - e. killed me, buried me, made me dig my way out of the grave, and clubbed me with a shovel right when I finally got out.
11. **Do you carry weapons?**
 - a. We all need protection, right?
 - b. Not usually...I tend to get others to do my dirty-work.
 - c. Hehe...wanna see? (wink)
 - d. Weapons? WeaPoNS?!? (puts a shotgun to asker's nose) I don't need no steenking weapons!!!
 - e. Of course! What are you? An idiot?
12. **"I pull down my pants and you ask me 'Can I blow this?'"**
 - a. What the..? That's sick!
 - b. Filthy ingrate...I have no time for your stupid game.
 - c. Hmmmmm...hehe...sounds interesting.
 - d. "I say 'Yes if you want halitosis!'"
 - e. Shutup.
13. **You're trapped in a room with a Malkavian. You would:**
 - a. ignore them.

Vampire Quiz Continued



- b. pretend to ignore them and listen carefully to what they say.
c. if the gender's right...(CENSORED)
d. talk. Have fun. Goof off. Invite more Malkavians over for a party.
e. rend them limb from limb if they annoying.
- 14. Your philosophy on being a vampire is:**
a. we are beasts struggling to retain humanity...may the beast never succeed.
b. our new form has many advantages and disadvantages. Use them both.
c. many people have sexual fantasies about vampires...go with it!
d. This is COOL! So many people walking the thin line of sanity...I'm ready to shove them off! WOOHOO! And I can even know what's really going on! Thank you, ThighMaster!
e. we have become monsters. Why fight it?
- 15. "When in doubt..."**
a. go with what you know.
b. manipulate others to confirm the rightness of your decisions.
c. discuss it with somebody in bed.
d. SCREAM AND SHOUT! No...wait...listen to No Doubt? AAAARRRRRGH!
e. kill somebody.
- 16. You find a potion that will temporarily restore mortality, so you:**
a. keep it around...might come in handy sometime.
b. sell it to the highest bidder.
c. use it to enhance the sexual experience.
d. try to trade it for a whoopie cushion, bloody soap, and some fireworks.
e. force the Prince to take it and kill him while he's weakened.
- 17. Your most used phrase is something like:**
a. "I see."
b. "Do not meddle in the affairs of others. You know not what you are doing."
c. "Heya baby."
d. "NIKTOBAKADAKAYOMBIYO!"
e. "Die!"
- 18. Do you know GWAR?**
a. No. I've been to a concert of theirs once, though.
b. Certainly not!
c. I can proudly say I've uhhh...been backstage a few times...hehehehe...
d. "I'm their fukkin' manager!"
e. I've been to enough of their concerts that I might as well.
- 19. Midgets**
a. Short people.
b. People with underactive thyroid glands.
c. Hm...hehehehe...(NASTY thoughts! Bad vampire! Bad, bad vampire!)
d. The next step for the human race! Yes, they lie in wait for us, plotting the eventual destruction of the planet! They serve the evil barbers!
e. Shutup, freak.
- 20. Do you fear final death?**
a. We all do.
b. Of course! I will survive at all costs.
c. You bet! I love my life! I love my love life...
d. We die?
e. No.
- 21. The Justicar accuses you of breaking the Masquerade and you say:**
a. "I'm sorry, but it must be a case of mistaken identity."
b. "Are you certain? Can you prove it beyond the shadow of a doubt?"
c. "Well...you don't HAVE to kill me. I can...serve you in certain...ways."
d. "HEY! The penguin was asking for it! Look at the way it was dressed!"
e. "Fuck you!"
- 22. The "authorities" (Police, FBI, etc...) suspect you're a vampire and you:**
a. isolate the individual responsible for your discovery and "convince" them they were wrong.
b. ghoul the leader of the authoritative group.
c. sleep with the leader of the authoritative group and/or their spouse.
d. lead them on a wild goose-chase and have them end up in the Prince's house...
e. KILL'EM ALL!!!!
- 23. You find somebody who you would like to make into a vampire, so you:**
a. ask the Prince for permission first.
b. embrace them, hide them, and ask the Prince a "hypothetical" question.
c. embrace them in more ways than one.
d. club them, drag them off to your cave, drive them insane, THEN embrace them.
e. embrace a large group of people just to spite the traditions.
- 24. Your haven is:**
a. a nice apartment or something like that.
b. expansive yet well-hidden.
c. equipped with some of the strangest things for sexual purposes.

Vampire Quiz Continued

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- d. in your shorts, under your kilt...
- e. a communal one.

25. Gehenna:

- a. might happen.
- b. is a mindless ploy by our elders to attempt to scare us.
- c. is coming fast, so why not enjoy the last hours?
- d. is Malkav's greatest prank yet! BRAVO!
- e. must be stopped. Destroy the elders, for they are tools of the antideluvians.

26. Mages are:

- a. scary people.
- b. Useful...too bad we cannot use much of the knowledge they give us.
- c. interesting...I like the Cult of Ecstasy...they have the right idea.
- d. are chasing their own tails. Denying insanity while defying reality? Unheard of! And they wonder why they're not going anywhere...
- e. not worth bothering with unless they get in my way.

27. My hobbies are:

- a. something to do.
- b. plotting and scheming to gain prestige.
- c. Kind of personal...closed doors kind of stuff(wink).. get it?
- d. None of your damn business! What I do in my spare time with a 3-man slingshot, a window near the Prince's house, and a porcupine is not your concern!
- e. Killing, destroying...being a vampire is a full time job.

28. The changeling kith you'd probably hang out with would be:

- a. Probably any of them. Nosferatu might like the Sluagh.
- b. The Sidhe know of power...they are worthy.
- c. Satyrs.
- d. Pooka.
- e. Redcaps.

29. You find Caine and you say:

- a. "Caine, great sire of all! How may I assist you?"
- b. "Prove it."
- c. (Male) "You know any really good chicks?" ... (Female) "Heya Baby."
- d. "Here, hold this," hand Caine a watermelon, "I just KNEW you were running a service station in Hermitage, Missouri!"
- e. "You are Caine? Perhaps you should have a discussion with your grandchilder... they seem to be intent on killing us... or I could just kill you."

30. When faced with final death, you will:

- a. yell, scream, fight for your unlife if you can.
- b. beg, plead or weasel your way out if possible.

- c. try to get out or go out in as pleasurable a way as possible.
- d. make-believe it isn't happening...it might just work...
- e. not be afraid, but try to take as many down with you as possible.

RESULTS:

Count up how many of each letter you chose and the one that you chose the most will bear your primary results. Ties mean you are split between results and near ties mean that you have leanings to the other results.

- a. Your run-of-the-mill Camarilla vampire.
- b. Sneaky, plotting, or even business-like kindred. Probably Ventrue, Tremere, or Giovanni.
- c. You libido is in control. A trait that is displayed by a number of Toreador.
- d. Nutcase! You're either a Malkavian or otherwise just plain fucked up!
- e. Either a REALLY violent and rebellious Brujah, or a member of the Sabbat. ❖



"Vilo" • Sam Flegal

Blond Garou Jokes

WRITTEN BY JUDITH A. McLAUGHLIN
<http://www.broomstick.org/jude/jokes.html>

How do you change a blond Fianna's mind?
Buy him another beer.

How do you keep a blond Star Gazer busy all day?
Put him in a round room and tell him to sit in the corner and contemplate.

How do you know a blond Silver Fang likes you?
He waits until the morning to cull you.

What's the difference between sleeping with a Silver Fang, a Bone Gnawer, and a Star Gazer?
The Fang says, "That was good for ME!" The Bone Gnawer says, "Was it good for you?" The Star Gazer says, "Beige is a fascinating color."

What's the difference between a PMSing Black Fury and a terrorist?
You can negotiate with a terrorist.

Why do blond Silver Fangs always have aggravated damage to heal?
They keep trying to eat with their Klaives.

Why do blond Glass Walkers drive BMWs?
Because they can spell it.



"Altered" • Matthew Skipper

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What did the postcard from the blond Silent Strider say?
"Having a wonderful time. Where am I?"

A Croatan, a Bunyip, a blond Silver Fang, and a White Howler are walking down the street when they spot a \$10 bill. Who stops to pick it up?
No one! The Croatan, Bunyip and White Howler don't exist, and the blond Silver Fang thought it was beneath him to pick up a gum wrapper.

Why did the Goddess create Fianna Kinfolk?
Because sheep can't bring beer from the fridge.

Did you hear about the blond Silver Fang lupus?
Got stuck in a trap, chewed off three legs and was still trapped.

Did you hear about the blond Silver Fang who slashed his Klaive at the air?
He missed.

What was the blond Star Gazer's greatest experience?
An in-body experience.

What did the blond Silver Fang do when his wife had twins?
He went out hunting for the other man. ❖

Secret Play

WRITTEN BY DIANA FLEGAL

*D*ance on the morning
droplets of dew
Run through the fields of
flowers unseen
What could it be that runs
so free?
The fairy folk that visit me.

*T*hey frolic and play
And laugh through the day
All to make children smile.

*T*hey'll show you the way
To pass through the fray
Even if it takes a while.

*I*t's all a game,
They play without shame.
For nothing is truly real.

*S*o return to your beds
And rest your heads
For the secrets that fairies
deal.

*W*ith a sugar plum wand
in their hand
They will grant you wishes
numbered three,
Then make you forget their
nightly deeds
And run to hide in soaring
weeds. ❖

Why You Should Play a Tremere



WRITTEN BY SAM FLEGAL

Over your years in the Cam I am sure you have heard the warnings of why NOT to play a Tremere. Well I am here to tell you that you should—however, not without thought and effort. All good characters require thought and effort on the part of the player, and Tremere characters are no different. First I will talk about the myths of playing a Tremere, and then I will talk about the truths.

Before I begin I will first explain the terminology of the Tremere clan. I know old and new players get confused on Tremere specific terms. Clan Tremere is organized in a Pyramid. Tremere himself is at the top. Tremere is the 3rd generation antediluvian of clan Tremere. For obvious reasons this position is NPC only and not attainable by PCs. Next is the High Council. There are seven members of the High Council. Most are of the 4th and 5th generation. Each Councilor oversees an entire continent or region. There is one Councilor for North America. All Councilors are NPCs, just like the Justicars. Seven Pontifaxes serve each Councilor. Pontifaxes are usually Elders and very old Ancilla. Pontifaxes are in charge of Regions. In the US there is a Pontifax of the East, Central, and West. Players can become Pontifaxes although some are NPCs. Serving each Pontifax are seven Lords. Lords are often Elders an Ancilla, although some crafty neonates make it this far. Lords are in charge of 2 to 5 states or territories. Tennessee is under a Lord in charge of Tennessee, Alabama, and Mississippi. All most all Lords are PCs, a few are NPCs. Lords are attended by seven Regents. Regents come from all ages and backgrounds of characters. Regents are in charge of cities. There is a Regent of Nashville. Each Regent is in charge of up to seven Apprentices. Apprentices are the majority of Tremere and take care of most of the “grunt work” the Tremere clan needs. Apprentices come from all types from Elder to Neonate. Ghouls have the rank of Acolyte in clan Tremere, but their fairly unimportant in the grand scheme of things.

Each of the Ranks has seven circles of mysteries within it. These little ranks help the Tremere decide who is in charge. As you can begin to see the clan is very structured, and likes the number seven. For example, if two Lords meet and one was a Lord of the 6th, named Herby, and the other a Lord of the 1st, named Don, then Herby is considered in charge. This is similar to a four-star general telling a one-star general what to do. The Tremere hierarchy is much like the military.

Whew, now that the definitions are out of the way onto the Myths of Clan Tremere:

The first Myth is that all Tremere are Evil, and that everyone will hate your character if it is a Tremere. There is some truth to this myth. However, there are many non-evil Tremere characters. There are entire Tremere Houses built on Humanity and following good morals. Yes, your character will be feared, or at the very least mistrusted. To

me this is a fun thing. Eventually your Tremere can build a reputation that is not feared. This is something you will have to work for, if you want it. All clans have their stereotypes, and most smart players use that to their advantage. Tremere are no different.

The second Myth is that Tremere characters require a lot of paper work. This is as true as you want it to be. Most Tremere characters can get away with filing one report in the beginning and only updating it when it is important. You will not advance within the clan without paper work, but you do not have to advance. The Pyramid needs a foundation.

The third Myth is that new or first time players should not play Tremere. I do not agree with this. I think that clan Tremere is an excellent clan for starting Cammies, new gamers, and old players alike. New Tremere characters can only work if there are already strong Tremere players. This is true to some degree for most clans, but especially true for Tremere. New players should start very low on the Pyramid. The benefit of playing a Tremere is that the other players will keep you on a very short leash in the beginning. It is similar to starting out as a Ghoul, or unreleased Kindred, but without all the negative stigma that comes with being a Ghoul or Unreleased. Your young Tremere character will be assigned to another PC for proper education at gatherings. I highly recommend this as a way for interested players to learn about the game. I have seen it work three times now in the Mississippi chapter. In contrast, even Elder characters can be low on the Pyramid, making for excellent roleplaying without a lot of responsibility.

The fourth Myth is that the Tremere hierarchy means no fun. This really depends on your personality and the types of characters you like to play. I personally think the hierarchy creates fun roleplaying situations. If you can take orders and like to be involved, I highly recommend clan Tremere. Every Tremere has a purpose and is valuable to the Pyramid. Being a member of this clan will ensure that you get involved and are used. The other fun part of the hierarchy is roleplaying working your way up the Hierarchy. If you start at the bottom you will really have something to be proud of as you work your way to the top. Many of the current Lord characters started as Apprentices of the 3rd circle.

The fifth Myth is that Thaumaturgy is hard to understand. The best defense against this Myth is that contrary to popular belief a Tremere character does not have to have Thaumaturgy. If you think Thaumaturgy is difficult or have no interest in it, then Clan Tremere is for you. With the disciplines of Auspex and Dominate, who needs Thaumaturgy? The clan needs seers and diplomats just as much, or more so, than powerful wizards. The coolest part about having thaumaturgy is that everyone will

Why You Should Play a Tremere Continued

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still think you have it, and will fear what you might be able to do. Thaumaturgy is not kept secret because the Tremere are scared for anyone to know what the clan can do, but it is kept secret so that no one knows what your character can do. If other clans see one Tremere pull out a flaming green battle-ax and kill a whole bunch of kindred, then chances are they might think all Tremere can do that. You can be sure though that all who saw now know that the Tremere who killed a bunch of kindred CAN do that, and will be looking for flaming green battle-axes when they come to kill that character. As long as your individual powers are unknown you will be feared.

For those who wish to use Thaumaturgy, reading several books is the only way. You will want to read *Laws of the Night: Revised*, the *Guide to the Camarilla*, and the *Storytellers Guide*. Thaumaturgy can be a confusing discipline, but you do not have to mess with it to be a Tremere. The only Thaumaturgy all Tremere need is a ritual that announces your presence when you enter a city. That is it.

The Sixth Myth is that all Tremere players are cheesy. While I can say that a lot of them are not, a lot of them are.

I have heard Tremere players argue back and forth about who has the cheesiest combo. Unfortunately many Tremere players do choose the clan for the cool discipline of Thaumaturgy. Let me tell you right now, Thaumaturgy is not that useful, and will not “save” your character. You will use Auspex and Dominate infinitely more than Thaumaturgy. The nature of Thaumaturgy is so specific that its use will only come in handy in specific instances. If Thaumaturgy is your main reason for playing a Tremere, do not waste your time and the time of the other players who will have to deal with you. But yes, many Tremere players are cheesy, so I must say for the most part this Myth is true. However in defense so are most Brujah characters, as are many of the other clans. I have heard just as many Brujah talk about the glories of Potence and Celerity in clan as I have Tremere on the wonders of Thaumaturgy.

In closing let me say that the Tremere clan is not for everyone. Only smart players should do it. Beyond being an intelligent player I think all most everyone can have fun as a member of Clan Tremere. The Pyramid Wants You. ❖



“Entropy Node” • Matt Skipper

Vampire Clan Cereals

<http://alick.freeshell.org/malkavian/fun/wod/cereal.txt>

Toreadors: Great Flakes, stay crunchy in milk

Assamites: The cereal that bites back

Brujah: The cereal that packs a PUNCH

Nosferatu: Don't worry, it tastes better than it looks

Tremere: They're magically delicious

Gangrel: Many parts of a pine tree are edible

Malkavian: Fruity cereal with lots of nuts

Ravnos: Sold by weight not by volume; contents may have settled in packing

Ventrue: We use starch so you don't have to

Lasombra: EXTRA dark and Chocolatey

Caitiff: Tastes just like the real thing!

Giovanni: A cereal the whole family can enjoy ❖

Eleven Misconceptions About Malkavians

[UNDER
CURRENTS]

WRITTEN BY ARI NIEH

<http://www.voiceofmadness.com/index.php?misconceptions>

1. Malkavians are wacky, fun-loving, silly pranksters.

Although this stereotype is often derided by experienced roleplayers, it remains a common sight in many games. I still can't fathom where players could get the idea that insanity is something fun and zany. Dubbed "fishmalks" or "crayon eaters", such flat characters serve little purpose in the game. Avoid them.

2. Well-played Malkavians must be scary psychopaths.

Ari's first law: for every common misconception, there is an equal and opposite misconception. Nobody wants to be mistaken for a silly Malkavian, so everyone decides that they will be scary. Ooh. While there's certainly nothing wrong with a frightening Malkavian character, being mindlessly violent for its own sake is just as inane as being mindlessly silly. The dangerously insane aren't the ones who go around with straight razors, advertising their "scariness".

3. Malkavians stick together as a clan.

While all clans have different sorts of internal structures, the Malkavians have one which is beyond normal comprehension. In a clan of maniacs, don't expect anyone to consistently agree with you or support you. Popularity of viewpoints shifts rapidly, and the elders often sit back and watch. While the innate connection of the Madness Network does grant them a fundamental link, it does not make them friends or allies.

5. Dementation is what makes Malkavians dangerous.

Presumably, proponents of this fallacy believe the clan was relatively harmless before 1999. No, disciplines don't make the Malkavian. Dementation is a tool, but the danger comes from within the lunatic's mind. The unpredictable and often inscrutable nature of a maniac's thoughts are what makes her truly frightening to those who are locked within their own static worlds.

6. Malkavians are all delusional.

We've all seen a Malkavian who thinks he's a superhero, or a TV announcer, or Jesus. Such concepts should be extreme rarities—after all, it's hard to maintain the masquerade if you go around telling people you're King Arthur. A large portion of the clan is not actively delusional. There are several other kinds of psychoses. Strive for originality in your character's derangement, rather than resorting to the old chestnut of, "My character thinks that..."

7. Malkavians converse through the MMN.

In truth, the Malkavian Madness Network is more like a dream than an IRC channel. It's not a particularly good way to exchange greetings or information. Visions from the MMN tend to be highly metaphorical and abstract.

Although it is often used to meet clanmates, memories and understanding from the MMN are frequently hazy.

8. A good Malkavian prank should be humorous and dangerous.

Wrong on both counts. Neither wackiness nor deadliness is important, or even necessary, for a good prank. The purpose of pranking is to educate others. This doesn't mean to "teach them a lesson". Rather it involves actually changing others' perceptions, and causing them to question their own thoughts and beliefs. That is the measure of true pranking.

9. Well-played insanity should be apparent to others.

Having seen the raving loons win outstanding roleplaying nominations, many new Malkavian players assume that to roleplay insanity well, they must cause others to notice how insane they are. This is a mistake. Older Malkavians are often painfully aware of their derangement, and may choose not to display it if they can avoid doing so. Even in neonates, madness is often subtle in its effect on behavior and thought, and need not be glaringly obvious.

10. Insanity can be used to justify any action.

Ever heard someone say, "Of course my character would do <stupid action that I, the player, feel like doing>. He's _insane_!" Yeah, me too. This is weak roleplaying. There is no "doing stuff for no reason" derangement. In fact, the apparently irrational actions of a lunatic are often for reasons which make perfect sense—from an unusual perspective. Madness does not grant you freedom from having to think when you roleplay. ❖



"Seeker, Morgana, and Kevin" • Loraine Posadas

Keeping Tabs?

[UNDER
CURRENTS]

Fund-raisers say point is getting people involved.

WRITTEN BY ANNE PAINE, *Tennessean Staff Writer*

People throughout Middle Tennessee—including many encouraged by Ronald McDonald—are popping the tabs off aluminum drink cans for recycling.

But the method, thought to be more profitable than recycling the entire can, is dismissed as a misguided notion by recycling experts.

For one thing, a separated tab is worth next to nothing, they say.

Officials with Ronald McDonald House, which uses the tabs as fund raising, say it's as much about getting people involved in their cause as it is about the money.

The bottom line is that it takes about 1,000 tabs to make a pound of aluminum that fetches 40 to 42 cents with recyclers in Nashville. Thirty-three cans—also a pound—brings the same amount.

"People bring milk jugs full of tabs and come to us with all sorts of delusions of grandeur," said Steve Nedelman, a marketing director for PSC Metals, once called Steiner-Liff, on South First Street.

People for years have thought the tabs are worth more than the cans, he said, but they are not. A gallon jug of tabs is worth about \$1.25.

While the tab is a slightly different grade of aluminum, cans and tabs are thrown in together to melt for recycling, experts say. Pulling the tabs just makes them more difficult to handle because of their size.

"It's really sad," said Tom Davis, owner of PocketMoney Recycling, 2611 Gallatin Pike. He says people proudly walk through his door with bags or even fistfuls of tabs.

If people brought the whole can, they could make a lot more money and be better recyclers, he said.

The Ronald McDonald House, however, has been asking groups to collect tabs as part of a fundraiser for three years. Several other of the Houses around the nation do the same.

"We just collect the tabs because it's easier and cleaner and kids can do it," said Kaye Slater, manager of the Ronald McDonald House of Nashville at 2144 Fairfax Avenue.

The charity provides support and an inexpensive or free place to stay for families with children who are hospitalized.

"It's not as messy as the cans," Slater said. "It's a way to create awareness for our mission, and it doesn't cost anybody anything."

Most important, people get involved, she said.

The house made \$6,000 last year from tabs that schools, churches, and civic groups dropped by or mailed from around the region, Slater said. That amounts to roughly 15 million tabs, or 15,000 pounds of aluminum delivered in one year.

Recycler Avis said those hard-working folks who do all the

tab pulling would do better cashing in cans at can banks or recycling centers and sending a check to the McDonald House.

Mailing tabs is particularly counter-productive, he said. It costs more than \$2.80 to mail in a pound of tabs worth less than 50 cents.

But what really worries Davis is the mindset that he says results from saving tabs.

"We're creating a generation of tab pullers," he said. "The can can be thrown away because they're focusing so much on the tab."

As it is, recycling of aluminum cans has been dropping for the past several years, and in 2001, hit the lowest level in 15 years, according to the Container Recycling Institute in Arlington, Va.

Its representative, too, says the idea that tabs bring more money than cans is bogus, as does the Aluminum Association that represents the industry in Washington, D.C.

But folks aren't convinced. The Ronald McDonald House insists they're worth more.

"We've been told that by different recyclers," said Liz Piercy, Ronald McDonald House director here.

She said she could not name any of them. The House hauls its donated tabs to PSC Metals, she said.

The company has no special deal for tabs.

"We pay just whatever we pay for scrap aluminum," PSC's Nedelman said. "A pound is a pound is a pound."

Tabs were created as an answer to the original pop-top, which came completely off cans when opened, had sharp edges and often ended up as litter. The tabs now on cans are not meant to be removed and leave a jagged piece of metal when they are, Davis said.

Tabs have been the subject of much confusion since the 1970s. They are mentioned in anthologies of urban legends, with false stories including that 100 tabs can be turned in for a kidney dialysis treatment. That's a rumor the National Kidney Foundation has tried to dispel for years.

Sherry Force, recycling coordinator for Granbery Elementary School, said she has let kids pull the tabs off aluminum cans left at the school's recycling drop-off site because they wanted to give them to the Ronald McDonald House.

She thought the McDonald's food chain gave matching donations of money for each tab.

"Oh my, that is awful," she said, when she learned that's not the case. "That little bit of tab isn't worth anything. That's a lot of effort for a little return." ♦

Vampire Lightbulb Jokes

Thanks to JSilver@bocaraton.ibm.com and bjmillr@ibm.net

How many Tremere does it take to change a lightbulb?

None. ("You will change my lightbulb" 'I will change your lightbulb...' "You will forget you ever saw me" 'I will forget I ever saw you...')

Ravnos:

"Lightbulb? What lightbulb?"

Ventru:

None. They have flunkies for that sort of thing.

Toreador:

One Artiste to put it in and two Poseurs to critique the performance.

Malkavian:

Five to hold the Giraffe and one to fill the bathtub with brightly colored machine tools.

Setites:

They prefer the dark, but if you really want it changed, we have just the bulb for you . . . for a price.

Assamite:

One, provided the price is right.

How many Vampires does it take to change a light bulb?

But they like it dark.

Tremere:

Six. One to notice the light bulb is broken, one to tell the Chantry head, one to conjure a new bulb, one to levitate the old one out, one to levitate the new one in, and one to dominate the old one into forgetting it ever happened.

Malkavians:

None. We have auspex, silly.



"The Feral Horsemen" • Loraine Posadas

[UNDERCURRENTS]

Malkavians:

"It's MY bulb, dammit! I took it and now it's MINE!"

Malkavians:

Which bulb?

Brujah:

"Hey, you can change your own stinking lightbulb!"

Nosferatu:

DO they have light bulbs down there?

Salubri:

Two. One to heal the old bulb, and one to watch the door for Tremere.

Giovanni:

Three. One to put it in and two to summon and control the spirit of the old one.

Daughters of Cacophony

Two. One to blast the old one out of its socket and one to put the new one in.

Samedi:

Four. One to rot the old bulb away, one to put the new one in, and two to summon and control the spirit of the old one.

Tzimisce:

Only one, but he has to sleep with the old one every night.

Lasombra:

"Oh, we don't need to change the bulb. It's just been shrouded."

Gargoyle:

"Touch this bulb and you're dead." ❖

Modernism Poems

WRITTEN BY
DIANA FLEGAL

The Twinkling

Five pointed yellow tips,
A cut diamond engulfed
in shadows.
With a light that pierces
through the night.
This jagged ball which
brings forth the warming
light of life.

The Mother's Hand

Twitching, graceful
movements
Long lustrous branches
of skin
All is grasped, all is felt
By the gentle touch of a
mother's hand. ❖

Word Hunt

BY PAULA WATT

I N C I J Y L Q Y D R T E E O
P X Z H P G R O C O R O C B E
J X V O K A E Y D E V Z N V C
P A N B G N L A M B G S I L U
H R Z E V G E E U R I K R O G
N C I J B R R H T X Q P P M L
B A V M O E H L A S O M B R A
T O I T O L U R R J P U Z Z J
P G O V H G P J E Y U K I W U
G D V N A A E O F P S R A R Z
P N C A J K L N S P Z O B H F
W V Q V K K L V O W P C D F D
E U R T N E V A N B V M O P Y
H C F S G K X Z M S U V C Y P
B R H A R P Y T V R G B A C I

Boon	Harpy	Nosferatu	Prince	Ventru
Brujah	Lasombra	Praxis	Toreador	
Gangrel	Malkavian	Primogen	Tremere	



“Dr. Nedro” • Andrew Anderson

Unwanted Voices

WRITTEN BY DIANA FLEGAL

*It's interesting to sit back
And listen to the mumble of a
thousand voices.
Out in the hall, I here people call
Yet never really here them.*

*The chorus of voices
With not a conductor
Fills the room
With an uncontrollable fury.*

*Now and again a soloist cries out
Resonating above the rest.
No cue to tell them when,
Just a happening that occurs.*

*Days go by and this continues
Slowly driving me mad.
Why am I not a part of the chorus?
Am I doomed to sit and listen
forever?*

*I scream
Crying out to my soul's content
The chorus stops,
All to stare at me,
Me, the odd one
Not able to participate quietly
Drawing attention, unwanted. ❖*



“Victim True Color” • Matt Skipper

[Rumors & Quotes]

[UNDER
CURRENTS]

QUOTES

Cam/Anarch Venue

From the soon to be infamous Domain Event in Nashville:

The Sketchy Shady Show

OOO: "Hi, Mr. MarSee...my name is Magistr...I mean, urr...Mark. Yes, Mark...and this is my faithful Gargoy...I mean Gargamel, he's my faithful dog. Yes, Gargamel."
"Say hi, Gargamel"
"Arf... God, this is demeaning."
"Arf, Arf"

The material printed here was gathered through keeping an ear open during the games and through direct member input. Some of the rumors are true, and some are false. They're things that your character might have heard IC; however, you cannot trace the origin of the rumor.

"And if you don't like what's happening, just close your eyes... and it'll all go away. I promise."
(Slurrrrrpppp)

In reference to questionable Majesty ST rule calls at NEGLECT

"What big hole in the 5 ft thick steel reinforced concrete wall? I don't see a hole that 4 people were Gently Rebuked into."

In reference to Magistratum's handiwork at NEGLECT

"Carry on, don't mind the carnage... carry on. It's not really here."

In reference to certain events at NEGLECT

OOO:

Kate Stafford: "Police your butts."
Diana Flegal: "Can I police yours?"
Kate: "Maybe..."

Simultaneously:

Guillaume de Givenchy: "I seize praxis of your city."
Jacob Stanford: "You are still bloodhunted." ❖

RUMORS

Cam/Anarch Venue

The Tremere and Nosferatu clans have made a pact to work with each other so that they will control Nashville together.

Sax Adonis is not really dead! He is in training to become an Archon to his Grace Alexander Merrick.

Margaux DeVal was actually possessed by a wraith when she shot at Prince Stanford.

Handler will stop at nothing to get what she wants, and now that she is Harpy... Look out!

Guillaume de Givenchy was not really a Toreador. He worked as a Brujah undercover to kill the Court of Nashville.

Vern is really Gay!

People need to settle down. Every time there is a problem of any kind, it gets

blown way out of proportion and the court runs around with it like it's the end of the world!

Margaux DeVal is afraid of the Tremere.

There is a secret plot to overthrow the Toreador Primogen Lady Isabella de Torrence de Normandie. Joseph is secretly plotting her destruction. When, you ask...possibly at the next gathering?

Rumors & Quotes Continued



Marcus the Caitiff has been adopted by the Brujah.

The Anarchs are plotting to take over the Camarilla in Nashville.

Kindred from Birmingham are plotting to create an imperium in the South. Will Nashville fall to their power?

The Toreador need to throw more parties! Why is it always the dreadful Brujah warehouse we gather in? I want soft cushions damn it!

The Nosferatu Handler is called Hacker is certain circles because she likes to “hack” people’s necks off.

There is enmity between two Nosferatu. One wants to kill the other, and the other wants to become primogen.

Giovanni of Nashville are all diablerists and Devil worshippers!

The Anarchs who kidnapped Deacon are really Sabbat members.

Archons are coming to avenge Guillame’s death, and certain Ventrue will pay the price.

Has anyone seen Anubis Jones? Certain Tremere in the South are not pleased with his “performances” of late.

Dr. Braithwaite will no longer bloodbond anyone. He doesn’t want another “Bruce”.

How long can these so-called anarchs meet before the Prince crashes the party?

Sources tell us that Catherine St. John is moving to Washington D.C. It seems the former Harpy of Nashville is in such mourning over the loss of her secret lover, Aleskndr Danilov.

Gabriel the Tremere is only pretending to be mute to avoid talking to the chatty Toreadors.

This new Malkavian, Jamison Taylor, is really Magistratum in disguise. It seems he has misplaced his Gargoyle Gargamel and is looking for him in Nashville.

Jacob Stanford is the best Prince ever. But, Seriously.

Sabbat Venue

There seems to be a new pack in town for the Sabbat. They call themselves the Feral Horsemen Nomadic Pack. They all look like Gangrel but act like Toreador so we all know what that means: they are really Brujah.

Because of screwing up at the last gathering, certain groups are plotting to kill Fatima.

Father Cristobal is secretly destroying other members of his pack in hopes to start anew. He has called for his son to come and help him.

The “Asadomites” were disbanded due to Fatima’s ill advice to the bishop. She secretly hopes to form her own pack where she would be ductus.

The Feral Horsemen are plotting to take over the Sabbat in Murfreesboro. They have been sent by a powerful templar who works for the Cardinal.

The new Vilo Virelli is an imposter from the Assamites, sent by Alamut (the Assamite stronghold), to infiltrate the Sabbat. This explains his new “look”.

Garou Venue

It would seem that the Garou of Murfreesboro have a new Caern. It is located on the Bell South Tower in Downtown Nashville. Go Figure.

It’s easier to kill a deer in Crinos form if you are a cub. Just ask Puck.

The last den mother taught the cubs as little as she could get away with. ❖

Official Sites for Garou Tribes:

Black Furies

www.geocities.com/the_black_furies

Bone Gnawers

www.cam-settings.org/GSA/Bonegnawer

Children of Gaia: No official site yet

Fianna

www.geocities.com/uk_fianna/

Get of Fenris

www.geocities.com/dolgulfr/opening.html

Glass Walkers: No official site yet

Red Talons

www.geocities.com/tonykp2000/red_talon.html

Shadow Lords

www.elysiumgrounds.com/Shadow-Lords/index.html

Silent Striders

www.rkfwebdesign.net/ss

Silver Fangs: No official site yet

Star Gazers: No official site yet

Uktena: No official site yet

Wendigo: No official site yet ❖

August Events

Sun	Mon	Tues	Wed	Thur	Fri	Sat
					1 <u>SERE</u>	2 <u>SERE</u>
3 <u>SERE</u>	4	5 7:30 pm DBR Meeting	6 7:30 pm Non- Cam Dinner Night	7	8 7:00 pm Mortal Game	9 2:00 pm Garou Game
10	11	12	13	14	15 7:00 pm Non-Court Cam/Anarch Game	16 7:00 pm Mage Game
17 2:00 pm Changeling	18	19 8:00 pm GDK Meeting	20	21	22 7:00 pm Cam/Anarch Game	23 7:00 pm Sabbat Game
24	25	26 7:30 pm T.N. Meeting	27 7:00 pm Chapter/ ST Council Meeting	28 <u>SWRE</u>	29 7:00 pm WW Card Game Night <u>SWRE</u> DragonCon	30 7:00 pm Cam/ Anarch Game <u>SWRE</u> DragonCon
31 <u>SWRE</u> DragonCon						

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