

UNDERCURRENTS

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what's inside:

- 2Chicken Vampire With Kangaroo Head Terrorizes Farmers
- 3Redneck Vampire Jokes
- 4101 Pooka Pranks
- 5You Might Be Sabbat If...
- 6Wolf and Werewolf Films, Part I
- 9Tremere Trek
- 9Limerick
- 10Queer Eye for the Cam Guy
- 11International Camarilla Conclave 2003
- 12Rumors & Quotes
- 13Vampire Bat Saliva Compound Could Help Treat Strokes
- 13Official Sites for Cam Clans
- 14October Events

Fun & Entertainment Galore!

Greetings, Undercurrents readers! This month's issue is full of laughs and fun. I've dug up some pretty interesting articles online that I thought you might enjoy; plus we also have two submissions from Tony Gowell, a limerick about someone we all know and love and a short article directed to all you Cam guys. Finally, I've also included some information about the upcoming International Camarilla Conclave (ICC) for those of you who are considering about attending the spectacular event being held at St. Louis, Missouri.

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

Have a good read!

Loraine Posadas
Undercurrents Editor ❖

Chicken Vampire With Kangaroo Head Terrorizes Farmers

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FROM PRAVDA.RU, A NEWS AND ANALYSIS PUBLICATION
<http://english.pravda.ru/main/2002/10/23/38597.html>

Is it a giant mutant bat or some beast unknown to science?

Foreign cryptozoologists insist that evidence has been found to prove the legend of the mysterious vampire that has been terrifying villagers in Mexico, Guatemala, Costa-Rica, Spain, and Portugal for many years already.

This time, the mysterious beast played its tricks in Nicaragua. Starting with July 2000, Nicaraguan authorities started receiving information from farmers living in different parts of the country; the farmers complained that sheep and other domestic animals were perishing in a rather strange way throughout the country. Animals were found in their pens with small wounds on their necks; however, they had absolutely no blood in their bodies! Newspapers immediately reported about the legendary beast, which people call Chupakabra (this Spanish word means "the one who drinks goat blood").

It's necessary to mention that serious scholars don't believe in Chupakabra's existence. Although lots of animals have died in strange ways for the past several decades, specialists disregard reports about the strange mass deaths of domestic animals, because each time reports are supplied with very fantastic statements by witnesses. These statements are so fantastic that it may seem that these people went crazy.

One of the latest appearances of Chupakabra was registered in Puerto-Rico in 1995. Farmers asked the local authorities to save them from the strange monster. Famous American professor Shellhorn went to Puerto-Rico to find out whether the complaints about some strange beast were true.

The scientist found out that, since March 1995, hundreds of cases were registered of Chupakabra attacking domestic animals. People of different professions, doctors, businessmen, farmers, tourists, housewives, and even policemen were witnesses of such attacks. According to their statements, Chupakabra is an unusual being with astonishingly mysterious capabilities. For instance, Madeline Tolentino said that Chupakabra could fly, disappear, and reappear again. The woman said she had seen the beast appear on a highway right out of thin air.

After several days, Madeline's husband Miguel Agosto, the owner of a garage, saw his friend running across the road and crying: "Chupakabra is flying above the highway!" Both men rushed to the place where the mysterious beast was seen and saw that the beast was motionless in the air. In Miguel's words, "it instantly disappeared, but it didn't fly away; it simply vanished!"

Other witnesses describe more fantastic capabilities of Chupakabra. Here are extracts from publications in the local newspapers. "Every morning, Jesus Sanches from Gurabo found dead bloodless chickens with small holes the size of a nail in their necks. Sanches decided to wait for the malefactor and set an ambush together with his nephew. The men waited

for several nights in vain. But once, as soon as the night fell, turmoil began in the hen-house. Sanches rushed out of the shelter and saw a beast similar to the one that other witnesses described as Chupakabra; the beast had a chicken between its teeth. When it saw the men, it dropped its victim and ran away. Sanches managed to hit it on the head with his machete, but the beast wasn't hurt. The man says that, although the hit was precise, the machete went through the beast like a knife through butter. Sanches heard a sound resembling "the stroke of a stick against an empty keg." But the mysterious beast wasn't wounded at all."

"Maria Mohika, who lives 20 miles to the west of San-Juan, says she saw Chupakabra fifteen times over the past 1.5 years! Her husband shot the monster, but in vain. Once they saw strange blue spots right on the place where the beast had stood."

Based on what witnesses say about the monster, an approximate sketch of Chupakabra was drawn. The beast is about 1.5 meters high when in the vertical position; it is covered with light-brown hair and has a head resembling that of a kangaroo. Chupakabra's clear eyes are almond-shaped, but when the beast feels in danger, its eyes turn red. The legs resemble those of a bird with three webbed toes. Large membranes join the forearms with the body. The beast moves on two legs and does so rather quickly.

Chupakabra has a distinguishing feature, a sharp dorsal fin, which, as witnesses say, sometimes raises and vibrates with humming sounds. When the beast takes off, the fin changes color. What is strange is that witnesses say that Chupakabra doesn't fly as birds do, it rather soars or glides.

Doesn't this sound like a fairytale or a fantasy? Nothing of the kind, as reports of this kind came from Nicaragua last summer. It is as if farmers from different countries agreed to mystify the scientific world. Once, it was reported that Chupakabra had been shot at a ranch belonging to George Louise Talavera. The farmer was waiting for the vampire that sucked the blood from his sheep for several weeks, but in vain. One night, the man saw the shadow of a figure and shot at it. The wounded "shadow" managed to escape, but its body was found after several days. And although birds already picked at the dead body, it resembled the sketch of the legendary Chupakabra. Zoologist Giokkonda Chavez from Nicaragua investigated the remains of the beast right on the site and said that it had unusual fangs, very large eye-sockets in its skull, and strange bumps on its spine looking very much like that of a crocodile. The skin of the beast was almost bare and has folds like the skin of bats; there were some spots of yellow fur on it.

The dead body of the beast is currently being examined by scientists in Leon; however, no results have been published yet. Those who believe in Chupakabra's existence say that the truth may not come to light at all. According to one of the

Chicken Vampire Continued

[UNDER
CURRENTS]

numerous hypothesis (supported by biologist Russel Ramires from Chile), Chupakabra is the result of experiments held on bats in a closed American laboratory. It is quite natural that the laboratory doesn't want the rest of the world to learn about these experiments. The body of a similar beast was already examined in American laboratories several years ago. But after the tests, biologists said that it was the body of a wild dog. After receiving an official response from the scientists, farmers slightly believed that it could be a dog sucking the blood of its victims.

What is Chupakabra after all? A giant mutant bat or some beast unknown to science? Is it possible that this goat vampire is just the result of rumors, exaggerations, and perhaps even lies of witnesses? It is believed that results of the investigation of the alleged Chupakabra body in Nicaragua will solve the mystery. ❖



“Cheri Ghost” • Matt Skipper

Redneck Vampire Jokes

<http://www.geocities.com/TimesSquare/3120/jokes/redneck.html>

You might be a red-neck Brujah... if your raves include line dancing.

You might be a red-neck Gangrel... if your favorite hunting dogs include members of your own clan.

You might be a red-neck Malkavian... if you can crush beer cans on your imaginary friend's forehead and it works.

You might be a red-neck Nosferatu... if your favorite place for muddin' is your city's sewers.

You might be a red-neck Toreador... if you're entranced by the rebel flag.

You might be a red-neck Tremere... if your favorite love ritual involves your sister.

You might be a red-neck Ventrue... if dip or tobacco is part of your selective digestion.

You might be a red-neck Caitiff... if your hell hound makes you sit in the back of your truck.

You might be a red-neck Prince... if your idea of Conclave includes a tent revival.

You might be a red-neck Seneschal... if you got your position by coming in second in a cow tipping contest.

You might be a red-neck Harpy... if you participate in a quilting circle to keep current on Kindred affairs.

You might be a red-neck Keeper... if your ideal Elysium is Dollywood.

You might be a red-neck Sheriff... if you refer to your Deputies as “little buddies”.

You might be a red-neck Anarch... if your cry to freedom is “The south will rise again”.

You might be a red-neck Sabbat... if you attend Vaulderie wearing a pillow case and sheet.

You might be a red-neck Inconnu... if you monitor Kindred society with binoculars while standing in a deer blind. ❖

101 Pooka Pranks

WRITTEN BY JANE LAMBERT

<http://www.moonlit-trod.com/humor/101.html>

**[UNDER
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1. Sing the Batman theme incessantly.
2. In the memo field of all your checks, write "for sensual massage."
3. Specify that your drive-through order is "to go."
4. Learn Morse code, and have conversations with friends in public consisting entirely of "Beeep Bip Bip Beeep Bip..."
5. If you have a glass eye, tap on it occasionally with your pen while talking to others.
6. Amuse yourself for endless hours by hooking a camcorder to your TV and then pointing it at the screen.
7. Speak only in a "robot" voice.
8. Push all the flat Lego pieces together tightly.
9. Start each meal by conspicuously licking all your food, and announce that this is so no one will "swipe your grub."
10. Leave the copy machine set to reduce 200%, extra dark, 17 inch paper, 99 copies.
11. Stomp on little plastic ketchup packets.
12. Sniffle incessantly.
13. Leave your turn signal on for fifty miles.
14. Name your dog "Dog."
15. Insist on keeping your car windshield wipers running in all weather conditions "to keep them tuned up."
16. Reply to everything someone says with "that's what YOU think."
17. Claim that you must always wear a bicycle helmet as part of your "astronaut training."
18. Declare your apartment an independent nation, and sue your neighbors upstairs for "violating your airspace."
19. Forget the punchline to a long joke, but assure the listener it was a "real hoot."
20. Follow a few paces behind someone, spraying everything they touch with a can of Lysol.
21. Practice making fax and modem noises.
22. Highlight irrelevant information in scientific papers and "cc:" them to your boss.
23. Make beeping noises when a large person backs up.
24. Invent nonsense computer jargon in conversations, and see if people play along to avoid the appearance of ignorance.
25. Erect an elaborate network of ropes in your backyard, and tell the neighbors you are a "spider person."
26. Finish all your sentences with the words "in accordance with prophesy."
27. Wear a special hip holster for your remote control.
28. Do not add any inflection to the end of your sentences, producing awkward silences with the impression that you'll be saying more any moment.
29. Signal that a conversation is over by clamping your hands over your ears.
30. Disassemble your pen and "accidentally" flip the ink cartridge across the room.
31. Give a play-by-play account of a person's every action in a nasal Howard Cosell voice.
32. Holler random numbers while someone is counting.
33. Adjust the tint on your TV so that all the people are green, and insist to others that you "like it that way."
34. Drum on every available surface.
35. Staple papers in the middle of the page.
36. Ask 1-800 operators for dates.
37. Produce a rental video consisting entirely of dire FBI copyright warnings.
38. Sew anti-theft detector strips into people's backpacks.
39. Hide dairy products in inaccessible places.
40. Write the surprise ending to a novel on its first page.
41. Set alarms for random times.
42. Order a side of pork rinds with your filet mignon.
43. Instead of Gallo, serve Night Train next Thanksgiving.
44. Publicly investigate just how slowly you can make a "croaking" noise.
45. Honk and wave to strangers.
46. Dress only in clothes colored Hunter's Orange.
47. Change channels five minutes before the end of every show.
48. Tape pieces of "Sweating to the Oldies" over climactic parts of rental movies.
49. Wear your pants backwards.
50. Decline to be seated at a restaurant, and simply eat their complimentary mints by the cash register.
51. Begin all your sentences with "ooh la la!"
52. ONLY TYPE IN UPPERCASE.
53. only type in lowercase.
54. dont use any punctuation either
55. Buy a large quantity of orange traffic cones and reroute whole streets.
56. Pay for your dinner with pennies.
57. Tie jingle bells to all your clothes.
58. Repeat everything someone says, as a question.
59. Write "X - BURIED TREASURE" in random spots on all of someone's roadmaps.
60. Inform everyone you meet of your personal Kennedy assassination/UFO/ O.J. Simpson conspiracy theories.
61. Repeat the following conversation a dozen times: "Do you hear that?" "What?" "Never mind, it's gone now."
62. Light road flares on a birthday cake.
63. Wander around a restaurant, asking other diners for their parsley.
64. Leave tips in Bolivian currency.
65. Demand that everyone address you as "Conquistador."
66. At the laundromat, use one dryer for each of your socks.
67. When Christmas caroling, sing "Jingle Bells, Batman smells" until physically restrained.
68. Wear a cape that says "Magnificent One."

101 Pooka Pranks Continued



69. As much as possible, skip rather than walk.
70. Stand over someone's shoulder, mumbling, as they read.
71. Pretend your computer's mouse is a CB radio, and talk to it.
72. Try playing the William Tell Overture by tapping on the bottom of your chin. When nearly done, announce "no, wait, I messed it up," and repeat.
73. Drive half a block.
74. Inform others that they exist only in your imagination.
75. Ask people what gender they are.
76. Lick the filling out of all the Oreos, and place the cookie parts back in the tray.
77. Cultivate a Norwegian accent. If Norwegian, affect a Southern drawl.
78. Routinely handcuff yourself to furniture, informing the curious that you don't want to fall off "in case the big one comes."
79. Deliberately hum songs that will remain lodged in co-workers' brains, such as "Feliz Navidad," the Archies' "Sugar" or the Mr. Rogers theme song.
80. While making presentations, occasionally bob your head like a parakeet.
81. Lie obviously about trivial things such as the time of day.
82. Leave your Christmas lights up and lit until September.
83. Change your name to "John Aaaaasmith" for the great glory of being first in the phone book. Claim it's a Hawaiian name, and demand that people pronounce each "a."
84. Sit in your front yard pointing a hair dryer at passing cars to see if they slow down.
85. Chew on pens that you've borrowed.
86. Wear a LOT of cologne.
87. Listen to 33rpm records at 45rpm speed, and claim the faster speed is necessary because of your "superior mental processing."
88. Sing along at the opera.
89. Mow your lawn with scissors.
90. At a golf tournament, chant "swing-batabatabata-suhWING-batter!"
91. Ask the waitress for an extra seat for your "imaginary friend."
92. Go to a poetry recital and ask why each poem doesn't rhyme.
93. Ask your co-workers mysterious questions, and then scribble their answers in a notebook. Mutter something about "psychological profiles."
94. Stare at static on the TV and claim you can see a "magic picture."
95. Select the same song on the jukebox fifty times.
96. Never make eye contact.
97. Never break eye contact.
98. Construct elaborate "crop circles" in your front lawn.
99. Construct your own pretend "tricorder," and "scan" people with it, announcing the results.
100. Make appointments for the 31st of September.
101. Invite lots of people to other people's parties. ❖

You Might Be Sabbat If...

<http://www.geocities.com/TimesSquare/3120/jokes/ymps.html>

- You wake up in the evening is not "Oh my god, what have I done and whose eyeballs are these on my fingertips," but "Damn. I wanted green ones this time."
- Whenever you enter a small, darkened room, you have the strangest urge to claw through the ceiling.
- You think that "Pin the tail on the Donkey" is much more fun with a real donkey.
- You find yourself cheering for the zombies in the movie "Evil Dead 2."
- Campfires give you the strangest urge to start leaping.
- You get excited when, while viewing your own aura, you actually see a spot of color.
- You know what the road to Hell is paved with.
- Shovels give you the chills.
- The phrase "collateral damage" shows up in your speech more than once an hour.
- You begin to refer to people by the number of generations they are above you, and the amount of time before you're there.
- You start to like mimes. If they carry sharp objects.
- You are no longer surprised when your colleagues say things like "and then I sucked out his soul, ripped off his arm, and played a game of croquet."
- You were the other player in the croquet game.
- The phrase "Bishop takes Pawn" brings a stab of fear into your heart. ❖

Wolf and Werewolf Films, Part 1

[UNDERCURRENTS]

COMPILED BY LORAIN POSADAS

THE WEREWOLF (1913)—Ostensibly the first werewolf movie ever filmed. A Navajo woman believes she has been abandoned by her husband, who has actually been killed, and becomes a witch. As her daughter grows up she is taught by her mother to hate all white men and ends up seeking revenge by turning into a werewolf.

WEREWOLF OF LONDON (1935)—While on a botanical expedition in Tibet, Dr. Wilfred Glendon is attacked in the dark by a strange animal. Returning to London, he finds himself turning nightly into a werewolf and terrorizing the city, with the only hope for curing his affliction a rare Asian flower.

THE WOLF MAN (1941)—Upon the death of his brother, Larry Talbot returns from America to his ancestral home in Wales. He visits a gypsy camp with village girl Jenny Williams, who is attacked by Bela, a gypsy who has turned into a werewolf. Larry kills the werewolf but is bitten during the fight. Bela's mother tells him that this will cause him to become a werewolf at each full moon. Larry confesses his plight to his unbelieving father, Sir John, who then joins the villagers in a hunt for the wolf. Larry, transformed by the full moon, heads for the forest to meet with both Sir John and Gwen.

THE UNDYING MONSTER (1942)—A rarely seen movie about a werewolf who prowls around at night but only kills certain members of one family. It seems like just a coincidence, but the investigating Inspector soon finds out that this tradition has gone on for generations and tries to find a link between the werewolf and the family, leading to a frightening conclusion.

FRANKENSTEIN MEETS THE WOLF MAN (1943)—Grave robbers open the grave of the Wolfman and awake him. He doesn't like the idea of being immortal and killing people when the moon is full, so he tries to find Dr. Frankenstein to kill him, but Frankenstein is dead and only his Monster is alive; and this one wants to live, not to die like the Wolfman.

CRY OF THE WEREWOLF (1944)—Young woman raised by gypsies is actually daughter of a werewolf. She starts killing those who know about her.

SHE-WOLF OF LONDON (1946)—A young heiress finds evidence suggesting that at night she acts under the influence of a family curse and has begun committing ghastly murders in a nearby park.

I WAS A TEENAGE WEREWOLF (1957)—A troubled teenager seeks help through hypnotherapy, but his evil



“Angel of Caine” • Matt Skipper



“Mage” • Sam Flegal

Wolf and Werewolf Films Continued



doctor uses him for regression experiments that transform him into a rampaging werewolf.

THE WEREWOLF (1956)—Two scientists come across an auto accident, and find an unconscious man in the wreck. They take him back to their lab and inject him with a serum they have been working with. Unfortunately, the serum has the effect of turning the man into a murderous werewolf.

CURSE OF THE WEREWOLF (1961)—In Spain, Leon is born on Christmas day to a mute servant girl who was raped by a beggar. His mother dies giving birth and he is looked after by Don Alfredo. As a child Leon becomes a werewolf after having been taken hunting. As a young man, he works in a wine cellar and falls in love with the owner's daughter Cristina. One full moon, he again turns into a werewolf and terrifies the town.

WEREWOLF IN A GIRLS' DORMITORY/LYCANTHROPUS (1961)—At a girl's school, several students are murdered by a snarling, wolf-man-like creature. Suspicion falls upon a newly arrived teacher.

FACE OF A SCREAMING WEREWOLF (1964) — Experimenting in hypnotic regression to past lives, Dr. Edmund Redding of the Cowan Institute in Pasadena has discovered that Ann Taylor is a reincarnated Aztec woman. Via her recovered memories, she is able to lead Redding and his associates to a hidden chamber in the Great Pyramid of Yucatan, where they hope to find the lost treasure of the Aztecs. Instead, they find two mummified bodies—one of a modern man, quite dead, and the other of an ancient Aztec, quite alive. They are able to return safely to Pasadena with both finds, but a rival professor, Janney, kills Redding and steals the body of the modern man-mummy. This he subjects to a resurrection experiment, which works—only the mummy proves to be a werewolf. This creature breaks free of Janney's lab. Meanwhile, a hired thief sent by Janney to steal the other, living mummy, is overcome and that creature escapes also. Two supernatural menaces roam the city that night.

MAD MONSTER PARTY (1968)—When Dr. Frankenstein decides to retire from the monster-making business, he calls an international roster of monsters to a creepy convention to elect his successor. Everyone is there including Dracula, The Werewolf, The Creature, Dr. Jekyll & Mr. Hyde and many more. But Frankenstein's title is not all that is at stake. The famous doctor has also discovered the secret of total destruction that must not fall into the wrong hands!

THE MALTESE BIPPY (1969)—A man buys a house and comes to believe that not only is the house haunted by

werewolves, but a family of vampires lives next door.

WEREWOLF VS. THE VAMPIRE WOMEN/LA NOCHE DE WALPURGIS (1971)—Scientists resurrect a murderous werewolf, who then proceeds to try to mate with beautiful women to produce a line of werewolves.

WEREWOLF ON WHEELS (1971)—A biker gang visits a monastery where they encounter black-robed monks engaged in worshipping Satan. When the monks try to persuade one of the female bikers, Helen, to become a satanic sacrifice the bikers smash up the monastery and leave. The monks have the last laugh, though, as Helen, as a result of the satanic rituals, is now possessed and at night changes into a werewolf, with dire results for the biker gang.

DR. JEKYLL AND THE WOLFMAN (1971)—El Hombre Lobo searches for a cure to his full moon madness by visiting the grandson of the infamous Dr. Jekyll. What ensues next is a lover's triangle, and a savage sadistic Mr. Hyde who roams modern London and transforms into a werewolf on the disco floor.

MOON OF THE WOLF (1972)—After several locals are viciously murdered, a Louisiana sheriff starts to suspect he may be dealing with a werewolf.

FURY OF THE WOLFMAN/LA FURIA DEL HOMBRE LOBO (1972)—A man has had a werewolf curse cast upon him. If he doesn't get rid of it, he turns into a killer werewolf when the moon is full.

THE RATS ARE COMING! THE WEREWOLVES ARE HERE! (1972)—The daughter in a family of werewolves decides to put an end to the family curse.

WEREWOLF OF WASHINGTON (1973)—A reporter who has had an affair with the daughter of the U.S. President is sent to Hungary. There he is bitten by a werewolf, and then gets transferred back to Washington, where he gets a job as press assistant to the President. Then bodies start turning up in D.C.

THE BOY WHO CRIED WEREWOLF (1973)—Little Richie Bridgestone (whose parents are divorced) goes to spend the weekend with his father at his secluded mountain cabin, and witnesses his father being attacked by 'a creature' that the boy recognizes as a werewolf. He spends the rest of the film trying to convince his mother, and his therapist that his father is now a werewolf.

BLACK WEREWOLF/THE BEAST MUST DIE (1974)—Tom Newcliffe, a rich businessman and expert hunter,

Wolf and Werewolf Films Continued

**[UNDER
CURRENTS]**

summons six guests to his huge country estate which he has rigged up with video cameras and a high-tech security system. He tells them and his surprised wife that they are all to stay over a weekend and that all of them will be kept on the estate during that weekend. For each guest, dead bodies have followed in their wake and the way that the dead have been murdered means that one of the guests is a werewolf, and Tom has summoned his guests here to discover who it is and to hunt it down. The film has a clip at the beginning asking people in the audience to try to identify the werewolf and near the end there is a 30-second "Werewolf Break" for the audience to think over the evidence.

LEGEND OF THE WEREWOLF (1975)—A traveling circus in 19th century France adopts and showcases a feral "wolf boy", who grows into adulthood only to kill the one-man band. He runs off to Paris, where he develops a jealous, overprotective crush on a prostitute, leading him to attack her client, incurring a pursuit by a determined police surgeon.

NIGHT OF THE HOWLING BEAST/LA MALDICIÓN DE LA BESTIA (1975)—Waldemar, the renowned adventurer, joins an expedition to find the Yeti in the Himalayas. While hiking the mountains, he's captured by two cannibalistic demon nymphs guarding a remote Buddhist temple and becomes their sex-slave. They

transform him into a werewolf setting him loose to roam the mountain where he encounters a sadistic bandit.

WEREWOLF OF WOODSTOCK (1975)—At the site of the 1969 rock concert at Woodstock, New York, an electrical charge turns a local farmer into a murderous werewolf.

WEREWOLF WOMAN/LA LUPA MANNARA (1976)—A woman has dreams that she is a werewolf so she goes out and finds men. She proceeds to have sex with them and then rip their throats out with her teeth. She eventually falls in love but then she is raped and her lover is murdered so she goes out for revenge.

DEATHMOON (1978)—A manager is sent to vacation by his doctor due to symptoms of stress. He chooses Hawaii, because that's where his grandfather worked as a missionary. He doesn't know that his grandpa and all male successors are cursed by the Voodoo clan. Every night he transforms into a werewolf and horribly slays young women.

WOLFMAN (1979)—After the death of his Father, Colin Glasgow finds out that his Father and Grandfather were cursed and that they were werewolves. And now Colin discovers that he also has the curse and he is a werewolf, too, and he must stop a Satanic Reverend who put the curse on him and his family. ❖



"Sluagh" • Matt Skipper



"Moon Man" • Sam Flegel

<http://www.geocities.com/TimesSquare/3120/jokes/trek.html>

REGENT KIRK This is Regent of the Sixth James T. Kirk... Acting Lord of the chantry... Enterprise. Regent's Log... date zero one two zero two zero zero... It has been... two months since my demotion from Lord for going rogue... with my crew to help... the Gangrel... save the whales. Our current mission... to track down... and... apprehend the rogue crew of the chantry... Voyager... led by Rogue Regent Janeway...

REGEANT SPOCK *peering into glowing thingy* Jim, my Aupslex is detecting something ahead. Peculiar.

REGENT KIRK What is it... Regent Spock?

REGEANT SPOCK It is an obfuscated ship.

REGENT KIRK Nosferatu? Perhaps Setites?

REGEANT SPOCK Neither. It appears to be a Brujah ship.

REGENT KIRK *alarmed and bolting from chair... extreme close up* What? Brujah with Obfuscation technology? But... how?

REGEANT SPOCK Unknown. Perhaps the Nosferatu taught the Brujah their technology.

REGENT KIRK I never liked the Brujah bastards. Not after what they did... to my son!

REGEANT SPOCK They are de-obfuscating.

on screen flares the image of a leather clad rebel with an upside down anarchy sign tatoed across his left cheek

Brujah Kirk! I've been waiting for this moment. I will kill you and your crew and gain FEARED within the Camarilla!!!!

REGEANT SPOCK Sir, they are preparing Puissance and Fleetness weapons. They are raising Majesty Shields.

REGENT KIRK Apprentice Sulu. Ready Force Bolts. Fire... on my command!

APPRENTICE SULU Aye, Regent.

REGEANT SPOCK Might I remind you, Regent, that Force Bolts will be ineffective against their Fleetness technology.

REGENT KIRK It might buy us... some time!

APPRENTICE SULU They have fired Puissance weapons.

REGENT KIRK Puissant shields! Now!

big boom... explosions... people jumping over their consoles...

REGEANT SPOCK Sir, if we can touch them with a Torpedo of Transference, we can gain a trait of their main power. We can then use that power to make them bend to our will.

REGENT KIRK We can't... do that anymore... Spock! That technology was... banned... last month by Mr. Wade Jones... and the White Wolf Federation!

APPRENTICE SULU They're firing Entrancement weapons, Regent.

REGENT KIRK Pavis Shields of Foul Presence!!! Scotty, get us the hell out of here!!!

APPRENTICE SCOTTY I'lla try, Regent! But I don't know how much more she canna take!

REGENT KIRK Cross the wards... Scotty... it will let us... Escape to a True Friend!!!

APPRENTICE SCOTTY Aye Sir.....it's working!!!!

lotsa cheesy effects

REGEANT SPOCK We are safe, Jim.

REGENT KIRK Apprentice Bones, what's... the casualty report?

APPRENTICE BONES We've got a lot of aggravated wounds down here.

Limerick

WRITTEN BY TONY GOWELL

*There once was a man
from France,*

*who kept lots of cash
in his pants.*

*He used it all to make
hat after hat.*

*Red, black, even a blue
one that once hid a cat.*

*The celebre' du noir,
he was, at every dance*

*Too bad those hats
never had a chance,*

*when he fell
one final time,*

onto his lovely back. ❖

Tremere Trek Continued

[UNDER
CURRENTS]

REGENT KIRK Try to... heal them as... soon as you can. I need... a fully operational... chantry!

APPRENTICE BONES Damn it Jim, I'm an Apprentice, not a Pontifex miracle worker!!!

REGENT SPOCK Chantry ahead, Jim. It is the Enterprise-D.

REGENT KIRK Lord Picard! Hail them!

LORD PICARD Greetings, Regent Kirk. It is good to see you again. Ah, judging by your sudden appearance, I would say you got yourself into a little bit of trouble and had to Escape to a True Friend. Have you been blood bonding the native women again?

REGENT KIRK I just had a run in... with the Brujah. They had... Obfuscation technology!

LORD PICARD Really? That is QUITE disturbing to say the least! Our Brujah defector, Mr. Worf, can fill you in with any information you need.

MR. WORF That is correct, Regent Kirk. I have Brujah Lore of five!

REGENT KIRK Five?

LORD PICARD Yes, Regent Kirk. The Regional Federation approved his clearance.

REGENT KIRK Amazing! But... why?

LORD PICARD Remember who runs the Regional Federation... Que. The Que known as Storyteller gave it to him. He is also the one who approved him to learn Thaumaturgy. He can pull some pretty weird decisions and ideas out of his—

REGENT RIKER Sir! Our Expert Auspex scanners show a Tzimisce Cube closing in on us.

LORD PICARD Not the Tzimisce! Warp us out of here! I'll not be subject to their Vicissitude technology again! Hurry Regent Riker! Hurry!

REGENT RIKER Ready for your command, Lord.

LORD PICARD *despite the urgency, he holds up a finger... hesitates... and calmly speaks* Engage.

REGENT KIRK Apprentice Sulu, get us out of here. Let's try... to find that Rogue... Janeway. ❖

Queer Eye for the Cam Guy

WRITTEN BY TONY GOWELL

Fashion:

When playing a character, one doesn't have to use a poorly articulated accent to portray the persona you've created. A flashy bit of costume used exclusively for that PC will get you further away from those dreadful confusing moments of which character you're playing.

Food & Wine:

When going to a game, make sure to have an energy bar or equivalent for a snack during those long gaming segments. Bring a screwtop bottle of your fave beverage that's non-alcoholic of course, for bottles can be refilled with water for those with a budget conscience.

Personal Grooming:

Deodorant, shoe deodorizers and breath mints will make

for better dramatic scenes while in other PCs' faces. The player will be thankful as well.

Culture:

Occasionally, fellow gamers like to hear and talk about things non-gaming, sci fi, or fantasy in nature. When there is a lull in conversation feel free to talk about sports, entertainment, books, movies, and travel...I promise someone in the group will be thankful to exercise those other parts of the brain.

Decorating:

A clean bathroom is always a welcoming sign to guests. Scented candles, Lysol deodorizer, washing the dishes, and taking out the trash are simple and inexpensive ways to keep your friends from begging off future visits. ❖

International Camarilla Conclave 2003

[UNDER CURRENTS]

NEW Website: <http://www.camarilla-white-wolf.com/ICC/>

ICC 2003 - St.Louis, Missouri
"Promises and Covenants"
October 23 - 26, 2003

Hotel Information:

St.Louis Hilton at the Airport
10330 Natural Bridge Road
St.Louis, Missouri 63134
Phone: 314-426-5500
Fax: 314-426-3429

Venues to be run: *C/A, Sabbat, Garou, Changeling, Mage Dealer's Hall, Seminars, Art Show and Hospitality Suite included*



Camarilla / Anarch Venue

Justicar. Anathema. Titles all kindred know. And dread. Amidst the turmoil, many seek entry into the Ivory Tower.

One year ago the era of the new North American Justicar began with the decline of his predecessor. Through these two entities we have seen the entire gambit from what kindred strive towards to what they fear most. Through it all the Camarilla has become stronger and more stable, anarchs are on the decline and the Sabbat hasn't shown its face in numbers since the arrival of the Nosferatu Justicar. However, like Mordred to Arthur... the darkness of Anathema lies in wait for the new leader. When his reflection appears, does he see the noble leader without or the beast that lies within?

Time, it seems... does indeed consume all things... and all things inevitably change...

Sabbat Venue

In the depths of the night, visions pass from vampire to vampire. Some wake up shaking from fear and others shiver in ecstasy. Through it all blows a wind—a harbinger of change and chaos. Those given to the security of the sect, both its souls and its minds, stalk through esbats and covens, searching for those who have been touched.

Throughout it all, there is silence from the Seat of Caine.

Garou Venue

For too long the Tribes have lost track of whom and what they are. Of what makes them unique amongst the other Tribes. Now the spirits murmur of changes, of strengthening the bonds of pack and of Tribe. These are feared to be the end days, the Totems are restless.

They begin to act, to direct in subtle ways. But when will they intervene in the lives and ways of their children... and how strongly? And will it be in time?

Changeling Venue

And when the leaves fall,
The Parliament gathers
Leaves red and gold
As the crown they bestow.

And when the leaves fall,
Shall we all be caught sleeping?
What alights from the portals
When winter winds blow?

Mage Venue

No mercy, no quarter.

That sentiment was the driving ethic of the Ascension War, a battle between titans, a five-hundred year slaughter with the fate of Creation itself as the prize. In this new era, most know that the War is over. Magic has failed and the dream is fallen. The Traditions rest not in the well-deserved comfort of a victorious hero but instead in the repose of a warrior laid low by old age, treachery and the weariness of too many battlefields to count. Now, however, the dead must wake from their long slumber or be forever ground to dust beneath the heel of an enemy that knows no end to war save one; absolute victory, unblemished by even one dissenting voice.

No mercy, no quarter.

The War is far from over.

Wraith Venue

Dark winds blow in the Shadowlands.

Strange foreign wraiths have encroached upon the lands of Stygia. The future holds grim fortunes for all of the wraiths of the world. Slowly, they gather. Hierarchy, Renegade, Heretic. Putting aside past differences, in word if not in action. They gather to hold back the tide that will change everything they know. Even some of the Shadow Eaten band together with the others. For even they can feel what is to come. But what can they do, and will it be enough? One cannot fight the winds of change. And the winds of the Shadowlands are so much stronger.

An all call for volunteers to work during ICC. Contact me at my ICC account, Guillame@yahoo.com to find out how you can earn prestige and roleplay your PC during the different venues all at the same time. ❖

[Rumors & Quotes]

[UNDERCURRENTS]

QUOTES

Cam/Anarch Venue

Vortex: A wraith toilet in the sky.
(Diutay Yu)

Malkavians: Boxes of cookies with lots of nuts. (Bobby Joe)
Excerpts from the Feral Horsemen Nomadic Pack Dictionary

I am prettier than a Samedi. I have all my teeth and fingers... I think.
—*Ayana the Nosferatu*

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.

Diutay Yu: Path of Paraducks?
Camille: Sounds like a bunch of quacks to me.
Overhearing some people talking about the Path of Paradox

Herschall Walker (aka Padre): So, how long have you been in the Sabbat?
Darius the Gangrel: A while.
Herschall: How long is a while?
Darius: Three months.

Diutay Yu: Not a truck...
Camille: Just-a-car!
In reference to Elijah trying to explain what Justicars are to the Feral Horsemen Nomadic Pack

Said to Bobby Joe...
Camille: You can have the hare since you're the tortoise, too!
In reference to Bobby Joe losing a pack race to catch a hare ❖

RUMORS

Cam/Anarch Venue

Vern has run off to be a sex slave pirate for Captain Elizabeth Tripps of the Fierce Beauty. Yo Ho Ho!!

A certain Nosferatu is planning on getting rid of a Toreador and a Ventruue very soon.

The Nosferatu are set to kill off the entire court if the officers' positions don't reflect their dominance as a clan within six months.

The end of the world is coming! A mysterious force is coming to Nashville to kill all the Kindred.

The Nosferatu actually hold a separate court from the one Prince Stanford runs, complete with members and officers easily outnumbering his court.

T.C. Diego is spying on Nashville for her friends in high places.

Oracle claims he knows nothing about the "new" Ilya; but it seems he is hiding something.

There are actually no members of Clan Nosferatu in Nashville, they're all being projected from one bitchy Elder Ravnos.

Sabbat Venue

The Cardinal Kochetta Stormcloud has fled the United States because of her knowledge that Cain is not pleased with his children, and is showing his favoritism to those loyal to the Camarilla.

The Bishop of Birmingham Lawrence Chambers and the Archbishop Electra were assaulted by a lowly Kindred who managed to elude Chambers' men during a chase. They are still trying to find him as of now.

Renegade Garou are beginning to attack the Sabbat members in Murfreesboro, one by one.

The Archbishop is keeping an eye in Murfreesboro to make sure that the Sabbat are not breaking the Silence.

The Feral Horsemen will be infiltrating the Camarilla at the Conclave in St. Louis, this October. Their mission... to kidnap Magistratum and recruit him.

The Lasombra have kidnapped former bishop Zane, at Father Cristobal's orders.

Darius the Gangrel has been killed by Garou.

Garou Venue

Dapple is actually the child of two Metis—the end of the world can now begin.

The cubs Charlie, Eve, and Healer are going to be in danger if they stray too far away from the Caern. Their only hope for survival is to stay with Kachine, the den mother.

An impending war with Kindred is brewing. ❖

Vampire Bat Saliva Compound Could Help Treat Strokes

BY SARAH GRAHAM

<http://www.sciam.com/article.cfm?chanID=sa003&articleID=000293D5-D911-1E1D-8B3B809EC588EEDF>

The average person wouldn't want to be bitten by a vampire bat. But the animal's saliva may one day give some stroke sufferers a better chance of survival. According to a report published online today by **Stroke: Journal of the American Heart Association**, vampire bat saliva contains a potent clot-busting substance that could help a greater number of patients than current medications do.

Scientists identified the medicinally promising bat compound, an enzyme known as desmoteplase or DSPA, more than a decade ago. The substance's true function—to thin a vampire victim's blood so that it flows freely, allowing the bat to feed—also makes it a candidate for treating strokes. During an ischemic stroke one or more clots block the supply of blood to the brain. Previous research had shown that DSPA is more active than the currently FDA-approved clog-busting drug rt-PA when exposed to fibrin (an insoluble protein that makes up the framework of blood clots). Because rt-PA can also cause brain damage, it must be administered within three hours of stroke onset and is thus only prescribed to a small percentage of patients. To test DSPA's effect on brain cells, Robert L. Medcalf of Monash University in Australia and his colleagues injected the brains of mice with both DSPA and rt-PA. They found that DSPA attacked fibrin, but did not act upon two brain receptors known to promote brain damage. The scientists therefore suggest that DSPA could be administered up to nine hours after stroke onset without adverse effects.

Although the results are encouraging, the study focused mainly on toxicity, cautions Larry Goldstein of the American Stroke Association Advisory Committee. "Whether this approach will prove either safe or efficacious in improving stroke outcomes requires further testing." According to the American Heart Association, human trials of DSPA are currently underway in Europe, Asia and Australia ❖

Official Sites for Cam Clans:

Anarchs

<http://www.revolutionbynight.org/>

Assamite

<http://www.webmists.net/assamite/>

Brujah

<http://www.jyhad.net/brujah/>

Caitiff

<http://www.caitiff.net/>

Followers of Set

<http://www.camstuff.org/setites/>

Gangrel: No official site yet

Giovanni

<http://www.veniceonline.co.za/>

Malkavian

<http://www.voiceofmadness.com/>

Nosferatu

<http://www.schrecknet.net/>

Ravnos

<http://home.cwru.edu/~sxb78/>

Toreador

<http://www.nyctophilia.com/>

Tremere

<http://www.jyhad.net/tremere/>

Ventrue

<http://www.ventrue.net/> ❖

October Events

Sun	Mon	Tues	Wed	Thur	Fri	Sat
			1 7:30 pm Non-Cam Dinner Night	2	3 7:00 pm Mortal Game	4 2:00 pm Garou Game
5 2:00 pm Domain meeting	6	7	8	9	10 7:00 pm Non-Court Cam/Anarch Game	11 7:00 pm Mage Game
12	13	14	15	16	17 Movie Social: Texas Chainsaw Massacre 2	18 7:00 pm Cam/Anarch Game
19	20	21	22	23 <u>ICC 2003</u>	24 <u>ICC 2003</u>	25 <u>ICC 2003</u>
26 <u>ICC 2003</u>	27	28	29 7:00 pm Chapter/ST Council Meeting	30	31 8:00 pm Sabbat Game	

DRS Mailing List: darkriver@yahoogroups.com

Undercurrents: Drs_undercurrents@yahoo.com

Office	Name	Email	Office hours/ Preferred contact
Domain Coordinator	Paula Watt	drs_dc@yahoo.com	Email or Wed 7-9 pm
Domain ST	Amanda Plageman	drs_dst@yahoo.com	Mon-Thurs 7pm-12am
DRS: Audits	Andrew Anderson	adstaudit@yahoo.com	
DBR Coordinator	Christopher Simpson	dbr_cc@hotmail.com	Mon-Thurs 6pm-10pm
GDK Coordinator	Ben Buchanan	tn008_cc@yahoo.com	
TN Coordinator	Dina Jackson	cc_tn001@yahoo.com	E-mail or cell 6pm-10pm
Cam/Anarch Court ST	Amanda Plageman	drs_kindred@yahoo.com	Mon-Thurs 7pm-12am
Cam/Anarch Non-Court ST	Ian Harris	drs_anarch@yahoo.com	
Changeling Venue ST	Ian Harris	drs_changeling@yahoo.com	
Garou Venue ST	Daniel Wair	drs_garou@yahoo.com	
Mage Venue ST	James Talley	drs_mage@yahoo.com	
Mortal Venue ST	Adam Doochin	drs_mortal@yahoo.com	
Sabbat Venue ST	Anthony Gowell	drs_sabbat@yahoo.com	