

# UNDERCURRENTS

October/November 2003 ❖ Volume 5, Issue 5



## what's inside:

- 2 . . . . .Report Card Time
- 2 . . . . .The Importance of Making an Accurate XP Log
- 3 . . . . .Werewolves
- 3 . . . . .Poem to a Werewolf
- 4 . . . . .WOD Versions of Disney Characters
- 5 . . . . .Little Blood-Red Riding Hood
- 7 . . . . .Wolf Ceremony
- 8 . . . . .Wolf and Werewolf Films, Part 2
- 11 . . . . .Rumors & Quotes
- 12 . . . . .December Events

## A Howlin' Good Time!

Greetings, Undercurrents readers! I've decided that this month's issue be primarily werewolf related because... well, what the heck... I thought that it would be interesting. Plus, I found several engaging articles and poems about werewolves online that I decided to share them with all of you!

From our very own members we have Andrew's beneficial article on the importance of an accurate XP log, Dennis's Sabbat photographs and Sam's dark illustration.

Also, don't forget to look over the December Calendar for future events and games. You don't want to miss 'em!

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

Have a good read!

Lorraine Posadas  
Undercurrents Editor ❖

# Report Card Time



<http://alikh.freeshell.org/malkavian/fun/wod/kindredg.txt>

**ASSAMITE**—Does not play well with others.

**BAALI**—Rarely seen, but has a bad attitude towards teachers and students alike.

**BRUJAH**—Plays very well with others... others toys, others money, others friends, others... still have to figure out how he got that gun.

**CAITIFF**—Recently added to the class. The others have not yet gotten a chance to know him (and they act like they don't want to).

**DAUGHTER OF CACOPHONY**—Song time A+ exemplary student. Prone to wild screaming tantrums.

**GANGREL**—Always playing outdoors. In fact, it's darn hard to get him back inside after playtime.

**GIOVANNI**—Keeps asking, "When do we get to dissect frogs?" I've tried to explain that she has to finish 8 more years before that and she just sulked.

**LASOMBRA**—Strangest kid I've ever seen... he's already got a five o'clock shadow... was not here on school photo day despite protestations otherwise.

**MALKAVIAN**—Nice quiet child and yet all the other children don't seem to like him. They think he's plotting against them all. I'd be prone not to believe it but I've seen some of the notes he's been passing... in Sumerian.

**NOSFERATU**—Strange child that has unfortunate disability, yet always ready to help the teacher with information on who's been doing what.

**RAVNOS**—I'm not sure of this one... keeps being in two places at once and never seems to run out of lunch money, especially when the others have had theirs go missing.

**TREADOR**—Top of the class in finger painting (best you can say about him really).

**TZIMISCE**—Has since developed an attitude problem and started picking on the others and hanging out with young Lasombra.

**TREMERE**—Caring thoughtful child... always the first one there to help when one of the others is injured in any way.

**SALUBRI**—One of the first children Tremere helped... actually, I haven't seen her lately.

**SETITE**—The lisp is a bit disconcerting, as well as the eyes, and seems more interested in distracting the others with his "goodiesssssss" than doing any actual work.

**SAMEDI**—Truly revolting child. If he doesn't stop blowing milk bubbles out of his nose...

**VENTRUE**—Model student. Always a pleasure to have in the classroom and well spoken and *then forget you were told to write this.* ♦

## The Importance of Making an Accurate XP Log

WRITTEN BY ANDREW ANDERSON, VST-DRS CAM/ANARCH

**M**any people have seen over the last few months the importance of making an accurate XP log for their characters. Well, for those who have not had this grand experience I will let you in on their joys and sorrows.

If your characters do not have updated and detailed XP logs and you decide to travel outside your domain or chapter, it is within the VST's right to deny your characters to play in their game. Many individuals believe they have a "good enough" XP log for their characters and expect to travel and play successfully in that game. Well maybe you can and maybe you can't—that depends all on the VST.

Also, being the VST of Nashville's Cam/Anarch game, do not come to me and expect me just to sign your character sheet if it is not updated or your XP log is non-existent. With the end of the chronicle ending next year and the elaborate plots that are brewing, I expect for many people to get the traveling bug, and that is great. However, I would like to see individuals going to places like Knoxville, Huntsville, Birmingham and Atlanta and have the respective cities' VSTs to find nothing wrong with their sheets. That is my goal; and with everyone's help, hard work and determination, that will happen. ♦

# Werewolves

[UNDERCURRENTS]

[http://www.wolfcountry.net/information/myth\\_stories/werewolves.shtml](http://www.wolfcountry.net/information/myth_stories/werewolves.shtml)

**T**here are a number of cultures which have were-creatures in their mythology, usually involving large predators that hunt by night. Often the were-creatures takes the form of the most dangerous animal found in the area. India has weretigers, Africa has wereleopards, but the most famous of all are the werewolves of medieval Europe.

The term “were” is from the old english word “wer” meaning man, Thus, werewolves, man-wolves, are half human and half animal.

References to wolf-men arose in Europe at around the time of Christ. In book Ten of Homer’s *Odyssey*, the grandfather of the hero Odysseus is named Autolykos, meaning “he who is wolf.” The people of Arcadia believed some members of their culture had the ability to turn themselves into wolves. If they tasted human flesh during the transformation they were doomed to live out their lives as wild beasts unless they abstained from human flesh for nine years. The Roman poet Virgil wrote in the first century B.C. about a sorcerer who took poisonous herbs to turn himself into a werewolf.

Werewolves were believed to have two origins, voluntary and involuntary:

- Many voluntary werewolves were believed to be people who had made a pact with the devil. Most werewolf tales describe men who turned into werewolves at night, when they devoured people and animals, and

then returned to human form at daybreak. Night was a time of the devil.

- Involuntary werewolves were those whose actions had inadvertently caused a horrible transformation. Persons born on Christmas Eve were often thought to be werewolves. In Sicily, a child conceived during a new moon was thought sure to grow up to be a werewolf. German folk tales told of a mountain brook whose waters turned humans into werewolves.
- Tales in Serbia created werewolves from people who drank water collected in wolf footprints
- People with slanted eyebrows were also automatically assumed to be wolfmen. In Greece, all epileptics were thought to be werewolves.

Some werewolves were believed to be sinners transformed by god for their actions. Certain saints were thought to have the power to change sinners in to werewolves. In Armenia, it was believed that an adulterous woman would be visited by the devil, who would bring her a wolf skin to wear. To pay for her sins, she had to wear the skin for seven years before she could return to human form.

Surprisingly, even today there are those who still believe in werewolves. One study showed that eighty percent of Russian farmers surveyed believed in werewolves, proving that the negative imagery associated with wolves still lives. ❖

## Poem to a Werewolf

WRITTEN BY BARBARA E. KLEIN

**I** glance at the sky overhead, and it is cloudy today. You would say it is dark, but for me the moonlight is enough to see clearly.

I smell the wind that is rustling through the tree. You would say that you don’t smell a thing, but for me the earth, the water, the air itself smells like home.

I raise my voice, calling to my fellows—You shudder and say what an awful sound, but for me it is pure music.

I turn around and look at you. You just see a big dog, but that I am not. I’m neither human nor animal, nor am I a beast. I am what you always wanted to be. I am free. ❖



“Modern Myth” • Sam Flegal

# WOD Versions of Disney Characters



<http://alok.freeshell.org/malkavian/fun/wod/disnewod.txt>

**HUNCHBACK OF NOTRE DAME:** The big Q and Essie die at the end, and then come back as a Nosferatu and a Toreador. (The Gargoyles stay the same though)

**POCAHONTAS:** When she realizes John Smith's people are going to take the land, she reveals her Uktena heritage and Rages on the white man's camp.

**ALADDIN:** The Technocracy hunts down the Genie for tearing down static reality.

**BEAUTY AND THE BEAST:** Beast reveals himself as a Child of Gaia, and Belle goes mad from the Delirium.

**101 DALMATIANS:** Bonegnawers take over a suburban family's life.

**SNOW WHITE:** A Verbenna queen's attempt to stop Snow White, who is Awakened by Prince Charming.

**THE FOX AND THE HOUND:** Tragic story of a fox and his friend, a Red Talon.

**SLEEPING BEAUTY:** A young woman is attacked by a Nephandus, but retaliates with the help of three Changelings.

**THE SWORD IN THE STONE:** Featuring a fantastic battle between a Verbenna and a member of the Order of Hermes.

**DUMBO:** An elephant is taught the gift of flight by a Wererat and a flock of Coraxes.

**WINNIE THE POOH:** The adventures of the world's most lovable Werebear.

**JUNGLE BOOK:** Ohhh boy...

**PETER PAN:** See a pirate chased by a ticking Mokele, and a small boy who has mastered Obtenebration.

**FANTASIA:** Mickey's first experience with Paradox.

**LADY AND THE TRAMP:** Bone Gnawers versus Siamese Bastets.

**MARY POPPINS:** Obviously a Marauder.

**CINDERELLA:** Yet another kind Verbenna...

**PINOCCIO:** A beautiful Changeling gives a small puppet life!  
❖



“Feral Horsemen at Palla Grande”  
Dennis Vaughan



“Forsaken Knights at Palla Grande”  
Dennis Vaughan

# Little Blood-Red Riding Hood

[UNDER  
CURRENTS]

WRITTEN BY RICHARD@DEMON.CO.UK  
<http://www.geocities.com/TimesSquare/3120/jokes/panto.html>

## Cast:

- Red Riding Hood, a neonate fluffy cute Toreador.
- Granny, an aged Ventrue git.
- The Woodsman, a hunky Brujah who has no lines.
- The Wicked Wolf, c'mon, what do you think he is?

---

## Scene 1:

*[Enter Red Riding Hood. She's skipping along in a wet and sappy way, singing cheerfully in the dark and grim woods that wobble a little when her cloak brushes past. She's dressed entirely in red, and her fangs make her lisp a little.]*

**R.R. HOOD:** I'm off to see my gwandmother, the Pwimogen of thethe woodth! I'm going to bring her thome nice fwesh blood for her to feed on! Twa la la, I'm tho happy, I'm a Toweador!

*[She skips around the stage for a while. Shortly, we notice a Great Bad Wicked Grey Wolf, probably in search of more adjectives to go in front of his name. He hides behind a painted bush. R.R.H doesn't see him, and for some odd reason doesn't hear him either.]*

**WOLF:** Muahuahuahua! Now I know who'sss the Primogen of thessse partss! And to think she dissssguisssses herself as a sssssweet old lady. Now, if I can only find out where it livessss....

*[The villain of course is contractually obliged to hiss, which makes all his lines last twice as long as they should. Villains have to abide by -some- rules, after all.]*

*[The Wolf springs forth from the bush, making poor Little Red Riding Hood drop her basket in alarm. He keeps his head averted from the girl, as he speaks.]*

**WOLF:** (coughs) Sssssorry to alarm you, little girrrrrl. Where are you going too, on sssssuch a dark night? Thesssse woodssss are full of evil thingsssss, like wolvensss, Sssabbatt, Anarchsssss, and men with ssssteely grey eyessss that pierce your very sssssoul.

**R.R.HOOD:** Eeeek! I'm going to my gwandmother's, who lives in the little cottage by the wiver. It's a tewwibly long way. I'm taking her thome of my blood.

**WOLF:** Well, don't let me sssstop you, little girrrrrl. *(Aside to audience)* Yesss! I can take the sssshort cut through the woodssss, pretend to be the fluffy Toreador, eat the grandmother, wait for Red Riding Hood to turn up, pretend to be the grandmother, and eat her too! Muahuahuahua!

*[The Wolf leaps offstage, disappearing into the woods with a thundering crash of falling scenery.]*

**R.R.HOOD:** Eeeek! What a stwange man! Perhaps he was a Twemere.

*[She skips offstage, and the curtains close.]*



“Mephistopholes at Palla Grande”  
Dennis Vaughan

# Little Blood-Red Riding Hood Continued



## Scene 2:

*[The interior of Granny's cottage. Lots of frilly lace, hand-sewn mottoes on the walls, a picture of the Queen above the mantelpiece. Granny is on the phone. Her voice is pure yuppie.]*

**GRANNY:** "OK, yah. Sell the options in plastics. And get me fifty thousand in oil. Yah. Dinner on Friday. Bye."

*[She puts down the phone, as the doorbell rings. Her voice becomes that of an aged crone.]*

**GRANNY:** Ah! It's my little grandchild, the sickeningly cute Toreador. I suppose she's trying to bloodbond me to her again.

*[She opens the door, letting in the Wolf. The Wolf is dressed extremely unconvincingly in a tattered red robe. The voice gives the game away a bit, too.]*

**WOLF:** Hello, aged crone. I am your granddaughter, the fluffy Toreador.

**GRANNY:** Red Riding Hood! *(Peers shortsightedly at the Wolf)* You're not a fluffy cute Toreador! You're a garou! Is that a stake in your pocket, or are you just pleased to see me?

**WOLF:** Oh, no I'm not!

**GRANNY:** Oh, yes you are!

**WOLF:** Oh, no I'm not!

**GRANNY:** Oh, yes you are!

**WOLF:** Oh, yes I am!

**GRANNY:** Oh, no you're not!

**WOLF:** Alright, can we finish with this bloody pantomime cliché? Yes, I am the sodding wolf. Yes, you did fall for the 'oh yes I am' trick. And yes, you're toast.

**GRANNY:** Bugger.

*[The Wolf pulls out a stake, laughing triumphantly, and stakes Granny. Curtain.]*

## Scene 3:

*[The Wolf is in bed, with fluffy nightgown on. Red Riding Hood knocks on the door:]*

**WOLF:** Enter, my dear.

**R.R.HOOD:** Gwanny!

*[She skips in, and perches on the edge of the bed.]*

**R.R.HOOD:** Gwanny! Are you alright? You look vewy hairwy.

**WOLF:** Whatever makes you say that, my child? I am but a poor old woman, who happens to be Ventrue Primogen.

**R.R.HOOD:** Yes, but Gwanny, what big claws you have!

**WOLF:** All the better to, er, rip apart the wolves, my dear.

**R.R.HOOD:** Yes, but Gwanny, I never knew you had Pwotean!

**WOLF:** I do now, —darling— cute fluffy Toreador.

**R.R.HOOD:** Yes, but Gwanny, what big eyeth you have!

**WOLF:** All the better to dominate you with, my dear.

**R.R.HOOD:** Yes, but Gwanny, what big fangth you have! And you only used to have two.

**WOLF:** *(mutter)* Er, inflation? Ssssod this! All the better to rip out your throat and pull off your limbssss and rend you to the four windssss because you are a stinking abomination on the face of Gaia and your sssssoul is a twisssssting pyre of corruption!

**R.R.HOOD:** *(frowns)* Gwanny? Are you —thure— you're gwanny?

*[The wolf leaps out of bed to rip her apart. At that moment, the sturdy woodsman bursts through the door.]*

# Little Blood-Red Riding Hood Continued

[UNDER  
CURRENTS]

*A terrible battle ensues, with R.R.Hood cowering out of the way. Finally... and a terrible blow this for the traditionalists in the audience... the woodsman lies dead, staked on his own axe. The wolf turns, slaving and glowering.]*

**WOLF:** Now! Fluffy Toreador, prepare to die!

**R.R.HOOD:** (*flutters eyelashes*) But my lovely wolfy! That woodthman was a Thabbat and he wath twying to convert me to hith evil wayth! And Gwanny wath a Ventwue git and bethides, she'd dominate me all the time, it was howwible! I could never think for mythelf!

*[The wolf, hearing this, has a sudden coughing fit. I can't imagine why.]*

**R.R.HOOD:** You can come with me, wolfy-dear! And we can live happily ever after!

*[She flutters her eyelashes again, and, against the balance of probability, entrances the poor animal. They go off hand in claw, gazing devotedly into each other's eyes, and do indeed live happily ever after.]*

THE END ❖

## The Wolf Ceremony

**I** wanted to give something of my past to my grandson. So I took him into the woods, to a quiet spot. Seated at my feet he listened as I told him of the powers that were given to each creature. He moved not a muscle as I explained how the woods had always provided us, with food, homes, comfort and religion. He was awed when I related to him how the Wolf became our guardian, and when I told him that I would sing the Sacred Wolf Song over him, he was overjoyed.

I wanted to give something of my past to my grandson. So I took him into the woods, to a quiet spot. Seated at my feet he listened as I told him of the powers that were given to each creature. He moved not a muscle as I explained how the woods had always provided us, with food, homes, comfort and religion. He was awed when I related to him how the Wolf became our guardian, and when I told him that I would sing the Sacred Wolf Song over him, he was overjoyed.

In my song, I appealed to the Wolf to come and preside over us while I would perform the Wolf ceremony so that the bondage between my grandson and the wolf would be lifelong.

*I Sang.*

*In my voice was the hope that clings to every heartbeat.*

*I Sang.*

STORY BY CHIEF DAN GEORGE (1899-1981)

*In my words were the powers I inherited  
from my forefathers.*

*I Sang.*

*In my cupped hands lay a spruce seed.  
.the link of creation.*

*I Sang.*

*In my eyes sparkled Love.*

*I Sang.*

And the song floated on the sun's rays from tree to tree. When I was ended, it was if the whole world listened with us to hear the Wolf's reply.

We waited a long time but none came. Again I sang, humbly but as invitingly as I could, until my throat ached and my voice gave out. All of a sudden, I realized why no Wolves had heard my sacred song.

There were none left!

My heart filled with tears. I could no longer give my grandson faith in the past, our past.

At last I could whisper to him: "It is finished!"

"Can I go home now?" He asked, checking his watch to see if he would still be in time to catch his favorite program on T.V.

I watched him disappear and wept in silence.

All is Finished! ❖

# Wolf and Werewolf Films, Part 2

COMPILED BY LORAINÉ POSADAS

**THE CRAVING/EL RETORNO DEL HOMBRE-LOBO (1980)**—An evil witch brings back to life the infamous Elizabeth Bathory, who was executed several hundred years previously for murdering young woman and bathing in their blood.

**THE HOWLING (1981)**—Eye-popping special effects highlight an updated werewolf story. TV newswoman, Karen White, goes on a retreat after a traumatic incident with a serial killer. But is she really safe? And what should she fear more: regaining her memory or the creepy residents of “The Colony”?

**AN AMERICAN WEREWOLF IN LONDON (1981)**—Two American students are on a walking tour of England and are attacked by a werewolf. One is killed, the other is mauled. The werewolf is killed, but reverts to its human form, and the townspeople are able to deny its existence. The surviving student begins to have nightmares of hunting on 4 feet at first, but then finds that his friend and other recent victims appear to him, demanding that he find a way to die to release them from their curse, being trapped between worlds because of their unnatural death.

**WOLFEN (1981)**—A city cop is assigned to solve a bizarre set of violent murders where it appears that the victims were killed by animals. In his pursuit he learns of an Indian legend about wolf spirits.

**CHILDREN OF THE FULL MOON (1980)**—Diana Dors plays the caretaker of a creepy old house set in the heart of the forest, who takes in a stranded young couple with car trouble. Once tucked in for the night, the pair begin to experience mutual dreams about a pack of werewolves roaming the region by night. The dreams, of course, are not entirely what they seem... and for that matter, neither is their hostess.

**THRILLER (1983)**—Michael Jackson and his date are watching a movie. They leave, and take a shortcut through the graveyard on the way home. Michael turns into a werewolf-type creature, and then later a zombie, as he gets down and funky in a tremendous dance scene to the tune of his song “Thriller.”

**THE COMPANY OF WOLVES (1984)**—This movie is in fact a magical bag full of symbolic folklore about werewolves, or, rather, their sexual connotation. A grandmother tells her granddaughter strange, disturbing tales about innocent maidens falling in love with handsome, heavily eyebrowed strangers with a smoldering look in their eyes; about sudden disappearances of spouses when the moon is round and the wolves are howling in the woods; about babies found inside stork eggs, in a stork nest high up a tree; etc., etc. Of course the story of Little Red Ridinghood is also present, with a very handsome he-wolf!

**HOWLING II: YOUR SISTER'S A WEREWOLF (1985)**—When Ben, the brother of one of the werewolf victims from the first movie, is told that the world is actually full of werewolves and they're planning to take control, he is skeptical. After a good deal of convincing from werewolf hunter Stefan, however, he finally agrees to join Stefan's band of lycanthrope hunters in Transylvania on a mission to kill Stirba, Queen of the Werewolves. Can the group survive against her army of evil?

**SILVER BULLET (1985)**—The small town of Tarker's Mill was a place that was very peaceful, where nothing ever happened. Until one night, murders begin. The town people believe its some maniac killer on the loose and intend to hunt the man down. Marty, a young handicapped boy, believes that the killer is no man at all, but

[UNDER  
CURRENTS]



# Wolf and Werewolf Films Continued

[UNDERCURRENTS]

a werewolf. After a run in with the werewolf Marty and his sister, Jane hunt all over town for the man who is the werewolf.

**TEEN WOLF (1985)**—Scott is a young boy on a struggling basketball team. He is desperately seeking another girl who just doesn't seem to notice him, until he begins turning into a wolf. Once this change occurs and it is accepted at school and social events, Scott turns into the most liked and talked about person in town. He gets the girl and the basketball team is doing great, but he begins to want things to be back to normal.

**TEEN WOLF TOO (1987)**—Todd Howard is a struggling teenager. Nothing seems to be going very well for him, until he turns into a wolf.

**THE HOWLING III: THE MARSUPIALS (1987)**—A strange race of human-like marsupials appear suddenly in Australia, and a sociologist who studies these creatures falls in love with a female one. Is this a dangerous combination?

**HOWLING IV: THE ORIGINAL NIGHTMARE (1988)**—An author who was sent to the town Drakho, because of a nervous breakdown, gets wound up in a mysterious mystery about demons and werewolves. She starts seeing ghosts and dismisses them as her own imagination, but when they turn out to be real she starts to get suspicious of the odd town and of its past.

**CELLAR DWELLER (1988)**—In the 1930s a horror-comic artist's creations come alive and kill him. Years later a new cartoonist revives the creatures in his house, now part of an artist's colony.

**HOWLING V: THE REBIRTH (1989)**—When a group of people from different walks of life converge on a Romanian castle sealed for 500 years, they bring with them a werewolf which slowly begins to cut their numbers down. The movie is The Howling a la Agatha Christie's Ten Little Indians.

**LONE WOLF (1988)**—A struggling rock band and other college students cope with the trials and tribulations of their young lives and find themselves in the role of determining what exactly is behind the recent full-moon killings which have been attributed to wild dogs.

**MY MOM'S A WEREWOLF (1989)**—The frustrated housewife Leslie visits an animal shop to purchase a flea-collar. Unknowing that the owner is a werewolf, she accepts his invitation to lunch and later in his apartment. Through a bite in her toe he starts her slow transformation in a werewolf. Home again, she desperately tries to hide the often disgusting process from her family, but her daughter Jennifer and her— from horror magazines well educated—friend recognize what's going on, and help to kill the non-human.

**CURSE OF THE QUEERWOLF (1988)**—After being bitten by what he thinks is a transvestite, Larry starts having nightmares about hillbillies, ominous visits from an old gypsy woman, and having the strangest reactions to the full moon.

**THE HOWLING VI: THE FREAKS (1990)**—A villainous carnival owner traps a young werewolf to include in his growing menagerie of inhuman exhibits.

**THE RUNESTONE (1990)**—A Norse runestone is discovered in Western



# Wolf and Werewolf Films Continued

# [UNDERCURRENTS]

Pennsylvania. The prophecy upon it tells of the Norse great wolf Fenrir (sometimes translated Fenris), and that its release from the stone will bring about Ragnarok—the end of the world.

**MAD AT THE MOON (1992)**—A young woman on the frontier marries a meek farmer who has an annoying habit of going through a rather drastic change every full moon.

**FULL ECLIPSE (1993)**—The LA police department have a special team of officers with a talent for reducing big-time crime. The team leader has an excellent track record for crime reduction in other big cities, but his methods are unconventional, and so is he—he's a werewolf.

**WOLF (1994)**—Worn down and out of luck, aging publisher Will Randall is at the end of his rope when a younger co-worker snatches both his job and wife out from under his nose. But after being bit by a wolf, Will suddenly finds himself energized, more competitive than ever, and possessed with amazingly heightened senses. Meanwhile, the beautiful daughter of his shrewd boss begins to fall for him—without realizing that the man she's begun to love is gradually turning into the creature by which he was bit.

**CONRAD BROOKS VS. THE WEREWOLF (1994)**—Conrad Brooks plays himself and along with his two real-life brothers, are being hunted down by a Werewolf loose in the streets of Baltimore.

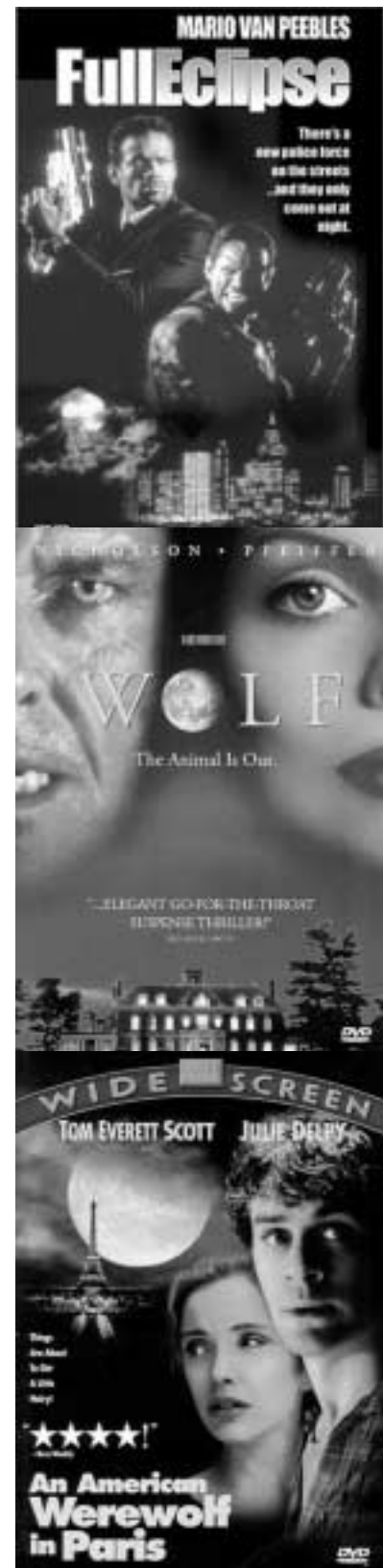
**THE HOWLING VII: NEW MOON RISING (1995)**—A number of vicious murders occur in a small California town after a motorcycle-riding stranger arrives. The gruesome slayings look disturbingly like the work of a werewolf.

**PROJECT: METALBEAST (1995)**—In 1974, an American agent in Eastern Europe injects himself with the blood of a werewolf. His body is put in suspended animation, then brought back 20 years later by a renegade intelligence agent.

**WEREWOLF (1996)**—A team of archaeologists with incognizable accents unearth a skeleton at a dig in an Arizona quarry. The Native Americans on the dig instantly recognize it as the remains of a werewolf, so the team leaders immediately take it to their lab and examine it. One of the dig assistants, who injured himself on the remains, becomes infected and turns into a werewolf in full view of hospital personnel. He then tries to infect the others to see if they turn into werewolves as well.

**AN AMERICAN WEREWOLF IN PARIS (1997)**—The daughter of the werewolf from AWIL is alive and living in Paris where her mother and stepfather are trying to overcome her lycanthropic disease. A trio of American tourists on a thrill seeking trip around Europe manage to stop her from plunging to her death from the top of the Eiffel tower and are embroiled in a horrific but often hilarious plot involving a secret society of werewolves based in the city and a drug which allows werewolves to change at any time... This time there's no need for a full moon.

**THE WEREWOLF REBORN! (1998)**—Fourteen-year-old Eleanor Crane goes to visit her older cousin Peter in a remote Eastern European village, and receives an unexpectedly cold welcome from the villagers, who are plagued by a deadly curse—and from her cousin, who hides a deadly secret of his own. ❖



# [Rumors & Quotes]

[UNDER CURRENTS]

## QUOTES

**Herschal Walker (aka Padre):** So Gates, what do you do in your spare time?

**Gates:** Guitar?

*Gates mishears the Padre's question.*

*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.*

## RUMORS

Cam/Anarch Venue

The Prince is joining the Sabbat.

All Nosferatu present at the upcoming ball will be killed, as per Ayana's vision.

Isabella De Torrence De Normandie is really a Lasombra seeking to kill Prince Stanford.

Brujah are traveling to Nashville in hopes of wiping out the Tremere clan.

The Nosferatu are in Florida getting a sun tan.

The Gangrel of Nashville have been absent from court gatherings in order to have secret meetings to overthrow the court.

Sergi is really an Archon sent here to spy on the Nashville court.

Quasimodo will meet his end very soon.

Vern is taking a nice cool bath for about 30 Days.

Sabbat are now on Crusade and are coming to the court of Nashville.

The fire from several gatherings ago have attracted the attention of the Garou of Nashville.

The Toreador big wig is dead.

All the Justicars will be living in the Warrens here in Nashville while the Nosferatu are away.

Creed is after the one who killed his beloved Guallame De Givechy.

## Sabbat Venue

Father Cristobal is allowed to be Bishop only after Jade has given her approval to the Archbishop.

Kocheta Stormcloud has approved the SE for Crusade. The Silence has been lifted!

Father Crisobal is planning on killing his sire to gain more power in Murfreesboro.

Asad's vision was that anyone who has been in a pack with him will die in the next 3 months.

Jade has been given the position of Templar by the Archbishop because the Archbishop is afraid of the growing number of the Feral Horsemen.

## Garou Venue

Wyrmslayer will be challenging Zeus for Alpha as soon as the declaration of peace is called.

Charlie has been missing from recent gatherings due to his growing curiosity of the Wyrms. It won't be much longer before he and his sister will fall into the darkness.

The Uktena, Wendigo, and Bete have formed their own tribe in order to resurrect the middle brother, Croatan.

Phoenix made such a big deal out of the Black Fury Legend of the Wyrms because all the spirits truly hate that tribe.

Wraiths are possessing bodies by the hundreds to try to avoid being destroyed by something evil.

Healer is really an Elder in Disguise and is here to kill Zeus.

# December Events

Sun	Mon	Tues	Wed	Thur	Fri	Sat
	1	2	3 7:30 pm Non-Cam Dinner Night	4	5 6:00 pm Angel Tree Social @ Hickory Hollow Mall Opryland lights trip	6 2:00 pm Garou Game
7	8	9	10	11	12 7:00 pm <b>Non-Court</b> Cam/ Anarch Game	13 7:00 pm Mage Game
14	15	16	17 7:00 pm Chapter/ ST Council Meeting	18	19 Movie Social: Return of the King	20 7:00 pm Cam/Anarch game
21	22	23	24 Christmas Eve	25 Christmas Day	26 Game night	27 7:00 pm Sabbat Game
28	29	30	31 New Year's Eve			

DRS Mailing List: [darkriver@yahoogroups.com](mailto:darkriver@yahoogroups.com)

Undercurrents: [Drs\\_undercurrents@yahoo.com](mailto:Drs_undercurrents@yahoo.com)

Office	Name	Email	Office hours/ Preferred contact
Domain Coordinator	Paula Watt	<a href="mailto:drs_dc@yahoo.com">drs_dc@yahoo.com</a>	Email or Wed 7-9 pm
Domain ST	Amanda Plageman	<a href="mailto:drs_dst@yahoo.com">drs_dst@yahoo.com</a>	
DRS: Audits	Andrew Anderson	<a href="mailto:adstaudit@yahoo.com">adstaudit@yahoo.com</a>	
DBR Coordinator	Christopher Simpson	<a href="mailto:dbr_cc@hotmail.com">dbr_cc@hotmail.com</a>	Mon-Thurs 6pm-10pm
GDK Coordinator	Ben Buchanan	<a href="mailto:tn008_cc@yahoo.com">tn008_cc@yahoo.com</a>	
TN Coordinator	Dina Jackson	<a href="mailto:cc_tn001@yahoo.com">cc_tn001@yahoo.com</a>	E-mail or cell 6pm-10pm
Cam/Anarch Court ST	Andrew Anderson	<a href="mailto:drs_kindred@yahoo.com">drs_kindred@yahoo.com</a>	M-W 5pm-9:30pm, Th, F-S anytime
Cam/Anarch Non-Court ST	Ian Harris	<a href="mailto:drs_anarch@yahoo.com">drs_anarch@yahoo.com</a>	
Garou Venue ST	Michael Brooks	<a href="mailto:drs_garou@yahoo.com">drs_garou@yahoo.com</a>	
Mage Venue ST	Jeremiah Sanders	<a href="mailto:drs_mage@yahoo.com">drs_mage@yahoo.com</a>	
Mortal Venue ST	Adam Doochin	<a href="mailto:drs_mortal@yahoo.com">drs_mortal@yahoo.com</a>	
Sabbat Venue ST	Anthony Gowell	<a href="mailto:drs_sabbat@yahoo.com">drs_sabbat@yahoo.com</a>	M & W 10pm-12am
Wraith Venue ST	Amanda Plageman	<a href="mailto:drs_wraith@yahoo.com">drs_wraith@yahoo.com</a>	