

Bluvian blood bank

The Urth list — 2 messages, 2 voices, 31 May 2002

<https://urth.darkrealm.vip/thread/urth/3291>

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Michael Andre-Driussi — 31 May 2002, 18:04

So we posit a technocratic solution, a human-to-inhumi blood bank. Foster dependence, or codify the biological to nullify the unpleasant while accepting the unchangeable. Somehow the inhumi will work off their debt, sweat for their, er, bread, performing air-courier services and non-strength onerous labor, like, oh I dunno, childcare. ;)

And a cadre of vampire police, to deter any feeding outside of the blood bank, even between consenting adults. :)

Screening prospective blood donors: saints are always in hot demand (although as rare as . . . well, as saints), and so are utilitarian pragmatists. Criminals are probably forbidden. Gothic teens? A gray area :), but one that probably does not exist on Blue where vampires are undeniably real and frontier-life is too busy to support large scale art decadence.

=mantis=

Sirius Fiction

booklets on Gene Wolfe, John Crowley

31 copies of "Snake's-hands" until OP!

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

Jerry Friedman — 31 May 2002, 20:14 · follows Michael Andre-Driussi

--- Michael Andre-Driussi <mantis at siriusfiction.com> wrote:

So we posit a technocratic solution, a human-to-inhumi blood bank.

I don't see any need for technology or a bank, which is probably well beyond the capabilities of Blue.

Foster

dependence, or codify the biological to nullify the unpleasant while accepting the unchangeable. Somehow the inhumi will work off their debt, sweat for their, er, bread, performing air-courier services and non-strength onerous labor, like, oh I dunno, childcare. ;)

Gosh, the first thing I should have thought of!

And a cadre of vampire police, to deter any feeding outside of the blood bank, even between consenting adults. :)

Already in existence (though Bluvians seem to be surprisingly careless at times), except for the consenting-adults part. But central control of anything, especially something that needs only two fangs and a wrist, is a long way off in Blue's future. Maybe in some of the more tyrannically ruled individual towns you could make some kind of attempt.

Screening prospective blood donors: saints are always in hot demand (although as rare as . . . well, as saints), and so are utilitarian

pragmatists. Criminals are probably forbidden.

As are people who satirize suggestions on mailing lists. :-)

Gothic teens? A gray area

:], but one that probably does not exist on Blue where vampires are undeniably real and frontier-life is too busy to support large scale art decadence.

On the other hand, the set-up could encourage immigration of Goths from Nessus, which must have them. Once we get those mirrors working.

Jerry Friedman