

## WITHOUT FAITH OR PASSION JUST WHO ARE THE BRUJAH?

Why do people choose to play a Brujah? There are a wide variety of reasons: the fiery passion that the Brujah possess, the violent temper of the clan, or the ability to stand for what they believe in despite opposition to their causes. The allure of physical prowess is also undeniable. Most Brujah are rebels with a cause. Their combinations of temperament and ideas make them perhaps one of the most individualistic clans in existence. Brujah offer players a chance to be both outspoken and turbulent, while giving them a chance to show passion and devotion to a cause, especially alluring in a time when so many Kindred are selfish and totally devoid of emotion or passion. This passion can be both a boon and a bane to the Brujah, for while some admire their candour and energy, others disdain their involvement in the mortal world, and the potential turbulence it represents.

Brujah offers players a chance to explore the emotional aspects of unlife, while at the same time struggling to remain scholarly. While the Tremere are trapped in a rigid hierarchy and the Ventrue are constantly watching each other for mistakes, the Brujah are the only clan to have a real sense of camaraderie and brotherhood. Brujah can be quick to adopt a cause, and are stalwart warriors for its defence.

Many players assume that playing a Brujah is very simple, thinking that all one has to do to be Brujah is rebel. There is more to being a Brujah, however, than mere rebellion. Brujah are extremely violent and knowledgeable at the same time. While their passion for their causes gives meaning to their timeless existence, it also brings them into a crimson rage whenever their causes are thwarted. Brujah often find themselves at odds with one another, but rarely turn their backs on each other when there is genuine need for help. With so many causes to fight for, there are many different types of Brujah character to be played. A Brujah player's true challenge comes with learning how to temper strength, passion and wisdom, to effectively master and manipulate the world of darkness in a manner most beneficial to the character and their chosen cause.

While a majority of Anarchs are Brujah, there are some that belong solely to the Camarilla and will defend it to the Final Death. The passion that flows through a Brujah's veins is often found within the diverse political movements that govern kindred society. Some Brujah dedicate their very souls to these causes. It must be kept in mind, however, that they often are very specific with what they want as a result. Freedom is too vague. They have concrete goals for what they hope to achieve in the Camarilla, though sometimes these goals border on the bizarre.  
From the Camarilla Brujah Players Guide. Soon to be fully available online.

### Southern Mosh

Alright, well I called a Rant together in the South to see a few heads get knocked about, to have some shit dealt with, to clear the air and get Brothers together having a laugh. I'll throw out some names. Of Clan there was Marc the London Sheriff, Legal the Harpy, Mirium the sprited lass with a heavy handbag, Prof Jeff the unamused non-participator, Bowman Colin, Christian the new kid, Yossarian the action film-maker, as well as the now deceased Radcheck. Them's the local London and Greenwich mob anyhow. We had Critus (to be known as Nipple-less), and Keiran from Cambridge, and Tristan and Raven from Essex, all solid folks who DO give a shit. Surprise turn up was The Knucker from up North .. good lad, who I'm sure only won the last man standing Arena Pit fight because I was too busy. Nah, fair does, like I said then, he's a Hard Bastard. Anyhow, after Critus threw a tantrum and shot up the archery range, Colin proved himself pretty fuckin Sharp with the Longbow .. Along with some stonkin good loud music, bit of moshin by myself and a bit of Nosferatu Shotputt trials, it was a good night with a good crowd (while the screwed up Elysium went on Elsewhere in London). It simmered down a bit for the Issues Rant, but voices were raised and people weren't just taking shit in without noise. Raven became unchallenged as our representative on the Brujah Council, and fair dues .. that bitch can shout louder than anyone! Nice.  
Josh, Primogen for London  
Played by Dave Keyes

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### News in Brief :

- Jonathan Simms of Canterbury was reported slain by a resident Gangrel 'Adie' in "one hit" while on Werewolf Land. Brujah in the region have taken the situation in hand, and the Gangrel has been taken.
- Jimmy Mortimer has been reported killed by a 'being' in Dundee, which 'appeared via a skylight and took Jimmy out by sticking her hand in his chest and pulling his heart out'.
- North American Brujah Clan head, Cormaig Iberian, announced his shame of his Clan, stating "Let it be known that it is my sincerest wish that the Brujah be ridiculed and scorned for what they are: rabble, without cause, and without reason". Recent reports claim that this progeny of Hamilcar Carthago has since faced the Sun willingly.
- Reports of numerous Brujah being Killed in the US (including a child of Critus) was initially attributed to the Tremere, but more recently pinned upon an Imperator Toreador Prince who considers Brujah a threat to his power. Limited information currently.
- Former Warlord and Prince, the Anarch Chumbawumba and two of his Brujah associates were destroyed in Stafford in an foiled attempt to claim Praxis.
- Raven of Essex stood her ground and became the new Councillor for the South at the Southern Rant held in London.
- The Knucker from Stafford is reportedly supporting a Rock Band, getting ablums pressed and opening a seperate Vitae Bar.

## "The 'Brute' Squad"

Hi, I'm the GSA Brujah, for those who don't know me...I'm Mary. I've been a cam member since 1998 and well, hopefully I know a lot about clan Brujah. For those who have no clue as to what or who or why I'm even around, it's to help you; the players of Brujah's enjoy playing clan Brujah. I can be easily contacted through email and my door is always open. It's easier to email me though than to travel all the way to the states to try to track me down.

I can be contacted at : gsa-Brujah@tu-cats.com and am generally pretty good at pointing you in the right direction and answering questions in a timely manner.

The goals I want to achieve are to see that the clan is evolved such as it has been evolving in WW. I plan on trying to reach them by making suggestions to the ST's and by helping the players better understand the clan. I think that for the clan to evolve in such a manner it is up to the players of the characters. I also want to help with web-pages development that aids and assists the players in exploring, understanding and playing a Brujah, I feel that through this development the Brujah players will be able to have a better understanding of what a Brujah is as well as be able to help them flush out their backgrounds as well. I feel that there is a need for in-depth backgrounds for NPC's and assistance with PC backgrounds so that the continuity is open and available, it is through the continuity that the players are able to feel as if they are part of the Clan and not just lost with in it. I also think that lineage support is important, it makes it so that characters have PC sires and the lineages are able to be tracked back to Caine, providing a history of sorts to the characters, allowing the players to understand who they are and who they come from without feeling as if they are "orphans" of the clan.

### Brujah ASA Society :

- Frank Dometrovich - spinwhip@pacbell.net

Frank, my general guy who should and often does know everything there is to know about Brujah coteries and groupings. You want to be in a coterie...he's the man to talk to. Although, sometimes, he knows a bit.... too much, he knows at times more than I do, in fact.

Societies is in charge of knowing what groups and coteries there are in the Brujah Clan and keeping a watch over them, he's the one who can direct you to the right camp as well as help you get your Brujah involved in the clan. He's my overseer who keeps me up to date on the movements of what's going on and general knowledge.

### Brujah ASA Society (Temp) / Publication Editor :

- Paul Mysliwiec - Zimzmer3@aol.com

Paul was a godsend, I have no clue honestly as to how exactly I found him, it was more like he found me and offered to help. Being in need of a really good editor for the Brujah Player's guide, I sent it to him and he worked wonders with cleaning it up. After that great show (even though I have yet to finish the player's guide, but it's a work in process which I'm still working on...I have enough work there to keep Paul in business for a while), I was informed that one of my regular staff members needed to take a short break and asked Paul if he could fill in temporarily. Hence why he's my acting societies guy.

Publications are more often than not, a harrowing task, and well, I'm not the best at reading through things especially for my own mistakes. Paul has been doing that and he also fills in when someone needs a break, or there are people missing from the squad or there is just work in general that needs to get done. His major work so far has been his assistance on the Brujah's Player's Guide.

### Brujah ASA Lists / Hit man / Admin :

- Sean Prather - scholar013@Hotmail.com

Sean is the one responsible for helping me out of jams. He's the one I tend to run to when I have a question or an idea or just a plain evil thought. He watches over a lot of various things and does a wide variety of various tasks. His place basically is Admin; he helps me with a lot of issues and questions and helps coordinate things.

### Brujah ASA Databases / History :

- Carrie Paulsen - harleyheaven69@home.com

The only other female on the staff, other than me, and we somehow manage to deal with the guys. It's at times challenging (we let the guys think they're in control..."laughs") but a lot of times we just end up having to tough it out. She's been working with Chazz as his assistant and when I moved him up to lineages well; it made sense to slide her into his spot.

Databases is a thankless job most of the time, but she's very important as she's the one who has to come up with lots of interesting tracking devises for the clan and needs to know generalizations about a lot of different characters. Her main task is assigning character numbers to characters so that the Lineages can track the lines back to Caine with ease. But she also keeps a close watch on how many we have of what camp and when one camp becomes over populated, she lets us know.

### Brujah ASA Webmaster:

- Theo Rhodes - xavierphillips@yahoo.com

Theo, he is a total godsend when it comes to the websites and know how. He's got the best stuff when it comes to what we want the Brujah web site to look like, and he's the one with the information that we need to get up. When it comes to understanding my non-technical mind and what it is that I want up on the site, well, Theo, can make sense out of almost anything I tell him.

The Webmaster deals with our issues of the website. He's the one who knows everything there is about web design and assists me when I'm looking at the website going, "we so need to up date this". Currently I hear he's working on a new look for us.

### Brujah ASA Timelines / Continuity:

- Philip Tomassian - follow@wolfpackwp.com

Philip is a co-ordinator between what happened when, where and who was involved. As this position develops we'll let you know exactly what the extent of his duties are.

### Brujah ASA Antitribu:

- Matt Brooks - mixmasters@yahoo.com

Matt, comes to us with a LOT of experience, his knowledge about the inner workings of the Sabbat, is well, great. He knows the stuff behind the Brujah Antitribu and his work shows it. He's the evil yet sweet one, when it comes to the issues that the Brujah Antitribu have and things that the Antitribu need.

Brujah Antitribu is a whole little world and society in it's self and it deserves the attention that we give to the Cam and Anarch Brujah's. Granted most of the time, I have heard that they don't get any attention, but they do deserve a bit of the love so it's this position that creates a large amount of attention for them. Recently they just got their own list.

### Brujah ASA Lineages Anti's:

- Charles "Chazz" Mahan - darkgodd13@hotmail.com

### Brujah ASA Lineages:

- Jeremy Brown - kragar\_ciccioni@yahoo.com

Chazz was the database guru for a while then we found a new slot for him to fit into, and one that needed his high organization skills, working out the lineages where there were none, with the Brujah Antitribu.

Jeremy for the longest time was assisting Joanne with Lineages; it seemed obvious that when she needed to step down that we make him her replacement since he was already trained in what to do and how to handle the situations.

Lineages basically deal with being able to do record keeping and tracking your character back to Caine. This is important, because we want to know (at least ooc-ly) where you came from. They are in charge of making sure everything adds up and tracking lines back.

### Brujah ASA UK :

- Dave Keyes - louiscknee2@hotmail.com

### Brujah ASA Aus Liaison :

- Mike Sims - mjsims@agn.net.au

Dave, yet another for those in the UK who needs no formal introduction, he's been working with us for a while, and not getting much credit, but he deserves a lot of credit for his assistance. He's my guy who's down with the Brujah rants in the UK, and keeps taps on what's up in the clan out there for me. Dave is a wonderful asset to the team, keeping records and everything nice, neat and straight. He's got the gusto to keep me going and he's also got the energy to stay up with me.

Mike is a new face to the Brujah 'Brute'Squad, one of the newest hires. He's busy in Aus trying to get things to run smooth out there for me. Quiet, at least over the lists, he's not often heard in our neck of the woods (the USA for those in the UK who are reading this...yes, I'm in the bloody colonies...damn Americans). Mike is the man for knowing who's who in the Aussie world.

These two are my eyes and ears abroad; they keep me up to date with what's going on elsewhere. They help out the others in a lot of various ways as well, from going here's what we are doing to telling us who the ST's are in their areas. They know a lot of active information on the Brujah clan. They are the ones to speak with about issues in the local areas if you reside in their area (either the UK or Aus). Both are easy going and relaxed and know a great deal about public relations, they are the first contact that many use in contacting the GSA.

## Profiles

Marc McCormick London Sheriff

Played by Dan

There is a strange air of mystery that surrounds him. He seems to be a generally down to earth calm headed person, with a fire burning in his soul that drives him to protect and aid his fellow clan mates and friends. His actual looks are deceiving though, as behind the warrior figure lies a scholar at heart, as those that know him will agree. As was once said "lead with a firm hand and a soft heart".

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Colin Redgrave Greenwich Whip

Played by Stephen

One of the up and coming "young" Brujah residing in London and Greenwich. After spending the last couple of centuries outside Camarilla Society, has recently rejoined his Clan Brethren with a vengeance. Not usually slow on a humorous or cutting remark - and more used to wordplay than swordplay or gunplay. Has refound the joys of the Elysia and the multitude of delights in the Clan's Rants. He adores to socialise, and has been mistakenly taken for being from other Clans because of his social and gregarious habits at gatherings. Clan Brujah seems foremost in his mind and will vigorously defend it from all attacks, whatever their nature or origin. As a result of too many years in Academia, Colin has no real clue as to streetlife, but tries hard (cue music: Pretty fly for a white guy).

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Legal Head Harpy for London

Played by Robin

Legal is unusual for a Brujah because you will never see him shouting or being rowdy. He can often be seen talking to anyone who may be able to help him or anyone who needs "Legal" help (pun intended). In two years he has only been violent twice and as one of them won't happen for another fifty years I generally ignore it. Legal is a dignified soul preferring a warm cup of A and a good book to going out and causing havoc on the streets. The first thing you will notice about him is the fact that although he is a Brujah he wears a suit. If you ask him why he will tell you "A jury reacts very badly to a lawyer in biker leathers and a bandana."

A very political member of the clan he is often left to keep an eye on things whilst the rest of the Brujah go out and "play" because when the cats away. A Stern supporter of the Camarilla (one of two oathsworn uk Brujah), also recently appointed harpy of London. Friends an enemies: Its very difficult to tell. Legal operates under the "keep friends close, Keep enemies closer" axiom. That and he always treats everyone with curtesy and respect. In fact he has only ever been heard to insult anyone once. This occurred when an anarch on hearing him speak asked "Do you always speak out of your arse?", "I have to speak in a way you would understand" was the reply he got.

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Fred Murray Councillor for Scotland

Played by Stuart Faulds

Fred has been kicking around for a wee while mainly studying everything he can get his hands on. In his time in the Domain of Dundee he's survived several Sabbat incursions, werewolf assaults and put paid to a very nasty faery plot to make belief once again a driving force in the world. He's also come up with various gizmo's of limited use against cyborgs and other technology. Primarily he's a thinker but that doesn't prevent him from wiping the floor with most of the foes he's had to go up against.

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## Parenting & the Brujah

In order to explain the comments I wish to make in this short article I believe it will be necessary to explain my circumstances ...for those who know them, jump to paragraph four.

Due to reasons of which I am not aware (although I would like to be) I am without knowledge of my Sire. I do not know what he looks like, what he is like, or anything; and the name I have been given (under dubious circumstances) has not as yet yielded any positive identification. One of my reasons for writing this is to call for information as to the whereabouts of my Sire, whose name I believe could be Ericson (I refuse to spell it in the same way as the mobile phone company...sorry). I don't know what this fixation with tracking down one's real parent is and I have observed this behaviour in humans... still I guess it would just be nice to 'know'.

Being left without the guidance of my sire, at first I felt a bit out of my depth, abandoned and insulted ... feeling that I was not considered worthy of a proper upbringing ... however my feelings in regard to this matter have changed somewhat. When my clan first took me in, I felt comforted that there were many old, strong, and wise Brujah from whom I could learn. However, I found that these older and more powerful "fonts of knowledge" really did not have a lot of time for me; being very busy and influential people none were able to act as an adoptive Sire. Nevertheless, I did acquire an adoptive Sire; however, unfortunate circumstances ended this brief relationship. It was then that I found myself once again without a Sire of any sort. This may sound unfortunate but to me I think it turned out to be a good thing ... the whole clan has been participating in my guidance and contributing to my upbringing. I have not felt pressure to submit to the will or views of any individual ... as a childe may wish to please their sire. I have had the opportunity to learn many different skills from many different members of my clan.

I believe that the upbringing I have received from the clan has been good for me ... and I am grateful to everyone that has contributed to my upbringing so far and hope that they will continue to do so. When one individual has the sole responsibility for a childe, there seems to be so much that can go wrong. The Sire may simply be a poor parent. Furthermore, the Sire may not be in good standing in his or her clan and consequently the child may become tarred with the same brush. There are so many good reasons why the whole clan should participate in the upbringing of a childe and share the responsibilities that go with it. This method may seem a little less than conventional but I think it has been working better for me than having an adoptive Sire. I am learning an awful lot from you all ... and you never know, one day I may just be able to teach you something!

Mirium of London

Played by Fee

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## Claws for thought

In response to the plea for information received by our French brother, I relate my own experiences with the peculiar Clan Gangrel on our own shores...

Here, too, the Gangrel jealously guard their shapeshifting powers. There was a time when this was not so, when personal relationships meant more to the Gangrel than perhaps they do tonight, and some older Brujah enjoyed close enough friendships that much knowledge was exchanged with Gangrel Kindred. This has not been my own experience.

I am The Knucker, the Dragon of Albion. As such, I have powers and proclivities beyond those of many of my Brothers. I took the opportunity to explain this to Lu-Py-Ee, Gangrel Clan Head within Albion, the first time I met him. He accepted my explanation and my forewarning. As is often the case with the Outsiders, they did not follow his lead. I was perhaps unfortunate to be residing in a Gangrel domain. So when I displayed my Dragon's Claws during an Elysium, my Prince became suspicious and insisted on questioning me at length despite my constant reminders that his Clan Head had already accepted my word. Angry words were exchanged and violence was certainly an option. However, I have had the benefit of an education, and I have friends and allies wiser yet than I. What it comes down to is a matter of faith. I believe in who and what I am. I am The Knucker, Dragon of Albion, Servant of Gaia, Protector of the Land. I am Legend. The Gangrel, on the other hand, do not share my faith. They believe that I am a Brujah who has somehow learned Protean from one of their own. So we reached an accommodation: the Gangrel agreed to respect my beliefs, I agreed not to tear their limb from limb. I hope our French brothers can come to a similar arrangement.

The Knucker Sheriff of Stafford

Played by Mike Wilson

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## We were meant to be Passionate!

C'mon people we need to know what the blazes is going on elsewhere, look at the American situation for example. Even if you're not good with words at least try and we may be able to act in concert on occasion. I thought we were meant to be passionate!! I just hope this lassitude doesn't extend to defending your havens, if so I worry for our future. Let's say that Brujah in some domains are being struck down by some strange maladay and are incapacitated by it, if it was spreading slowly outward from domain to domain wouldn't you want to know about it before it hit your own domain?. I'll leave you to consider what I've said.

Fred Murray Councillor for Scotland

Played by Stuart Faulds

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## Look out for one another.

F'ck it. I'd half written up a Rant about how many Brothers out there don't give two shits about the Clan. About how the simple act of keeping in touch and close with those of the Blood around us can ensure us the greatest security and weapon. Each other. But hey, you dicks out there are generally just like me .. If you didn't come up with an idea yourself, you're inclined not to give a shit. Fair enough, I'll continue in faith that some Brothers out there are actually living for the Cause, their Cause, their Way. The Council is there, you all know it and should be passing the word to ALLthose who are new to the Blood. Look out for one another.

Josh Primogen for London & Greenwich

Played by Dave Keyes

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# Shit happens all the time.

## New Grounds

I don't quite know what to say, I'm not really too good at speaking about others since it seems out of place to say what makes others tick. However, I'll try and explain from my own experiences a bit about the five of us that make up the humble gathering at Swansea. Firstly there is Thomas Stewart. Somewhat of a mover and shaker in the politics of Swansea. Through brown nosing, and being regarded as fairly controllable he has been given the positions of Seneschal of Swansea, as well as the Brujah and Nosferatu members of the primogen. Don't ask, I can't work it out either. My favourite quote would be "My biggest regret ever would be once not doing what my sire asked of me". You can just smell his nose from here! No mention of having to drink blood, or being cursed by god then.

Next there is Christene. She is allegedly an ex-member of the armed forces, but basically seems to be little more than a street thug. Little ambition, and very little power.

You've then got John D'Vir. You know the type of guy. Nice car, nice shirt, annoys the hell out of you. In life would only have treated women as objects, now treats any human as such. When recently asked what his idea of a nice night out was he suggested filling a nice club with youths and narcotics, spraying them all in blood and "letting himself go". Hopefully I'll be way out of town for that one.

Finally you've got the good Doctor. Now he actually has grasped subtlety, but unfortunately I just can't trust anyone who says all (and I mean all) the right things. No-one is that nice a person, not even yourself. One day he'll learn that its flaws that make deception believable. Other than that there's just me. No power, no influence, and hardly noticed. Maybe if any of you make the trip down you'll see me. So what's the clan doing I was asked. It's a bit hard to say. You see Swansea isn't any metropolis. We do as the people of Swansea do, survive. Some make the most of the distractions, try to live fast. Some lapse into apathy, and put things off until another day. We have to hope that there's more to eternity than playing Balder's Gate for the fifty-sixth time. We're all being hunted round here, its what you do about it that matters.

William O'Neil  
played by Dave Young

## That's it for now

Next Issue :

The submission deadline for the next issue is **Aug 3rd**. Send articles to me via contact details shown on the cover.

Prize Draw :

This next quarter, everyone who sends something in for the newsletter will be entered to win a Brujah Pin-Badge.

Note: Printed articles also get PrestigeXP.

Cheers

Dave Keyes - editor fella

## Silence in Sheffield

A review of the Northern Rant of 28th April 2001

I write these words confident of the unity of our great and noble clan. I write to a clan which in the northern clan members are together and unified in action and thought. In the north it would seem, we are as one, the very model of what our Clan Speaker and Warlord would have had at the National Gathering in 2000.

I have been asked to write some words of this great event, which confirmed in my mind and the mind of the other attendee of how together and unified we were. The event was held in my Training Hall, now finished and unused to such a large gathering, being normally a place of solitude as well as conflict. Indeed the training hall saw combat between equals that night, and heard the counsel of those that would come. Such tales as those walls could tell... one would ask that a sorcerer never makes them speak, for what secrets would they tell of that night..?

And now I look to the Clan arrayed before me, one that I have the honour and responsibility of serving in the north. A Clan that sometimes asks me for advice, which I am only too happy to give. A Clan that sometimes demands action from the council, declaring that, "We have something to say on this! We have demands! We order that the council acts!" And I look to the other councillors, and indeed I offer my counsel; prior to the evening of the 28th, I spoke perhaps hesitantly, being aware of the divisions in opinion and attitude across the clan in the country as a whole, and thus in the north too. No more.

Now I cast my eye across Sheffield, my home now, and to the Brujah there. I think of Loxley, the Sheriff, and the previous holder of my position in Sheffield. I think of him in my training hall, displaying the fighting skill that has won him the fear of the office of Sheriff; and I revel in what we can teach each other in the martial arts. I see a great deal of rage in the city that is my home, and how I wish that my city could be more typical of the north in general - at least for our clan. That we could be as unified, so trusting in one another.

And now I shall report on the arguments and conflict that the hall saw; of the great debates; of the grappling and the melee. I fought Loxley, and it is true that he bested me; although I would like to think that I gave him a "run for his money". Such was the display of ferocity that none would stand up to challenge either of us. I spoke to Loxley about an idea I had had to form an order of noble warriors, that would champion the defence of the clan, and the notions of modesty, valour, mercy, temperance and strength. He said that such an order could well be a good idea, at least to show the pride in the past that we have to the other clans. And those are the words I say to the northern members of Clan Brujah.

To my comrades in arms in Scotland; in the South and in the Midlands, I am embarrassed and saddened that only two members of clan Brujah in the north could be so moved by what is happening in the world to attend. Both of them are named above. I am appalled that I would go to the effort that I did, but I am here to serve, and such efforts would I go to again if they were demanded of me.

I can only assume, as I have above, that the clan in the north is united behind the vision that I have for us, and as such that they felt no need to tell me any different. Or perhaps they would have the position that I hold, the responsibility for speaking and representing the Brujah Clan in the north of England, and their absence shows their disdain for me and my actions. Or maybe it shows simple apathy. Perhaps there will be words spoken at the national assembly, perhaps not.

### Robert Chambers

Primogen of Sheffield and Counsel for 'the North' whoever that may be.

ooc: I'm not going to go on at length about how I wasted an evening. But I would ask those players that had told me that they were going to attend to spare a thought for Alison, Sheffield's herald. She had to book the room at short notice (in order to get the rant in before the national), and gave up her evening to sign people in and do the herald thing. If you play a northern brujuh, and want to say hi, contact me on email at phil@fdgroup.co.uk or call 0114 268 1656 (after 6pm). Cheers.

- Played by Phil Nicholls

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## The ukBrujah Network

The more Clan members on the lists, the better they are for everyone  
If there are any more regional or local Brujah lists, let me know.

<http://www.egroups.com/group/uk-brujah>

• Contact : Richard Gamble - [brujah@razorware.demon.co.uk](mailto:brujah@razorware.demon.co.uk)

<http://groups.yahoo.com/group/BrujahSouth>

• Contact : Alex Hughes - [Master\\_Yogurt@maytheforcebewithyou.co.uk](mailto:Master_Yogurt@maytheforcebewithyou.co.uk)

[http://groups.yahoo.com/group/Brujah\\_London](http://groups.yahoo.com/group/Brujah_London)

• Contact : Dave Keyes - [louisknee2@hotmail.com](mailto:louisknee2@hotmail.com)

In-Character emails on this are conversations held at the London Training Hall.