

BRING IT ON!

New Warlord to Lead ...

So I've been put forward as Warlord. Fine. Someone presumes to know what they're doing, and for the moment, I'm not going to argue. We will shape up.

Over the next couple of months, Great Halls will be made ready and available to ALL of you Brothers, one in each Region. Intended to provide and promote Training, Education and Unity, the doors will be open only to those of the Clan for the time being. In nights to come, when we are fully established, this Rule may very well change.

These Great Halls will be overseen by chosen Scholars and Warriors from each Region, coordinated by myself and Robert Chambers. If you believe yourself or another to be suitable for these Overseeing roles, contact me immediatly. I do have a number of Brothers in mind, and have approached some of you .. but the more potential candidates we have, the better the results. While the Scholars of the Clan are currently starting to gather together to discuss the right way forward in teaching our young Brothers and supporting further study, I shall be concentrating on the betterment of the Clan in terms of martial prowess, strategy and preparation. The feeble conflict with the Assamites has shown me plenty, and made apparent our Clans current inability to mobilise and act.

Moving on, a not entirely related subject ... In my home Domain of London we have been speaking of holding Tournaments to supplement our personal Training, in order to keep us at our best. The Elder Geoffrey brought this idea forward, and I definitely agree with it's potential. An element of this may be brought to a National level, and implemented through the Great Halls. I would appreciate your thoughts on this.

For more information on the facilities, function and future direction of these Great Halls, contact me directly. For starters, they will be located in : London, Redditch or Stafford, Sheffield and Dundee (Until the upcoming Hall in Glasgow is complete). I will also be speaking with Gabe Dent from Ireland in regards to setting up a Great Hall there.

Stay close, Stand together.

Josh of London ukBrujah Clan Warlord
- Played by Dave Keyes

Follow the Leader

Clan Head : Robert Chambers
^ contact : Phil@fdgroup.co.uk
Clan Warlord : Josh of London
^ contact : louisknee2@hotmail.com
Clan Regional Council
• Scottish Region : Bruce McCiteric
• Irish Region : Gabe 'Da Angel' Dent
• North Region : Simon Moon
• Central Region : Thomas Jones
• Southern Region : Raven of Essex

An extended list of National, Regional and Local Brujah contacts is available online. If there are any changes you know of, in names, positions, or contact addresses, let us know! Cheers ... :
<http://www.daydreamer.net/brujah/who.html>

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News in Brief :

- The Assamite Clan Head for the UK, John Doe, has been slain by the two Brujah, Geoffrey De Montaine and Josh of London. It is also claimed that a powerful Toreador ally to the Brujah aided in the conflict by ensuring there could be no escape.
- The Brujah Dragon. The Knucker, from Stafford made the Call this quarter, in relation to a threat from powerful Werewolves in his area. While a number of Brujah answered the Call, a larger number argued about whether the Call was valid. The Knucker has since faced judgement - dispute finished.
- Tsanuri of the Scottish Brujah disappeared and is presumed dead. A Call was made, and a number of Brujah from all over the Country arrived to help investigate .. nothing has yet been found out.
- A Daughter of Cacophony named Lissa Sutherland from Runnymede (Southern Region) has been officially adopted into Clan Brujah. It was announced publically by Robert Chambers and she is now under the mentorship of Geoffrey.
- Vladimir Magistrov, previous Warlord, one time Prince, and holder at various times of any number of titles, has taken on yet another title and role. Archon in Training. Now in service to the office of the Justicar, Vlad has stepped aside from his prominent Clan duties.
- Gabriel Dent, Clan Head for the Brujah of Ireland has officially joined with the Brujah Council for the UK.

"The Brujah Camps"

Aha .. I know I put a section in only the last issue on The Brujah Camps, but the following rewrite is quite good in regards to clarifying more distinguished differences and varieties. Please drop me a line if you feel this helps.

The Brujah split themselves into two main recognizable parts. Idealists and Iconoclasts, with a third Camp, the Individualists, being considerably less apparent. The conflict between the main two is constant, but however much the camps may be split in methodology and ideology, they still recognise each other as Brujah, and when it comes down to they will fight back to back against all opposition. It is quite possible for an Iconoclast and Idealist to agree upon end result but disagree on the method to get there. Camps do assist each other. Idealists use their verbal and political influence to cover for the Iconoclasts, while the Iconoclasts take actions where the political stance of the Idealist prevents him from doing so. The divisions, while strong, cannot overcome the Brujah's devotion to their Cause.

These rephrased camp definitions should make the divisions easier for players to judge ooc, as well as give a clearer IC perspective. It allows for Scholars and Warriors of equal measure in both main camps, and intentionally promotes that characters should follow a Cause.

Iconoclast

(n : a breaker of images; a person opposed to image-worship)
Historically, these Brujah embody the spirit of rebellion. They tended to be made up of activists and extremists of all kinds. Foremost seeing themselves as the bringers of change. Not wanting to be shackled by the failing traditions of the past, their Cause is to tear down the 'old oppression' and see the world anew. These nights, they are The Mob, and they make up the largest percentage of the Clan internationally. From street punks to hired thugs, from hitmen to soldiers - this is how they are generally perceived. Their passion for change and continual struggle against the beast is strongly seen. They tend to see things as a war yet to be won and will fight for a Cause until there is nothing left to fight with. Tending to see themselves as the "Warriors" of Clan Brujah they will defend their Brothers with their lives. They also tend to Rant constantly about selective law enforcement and oppression of all sorts.

Idealist

(n : a person who strives after the ideal; an impractical person)
Historically, these Brujah intend to pursue the Ideal, Legacy and Traditions laid down by Brujah and his Chider since those Ancient Days. In general terms, the Cause of every Idealist is to strive to recapture (for themselves or the Clan) the perfection and honour of the Clan Ideal in the chaotic modern nights. The Scholars of this camp seem to think that they have everything under control. They are more known for their debating skills and being level-headed as they do seem less reactionary than the Iconoclasts. Despite appearances, they are just as quick to jump into battle for their ideas and Cause, however, their passion more often comes with words and ideals, not necessarily fists or weapons. Elders make up the majority of this group, having had many years to work on perfecting their techniques in the areas of debate, influence and lore. The Ancillae and Neonates of this camp are usually leaders, more often than not either on the Primogen council or serving the Prince in another aspect. There is little question as to who runs the Clan in their eyes, as they see knowledge as the most powerful tool the Clan has. They will often lock themselves in their library and study even at the expense of social gatherings, but such is the life of one who lives for ideas.

Individualist

Very few Brujah exist within this minor Camp. The main reason is that as soon as a Brujah finds a true Cause to believe in, they tend to start fundamentally behaving as either an Iconoclast or an Idealist. While they follow their own course (not that founded on the bright Brujah Ideal, or the pursuit for revolution, rebellion and change) a common mistake made by those few playing this branch is to assume that they are only out for themselves. It is more to the point that the individualist prize, above all else, the right to self-determination. They are certainly willing to fight and die for this. (Note that this philosophy is rather inconsistent with membership in any form of organization with a hierarchical structure, such as the Camarilla)

Crimes of Nick Carter

Clanmates, I feel the time has come to explain the events that led me to being bloodhunted in the Southern Kindred Alliance, contributed to the events that led to the deaths of two Camarilla Princes and for Marc McCormick to briefly kidnap my favourite childe. I was accused of these crimes by those with sufficient position and status within the Camarilla to make the accusations true. Those people are now dead or without Praxis so it is now appropriate to indicate the falsehoods that vilified my actions.

1. The breach of the Masquerade through ill informed embrace and use of disciplines against mortals. The woman in question, Natasha former Prince of Peterborough, was not my childe. It is true that she led the military police to my haven due to her mortal actions. However they required no supernatural persuasion to leave and no more than a reasonable cover story to be convinced that I had no connection to the woman in question.

2. The acknowledgement of a reformed Anarch. As Prince of Peterborough I acknowledged an Anarch who had turned to the Camarilla on moral grounds. It was later revealed he had, before his defection, broken the Masquerade. This was met with dissatisfaction by a certain dead Prince who placed into motion my removal and blood-hunting in Peterborough. Apparently he didn't believe in the second tradition.

3. The breach of Cambridge's Elysium. This one is the most ridiculous. First Mal.com threatened me so I left, through the door got in my car and drove away. This was a breach of Elysium apparently although it was made quite clear that the place was not Elysium at the start of the night. As a result Mal.com and Ashra blood-hunted me as a childish outburst because I slipped through their fingers.

4. Acknowledging Sasha. Sasha was an exemplary Scourge and had only shown support and wisdom to the Neonates and Ancilla of our clan in Wakefield. He perceived Mal.com's blood-hunt as treachery against the clan. In Manchester he slew Mal.com with aid from other exonerated individuals and left the country soon after. My re-acknowledgement of him after the national assembly and my refusal to blood hunt my clan mates was met with such fevered opposition around Albion that I stepped down as Prince of Wakefield to avoid a domain of bad-standing. Again a significant disregard for the second tradition was in evidence from the Princes of Albion.

I feel that I acted correctly in each instance with the information I had available. I teach a Brujah childe the Traditions and get branded as a Masquerade Breaker. I support a Brujah anarch who attempts to join the Camarilla and I am expelled from Praxis by my clan mates. I am blood-hunted by a clan mate who wishes to illustrate his SKAtreaty is more important to him than the ties of his blood. Again I am forced to step down for supporting our clans elders in opposition to the majority of the Princes of Albion.

If supporting my clan is a crime I guess I am guilty.

Nick Carter
Played by Ben Rhodes

Footnotes in History

Spain in the 1930s, and the Fascists under Franco take over power. Several Brujah who had supported the socialist and anarchist state flee to Britain for their lives. A power struggle within the Brujah takes place and Frobisher ('The Lame Bawd', childe of Cromwell), seen as more moderate is toppled by Santiago, a radical 8th Generation anarchist from Barcelona is briefly made Clan Head of the Brujah. This lasts for a month before 'The Black Death', Kett (another childe of Cromwell), Sheriff of London, decides to violently support his brother and the Cromwellian Brujah claim for leadership of the Brujah, by killing Santiago. The refugees from Spain also include a number of Hannoian Brujah who strangely give their support to Frobisher and he regains Clan Head of the Brujah.

Clan Justice

Crimes among the Brujah at first glance seem to be very few, but as one's understanding of the Clan grows, you'll see that crimes among the Brujah range much further than simple breaches of the Masquerade. Foremost is the crime of betrayal, which most commonly takes the form of giving out of Clan information to those not of the Clan. While it may often be the case that young Brujah don't know better, the punishment should always be severe. The arguments of innocence, guilt and punishment are worked out to the satisfaction of the amassed group, offender's victim, Regional Governor or Clan Head, and will usually all take place at a Rant. Punishment can be anything from a sound thrashing to Final Death. Remember that these are guides, and can all be altered for various levels of crimes, so use your imagination. If a crime cries out for Final Death as punishment, the Clan Head or local Councillor MUST be present to be the final voice. It is not uncommon for Criminals to be staked and placed in detention until a suitable Rant.

Note : Any use of NonClan Powers during a Clan Punishment is ... BAD.

Bulldog / The Run (The uk Gauntlet)

Lines are marked, it might be just across a large room to the door, along a dark alley, park or rooftop, or sometimes even a full race across the City, there just needs to be a defined start and finish point. (Do not forget the Masquerade!)

Opposed by all attending Brujah (who may use any means at their disposal to stop the criminal), the offender must simply manage to get from start to finish. Often in the case of lengthy Bulldog chases, many of those opposing the offender are given time to place themselves enroute. Sometimes it is stipulated that the offender may not ~~use any sort of weapon or vehicle,~~ or incur a worse punishment.

Mostly the offender is beaten to crippling incapacitation or torpor before they reach their goal, this failure gets them labeled as 'Dog' and staked up on a wall in safe storage for a fixed time. It has been recorded that with some massive crimes, the criminal must literally run and fight for their life, as until they reach the finish line, their very unlife can be forfeit. With these sorts of 'high crimes', other Brujah are called in from the whole country and sometimes abroad to dish out just punishment. In all cases, if the offender reaches the finish, their Crimes are to be forgotten.

Due to the sheer number of Idealist Clan Elders who have moved over to the New World these past centuries, there exists a much more formalised Gauntlet in the United States of America. While the American version has been used a number of times here over the years .. it is losing popularity fast. 'The Run' that exists here in the United Kingdom has really reared it's head since the devastation left by the Poll Tax Riots of over a decade ago.

Blue in the Face

Well once again it's time to waffle til I'm blue in the face again about Communication. Now let's say you're a General commanding an army in the middle ages. You've engaged your foe with your forces when they bring up their cavalry reserves to outflank your foot soldiers and you have NO method to communicate with your men or reserves, What do you think will happen?

The tide of the battle will turn in your opponents favour and they will win.

Now let's say you have an excellent method to communicate with your troops and managed to counter the cavalry charging to out flank your foot soldiers, what do you think that bodes for your chances of winning? The chances are that you now have greatly enhanced chances of victory in your grasp if not certain victory. To expand on this analogy, who do you think has a better idea of what's going on, your average foot soldier, commander, uninformed general or informed general ?

Now if the men he sends out to counter a hidden move made by the opposing force decide to attack the enemy in view based on "what" they can see, what do you think will happen to their chances of winning the battle, yes they will be reduced greatly if not gone altogether.

Applying this analogy to the regional Councilors, they hopefully are at least reasonably informed as to what's going on and thus have a better idea as to the bigger picture, if they tell or suggest that you do or don't do something, for crying out loud at least give their suggestion some consideration, preferably serious consideration. Likewise the Councilors should do the same with regards to the Clan Speaker or Warlord depending on the situation, not that I'm suggesting otherwise.

Could you at least give some consideration to what I've just said, otherwise I've just wasted my and your time with it.

Fred Murray ex Councillor for Scotland
Played by Stuart Faulds

The Call...

A few months ago I issued the Call to Arms. Some of you came. Some questioned the Call, yet answered it. Others questioned and did not come. At Scotland I was put through a Gauntlet at the behest of my elder, but I walked it and so I shall not be questioned any longer. I use this medium to address the Clan therefore, to explain to all of you why I believe it was right.

I believe that the Call should be issued by any Brujah who is faced with a foe or dilemma too great to face alone. Should a Brother have brought this foe upon himself then he will have some explaining to do, and should certainly exhaust all other possibilities before using the Call, but as a Clan we must be there for each other.

Some Brothers have stated that the Call should only be used when the whole Clan is threatened. This is not my understanding of the tradition. It is not what I was taught. If the Call may only be used under these circumstances then it is meaningless. The Ventrue, The Tremere, the Gangrel, all close ranks when faced with a threat to the entire Clan. Shall we be as the Ventrue?

The Call is what separates Brujah from other kindred. It is sacrosanct. It is the tradition by which the Clan is bound together. If you do not answer the Call then you deny your Blood Heritage.

We are not Ventrue; we are Brujah.

The Knucker, Stafford
Played by Mike Wilson

New Website & ukPlayer Guide...

Hello! Things have been moving a bit this last quarter, with myself and Kevin Jackson putting together a specific Brujah Guide for the ukBrujah, including revised Lores and compiled ukBrujah History. Most of the guide material is available on the newly revised ukBrujah website (and all feedback/comments you have on this material is VERY welcome). Once we have the Lores and History finally approved for public release, we'll put together a printed version for you (available as an online download or via post).

Anyhow, check this out and let us know what you think :
<http://www.daydreamer.net/brujah>

Kevin Jackson, AGSA
Dave Keyes, Chronicler

Shit happens all the time.

Clan Justice

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Good Hiding

The assembled Brujah descend on the offender and give them a relentless kicking until incapacitation or Torpor.

The Pit / Arena (Honor Duel)

Encircled by the gathered Brothers, a wronged Brujah may choose single combat with the offender. This may range from petty first blood, to submission, to incapacitation or for the truly ultimate offence, Final Death. Armed or unarmed, the style and mode of this combat varies greatly.

Breaking Bones

A standard painful punishment is to have the Bones of the criminal broken, and force the felon to heal so the bones reknit while they are being held out of place. Hurts like no-one's fucking business, and they need to break their own bones again in order to heal properly. They're usually not allowed to heal for some length of time, from hours to months.

Eye for an Eye

If a Brother can't see how stupid they've been (for having been caught), or how their actions have harmed the Clan, occasionally the poetic punishment is blinding. Literally bursting their eyes with a red hot poker, your thumbs, or anything suitable. The criminal is not allowed to heal for a set time.

Punk

Around 1976, Abigail Winter and Martin Frobisher of the Brujah helped define the Punk Rock movement. Yet the next year, while the Queen celebrated her Silver Jubilee, several Punk Brujah attacked and nearly torpor Frobisher.

That's it for now

Next Issue :

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

Prize Draw :

Everyone who sends something in for the next newsletter will be entered to win a Nosferatu Pin Badge.

The Brujah Antitribu Pin-Badge from last issue's Prize Draw was won by Ben Rhodes, who plays Nick Carter.

Note: Printed articles also get PrestigeXP!

Cheers

Dave Keyes - editor fella

Love to Hunt ...

She was right, as they pulled up outside the motel there they were, two of the roughest looking scum bags you could imagine...drinking, spitting, swearing and when they laid eyes on Sharn's long luscious legs getting out of the car, the wolf whistles and cat calling began, she bent over and smiled to her hero of the night "thank you" she said, it was obvious from the look of absolute disgust on his face what was coming next....She was right he "just couldn't bare the thought of leaving a young woman at such a place.

Oh to be practised in auspex, maybe that way that night things wouldn't have become so terribly twisted for Sharn. This man, Matthew, as he informed her later; This modern day gentleman, this paragon of virtue, this knight in a shining Mondeo, took her back to his home, a large place at the end of a long dark country lane, most mortal women probably would have worried at this point that he was about to perform some sort of vile Hannibal Lecturesk act, but Sharn was confident, and to be honest more than a little smug at just how well she has played her prey. The game was well and truly a foot.

Now anyone who knew Sharn would tell you, she was no fool, she never underestimated an adversary, nor did she normally relax on the job. So convinced was she that she had this one in the bag, she actually began to let her self revel in a little smug gloating. The inside of the house was beautiful, and the outside equally so, it was more a bungalow than a house, all the rooms on one level, the whole place made of wood, like some of the Log cabins you would see on a Canadian lake. The inside was all open plan, on the wall above the huge fire place was a painting, it looked to be an antique, a very old antique at that it depicted a battle scene, of what looked to be Norse Clans. Matthew prepared an open fire, Sharn steeled herself, so that she would be ready when the fire licked to life. They sat and talked for a long while, unknown to her Sharn had completely relaxed her guard, caught up in the unusual pleasantry of this mans attention. It had been some time since she had sat and talked with a mortal, on just everyday subjects like family and work and personal interests. Unlike most of her kind Sharn had retained the ability to consume mortal foods!

And so they sat, warmed by the crackling fire, a fine malt whiskey in hand, enjoying each other's company. As was inevitable after her earlier use of awe, entrancement and majesty, Matthew and Sharn eventually fell in to each others bodies, both satisfying every desire, blood, lust, he caressed her with his hands and lips like she had never felt before, not even whilst mortal when the pleasures of the flesh still burned hot in her loins. Matthew also became lost in their love making, even more so when Sharns fangs sank deep into his flesh...

Never before had Sharn fell asleep in the arms of what she delightfully termed as her lil'snacks, but this night she did, there on the rug, hot and satisfied they both lapsed into sleep. And that is when it happened. Something Sharn hadn't felt since the night of her embrace, some time later she awoke, her hands clutching to her stomach, an agonizing burning over taking her whole body, Matthew awoke to, seeing her pain he slipped his arms around her, "in the name of Fenris, Sharn what's wrong?..." They were the last words she heard as a barrage of wild terrifying, bewildering, yet almost ecstatic visions over took her mind.

When she finally came to, the place was in darkness, she looked around bewildered, no memory of where she was or what had happened. She heard voices, low rumbling voices, she was in a strange bed, in a t shirt that wasn't hers, and beside the bed was a bowl of water and a cloth, both blood stained. She was hungry again, very hungry, hungry and confused, and more than just a touch scared. She found her jeans and went to the door, in the other room she saw Matthew and suddenly the whole thing came storming back in to her mind
continued next issue...

ukBrujah Mailing Lists

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

- List Moderator OOC : Norm Smith - NORM@basildon0.freemove.co.uk

- List Moderator IC : Josh of London - louisknee2@hotmail.com

http://www.egroups.com/group/uk_Brujah_Scholars

http://www.egroups.com/group/uk_Brujah_Horde

- These lists are for Scholar and Warrior discussions, they are purely intended for IC use. Their existence is only known by some, so you'd have to learn of them first, before finding out how to get on them IC.

http://www.egroups.com/group/uk_Brujah_Senate

- This list is for any Brujah whom the Clan Head wants to be included in the Council/Senate discussions. Specifically all the Councillors and Warlord are generally expected to be on this mailing list. This is an IC list using soft-roleplay in a private IC meeting place.

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

- List Moderator OOC : Alex Hughes - Master_Yogurt@maytheforcebewithyou.co.uk

http://groups.yahoo.com/group/Brujah_London

- List Moderator OOC : Dave Keyes - louisknee2@hotmail.com

- This is an IC list using soft-roleplay at the London Training Hall.