

THE RISE

Prepare for Law and Order

Brothers. I would speak to you all frankly of the future, of the grim reality, of the dangers, of our need for mental preparation, and of the tides of change. Take time, read a while.

We stand now with a firm foundation of Brujah Republic. Both Provincial, National and so soon to be International. With a governing Senate made up of good Brothers from each of our Provinces, responsible and equally accountable. Neonate, Ancilla and Elder, standing side by side with equal voice and united purpose.

Growth, Guidance, Provision, and Security. With it, Law and Customs. Is there a need? Reality can be most severe; it has a way of punishing those who ignore it too long. And Brothers, for far too many years we have ignored the harshness of the reality around us. I put it to you in all severity, that without this definite organisation, co-operation and enforcement, we will not exist as a race of beings beyond the next decade. Hear me out.

Even while there are so many who pay no heed to the Jyhad of the hidden Elders.. none of sound mind can be blasé enough to deny the precarious position we are in now in relation to the surrounding world of mortals. A world of such mortals now powerful enough to destroy us all should we simply be exposed. When even an act of parliament over one year would be able to cripple us immeasurably. With the number of both subtle and blatant Masquerade breaches in every Domain across the globe mounting up night by night. How long can this continue as is, without dire consequence? Can we hide behind denial forever, Brothers?

We rely too much on the external, denying our own place, while the Essence, Power, Honour and Duty of our very Blood is idly draining away. What use or purpose are we to the Camarilla or to any form of Society if we are not something potent and able in and of ourselves? While the Clan has lain here sunk in opposition to any form of structure, scripture and responsibility, Darkness has not been idle. So we face a great challenge. I spoke initially of the responsibility and accountability of Senate in Government. But this does not rest on them alone. We are ALL responsible and accountable, to each other. The true realisation of this will be the greatest change to come .. as each and every one of you will be held to that accountability. Are you truly prepared for that?

If not .. you had better prepare yourself sharpish, and Stand Together, Brothers.

Josh of London First Warden & Warrior
Played by Dave Keyes

Senate

UK Senate

Scotland : Alena Nikita Lyona
Ireland : Morgan Desmond
North : Dai Williams
Central : Tony Lawrence
South : Iolo Edwards

Functionaries

First Speaker : Vladimir Magistrov
First Warden : Josh of London
First Scholar : Mattheus
First Warrior : Josh of London

This list is current as of May 10th. There is also an extended and fairly up-to-date list of National, Regional and Local Brujah contacts available online. If there are any changes you know of, in names, positions, or contact addresses, let us know! Cheers .. :
<http://www.brujah.camarilla.org.uk/who.html>

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News in Brief :

- The War with the Assamites has come to an 'Official' end, with their new Clan Head, Rashid, declaring that his Clan is stepping back from the conflict. It was also claimed, due to negotiation, that no contracts will be taken or fulfilled on Brujah. We'll see how far this extends in time. Remain alert and ready.
- Vladimir Magistrov now stands as First Speaker and Clan Head for the ukBrujah, as Maximus stood back for his own reasons.
- Chosen by the Brujah present at the Clan National Gathering prior to the National Conclave, Mattheus now stands as First Scholar. He holds the Duty of bringing together the Scholars and codifying the various Knowledge of the Clan.
- Tony Lawrence for the Central Province, and Dai Williams for the North, the ukSenate is now fully under way.
- The Brujah known as Brad Stone was beaten into torpor and blood bonded by the Enemy, Lauren, Clan Head of the Toreador. Stone is being kept in safe custody until such time as the Toreador is slain.
- Caius, the old Gangrel scholarly 'creature' adopted into the Brujah many years ago appears to have fallen to a sticky end. Investigations allegedly continue in Scotland.
- The boisterous Rage, of Huddersfield, has been 'caught' by enemies outside the Clan. In some of his final words he showed himself as Traitor to the Clan, and is now no more.

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I am Dai Williams

By the terms of our society I am considered Elder. Amongst Brujah I am your Brother, greater in years, equal in standing. I have spoken about our Blood; how it is a Privilege not a Right; how privileges may be removed from the unworthy. Indeed it seems that some Brothers have questioned me about how I administer this Responsibility that I hold. I have news, at least news for some: It is not just my responsibility - it is yours also.

As Northern Senator I have to administer punishment to our Blood when such is called for. I do not enjoy this. I do what must be done. I ask my Brothers if they do the same. You see, the act of punishment falls to me. I am not to police you all; I have no power from my position as Senator except that which you grant me. Sanctions exist against my abuse of that power, I do however, sometimes take life.

Yes, I have taken Brujah blood – but only with cause. More often I remove the blood of those who claim our lineage. Again, I do not enjoy this, it is however my duty. It is also your duty to identify those who would falsely claim our Blood.

I am not suggesting that your duty is to slay those you suspect of infiltration of our Clan. Your duty is vigilance. Do not accept that any are your Blood at face value. Our Blood should be known to us. If you do not know who someone is, be sure of their identity before you divulge information that could be used against us. Ask your Brothers if they are known to them. Ask your Senators, ask your Sires'. We must police ourselves. This Clan will no longer be the place the clanless hide, the Clan the Assamites mimic, the Clan the Malkavians or Nosferatu imitate for amusement or to reap our secrets. There are those amongst you who can spot lies; work with your Brothers in questioning new faces.

Remember also the threat from infiltration does not stop within Clan but also within Sect. The Sabbat will not be welcomed into our society by a Brujah who accepts at face value what he is told. Not if you are vigilant.

I understand that your skills may not enable you to detect the lies of others. All I ask is that you remain vigilant and work with your Brothers in unison. There are ways of determining lies without recourse to powers of the Blood, you simply need to know what to look for. Ask me and I will teach you these signs. You have no reason now to claim this duty is beyond your ability, come to me and I will show my ways.

I will not tolerate apathy in our Blood. Your Blood is a Privilege, earn it with your commitment to keeping it pure and respected. We all have duty. We will not tolerate infiltration into our Clan.

We are Brujah.

Dai Williams Senator for the North
Played by Ashton May

Freedom & The Price To Be Free

Very few of you will know me. Maybe a few more will have heard my name: My name is Vasya, and I would have you hear my words.

In this society of ours, and I refer to the larger, rather than to the clan, freedom is almost a heresy: People are surrounded by the larger image, bound from the moment of their creation to a Prince and sire that will forever stand over them. Even as they rise, they simply see how much further the game stretches over them, once a Prince, the council and the Justicars still stand over them. We live in a society where the concept of freedom is branded, and the idea of standing where your merit places you is anathema.

Where am I going with this? We are the Brujah. A flame burns in us, a flame of passion, and of destruction. I make no apology for the fact that I am a revolutionary. My fires burn with the goal of setting the world aflame, and then building anew top the ashes of the old: The fire that burns in us is almost our gift to the world. Why? Because in our holding our flames, we show that freedom is there: Be we anarch, or Camarilla, we show that every action, every action has a consequence, and that people who ignore this do it at their own risk. We show people that they don't have to submit mindlessly to higher power, and that there is always an alternative to losing your spine.

How do we do this? By being who we are. By being a group that remains true to itself whilst integrating with others. By demonstrating that we are a group that will not tolerate prejudice, or victimisation of one of our own. By showing we can be individuals and also part of something higher.

By being Brujah.

I am not long sired, although I served as a ghoul before the Embrace, and I would have been sired by no others, and people did offer. We are Brujah, that is a badge of pride and honour over any other.

Vasya Andrei Romanov Childe of Manko.
Played by James Moody

We are Warriors

Think about that guys. Even those of our brothers who claim to be Scholars rather than the Warriors of our Clan will more than likely have enough skill in martial abilities and Disciplines to hold their own.

Unfortunately, it's the way of Kindred that we tend to come to blows now and again, because shit does happen.

When I stood for the position of First Warrior at the gathering of our Clan, the evening before the National Conclave Vlad asked me what my greatest achievement so far was. I replied, "Survival." That's the bottom line isn't it? If you've met Final Death then you can't play the game any more. It's a fucking nasty world we live in. There are so many people (and other things that aren't people) out to kill you, do you, screw you up, stake you or just generally fuck with you.

I see the position of First Warrior as that of helping my fellow Brothers to be able to stand on their own two feet so that they can make it out of any shitstorm intact, either on their own, or standing side by side with their Clanmates. Whoever gets the job of First Warrior will not only have to train up Brothers in Combat abilities, but also in Strategy and Tactics, Survival techniques, camouflage, traps, tracking and a range of other practical skills so no-one finds themselves stuck for too long in the 'Roo's Poo.

With a bit of luck, a lot of effort and persistence, perspiration and teamwork, I hope to be able to see you all again at next year's National Conclave again.

Bruce McKittrick
Keeper of the Glasgow Elysium.
Played by David Evans

First Warden

- Position and Mandate agreed by, and accountable to, Senate.
- That their Mandate be to Secure the Clan against all foes.
- That they oversee and ensure the security of Clan Communication Forums.
- That they oversee and ensure the security of Clan Facilities.
- That they oversee and ensure investigation of all cases of Security Breach.
- That they oversee and ensure investigation of all cases of Brujah Death.
- That they have remit to take any Brujah in custody to await judgement and/ or punishment.

Note A : That the role of First General (Warlord) has split to create First Warrior and First Warden to allow for clearer pursuit of duties. Also, the First Speaker now retains Clan Leadership during War time.

Note B : That a Brother may hold a Maximum of two of the positions detailed here, excluding the following combinations :
1) First Speaker & Senator.
2) First Warden & Senator.

Those in Front

Senate as a whole

- Creation and Mandate agreed by Clan.
- That Mandate be to actively further unity, justice, defence and provision for the Clan.
- That Senate as a legislative body is responsible for ensuring the administration of the Laws and Customs of Constitution.
- That Senate as a body is accountable for ensuring the manner of legislation and administration is transparent, and stable.
- That Senate as a body consists of an agreed Representative from all agreed Provinces.
- That Senate as a body will chose by majority agreement, a First Speaker to Lead, First Warden to Secure and First Warrior and First Scholar to Educate, with full regard to Constitution.

Senators

- Position and Mandate agreed by Clan.
- That their Mandate be to actively further unity, justice, defence and provision for the Clan.
- That they are the voice of their Province on Senate.
- That they are responsible for furthering Clan communications within the Province.
- That they provide and maintain a Provincial Great Hall, open to the Clan.
- That they provide and support a number of Practice Halls, within their Province.
- That they oversee and ensure Justice and Enforcement, within their Province.

First Speaker

- Position and Mandate agreed by, and accountable to, Senate.
- That their Mandate be to Lead the Clan, with full regard to Constitution.
- That they are the voice of the Clan to the Camarilla.
- That they mediate matters of Senate, to ensure that each matter is suitably attended to.
- That they may only have a vote on Senate matters in times of tied decision.
- That they oversee the Sects and Groups to ensure the rights of Brujah are upheld.
- That in matters of Brujah crimes, First Speaker is as Judge within the Clan.
- That they have remit to cast out criminals from the Clan, as mode of high punishment.
- That they have remit to 'adopt' nonBrujah into the Clan, as mode of high recognition.
- That they have remit to declare Clan War, and continue to lead in time of War.

First Warrior

- Position and Mandate agreed by, and accountable to, Senate.
- That their Mandate be to Empower the Clan, and bring out the Warrior in our Blood.
- That they ensure and oversee optimum training standards and provision in our Great Halls, in regards to physical improvement, armament, martial and tactical study.
- That they oversee the Training Areas within the Great Halls.
- That they maintain the National Armoury for the Clan.

First Scholar

- Position and Mandate agreed by, and accountable to, Senate.
- That their Mandate be to Educate the Clan, and bring out the Scholar in our Blood.
- That they ensure and oversee optimum teaching standards and provision in our Great Halls, in regards to Brujah Heritage, vital Lore, and academic study.
- That they oversee the Libraries within Great Halls.
- That they maintain the National Codex of Lore for the Clan.

A New Night

We pride ourselves on being a brotherhood: we help each other out, watch each other's backs, many are striving to bring unprecedented levels of communication and self-sufficiency to the clan. But we know we do not exist in isolation: we understand the co-operation with other clans integral to kindred society and acknowledge the inevitability of our ambiguous dealings with mortal society. For some they are friends, for some sources of information, for others pawns in the manoeuvrings of the Jyhad, they are the raw materials from which we will embrace the fresh blood of our lineages, for most they are the source of the lifeblood our nature demands: for all, mortal society is not something we can afford to ignore.

Fulfilment of the First Tradition demands our understanding of the world we move in the shadows of: you need to know a culture's norms to pass inconspicuously through its midst, but there are other reasons also. We have never been a clan weighed down by dogma, we don't allow ourselves to be ossified by outmoded traditions, trapped in unwieldy hierarchies, brothers have championed new ideas against reactionary establishments throughout the ages; we look within the clan for support but we realise that to shut ourselves off from the world outside leads to stagnation and decline and we have never been too proud to consider new ways of thinking, wherever they come from.

Mortal society has just gone through one of the most rapid periods of change in recorded history and more than ever we are in danger of being left behind. I am not just referring to technological advancements, keeping up with the times we live in does not simply mean ensuring we possess the most state of the art firepower: mechanisms of government, value systems, the very structure of society itself has been utterly transformed. Were a mortal to witness our oligarchic society of imperialistic scheming and public executions a century ago they would likely have thought little of it, to a modern it would seem the most barbarous kind of feudalism.

One attitude of contemporary mortal culture ought to have implications for us beyond all others: life is precious. Prosperity, medical advances and wars fought via electronica in remote lands have fostered a way of life where every death is a tragedy, every disappearance investigated and every killing accorded the full glare of the front page. Police and journalists are poised to sift doggedly through the affairs of every corpse that appears, cities are plastered with cameras recording our every move and yet kindred continue to kill humans expecting the impunity they enjoyed in the days when the best a poor man could hope for was some murmured Latin and an unmarked grave. As the authorities of our domains try to hold together the Masquerade's increasingly tattered fabric with a series of rushed and unconvincing sticking plasters, is it any wonder that we find ourselves the hunted, that MI7 tracks more and more of us down, that the Government is able to enact legislation designed to hound us from these shores?

But there are other reasons for seeking ways other than violence to conduct our affairs with kindred and human alike, a word I have heard little used since my embrace: morality. Our nature brings many attendant blessings and we walk as gods among men, yet few of our kind think to use their strength to guide and protect the people whose lives they touch: given the power to be judge and executioner they use it as freely as if they were squashing flies, unmindful of the ambitions, the loves, the friends and the fears, not so different to our own, that they are snuffing out. Those who find the unhesitating violence of the culture they have been brought into hard to bear are treated with little pity and advised to cease clinging onto their humane sensibilities but we should take note: this is not just the bleating of a few timid souls lacking the mettle our society requires, this is a radical sea-change in the world whose nights we haunt which no longer concedes any life to be expendable and, as more and more of our kind are embraced holding these individualistic ideals, we neglect adapting to the attitudes of contemporary mortal society at our peril.

This is in no way intended as a broadside aimed at the elders of our clan: some of the eldest amongst us rank as the most forward thinking whilst many of my own generation have all too readily descended into mindsets aggression and habits of violence that they had never considered within the social constraints of their mortal lives. Similarly our clan boasts some of the best and some of the worst characteristics in relation to kindred society's necessity for modernisation: the representative nature of our Senate and our commitment to free speech and equality have been ahead of their time whilst the Gauntlet remains a barbaric anachronism, medieval in its mechanism of justice based on physical endurance, and the Axl Rose response many brothers display to resolving disputes indicates an emotionally stunted mindset most contemporary mortals have grown out of by the age of fourteen.

Likewise it is not my purpose in this article to question our warrior heritage, but a warrior is not just an employer of violence: he is somebody who fights for a cause and the majority of modern conflicts are fought in newspaper headlines, in corporate boardrooms, in the classroom, in a legal challenge. I have no desire to see us swallowed up in politics or become manipulators of men simply for the sake of power, but the wars of ideas, of individual freedom, of casting down the old orders that we have always fought require different weapons in the modern night and we must be prepared to adapt if we are to hold our own; those who still think to lay siege to a city with an army of men face only extinction.

Dr Jeffrey Williams Primogen for Runnymede
Played by Neil Parkinson

Shit happens all the time.

Stand Together

Singapore

Brethren, I am pleased to inform you one of our own is now Prince of Singapore. The Brujah, Jacque Dugarry, formerly of the court of Paris, now holds Praxis over Singapore. May his rule be enlightened and glorious.

Regards

Alan Park

Brujah Primogen & Harpy of Singapore

Played by Edward Choy

Australia

The deadly foe to our Blood in Australia, the Prince, Clan Head and Tremere bastard, Mordecai, has been slain by a unit of Camarilla and Anarch Brujah allied. Guilty of slaying many of our Brothers for their souls and grand Libraries ... the death comes as welcome news, and a leading example.

United States & Canada

Alexander Constantine, Clan Head for our Blood in the Northern Americas, was reportedly murdered by three united Sabbat Packs in April. Since then, the US Brujah Council has chosen Ajax to stand as their Primus (Similar to our First Speaker) and Clan Head. Slowly but surely their Brujah Council has been gaining strength and momentum.

Footnotes...

(Notes : Rise of Cromwell)

In the year 1549 : Sparked by the Ventruie in the most part, a series of uprisings and rebellions take place across England. One of the most serious is in Norfolk and inspired by Brujah orator, Kett, Childe of Cromwell. A year later, Kett is made 'Loyal Sheriff and Scourge of London by Lars Pascan of the Ventruie, while elsewhere Cromwell gains power steadily and takes Praxis in Ipswich.

That's it for now

Next Issue :

Next submission deadline is : **Aug 3rd**.

Contact details shown on front cover.

Prize Draw :

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

Whatever I offered for last issue's Prize Draw has been won by Ashton May, who plays the Northern Brujah Dai Williams.

Note: Printed articles also get MC points!

Cheers

Dave Keyes ukBrujah Chronicler

The Brujah Constitution

In regard to the United Kingdom & Ireland

We the Brujah Senate, in order to further unity, justice, defence and provision, establish this Constitution for the Brujah of the United Kingdom and Ireland.

Assembly of Senators

- That each agreed Regional Province gathers to select one as their Representative, known as Senator. This selection must be made clear and known.
- That the mode of replacement, is by clear Challenge, or by any further manner agreed by gathered Brothers of Providence.
- That the duties, accountability and responsibility of a Senator are made clear and known.
- That Senators shall then be responsible for governing their Clan as a Republic.
- That all Brothers may make request via their Senator to witness Senate proceedings.
- That unless stated otherwise, only agreed Senators may speak in the Senate.

Evolution of Constitution

- That any Brother may put forward a proposal to 1) Add new portion, 2) Amend existing portion, or 3) Delete existing portion from Constitution. The matter should be brought to Senate via Provincial Senator, whether they are in agreement or otherwise.
- That should ANY Senator side with the proposal, then the matter shall be brought to all Provinces to be witnessed and debated by all gathered Brothers for the period one month. Any alternative duration must be made clear, and justifiable reason made known.
- That after this allotted time, Proposal shall be reviewed by Senate, and the matter concluded by majority decision.

Communication

- That the primary methods of communication for such Proposals shall be the National Forum, and the Provincial Great Halls. Further methods may be provided in each Province, as is agreed fit and plausible by Senator and Brothers.
- That each Provincial Senator provides a clear means of personal contact to the Clan.
- That it is the responsibility of Senator to respond within one week to queries directed to them via aforementioned contact.

Provision

- That each Province is provided with a suitably secured Great Hall as a focus for education, communication and community for the Clan.
- That tuition is provided for Novices in the Martial studies of Blood Strength, Speed, unarmed fighting, melee and further general Martial learning.
- That tuition is provided for Novices in the Scholarly studies of Brujah Lore, Kindred Lore, Camarilla Lore, and further general Academic learning.
- That each sub-section of Province is provided with suitably secured Practice Halls, as a focus for local practice by the Clan, of skills and study tutored in Great Halls.
- That the Clan shall provide Brothers with access to personal armament, via national Armoury. Requests should be put to First General.
- That Brothers seeking to learn Powers not of our Blood, have the provision to bring the request to their Senator. Through existing brokered deals the Clan may be able to provide such powers for little or no cost.

Enforcement

- That these Judgements should be presided over by an Officer of the Clan, including Primogen.
- That Treason, as defined by Purposeful betrayal, provision of information, armament or shelter to our known Enemies, gives warrant for the punishment Final Death or Casting out.
- That Judgement of Final Death be given on those others found guilty of Infiltration.
- That Judgement of Final Death be given on those found to have fallen to the Final Beast.
- That all Brujah deaths be investigated, matters overseen and ensured by the First Warden.
- That Acts by Brothers in Clear and Due regard to Sect, Cause and Honour are recognised, and will be taken into account in matters of investigation and Judgement.

Put forward for Ratification to the Brujah Senate of the United Kingdom and Ireland, this Ninth Night of April in the year two thousand and two.

ukBrujah Mailing Lists

To get yourself on the various ukBrujah mailing lists, contact me, Dave Keyes, or get further details from the ukBrujah website (which has moved) url shown below.

- uk Brujah National List
(Soon to become two lists, one IC and one for pure OOC)

- uk Brujah Scholars & uk Brujah Horde
In Character communications means overseen by the First Scholar and the First Warrior respectively, in order to coordinate Education and general preparation.

- The Great Halls
Scottish, Northern Central and Southern Training Halls. No Irish Hall as yet.

- Website & ukPlayer Guide...

The website has moved address! It's updated fairly regularly with various Player's Guide, general info and who's who content... Let us know what you want on there.
<http://www.brujah.camarilla.org.uk>