



October 1, 2008

**IMPORTANT**  
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### A Word from the Regional Coordinator

It's coming up on a time of the year most Camarilla members really look forward to. October! The International Camarilla Conclave! I hope many of you will be in attendance, and look forward to hearing many good things about the convention afterwards. This year, ICC is being held in Detroit from October 16 to October 19.

More importantly however, and relevant to many factors in our everyday life is November. We have our Presidential Election coming up and whether you love your candidate, or hate the options you've seen so far, take the time come *Super Tuesday* to go vote for the candidate you have the most faith in to help make policy in this country and represent our people to foreign countries. I hope you will take the time to research your candidates to make sure you have your own best choice in this upcoming election and choose wisely. Voting is the biggest change you can make in any country, community, or organization and I urge you to not take it lightly.

Speaking of community, it's highly important that you remain in contact with your communities, whether it's your local city, or the Camarilla. We're entering into the holiday season. The summer heat is breaking and soon it will be winter. The fall is a great time for a Camarilla Cookout! Firing up the grill while you still have warm weekends and some last chances to hit the local swimming hole! We have a lot of fun at games, but remember that the Camarilla is far more than just a bunch of gamers. We also come together for our members like friends and family should. Remember to take some time to get together outside of game and enjoy each other's company. You have some excellent opportunities for get-togethers with Halloween, Samhain, Thanksgiving, First day of Winter, Christmas, Kwanza, Chanukah, the New Year and any other special days I might have missed in that list!

Speaking of special holidays, we're also getting into the time of the year where it is also important

for us to contribute to our community. As the cold of winter sets in, we have an opportunity to help our community with donations of our time, possessions and money to those who are less fortunate than us. While many of our prestige-worthy charity times come during this time of the year, I also encourage you as a human being to reach out to these individuals without the promise of prestige and do some charity work for the right reason: many people need our help. Although, as they also say, *Charity starts at home*. Sometimes, just the giving of kind words and apologies for past indiscretions, real or imagined, can go a long way.

Let's keep friendships alive, take advantage of our freedom to vote, help some people and have some good fun along the way.

In closing for this last newsletter of 2008...

Happy Holidays.

- Deb Pelletier-Clark

## An Excerpt of Mackademus Solestrus' Journal

April 8, 2008

This is my first entry in the journal on these "computers", This bit of mortal sorcery will always confound me. How is it that when I hit pads on metal blinking lights make letters appearing on this... "screen". I will have to recover my journals, and rewrite them into this new median of information, apparently I can "type" my thoughts and then print them for later, so that I can actually disrupt my writings to any of the important kindred that I come across, and who are interested. So please allow me a moment to reflect on what madness has taken place while I was sleeping.

Thieves! Thieves! a vile box monster by the name of Microsoft attempted to consume my work while I left it unattended!!!! After a vicious battle of wills I managed to defeat it and drive it back to the glass world from which it came. Though I fear it will always be there waiting to consume my work! I have recruited a strange ally in my war with the Box monster. It is an

enigmatic imp in the form of a paper clip.

There is more madness in the world than I can believe, this year there is a black man and a woman running for the United States Presidency, that pale, mortal version of kindred's pryncedom. Women.... Who gave them rights? And the Ivory skinned ones... who would have thought of it. It appears I was totally wrong about the mortal's and their pursuit of civil rights.... Why do they call them civil rights? The fight for them is never civil. Speaking of oddness in the cattle: my usually taste in cattle, the middle class wives, now taste very mellow... I don't feel strongly about this. Middle class... I will never get used to that, I remember when there were two classes, nothing in the middle, at least I think I do.

The power of the fog of ages still amazes me.

Treacherous imp it has changed my journal into a letter, why does it torment me, I shall blood bond it and its entire house and unleash this ghoul upon my enemies.



Artwork by Tony Lonefight

The war on Terrorism befuddles me, how can you fight away against a concept and emotion as old as time, however it appears that the Mortal war that had just finished when I was last awake was not the war to end all wars, huh, I missed that one. Good news though Mesterous has been staked, so I do not owe him a boon for that bet, there was more cattle wars.

## Characters

White Wolf's gaming systems call themselves *Storytelling* games. The people running the games often refer to themselves as *Storytellers*, but they really should be called *Stage Managers*. Let's face it, it's the players that tell the story while the storytellers set the stage for players to play.

Players play the most integral part of the story: the Characters. Characters make up the brunt of the story flow with plot giving them the opportunity to expand their acting and explore their character's overall thought processes and decision making. This shapes the story, gives it depth, and mostly creates a good sense of fun by the end of that particular story.

There is a key to this, though: Character concept. Let's take a character concept based on a centuries old Vampire. To

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this character, their ideas of resolving a dispute between themselves and a rival would more likely follow a medieval resolution method of meeting on the field of honor. If the character has the champions mentality, it would probably be a direct one on one fight. Should the character lean towards a Lord's mentality, they would probably choose a champion to take the field in their stead.

This example leads to another important aspect of a character: Character development. Let's take a Daeva for an example. They may have been a champion to someone at one point, earning their respect in their battles for their Lord until such time as they became a Lord in their own right. At that point, they may choose champions and refuse to take the field again.

And to every story, an ending. Eventually, characters will meet their final end through death or something that may impact the character so much, they may not wish to return to society for a time that would certainly exceed our ongoing story. In the Camarilla, not every death is bad, and not every victory is good. Our Daeva may defeat a rival. Let's say that this Daeva is Invictus,

and had a longstanding rival with a Mekhet. Perhaps the Daeva wins his duel and defeats the Mekhet, but in the meantime it is discovered that the Daeva was dishonorable in his dealings. It could destroy that characters reputation and in winning a battle, lose the war.

Such is the danse. Enjoy the storytelling. Enjoy your character. Enjoy the game.

## Socials

One of the big attractions to the Camarilla is making new friends. All too often though, the friendship becomes centered around the game to the point that you don't see those friends *unless* you're at game. While the game is a lot of fun and promotes getting together, it's good to get together outside of game. Socials are a great way to get to know your fellow gamers and maybe form some other friendships by finding other common interests.

One of the best ways to get socials off the ground is to have a chapter or domain picnic. Generally, these can be held either at



someone's home, or at a local park. Grab a volley ball, soccer ball, pigskin or whatever outdoor activity (gasp!) you have available, some drinks and a covered dish. Generally, it doesn't cost much (if anything) and can be put together with little effort in very little time.

Another idea is movie openings. Often there are blockbuster movies coming out that nearly everyone wants to see. Get together for a domain movie night going dutch, and maybe pitching in as a chapter to help those make it who couldn't afford it otherwise. An alternative to movie night at the theaters is movie night at a members' house. Grab a favored movie and watch it while those whose house it isn't brings drinks, chips and other munchables.

Alternative game day is another great social idea.

Grab out those dusty Warhammer figurines, grab your twenty sided dice, or other favored games of the kitchen table and have at! Laugh over Taboo, fill your inner maniacle meglomaniac with Risk, satiate your tycoon nature with

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## Socials, continued

Monopoly or just grit your teeth over what letters you *don't* have with Scrabble. Maybe a 'net night to get your online groove on and smash something in Warcraft, Warhammer, Conan, Heroes or whatever your online itch of the month may be!

There are other options, so many to choose from, from a trip to the local chinese buffet or pizza palace to a night at the Outback, to a friendly get together at a home to bowling or some other get together activities. Remember that while overall we're a club of people who are tied together with at least one common interest, you just might find a lifelong friend who thinks more like you do than you realize.

Overall, have fun. Make friends. Get together, and enjoy each other's company.

## Charity

We hold charity events in the Camarilla for a multitude of reasons. It helps the community. It creates a good image for the Camarilla. Mostly, it's just



the right thing to do.

Our charity events are often held to donate materials necessary. Whether these are bags of cement for an organization that needs to build fences for animals, blankets and coats for organizations that give these to the homeless during winter, or pencils, pens, crayons and paper for schools, these organizations and establishments can't do it all on their own and require our help.

Other donations include the donations of your time. As we enter into the holiday season, the donation of your time in thrift shops and soup kitchens can go a long way to help these organizations reach out to the less fortunate.

There are other charities we often associate with that are more important, and often lifesaving: Donating blood. It is my sincere hope that you do this regularly for your chapters. While many of you may not be able to donate blood due to travel, body art or

piercing, lifestyle choices or other reason, we still encourage you to work with these organizations in whatever way you possibly can.

For so many reasons, our charity events and drives are so much more important that the prestige participating in these events earn for you. Many of these drives save lives, which is worth more than points on a character sheet words on a resume could ever touch.

## Submissions!

The newsletter is only as good as the articles that are contributed. These contributions come from the general membership for entertainment, or from the staff to help bring you news about various coordinator, storyteller or club activities and notes.

In short, you make the newsletter interesting while I just pretty it up.

The things we are looking for from the general membership



Artwork by Tony Lonefight

are varied, and can be worth Regional Prestige. If you wonder how you can get some regional prestige, this is a good quarterly opportunity. We are looking for:

- Original Artwork
- Original Pictures
- "How To" articles
- Stories about OOC experiences
- Stories about IC experiences
- Works of Fiction

In the end, it's your contributions that make the newsletter. To make a submission, email me at [arc.newsletter@gmail.com](mailto:arc.newsletter@gmail.com)

Just remember to make the submission Camarilla related, and please don't submit the same thing twice.

I look forward to seeing your submissions! Hopefully we'll see your contribution in the next newsletter!

- Michael McDevitt

Have a submission?  
Email me at  
[arc.newsletter@gmail.com!](mailto:arc.newsletter@gmail.com)