



Mortum Post

The National Coordinator's Newsletter

Issue 3, April 2006

The Camarilla, a White Wolf World of Darkness Fan Club

NC Stuff

Welcome to our April 31 (no, really!) issue of the newsletter. As you can see, we had some excellent submissions to name the newsletter and one of them has been chosen. It seemed like a terribly clever play on words while still evoking at least a bit of that gothic sense of the macabre that our club focuses on.

We still need a few good members who are willing to take a lead, investigate a story, and write an article for the newsletter. Sure, this would be an awesome activity for a journalism student (maybe even worth college credit), but we can use any member that

has some extra time, the dedication to follow up on people and get the real story, and a way with words to put it all into writing. A big job, I know, but who doesn't want to see their name in print?

I also want to thank those who have been submitting articles. Space is limited, so not everything gets published right away, but please keep them coming! And if you have a preference on whether we expand from 6 to 8 pages, drop us a note at usnc.newsletter@gmail.com and let us know.

Do you remember?

Did you know that the original title for a chapter coordinator was "Elder," while a city coordinator (like a DC) was known as the "Prince?"



We are looking for a few creative players!!

Seeking ingenious writers and cunning reporters! Represent your region with short articles or summaries of events. Artists also sought, with a willingness to create illustrations or just graphic text elements to separate articles.

Contact: usnc.newsletter@gmail.com

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Children at Camarilla Events

By Stacy Wilson

The Camarilla has always been an organization that deals in mature subject matter, with membership rules governing the permitted ages of members since the first days of the NPO. That was more than a decade ago and even the youngest members from the early days of the organization are now marching steadfastly into their thirties and, for many of us, the changing years have brought us face-to-face with a changing life-focus: from school to career, from social life to family life. As it goes, a significant number of Camarilla members now have children, of varying ages from infancy through adulthood.

This prompts the question of how to balance one's Camarilla life with the demands of family responsibility. Chapters and domains are often trying to find ways to accommodate the parents among their members, to find ways for them to participate in games despite financial demands that might not permit the luxury of a babysitter or a decided lack of child care options, regardless of expense. Some parents have asked the Camarilla as an organization to promote child care options, but there are limited options to do so as a club due to liability and licensing concerns.

Most importantly, the Camarilla cannot accept liability for minors. Period. That means minors may not play in the games, and that the organization cannot be responsible (or even appear responsible) for their entertainment, safety, or care. Even awarding prestige points for babysitting can create legal liability and run afoul of various daycare provider licensing laws.

Private individuals can make arrangements amongst themselves, but the Camarilla as an organization cannot be involved. This means that a group of parents could set up a schedule and take turns watching the little ones, or pool together to hire a babysitter, but a chapter or domain cannot do this as an official Camarilla service, and no prestige can be involved in the activity at all.

Minors cannot play in the games we play, but there is no national policy that bars the presence of minors at Camarilla events – provided that their parents or guardians are responsible for them and they do not interfere with our members' ability to play. Local chapters and domains are free to enact their own policies regarding children at games – perhaps by saying that kids need to stay in the out-of-character room, or barring them from the site entirely.

If a social event is organized, it is up to the group as a whole (the chapter, domain, etc.) to determine if children should be present. In some cases, 90% of the chapter may be fine with the kids, but 10% might really be uncomfortable with children being present

- in those cases, it's important to respect the comfort needs of the paying adults who would rather not have children present as much as the needs of the parents whose responsibility to their children may prevent them from otherwise attending. This may inhibit a parent's ability to participate, which is unfortunate, but missing some adult-oriented fun is sometimes a consequence of being a parent.

When a chapter or domain determines that a child's presence on-site is allowed, the child is always ultimately the parent's responsibility. It is in no way the responsibility of the Camarilla, White-Wolf or any of its employees, volunteers, or members to verify the credentials of or accept responsibility for the selection of a child care provider or babysitter during a Camarilla event. It is always the parent's responsibility to evaluate the provider's abilities and integrity, and to see to it that any medical, nutritional, emotional, mental, or hygienic needs of their children are met at all times.

It should also be noted that Camarilla events are host to many things that are often considered inappropriate for children, including coarse language, attire that could be intimidating or disturbing to children, mature discussions, and adult-oriented conduct. Parents are aware that the Camarilla deals with mature subject matter in a gothic horror setting, and it is unfair to expect other members to censure themselves to accommodate the presence of children. For this reason, children should never intermingle with members during Camarilla role-play.

Occasionally, members may attend another chapter or domain's events where they will find that, while their home chapter or domain does not allow the presence of children, the one that they are visiting does. In that case, the visiting member should bear in mind that they are a welcomed guest at the event they are attending and work with the accepted social demeanor of that chapter or domain, much as we are expected to do when invited into someone's home or when visiting a foreign country.

Either way, members should always remember that the Code of Conduct is in place and that we are all adults who should regard one another with respect and consideration. Before you react to any situation, take a moment to consider how you would think or feel if you were in the other person's shoes.

For those looking for more information, or to just hang out with other parents and those interested in parenting or childcare, seek out the cam-parents community. You can contact the society liaison, Stacy Wilson, at [stagianna @ yahoo . com](mailto:stagianna@yahoo.com) .

Cam-Announce and Us-Announce Summary

Important things you might have missed

New Hires

ANST: Dreaming: Thank you to Brenden Hutt for all of his hard work as the ANST: Dreaming. Lesley Packel has been chosen as the new ANST: Dreaming, and has already agreed to run Changeling at NEGLEct, and will be working very closely with global staff to ensure that the end of the story for the genre will be superb.

US ANST: Mortals: Dave Healy has submitted his resignation as ANST: Mortals. In the interim, Kelly Pohl will be stepping into the position to ensure a smooth transition until the hiring process can begin for the position. Kelly can be reached at jaackfoote@gmail.com for any ANST: Mortals concerns.

US ANST: Forsaken: Thank you to Tony Gowell for his work and dedication as ANST: Forsaken. In his place, we welcome Cat Williams to the ANST team. She is committed to growing the Forsaken Venue, and creating more and better national interactions and communication between players and storytellers. Her email for ANST: Forsaken concerns is anstforsaken@gmail.com.

SCRC: Ricky Kramer has done a fantastic job as the South Central Regional Coordinator, and it is with sadness that he has not chosen to run again. However, the South Central region has elected their new regional coordinator: Howell Herrin. We wish Ricky luck with his new endeavors and congratulate Howell in his new position.

From the Offices of the Coordinator Chain

NEGLEct: NEGLEct has been upgraded from a Tri-Regional to a National event. It has been scheduled for June 8 – 11, 2006 in Tampa, FL. The hotel that will be hosting is Holiday Inn Tampa. Reservations can be made by calling 813-971-4710, ext. 3998 (Or asking for reservations); single occupancy is \$69/night, Double + will be \$79/night.

NEGLEct Name Change: To reflect the upgrade from a Tri-Regional to National Event, the organizers would like poll the members for a new name! Please send all submissions for the name change to Jamie Schork-Morency - pouncy AT gmail DOT com. The deadline for Submissions is April 30, 2006. The winning submission will be announced at NEGLEct.



Did you know that there are over 150 articles in the NC's FAQ database, with more being added every month?
<http://camarilla.white-wolf.com/usnc/faq.php>

HOW TO KILL A VAMPIRE

The vampire myth is widespread, and details vary from place to place.
Here's a list of disposal methods.

VAMPIRE DISPOSAL METHODS, BY COUNTRY OF ORIGIN

SPECIES	COUNTRY	APPROVED METHOD OF DISPOSAL
Sampiro	Albania	Stake through heart
Nachtzehrer	Bavaria	Place coin in mouth, decapitate with ax
Ogoljen	Bohemia	Bury at crossroads
Krvoijac	Bulgaria	Chain to grave with wild roses
Kathakano	Crete	Boil head in vinegar
Brukulaco	Greece	Cut off and burn head
Vampir	Hungary	Stake through heart, nail through temple
Dearg-dul	Ireland	Pile stones on grave
Vryolakas	Macedonia	Pour boiling oil on, drive nail through navel
Upier	Poland	Bury face downwards
Gierach	Prussia	Put poppy seeds in grave
Strigoiul	Romania	Remove heart, cut in two; garlic in mouth, nail in head
Vlkoslak	Serbia	Cut off toes, drive nail through neck
Neuntoter	Saxony	Lemon in mouth
Vampiro	Spain	Place head in grave, fill grave & cut off head. Burn body.

Keep a copy of this in your wallet (I do). When confronted with a suspected vampire, ask to see his passport (if it shows a birthdate in the eighteenth century, so much the better). Cross reference the place of birth with the chart. Wait until the daylight, when the vampire is dormant, and take him out with the suggested method. **BEFORE STARTING THIS OR ANY OTHER VAMPIRE ERADICATION PROGRAM, CONSULT YOUR DOCTOR.**

By Andrew Montgomery © 1998



Did you know that during 2005,
national conducted 164 reviews
with more than
35 thousand individual
prestige entries?



How to play a character of Faith without annoying everyone

By Dan Meier

Playing a character with deep religious beliefs can be a very tricky prospect. This is especially true if your goal is to do so without becoming a caricature. The depth of the character's belief has to be accurately and clearly portrayed without being so over the top that the character is either avoided as insane, ignored as irrelevant, or removed as a dangerous disruption to the other character's lives. Being ignored or avoided will make the character no fun to play as few will interact with you more than once or twice. Being removed, however that may manifest, is also no fun since you will have lost a character you put significant time into creating. Further, if the character is too antagonistic it will have the same effect as a temporary non-player character antagonist. I see the qualities of conviction, humility, and support of free choice and expression as essential ingredients for portraying a character with firmly held religious beliefs without becoming ignorable, overly antagonistic, or stale.

Conviction in the religious teachings that the character follows would seem to be an obvious component for the concept. However, this goes beyond merely believing strongly but extends to believing without the need to convince others. If the character's convictions require the belief of others, then it is based on the acceptance of others rather than an unshakable connection with the individual's deity. To become overly concerned with converting others is to put too much emphasis on dogma, rather than maintaining her deep relationship with her deity. Of course the character still needs to have concerns outside of her faith, otherwise she should just do nothing but contemplate her faith. A firmly held conviction will also provide the resolve to do what the character believes to be right and righteous even in the face of social disapproval. The important lesson is for the character to be guided by her relationship with her deity without needing to force others to accept that exact form of relationship.

The next essential ingredient is humility. Humility stops conviction from becoming arrogance. It comes from the character's understanding that his conceptualization of God is incomplete even though it does contain many accurate revealed truths. Some of the defining characteristics of a deity are that it is more powerful, knowing, and has abilities far beyond our own by orders of magnitude greater than the

mortal mind can fully grasp. The infinite facets of a deity guarantee that the character will not understand every facet of it. Having the experience of clearly seeing some facets and knowing other facets are beyond them opens up the idea that other people are surely experiencing the same situation. This understanding of this dichotomy allows for the character to consider the differing perceptions of others in a search for a more complete vision of his deity. The humility to admit to possibility of being in error also allows the character to rethink actions he felt was righteous based on his convictions but may have turned out to not be in harmony with his faith.

Support of freedom of choice and belief is the third ingredient that grows out of and builds upon the first two. The faith of the character is sustained and increased by connection to the deity and the deity alone. This allows for the faith to remain even in the face of opposition, disagreement, and scorn; whether they come from some outside source or the character's own religion. The humility that I spoke of allows for and requires the freedom to disagree. If the character knows she is guaranteed to not understand all aspects of her deity, then she requires the different understandings of others to enrich her own. For the character to grow in her faith she will need input from others. The character will have deeply contemplated the aspects that she understands best. Others will have done the same with other aspects. By combining and seeking the common thread, each person will gain a broader and deeper understanding of the whole. The freedom to disagree will become the freedom to grow.

By combining these three ingredients the character will have the firm foundation of conviction in his faith enriched by the flexibility to question his assumptions and tolerate the different perspectives of others. The character will also not be limited by the two dimensional nature of zealotry but rather have the ability to be more fully fleshed out as a complex, three dimensional seeker of enlightenment through faith. Allowing the character to consider the perspectives of others is especially important because of the increased opportunity for interaction and role-play that it provides. Unswerving zealotry provides a few scenes of heated debate and then loses its appeal. Firmly held faith that is open to other perspectives provides a full night of discussion, if not years of enjoyment.

