

MORTEM POST

The National Coordinator's Newsletter

Issue 13, October 2007

The Camarilla, a White Wolf World of Darkness Fan Club

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ICC 2007 - Nashville

ICC 2007 is already shaping up to be one of the biggest conventions run by the Camarilla in the past few years.

I don't mean that in a figurative sense. We've sold out of the hotel room block in the beautiful Millennium Maxwell House Hotel in Nashville, Tennessee - in fact, it's been sold out for several weeks now, and each time we find new hotels with available rooms in the vicinity, they get snapped up at a dazzling speed. Our numbers of pre-registered members grow for the event daily, and at last checked exceeded 400. No doubt, this is going to be huge, and a nearly unprecedented opportunity to role play with what might even be 1/5th of the total membership of the organization.

We're going to be dedicated to providing the best experience we can at ICC 2007. To that end, we're going to try new things - such as the Ascension War and even a "Saturday Only" admission badge for members who can't break from work all week, yet still want to attend and game or socialize with their friends, allies, and enemies at ICC. We're inviting the best vendors, assembling the best storytelling teams and constantly looking for new ways to amuse and entertain you at the ultimate annual Camarilla event.

We've partnered again with the Cystic Fibrosis Foundation, hoping to once more amaze them with the generosity that have made the members of the Camarilla an endeared group to CFF.

With all that said, you're bound to have questions. What's on the Changeling: The Lost VSS? How do I donate items to Charity?

When is my favorite event appearing on the schedule? Well, any questions you have can easily be answered either by heading over to the official ICC website <http://camarilla.white-wolf.com/ICC/>, or heck, you can even email me directly at ric@ricbyrne.com. No matter what your question or your reason for attending, I can't wait to see you all in Nashville... this is going to be HUGE, folks, and I hope that you'll each be able to take away something from ICC that will make it special to you.

See you there!
Ric Connely

ICC 2007 Information

With ICC quickly approaching, there are a great many questions about the IC events. Why are all of these Mages getting together? Which city are the Vampires meeting in? What is the Forsaken premise? So feel free to check out your favorite venue below.

Awakening

With the death of Fabulous even the Awakened woke up a little more. Five Hierarchs have called a Summit of Consilii and Nashville is where it will happen. Since a roundtable meeting of Hierarchs is boring, to the average Awakened, there will be a formal party running as well for those who do not grace the halls of political power.

Of course with any attempt at large social change in the Awakened world there are those who will wish be in opposition. From Seers to Banishers to Spirits in the ventilation system there will be problems and there will be a need for people to solve those problems.

As an OOC Note: All items requiring Top or Master approval, Any custom Rotes or Legacies, All Artifacts, Level 5 or Higher Imbued and/or Enhanced Items, and all Non-standard Weaponry are required to be sent to the Awakening Lead ST, David Sauter, delwin@gmail.com, prior to Friday, October 12.

Forsaken

About 40 miles Southwest of Nashville lies nearly one hundred acres of forest and grasslands. In its center are a fire pit and the pathway down into a cave. This is the Tur for the Forsaken of the Nashville area. Because Nashville proper is known to be *extremely* deadly for werewolves of any type, Franklin is where Forsaken go when it is time to meet, knowing that this place is far enough from mortal eyes to allow them to truly be themselves. The Lunes have contacted members of each Auspice and suggested they have a competition aimed at the various Renown for each Auspice at the Tur. It is here that a gathering will occur as the harvest time comes around. It is here that our story will begin...

Forsaken is going to be a very high energy and fast paced game with plenty of potential for your PC to have a glorious victory or a crushing defeat. As a note: Pre-registration items (listed in the Forsaken VSS) were due October 1. If you have any questions, contact Erik Blair at storyteller@gmail.com.

Lost

For several years running, a well-known philanthropist and Autumn Courtier, Ms. Camilla Venery has sponsored an extravagant Fallen Fair. This year's fair will be hosted at Blackwoods Country Club, which is owned by allies of Ms. Camilla Venery, a Runnerswift Beast. The Lost from all over the globe are invited to share their wares and discoveries in the realm of the supernatural. Much of the event will take place in the club's hunting preserve, 50 acres of Tennessee woodland rich with wildlife. As always, Ms. Venery and her associates have taken on the effort and expense to sponsor the preeminent Hunt of Leaves for the season. The quarry will be announced at the start of the hunt, and Ms. Venery has always provided an exciting hunt. The Hunt will coincide with the 4th day of the Fallen Fair, held on the 20th day of the 10th month of 2007.

As an OOC note, Lost will be soft RP. If you have any questions about the requirements for the venue, check out the VSS or contact Lesley Packer, storyteller.sprite@gmail.com.

Mortals

For more information, contact Nicko D., anstwod@yahoo.com or check out the Universal VSS and/or the Mortals VSS.

Promethian

For more information, contact Nicko D., anstwod@yahoo.com or check out the Universal VSS and/or the Promethian VSS.

Requiem

Thursday evening is in Louisville, KY and is a gathering where bloodlines and unique vampire characteristics can display themselves in a safe environment. Friday evening opens in Memphis, TN. A Grand Salon, complete with a showing of talent, will be hosted. The theme for the party portion of the Grand Salon is a Luau. Saturday is also being hosted in Memphis, TN. A Shakespearean themed Gran Ballo is being held that evening.

The timer is running out for the Pact of Ages to be resigned. Have the various factions agreed to it? Will the Adversary show up?

For more information, contact David Bounds, iccrequiem@gmail.com

To Find the Links to the Universal VSS and the Venue VSS's, check out the ICC Website at:

http://camarilla.white-wolf.com/index.php?option=com_content&task=category§ionid=7&id=22&Itemid=53

ICC Forsaken Livejournal – Erik Blair, Forsaken ST, has a LJ available for those who want more information about the venue at ICC - <http://iccforsaken.livejournal.com/>

What to Bring to ICC

Katherine Ray King

Conventions can be an exciting time for socializing with friends from across the globe, as well as role playing with new and interesting characters and people. But the process can be incredibly daunting to those that have not attended a Camarilla convention before. Here is an easy checklist of items to have, to hurry along the process.

OOC Check-in list:

- State or Government issued photo ID – this is used to verify your age for drinking, as well as legally playing in the Camarilla
- Completed version of the convention registration form – These will be passed out while you wait in line to check in or you can print this off ahead of time from the ICC site and bring three copies
- Print out of receipt – If you pre-registered for the event, be sure to bring a print out of the confirmation email from White Wolf or a copy of the pre-registration list with your name on it, in case there is an issue with records
- Membership Class verification – If you have a MC Card, bring that. If not, an email from your coordinator will suffice for this.

IC Check-in list:

- Two complete copies of your characters including XP Logs – as a way to speed things along, you can pre-highlight your approvals on your character sheets, saving time during the check-in process. Be sure your character sheets include your primary storyteller's name, and email, or you have a physical signature
- A copy of your registration form – this will be kept with your character sheets, for tracking purposes
- Two copies of item cards for all items not already listed on the character sheet – these also need to be signed, or contain your storyteller's contact information, and you should bring two copies
- Approval codes listed on your character sheet – if you have any items that require approval, they must be approved in the approvals database (<http://camarilla.white-wolf.com/approvals>)
- If you have any items that required “pre-registration”, check the VSS to see if you need this, it is wise to bring the verification email from the venue lead “okaying” your item(s)

Charities for ICC

Cystic Fibrosis Foundation - The Cystic Fibrosis Foundation is a non-profit donor sponsored organization dedicated to the development of the means to cure and control the disease. With more than 80 chapters and branch offices, and 115 accredited care centers, strives tirelessly in the care of those who survive with Cystic Fibrosis and even more so in the research intended to overcome and conquer the affliction.

Shriner's Hospitals for Children – Shriner's Hospitals for Children is a network of 22 pediatric hospitals in the U.S., Canada and Mexico providing specialized care for orthopedic conditions, burns, spinal cord injuries and cleft lip and palate. Over the last 85 years this special institution has provided care and rehabilitation for more than 835,000 children – free of charge.

Playing a Leader

Dave Buckley

When your PC becomes a leader in the game, it often forces the player into a leadership role within the domain. How your PC decides to lead the city is entirely up to you, but making sure that you use this leadership position to benefit the club as a whole should be a number one priority. I am going to use the word “Prince” in this article, but the same goes for a venues Alpha and Hierarch.

In character, rule your domain how your PC would. Out of character, though, it is almost another job. You need to be as available as possible, be willing to take phone calls from players, ST's and visitors. In Character, your character is a leader. You should strive to continue that role out of character as well, setting a good example by helping with cleaning up the site after game, doing research for the ST staff, helping with sign in etc...

It is also important as an IC leader to use this position to make sure that newer players to the Cam are having a good time. There is a pretty easy way of doing it that will help them learn the system and also earn standing both, IC'ly and OOC'ly. When your ST comes at you with plot (which they will at length time and time again), give the new people a chance at it. This will allow the newer players to have fun and the plot will get resolved. Ideally, you will want to try to have a seasoned player available to lend a helping hand, but allowing the new players to “save the day” allows everyone to have a good time and enjoy the game.

Don't be afraid to talk to people either, you're the figurehead of the city and a lot of new people will likely view you as the “cool” person on the block. Be a role model for them. Share some of your secrets. Teach them the political game. Demonstrate how to write up an approval. Likely they will never forget it and you'll find your time well spent.

In closing, remember that you have the ability to make the game enjoyable for everyone, potentially even more so then the Storytellers. You can control the Social intrigue, what the direction the plots are headed and who can do what. This is a great deal of responsibility, but remember if you look after your fellow players, they will look after you.

Inactive Members and You

Bert Sanders

Recently there has been a lot of discussion about what some call ‘inactive’ members. These are the people who have memberships but are never seen at games, never post to lists and never vote in elections. How do we take these ‘inactive’ members who are just names in the CRD and turn them into ‘active’ members that make this club more fun and exciting?

Let’s begin with where these ‘inactive’ members come from. When we have big recruitment games, many new memberships are created in the CRD. Great! We have more new friends in the club! Now what? Oftentimes, these new recruits are assigned to a domain or a region based on their address. At this point, these folks frequently fall off the radar and become our ‘inactive’ members. Why is this? Because they don’t know what’s next.

We all know there is more to the Camarilla than just having a number and a ‘home’ in the CRD. We are a group of people, some would even say friends, that all share a common interest. Would you shuffle your friends around in the database like trading cards? Of course not! You would reach out to your friends. Similarly, we should reach out and embrace these new members, our potential new friends. In many cases this is where an outreach plan comes into play.

Communication with the new members is a huge part of an outreach plan. If a new person shows up in the CRD in your chapter/domain/region, contact them! Joining all of our lists is not intuitive for most folks. They often need to be contacted and informed about the local chapter/domain, let them know when the next games are, and give them the contact information for the ST’s and Coordinator staff. They also might have some questions about how the recruitment game they attended is like or dislike your local game.

Something else to keep in mind is not everyone checks their email every day (or multiple times a day) like the die hard Cammies these new members are sure to become. If you send an email or two to these new ‘inactive’ members and don’t get a response, you might want to try calling the person to make sure they got the messages. This one little step is often missed and is often the most important step in bringing a new player into the Camarilla.

The other type of ‘inactive’ player is the older member who does not show up any more; they never call; they never write. The same thing can be done with them. Drop them an email, a phone call or even mail them a print out of the local/regional/national newsletter with a handwritten note letting them know you miss them and want them back. Try to find out what has caused them to step away. If they have a concern that can be addressed, great! If it is because their favorite venue isn’t being run in your local game, let them know about that venue being run at the neighboring domain or see if you can’t work with them to get that venue up and running locally. Sometimes real life comes between Cammies and their game. People get married, move, have

babies, and those things need to come first. Let those members know that we are still there for them and if they want to come back at any point, they are more than welcome. Little things like this can go along way to making the camarilla a friendlier place, to making members feel like they are friends and not just numbers.

These are just a few ways to reach out to ‘inactive members’ and by no means are they the only ways. How your chapter or domain does this is entirely up to you. But bringing these inactive members back into the fold is good for everyone. With so many members joining from this con season and so many ‘inactive, old members’ in the CRD, bringing these folks into the fold is the quickest way to breathe new life into your game.

If you have any ideas on how to bring an ‘inactive’ member to ‘active’ status, share it with the nation! Or if you have a story on how someone brought you back into the fold, we want to hear it! Send your ideas and stories to usnc.newsletter@gmail.com.



Woodblood Elemental by Caiti Joly

How to Bring Someone Back to the Camarilla

Mario Medina

Hi, my name is Mario and I'm a Gameaholic....

So I joined the Cam back in '94. I played fairly consistently until about 2002-2003. My friends still did the Cam thing and so I rarely saw them. Every once in awhile they would fill me in on their IC antics, chronicle stuff, concepts etc... We would still get together for tabletop games, dinners, movies and stuff. I was really busy with my work schedule and a new wife and baby, so my gaming/social life had to take a back burner. I am glad I made the choice. I have a beautiful and funny wife that I adore, and my daughter is "All that is good and right with the world."

Back to my inner nerd. :) One afternoon, Matt Skau and I are talking about his new PC, and one of his ghouls "happens to be" a motivational speaker. (I think this was part of his master plan; I have been training/studying up on motivational speaking as a potential avenue I may want to explore for quite some time.) Matt is bouncing ideas off of me and the next thing I know I'm re-upping and making the PC to play..."Once in awhile." The truth is I love LARPing, so my "once in awhile" character is now traveling about the region and heading to Nashville next month.

Of course there is an adjustment period which I haven't quite completed yet. Here are a few of the things I encountered that might be a helpful heads up to returning Cammies and or the folks out there tricking, I mean, convincing, them into coming back "once in awhile" like Matt did me. Some pointers:

Don't focus on the rules. The systems we were used to were less complex. The options were more limited and so you could grasp the different mechanics scenario's more readily. Besides it's a Roleplaying system, not a RULEplaying system.

Trust the ST. Get in touch with the ST and tell him/her your concept and they will find you the right Clan/Covenant.

Absolute worst case scenario here: **Try playing the character at a few games.** If it works, great; if not, then you can always make a new one.

Buy or Borrow the book that contains the flavor text write-up of your New Covenant. If it matches then, you can always buy the book afterward. (We're a fan club, so we should support the source material baby!)

Re-up your membership: You can re-up straight off the White Wolf site. The online system might be a bit of a chore to folks who never used it before. You might want someone to help walk you through it. (As a Note: if you don't put in your physical address you'll get an e-mail asking for your physical address so they can send you a Membership card.)

Ask the ST to write you up a quick character. (Unless you are a total ROLEMASTER fan, balancing the character sheet isn't a great joy. Why pour over the numbers right off the bat. You can always read up on the details later.)

MC/Prestige: This may be an issue. I would not wait to get it all sorted out before playing. It seems that many of the reports prior to 2003 were eaten by aliens. :) They can usually confirm your MC pretty quick, but it may take a while to confirm the actual numbers. The staff is very friendly and does their best. I am still waiting for all my final digits, so I would have missed out on about a month and a half of gaming if I wanted to sit out and wait for all the info to be updated. Remember there is no such thing as MC 9.827, or 12.564, so just roll with the basics and give the system time to catch up. :)

Go Play: Have a good time, relax. No need to be MASTER of the JYHAD. You can start off as a toady, or just average Joe. Heck even the traditions are different than the OWoD. When was the last time you had a hard time getting acknowledged?

If you dig it, and I know you will, ask the DC and find out if any chapters need/want folks. Or find out who the ADC in charge of Loose Cannons (or Independent Members) is. Give them your e-mail and digits

Join a couple of the lists: Inquire about old friends from out of state/region. See about doing some PC tie-ins. They can add some great depth to your PC and help acclimate you to the feel of your Covenant/Clan.

So that is my short list of suggestions. Have an awesome day and remember..... LIFE IS GOOD!!

Looking for...

To keep filling the pages of this newsletter month after month we need your artwork, drawings, photos, comics, stories, anecdotes, articles, ideas, suggestions, questions, and anything else you want to see in the National Newsletter. Send your thoughts to usnc.newsletter@gmail.com.

Costuming: How to Look Dead

Sean Mooney

Costuming has always been a big thing for me. I personally believe the way you dress, along with the little highlights and accents on your costume not only define your character, but help both you and those around you become immersed in a role playing environment. That being said, not everyone can afford Hollywood quality prosthetics, wardrobes, and professional speech training for their accents. However, there are a couple nifty tricks you can do to make your outfit look good and pull off the effect you need for game. Since this is only one article, we are going to focus on how to look dead.

A low humanity kindred should look like a corpse. Waxy features, jaundiced skin, and hollow, sunken cheeks/eyes. For this, you will need several items. I suggest Ben Nye products, as they are high quality, and not too expensive. You can find these on an internet search, or at your local costume shop.

Makeup sponges (triangles) – Any drug store will have them. You can buy a bunch for a couple bucks.

Powder puff – Drug stores, very cheap

Ben Nye Cremes – Pale Vampire (P-20), Death Purple (P-17), Death Straw (P-18)

Ben Nye Powder – Translucent Face Powder – Fair

Ben Nye Makeup Setter - Final Seal Spray

Pale Contacts –

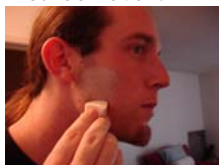
http://www.vampfangs.com/Contact_Lenses_s/6.htm –

Around \$40 for an assortment of colors and styles

You will not get it right the first time. Don't give up. Part of learning the process is messing up and figuring out the techniques that work best for you. After a little soap and water, you'll be ready to try again.

Step 1: If you bought contacts, put them in first. You don't want to try to do them after putting on your makeup.

Step 2: Take one of your triangle sponges, dip it in the P20 crème, and dab it on your face. Do not drag the sponge on your face, as it will not look even.



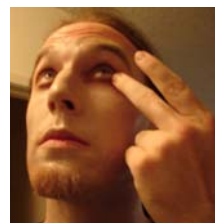
Step 3: Once you have covered your face and neck with the base white, open your mouth. You will see your jaw line indent on your cheek. This is your guide for the next step.



Step 4: Dab a small, light line of P17 along your jaw line with a sponge. Then use your fingertip to blend the color down over your cheek. The P20 and P17 will mix to make a darker area. This shouldn't be too dark, though. Subtle alterations work best, not dark splotches. Directly above the jaw line, dab a light line of P18 and blend up. This light yellow will contrast the dark purple, bringing out the contrast. To complete the blending, blend the connection of the two lines together at the jaw line.



Step 5: Dab some P17 on your finger, drag it across the base of your eyelid, and the eyelid itself. Blend with the white around your eye.



Note: The bridge of your nose is a good place for more P18. The sides of your nose can then be accented with P17. The underside of your jaw and the sides of your larynx are more accent points for P17. Remember to blend!

Step 6: Sprinkle some Fair Powder on your powder puff and dab it across your face. This will reduce the shine, and give a lingering flesh-like tone to your skin.



Step 7: Close your eyes and spray a good coat of Final Seal over your face and neck. This will set the makeup, reduce smearing, and keep it looking fresh all night.



Congrats! You are a walking corpse. Now remember the Masquerade!

Just F.O.I.G!

Amber Smith

"You won't believe what I found out about Alice and what she did to that Crone."

"What?"

"I'll tell you, but you have to promise not to tell anyone else and that this is all out-of-character"

Two weeks later you can't remember if that part of the conversation you had was in character or out-of-character when confronted with a situation where that information comes up in game. Sound familiar?

Before joining the Camarilla, I belonged to a few other LARP groups. In one of them a couple of members let slip some sensitive in-game information in an out-of-game discussion to a couple of other players that weren't involved. It ruined the plot, the trust of the plot crew and head game master with a couple of players and created some hard feelings for everyone involved.

This was taken from one of the newsletters of that LARP group shortly after that incident. I think that the words of the author, Diane Peterson, the manager of that LARP, sums up things perfectly:

"I make this reminder every so often, and am making it again: DO NOT talk about secret things that happen to your character in game! It ruins politics, chiefly activities and mysteries, and places your friends in a bad situation. It is not nice to give information to your friends, because now they have to struggle with the fact that they are walking the fine line of metagaming. They probably won't be able to react naturally to the events because they will consistently second guess themselves. They will wonder if they would have done the same thing if they didn't know the truth. You also open up your friends, and yourself, to accusations of cheating and metagaming that they don't need.

"Generally, I think people talk about these things with their friends because they are excited and want to share. They think telling a person or two won't matter. Let me tell you something about this! I don't know how many times tales of something that NO ONE should know about have cycled back around to me within days. The person who did know about it swears they only told one trustworthy person.

"Rule of thumb: No matter who you talk to, assume that telling a secret to one person is the same thing as telling

absolutely everyone in the game. Trust me, it almost always works out that way and makes game balance and fun go out the window."

It was this snippet from the group's newsletter that brought about the "F.O.I.G. rule". What does F.O.I.G. stand for? Find Out In Game.

It's a simple rule really. When someone asks me about in character knowledge, information, or happenings out-of-character that should only be found out in character I reply "F.O.I.G." or "Find Out In Game." Yes, I have frustrated more than one person with that answer. No, I don't regret it.

Why is this so important though? A couple of reasons, one being the mystery of the game, part of what makes the game so much fun. This game wouldn't be as much fun without sleuthing information out of other characters. Keeping the element of mystery in the game improves it. It's the World of Darkness for a reason and the World of Darkness is a scary and mysterious place.

Beyond improving the game and the mystery, it prevents a huge, and probably the most predominant, issue from becoming a problem: Metagaming. By sharing in-game secrets and sensitive information through an out-of-character conversation, you risk the integrity of all parties involved. It is one thing to broker a deal such as a background tie out-of-character and then go in character to handle the in character issues and dealings surrounding it. It's another to take in character knowledge into an out-of-character setting and spill the beans.

Having to second guess if information was learned in character or out-of-character isn't a fun decision to make either. Plus trying to make sure that you react as your character should - and thus staying true to character - can be difficult when you know that based on information that you may have heard out-of-character or in character (you can't remember which) you shouldn't walk into that building, pick up that item, or otherwise take a particular action.

So, if you see me call out "F.O.I.G." and cover my ears it's not because I don't like you, it's because I like you and the game too much to let it be ruined by the spilling of in character knowledge in an out-of-character setting, putting our characters at risk of de-sanctioning should metagaming happen, possibly ruining the reputation of the players involved (no one likes a cheater), and potentially ruining the game for others.

ICC Needs Volunteers

To make ICC work, we need a tremendous number of volunteers for everything from Registration to Security to ST/Narration to Running Hospitality. Volunteers are needed 24-hours a day so there is a shift that fits your schedule. And remember, ICC is worth that tasty National Prestige. To volunteer fill out the form at http://camarilla.white-wolf.com//index.php?option=com_content&task=view&id=105&Itemid=53.



"Walking By" photographed by David Holler from IA-003-I; Model is Cassandra Knoedler from the same independent chapter.

Convention Corner

International Camarilla Conclave (ICC) is October 18-21, 2007, in Nashville, TN. Many of the venues are IC'ly set outside of Nashville "proper" and Requiem is set in Louisville and Memphis. It is being held at the lovely Millennium Hotel. For reservations, call (615) 313-1327. The room block sold out last month, but feel free to call and see if a room has freed up. If you are looking for a room or a roommate, you might want to check out the CDBIE feature on the CRD or make an announcement on an OOC list. Pre-registration is available on the White Wolf site for \$35 until October 10. To see the various VSSes, check the pre-registration list, and to volunteer for the convention check out the website at http://camarilla.white-wolf.com//index.php?option=com_content&task=category§ionid=7&id=22&Itemid=53.

GLARE (Great Lakes Regional Event) is scheduled for January 3-6, 2008 at The Lodge in Iowa. The Lodge is a themed hotel modeled into a castle setting that has just finished a multi-million dollar renovation. Rooms are \$79/night for a standard room and a generous corporate rate is being offered for the junior suites, suites, and bi-level turret suites. The room block is under "White Wolf Games/Camarilla". For phone reservations, call (563) 359-7141. Additional information and the website will be published soon.

Also in 2008, we have the regional events in the South West, North West, and East Central. The Canadian National Event, CAINE, is being hosted in London, Ontario, only 2 hours from Detroit! USCC 2008 and ICC 2008 locations will be announced shortly.

White Wolf New Releases

<u>Release</u>	<u>Scheduled Release Date</u>
Autumn Nightmares (Changeling)	October 10
World of Darkness: Reliquary	October 10
Requiem for Rome (Requiem)	October 24
Astral Realms (Awakening)	November 7
Fall of the Camarilla (Requiem)	November 7
Winter Masques (Changeling)	December 5
World of Darkness: Changing Breeds	December 5