

The Midnight Sun

Highlights

- June is the Storyteller Appreciation Month in Canada. Tell your ST how much you appreciate their hard work!
- The deadline to submit your text, pictures or artwork for the next issue is September 12th at 11:59PM EST at dnrc@camarilla.ca
- Join our team! Become an on-going reporter for your domain or help us with the end product. Register to our mailing list at <http://groups.google.ca/group/the-midnight-sun>

In this issue:

Improvising the Rules	2
The Mark of the Abyss part 1	2
The Trouble with Blonds, part 2	3
The Mark of the Abyss, part 2	3
Ode	4
Auspice: The "what the %\$@@" moment	4
Announcements	6

June: Storyteller Appreciation Month

A Word by our NST

Hello Canada! Bonjour!

It's been a bit over a year since I took up the mantle of NST, and what a year it has been. So many things have occurred, both In and Out of Character, that it's sometimes a bit overwhelming to me how much has happened, and how quickly the year has passed. Most obviously are the recent success of CAiNE in Toronto and the Global Reset. I want to take this opportunity to thank every single member of the Canadian Camarilla for their calm, level-headedness in working with their STs on the Reset, and the smooth transition into the new rules and character sheets. I know it was a bit of stress for everyone involved, but you guys all rock!

Now, as many of you are aware, June in Canada is Storyteller Appreciation Month. I think that every officer and volunteer in this organization, on both 'sides' of the aisle, deserves praise and thanks for everything that they do, but this month it's all about the Storytellers. I know that I could not appear to be as organized and knowledgeable as I do most of the time without my direct staff, and would like to give them all huge props for the time and energy that they put into advocating for the Canadian Game on a global scale. Hugh, Chris, Richard, Stephen, Phil, and every member of your staff-- thanks for everything that you do, both seen and unseen, and for putting up with me!

But the biggest thanks goes out to the VSTs and DSTs in every domain in Canada. They are the core of our games. Without them, nothing would happen. We all know that 'everything flows from Low', and that means that the VSTs and DSTs that are running your games and doing your downtime actions and advocating for you to National so that we can advocate to Global are the lifeblood of the Storyteller side of this organization. So please, remember to take an opportunity to thank your STs, not only in June, but at every game, for the time and effort they put into collaborating with you to make good story!

--Leanne

For the next issue:

- Tell us what you did to thank your favourite ST.
- If you want to offer your services to the Camarilla members, you can do it in our pages, this magazine is yours. For example, you can offer help to build wiki pages, character creation, background writing... Use your imagination! You even get prestige!!
- We are looking for writers from all the venues. Bring your touch to the fanzine by writing about an aspect of your favourite venue.

Mage: the Awakening

Improvising the Rules

By Stephen Near, Toronto, ON, ANST: Awakening

This past CAiNE '09, I was faced with the daunting task of making the Awakening convention game engaging, dramatic, and fun. What I wanted was to set a new precedent, and a new set of rules, for which LARP could be played in the Camarilla. Inspired by the Mage game run at ICC '08, and wanting to connect the fate of the attending PCs to that of the Canadian national storyline, I sought a new way in which players might play Awakening as a high-stakes match of politics and power. But how to do this when Mage, as a venue, is often hampered by a weak political focus and consistent OOC time-outs for mechanics references? My answer was to go back to the very reason I love LARP in the first place: theatrical improvisation.

Far from simply being a medium for slapstick gags or SNL skits, improvisation (*or improv*) is a valuable tool for performers to freeform explore complex relationships and character

motivations on-stage. Indeed, as a performer, I've always used improv fundamentals to inform my LARPing. But for players with little to no experience in theatre, how could these essentials be made accessible? The answer was to pick three of the most important aspects of improv and set them down as core principles to be followed during the two days of the convention game.

The first principle, *Play "Yes, And..."*, essentially means the player (s) must build a scene between themselves and others by accepting and adding detail to whatever has come before or been added by other players. Whatever happens, a player must add to the progression of the scene. Doing otherwise such as ignoring another player's contribution or simply saying "No" is known as *blocking* and it is the kiss of death on-stage in improv. The second principle, *Listen to Players*, means you, as a player, must actively listen to what other players are saying and doing in a scene. This may seem

redundant but you'd be surprised how many times I've played in a scene where the other participants are hearing what I'm saying but not actually listening. Without active listening a scene falls flat and is boring for everyone including the Storyteller. Finally, every player must *Commit to the Scene*. Commit to strong and definite words, commit to actions that suit your character, and commit to the story so every player has something to work with in the scene and the game, overall.

Did these principles work? Were players engaged in the Awakening game I ran using such rules? Well, judging from the smiles, handshakes, and emails that followed CAiNE they weren't only a success but they were widely accepted even by players with no theatre experience. This leads me to conclude that perhaps LARP in the Camarilla can benefit from a little less mechanics and little more improv. After all, it's called Mind's Eye Theatre for reason.

The Marks of the Abyss, part 1

By Frank Marcelli, Toronto, ON

A cool chill and cloud cover enveloped the skyline of the Consilium meeting room. The 5 individuals looked around and saw that their breaths were forming in front of them. A sudden pulse rumbled underneath their feet as they stumbled for a moment. Felicity quickly tapped a button on her wristwatch as a ripple suddenly overcame here. Nearby, her colleagues seemed to utter words quickly in another language. A taller man, with long curling hair and deep blue eyes looked around.

"Are they alright!?" He tried to steady himself as the rumbles increased.

"Yes, Hierarch. Nix-Sedna and Winters are with the others

investigating the ru-" she suddenly lost her footing and was suddenly flung to one of the walls. The ground began to crack and shift beneath them all.

A short, stout man with grey around the temples of his eyes against his jet black hair crouched down for a moment, muttering under his breath but suddenly was caught by an invisible fling to the nearby wall. He cried out in agony looking to the Hierarch and the other Councilors.

A large, dark object protruded from the center of the floor, raising dirt along as it "sprouts". A coldness filled the room as the breaths of everyone pinned against the walls

could be seen. Black tendrils smoothly yet loudly extended from the bottom of the "seed", one towards each Awakened, with a sixth reaching for the empty air.

"No, stop it-" One of the tendrils stroke the Hierarch in the chest, growing and enveloping, another slowly drowning others' screams. One by one, each was consumed in black tendrils as a gentle hum resonated from the center of the black mass. Sigils flared in black fire across the floor and around a materializing sphere, 5 objects glowing with Atlantean sigils lost them.

The marks of the Abyss appeared.

The Trouble With Blonds, Part 2

By Ericka Skirpa, Toronto, ON

So I'm tracking the girl one night after a nice few sets at the Paparazzi's. And instead of going to some sleazy motel where she could sell herself without a question, she hauls ass down to the William Penn. I shoulda backed out then and there, but once more, common sense just never was my strong suit. And so I pulled off my trench coat and fedora and straightened my suit enough to look like I actually belonged in the William Penn, and followed the girl right in.

Next thing I know, I'm on the top floor listening outside of one of those doors again. Only this time, I can understand the voices. And they're not happy. The guy is talking about the woman screwing up some sort of job, and I didn't think it was a hand job. I didn't hear enough, but I have the sinking feeling the girl was to kill someone and didn't finish her task. I could

have heard more, but then I heard the click of a gun and I wasn't just going to let the dame get shot so I burst into the room, my own .44 in my hand, and leveled it in the direction of the male voice.

An olive skinned man in his middle forties, he looked every bit the gino complete with slicked back, dyed black hair and a gold pocket watch chain leading inside his sports jacket.

"Put the gun down, and no one gets hurt." I calmly explained, meanwhile trying to usher the girl behind me. She wouldn't hear of it, and neither would the man. "Just put the fucking gun down." That's when instincts kicked in. I saw his thumb twitching, just ever so slightly. His gun was now aimed at me instead of the dame, and he was trigger happy. Time just seemed to slow down, or maybe I forced it to slow down. I'm not sure which. Next think I knew, my wrist was absorbing the kick back of my own gun and the guy was going down

in a pool of his own blood.

You know, I'm never that good an aim when I actually try.

Rest of the night is a bit of a blur. The dame ran out of there before I could tell her to stop. I called the police, reported it was self defense. Got hauled into the precinct for about 4 hours of harsh questioning, and then let out when they actually decided to believe my story. I left the dame pretty much out of it. I've always been a sucker for a pretty face. But she knows who I was, and she knows who I killed, and that's way better than I or the police are doing now. Gino didn't have any real ID on him and his prints aren't on file.

Welcome to the city, boys and girls. Where the shit is hidden under pavement and behind glass walls of sky scrapers, and no matter how hard you try to dig your way out you just keep getting pulled down. Let's hope this time I don't suffocate.

The Marks of the Abyss, part 2

By Frank Marcelli, Toronto, ON

The Hierarch's body, for a few moments, seems to lapse out of the unified and gain acute awareness of the situation. Panting, he looks over to the group.

"Leave!..*reels back in pain* Seek out the AAH....paain....paaain?"

His eyes white out again and he regains the unified composure of his colleagues.

Felicity, one of the missing provosts to the Free Council consilium member, walks out from one of the spare rooms, sigils and markers all over her body as well. Her eyes are golden amber in colouring as she walks forward next to the orb. Her voice is also reverberated but far less than the others. She looks

to the Free council Mastigos of the party, Nix-Sedna.

"Nix...do you feel it? Do you feel the pain? What is it?" She looks over to the other mages, scrutinizing them intensely. She lingers last at Winters, sensing his reservations and more negative emotions.

"Why is this pain hidden?" Another smile. "So much pain?" She attempts movement to the frown on the suspended mage, drawn to the lack of emotional display Winters has throughout it all.

A whooshing sound moves along the members as Felicity draws closer to Winters in an attempt to touch him. The markings on Felicity glow more

as the reverb of her voice begins to synchronize.

The pair of mages try to escape, Nix-Sedna trembling slightly at the sight of her superiors, her friends, being held hostage from Beyond. The soul-stones of the consilium further power the unholy energies. The shockwaves across the geomantic landscape of the downtown core are immediately felt by all Awakened. Winters draws her near to him, face unmoving, but very slightly, his own hand trembling at what they saw.

Characters:

Nix-Sedna – Mastigos Libertine,
Felicity's Student
Winters – Silver Ladder Deacon,
Hierarch's Provost

Werewolf: the Forsaken

Ode

by Chris Wilson, St. John, NB

Glorious moon, waxen and pale,
Planted in necrotic sky.
Washing Waves over jagged crags
Smoothing the stony shore.

Lily Rose, midst brier and thorn,
Wreathed by thistle and burr.
Pale petal dyed in dusky shades
Of Lavender, crimson and gold.

Resin Rowan, slender and bent,
Rooted in dry and arid ground.
Hawthorn limb sheltering
wayward sprout and stem.



Auspice: The "what the %\$@@ " moment

By Lainn Goddard, London, ON

Auspice: The moon sign that marks a werewolf's First Change, a specific role in Uratha Society. (Core Book page 18.)

When we last left off with our intrepid adventurer, he had just received the blessing/curse that is known as the Auspice. What this means, among other things is that Luna turned her eye on him/her. Now since it is collectively assumed she is insane this may or may not be a good thing. I would like to explain a few things about each Auspice in this article.

Rahu: Rahu are seen as determined, aggressive, warlike. They can run the gambit from the "point and click" killer to the thinking general. Their skill specialties are in brawl, intimidation, survival. The primary renown category is Purity. Dominance, full moon, and strength are the gift lists they can choose from. So what does all of this mean for our new change. Imagine, living with the inner rage building up inside your brain, and the only way to let it loose without it boiling over was to punch someone in the mouth. Congratulations, you are now a Rahu.

Cahaliath: The Cahaliath are seen as passionate, thoughtful, and expressive. The change hits them pretty hard, as "their" gift from Luna are visions. Their skill specialties are crafts, expression, persuasion. The primary renown category is glory. Gibbous Moon, Inspirational and Knowledge gifts are their Auspice gifts. By now you should see a running theme in all of the above: Inspiration. It is the Gibbous Moon's job to keep the pack/clutch/lodge in high spirits.

Elodoth: Elodoth are most seen as discerning, observant, and even tempered. That is the standard, but not the rule. A Ghost wolf Elodoth that has not gone through proper training, may seem very off balance. The "half in - half out" concept can drive a First Change mad. Empathy, investigation and politics are what they are best at skill-wise. Their primary renown is Honour. They receive the gift lists of Half Moon, Insight and Warding. It is the Elodoth's job to keep all of their pack mates, some could say any and all Urdaga from disobeying the Oath of the Moon and losing balance.

Ithaeur: There are many different kinds of Crescent Moons, but the

major characteristics are that they are contemplative, foresightful, and spiritual. They are best at Animal ken, Medicine and Occult. Wisdom is their guiding renown. They receive Crescent Moon, Elemental and Shaping as gift lists from Mother Luna. The Ithaeur are spirit masters above all else. When a problem occurs involving a denizen from the Shadow, it is often the Ithaeur's job to figure out the best way to fight it.

Irraka: Inquisitive, contrary and resourceful. Those are the traits of an Irraka. I want to point out a word in that list. Contrary. That means openly contradictory, a masterful liar. They will even lie to pack mates if it means they can better themselves. They are best at larceny, stealth and subterfuge. Cunning is their renown brand of choice. Evasion, New Moon and Stealth are their gift lists.

I know I may have regurgitated a lot of information you can find on page 66 of the Rage book. However on page 80 it goes into more detail about the exactness of each Auspices first change and what that means. Next issue: *Oath of the Moon??*. I will be detailing Tribes and initiation into them.

CHECK THE WEBSITE AT
WWW.CAMARILLA.CA

Announcements

CAiNE 2010 Changeling Teaser

Ask around if you will, ask about the Freehold of Trois-Rivieres: you will never find a living soul that has heard of its local changelings! You may seek as far as colonization, further if you wish... Not a single word has been recorded on the subject. Yet, New France is drenched in myths and legends that remind us of the Others; demons and witches, monsters and spirits... How can

there be none that escaped Arcadia if the Fae are so present in the local stories? They live in silence now, they live hidden from all those that would seek them. They are present, they have their conflicts and their fears, but never has one from the outside been invited to share what they live... Until CAiNE 2010!

You are hereby cordially invited to join us in Trois-Rivieres, March the 18th to the 21st, where the Magic and Beauty

of the Fae will collide with the Horror and Madness of the World of Darkness.

Chloé Vandal, Montréal, QC
CAiNE 2010 Changeling Lead

Toronto Game of the Month - August 29, 2009

For the 3rd year in a row, the Camarilla has been invited back to run Live Action Games at Fan Expo which runs from Aug 28 to Aug 30. The Dire Epiphany, domain of Toronto, will be running Lost, Awakening and Requiem on August 29. We will also be running several table top games during the convention.

The schedule of what we will be running is as follows:

Lost	12:00 pm to 3:00 pm
Awakening	3:30 pm to 6:30 pm
Requiem	8:00 pm to 11:00 pm

This year we also have the honor of running the White Wolf Booth on the main convention floor. And White Wolf will be sending writer Jess Hartley to represent White Wolf and to meet the fans. Also it is looking like UDON will be putting in an appearance at the White Wolf Table to show off some of the illustration work they have done for White Wolf Publishing.

Currently we are looking for members to volunteer to run the booth, table top games and to help run the LARP games. For those who are able to volunteer their time to run a table top game or help with the LARP games, free passes will be made available. We also have some passes available for those willing to volunteer to help run the White Wolf Booth.

For those wanting to pitch in and help please contact:

DC Frank Marcelli dire.epiphany@gmail.com
DST Mark Shessel spamamister@gmail.com

For more information on Fan Expo, go to: <http://www.hobbystar.com/fanexpo/>

Look forward to seeing you there!
Mark Shessel
DST Toronto