

## The Traditions

As legend has it, Cain himself passed down the Traditions in the times of the First City to guide his childer through their unlives. To this day, they remain the bulwark of Camarilla society and are strictly upheld. It doesn't hurt that they make good sense.

### The first tradition: The Masquerade

*Thou shalt not reveal thy true nature to those not of the Blood. Doing so shall renounce thy claims of Blood.*

Most Camarilla Kindred say that this is the whole of the law, and all else is incidental. Many Methuselah has regaled a willing ear with tales of the days before the Camarilla, when the Kindred could walk abroad in the glory of their power, but times have changed. Over the past 500 years, the Kindred themselves have worked hardest at eradicating belief in vampires, squashing reports, discrediting (or eliminating) witnesses and disciplining perpetrators. The madness and slaughter that followed the Inquisition is still fresh in the memories of many elders, and the mistakes that led to it are ruthlessly punished. The penalty for breaching the Masquerade is, most often, death.

### The second tradition: Domain

*Thy domain is thy concern. All others owe thee respect while in it. None may challenge thy word in thy domain.*

The world has grown a great deal smaller in the past few centuries, and the number of Kindred vying for a piece of land to call their own grows with every night. These days it's a rare Lick that holds a significant domain and isn't a prince. More often, the prince doles out portions of his own domain in payment for some favor or service and in return expects the occupant to enforce the prince's will. Those that expect autonomy in such situations, however, are in for a terrible disappointment. Recently, some more business-minded Kindred have taken to claiming dominion over certain aspects of commercial activity in a given city. Young vampires now squabble over brokerage firms and software developers instead of four blocks of prime hunting ground. Many elders, rooted in the old ways and firmly convinced of the surety of real estate, dismiss the trend as one more fantasy of youth doomed to failure. Others, though, have noticed the growing momentum of the practice and wonder at what might really be gained.

### The third tradition: Progeny

*Thou shalt sire another on with permission of thine elder. If thou createst another without thine elder's leave, both thou and thy progeny shall be slain.*

Princship bears a great many privileges, the right of creation being chief among them. Once, before princes littered the countryside and domain was free to any that could hold it, one generally sought the permission of one's sire before granting a mortal the Embrace. As centuries passed and the power of the Camarilla waxed, elder came to

mean prince. These nights, Kindred vie more fervently to make their own childer, and the princes guard the right jealously.

### **The fourth tradition: Accounting**

*Those thou create are thine own childer. Until thy progeny shall be released, thou shalt command them in all things. Their sins are thine to endure.*

Creating new vampires is a touchy thing. The changes the Blood wreaks on a mortal's body and mind are vast. The flood of power that comes with unlife can overwhelm the new vampire and provoke lapses in judgement that could threaten the entire Masquerade. So it is that those who sire new childer are charged with guiding them through the early stages of their eternity until such time as they are aware of the risks and responsibilities their new condition has laid upon them. Until the neonate is deemed ready, her sire is responsible for her actions –*all* of her actions – and any punishment that comes as a result is laid upon sire and childe both.

Given the terrible responsibility and possible consequences of siring a childe, there are those who press the presentation of their childer earlier than might be wise. Childer found to be ignorant of the necessary protocols, whether it be through oral examination by the prince and his officers or through the actions of the childe after her release, may cause a severe punishment to be levied against her and her sire both.

### **The fifth tradition: Hospitality**

*Honor one another's domain. When thou comest to a foreign city thou shalt present thyself to the one who rules there. Without the word of acceptance, thou art nothing.*

When in the company of predators, only good manners keep blood from being shed. If a Kindred crosses into the territory of another Kindred, it is customary for him to announce himself to prevent unnecessary conflict. In these days, this generally means approaching the prince of a given city and requesting his acceptance. Certainly there are those that give short shrift to this particular Tradition, the Gangrel chief among them, and in truth, if one can maintain a low enough profile while unacknowledged, the trouble incurred is negligible. In recent nights, however, princes have begun appointing particularly savvy hunters as scourges. Often granted considerable latitude in the pursuit of their duties, scourges pursue and, in some cases, destroy those who have not presented themselves to the prince. Under the aegis of preventing Sabbat incursions, the practice makes sense, but many see the scourges as a dangerous mistake waiting to happen. Many sheriffs also take umbrage at the broad clearance given the scourges, seeing it as an infringement on their own office.

### **The sixth tradition: Destruction**

*Thou art forbidden to destroy another of thy kind. The rights of destruction belongeth only to thine elder. Only the eldest among thee shall call the blood hunt.*

As with so many of the Traditions, in earlier days the Sixth purported the right of a sire to destroy his childer. In modern nights, the prince has usurped this right. When wielded prudently, the threat of blood hunt is as effective a weapon as a prince can have. Used capriciously, it can easily lead to the downfall of a city.

In cases of a sire's destruction of her childe, the matter depends entirely on the neonate's presentation. A sire has free rein to destroy a fractious childe at any time until the neonate's presentation to the prince. After gaining the prince's acceptance, through, the neonate becomes the property of the city and is no longer under the auspices of his sire.

The right to destroy another vampire lies solely with the prince of a city. If a vampire decides to take the right for himself and destroy another vampire, the killer can generally expect to find himself on the receiving end of a blood hunt. The power of life is one of a prince's most dear, and she guards it with considerable jealousy.