

The Laws of Caine during the Dark Ages, more commonly known as:

The Traditions

Often, the sole punishment for the violation of one of the Traditions is final death for the transgressor.

Covenant: *Thy blood makes thee my brood, crafted in my image. my curse thine, my salvation thine. I stand before and above thee as god-regent. I am the way, my traditions covenant. Renounce me and renounce all hope.*

The first tradition of Caine's children. By accepting the common belief in Caine a foundation of common ground has been established on which has been built an ordered society. First among Caine's laws then is adherence to the Covenant. To renounce it risks death, as without the Traditions the world would fall into anarchy and chaos.

Domain: *As I am master of Nod, thy domain is thine own concern. Thou art it's master, and all will respect this or suffer thy wrath. All will present themselves when entering, and thou shall protect them in turn. By right, thou art allowed to hunt within the bounds of thy domain, it's blood thine own. Accept it's responsibilities, minister thy domain and pay others the same respect thou expect.*

The second tradition of Caine's children. This tradition is central to the feudal legal system operated within Cainite society. Almost all of the known world is governed by a handful of very powerful, terrifying creatures of vast age and even greater ruthlessness. These Princes of Princes consider dozens, and in some cases hundreds, of towns and cities (collectively: fiefs) as "their Domain". Each fief within these regions is in turn governed by a Prince. Within a Fief a prince may often award his most loyal allies and those he respects with limited Domain, granting them independent rule over small pockets of territory according to the specifics of this tradition, but not the full power of a Prince.

Progeny: *Thou shalt only sire another with the permission and blessing of thine elder. To create is the providence of those closest to me, for they shall be accountable. Break this, and both thee and thy progeny shall be slain.*

The third tradition of Caine's children. Traditionally "thine eldest" is defined by universal and long standing agreement to be the kindred who has Domain over the region, the Prince. There is a practicality behind this, it offers control over the Cainite population ensuring that vitae is abundant, and it allows a Prince to stagger the time away from their post her high officers will take during a childe's training period keeping the city governed smoothly. In areas of high population this can often create constructive debate and of course result in tribute to curry favour at court.

Accounting: *Those thou create are thine own blood until released from thy charge. Until that moment, their sins, their blood and their punishments are thine.*

The fourth tradition of Caine's children. Though it is the Princes right to grant permission to create a childe, once granted and until such time as that childe is presented in court and accepted to the fold of the Covenant the governance of that childe is the sires alone. Any transgressions committed out of ignorance or stupidity by the childe are viewed as failings in the sire and may damage her standing in the Princes court. By the same tradition any who interfere are dealt with in court as if they had targeted the sire.

Destruction: *Forbidden art thou to spill the blood of another of thy kind who is elder. this right belongs only to the closest to me and none other. It is forbidden for those of weaker blood to rise against their elders. This is my final covenant.*

The fifth tradition of Caine's children. By the right of Domain it is the Prince who is always considered the eldest of any town or city. Therefore the right to destroy a Cainite who has sworn oath to the Covenant belongs solely to the Prince. By the same tradition a Prince is also responsible to ensure this tradition is upheld, and that means that any who have sworn an oath to her also has her protection.

The Silence of Blood: *Never shalt thou reveal thy true nature to those not of the blood. Doing so shall renounce thy claims to my covenant.*

Cainites are supreme hunters, but even hunters have weaknesses. Additionally a city of Kine which is ignorant of their true masters, and their lot as kine is a placid one. This tradition covers more than simply restricting knowledge from the masses, it allows proven transgressors to be punished by a loss of the protection afforded by the Covenant.