

The Laws of the Camarilla, more commonly known as:

## The Traditions

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

The Masquerade: *Thou shalt not reveal thy true nature to those not of the Blood.*

*Doing such shall renounce thy claims of Blood.*

The First, and many would argue, most important Tradition, which forbids a vampire to reveal their true nature to outsiders. To do so risks the destruction of all vampires. The Elders remember the Inquisition, and the terror-filled nights. This Tradition is sometimes stretched to allow revealing one's nature to other entities who are not mortals.

The Domain: *Thy domain is thine own concern.*

*All others owe thee respect while in it.*

*None may challenge thy word while in thy domain.*

The Second Tradition. In days long gone, every vampire would claim territory, taking it as their exclusive hunting ground, and dictating what could or could not occur there. But in the modern age, only the strongest vampires do so. The Prince of the city refers to this Tradition to legitimize her claim to rule.

The Progeny: *Thou shalt only Sire another with the permission of thine Elder.*

*If thou createst another without thine Elder's leave,*

*both thou and thy Progeny shall be slain.*

The Third Tradition. It states that a vampire must obtain permission from her Elder before she embraces a mortal, thereby creating another vampire. Before the modern age, the term 'Elder' was interpreted to mean her Sire, but now it is considered to refer to the Prince of the city she resides in. Usually, the penalty for violating this tradition is the death of both Sire and Childe.

The Accounting: *Those thou create are thine own children.*

*Until thy Progeny shall be Released, thou shalt command them in all things.*

*Their sins are thine to endure.*

The Fourth Tradition. It states that a vampire is accountable for the actions of a Vampire she creates until the latter is deemed to be mature enough to be admitted into vampiric society. Until then, the Childe has no rights, and is under her Sire's protection, or may be destroyed at her discretion.

Hospitality: *Honor one another's domain.*

*When thou comest to a foreign city,*

*thou shalt present thyself to the one who ruleth there.*

*Without the word of acceptance, thou art nothing.*

The Fifth Tradition. A vampire must honour another's Domain. And so, when a vampire is newly arrived in a city, their presence must be acknowledged by the Prince or Seneschal. If the vampire is not acknowledged, she is not technically part of the Camarilla, and not protected by any of its laws.

Destruction: *Thou art forbidden to destroy another of thy kind.*

*The right of destruction belongeth only to thine Elder.*

*Only the Eldest among thee shall call the Blood Hunt.*

The Sixth and Final Tradition. In the past only a vampire's Sire had the right of destruction, but in the modern era the Prince holds claim to this right.