

# CONVENTION OF THORNS

The Camarilla dates its creation to the Convention of Thorns, a meeting of Vampires from all Clans who crafted an agreement for the survival of society. Perhaps you are a descendant from one of the original signatories; perhaps you are simply a scholar, spending your nights bent over research of the Convention and its subsequent Traditions so that you better understand the laws governing “proper vampire society” today. Whatever your reasons, you can likely recite the iterations of the Traditions that were proposed, as well as name some of the more important vampires present at such a momentous occasion. Regardless, a thorough enough understanding can be used to manipulate members of the Camarilla or the Anarch Movement when you know just the right words to say.

- **Thorns Historians:** Your knowledge has made you interesting to older members of the Camarilla who care about the past. In exchange for information you gleaned from your studies, they assist you by providing you three free dots from the Allies, Resources, or Contacts Backgrounds (or their associate Advantages).

- **Archivist:** You have access to an archive containing all manner of interesting lore about vampire history, including accounts of what occurred at the Convention of Thorns. The library counts as a two-dot Haven with two-dots in the Library and Location Advantage. Other vampires and Kindred historians with this Loreshet meet there as well.

- **Lessons of the Convention:** Through your research and interviews, you have learned a great deal about how the Founders of the Camarilla operated in negotiations. You have had time to reflect on how they operated, and you have put those lessons to use in your own manipulation of Mortal Connections. Your Contacts and Allies gain a +1 bonus in tests vs. competing Mortal Connections (see page 154). In addition, the Deterrents Coterie Background (see page 295) can never reduce your Mortal Connections’ test pool below two.