

THE SOCIETY OF HERALDS

(CAMARILLA ONLY)

*“Prestation is the very foundation of our society, and we are its keepers.
Never forget the power of this collective.”*

-Kateline Nadasdy, Founder of the Society of Heralds

For many, the social hierarchies of the Camarilla are the only thing preventing the Kindred populace from devolving into insatiable monsters. Without guidelines and structure to dictate proper behavior and thought, Kindred would be no better than animals. In some domains, the duties of the Herald have been subsumed by the Prince. In other domains, the function of the Heralds has become a lasting and unshakeable legacy, one that has survived intact through the years, even if the holder of the Praxis has been petty or transient. Heralds from a number of major domains have come together to form an unofficial network, commonly referred to as the Society of Heralds. The Heralds of this group share influence, gossip, and political sway.

- **Hot Gossip:** Your connection to the Society lends you all sorts of information, much of which others would consider trivial. This helps you recognize vampires from other cities and possibly know a little about them. Up to three times per game, when a new vampire character arrives, you immediately recognize them (assuming they are not disguised). The Storyteller will provide you their character name, what city they call “home,” and what their status is in that city. Finally, you may ask the player if there are any rumors or interesting information about their character that they wish to share with you. (They are not obligated to share anything with you, however.) The easiest time to process this advantage is prior to the beginning of the game session, when players are arriving and setting up. Then you have all the information you need without having to interrupt roleplay.

- **Tenured Protection:** Because you are a Herald in your own domain, or perhaps because of personal allies you have within the Society, those who politically attack you risk having their own reputation tarnished. Should anyone voice Opposition against you, your standing within the Society negates their opinion. Once a month you may ignore one Opposition assigned to you. The character who assigned it to you may not assign you Opposition for the remainder of the month.

- **Social Elite:** You have had a long-standing reputation with the Society. You may have been, or still are, a prominent Herald in vampire society, or your allies within the Society are numerous and respected. You may award Support to any character, even one who has more Status than you. In addition, you may award one additional Support and Opposition more than normal. (Example: A Status 2 vampire with this advantage can award three Support and three Opposition in a night.)