

OWBN Tremere House Packet

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3. Order of the Wynn - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere & Demon

4. Horned Society - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere & Demon

e. Tremere Houses - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere

i. Additions to these regulations:

1. Giovanni in High Saturday - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere & Giovanni

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Introduction

"The Houses of Clan Tremere are little more than cults of personality at their worst, but are distinct colleges of magic or philosophy at their most valid. The Clan consists of an unknown number of Houses; some claiming only a handful of members, while others – the House of Tremere – claim every child of the clan. Houses theoretically grow around one central magical principle or collection of theories. House Tremere, for example, upholds Hermetic blood magic, as its fundamental doctrine. By and large, Houses are informal congregations, populated by elective memberships and upheld as long as they fulfill some purpose. Even these purposes may vary."

- *Clanbook: Tremere* (3rd Edition, p. 32)

All Tremere belong to House Tremere; all Tremere belong to Clan Tremere. Beyond that simple statement lies the needs of the Pyramid, the politics of the Camarilla, and the focus of this packet: the smaller factions of the Tremere known as Houses.

These Houses are theoretically created around one central magical focus, although in practice they often form around shared goals (e.g., defense, research, or politics) or act as glorified coteries. Houses that fall into the latter category frequently have a handful of charismatic Tremere at their core and are viewed with suspicion by the Pyramid, since the members of such Houses may place their Houses' goals above those of the Clan as a whole.

Choosing to join a House is very much like picking a major once joining college, and is encouraged to be done sooner rather than later in a warlock's career. Embarking on this path is frequently a permanent one, as the secrets of the Houses are theirs to keep. Few Tremere survive expulsion from a House, and fewer still find a House willing to take an expatriate into their ranks. It is generally not accepted for a Tremere to be an active member of more than one House, as Houses have guarded secrets that they do not wish to share with members of rival Houses within the pyramid.

There is no requirement that a Tremere join any House other than House Tremere; yet the majority of warlocks belong to one House other than that of House Tremere. The benefits of House membership, however, do outweigh the drawbacks, and the enterprising Thaumaturge will find that joining the right House opens doors they may never have realized were closed.

Many Apprentices find it necessary to have their Regent make the proper introductions to the recruiters of the Houses, as younger warlocks do not always have the connections necessary to ensure that their application is well-received. An applicant known for being trouble, or failing key tasks, will find their application lost or summarily rejected. More than one hopeful applicant

has had an old feud come back to haunt them when a rival belongs in the House to which they are applying. As with all things Tremere, knowing how to apply the right amount of pressure makes the process of joining a House an easy task.

Once an applicant has joined a House, they find it easier to acquire certain types of magic, new and esoteric knowledge, and opportunity to act with more autonomy. These benefits come at the price of specificity, as their new position within the Pyramid will place new requirements upon them, and that other avenues of study are now closed to them. Those who do not produce results, or do not engage in House activities, may find their membership called into question, or even revoked. If a Tremere finds their House membership revoked, they are not banned from joining another House at a later date. However, your reputation will follow you and you will have to work even harder to prove yourself worthy of membership in a new House. This is not to say you will always be welcome to join another House if your previous House revokes your membership. Each situation will be handled separately based on the facts and needs of the House.

Why Join a House?

Many Tremere find solace within the rank and file of House Tremere, and in this they may exist for centuries happily serving the Pyramid. Some may want to lean into a particular course of study, and may be delighted to find a group of like-minded Magi to work with. This choice of union is different from the normal logistics of House Tremere where Apprentices are placed in Chantries based on the directives of the Elders.

Selecting a House to petition for membership is similar to applying to a University, selecting a House that the Magi has an affinity to, and then proving proficiency to be selected. Once admitted, they may delight in finding other Tremere of similar interests and scope, which ultimately is an asset to House and Clan as a whole.

Some Houses are called on for their expertise in situations by Regents or other members of House and Clan, and those House members are brought in as specialists in the various situations that arise. All of these specialties are honored by the Council.

The Mechanics of Tremere Houses

For Players

Joining a House

Joining a House is an In-Character event. It requires roleplay between the applicant, the applicant's Regent, and the recruiter. Most Houses have a PC recruiter who serves as the liaison between the applicant and the main body of the House. The Tremere Coordinator's office must receive permission from the character's Storytellers before the NPC's elders of a House grant membership to, or interact with, an applicant. It is also important to note that even though the player may have Out-of-Character permission to join the House, the PC's application must still be approved In-Character through the House recruiters to successfully join.

Houses and Sub-Houses

The Houses have been modified into "Sub-Houses" of a larger main House in order to promote more roleplay between Tremere players. Previously each House was run and maintained on its own. This creates a situation of high levels of work for the Tremere Coordinator Team and dwindling numbers in less popular Houses. Each main House has at least two Sub-Houses that specialize further on the main goals of the main House. Each Main House is run by a single Pontifex or Councilor, while the Sub-Houses are overseen by a Lord. Membership into the main House may prove relatively easy for most Tremere, and help newer players find allies and direction. However, not all characters will be accepted into the more specialized Sub-Houses. Through more roleplay and cooperation with your fellow Tremere, you may find yourself promoted within your House and offered the opportunity to join one of the Sub-Houses.

Membership within the Sub-House requires a little extra work due to the nature of the Sub-Houses themselves. Most provide services either to the Clan or the Camarilla, and have access to higher rarity magics or Abilities. Some Houses also have members who are not Tremere, High Saturday is a perfect example as they have Giovanni members.

Promotions within the Sub-Houses

Each Sub-House within Clan Tremere follows its own internal methods for promotion from a basic member to an advanced member. Promotion comes with higher benefits, but also the expectation of more responsibility. For some, they find promotions easily through hard work and dedication to studies, whereas others may find themselves struggling due to the inherent nature

of their Sub-House's specialty. It is best to discuss the methods of promotion with the leadership of your House to understand the expectations they have of their members.

How House Benefits and Detriments Work

All of the Houses provide a benefit at each level of membership that is thematically appropriate for the flavor of the House or Sub-House. These benefits will either be in the form of Mentors or Teachers for Out of Clan Disciplines or higher Rarity Thaumaturgy. Some Houses also include the ability to learn more specialized Lores, Abilities, or Rituals. Houses also include reasonable detriments to balance the benefits of membership. These detriments are supposed to make sense for the type of House your character has joined, as well as to balance the powerful benefits membership gives. These detriments aren't designed to hinder your roleplay or make joining a House a burden, but to add another aspect to your roleplay. Remember: nothing ever comes for free in the World of Darkness.

The big question many will have when reading this is: "How does this work mechanically?"

For players, you may request from members of your House or Sub-House to learn the items that are listed as things you have access to learning. Of course this is assuming your direct superior approves of you learning your House magics, and requests should be first made to your local chain of command prior to approaching the House for instruction. The actual rarity per the packet is effectively lowered by one level for most, and sometimes by two levels for others. For example:

- ❖ General House benefits are available to all members of the House at R2 approval regardless of your actual rank in the Pyramid or House.
- ❖ Sub-House basic benefits are available at R2 rarity for those who have been approved by the Tremere Coordinator into the Sub-House. These lowered rarities are ONLY available to those in that specific Sub-House.
 - I.e. If you are a member of Armatae and in Sub-House Wards and Measures, you may not request Praesidium benefits at the lowered rarity, only Wards and Measures benefits.
- ❖ The Advanced benefits for Sub-Houses are considered technically at R3 approval for the Advanced members of the Sub-House. Advanced Membership must have already been approved and logged with the Tremere Coordinator by the House Sub-Coordinator.

Now that the benefits of being in a House have been covered, how do the detriments work?

The detriments for each House/Sub-House vary depending on the service that House provides to the Pyramid. Some of the detriments are in the form of Derangements, while others may be Flaws or restrictions on your IC options for RP. These House detriments are applied at the time

of membership into the House, not after. For the Sub-House detriments, those are either applied at the time of membership or advancement in the Sub-House, or determined at a later date between your Storyteller and the House Sub-Coordinator. Many of the detriments are only applied once, as Houses are not supposed to be a permanent drain upon a PC, but there are some more specific restrictions that require reassessment after periods of roleplay. For example:

- ❖ House Respublicae is all about public image, public relations, and influence. The detriment for those in Validus is that they must retain a good reputation within both the Camarilla and the Pyramid.
 - I.e. A member of Validus who finds themselves caught in a large scandal or with certain negative standing will be evaluated by the NPCs of the House to determine if they should be allowed to remain in the House.

Going it alone

“I refuse to join any club that would have me as a member.” - Julius “Groucho” Marx

There is no penalty for a Tremere character to not belong to a House in addition to House Tremere. Many Tremere have long and storied careers having never joined an additional House. Being a generalist means that no Thaumaturgy is forbidden, but it also means that no Thaumaturgy is easier to acquire.

New Houses

“Every act of creation is first an act of destruction.” - Pablo Picasso

Clanbook: Tremere specifies that the Houses are only a sampling of what exists within the Pyramid. Many of the Houses listed in this packet are creations of One World by Night, and in the past have been created by players/Coordinators to suit playstyle. The Houses listed in this packet have been modified based on recruitment numbers and activity within the Houses.

Note: No new Houses will be created at this time in OWBN. Players may request to create Houses, but they will be unlikely to be added without careful consideration by the Tremere Coordinator team.

Other Houses

Any houses not listed in this packet that appear in other writings are either defunct or considered NPC only. For the purposes of OWBN, Houses not currently listed in this packet are not available for interaction or recruitment.

Rejection

“I’m sorry, sir, but you just don’t know how to use the English language.” - rejection letter from the editor of the San Francisco Examiner to Rudyard Kipling

Just as Tremere characters are not required to join an additional House, Houses are not required to accept a character. The prerequisites listed are just the minimum necessary to join, and there is no guarantee of membership being extended to an applicant. There are many reasons to be rejected by the recruiter of a House: bad attitude, rivalries, or a history of failing at tasks set before the applicant are frequently the most common reasons. Joining a House is In-Character and is personal plot; remember that when interacting with those characters in charge of granting you membership. However, if the player requesting membership feels they have been unjustly disqualified from membership, they may discuss the matter with the Tremere Coordinator.

Jumping Ship

When you join a House, the members of that House have invested time and effort into you, and you are not going anywhere anytime soon. Tremere keep close records of who is doing what within the Pyramid, and in the smaller crucible of a House, it is even harder to escape scrutiny. Attempting to leave a House, or being expelled by one, has long-lasting consequences for a Tremere, the least of which is not being accepted by recruiters in other Houses.

A Tremere may join a House and then realize that it is not a good fit for them. The Pyramid may recognize that their membership in another House would better benefit the Clan. In these rare cases, the leadership of the Houses involved may requisition the character into a different House. These cases are the exception, not the rule. Should you choose to join a House you should expect it will be for the lifetime of your character.

The Hazards of Min-Maxing

Tremere players should remember that while being wily and clever is normal for a vampire. However, certain things won't be tolerated by your superiors, which can vary between individual Tremere. An Apprentice may think they're being clever by trying to circumvent House restrictions, but should consider that their superiors have likely seen these tricks before. Simply put: remember that anything a Tremere ever learns has been at the behest of their superiors. This is true of every stage of the Tremere hierarchy, from Acolyte to Councilor.

While there is nothing mentioned in the Oath or Peripheral Code about Thaumaturgy being restricted to members of certain Houses, the rarity system is an OOC mechanic reflecting the taboo culture of the Houses. There is no barrier preventing Tremere from actually learning paths not recommended by their House. Rather, it is the specific focus of each House that has caused certain paths to fall out of favor to House leadership. A Tremere learning these wayside magics shows that they lack the dedication to the House.

For Storytellers

Joining a House

As this is primarily an in-character action, Storytellers should work with their players to ensure their needs will be met as members of a House. Some Houses have different advantages and drawbacks, and should be chosen carefully. Joining a House is not controlled by Storytellers, but should be overseen by them.

Dynamics within the Houses and Sub-Houses

Houses in Clan Tremere are supposed to be utilized to promote roleplay and connections between player characters and NPCs. They also provide interesting benefits in exchange for more specific or intensive roleplay. The in House dynamics are outlined briefly in this packet, but vary from House to House, as no House is the same. This also goes for promotions within the Houses and Sub-Houses, which are handled internally by the player characters and NPCs within the Houses themselves. These do not reflect upon nor are based upon the Pyramid rank of the character, but their actions as a member of the House.

Utilizing the advantages of the House or Sub-House

Being a member of a House requires a little bit of work on the part of the player. All benefits from the House are done through the Tremere Coordinator's office and the House itself. As some Houses provide mentors or access to things not listed on the character sheet, these are run through the Tremere Coordinator's team as the NPCs for the Houses are controlled by the Tremere Coordinator's office. The exception to this will be in the case of Sub-Houses that allow non-Tremere members into them, as these will be NPCs controlled by other Clan Coordinators. Advanced benefits are not automatically granted to members of the House simply because a player views themselves as an advanced member. Advanced membership requires Tremere Coordinator approval, and the Advanced benefits also require approval/oversight from the Tremere Coordinator. Should the Tremere Coordinator's office feel a player is not ready or has

not earned the Advanced benefits, the NPCs of the House will deny the benefit to the PC requesting it.

If storytellers have questions or concerns about the advantages gained through membership in a House, or are not sure how to allow a player to utilize them, they should ask the Team Tremere.

The Detriments of Houses and Sub-Houses

Each House will have its own specific disadvantages as the characters gain access to better advantages. Most of these disadvantages will be clearly outlined for each House/Sub-House for Storytellers to manage more easily. However, in the case of certain Houses where their advantage is to call in aid or utilize a mentor, the detriments are to be discussed and determined in conjunction with Team Tremere. Although we highly respect our storytellers, this is a gentle reminder that these benefits come from NPCs controlled by the Coordinator's office, and not the chronicle.

Take Away

The best course of action if you as a Storyteller are less familiar with the way in which Tremere Houses function is to work with Team Tremere directly. We will happily assist you to ensure your needs as a Storyteller, the needs of the Player are met, and balance is kept with the genre.

How to read this Packet

This packet is designed for ease of use for both players and staff. Please note the general organization included here for how each House and Sub-House will be organized.

Each section has the following information for each House:

- Name of the House
- General Description
- NPC Leadership
- How to Join
- Basic Advantages for the main House
- Basic Disadvantages for the main House
- How to specialize into a Sub-House
- Sub-Houses
 - Role/Purpose
 - Suggested Prior skills
 - Instructions on Advancement
 - Advantages
 - Disadvantages
 - Advanced Advantages
 - Advanced Disadvantages
 - House Specific Ranks

House Armatae

The role of the defense and protection of Clan Tremere falls to various kindred who dedicate their studies and their lives to its cause. They can either fill roles which require martial prowess, or those that provide necessary defenses. Whichever road the Magi chooses, they provide a crucial service to the Clan that is often noticed by other members of the Camarilla. Chantries under siege and in areas when the clan is under physical attack that members of this House are the first called upon for assistance. This has led to a mentality of its members akin to that of an emergency worker or soldier who is 'on call', and may be sent into dangerous situations at a moments notice.

Symbology: A castle with a shield in front, defending it.

House Leadership (NPCs)

- ❖ Councilor Etrius
- ❖ Pontifex Bahari, Sub-House Praesidium
- ❖ Lord John Sutton, Sub-House Wards and Measures
- ❖ Lord Hope Douglas, Sub-House Praesidium
- ❖ Lord Cyrus Eckert, Sub-House Praesidium
- ❖ Regent Jefferson Dewey, Sub-House Wards and Measures
- ❖ Regent Fritz Wulf, Sub-House Praesidium
- ❖ Regent Jason Young, Sub-House Praesidium
- ❖ Regent Michael Griffin, Sub-House Praesidium

How to Join:

- ❖ Prospective members may find a member of the House to petition for membership, which will then be reviewed by the House elders. In other cases, aspiring Tremere who's potential seems to match the needs or wants of the House will be scouted for recruitment.

General House Advantages (for all members):

- ❖ Teacher for Fortitude levels 1-4
- ❖ Focused Mind is reduced in rarity by one level.

General House Disadvantages (for all members):

- ❖ Oneiromancy increases in rarity.
- ❖ Gift of Morpheus is unable to be learned.

How to specialize into the Sub-Houses:

- ❖ Praesidium
 - An interview is arranged with a recruiter for Sub-House Praesidium, where the mettle and skill of the Magi are considered. Proof of martial prowess is highly

recommended for specialization, as well as demonstrated combat abilities that are either magical or non-magical in nature.

- A report by the recruiter will be sent to the Heads of House for final consideration, which may or may not be followed by a secondary interview for further assessment. Final approval for Praesidium membership will be made by Lord Hope Douglas or Pontifex Bahari.
 - ❖ Wards and Measures
 - An interview process with a member with the rank of Architect or higher to assess your skills and dedication. A panel interview with multiple members of the House will be conducted after your initial interview to determine final approval of your application.
 - It is suggested prospective members have a portfolio or resume of experience ready to present to the panel, so that they may more easily determine if you are a good fit.
-

Praesidium

Praesidium unites to present the strong front of the Clan to its enemies through force, tactics and martial prowess. They move to the forefront as needed without being told to do so, such is their devotion to protecting the Clan from its enemies. Whether it's protecting the entire Clan from an onslaught of Sabbat raiders or protecting a single Clan member from dangerous situations, Praesidium is the Clan's martial force.

Praesidium is known as the forward phalanx of House and Clan, and while their duties are important, they often shy away from the more “typical” academic studies of Clan Tremere. They also provide logistical support, and offer strategy to members of House and Clan far afield. Odds are, if there's a threat that could shake a new Apprentice or recently promoted Regent, members of Praesidium have faced it down ten times over. This is actually the first manner in which they are called upon, and their true speciality, but it simply doesn't get the 'press' of when a Magi from this House has to go in person and get their hands dirty, hence the reputation, deserved or not.

Role: Offense and martial defense of House and Clan Tremere.

Suggested Prior Skills: Brawl, Firearms, Knowledge: Tactics, Melee, Dodge

Basic Advantages:

- ❖ Rarity lowered for:
 - Hands of Destruction and Path of Mars
- ❖ Rarity lowered for these Rituals:
 - Iron Body, Steps of the Terrified

Instructions for Advancement:

- ❖ Trial by “fire.” Members of Praesidium prove themselves through their actions in battle either through their martial prowess or their tactical skills. This can be proven through reports of duty to the Advanced members of your Sub-House, or through annual “war games” hosted by the elders of the House itself.

Additional Detriments:

- ❖ Faux Path and Vine of dionysus increased to R5
- ❖ Magi in Praesidium need to be on constant and active guard, listening for threats to House & Clan. This means that you MUST be active on the IC Tremere lists, and be ready to 'ship out' at a moment's notice (possible proxy of your PC) to regions far afield. Sharing of resources with other members of the House. Occasionally, some of the player's resources may be called upon from afar and be unavailable for a game.
 - If you become inactive for too long, you will lose rank within your Sub-House.
- ❖ Advanced membership requires the Magi to undergo the Transubstantiation of the Seven for an additional time. Given their role, their loyalty to the Inner Council must be nearly absolute. Advanced Members are required to take the flaw Bound to the Council x2.
- ❖ Given the nature of the work of this Sub-House, members rarely maintain their virtue above Humanity 3, and find it difficult to raise their Humanity.

Advanced Advantages (Only Accessible to Advanced Ranked Members):

- ❖ Choice of lowered rarity by one level for one of these paths:
 - Path of Mercury, Mastery of the Mortal Shell
- ❖ Lowered rarity by one level for: Lion Heart, Invisible Chains of Binding, Paper Flesh
- ❖ Able to learn the combination discipline Theft of Will.
 - Only available to the highest of ranked members who have proven their skills and commitment to the Heads of the House.

House Specific Ranks:

Regular Ranks

- ❖ Private
- ❖ Corporal
- ❖ Sergeant

Advanced Ranks

- ❖ Lieutenant
 - ❖ Major
 - ❖ Colonel
 - ❖ General (NPC Only)
-

Wards and Measures

Engineering with the addition of magic opens up many new doors of creativity. Someone has to be the one who sits down with a plumb-bob, blueprints and mystic wards to set down the foundations of a Chantry. Not only do they work upon Chantries, oftentimes they do 'side-work' for Princes and others who are willing to pay to set up mystic defenses).

Presently, they are the best at working alongside other Houses to come up with new rituals and paths to strengthen the defenses of Clan Tremere. As mystical engineers, they see most magic as a thaumaturgical toolkit, with all magic having its place. There really is no magic that they see as 'useless'--it is just a matter of putting the right tool to the right job. While they're not gardeners, no member of W&M would turn their nose up at some topiary in the front yard that can be animated via the Green Path to fight off attackers. Alchemy is often the quickest way to get a hold of rare building materials.

Role: Defensive protections on locations of House and Clan Tremere

Suggested Prior Skills: Architecture x 3, Auspex x3, Awareness, Lore in creature types other than Vampire/Kindred, Security x 3, 2 location defense or securing rituals.

Basic Advantages:

- ❖ Lowered Rarity of Way of Warding by one level
- ❖ Access to: Dedicate the Chantry, Mirror Walk, Iron Mind, Welcome Home (CCDB)
- ❖ Lowered Rarity of rituals by one level for all Wards and Warding Circles.

Additional Detriments:

- ❖ If you are a member of this House, you can (and will) be called upon at any time to report to various locations in order to build or defend a chantry.
 - This can mean that you will be taken out of play at Coordinator discretion for no more than 1 month with notification to you and your staff.
 - This requires the PC to travel ICly to other games. This does not require the player to travel to other games OOC.
- ❖ You must select your Advanced Path choice at time of joining the Sub-House, and it must be recorded with the Tremere Coordinator's office at this time. Your selection may not be changed at a later date. (Unless Coordinator Approval is gained, and you have not purchased either of the drawback paths listed below).
- ❖ Path of Mars and Hands of Destruction increase to R4
 - If Power of the Mirror is purchased as the Advanced Benefit, both of these are increased to R5.
- ❖ Must assist Sub-House Praesidium in creating the fortifications for their "war games" used for their advancement and training scenarios.

How to Advance:

- ❖ Refer to the House Ranks section

Advanced Advantages (Available to Advanced Ranked Members Only):

- ❖ Choice of one path at one level lowered rarity:
 - Innkeeper (OWBN Custom) or Power of the Mirror
- ❖ Rarity reduction for all of the following Rituals:
 - Intermediate: Master of My Domain
 - Advanced: Escape to True Haven
 - Advanced: Dominion
 - Advanced: Create Stone Hound
 - Advanced: Create Razor Bat

House Specific Ranks:

Regular Ranks

- ❖ Intern - Base rank for all incoming members
- ❖ Architect - Most members of the House
 - Eligibility Requirements:
 - 1 year in the House
 - 10 Rituals pertaining to Chancies/Building security and/or defense

Advanced Ranks:

- ❖ Sr. Architect - Tenured members of the House
 - Eligibility Requirements:
 - 3+ years in the House
 - Mastery of Way of Warding
 - 20 Rituals pertaining to Chancies/Building security and/or defense
- ❖ Jr. Principle - Attained by appointment from the Sr. Principle
- ❖ Sr. Principle - Head of the House (NPC)

House Ars Scientia

This House focuses on the “true” sciences as some would call them, with the focus on how things in the physical world work. Members of this House decide if they prefer to work organic or inorganic specimens in the course of their studies. Members of this House can also provide the Clan with resources and medicinal skills needed to ensure House and Clan remains strong in the face of opposition.

Symbology: A caduceus over circular valknut

House Leadership (NPCs):

- ❖ Councilor Abetorius
- ❖ Lord Iberê Pereira, Principia
- ❖ Lord Justin Hann, Principia
- ❖ Lord Joseph Keys, Principia
- ❖ Lord Meliora, Hypocratius
- ❖ Lord Jesse Whitehurst, Principia
- ❖ Apprentice Beatriz Sousa, Principia
- ❖ Apprentice Dr. Rudolf Monke, Hypocratius

How to Join:

- ❖ Prospective members will submit a memo/CV of their current scientific interests for review. A member of the House who is in a similar or related field will conduct an interview to ensure the applicant fits the mindset of the House at large. If approved they will be admitted as an introductory member to the general House. The patience required to perform the research Ars Scientia will be tested during the interview process.

General House Advantages (for all members):

- ❖ Biothaumaturgy is reduced in rarity by one level
- ❖ Technomancy is reduced in rarity by one level
- ❖ Access to Acolytes for Pyramid related projects (mechanically Cult x2 on loan; Coordinator controlled)
- ❖ Reduced creation times of approved House Research

General House Disadvantages (for all members):

- ❖ Spirit Manipulation and Oneiromancy raised in rarity by one level.

How to specialize into the Sub-Houses:

- ❖ Principia

- A practical exam provided by an existing member of the SubHouse will be conducted to test their skill set.
 - ❖ Hypocratius
 - After submitting a thesis to the Sub House to review, the applicant will be brought before a review board of at least 3 current Hypocratius members for an interview to determine if they are a qualified fit.
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Principia

Even amongst static creatures like kindred, there is a need and desire for creation. Whether it is looking into new thaumaturgical precepts, or applications of technology to the kindred experience, House Principia is the leader in these fields. The crowning achievement of the Tremere has been their conversion from being mortal mages to blood magicians. Few things can compare to this, but members of this House certainly try. Known as those who innovate, their accomplishments in the creation of Paths and Rituals far outstrip any other House. It was this House who also created the first Gargoyles, and figured out the makings of homunculi. Beyond the creation of Paths and Rituals, other Houses have sprung from this House as well. House Hypocratius was once a specialized 'Sub-House' within Principia, as was Wards & Measures. Despite it's achievements, there are rumors that this House can trace its origin back to the House Goratrix before his fall. Clan elders generally do not trust many members of this House, which lends some credence to this thought.

Creation is an arduous process, and is more difficult for the static undead than those of the living. There is a certain prestige in being able to create. Constantly 'moving forward' is necessary, and 'dues' to this House means that the warlock needs to be constantly pushing the envelope of design and development. This is an often frustrating endeavor, as it is never the journey, but the result that the masters of the House demand. While some members of this Sub-House focus on creating new magics, others focus their time on converting magics to Hermetic principles. Whether the magics are completely new, or simply new for use within House and Clan, this House prides themselves on their dedication to new Hermetic Rituals and Paths.

Role: Research and Development with a specialization in Technology

Suggested Prior Skills:

- ❖ Abilities: Computer x3, One science x3, with a specialization, Repair x3 & Scrounge x3.
- ❖ Path of Blood x5.
- ❖ In-Character proof that you are actively creating something (i.e., a thesis, a proposal of study.)
- ❖ Minimum of Auspex x3.

Basic Advantages:

- ❖ Lowered Rarity by one level for the following:
 - Focused Mind or Faux Path
 - Rituals: Machine Blitz, Iron Mind, Trigger

Additional Detriments:

- ❖ If not currently involved in a project, your superiors will assign you to one (this may or may not be of your choosing).
- ❖ Some of your downtime actions likely will be dedicated to House projects, and you may be expected to work within a deadline for such projects.
- ❖ Likely will be asked to teach custom thaumaturgy to other members of House and Clan upon request.

Advanced Advantages:

- ❖ One Rarity 4 Path of their choosing at one level lower rarity.
- ❖ Lowered rarity by one level for the following:
 - Rituals: Magic Mirror, Import Object, Bring forth the Light Within.
 - Path of Data Manipulation (OWBN Custom)
- ❖ Access to Tremere libraries gives knowledge of all cataloged magic. Custom Thaumaturgy created by other thaumaturges may be requested and is more easily approved.
- ❖ Additional assistance from House Leadership on creating custom magics and disciplines for House and Clan. (Coordinator controlled NPCs may be used to help create custom content with Tremere Coordinator Approval to speed up the creation process.)
- ❖ Requirements for Advanced Rank/Advantages
 - Assisted with 3 approved House Principia projects
 - Submitted and received IC approval for either one new ritual or path while within House Principia.
 - Lead 1 project, utilizing House Principia resources, to completion.

Ranks:

Regular Ranks:

- ❖ Student
- ❖ Adjunct

Advanced Ranks

- ❖ Professor of (field)
- ❖ Specialist of (field)
- ❖ Headmaster (NPC Only)

Hypocratius

This House is made up mostly of those with interest of every stripe of medicine focusing on biological and medical research and pushing the boundaries of what the body can do. Some confuse this House with only doctors and the like, but is also made up of what would be considered 'mad scientists' as well as eugenicists, and other biologists that may be considered 'pseudoscience' to most kine scientists.

House Hypocratius was founded on the theory of magic that alters the human form in any way. Starting during the Renaissance and when biology was first being better understood via science, the House itself ebbs and flows with kine biological understanding. During the Victorian Age, there was another rush to join this House.

Once more during the '80s, there was an influx of members, as new drugs and blood born diseases sprang up. More than many Tremere are willing to believe, this is a very important House. Knowledge of the spread of disease affects Kindred more than most Camarilla are willing to admit, as things like plague are far less glamorous than, say, war. Arguably, nothing else affects Kindred more than disease. Members of House Hypocratius know this and are prideful in this knowledge.

Sometimes, they are treated as mad scientists, and rightfully so. Characters such as Mary Shelley's Dr. Victor Frankenstein are as much an inspiration to this House as Dr. Jonas Salk. Items of science fiction are not so far-fetched when magic is involved. There are also 'dead' areas of research by this House that humanity has abandoned for either cases of 'political correctness' (such as Eugenics) or dead ends that science can go no further in study. One particular task in which this House is entrusted is the upkeep and maintenance of the Ducheski line of Revenant ghouls. The Tremere have yet to crack the thaumaturgical code that can make new revenants, but do know that simple selective breeding can produce a superior model and keep the line intact. Some of their testing upon this family is not quite so 'benevolent', as those that are considered 'runts' or genetically inferior often become lab rats for magics that are being tested to use against other revenant lines, specifically those who are the thralls of the Tzimisce.

Role: Biology and Medicine

Suggested Prior Skills:

- ❖ Science x3, Medicine x3; Academics (Biology) x3 or Academics (Psychology) x 3
- ❖ Rituals: Engaging the Vessel of Transference, Illusion of Peaceful Death, Sanguineous Phial, & Soul of the Homunculi.

Basic Advantages:

- ❖ Lowered Rarity by one:
 - Mastery of the Mortal Shell
 - Blood Allergy, Flatline, Preserve Blood, Asymmetrical Reproduction

How to Advance:

- ❖ Science x5 with a specialization, Medicine x5 with a specialization; Academics (Biology) x5 or Academics (Psychology) x 5.
- ❖ Biothaumaturgy x5

Additional Detriments:

- ❖ From time to time, you will be given research projects to work on that supersede your personal projects. These projects may require you to research new areas the House would expect you to learn to further its goals, and purchase Abilities, Rituals and Paths you might not otherwise wish to buy.
- ❖ Dealing with biology, especially over the possibility of centuries, and without laws and morals, tends to erode Humanity, Conscience and the mind.
- ❖ As with the above, members may garner Flaws/Derangements such as Desensitization.
- ❖ Saddled with the care and upkeep of the Ducheski family. As these NPCs are R&U, they are controlled by the office of the Tremere Coordinator.

Advanced Advantages:

- ❖ Access to Path of Biohacking (OWBN Custom) or Tremere Biothaumaturgical Experimentation (OWBN Custom)
- ❖ Access to: Domino of Life and Recure of the Homeland
- ❖ Potential Access to a Ducheski retainer.
 - Requires Tremere Coordinator Approval.

Ranks:

Regular Ranks:

- ❖ Resident
- ❖ Fellow

Advanced Ranks

- ❖ Attending
- ❖ Surgeon
- ❖ Head of Department: (Field of study)
- ❖ Director (NPC only)

House Disciplina

There are many different ways to support House and Clan Tremere. Those who come to House Disciplina tend to have a more esoteric, academic way of thinking, looking to the past and the knowledge gained by others to support Tremere in the now. In modern nights many younger Tremere have begun mixing magic with science and using modern thinking to apply magic; those of Disciplina prefer to keep their application of magic “pure” harkening to a time when magic came easier to the world. This mindset has made the Magi of Disciplina invaluable as they often recall needed information others have forgotten or dismissed.

Members of this House focus their time on their studies of various topics including: History, Linguistics, types of magic, and Lores. These scholars tend to focus on particular areas of study with some diversification into other related topics. Other Tremere view these scholars as specialists within their field of study, and are sought after to assist in matters that require in depth knowledge into a specific topic.

Symbology: A stylized scroll with a Delta on the page.

House Leadership (NPCs):

- ❖ Councilor Grimgroth
- ❖ Pontifex Grimes, Sub-House Arcanum
- ❖ Lord J. Calethepes, Sub-House Aurum Guild
- ❖ Lord Jonas ErtzBerg, Sub-House Aurum Guild
- ❖ Lord Egon Ronco, Sub-House Arcanum
- ❖ Regent William Dawes, Sub-House Aurum Guild
- ❖ Regent Bethany Stein, Sub-House Arcanum
- ❖ Regent James Reed, Sub-House Arcanum
- ❖ Regent Shelly Peterson, Sub-House Arcanum

How to join:

Most members of House Disciplina are passionate about their work. Joining is more a matter of demonstrating your passion for knowledge and magic than anything else. A recruiter will often ask an applicant to write a treatise, a research paper or show an example of their work to demonstrate their passion and that they are a good fit for the House. Often there is a peer review of the applicant's submission by the whole of the House. House Disciplina is wary of applicants that seem to want something from them or feel they are just not a good fit for other Houses.

General House Advantages (for all members):

As members of House Disciplina consider themselves “true” scholars they are often eager for the collaboration and feedback of their peers in the House regardless of rank. An Acolyte might

work shoulder to shoulder with a Lord or even a Pontifex allowing for many unique opportunities.

- ❖ Easy access to Tremere Mentors of higher Rank to teach esoteric Abilities and provide support.
- ❖ Access to the following Lores up to 3:
 - Kindred, Mage, Garou/Lupine, Fae, Sabbat, Camarilla, Anarch, Wraith, Spirit, Umbra, Shadowlands
- ❖ Focused Mind is reduced in rarity by one level.

General House Disadvantages (for all members):

- ❖ Flaw: Cloistered or Derangement: Paranoia, Obsessive Compulsive, Intellectualization or one deemed suitable with Storyteller and Sub-Coordinator approval.

How to specialize into the Sub-Houses:

- ❖ Arcanum
 - Potential scholars interested in joining Arcanum should speak with a recruiter of the House regarding open areas of specialization.
 - A thesis (or abstract) on your potential area of specialization is required for the recruiter to assess your current knowledge base. After reviewing the thesis, the recruiter will make your research known to the House for feedback prior to acceptance.
- ❖ Aurum Guild
 - Recruitment is always open.
 - The recruitment team may be more interested in discussing what you may be able to bring to the organization, and what specifically you plan on researching.
 - There are many facets to Alchemy and High Science, bring one to the table, tell us how you plan to bring it to the limelight for Aurum Guild.

Arcanum

Arcanum is a House of scholars devoted to cataloging and scribing the accumulated knowledge of Clan Tremere. They also are researchers who delve into forgotten tomes and places left unknown for ages long past. Knowledge is indeed power, and they are sought after by practically every other House when something comes up that baffles the rest of the Clan, and are called upon most often by members of other Houses for logistical support and research. Historically, this is the one of the longest standing Houses within Clan Tremere. There is always a need and interest in the accumulation of knowledge. While seen as bookish scribes many in Arcanum are also adept at gaining knowledge first hand and can be quite formidable.

Knowledge however, also has a price. Sometimes the Tremere of Arcanum finds out things that are not meant for minds either kindred or kine to understand. For this reason, House Arcanum suffers from a higher than normal incidence of mental instability, often from paranoia of 'truths' found in ancient and hoary tomes. House Arcanum is responsible for tracking and monitoring the development of new Rituals and Paths of Thaumaturgy. House Principia often works with Arcanum ensuring that their new works are properly filed.

Role: Librarians and Researchers

Suggested Prior Skills:

- ❖ Academics x3, 3 different Lores at 2 (excluding Tremere, Camarilla, and Kindred)
- ❖ 3 different languages
- ❖ The Scribe, Sense the Mystical

Disadvantages:

- ❖ Must choose a Lore specialization or be given one
- ❖ May be told to learn certain Lores or knowledge.
- ❖ It is more difficult to be approved for martial Thaumaturgy. Lure of Flames, Path of Mars, Mastery of the Mortal Shell, Hands of Destruction and Path of the Levinbolt are all considered to be one rarity higher.
- ❖ Requests for martial rituals will also be more closely scrutinized.

Basic Advantages:

- ❖ Rituals reduced in rarity by one level: Iron Mind, Sanctuary and Escape to a True Haven
- ❖ Choice of one at reduced rarity: Biothaumaturgy, Shadow Crafting, or Faux Path
- ❖ Can learn most Lores to level 5 (must still get appropriate Coordinator approval)
- ❖ Expected Skills for advancement:
 - Academics x 5, History x 5, 5 Lores at 3 (excluding Tremere, Camarilla and Kindred, 5 languages, and a Lore specialization/expertise.)
 - Focused Mind Mastered.

Advanced Advantages, High Arcanum:

- ❖ Choice of one to be reduced in rarity by one level: Power of the Mirror or Gift of Morpheus
- ❖ House Ritual: the Bronze Head Speaks (ref: *House of Tremere*, pg. 115)
- ❖ Access to Tremere libraries gives knowledge of all cataloged magic. Custom Thaumaturgy created by other thaumaturges may be requested and is more easily approved.
- ❖ Access to members of the Ducheski family as retainers. As these NPCs are R&U, they are controlled by the office of the Tremere Coordinator

Ranks:

Within House Arcanum there are titles that members may claim. At more advanced levels members may claim titles for being experts in their field.

Regular Ranks:

- ❖ Associate: An associate has less than 50 total points of Lore
- ❖ Fellow: has 50 or more total point of Lore
- ❖ Senior Fellow: has 65 or more total point of Lore
- ❖ Distinguished Fellow: has 90 or more total points of Lore.

Advanced Ranks:

- ❖ Scholar: has chosen a specialty
- ❖ Respected Scholar: has 10 points of Lore in sub-categories of a Lore
- ❖ Esteemed Scholar: has 20 points of Lore in sub-categories of a Lore

Examples of a full title:

- Distinguished Fellow of High Arcanum
- Esteemed Scholar of Lupines and Mages
- Associate of Arcanum
- Scholar of Spirits

Aurum Guild

Some consider the study of alchemy anachronistic in light of modern science. However, modern science still hasn't come up with a cost effective method of turning lead into gold... or lead into uranium for that matter.

Another of the oldest Houses within Clan Tremere, the Aurum Guild saw a slow stagnation as the middle ages passed into the Renaissance and into more modern nights. Scoffed at in light of more and more scientific methods of operation, there is now a renewed interest in this House.

The splitting of the atom was a watershed moment that saw an intense new interest in this House. If rumors are to be believed, there are members of this House working on rituals to reverse the effects of a nuclear explosion, or even stop such a nuclear reaction in order to have a sufficient defense in case of nuclear war. Many Tremere may raise an eyebrow at this notion, but members of the Aurum Guild will simply shrug and go back to their research when asked.

Whereas Alchemy gave way to Chemistry in science, the two are more or less considered the same philosophy within this House. With true and real magic, there is no discernible difference between these disciplines, which other mages of House and Clan are only recently realizing.

Role: Alchemy and Transmutation

Suggested Prior Skills:

- ❖ Science x3 (Chemistry), Science x3 (Physics), Science x3 (Geology) Academics x3 (in a physical science)

Additional Detriments:

- ❖ Path of Spirit Manipulation rises in rarity by one level.
- ❖ You are expected to regularly contribute to Hephaestus's gold reserves.
- ❖ You may be requisitioned to do work you'd otherwise not wish to do, and put your own research on hold. Expect to have to buy Abilities, Influences and magic on order from superiors.
- ❖ Rarity of Path of Oneiromancy raised to R4.

Basic Advantages:

- ❖ Path of Alchemy and Path of Transmutation Lowered in Rarity by one.
- ❖ Hands of Destruction lowered in Rarity by one.
- ❖ Access to learn some Alchemical Rites rituals (For examples, see below)
- ❖ Lowered rarity by one for these rituals:
 - Heart of Stone, Protean Curse, Recure the Homeland, Suspend Incantation.

How to Advance:

- ❖ Paths of Alchemy and Transmutation mastered
- ❖ Science(Chemistry) x 5, Science(Physics) x 5

Advanced Advantages:

- ❖ Access to learn path Malign Humors (Vampire Dark Age: House of Tremere pg 117 for inspiration) which will allow the creation of magical potions.
- ❖ House Magics:
 - Rupert's Truly Indelible Ink (OWBN CCDB)
 - Advanced Alchemical Rites Rituals (OWBN CCDB)

Alchemical Rites

After centuries of working with Alchemy the Aurum Guild has codified certain effects they have achieved in the form of rituals. One must have mastered the Path of Alchemy before they can learn Alchemical Rites. All Alchemical Rites deal with changing the properties of a physical item. Aurum Guild is happy to share the results of their work but the rituals themselves are closely guarded secret logs only within House Disciplina (Mechanics can be found in OWBN'S CCDB). Below are a few examples:

- ❖ False Surface: Basic
 - You can make any item look like it is made of another material. For example:
You can make a wooden sword look like it is made of gold.
- ❖ Alter Weight: Basic
 - Quadruple or quarter the weight of an object.
- ❖ Reinforce Structure: Intermediate
 - Double the Health Levels of an object or piece of armor

- ❖ Flexible Warding: Intermediate
 - This rite allows non-rigid items (Cloth, rubber, rope, ect.) to be Warded. These items must still have the appropriate runes incorporated into their structure.
- ❖ Magic Resistance: Advanced
 - For any magic to effect or damage an item or structure enhanced with Magic Resistance and additional static challenge vs. 10 must be won. The item also has one free retest. If the challenge is not won the enchanted item will be unaffected or undamaged. This protection is only for the item itself. Armor with Magic Resistance provides no extra protection to the wearer.

House Illuminatio

The role of this House within Clan Tremere is to study topics that are crucial aspects to various cultures or societies and provide invaluable insight into magical studies. These Magi study the religions of the world, spiritualities, and various forms of divination. They do not study the world as it is scientifically, but how it is mystically, and how it shapes the natures of Kindred and Kine alike. Members of House Illuminatio are often sought after to assist and inspire other Kindred to regain their Humanity.

Symbology: The Hamsa Hand

House Leadership (NPCs):

- ❖ Councilor Thomas Wyncham
- ❖ Pontifex Celestyn
- ❖ Lord Bianca Filippa de Rippa
- ❖ Lord Julian Pratchett
- ❖ Regent Laura Tanner
- ❖ Regent Michael Thompkins

How to Join:

- ❖ Applicants must send their interest to one of the recruiters of the House, and prove to them their deep seated interest in the basis of study for House Illuminatio. Those who are found to be too rash in their actions, tend not to make the cut as this House focuses on more contemplative areas of study.

General House Advantages (for all members):

- ❖ Lowered by one level rarity for:
 - Iron Mind
 - Focused Mind

General House Disadvantages (for all members):

- ❖ Increased rarity by one level for Path of Mars and Hands of Destruction

How to specialize into a Sub-House:

- ❖ Divinus
 - Magi interested in Divinus will meet with a member of the Sub-House and spend multiple days in quiet meditation. Following this, a discussion of theory and ideology brought forth from their time of meditation. At the end of this discussion their membership will be decided upon based upon their period of reflection.
- ❖ Virtue

- Interested Magi will present research to a member of the Sub-House regarding a topic of study related to religious studies. An interview is then arranged with Advanced members of the House to ensure the applicant is a good fit within the framework.

Divinus

Divinus translates to "The Study of God," but how can you study that which you can't see or touch? Sub-House Divinus accomplished this through the exploration of formal and informal religions. The Sub-House examines the practices, rituals, and rites of these groups with particular focus on divination, prayer, and meditation. Since direct interaction with the Divine is often impossible, many of Sub-House Divinus expand their research into their intermediaries. It is not uncommon for members to research saints, angels, demons, or other avatars as a proxy to studying the Divine directly. Bold members may even go so far as reaching out to reach out to these entities for answers.

Role: Taoism, Buddhism, Hinduism, Shinto, and other Celestial Studies

Suggested Prior Skills:

- ❖ Linguistics x3
 - Languages: Sanskrit, Pali, Mandarin, Japanese
- ❖ Knowledge/Academics/Theology: Buddhism, Taoism, Hinduism,
- ❖ Abilities: Meditation, Divine (*Kindred of the Ebony Kingdom*)
- ❖ Oneiromancy, Spirit Manipulation, Auspex x 3

Basic Advantages:

- ❖ Lowered rarity by one level: Create Stone Dog, Dominion, Sanctuary
- ❖ Access to Mentor x3 (House NPC); including teaching in Lucid Dreaming
- ❖ Access to teachers for multiple Abilities and Lores associated with their studies.
- ❖ Oneiromancy and Spirit Manipulation are lowered in rarity by one level.

Disadvantages:

- ❖ Path of Corruption and Vine of Dionysus are nearly impossible to learn (R5)
- ❖ Advanced Members often gain derangements through their studies. This will be determined by the Sub-Coordinator and Storytellers.

How to Advance:

- ❖ Meditation x5, Any two House Knowledges/Lores at 5
- ❖ Auspex x5, Focused Mind x5

Advanced Advantages:

- ❖ Access to House Magic:
 - Guardian Shishi (Intermediate Ritual, OWBN CCDB)
 - Choice of one path to be lowered in Rarity by one level:

■ Gift of Morpheus or Way of Warding

- ❖ Able to gain the Merit Oracular Ability
- ❖ House Mentor x5

Ranks:

Regular Ranks:

- ❖ Disciple
- ❖ Monk

Advanced Ranks:

- ❖ Guru
- ❖ Rishi
- ❖ Celestial Master (NPC Only)

Lucid Dreaming

“From choosing the subject matter of your dreams to altering their conditions, you have some degree of control over what happens when you are dreaming. This talent is useful for achieving insight into one’s subconscious and gaining incredible details for stories.”

-Halls of the Arcanum pp. 55 & Sorcerer, Revised Ed. pp. 50

- ❖ Novice: You watch strange movies or feed on strange prey to inspire your nightly sessions.
- ❖ Practiced: You often dream about things that interest you.
- ❖ Competent: The contents of your dreams are open to change.
- ❖ Expert: Your dream world is a continuing project.
- ❖ Master: Do you ever wake up?

Specializations: Specific Changes (such as adding one consistent component), Somnambulation, Nightmares

Virtue

Virtue as a group studies the "higher powers." They are by and large spiritual and religious, but not from any one specific religion. As such, they try to be a moral compass for the clan. The study of Cosmology and higher planes such as the High Umbra/Astral/etc, and the beings that inhabit them (like Celestines and such) are their bailiwick. They pull their strength through faith and study.

One does not have to be devout to any religion to be in this House. There are a surprising amount of self-avowed Atheists who study religion (it takes a lot of faith to be an atheist, especially in the face of what they study) that are part of House Virtue. Of those that espouse any particular religion, the western religions are most represented in its numbers, mainly of the Judeo-Christian or Islamic bent, as is expected from a clan whose origins lie in Eastern Europe.

Role: Abrahamic Religious Studies and Celestial Studies

Suggested Prior Skills:

- ❖ Kabbalah, Mythology
- ❖ Linguistics: Hebrew, Aramaic, Latin
- ❖ Academics/Knowledge/Theology: Judaism, Islam, Christianity, Theology
- ❖ Auspex x3

Basic Advantages:

- ❖ Teachers for: Presence (lvls 1-4), Dominoe of Life, Sense the Mystical
- ❖ Access to teachers for multiple Abilities and Lores associated with their studies
- ❖ Access to Lore: Noddist up to x3

Disadvantages:

- ❖ Path of Corruption is nearly impossible to learn. (R5)
- ❖ Members of this House are required to have and maintain a minimum of Humanity 3. If they should drop below Humanity 3, the elders of the House can choose to expel them from the House, or to remove their tenure until they have regained their Humanity.

How to Advance:

- ❖ Theology x5 with any specialization
- ❖ Any Two House appropriate Lores at 3 or higher (including Noddist Lore x3)
- ❖ Auspex x5, Presence x3

Advanced Advantages:

- ❖ Teaching of one of these paths: Mastery of the Mortal Shell or Father's Vengeance
- ❖ Teaching of Presence level 5
- ❖ Mentor x5

Ranks:

Regular Ranks:

- ❖ Novitiate
- ❖ Cantor

Advanced Ranks:

- ❖ Mullah
- ❖ Rais
- ❖ Divine Master (NPC Only)

House Mortalitas

Members of this House focus their time on their studies of death, the afterlife, and other manifestations of the soul. Given the nature of their studies, they often work alongside practitioners of Necromancy such as clan Giovanni or Samedi. Some Giovanni and Samedi have even found themselves as members of this House after dedication to a long time working relationship with Clan Tremere. Although the members of this House may not be valued for their combat capabilities, they are respected for their relationship to the realm of the dead. Due to the intense nature of their studies, and connection with Clan Giovanni, this is the only House with a single Sub-House. It is understood that this arrangement of High Saturday is for Clan Giovanni to provide instruction in their ways in exchange for the Tremere's assistance with matters involving the Camarilla. Often this means assisting in matters related to The Promise, or Giovanni rights within the Camarilla. Close interactions between members of House Mortalitas and Sub-House Validus are required for this part of the arrangement between the two Clans.

Symbology: A Raven

Tremere House Leadership (NPCs):

- ❖ Councilor Elaine de Calinot
- ❖ Lord Erica Alton
- ❖ Lord Patricia von Bernstein
- ❖ Lord John Reiss
- ❖ Regent Maxwell Ldescu
- ❖ Apprentice Anton Crowley

Giovanni House Leadership (NPCs):

- ❖ These are only shared with active members of the House, and thus are not listed here.

How to join:

Tremere interested in joining the main House may contact the House recruiter to become an introductory member. This does not mean you will be accepted into the Sub-House of High Saturday, but it does put your character on track.

Potential Giovanni members may apply to join the Sub-House of High Saturday without first joining House Mortalitas, as they are not part of the Pyramid structure. In order to join, they must first seek out the Giovanni recruiter for the House to prove their mettle. Their membership in the Sub-House requires permission from the Tremere Coordinator and the Giovanni Coordinator. Giovanni who already have R3 Necromancy Paths/Rituals are barred from entry into High

Saturday, or you may choose to lose the Paths/Rituals from your sheet without regaining them later as part of the BA for entry into the House.

General House Advantages (for all members):

- ❖ Path of Corruption

General House Disadvantages (for all members):

- ❖ Oneiromancy Increased in Rarity by one level.
- ❖ Increased Banality (Max of 10). Cannot learn Fae Lore or Dreaming Lore above 3

How to specialize into Sub-House High Saturday:

- ❖ Tremere Members:
 - You may apply to the elders or the recruiter of the House to discuss joining High Saturday. You must prove you have what it takes to be a member of High Saturday, and membership in the Sub-House requires a Binding Agreement signed by both the Tremere Coordinator and Giovanni Coordinator.
 - Not all introductory members of House Mortalitas will be allowed to join High Saturday, and some may need to provide their elders with a bit more to convince them they would benefit the Sub-House.
- ❖ Giovanni Members:
 - You may apply to the elders or the recruiter of the House to discuss joining High Saturday. You must prove you have what it takes to be a member of High Saturday, and membership in the Sub-House requires a Binding Agreement signed by both the Tremere Coordinator and Giovanni Coordinator.
 - Giovanni petitioning to join must be from the Necromancer branch of the family, and you are unable to ever leave that branch.

High Saturday

Necromancy is a magic that has been a blind spot for Clan Tremere for some time. As it is a form of Blood Magic however, it has been a point of study. Similarly, Clan Giovanni has been interested in the differences between their magics, and the Hermetic rote magic. In time, researchers from these two 'new' Clans came together to work and get perspective on their studies. From this, House High Saturday was born.

Over the last hundred years or so the House has also begun taking in members that practice in Shamanism and Elementalism in the absence of any other House being equipped to do so. Many

breakthroughs in these magics have come from studying Native American and African tribal religions, studying closely with kindred and religions of the Caribbean such as Santeria, Voudon and Houdon, and even learning from studying the Lupines from afar. With Clan Tremere's deeply rooted Hermetic ties supplemented with these newfound methods of wielding binding magics, the House has brought themselves to the forefront in bartering with other Magi looking for trinkets and other items to aid them in the nightly duties as well as in the halls of the Camarilla in dealing with bothersome wraiths and spirits.

From these techniques and from studying side by side with accomplished Necromancers, both Western and Shamanistic, the path of Spirit Thaumaturgy was born (or so they claim). This path is thought to be exclusive to High Saturday as it is the culmination of years of research fulfilled, it finally allows a Magus to reach across the shroud into the Shadowlands and take the fruits of their labor.

Note: This House has members within Clan Tremere and from Clan Giovanni

Role: The afterlife and the manifestations of the soul

- ❖ Necromantic studies, Shadowlands, the Loa

How to Advance within High Saturday:

- ❖ Basic and Advanced
 - For a member to become Advanced, it will require proving one's worth to the elders of the House.
 - OOC: Requires both Giovanni and Tremere Coordinator approval

Ranks within High Saturday:

Regular Ranks:

- ❖ Displulus
- ❖ Praeceptor

Advanced Ranks:

- ❖ Procurator
- ❖ Praefectus
- ❖ Principalis (NPC Only)

Tremere Members

Suggested Prior Skills: Academics, Thanatology, Medicine, Theology, Lore: Wraith, Lore: Shadowlands, Lore: Spirit, Lore: Umbra

Basic Advantages:

- ❖ Lowered Rarity by one level for:
 - Spirit Thaumaturgy
 - Rituals: Summon the Guardian Spirit (Basic), Learning the Mind Enslumbered (Basic), Flatline (Basic), Haunted House (Int.), Summon the Mischievous Spirit (Int.), Infirm Inert (Int.), Warding Circle vs. Ghosts (Adv.)

Additional Detriments:

- ❖ Interactions with the fae become exceedingly difficult.
- ❖ At higher levels it becomes more difficult to retain higher levels of Humanity.
- ❖ Likely to gain a derangement due to prolonged studies into the realm of the dead.
- ❖ Other Camarilla members tend to distrust you due to your close connections with the Giovanni.

Advanced Advantages:

- ❖ Lowered Rarity for:
 - Path of Curses
 - Rituals: The Haunting (Int.), Sight of the Dead (Int., Custom), Spirit of Torment (Adv.)
 - ❖ Instruction in Necromancy Paths/Rituals
 - This will be determined by NPC leadership and approved/overseen by the Giovanni Coordinator
-

Giovanni Members

Suggested Prior Skills: Academics, Thanatology, Medicine, Theology, Lore: Wraith, Lore: Shadowlands, Lore: Spirit, Lore: Umbra

Basic Advantages:

- ❖ Approval for:
 - Path of Blood
 - Hermetic Rituals: Calling the Restless Spirit (Basic), Chime of Unseen Spirit (Basic), Illusion of Peaceful Death (Int.), Haunted House (Int.), Ward vs. Ghosts (Adv.)

Additional Detriments:

- ❖ Giovanni that join House High Saturday loose access to R3 Paths and Rituals due to divided loyalties.
- ❖ Interactions with the fae become exceedingly difficult.

Advanced Advantages:

- ❖ May seek approval for Spirit Thaumaturgy
- ❖ Approval for the following Hermetic Rituals:
 - Learning the Mind Enslumbered (Basic), Flatline (Basic), Infirm Inert (Int.), Summon the Mischievous Spirit (Int.), Warding Circle vs. Ghosts (Adv.), Spirit of Torment (Adv.)
- ❖ May petition Tremere Elders/members for additional thaumaturgical instruction
 - This requires Tremere Coordinator Approval and is approved by NPC leadership

House Respublicae

Members of this House are often sought after to assist in matters of influence and politics. Given the nature of their work within House and Clan Tremere the members of this House are often required to work with others outside of their domains. Due to the roles and projects of this House, the Sub-Houses are encouraged to work together to provide the Clan and Camarilla with strong support. However, competition is part of being in House Tremere and thus it is natural for healthy competition between the branches for superiority within the House. As a primary role of this House is to provide support to fellow Magi and members of the Ivory Tower, exemplary behavior is expected of its members.

Symbology: Lotus Flower

House Leadership (NPCs):

- ❖ Councilor Meerlinda
- ❖ Pontifex Lotharius, Sub-House Validus
- ❖ Pontifex John Diamond, Sub-House Hephaestus
- ❖ Pontifex Richter, Sub-House Validus
- ❖ Lord Vasa, Sub-House Hephaestus, Gold Cog
- ❖ Lord Carter, Sub-House Daughters of the Crone
- ❖ Lord Villiers, Sub-House Validus
- ❖ Lord Desmond Valentine, Sub-House Hephaestus, Silver Cog
- ❖ Lord Michelle Warrington, Sub-House Daughters of the Crone
- ❖ Regent Nichole Tyler, Sub-House Hephaestus
- ❖ Regent Bruce Turren, Sub-House Hephaestus
- ❖ Regent Vincenzo Romero, Sub-House Hephaestus

How to join:

Those interested in this House should seek out one of its members to discuss the details. This can be done through an official recruiter, or to meet with any other one of the House's more advanced members. Initial recruitment will be finalized by the recruiter and a Lord of the House after determining if you are a good fit. It is also likely you may be tasked with a small and manageable project to prove you are well suited to this House, if you do not have many experiences thus far.

General House Advantages (for all members):

- ❖ Teacher for Presence levels 1-4
- ❖ Path of Technomancy or Way of Harmony
- ❖ Mentor x5: John Diamond (Coordinator NPC)

- May also be used to borrow Influences, Resources, and Status
- ❖ Members of House Respublicae can loan Influence to one another at full value rather than half as specified in Dark Epics rules.

General House Disadvantages (for all members):

- ❖ Members must maintain their Humanity (no lower than 3) in order to keep up appearances with their mortal contacts.
- ❖ Given the nature of their work, members of this House are unable to learn Soul of the Serpent and BioThaumaturgy.

How to specialize into a Sub-House:

- ❖ Daughters of the Crone
 - Transitioning into the Daughters of the Crone is easier than most Houses. A simple vow to help mortals, and improve life for all is all that is required. Failure to adhere to these tenants is cause for great animosity among the House until they make up for their failures. Although the name implies this is a female only House, all gender identities are welcomed with open arms.
- ❖ Hephaestus
 - Entering into Hephaestus requires submitting a resume and having an interview by a board containing at least one high ranking member of the House. A wise interviewee would come prepared with their resume, the “application fee”, and a portfolio to be reviewed. Typical “application fees” are deeds to locations, masterwork items crafted, or huge sums of untraceable money.
 - If successful, they will receive a letter of acceptance welcoming them to the House, they will be assigned a mentor in the House who will help train them.
- ❖ Validus
 - The first step is to get an interview with a member of the Sub-House Validus who holds the position of High Legatum or higher. The questions asked during the interview are prepared in advance and are intended to assess, among other characteristics, the way the applicant makes decisions, how they behave publicly, how they relate to kindreds inside and outside the Pyramid and how they believe your name is seen in the Camarilla and Clan Tremere.
 - The answers will be made available to the other members of Sub-House Validus for a period of time so that they have the opportunity to give their opinion if they wish. During this period an investigation may be conducted looking for black marks on the applicant reputation. If something is found, the application can be postponed until the applicant resolves the pending situation or refused if the black mark is considered too serious.
 - If the applicant is considered suitable, a Chancellor or High Chancellor will formalize acceptance by welcoming the new Politikos of House Validus

Daughters of the Crone

“Embody the Three-Graces and suffer no fools”

Despite the name, this House consists of Tremere of any gender, but does tend to attract those who do not identify as male. The name of this Sub-House is derived from the ancient religions and pagan societies whose beliefs centered around the triune (triple goddesses) such as: Hecate, Tridevi, Charities, Horae, and Moirai.

This Sub-House was initially spawned by traditions older than most Hermetic magical theories, and their focus being more about the life stages of people/societies, fate, and how magics have influenced human society as a whole. Unfortunately, time has not been kind to this Sub-House as it is often viewed as outdated in its ideology. Historically Daughters of the Crone have also suffered from competing Sub-Houses such as ab Flaidd (now defunct) and High Saturday, which had some cross over with historically. Even in modern days this Sub-House has suffered due to a lack of direction and identity. This does not hold true in the current day with the newest iteration of Daughters of the Crone.

After the reformation of the Houses by the Inner Council of Seven, and through Meerlinda's guidance, Daughters of the Crone has been rebirthed into its third incarnation.

Modern membership in Daughters of the Crone includes a strong focus in Sociology and some Philosophy, interacting more with mortals and watching as they pass through the development of their lives. Daughters of the Crone pride themselves on watching and influencing mortal societies in the areas of activism and social change. Members of this Sub-House often have been involved in the equal rights movements of the 1900's to today, and support humanitarian projects. Some may say they overlap with Hephaestus, but view their role more as a guiding hand for those who need powerful advocates rather than those who control the entirety of mortal society. In some cases members of this Sub-House will find themselves at odds or in competition with their fellow Republicae, but ultimately the will of the Pyramid supersedes personal goals and glory.

Although the modern members of this society are very active in social justice and social reform movements, it does not mean there are not still members who focus more on the entropy of life. The connection of magic to the passing of time and the human lifespan is a core fundamental of this House beneath the shell of humanitarian aid and activism. Members of Daughters of the Crone search to find the connections of moments in time, and the magics that truly connect the human species. Some are known to take a different approach to their ideology, and follow more

in line with their predecessors: studying magics that would help them significantly weaken their foes. As the Cronos of times past have experienced, sometimes the best way to get ahead is to ensure your competition is unable to reach the finish line.

Role: Sociology, Philosophy of entropy, and Mortal Activism/Influences

Suggested Prior Skills:

- ❖ Academics: History, Philosophy, Sociology, Anthropology
- ❖ Abilities: History, Investigation, Subterfuge
- ❖ Rituals: Bureaucratic Condemnation, Encrypt Missive, Impressive Visage, Binding the Beast
- ❖ Presence x4 or Way of Harmony x5

Basic Advantages:

- ❖ Path of Corruption, Vine of Dionysus and Path of Curses are reduced in rarity by one level.
- ❖ Rarity reduced by one level: Dominoe of Life, Mirror of the Second Sight, Sense the Mystical
- ❖ Mentor to develop the Code of Honor merit.

Additional Detriments:

- ❖ The clan rarely understands what motivates you to take a direct role in human culture to promote change, and some elders despise you for the role in activism. Traditionalists will seek to push against your endeavors, while others will seek to exploit your humanitarian goals.
- ❖ Path of Mars and Hands of Destruction are increased in rarity

Advanced Advantages:

- ❖ Choice of one path being reduced by one level in rarity:
 - Father's Vengeance or Blood's Curse
- ❖ Reduction in rarity for the following rituals:
 - Touch of Nightshade, Sanctuary, Keening of the Banshee
- ❖ Access to a teacher for Presence x 5
- ❖ Access to a teacher for Animalism up to Quell the Beast

Ranks:

This Sub-House's ranks are more condensed due to its ties and origins in the ideology of the Triple Goddess archetype of neopaganism.

Regular Ranks

- ❖ Maiden/Initiate

Advanced Ranks

- ❖ Matron/Forebearer
- ❖ Crone/Sage

Hephaestus

Stylized after the Greek God of Fire, God of the Forge, and the God of Wealth. A blacksmith and craftsman, Hephaestus made weapons and equipment for the gods and certain mortals, including a winged helmet and sandals for Hermes and armor for Achilles.

House Hephaestus is the crafting House of talisman creation, fetish making, and the control of physical assets for Clan Tremere such as Chantries. They are the House that the Pyramid contacts to have property purchased, construction funded, and bureaucracy controlled when Chantries are made. Most Chantries are held in Trust by House Hephaestus's holding companies. As such, many other Houses come into contact with Hephaestus when they need things made, moved, or purchased. In this they work closely with House Wards and Measures to ensure that Chantries are safe from all who would do them harm.

Tremere who join Hephaestus are expected to be well versed in ritual magic, particularly ones that involve creating magical items. They are expected to step in and assist House and Clan in securing their assets and assuring that their Chantries do not get purchased out from under them. As such, they are expected to have a firm understanding of how to manage money, influence and mortals. While Wards and Measures focus on Warding Circles and Ward Magic, Hephaestus focuses on creating Warded items and other things that can be used by members of House and Clan, or sold to its allies.

The symbol of the House is the Cog. Gold or Silver represents either wing of the House. Those members who have undertaken both sides can proudly wear both cogs, one overlain on the other representing their primary and secondary area of expertise.

Members of Hephaestus may start off as an Influencer, or a Crafter, but they can also attempt to fill both sides of the House. This requires years of dedication and service to the House, but they are held in very high regard. Characters that have achieved the rank of Baron and Artificer or greater on both sides of the House and now can add their titles to each side.

Suggested Prior Skills for All:

- ❖ Backgrounds: Resources x5, Fame 2
- ❖ One or more of these Influences x3: Finance, Bureaucracy, Industry, Politics

The Influencers of Hephaestus: The Gold Cog

Role: Bureaucracy, Industry, Commerce, and Chantry Property Management

Suggested Prior Skills:

- ❖ Abilities: Finance x2, Bureaucracy x2, Leadership x2, Subterfuge x2
- ❖ Rituals: Impressive Visage, Domino of Life, Bureaucratic Condemnation, Expedient Paperwork

The Crafters of Hephaestus: The Silver Cog

Role: Crafting and Forging Items

Suggested Prior Skills:

- ❖ Crafts x3 or higher, Science x2 or higher
- ❖ Rituals: Craft Bloodstone, Defense of the Sacred Haven, Ward vs Ghouls, Ward vs Kindred, and Enchant Talisman

Basic Advantages for All:

- ❖ Access to teachers for Crafts, Science, Finance, Law, Bureaucracy, Leadership and Subterfuge up to 5.

Basic Advantages for Gold Cog Members:

- ❖ Access to Teachers for these at one level lowered rarity:
 - Paths: Focused Mind or Vine of Dionysus
- ❖ Access to House Magics Rituals with Sub-Coordinator Approval (OWBN CCDB):
 - Tacit Inquiry, Lost in Transit, Hostile Takeover, Production Incentive

Basic Advantages for Silver Cog Members:

- ❖ Access to Teachers for these at one level lowered rarity:
 - Rituals: Firewalker, Stone of the True Form, Ward vs Lupines, Ward vs Spirits, Ward vs Wraiths, Ward vs Demons, Ward vs Fae, Ward vs Mages
 - Paths: Spirit Manipulation or Focused Mind

Disadvantages for All:

- ❖ Hearth Path and Oneiromancy are increased by 1.
- ❖ Loss of Influences (temporarily) - as the clan needs additional resources in various areas, you can be called on by House superiors to extend your Influences. Some ventures are riskier than others.
- ❖ Sometimes members will have to exert their time (Xp and Downtimes) on projects they don't wish to undertake for the good of House and Clan.
- ❖ Tasked with upkeeping the financial strength of the Chuntries.
 - Wards and Measures may call upon you for financial assistance for setting up new Chuntries.

Disadvantages for Gold Cog Members Only:

- ❖ Requires you to have Fame to loan Influence to other Tremere if the Pyramid requests it.

Disadvantages for Silver Cog Members Only:

- ❖ Required to make magical and non-magical items upon request for any member of House and Clan Tremere.

How to Advance:

- ❖ Gold Cog Members:
 - Influencers must have at least 25 points of Influence and have assisted another Chantry or Clan Tremere on a major undertaking.
- ❖ Silver Cog Members:
 - Crafters must have at least 25 points of Crafts and/or Science, and have created at least 10 masterwork items. (these will be determined by the Advanced Members appraising your work for Advancement)

Advanced Advantages for All:

- ❖ Reduced rarity by one level for:
 - Access to: Vulcan's Grip or Cog Specialty Path. (Must be chosen at time of Advancement)
 - Access to a teacher for Presence x5

Advanced Advantages for Gold Cog Only:

- ❖ Reduced rarity by one level for:
 - Path: Data Manipulation
 - Rituals: Dominion

Advanced Advantages for Silver Cog Only:

- ❖ Access to teachers for:
 - Spirit Thaumaturgy for fetish creation
 - Vires Acquirit Eundo

Gold Cog Ranks:

Regular Ranks

- ❖ Intern
- ❖ Broker

Advanced Ranks

- ❖ Baron
- ❖ Tycoon
- ❖ Mogul (NPC)

Silver Cog Ranks:

Regular Ranks

- ❖ Aide
- ❖ Journeyman

Advanced Ranks

- ❖ Artificer
 - ❖ Master
 - ❖ Grandmaster (NPC)
-

Validus

Sometimes, the sages wish to be kings themselves. House Validus makes up the savviest political minds of the Clan. They assist the praxis seizures of Tremere Princes, provide logistical support for any Tremere with a Camarilla position, and work political arrangements with other clans to further the political agendas of House and Clan.

Though House Validus is known primarily for its active role in political maneuvers and projects, it also works to maintain channels of communication amongst the Houses and Magi of Clan Tremere. House and Clan is strongest when its members work together, and the savvy Magi of Validus understand that one of their most important roles is fostering connectivity and cooperation amongst their brethren. Not every Tremere Camarilla politico is a member of House Validus, but the smart ones who aren't, have Validus at their back. Validus is as much a cabal of lobbyists as they are politicians. Unfortunately, in recent years such ambition has led to members of this House acting against the Oath for their own gain rather than what is best for Clan Tremere. As such, the House has restructured with new leadership to ensure its strength within Clan Tremere is not diminished.

Validus's restructuring has shifted its methodology and focus from ferocious and brutal political tactics, to a more delicate touch. Members of Validus often keep records of boons owed to Clan Tremere, and will assist in levying boons for members of House and Clan. They also will work to negotiate thaumaturgical deals with other Clans, and assist with selling the capabilities of their fellow Tremere, especially the goods produced by Hephaestus. Additionally, House Validus is responsible for the filing and monitoring of deals and blood contracts involving the teaching of thaumaturgy to non-Tremere. This monitoring allows them to be able to provide accurate advice and information to those who intend to be involved in such an agreement.

Note: Members of this Sub-House can not have any sort of political black mark on their record, thus if a current member is found guilty in a Tribunal or caught in a big enough scandal within the Camarilla they will either be kept at a low rank or expelled from the House. However, sometimes mistakes are made and can be recovered from. Faux pas, black marks, or a record with a guilty Tribunal will be reviewed by the House NPCs before any actions of expulsion or reprimand are made. You may not join this Sub-House if you have any such marks on your record at time of application.

Role: Kindred Bureaucracy, Politics, and Public Relations

Suggested Prior Skills:

- ❖ Abilities: Politics x3, Lore: Camarilla x3, Etiquette x3, Expression
- ❖ Influences: Bureaucracy or Politics x3

Basic Advantages:

- ❖ Reduced rarity by one level:
 - Court of Hallowed Truth, Confess, Bind the Accusing Tongue
 - Vine of Dionysus, Way of Harmony

Disadvantages:

- ❖ Path of Alchemy and Path of Transmutation are R4
- ❖ Players should be prepared to step in the way of other Tremere who have made political gaffes and save face for the Clan as a whole. It is recommended players of this House collect boons from other Clans to help in these situations. It is possible members of Validus may lose status or position as part of this duty.
- ❖ Loss of face within the Camarilla will be reflected within the House.
- ❖ Tasked with collecting boons (not extorting them) for the benefit of House and Clan's endeavors. These are often given to other Tremere as needed for political gain as necessary.
- ❖ Often expected to lend their standing in service of the Clan's political agenda.

How to Advance:

- ❖ Influence, but not necessarily position or status within the Camarilla. National RP on the Tremere and/or Camarilla lists a plus.
- ❖ While you do not have to be currently holding a position within the Camarilla to advance, the Magi is expected to have held a position within the Camarilla, and without having lost it due to unfortunate circumstances.
- ❖ Actions speak louder: The elders are looking for Magi who proactively solve political problems and advance the Clan's agenda, rather than resting on their laurels.
- ❖ Abilities: Politics x5, Expression x5, Etiquette x5.
- ❖ Influences: Bureaucracy or Politics x5.

Advanced Advantages:

- ❖ House Magics (rituals):
 - Taurus Ruber (Basic Ritual; OWBN CCDB)
- ❖ Reduced rarity by one level:
 - Path of the Better Self
 - Sigil of Authority, Bottled Voice, Detect Authority
- ❖ Teacher for Presence x5

Ranks:

Regular Ranks

- ❖ Politikos
- ❖ Legatum

Advanced Ranks:

- ❖ High Legatum
- ❖ Chancellor
- ❖ High Chancellor (NPC Only)

House Vaticinium

This House focuses on Divination and Symbolology. Members of this House often have an insight that others do not, but unlike the Malkavian clan, this is done through scientific methods or contemplation of intense metaphysics. Other Tremere may question the science of this House and view Vaticinium as more in-line with religious studies, but members of this House take their studies quite seriously. Members of this House tend to make investigations seem easy, and are sought after by those who know their studies produce results regardless of their philosophies.

Symbolology: Two triangles with divination symbols in and around it.

House Leadership (NPCs):

- ❖ Councilor Xavier de Cincao
- ❖ Pontifex John Dee, Sub-House Trismegistus
- ❖ Lord André Navarro, Sub-House Trismegistus
- ❖ Regent Benjamin Peres, Head of Sub-House Hashem
- ❖ Apprentice Felix Lehner, Head of Sub-House Rodolfo.
- ❖ Apprentice Calvin Ross, Sub-House Hashem

How to Join:

Those interested in this House should seek out one of its members to discuss the nature of the House and to determine if they are a good fit for the ideology of House Vaticinium. This is done typically through one or more of the recruiters, and it is suggested that applicants show proficiency in Auspex, as well as have some background studies in symbolology or divination.

General House Advantages (for all members):

- ❖ Reduced rarity for Focused Mind

General House Disadvantages (for all members):

- ❖ Technomancy does not come easily to members of this House (Rarity increased to R4).

How to specialize into a Sub-House:

- ❖ Hashem
 - Tremere interested in Sub-House Hashem should develop proficiency in Auspex, as well as have some background studies in symbolology or divination.. They should then contact a House recruiter to discuss their interest.
- ❖ Rodolfo

- Tremere interested in Sub-House Rodolfo should develop the skills of some style of fortune telling and use it to divine a recruiter.
 - ❖ Trismegistus
 - A thesis on the petitioning Magus' studies in a field of study within the House's purview. This can be about the basic application of symbology in magic, application of numbers, a combination of the two, or anything else the House recruiters come up with (The Coordinator's office understands that players may not have time to write a thesis, this can be worked out with the player and their Storytellers). Papers average length is 1-2 pages, and papers are peer-reviewed by members of House Trismegistus.
-

Hashem

House Hashem are not Orthodox Jews who happen to be Tremere; they are Tremere with an interest in Kabbalah. The history of Kabbalah is tied directly to House Hashem. In 1665, there emerged a figure by the name of Shabbatai Tzvi, whom many people at the time thought to be the Messiah. He was proclaimed so by a man, Nathan of Gaza. Tzvi, despite many people believing Nathan's claim, continued to act in ways contrary to what you would expect a religious savior to act. Each time he went on a binge, or did something similar, Nathan was forced to come up with a rationalization. Nathan began to believe that, as a higher being, Tzvi was not subject to the same rules as the rest of us. He was in a higher plane of reality, and the mitzvot were different for him.

Eventually, Tzvi led a huge group of followers to Istanbul, where the Turks told him to convert or die. How was Nathan to explain that the Messiah was now a Muslim? Simple, the Messiah had entered into hell to combat the forces of evil where they dwelt. Of course, these rationalizations eventually rang false even to Nathan, and he lost focus and fell from history. Nathan, and a few of his disciples, however, had found something else to believe in. Some time around 1670, they were embraced, in order to bring their knowledge of Kabbalah into the House and Clan. These are people who were known for rationalizing just about anything to get what they wanted. They learnt the mythology of vampires, and came up with a completely new philosophy, one that sees their place in the world as preparing for Gehenna (although that specific notion is kept under wraps in light of politics). House and Clan gave them new focus, and became more important to their philosophy than the Judaic side, though that still remains important.

At the turn of the 20th century, a group of Crowley disciples with an interest in Kabbalah were embraced. Though many of their beliefs are quite different, they joined the House as well, giving

a group in the House who wants to use Kabbalah as a focus for their magic, without being quite so fanatic.

Role: Kabbalists-- seeking to understand the wider world (finite and infinite) and improve mental acuity via studies in gematria, spirits and celestials, the self, and ultimately, the Sephirotic Tree. Kabbalah (Qabalah) is inclusive of Jewish and Hermetic philosophies.

Suggested Prior Skills:

- ❖ Abilities: Knowledge: Kabbalah, Linguistics: Aramaic, Linguistics: Hebrew, Meditation, Theology
- ❖ Movement of the Mind x3 (demonstrates control over the mind & ability to concentrate)

Basic Advantages:

- ❖ Rarity of the following rituals reduced by one level:
 - Iron Mind, Purge the Inner Demon, Summon the Guardian Spirit, Vistas of the Mind
- ❖ Access to learning these Lores up to x3:
 - Noddist, Celestial, Cosmology (may be its own Ability in some games)
- ❖ Access to a large repository of Abilities, including (but not limited to):
 - Cosmology, Knowledge: Jewish History, Knowledge: Kabbalah, Linguistics: Aramaic, Linguistics: Hebrew, Meditation, Theology
- ❖ Teacher for Presence 1-4
- ❖ Ability: Bartering,

Additional Detriments:

- ❖ Path of Corruption and Spirit Manipulation are increased to R4

How to Advance:

- ❖ Abilities: Knowledge: Kabbalah x5, Meditation x5, Theology x5.
- ❖ Path of Focused Mind x3
- ❖ Lores at x3 or higher: Spirit, Celestial, or Noddist

Advanced Advantages:

- ❖ Choice of one path to be lowered in rarity by one level: Mastery of the Mortal Shell or Blood's Curse
- ❖ Access to Ward vs Celestials and Warding Circle vs Celestials
- ❖ Access to learning Lore: Noddist (up to x5).
- ❖ Teacher for Presence x5

Ranks:

- ❖ Mequbbal
- ❖ Limmud
- ❖ Melamed

Advanced Ranks:

- ❖ Talmid
- ❖ The Sanhedrin (NPC Only)

Rodolfo

Throughout history, there have been oracles and seers who've sought out the mysteries of the universe by parting the veils of reality. The diviners of Sub-House Rodolfo have taken this to new heights, specializing in a variety of different esoteric divinatory methods ranging from tarot to the reading of entrails to computer fractal prediction.

Reading of tea leaves, sheep entrails, tarot, the study of the stars and astrology, geomancy, and any sort of magic that is associated with premonition and prophecy are those with which Sub-House Rodolfo busies itself. While many mundane methods of prognostication are little more than parlor tricks and shyster games, there are those who are blessed with true prophetic gifts. Sub-House Rodolfo seeks out the latter.

Sub-House Rodolfo is a prime example of a Sub-House created by a cunning and ambitious Tremere. During the 19th century, a Tremere (who was later renamed Rodolfo) developed a reputation as a prominent seer. His premonitions were often as potent and reliable as any Malkavian at their most lucid. He sought to improve his skills by merging them with the magics of House and Clan, but found that such things were slow going, and he was sometimes dismissed as a quack by the more traditional or Hermetic-minded members of the Clan.

Few actually know that Rodolfo himself came from humble beginnings. A former Malkavian ghoul, nearing the century mark, his time with his master was quiet. He'd learned the ways of the clan, but had yet to break through to earn the embrace. Through circumstances outside his control, he was bargained away to a Tremere, seemingly at a loss to the Tremere. The only real redeeming quality the Tremere saw in him was his ability to predict the future with uncanny accuracy. After a brief retraining period, he was embraced and left to his new Regent. What would have been a quiet unlife of mostly cloistered study completely changed when he was struck with visions that would eventually lead to the creation of a House in his name. While not giving away all the information that had come to him, he began a political career, and parlayed various favors and boons to motivate a sympathetic Prince as well as members of House Praesidium to assist him in the destruction of what seemed to be a quiet manor on the outskirts of a neighboring Domain. What they found was a House Goratrix chantry filled with unsuspecting Tremere antitribu. Caught unawares, the chantry was taken with minimal damage to itself or any of the assaulting forces, and with all those living within either ashed or staked and captured.

That was not the biggest find for Rodolfo. As it turns out, all his work to create new divinatory and oracular magics came to fruition when he was able to capture several Sabbat rituals that assisted in his work as a seer. He quickly turned to attaining followers, requisitioning other Tremere with similar abilities. As a 'reward' for his service he was given leave to create his own Sub-House, and even went so far as to name it after himself. Years later, a similar vision struck him, and another raid was undertaken. Instead of striking at a Sabbat haven, it was an Anarch holding this time. They were overcome, and their body of divinatory rituals were added to his repertoire. With these reclaimed rituals at his and his House's disposal, Sub-House Rodolfo has become a force to be reckoned with, and are now often called upon for assistance when facts about a situation are lacking. Given the gifts of prophecy often manifested within Clan Malkavian, members will often seek out this clan to learn Dementation to assist in their insights. There may even be Malkavian members allowed to join this Sub-House.

Sub-House Rodolfo is for the most part a 'youth movement' House. House and Clan never really put great effort into the development of divination magic, in large part because its members had access to high levels of Auspex, which granted powers such as Clairvoyance at its elder levels. It is only with the 'newer generations' - those of 8th generation or higher - that these higher levels of Auspex were not readily available. It created a blind spot in the overall capability of the younger members of the Clan. This is likely why it fell to Sabbat and Anarch Tremere to develop the first magics that could truly divine the future or provide the ability to part the veil of time, since their membership did not include as many elders as the Camarilla Tremere. The members of Sub-House Rodolfo who seek to make more rituals and paths in this vein tend to work reasonably close with Sub-House Principia in the development of advanced magics; an opportunity that House Principia takes great zeal in employing.

Role: Divination; seek to divine dreams of the future of the clan and how to prevent issues before they happen. Lechner will send a dream messenger, or seek a representative of the Sub-House out and share a vision quest with them.

Suggested Prior Skills:

- ❖ Abilities: Fortune telling, Astrology, Astronomy, Meditation, Haruspex
- ❖ Auspex x3

Basic Advantages:

- ❖ Eyes of the Past, Detect the Hidden Observer, True Sight
- ❖ Path of Oneiromancy

Additional Detriments:

- ❖ The House member acquires the negative mental traits 'Oblivious' x2 as a result of their absent-mindedness and their tendency to spend more time studying the future rather than remaining grounded in the present.

- ❖ As you become more attuned to the ability to process and decipher prophecy, your mind becomes more distant from reality. You gain a Derangement, to be determined through discussion between yourself, your Storytellers, and the House Sub-Coordinator.
- ❖ Path of Corruption is increased in Rarity to R4.

How to Advance:

- ❖ Advanced Abilities: Fortune Telling x5 or Astrology x5, Meditation x5
- ❖ Mastery of the Path of Oneiromancy (x5).

Advanced Advantages:

- ❖ Choice of one of these Paths to be lowered in rarity by one: Gift of Morpheus or Father's Vengeance
- ❖ Rituals to be lowered in rarity by one level:
 - Mirror of the Second Sight, Craft Dreamcatcher
 - Choice of one: Amulet of the Mnemosyne or Dominoe of Life
- ❖ Can gain the merit Oracular Ability

Ranks:

Much as "Prince" or "Lord" is without gender in the Camarilla, the ranks of Sub-House Rodolfo are without gender but instead, are based on a tarot deck.

Basic Ranks:

- ❖ The Emperor - Base rank for all incoming members. You have chosen the path of Wisdom.
- ❖ The Empress - Most members of the House. You are seeded with ideas and dreams.
 - Eligibility Requirements:
 - 1 year in the House
 - Mastery of the Path of Oneiromancy.

Advanced Ranks:

- ❖ The High Priestess - Respected members of the House who seem to birth the future.
 - Eligibility Requirements:
 - 3+ years in the House
 - Mastery of Oneiromancy
 - 15 Rituals and/or pertaining to dreaming, fortune telling, prophecy, and insights.
- ❖ The Magician - Attained by appointment from the Fool. The leader of divination.
 - A Tremere of Advanced rank who specializes in the leadership and facilitation of teamwork.
- ❖ The Fool - Head of the House (NPC). The leader behind the scenes who could trump a reading, but generally is content to follow suit.

Trismegistus

Devoted to the study of numerology and symbolism, House Trismegistus prizes analytical minds. Members of this House are some of the foremost experts in mathematics, anthropology, architecture, physics, and cryptography - and all members take their fields of study one step further: to study the power inherent in signs, symbols, patterns and numbers.

The earliest religions looked to natural phenomena and called it "magic." Then civilization began to evolve, and the human mind opened itself up to more and more possibilities. In time, humanity became capable of truly seeing more of the universe around them. Nomadic peoples began to settle down. They began to look at the land around them and see patterns within the fabric of everything.

These first epiphanies helped create organized farming, helped create sustainable man-made homes and even helped map the stars. By improving their understanding of the myriad patterns in the universe, mankind became able to produce beautiful -- and terrible -- creations: king-honoring pyramids, life-giving aqueducts, death-dealing instruments of war... and everything in-between. And in the midst of this pivotal time in the development of civilization, a new idea surfaced: Self-awareness may be what separates us from the animals, but mathematics allows us to harness the very powers of earth and sky. Members of House Trismegistus not only live by this credo, but see beyond the practical application of mathematics to the true magical power inherent in every number, every geometric shape, and every resonant tone. Sigils and numbers are the bailiwick of this House, seeking to discover the patterns of the universe via icons provided by language and digits. This concept itself isn't a very new: Kabbalah, the Judaic mysticism studied by House Hashem, dates to the 13th century BCE (even though the Tremere House is a much more recent creation). The ancient Egyptians, too, were among the earliest adherents, as were the Babylonians. The word "Trismegistus" itself comes from that era: Hermes Trismegistos was a Greek/Egyptian personification of Hermes and Thoth, both gods of writing and magic in their respective cultures. The Ancient Greeks then took the theories of the Egyptians and Babylonians and improved upon them.

The advancements made between the fifth and third centuries BCE were incredible for their time. They developed theories and proofs for the application of mathematics that had not yet been known. Many of the developments made by these, especially those that dealt with Mysticism, were encouraged and stewarded by the Order of Hermes, the very tradition of Mages the Tremere left behind to become kindred. As such this House is one of the oldest and most traditional of the House of Clan Tremere. It wasn't until the 15th century, after over a thousand years of mainstream dormancy, that the concept experienced a renaissance of its own - starting with the discovery of the Corpus Hermeticum, a long-lost mystical text recovered by agents of Cosimo de'Medici . By the 19th century, a number of large and influential "Hermetic" societies

had sprung up: The Hermetic Order of the Golden Dawn, the Rosicrucians, and the Freemasons being the three most popular and enduring. These predominantly- mortal societies have been quite a boon to House Trismegistus over the years, both as occasional (if unknowing) colleagues and as breeding pools for new talent. Many younger members of House Trismegistus began their lives as initiates in one of the three societies, having begun their Hermetic studies long before their Embrace.

Today there is an even greater interest in symbology. Dan Brown's *The Da Vinci Code* alone has opened the minds of millions to the deeper meanings behind symbols. The interlacing of such studies with the occult world is still done by a smaller minority; the population of that minority, however, grows every day. House Trismegistus is in an excellent position to snatch up some of the most analytical minds this century has to offer, and to have their pick of the litter to boot. These new professionals bring fresh, modern insight into the House and, as they delve more deeply into the magical roots, are introduced to the centuries-old mainstays of Hermetic Mysticism: *The Corpus Hermeticum*, *The Emerald Tablet of Hermes Trismegistus*, and *The Kybalion*. Often called “The Three Books” by older members, these books are used to begin the advancement process within the House.

Role: Symbology & Numerology

Suggested Prior Skills:

- ❖ Enigmas, Knowledge: Symbology, Academics: Mathematics, Linguistics: Greek & Latin

Basic Advantages:

- ❖ Reduction in rarity by one level for these rituals: Dominion and Mirror Walk
- ❖ Access to Allies x5 for connections with human secret societies, occultists, academic societies, etc.
- ❖ Access to a repository of Abilities, including (but not limited to): Academics: Mathematics, Anthropology, Archeology, Architecture, Astronomy, Cosmology, Cryptography, Knowledge: Astrology, Knowledge: Symbology, Knowledge: Greek Mythology, Knowledge: Egyptian Mythology, Knowledge: Hermetic Magic, Knowledge: Theurgy, Linguistics: Ancient Egyptian (aka, Hieroglyphics), Linguistics: Greek, Linguistics: Hebrew, Lore: Kabbalah, Meditation, Science: Physics

Additional Detriments:

- ❖ Rarity of Hearth Path and Green Path raised by one level.
- ❖ As with any group containing its fair share of educated, analytical minds, House Trismegistus suffers from an acute case of Over-inflated Ego Syndrome. Many members of the House consider themselves the foremost expert on symbology, which causes no end of internal discussion, debate and (often) flat-out rivalry.

How to Advance:

- ❖ Proficiency in the following languages: Egyptian, Greek, Hebrew and Latin.

- ❖ Any three of the following Abilities at x5, and any three more at x3: Academics: Mathematics, Anthropology, Archeology, Architecture, Astronomy, Cosmology, Cryptography, Knowledge: Astrology, Knowledge: Symbology, Knowledge: Greek Mythology, Knowledge: Egyptian Mythology, Knowledge: Hermetic Magic, Knowledge: Theurgy, Lore:Kabbalah, Meditation, Science: Physics.
- ❖ Members must present a research project relating to their areas of expertise to a panel of the more advanced members. Some may also prove themselves through long term projects and research into various topics, proving their dedication to their studies of mathematics and symbology.

Advanced Advantages:

- ❖ Instruction in Vires Acquirit Endo
- ❖ Access to House Magics:
 - Personal Symbol of Power (Basic Ritual; OWBN CCDB)
 - Inscription of the Hermit (Advanced Ritual; OWBN CCDB)
- ❖ Choice of one of these paths to be reduced in rarity by one level:
 - Path of Curses or Path of Mercury

Ranks:

- ❖ Initiate
- ❖ Disciple

Advanced Ranks:

- ❖ Instructor
- ❖ Adept
- ❖ Tenured (NPC Only)

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