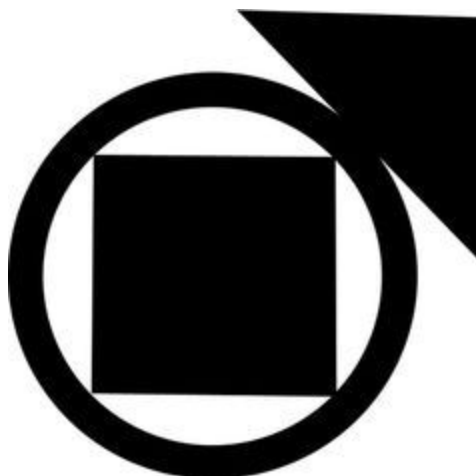




## TREMERE HOUSE PACKET 2018





# DARK PACK

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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 childe 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, peopled 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. These latter 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; the majority of warlocks belong to no 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 have 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, and more than one hopeful applicant has had an old feud come back to haunt him 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 as easy task.

Once an applicant has joined a House, they find it easier to acquire certain types of magic, new and esoteric knowledges, 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.

## PACKET MECHANICS

### 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 NPCs 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.

### 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. Many Tremere have long and storied careers having never joined a House. Being a generalist means that no Thaumaturgy is forbidden, but it also means that no Thaumaturgy is easier to acquire.

### Creation of 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 there is always room for new Houses as well. To design one, players and Storytellers are encouraged to come up a coherent vision of what a new House would focus on, and then work with the Tremere Coordinator to see if the concept works within the Clan as a whole.

### 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 a 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, personal plot; remember that when interacting with those characters in charge of granting you membership.

### 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 second House. These cases are the exception, not the rule.

### **The Hazards of Min-maxing:**

Tremere players should remember that while being wily and clever is normal for a vampire, that certain things won't be tolerated by your superiors. An Apprentice may think they're being clever by trying to circumvent House restrictions, but remember that their superiors have 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 Councillor.

Tremere are encouraged to apply to join a House early in their career and to begin building towards this goal, and most select this House by the time their are mid-ranking Apprentices. The other side of this coin is that Houses vet their members and keeping an eye upon their progress - and likely talking to other elders about said progress.

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 focus of each House that has caused certain paths to fall out of favor. . A Tremere learning these wayside magics shows that they lack the dedication to the House.

## **HOW TO READ THIS PACKET**

### **Name of the House**

**General Description:** A summary of what the House provides to the Pyramid.

**Symbols/Iconography:** Known symbols known to hold significance to the House.

**History & Additional Information:** In-Character information about the House.

**Suggested Prior Skills:** A listing of suggested In- and Out-of-Character attributes that will help an applicant earn admittance to the House. Note that these are not binding requirements and exceptions will be made on a case by case basis.

**House Magic:** These are Thaumaturgical Paths and Rituals practiced most frequently by members of the House. If a House's benefits include lowered rarity for Thaumaturgy, that new rarity is based on In-Character perception of the Pyramid only, and still requires Out-of-Character approval at the level of the original rarity. In all cases, all Thaumaturgical approvals go through your Regent, Lord, and Pontifex. Lowered rarity just reflects the the fact that it is more common to members of the House.

**Basic Advantages:** These are the mechanical benefits for all members of the House.

**Basic Disadvantages:** These are the mechanical disadvantages for all members of the House.

**Suggestions for Advancement:** Advanced members of each House hold more authority and responsibility than normal members. Some Houses formally acknowledge Advanced members with a special title. Others simply recognize those members among them as veterans and afford them respect in an informal manner. This is a listing of In- and Out-of-Character attributes that will help a Tremere advance within their House. Even if a Tremere meets all suggested requirements, advancement is based upon role play and success in House affairs. Note that these are suggestions, and not binding hard requirements and exceptions will be made on a case by case basis

**Advanced Advantages:** These are the mechanical benefits for becoming an advanced member of the House.

**Advanced Disadvantages:** These are the mechanical disadvantages for becoming an advanced member of the House.

**Inspirations:** This is a list of media such as books or movies that might give insight or inspiration to players of PC members of the House.

**NOTES regarding IC information:** The sections listing IC Contacts and Known Members have been removed from the previous edition of the House Packet as this information is subject to change quickly due to IC events -- constantly updating the packet with new information in that regard is simply not possible. If you seek contact with a House, ask your Regent or other superior. If they cannot point you in the right direction, the Pyramid List is there for you to reach out to the Clan as a whole.

## **AB FLAIDD (AB FLA-EEDTH)**

*Why do the treetops bend and bow?*

*What is this smoke amid the trees?*

*Perhaps Llew and Gwydion Perform their magic there?*

*Do they know the ancient books*

*When they perform their art?*

*Whence comes darkness*

*When the day ends?*

*Where does it go*

*When the day dawns?*

*I am a bard,*

*I do not vouchsafe my secrets to slaves.*

*I am a guide, I am a judge.*

*If you sow, you labor.*

*- Taliesin, 6th Century*

**General Description:** Literally translated as "Son of the Wolf," these predominantly Celtic-based mages study the magics most commonly referred to as 'Wicca'. This includes the magics known to pre-Christian Western Europe, as well as new age adherents that have sprung up in the last century. There is often no love lost between these two schools of thought -- a situation which, in the future, may end up fracturing the House permanently.

**Symbols/Iconography:** Triskelion/Triskele surrounding a pyramid shape.

### **History & Additional Information:**

House Ab Flaidd was once very powerful and influential within House and Clan, but has seen a steady drop in membership and recruitment since the dawn of the Enlightenment. First populated by adherents to the old Druidic and Earth- worship found in Celtic Europe, the inexorable march of Christianity slowly wiped this worship out, or drove it far underground.

Similar philosophy was found amongst the Order of Naturalists, a defunct secret society whose remaining members now populate ab Flaidd. The extinct line, the Telyavelic Tremere of Lithuania, were of a similar bent. The 'bad taste' left from both of these orders further retarded growth of ab Flaidd. The age of Enlightenment and the Renaissance bringing in more 'scientific' methods of mystical study did nothing to help stop the stagnation of the House.

Despite the renewed interest in spiritualism and the occult during the late 19th century (a trend which led to the creation of occult groups like the Hermetic Order of the Golden Dawn), the more "archaic" House ab Flaidd's numbers had dwindled to a double handful of members by the dawn of the 20th century. It wasn't until the 1940s that interest began to spike once more, thanks to mortal new age pioneers like Gerald Gardner and, later, Alex Sanders, Selena Fox, Raymond Buckland, et al. Many such 'enlightened' individuals began exploring more and more counter-culture, and began revitalizing old pre-Roman Celtic and other pagan Earth-worship rituals - granted, with a modern bent. By the 1960s it appeared that there was a whole new generation of mortals ready and willing to take a fresh look at many of the concepts and beliefs central to the House. At first the members of ab Flaidd began to explore the possibility of bringing



these flower children into the fold, but certain modern eccentricities have been difficult for them to stamp out. Older members of this House often turn their noses up at the current modern Neo-Paganism movement, and scoff at what they believe to be 'ham-fisted' attempts at worship and study of their traditions.

There are many, many branches of Wiccans and Neo-Pagans in the world. Similarly, members of House ab Flaidd adhere to any number of Pagan/Wiccan traditions, some more modern than others. This section is meant to provide a generalized overview of all of these types of worship, but any number of specific modern and ancient Celtic-based faiths can be found in this House. Some appropriate traditions include (but aren't limited to): Gardnerian Wicca, Alexandrian Wicca, Ancient Order of Druids, Celtic Reconstructionist/Restorationist Wicca, Christian Wicca, Seax-Wica, Dianic Wicca, Faery Wicca, Church of Wicca, Neo-Druidism, British Druid Order, Ár nDraíocht Féin, Odyssean Wicca, Stregheria...and even an occasional Asatru practitioner.

Even with such a broad spectrum of faiths, however, House ab Flaidd remains connected through certain commonalities:

- *Bardic Tradition:* Like the ancient druids who inspired the basis for the House, members of House ab Flaidd have a very strong oral tradition; almost none of their records are kept on paper. Instead, they have developed elaborate historical records in the form of songs and 4 rhythmic poetry. Initiates undergo extensive training prior to full membership in the House, and are first given whole sections of historical sagas (such as Y Gododdin) and literary lays (such as the Táin Bó Cúailnge) to recite and commit to memory. This is done both to hone their memory skills and to help them develop a much deeper and more intimate understanding of the material. They begin to learn the House Histories upon initiation into the House proper, once they have proven themselves as highly-disciplined Tremere dedicated to the study and practice of Celtic magics.
- *Herbalism:* Members of House ab Flaidd are extremely attuned to nature. Their ability with herbs and herbal concoctions, in particular, is legendary amongst House and Clan. Most members of House ab Flaidd are more than capable of creating any number of herbal concoctions, from vision-inducing cocktails to various types of poisons to medicinal poultices...to some of the best dry rubs made for seasoning meat.
- *Animal Husbandry:* Members of House ab Flaidd are generally very good with animals, and have a particular reverence/respect for other creatures of the earth. The Celtic mythos is steeped with stories of animals (wise salmon, deadly boars, loyal dogs, otherworldly ravens...), and House ab Flaidd recognizes the important role they can play in both mortal and vampiric affairs. Ghouléd animals are common amongst House Members, some even going so far as to call them "familiaris." The Discipline Animalism, itself, is also fairly common amongst House members - usually via lucrative business relations with local Gangrel (or Nosferatu, in some cases). Protean is much rarer, although it might provide a new perspective on Celtic stories of shape-shifting magicians...
- *Meditative Insight:* Members of House ab Flaidd stress mental discipline and awareness above all else. They see the world as something akin to a living organism, and use Meditation techniques (and sometimes their own herbal concoctions) to assess the best possible avenues for situations large and small. Masters of the House are just as skilled at expanding their awareness to view situations on the largest scale as they are at focusing on the tiniest detail and finding significance within. Not only can they see the forest and the trees, but many are capable of seeing the entire continent...and the ladybug lounging on the leaf of a young tree within

**Suggested Prior Skills:**

- Abilities: Herbalism, Performance: Oratory.
- Thaumaturgy: Green Path, Hearth Path, or Weather Control.

**House Magic:**

- Green Path
- Weather Control
- Hearth Path
- Path of Curses
- Vines of Dionysus
- Focused Mind

**Basic Advantages:**

- Rarity of Path of Curses and Vines of Dionysus reduced to Rarity 2.
- Access to teachers of the following Abilities: Animal Ken, Cosmology, Enigmas, Fortune Telling, Herbalism, Knowledge: European History, Knowledge: Celtic Literature, Linguistics: Gaelic (Irish, Manx or Scottish), Linguistics: Welsh, Linguistics: Ogham (Written), Lore: Fae, Lore: Fianna Tribe, Lore: Lupine, Meditation, Performance: Oratory, Performance: Singing, Performance: [Instrument].
- After 1 year of time in House ab Flaidd, the House member may purchase the Merit: Eidetic Memory (at ST discretion).
- Members tend to congregate in 'covens', and share communal space. This provides many opportunities for learning and development. Any member of ab Flaidd may request shelter and protection from another House member and expect it to be honored.

**Basic Disadvantages:**

- Rarity of Path of Technomancy and Path of Corruption raised by one level. As naturalists and followers of more archaic ways, members of House ab Flaidd eschew more 'modern' or subversive paths and rituals, and should be role-played appropriately.
- Currently looked down upon as 'primitive and melodramatic' by practically all other Houses. You are considered a nuisance at worst or a novelty at best. To many older and more traditional Tremere, this House harkens back to the schism wars with the Druidic mages of House Díedne and the Order of the Naturists. Tremere knowledgeable of the history of the Hermetic Order will be suspicious of you, your intentions, and your discoveries. You are considered to have two less Social Traits when engaging in Social Challenges with non-ab Flaidd Tremere.
- No written history, no hard copy reference points for early work/study. All histories and traditions are passed orally, many pieces through song, musical performance and poetic rites.

**Should the member show competence in the House and increases both in skill and in rank, additional opportunities will open.**

**Suggestions for Advancement:**

- Abilities: Herbalism x5, Performance: Oratory x5. Any of the following at x3: Animal Ken, Cosmology, Enigmas, Fortune Telling, Knowledge: European History, Knowledge: Celtic Literature, Linguistics: Gaelic (Irish, Manx or Scottish), Linguistics: Welsh, Linguistics: Ogham (Written), Lore: Fae (not Changeling Lore), Lore (Lupine (not Garou Lore; Fianna, up to level 2), Meditation, Performance: Singing, Performance: [Instrument].
- Green Path x5, Hearth Path x5, or Weather Control x5.

### **Advanced Advantages:**

- Rarity of the following rituals reduced by one level: Will o' the Wisp, touch of Nightshade, Friend of the Trees
- The members of House ab Flaidd have learned how to incorporate traditional Wiccan/Druidic practices into their rituals, rather than the more common methods of casting that Tremere tend to use. In time, members of House ab Flaidd may begin to customize (with ST and Subcoord approval) their ritual casting methods to better reflect their personal paradigm.
- Living in close proximity breeds deep relationships with other members of your coven and, as such, members of ab Flaidd tend to have an easier time finding assistance when they are in need. Advanced members of this House can borrow the use of Allies x3, Mentor x3, or Retainers x3 once a month. You are expected to reciprocate this aid, and individuals who call on their coven-mates too often will find themselves without aid for periods of time.

### **Advanced Disadvantages:**

- Members of House Principia have a very particular, active and deep-seated disdain for this House. They view House ab Flaidd as an anachronistic parody of what a Tremere House should be. Principia members scoff at House ab Flaidd's reputation as shamans, herbalists and wise counselors, citing ab Flaidd's 'lack of desire to move forward with the times' as the House's biggest weakness.
- Membership in this House requires practicing ancient styles of magics and performing rituals outside of the privacy of a chantry. Once a House member achieves advanced membership, they acquire the Flaw Enemy x3, to reflect mainstream religious opposition to their practices, attracting the attention of hunters, or the animosity of local Lupines.

### **Inspiration:**

- *Beowulf* by Anonymous
- *The Mists of Avalon* by Marion Zimmer Bradley
- *Magical Herbalism: The Secret Craft of the Wise* by Scott Cunningham
- *Buckland's Complete Book of Witchcraft* by Raymond Buckland
- *The Mabinogion* by Gwyn Jones, Thomas Jones, and Mair Jones
- *The Bardic Source Book: Inspirational Legacy and Teachings of the Ancient Celts* by John Matthews
- *Robin of Sherwood*, 1984
- *The Celts*, 1987
- *The Mists of Avalon*, 2001
- *Beowulf*, 2007

## ARCANUM

*"The first step towards knowledge is to know that we are ignorant." - Ricard Cecil*

**General Description:** The truest sages of House and Clan, this House is dedicated to the discovery and cataloging of Lores & Knowledge both ancient and modern.

**Symbols/Iconography:** A stylized scroll with a torch (2 universal symbols of knowledge).

### **History & Additional Information:**

Arcanum seems to be a more 'mundane' 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. Its membership never seems to really wax and wane, staying stable over the march of time. There is always need and interest into the accumulation of knowledge. Knowledge however, also has a price, as ignorance is often bliss. 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.

### **House Magic:**

- Path of Blood
- Biothaumaturgy
- The Faux Path
- The Focused Mind
- Hands of Destruction
- Path of Corruption
- The Path of Shadow Crafting
- The Path of Technomancy
- Vines of Dionysus

### **Suggested Prior Skills:**

- Abilities: Academics (with specialization), two lores (excluding Tremere, Camarilla & Kindred).
- Thaumaturgy: Path of Blood x5, Expedient Paperwork, The Scribe.

### **Immediate Benefits:**

- You have access to House libraries that allow you to learn Lore x2 with Storyteller approval.
- The rarity of a single R3 path will be lowered to R2 from the following list: Biothaumaturgy, The Focused Mind, Hands of Destruction, The Path of Shadow Crafting, or Vines of Dionysus. The choice of this path is determined by the field of study selected by the player, and is chosen by the Subcoordinator in charge of the House.

**Immediate Detriments:**

- You will be ordered to engage in research that the House requires.
- The rarity of two R2 paths becomes R3. This represents the focus of House Arcanum. These paths are determined by the House Subcoordinator.

**Should the member show competence in the House and increases both in skill and in rank, additional opportunities will open.**

**Suggestions for Advancement:**

- Two additional lores at x2 or higher, excluding Tremere, Camarilla & Kindred Lores, as well as lores used to get initial permission to join the House.
- Academics x5 (with specialization), History x3 (with specialization).

**Additional Benefits:**

- Your access to House libraries increases. You may now learn Lore x4 with Storyteller approval.
- You gain access to Fortschritt Library. This reduces the rarity of any custom content that has been reported to House and Clan.
- Possible assignment of Ducheski Retainers to assist in research and upkeep of libraries. As these NPCs are R&U, they are controlled by the office of the Tremere Coordinator.

**Additional Detriments:**

- Exposure to the true secrets of the world can lead to mental instability. Every time you learn a Lore x5, you risk gaining a Derangement. This is handled by a Simple Challenge between the House Subcoordinator and the player.

**Inspiration:**

- *Planetary* by Warren Ellis

## AURUM GUILD

*"The matter lies before the eyes of all; everybody sees it, touches it, loves it, but knows it not. It is glorious and vile, precious and of small account, and is found everywhere... But, to be brief, our Matter has as many names as there are things in this world; that is why the foolish know it not."* - The Golden Tract

**General Description:** 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.

**Symbols/Iconography:** Any number of symbols for the original elements. Squaring the Circle (a circle, surrounded by a square, surrounded by a triangle, surrounded by a circle, surrounded by a square). A Delta (symbol of change).

### **History & Additional Information:**

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.

### **Suggested Prior Skills:**

- Abilities: Science (Chemistry), one other Physical Science.

### **House Magic:**

- Path of Alchemy
- Path of Transmutation

### **Basic Advantages:**

- Rarity of Path of Alchemy reduced by one level.
- Rarity of the ritual Heart of Stone reduced by one level.

### **Basic Disadvantages:**

- 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.
- You are considered an anachronism by House Principia
- Rarity of Path of Oneiromancy raised by one level.

**Should the member show competence in the House and increases both in skill and in rank, additional opportunities will open.**

**Suggestions for Advancement:**

- Abilities: Science (Chemistry) x5, one other Physical Science at x5, third Physical Science at x3.

**Advanced Advantages:**

- Path of Transmutation is reduced in rarity by one level.

**Advanced Disadvantages:**

- Path of Spirit Manipulation rises in rarity by one level.
- You are expected to regularly contribute to House Hephaestus's gold reserves.

**Inspiration:**

- *Real Alchemy: A Primer of Practical Alchemy* by Robert Allen Bartlett
- *Alchemy and Mysticism: Hermetic Museum* by Alexander Roob
- *The Golden Game: Alchemical Engravings of the Seventeenth Century* by Stanislas Klossowski De Rola
- *Alchemists Handbook: Manual for Practical Laboratory Alchemy* by Frater Albertus
- *Alchemy and Kabbalah* by Gershom Scholem
- *The Alchemy Reader: From Hermes Trismegistus to Isaac Newton* by Stanton J. Linden
- *Harry Potter and the Sorcerer's Stone*, 2001
- *Fullmetal Alchemist*, 2001

## DAUGHTERS OF THE CRONE

*"Destiny has two ways of crushing us... by refusing our wishes and by fulfilling them."* - Henri Frederic Amiel.

**General Description:** Despite the name, this House consists of Tremere of either gender. The name is more a nod towards the Fates, Norns or other deific manifestations of birth and death.

**Symbols/Iconography:** An Ouroboros, the Valknut or the Triple Goddess symbol.

### **History & Additional Information:**

This is another older House, whose manners often mirror those of ab Flaidd. It is another that was spawned by traditions older than most magical theory. Their focus is more on the birth, life and death of individuals, the general concept of fate, and how magics affected each of the stages of life. Ironically, the march of time has not been kind to this House.

The modern House has suffered from competing Houses such as ab Flaidd and High Saturday. Those of the neo-pagan movement find more in common with the former, and those more interested in the study of Necromancy flock to the latter. Additionally, many male Tremere balk at the prospect of being part of a House that refers to them in a feminine fashion (however, no such restriction seems to exist for women joining ab Flaidd, whose name means 'Son of the Wolf'). It has only been in the last two hundred years that their doors were opened to male members. Due to this, the Daughters of the Crone may be a House facing extinction. Some of those who study and research reincarnation have shown a passing interest into this House, but generally will look to House Virtue instead. However, since that House tends to focus on a more western bent, and most reincarnation thoughts reside now in Eastern religion/philosophy, there might be chance for growth from the Eastern viewpoint.

Despite part of their portfolio being the study of death, they generally do not seek the capture or permanent enslavement of the restless dead, which sets them apart from High Saturday. Truth be told, they find High Saturday in general, and Clan Giovanni (and by extension, most necromancers) reprehensible. In most cases, they are more interested in making sure that creatures known as wraiths and specters be set free from their current state so that they can continue their journey along the great wheel, and so that they can puzzle out where they may go from there, or if they begin their lives anew. This of course, is done after their studies with them are finished. While they do not like the practices of most necromancers, that does not mean their hands are 'clean'.

There are rumors of an ancient Chantry of the Daughters that are ensconced in study of a lost path akin to Temporis, or may have some powerful control over fate. Many are confused by the overview of the study of 'birth and death magic', and wonder what constitutes such study. Truth be told, any magic that results in biological change or spawning of life falls under this form of study. In the manner of taking on the aspects of 'gods', the Daughters often attempt to use their magic to alter fate, and study the results thereof.

The Daughters of the Crone study philosophy and theology, interacting more with mortals, watching as they pass through the ages of their lives. They tend towards the Health influence, and find their ways amongst OB nurses, midwives and even down the hall in nursing homes and morgues. They also tend towards Universities, amongst colleges of nursing and feminine studies.



This House also often advocates of women's rights, and often have humanitarian projects of a feminine nature and fight for women's rights in politics. This makes them tend towards influences in Health, University and Occult which would be important and maybe even High Society.

**Suggested Prior Skills:**

- Abilities: Academics (History), Academics (Philosophy), Astrology, Fortune Telling, Hearth Wisdom, Herbalism, History, Investigation (specialized in Forensics), Medicine, Science: Anthropology,, Science: Botany, or Thanatology.
- Rituals: Jinx, Scry.

**House Magic:**

- Hearth Path
- Path of Curses
- Path of the Father's Vengeance
- Spirit Thaumaturgy

**Basic Advantages:**

- Rarity of Hearth Path reduced by one level.
- Access to teachers of the following Abilities: Academics, Cosmology, Fortune Telling, Linguistics: Ancient Greek, Linguistics: Old Norse, Medicine, Meditation, Science: Anthropology, Science: Biology, Thanatology.
- Rarity of the ritual Widow's Spite reduced by one level.

**Basic Disadvantages:**

- Rivalry with House High Saturday over disputes and claims to spirit magics.
- Path of Alchemy and Path of Transmutation increase in rarity.

**Should the member show competence in the House and increases both in skill and in rank, additional opportunities will open.**

**Suggestions for Advancement:**

- Abilities: Academics (History), Academics (Philosophy), Astrology, Hearth Wisdom, Herbalism, History, Investigation (specialized in Forensics), Medicine, Science: Anthropology, Science: Biology, or Thanatology.
- Hearth Path at x3 or higher.

The Daughters of the Crone are a bit unique in their secondary benefits and detriments. A certain 'path' must be chosen, based upon the past, present or future. This choice determines the further benefits and detriments. No one is sure why these detriments strike the Daughters, but it is a powerful reminder of the oftentimes harsh price that a magus pays for power, and it does appear that tampering with fate is a dangerous prospect indeed.

**Past/Maiden Advanced Advantages:**

- Lowering of rarity of: Path of Curses.
- The following rituals drop in rarity by one level: Keening of the Banshee, Mindcrawler, Protean Curse..

**Past/Maiden Advanced Disadvantages:**

- As you sow, so shall you reap. Practitioners of the past when they gain Path of Curses garner a 2pt. Curse (chosen by the STs in conjunction with the House Subcoordinator). This Flaw can never be bought off.

**Present/Matron Advanced Advantages:**

- Rarity of Path of Father's Vengeance reduced by one level.
- The following rituals drop in rarity by one level: Blood Allergy, Keening of the Banshee, Mindcrawler.

**Present/Matron Advanced Disadvantages:**

- You gain the Lunacy Flaw, which can never be bought off.

**Future/Crone Advanced Advantages:**

- Rarity of Spirit Thaumaturgy is reduced by one level.
- The following rituals drop in rarity: Keening of the Banshee, Mindcrawler, Summon the Mischievous Spirit

**Future/Crone Advanced Disadvantages:**

- Taking on the aspect of the Crone causes the magus to literally become a crone. You age until you appear to have been Embraced in your 80s or 90s. You gain the Negative Social Traits: Repugnant x2. These Negative Social Traits can never be bought off.

**Inspiration:**

- *The Poetic Edda: The Mythological Poems* by Henry Adams Bellows (Translator)
- *Futhark: A Handbook of Rune Magic* by Edred Thorsson
- *Classical Mythology* by Mark P. O. Morford and Robert J. Lenardon
- *Eaters of the Dead* by Michael Crichton
- *Clash of the Titans*, 1981
- *The 13th Warrior*, 1999
- *Beowulf*, 2007

## HASHEM

*"The pure impulse of dynamic creation is formless; and being formless, the creation it gives rise to can assume any and every form."* - traditional Kabbalah text.

**General Description:** House Hashem are not Orthodox Jews who happen to be Tremere; they are Tremere with an interest in Kabbalah.

**Symbols/Iconography:** The Sephirothic Tree.

### **History & Additional Information:**

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 House and Clan. These are people who were known for rationalizing just about anything to get what they wanted. They learned the mythology of vampires, and come 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. Many of their contemporaries, however, found a comfortable place within House Trismegistus. With the tension between the two Houses already at a palpable level, many Tremere are waiting to see if the addition of Thelemics to House Hashem will ultimately cool the fires...or further fan the flames.

### **Suggested Prior Skills:**

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

### **House Magic:**

- Focused Mind
- Mastery of the Mortal Shell

**Basic Advantages:**

- Focused Mind is reduced in rarity by one level.
- Access to a large repository of Abilities, including (but not limited to): Cosmology, Knowledge: Jewish History, Knowledge: Kabbalah, Linguistics: Aramaic, Linguistics: Hebrew, Meditation, Theology
- Rarity of the following rituals reduced by one level: Iron Mind

**Basic Disadvantages:**

- You are prohibited from feeding or committing acts of violence in a temple/synagogue.
- Raise in rarity of Spirit Manipulation by one level.
- Those of a Jewish bent within House Virtue often tend to take a dim view of House Hashem.

**Should the member show competence in the House and increases both in skill and in rank, additional opportunities will open.**

**Suggestions for Advancement:**

- Abilities: Knowledge: Kabbalah x5, Meditation x5, Theology x5.
- Path of Focused Mind x3.

**Advanced Advantages:**

- Rarity of Mastery of the Mortal Shell reduced by one level.
- Access to learning Lore: Noddist (up to x3).

**Advanced Disadvantages:**

- Rarity of Path of Technomancy raised by one level.
- You cannot bind spirits or spiritual entities (excludes banes and obvious 'evil' spirits) without their consent.
- There is tension between House Trismegistus and House Hashem; Trismegistus frequently steals away applicants from House Hashem.

**Inspiration:**

- *The Essential Kabbalah* by Daniel Matt
- *Major Trends in Jewish Mysticism* by Gershom Scholem
- *Promethea* by Alan Moore

## HEPHAESTUS

*"The rich get richer." - Anonymous*

**General Description:** Inspired both by the ancient demigod of the forge, as well as modern masters of industry such as Andrew Carnegie, House Hephaestus focuses upon arenas of industry and commerce. They handle issues of mortal influence and monies. Hephaestus readily raises capital for the Clan and helps ease the Clan and its members through the modern nights mazes of bureaucracy, capitalism and multinational organizations. They stand at the top of their game, and have watched the world open markets, close them and open them again from the top floors of modern skyscrapers and the merchant banks of the Middle ages.

**Symbols/Iconography:** A trio of Cogs. A gold ring with a horseshoe and three diamonds in it, at the bottom of each side and the top of shoe, worn by members.

### **History & Additional Information:**

Initially, joining this House seems like trying to get into the most exclusive Country Club in the world. It's seemingly run by the 'Old Boys Network' and they want their due to run in their ranks. You have to pay and pay some more to be accepted into this club. And like most 'Old Boys Network', bribery is an accepted form of currency. Hephaestus members have lead investments deals for centuries, from the Italian Renaissance merchants and explorers to the East India Trading Company through modern corporations who fill Wall Street, the NASDAQ, the European markets and the emerging Asian powers. With this comes an air of superiority that seems reminiscent of the fat cat bankers of the 1920s.

Hephaestus members have been extending their reach beyond businesses and into the realm of politics and governance. The modern world markets are becoming further intertwined, then separated, then twisted again with government. Hephaestus has recognized this trend and started to reach beyond Wall Street and into governing bodies, both mortal and Kindred, typically the domain of House Validus. John Diamond exemplified this maneuver with the acquisition of the chain of command over the Tremere Justicar [di Zagreb](#), taking it from Peter Dorfman.

As a member, you will need to be ready to invest outside your comfort zone and accept potential and realized losses as part of the game. Your investments can be sent anywhere they are needed at any time. Part of the game is the reward from this moves. By spending something right now, your return on investment could be more than simply dollars and influence.

### **Suggested Prior Skills:**

- Backgrounds: Resources x3, three influences at x3.
- Rituals: Bureaucratic Condemnation and Expedient paperwork.

### **House Magics:**

- Path of Corruption
- Path of Technomancy
- Path of The Better Self (custom)

### **Basic Advantages:**

- Access to the equivalent of Mentor x2 to 'borrow' influence from the House.
- Drop in rarity of Path of Corruption by one level.
- Drop in rarity of rituals by one level: Deny the Intruder, Dominion & Dominoe of Life. These cover for those pesky meetings with mortals to manage those backgrounds.
- Members of Hephaestus can loan influence to one another at full value rather than half as specified in *Dark Epics* rules.

### **Basic Disadvantages:**

- Permanent loss of resources (cash and funds) and influences paid to the House for entrance.
- Occasional growth of influences at the behest of House and Clan rather than for personal gain.
- Perceived as money-grubbing elitists.
- Rivalry with Validus over political control.

**Should the member show competence in the House and increases both in skill and in rank, additional opportunities will open.**

### **Suggestions for Advancement:**

- Backgrounds: Resources x5, three influences at x5, three additional influences at x3.

### **Advanced Advantages:**

- Funds may be invested with elder members, resulting in an increase permanent resources (pending Subcoord/ST approval) over time.
- Access to the equivalent of Mentor x3 to 'borrow' influence from the House.
- Permanent relocation of Clan influences (pending Subcoord/ST approval).
- Rarity of Path of Technomancy reduced by one level.
- Access to Path of the Better Self at rarity two (see custom content database).

### **Additional Detriments:**

- Further loss of resources and influences - as the clan needs additional resources in various areas, you can be called on by House superiors to extend your money and influences. Some ventures are riskier than others.
- Members must maintain their Humanity (no lower than 3) in order to keep up appearances with their mortal contacts.
- Tasked with upkeeping the financial strength of the Chantries.

### **Inspiration:**

- *The Alchemy of Finance* by George Soros and Paul A. Volcker
- *The World Is Curved: Hidden Dangers to the Global Economy* by David M. Smick
- *The Rise of the Fourth Reich: The Secret Societies That Threaten to Take Over America* by Jim Marrs
- *A Guide to the Project Management Body of Knowledge, Third Edition* by Project Management Institute

## HIGH SATURDAY

*"I entered into their ceremonies. I pretended I was possessed by their gods.... The drums, the chanting, the lights. I heard a voice speaking in the sudden silence. My voice. I was speaking to the houngan. I was possessed."* -Curtis Siodmak

**General Description:** This House is specialized in the study and practice of Shamanism, Elementalism, Voudon, Houdon, Santeria, Western Necromancy and Spirit-bound Thaumaturgy. It is known to have members of clan Giovanni among its ranks, and it strives to find new ways to apply Thaumaturgy through the use of spirit fetishes, the blending of different paradigms, and some of the more naturalistic religions. It is not uncommon to see an Irish Catholic Magus, working closely with a Magus embraced of the Iroquois on a project to define the different realms of the Umbra, or to find Magi of the Tremere practicing Voudon or Santeria.

**Symbols/Iconography:** A voodoo veve.

### **History & Additional Information:**

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 of 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 new found 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 - any suggested skills for membership or advancement as well as the benefits and detriments are specific only to Tremere members of the House. Giovanni membership and advancement, as well as any Thaumaturgy Giovanni might receive as members of High Saturday, is subject to Tremere and Giovanni Coordinator discretion and approval.*

### **Suggested Prior Skills:**

- Abilities: Theology x 3 (preferred Specialization in Voudon, Houdon, Santeria, but not necessarily required), Wraith Lore x 3, Spirit Lore x 3. While not required other Lores such as Umbra, Hermetic, Shadowlands, Necromancy, and Thaumaturgy are also good to have.

- Members of this House are asked to take on greater responsibilities and prove themselves to be more mature Magi, therefore this House does not accept applications from any below Apprentice of the Fifth Circle.
- Paths: Spirit Manipulation or Elemental Mastery at Advanced.
- Rituals: Calling the Restless Spirit, Ward vs Spirits, and Learning the Mind Enslumbered.
- No current Paths above Rarity 2.

#### **House Magics:**

- Path of Curses
- Spirit Thaumaturgy

#### **Basic Advantages:**

- Rarity of Curses reduced by one level.
- Rarity of the following Rituals reduced by one level: Summon the Guardian Spirit, Haunted House, Summon the Mischievous Spirit.
- Access to a large repository of Abilities, including (but not limited to): Lore: Hermetic, Lore: Lupine, Lore: Necromancy, Lore: Shadowlands/Underworld, Lore: Spectre, Lore: Umbra, Lore: Voudun, Lore: Wraith, Meditation, Thanatology
- Aid in creating new rituals and paths, as well as the ability to work with Giovanni to find new ways to apply thaumaturgy.
- Instruction on how to peacefully bind a spirit companion to yourself in the old Hermetic Way.  
Ability: Spirit Accord.

#### **Basic Disadvantages:**

- Practicing 'spirit mining' is a very easy way to gain the Spirit Notoriety flaw. A Magus who does not follow his instructions in hermetic binding, or take care when creating fetishes will find their future work difficult indeed.
- There are members of Clan Giovanni in this House. Be careful of what you say about House and Clan in their presence.
- Rarity for Faux Path and Path of Conjuring raised by one level.

**Should the member show competence in the House, and increases both in skill and in rank additional opportunities will open.**

#### **Suggestions for Advancement:**

- Abilities: Any two of the following Lores at x3: Umbra, Hermetic, Shadowlands, Necromancy, and Thaumaturgy.
- Paths: Curses x 5
- Rituals: Summon the Guardian Spirit, Haunted House, Summon the Mischievous Spirit

#### **Advanced Advantages:**

- Rarity of Spirit Thaumaturgy reduced by one level.
- Rarity of the following rituals reduced by one level: The Haunting, Spirit of Torment.
- Consideration for instruction in Necromancy

#### **Advanced Disadvantages:**

- Trafficking with the Restless Dead can gain their ire if a Magus does not watch his step. None too few have found themselves with the 'Haunted' flaw or worse an Enemy among the truly damned.



- Per each Path of Necromancy you learn, one Rarity 2 Path of Thaumaturgy not already possessed is increased to Rarity 3. Each Path will be determined by agreement between the House Subcoordinator and the player's STs.

**Inspiration:**

- *Conjuring Spirits: Texts and Traditions of Late Medieval Ritual Magic* by Claire Fanger
- *Secrets of Voodoo* by Milo Rigaud
- *The Believers*, 1987
- *Angel Heart*, 1987
- *The Serpent & the Rainbow*, 1988
- *The Unexplained: Voodoo Rituals*, 1998

## **HYPOCRATIUS**

"If I keep this oath faithfully, may I enjoy my life and practice my art, respected by all men and in all times; but if I swerve from it or violate it, may the reverse be my lot." -- from the Hippocratic Oath.

General Description: 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.

**Symbols/Iconography:** The Caduceus.

### **History & Additional Information:**

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 however. 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.

### **Suggested Prior Skills:**

- Approval by existing members, House Subcoord & ST permission.
- 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.

### **Immediate Benefits:**

- Biothaumaturgy rarity drops by one level.
- The following rituals drop in rarity by one level: Blood Allergy & Flatline.

**Immediate 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 learn to further its goals, and purchase abilities, rituals and paths you might not otherwise wish to buy.
- Nicknamed "Frankensteins". Other Tremere sometimes have a general distaste for them, similar to the old upper class looking at torturers, tanners, morticians and even doctors through much of history.
- Path of Transmutation increases in Rarity by one level.

Should the member show competence in the House and increases both in skill and in rank, additional opportunities will open.

**Suggestions for Advancement:**

- Approval by House Subcoordinator & ST permission.
- Science x5 with a specialization, Medicine x5 with a specialization; Academics (Biology) x5 or
- Academics (Psychology) x 5.
- Second Path of magic x3.

**Additional Benefits:**

- Rarity of Mastery of the Mortal Shell reduced by one level.
- Access to the combination discipline: Name the Fallen.
- 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.
- Rarity of the following rituals reduced by one level: Blood Allergy, Dominoe of Life, Preserve Blood & Recure of the Homeland.

**Additional Detriments:**

- 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.
- Rarity for Path of Spirit Manipulation increases by one.

**Core Paths for Hypocratius:**

Biothaumaturgy

Mastery of the Mortal Shell

**Books to Read:**

*Frankenstein* by Mary Shelley

*Dr. Jekyll & Mr. Hyde* by Robert Louis Stevenson

*From Hell* by Alan Moore

**Movies/Shows to watch:**

The Abominable Dr. Phibes, 1971

Reanimator, 1985

## MASSIMO (NPC)

"They that live in a trading street are not disturbed at the passage of carts" -- Richard Steele, Sr.

**General Description:** This highly specialized House is located in Northern Italy. These mages are a trading and clearing House of rituals. When House High Saturday and House Horned Society wish to make a contract of sorts on the development of a ritual, House Massimo is called in as the middlemen and legal types to figure out an agreement that will accommodate both parties.

**Symbols/Iconography:** A Roman era coin depicting a sinister Caesar.

### **History & Additional Information:**

The mortal Massimo family is one of the oldest royal families in all of Europe. Supposedly descended from Roman Senators, they are related by blood or marriage to practically every European royal family all across the continent. Even two Popes have been sired by this line.

With such prestige, it was no surprise that when one of their lesser numbers was embraced into House and Clan, despite the often socialist structure thereof, there would be one who would rise to the top, and forge out a place for their family name even amongst the Warlocks. Working as a clearing House between other Houses, chantries and domains, House Massimo works to ensure that all parties are satisfied in trade of information and rituals.

*As this is an NPC House, we've forgone the descriptions of how to join or what benefits to membership there are. This is an example of a highly specialized House of magi, and what can be done by players to create their own Houses.*

## **PRAESIDIUM**

*"The nation which forgets its defenders will be itself forgotten" - Calvin Coolidge.*

**General Description:** House Praesidium ebbs and flows between the defense and the strength needed to protect the Clan. Some years, it has been known for its brutal strength in defending the Clan in a fight, and in others for its key resources and ability in protecting members, resources and locations. Wards and Measures may make the structures, but Praesidium defends all within it, supported by it and the structures. Loosely structured, but closely knit, the members of Praesidium unite to present the strong front of the Clan to its enemies through force, tactics and defense. 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 defender.

**Symbols/Iconography:** Any stylized shield crossed by a weapon.

### **History & Additional Information:**

Praesidium is known as the forward phalanx of House and Clan, and while their duties are important, it often has garnered them a reputation as bullies and thugs. This is far from the truth. It is true however, that chancies 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.

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.

Members of House Praesidium should offer strategy tips to new players/characters. It is likely that there are problems and issues that this House has probably faced down multiple times in the past. Praesidium is currently in a state of flux, as its former head successfully destroyed a red-listed Kindred, promoted to Alastor, and has business in Europe. A new head has yet to be named, but surely will be coming soon.

### **Suggested Prior Skills:**

- Approval by existing members, House Subcoord & ST permission.
- Abilities: Melee x3, Dodge x3 & Knowledge: Military Tactics x3.
- Path of Blood x5.

### **Immediate Benefits:**

- Hands of Destruction reduced in rarity by one level.
- Mentor x3 made available for teaching of Fortitude.
- Rituals: Iron Body, Steps of the Terrified & Stone of the True Form reduce in rarity by one.

### **Immediate Detriments:**

- House Praesidium has earned an unfortunate reputation as a House devoted to combat and destruction. The members of this House often do not care one way or the other, as they have

jobs to do, but it's something that often precedes them when they enter into a Chantry or new Domain.

- Spirit Manipulation is increased in rarity by one level.

Referred to often (although seldom to their faces) as 'bully boys'. Should the member show competence in the House and increases both in skill and in rank, additional opportunities will open.

#### **Suggestions for Advancement:**

- Approval by House Masters, House Subcoordinator & ST permission.
- The members of this House have their own special way of doing things and promotions are not codified -- the below are recommendations
  - Abilities: Melee x5, Dodge x5 & Tactics x5
  - Second Path of Magic at x3.

#### **Additional Benefits:**

- Path of Mars reduced in rarity by one level.
- Mentor x 4 made available to teach Fortitude.
- Lowering of rarity of the following rituals by one level: Illuminate the Trail of the Prey, Invisible Chains of Binding, Lion Heart & Fire in the Blood.
- Close knit ties to other members of the House means backup when dealing with a rather pretentious Apprentice or Regent.
- When in the planning of chantry defense, may be given emergency powers to command Gargoyles and other defenses.
- Sharing of resources with other members of the House. Members of Praesidium may call upon a free point of allies to assist with affairs pertaining to their House.

#### **Additional Detriments:**

- Being the 'Bully Boys' comes not only with trite mockery, but also with difficulty of promotion.
- Many of the other Houses look at Praesidium as a necessary if boorish evil, and at times can prove difficult to please, especially when they think of you less as a magus, and more as a thug.
- 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 moments 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.
- Technomancy is increased in Rarity by one level.

#### **Core Paths for Praesidium:**

Path of Blood

Hands of Destruction

Path of Mars

#### **Books to read:**

*The Art of War by Sun Tzu*

#### **Movies/Shows to Watch**

*The Green Berets, 1968*

## **PRINCIPIA**

*"Give me a lever long enough, and a fulcrum on which to place it, and I shall move the world."*

--Archimedes.

**General Description:** 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.

**Symbols/Iconography:** 3 circles within 3 circles within 3 circles, surrounded by another set of 3 circles within circles, all bound within a greater circle. 150 years ago, members of House Principia discovered that the symbol hastens technological growth.

### **History & Additional Information:**

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 Hypocratis was once a specialized 'subHouse' within Principia, as was Wards & Measures. Despite this goodwill, there are rumors that this House can trace its origin back to the House Goratrix before his fall, and 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.

### **Suggested Prior Skills:**

- Approval by existing members, Subcoord, and ST permission.
- Abilities: 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. Just like in Academia, you need to publish to get tenure.
- Minimum of Auspex x3.
- Minimum Rank of Apprentice of the Third.

### **Immediate Benefits:**

- Rarity of Technomancy is reduced by one level.
- Access to Acolytes for use in Pyramid-centric projects (mechanically Retainers x2) for use ONLY with Principia activities.

### **Immediate Detriments:**

- Rarity of Neptune's Might rises by one level.
- Rarity of Oneiromancy rises by one level.

Should the member show competence in the House and increases both in skill and in rank, additional opportunities will open.

**Suggestions for Advancement:**

- Approval by House Subcoordinator & ST permission.
- First science at x5, Second Science ability at x3 with a specialization. Repair & Scrounge x5.
- Technomancy at x3 or higher.
- At least one promotion in rank within House and Clan.

**Additional Benefits:**

- Access to apprentices for Principia use only (equivalent to Retainers x4)
- Increased access to Custom Content that has been reported to House and Clan (reduced to Rarity 2).

**Additional Detriments:**

- Rarity of Path of Elemental Mastery raises by one level.
- Required to create new magics for 'the promotion of the House'. Expect a superior to take credit for its creation however.

**Core Paths for Principia:**

- Path of Technomancy

**Books to Read:**

*The Time Machine by H. G. Wells*

*Journey to the Center of the Earth by Jules Verne*

*Neuromancer by William Gibson*

*The Futurist Magazine*

**Movies/Shows to Watch:**

*Journey to the Center of the Earth (Any Version)*

*Doctor Who (Any and All Iterations)*

*Star Trek (Any of the TV Shows)*

*Person of Interest*

*Travelers (on Netflix)*

*TRON, 1982*

*The Matrix, 1999*



## RODOLFO

*"The ancient oracle said that I was the wisest of all the Greeks. It is because I alone, of all the Greeks, know that I know nothing." -- Socrates*

**General Description:** 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 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.

**Symbols/Iconography:** An owl, dowsing rod or some variant on the moon.

### **History and Additional Information:**

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 that with which 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. House Rodolfo seeks out the latter.

House Rodolfo is a prime example of a 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 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, 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.

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 House Rodolfo who seek to make more rituals and paths in this vein tend to work reasonably close with House Principia in the development of advanced magics; an opportunity that House Principia takes great zeal in employing.

**Suggested Prior Skills:**

- Approval by existing members, House Subcoord and Storyteller permission.
- Abilities: Fortune Telling x3 or Astrology x3 (it doesn't matter if it really works or not; the practice is what matters), Meditation x3.
- Auspex x5
- Members of this House seek prospective members who display Oracular Ability or other prophetic talents. While this is not a requirement, possessing these merits may aid a potential recruit in attracting the House's notice, or even speed up the process of joining.

**Immediate Benefits:**

- The rarity level of the Path of Oneiromancy is reduced by one level.
- The following rituals are reduced in rarity by one level:
  - Eyes of the Past
  - Detect the Hidden Observer
  - True Sight

**Immediate 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.
- Rarity for Technomancy is increased by one level.

Should the House member display competence in the House itself, and continue to progress in both skill and rank, additional opportunities will become open to them.

**Suggestions for Advancement:**

- Approval by the House Subcoordinator and Storyteller permission.
- Advanced Abilities: Fortune Telling x5 or Astrology x5, Meditation x5

- Mastery of the Path of Oneiromancy (x5).

#### **Advanced/Additional Benefits:**

- After spending much time in House Rodolfo, working with both spell and lay ritual, seeing the future so often has become second nature that the House member may purchase the Merit: Oracular Ability (pending ST and Sub-Coord approval, and if they don't have it already).
- Advanced Rituals: Mirror of the Second Sight, Eyes of the Ever Vigilant and Illuminate the Trail of the Prey reduced in rarity by one level.
- Path of Morpheus is decreased in Rarity by one level.

#### **Additional Detriments:**

- 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 STs, and the House Subcoordinator.
- Path of Corruption is increased in Rarity by one level.

#### **Core Paths for Rodolfo:**

Oneiromancy

#### **Books to Read:**

- Oedipus Rex by Sophocles
- Prophet's Dictionary by Paula Price
- The Oracle: Ancient Delphi and the Science Behind Its Lost Secrets by William J. Broad
- Divination for Beginners: Reading the Past, Present & Future by Scott Cunningham
- Earth Divination: Earth Magic: Practical Guide to Geomancy by John Michael Greer

#### **Movies/Shows to Watch:**

- Millennium, 1996-1999
- Minority Report, 2002
- Lady In the Water, 2006
- The Dead Zone, 2002-2007
- The Sight - Getting It, Using It, Dealing With It, 2006

## TRISMEGISTUS

*"Symbolism is no mere idle fancy or corrupt egerneration: it is inherent in the very texture of human life."*  
--Alfred North Whitehead, Mathematician.

**General Description:** Devoted to the study of numerology and symbology, 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.

**Symbols/Iconography:** The Secret Seal of Solomon or unicursal hexagram.

### **History & Additional Information:**

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.

#### **Suggested Prior Skills:**

- Approval by existing members, House Subcoord & ST permission
- Secondary Path of Thaumaturgy at x2
- Abilities: Academics: Mathematics x3, Enigmas x 3, Knowledge: Symbology x 3, Linguistics: Greek, Latin.
- A thesis on the petitioning Magus' studies in a field of study within the houses 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 his/her STs).

#### **Immediate Benefits:**

- Rarity Path of Transmutation is reduced by one level.
- Ritual: *Vires Acquiri Eundo* drops in rarity by one level.
- Access to a repository of abilities, including (but not limited to): Academics: Mathematics, Anthropology, Archaeology, 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

#### **Immediate Detriments:**

- Because they share some particular fields of study, Houses Hashem and Aurum Guild have a mostly healthy sense of competition with House Trismegistus. Mostly. The competition is usually friendly (or as friendly as competition can get in House and Clan), but sometimes much more cutthroat.
- Rarity of Hearth Path and Green Path raised by one level.

Should the member show competence in the House and increases both in skill and in rank, additional opportunities will open.

#### **Suggestions for Advancement:**

- Approval by House Subcoordinator & ST permission.
- 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, Archaeology, Architecture, Astronomy, Cosmology, Cryptography, Knowledge: Astrology, Knowledge: Symbolology, Knowledge: Greek Mythology, Knowledge: Egyptian Mythology, Knowledge: Hermetic Magic, Knowledge: Theurgy, Lore: Kabbalah, Meditation, Science: Physics.

#### **Additional Benefits:**

- Rarity of Focused Mind reduced by one level.
- Members who have been in the House for at least two years may have access to Path of Mercury at House Subcoord discretion.
- Access to the equivalent of Allies x 3 (or higher; with House Subcoord and ST approval) to 'borrow' allies within the Freemasons and other Hermetic cults across the world.

#### **Additional Detriments:**

- 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 symbolology, which causes no end of internal discussion, debate and (often) flat-out rivalry.

#### **Deep Thoats**

Because of its ties to ancient Egyptian occult practices, some members of House Trismegistus have discovered a rather unique window into the motivations and practices of the Followers of Set. This small and closely-knit subset of the House, the Order of A'an, has spent centuries studying the parallels between ancient Egyptian mythology and the lore of Clan Setite.

Even within the House itself the true goals of their research are shrouded in conjecture, but whispers speak of hidden magical insights to be found in the deepest depths of Hieroglyphic symbolology. What that means is open to interpretation and, since the members of this subset jealously guard their knowledge, will remain a mystery to those outside the Order.

**Mini Benefit:** House members invited into the Order of A'an (via ST and Subcoord approval). Mentor provided for Lore: Followers of Set x4

**Mini Detriment:** Good intel on another Clan can be a dangerous thing to have, particularly in may purchase up to 4 levels of Clan Lore: Setite. the case of an Independent Clan like the Followers of Set. It is for just such a reason that the Order of A'an guards their knowledge of the Setites. Order members are expected to uphold the confidential nature of their knowledge, and their brethren have little tolerance for slip-ups. Repercussions for PC gaffes to be determined on an individual basis via ST and Tremere Subcoord approval.

#### **Core Paths for Trismegistus:**

- Path of Transmutation
- Elemental Mastery
- Focused Mind
- Path of Mercury

#### **Books to Read:**

*The DaVinci Code by Dan Brown*

*The Club Dumas* by Arturo Perez-Reverte  
*The Name of the Rose* by Umberto Eco  
*The Golden Bough: A Study in Magic and Religion* by Sir James George Frazer  
*The Book of Ceremonial Magic* by Arthur Edward Waite  
*The Tree of Life* by Israel Regardie  
*Promethea* by Alan Moore  
*From Hell* by Alan Moore

**Movies/Shows to Watch:**

*The DaVinci Code*, 2006  
*The Ninth Gate*, 1999 (Based on *The Club Dumas*.)  
*Young Sherlock Holmes*, 1985  
*Pi*, 1998

## VALIDUS

*Politics: n. A strife of interests masquerading as a contest of principles. The conduct of public affairs for private advantage. -- Devil's Dictionary by Ambrose Bierce.*

**General Description:** 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.

House Validus is tasked with tracking boons owed to prominent members of Clan Tremere, particularly those owed in exchange for instruction in Thaumaturgy

**Symbols/Iconography:** House Validus has appropriated the heraldic symbol of Imperial Rome, a laurel, but have replaced the letters 'SPQR' with a Septagram.

### **History & Additional Information:**

Every clan has ambition to take power, especially over others, and Clan Tremere is no exception. Other than the Ventrue, no other clan has an internal structure to assist the indulgences of its more political minded members.

Members of this House are often in positions of Camarilla power within the Tremere, such as Archon, Prince or Primogen. This doesn't always translate into rank within House and Clan (see the rank of **former** Justicar Anastaz diZagreb). Many young Tremere have the mistaken impression that joining House Validus will somehow will fast-track them to a Praxis. This is not always the case.

Not every magus has the drive to take such temporal power, but when they do, House Validus is there to push them to the top. This is the truest strength of this House. Validus is also used as a resource for other Tremere with the will to power to take Camarilla positions, and their counsel is often sought when a prospective magus seeks Camarilla position, or finds it thrust suddenly upon them. 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.

### **Suggested Prior Skills:**

- Approval by existing members, House Subcoord & ST permission.
- Abilities: Politics x3, Lore: Camarilla x3, Law x3, Etiquette x3.
- Influences: Bureaucracy or Politics x3.

### **Immediate Benefits:**

- Rarity of Path of Corruption reduced by one level.
- The following rituals drop in rarity by one level: Court of Hallowed Truth.

### **Immediate Detriments:**

- Public Face can get the pie and shaft. 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.
- Rarity of Path of Alchemy raised by one level.



Should the member show competence in the House and increases both in skill and in rank, additional opportunities will open.

**Suggestions for Advancement:**

- Approval by House Subcoordinator & ST permission.
- 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 Warlock is expected to have held a position within the Camarilla, and without having lost it due to unfortunate circumstance.
- Abilities: Politics x5, Law x5, Etiquette x5.
- Influences: Bureaucracy or Politics x5.

**Additional Benefits:**

- The following rituals drop in rarity by one level: Innocence of the Child's Heart, Night of the Red Heart, & Bottled Voice.
- As you prove yourself to your superiors you will find that being indispensable to a Pontifex has many benefits.
- Focused Mind is reduced in Rarity by one level.

**Additional Detriments:**

- Loss of face within the Camarilla will be reflected within the House.
- May be ordered to "take a bullet" for House and Clan's overall political goals, to the point of loss of standing and or political position in the Camarilla.

**Books to Read:**

*The Prince by Niccolo Machiavelli*

*The Communist Manifesto by Karl Marx*

*The Leadership Challenge by James M. Kouzes and Barry Z. Posner*

*Primary Colors: A Novel of Politics by Anonymous, Joe Klein*

**Movies/Shows to Watch:**

*Wag the Dog, 1997*

*Primary Colors, 1998*

*Thank You For Smoking, 2006*

*The West Wing, 1999-2006*

*Game of Thrones*

## VIRTUE

*"Religion is the Opiate of the Masses" -- Karl Marx.*

**General Description:** None can doubt that the largest driving force of kindred and kine history alike has been religion. In its every form, it has inspired genius in as much abundance as depravity. Those of this House look to harness this, and know its very real effects: be it the burning of True Faith, or the magics of the Followers of Set. If faith powers it, House Virtue seeks to understand it.

**Symbols/Iconography:** Silhouette of a dove.

### **History & Additional Information:**

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. Establishment of chantries within the Indian subcontinent, and in what footholds the clan has in the Pacific Rim, have brought Eastern philosophy to this House as well, but their numbers are most definitely in the minority.

### **Suggested Prior Skills:**

- Approval by existing members, House Subcoord & ST permission.
- Theology x3, specialization in particular religion/belief.
- Church or Occult influence x3 depending on flavor.

### **Immediate Benefits:**

- Rarity of Path of Curses reduced by one level.
- Access to a large repository of Abilities, including (but not limited to): Knowledge: Divine Mythologies, Knowledge: Church History, Knowledge: Comparative Religion, Linguistics: Ancient Greek, Linguistics: Aramaic, Linguistics: Hebrew, Meditation, Theology.

### **Immediate Detriments:**

- Inner House discord due to the variety of religions and faiths operating under one roof, which leads to easy rivalries.

Should the member show competence in the House and increases both in skill and in rank, additional opportunities will open.

### **Suggestions for Advancement:**

- Approval by House Subcoordinator & ST permission.
- Must show a competence in knowledge of not only own religion, but others due to the inner House conflict.
- Church or Occult influence x5, and the other at x3.

**Additional Benefits:**

- May receive religious artifacts from House under the right circumstances with Coord and ST approval.
- Rarity for Focused Mind is reduced by one level.

**Additional Detriments:**

- Interference with the Church and Occult often draws attention from hunters or other supernatural creatures.
- Rarity for Path of Corruption is increased by one level.

**Core Paths for Virtue:**

Path of Curses

**Books to Read:**

*The New Oxford Annotated Bible with the  
Apocrypha* by Michael D. Coogan (Editor)  
*Good Omens* by Terry Pratchett and Neil Gaiman

**Movies/Shows to Watch:**

*The Prophecy*, 1995  
*Dogma*, 1999  
*The Order*, 2003  
*Constantine*, 2005

## WARDS & MEASURES (NPC)

*I call architecture frozen music.* -- Johann Wolfgang von Goethe.

**General Description:** These are the Tremere charged with security of Chantries and other locales where Tremere frequent. Often times that Tremere providing security for the Elysium, is a member of HW&M, and only known to other Tremere.

**Symbols/Iconography:** A magic warding circle.

### **History & Additional Information:**

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. Once the job of House Principia, it has since been spawned off into its own House, Wards & Measures. Not only do they work upon Chantries, often times they do 'side-work' for Princes and others who are willing to pay, to set up mystic defenses for other Kindred as well (for a nice cost of course).

Presently, they are working alongside Principia and Trismegistus to come up with new rituals, specifically those that create tesseract chambers and other non-Euclidean geometric spaces. Having 'hidden' spaces inside of chantries that do not conform to the basic laws of physics are in high demand. They also work closely with House Praesidium, as while they may set up the chantry, it is Praesidium who must man said defenses.

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 HW&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. No magic is outside of the scope of a crafty thaumaturgical engineer or architect for good use.

### **Core Paths for Wards & Measures:**

Hearth Path

Path of Technomancy

Way of Warding

*Wards & Measures is an NPC House intended to allow STs, Subcoords, and the Tremere Coordinator to assist PCs and games in creating and maintaining Chantries. Please reach out to your Regional Subcoordinator if your game requires assistance from Wards & Measures.*

### **CREDITS**

This packet is brought to you by Team Tremere 2016 - 2018 but builds on the information previously put forth by our predecessors. We could not have done this without their hard work and dedicated efforts to Tremere genre. There was input from a great many sources, including players and other OWbN Coordinators.

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