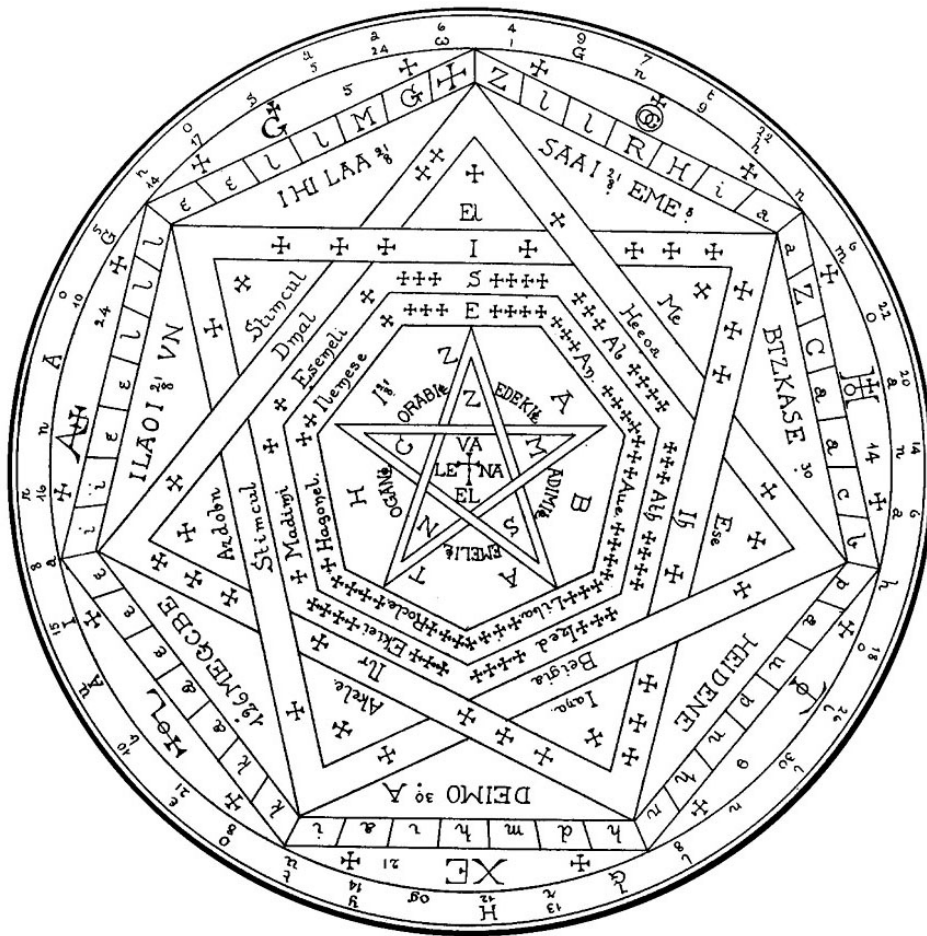


AUGUST 2010



"A TRUE INITIATION NEVER ENDS."

- ROBERT ANTON WILSON

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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)

Houses are international schools of thought. Tremere from anywhere in the world can be in the same house, as houses are devoted to a field of study. The Apprentices in any given chantry may all be of different Houses. (Like a military base, the base commander controls all of the people on the base, but they all have different jobs and they work and talk to others with the same job).

The decision of House membership is generally made at some point before promotion to Apprentice of the second circle of mysteries. However, there are Tremere who have executed brilliant careers within the pyramid without joining a house until attaining Regency if at all.

While Houses theoretically grow around one central magical focus, in practice they often form around shared goals (defense, research) or even 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 Pyramid as a whole.

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.

Choosing to join in a House is very much like picking a major once joining college, and like in most universities, it's encouraged to be done sooner rather than later in the warlock's career. It can also be analogous to apprenticing at a trade school. Embarking on one of these 'career choices' will set the blood magus down the path of learning things not only for the benefit of the thaumaturge, but their house, as well as House & Clan. As such, there are both benefits and detriments for these choices.

There is no 'demand' that a warlock join any of these Houses, and it's not impossible to join after a time having been 'independent' and not part of any sort of House. That said, joining earlier will garner more 'benefits' to the prospective applicant. There are even times when sires will deliberately choose prospective childer based upon where they may 'land' when it comes to choosing a House.

Benefits of joining a particular house may include an ease in learning some paths of magic (lowering of rarity), openings to learn new and sometimes esoteric knowledge (Sciences, rare Lores, Languages, etc.), and whatnot. The 'downside' is that the Houses in their specificity, neglect learning about things that they do not specialize in. As such, members of these houses find that learning some things are now 'not on their career path' (i.e., rarity levels of certain magics are increased).

As an important reminder, no PC can join a House without an IC request and role-play to earn a spot within. All characters attempting to join a House must begin the process by finding IC information about the Houses that they believe they would fit into best. Every House will have a PC recruiter who will serve as the liaison between the applicant and whatever body within the House that determines membership. Before final approval, the Tremere Coordinator's Office, through the appropriate House Sub-Coord, must receive permission by the Player Character's Storytellers to join the House. It is important to remember that Out of Character approval does not mean that the Player Character will be let in, as current members, depending on the House, may choose to delay the applicant or outright reject them.

For Chronicle NPCs: Yes, NPCs can be part of the Houses. However, it is imperative that STs work with the Coordinator team in making sure that everyone is on the same page, and so that there are not 'mystery' members out there that the Coordinator team is unaware of. As such, please contact the Tremere Coordinator about adding NPC members of various Houses for your home chronicle. The Tremere team will have a spreadsheet listing the various members of each House that are out there, and keeping track of them is of paramount importance to the organization as a whole.

These are 'mechanics' to the Houses (maybe giving some 'incentive' for players to look into them). The Houses are set up to give benefits and detriments to joining up. The following houses are only the major KNOWN Houses, and more may be out there, not yet fleshed out.

<i><u>HOUSE</u></i>	<i><u>PRACTICE</u></i>
ab Flaidd	Celtic Spiritualism/Wicca
Amethyst	Infiltration & Espionage
Arcanum	Lores & Knowledge
Aurum Guild	Alchemy
Daughters of the Crone	Birth & Death Magic
Hashem	Kabbalah
Hephaestus	Industry & Commerce
High Saturday	Voudoun & Necromancy
Horned Society	Infernalism
Hypocratus	Medical & Biological Research
Massimo	Ritual Trading (NPC, Italy)
Praesidium	Defense & Enforcement
Principia	Technology, Research & Development
Rodolfo	Divination
Trismegistus	Symbology & Numerology
Validus	Politics
Virtue	Western Religion & Faith
Wards & Measures	Warding & Chantry Construction (NPC)

HOW THIS PACKET WORKS

IMPORTANT!!! Please read all bits in this, as it gives rules on the benefits and detriments presented in every House!

NAME OF THE HOUSE

House-related quote goes here

General Description: A generalized paragraph giving information on what the House does in regards to House and Clan.

Symbols/Iconography: Any known symbols that are either worn or known to be 'heraldic' marks for the House.

Major Chantries: Locations of major chantries where this House holds great sway, worldwide and domestic.

Suggested Prior Skills:

- Listing of IC and OOC that will help with character approval.
- Abilities needed to earn consideration (if any).
- Backgrounds/Influences needed to earn consideration (if any).
- Paths/Rituals/disciplines needed to earn consideration (if any).

Immediate Benefits:

- The first membership benefits.
- This includes lowering of certain rarities. The lowering of rarities does NOT insinuate that you're getting your rituals and paths from any other source than your superiors. What it means is that people within your House likely have political pull and the ability to 'grease the wheels' on your behalf and for the betterment of the House in question. Standard OOC restrictions still apply.

For instance, if something drops from R3 to R2 because it is the primary focus for your House, it does not mean that your PC Regent can approve it for you. OOC restrictions still apply. R3 still needs Subcoord/Coord approval, so the coordinators office knows that it is happening, you just have a guarantee of approval if your rarity drops to R1 or R2. There is however, no guarantee if it drops to R3 or R4.

This all depends, of course, upon your House membership and your superior's approval. The IC side would be a Regent putting the request to the Lord, and instead of the Lord asking "what has he done for me lately?" he just looks at the name and says "ah good, that person is in the proper House for that path" and signs off without any major questions. EXCEPTIONS always happen. House and Clan doesn't reward failures with 'kewl powerz' no matter what House they are in. And no matter what, your superior can *always* say no. Unless otherwise stated, the drop in the rarity of anything is by ONE category.

- And includes other 'non-magic' benefits.

Immediate Detriments:

- The first detriments of joining.
- This includes increasing of certain rarities. The explanation is an inverse to the above.
- And includes other 'non-magic' restrictions.

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

Suggestions for Advancement:

- These secondary prerequisites, along with role play and success, will help with advancement within the House.

Additional Benefits:

- Further along, more benefits may open to the PC.

Additional Detriments:

- As with benefits, more detriments come along as well.

Known Members: List of various PCs (and NPCs if necessary) to possibly contact to 'rush' the House, or ask for assistance from. This list is accurate as of October 2008, and does not include all known Tremere.

History & Additional Information:

A bit more information for players to digest and understand about the House in question.

Core Paths for the House:

Listed here will be Paths found most often by practitioners of the House.

Books to Read:

A list of books that might give role-playing insight to the House.

Movies/Shows to watch:

Movies that might inspire players in role-play to the House.

THE HOUSES MAJOR



AB FLAIDD

*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: (ab fla-EEDTH) Literally translated as "Son of the Wolf," these predominantly Celtic-based mages study the magics most commonly referred to as 'Wicca'. This includes the 'original' magics known to pre-Christian 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.

Major Chantries:

- Glastonbury, UK
- Andorra
- Toledo, España
- Eureka, CA

Suggested Prior Skills:

- Approval by existing members, House Subcoord & ST permission.
- Abilities: Herbalism x3, Performance: Oratory x3.
- Green Path x3, Hearth Path x3, or Weather Control x3.

Immediate Benefits:

- Rarity of Path of Curses and Vines of Dionysus reduced by one level.
- Access to a large repository of Abilities, including (but not limited to): 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: Lupine (Fianna-related, up to level 3), Meditation, Performance: Oratory, Performance: Singing, Performance: [Instrument].
- Members tend to congregate in 'covens', and share communal space. This provides many opportunities for learning and development. Some ab Flaidd chantries are much more open and welcoming to any members in need of a safe haven for congregation.

Immediate Detriments:

- Rarity of Path of Technomancy and Biothaumaturgy raised by one level. As naturalists and followers of more archaic ways, members of House ab Flaidd eschew more 'modern' paths and rituals, and should be role-played appropriately.
- Currently looked down upon as 'primitive and melodramatic' by practically all other Houses and independent Tremere. 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 in the know or with experience will be suspicious of you, your intentions, and your discoveries. You receive the 1 point social Flaw Infamous: Druidic Practitioner, within clan Tremere only (you are seen by other Tremere as having 1 status less or one circle less than you actually have).
- 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:

- Approval by House Subcoord & ST permission.
- 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.

Additional Benefits:

- Rarity of the following rituals reduced by one level: Will o' the Wisp, touch of Nightshade, Friend of the Trees
- After 1 year of time in House ab Flaidd, the House member may purchase the Merit: Eidetic Memory (at ST and Subcoord discretion).
- 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. Occasionally (with ST and Subcoord permission), members of this House can borrow a single level of the following Background: Mentor, Ally or Retainer. You will of course be expected to reciprocate this aid, and individuals who call on their coven-mates too often will find themselves without aid for periods of time.

Additional Detriments:

- 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.

- Commonalities aside, the diverse philosophies found in House ab Flaidd allow for occasional infighting within the House itself. Be prepared to argue anything from religious differences to nit-picky minutiae with fellow House members from time to time.

Known Members: Taliesin (Head of House, pronounced Tally-ESS-in), Annalisa Coregan, Sonia Albertino.



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

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 Flaidh 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 Flaidh 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 Flaidh 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 Flaidh 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 Flaidh 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.

Core Paths for ab Flaidh:

Green Path - R1
Weather Control - R1
Hearth Path - R2
Vines of Dionysus - R2*
Path of Curses - R2*
Focused Mind - R3

* House Benefit

Books to Read:

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

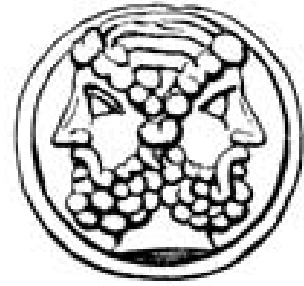
Movies/Shows to Watch:

Robin of Sherwood, 1984
The Celts, 1987

The Mists of Avalon, 2001
Beowulf, 2007

AMETHYST

"Oh what a tangled web we weave, when first we practice to deceive!" -- Sir Walter Scott.



General Description: Amethyst specializes in getting into places that other Tremere dare not go, and are the infiltrators and spies. Often times their commitment to House & Clan makes them outcasts amongst their own, especially if they are ordered to go so far as to infiltrate the Sabbat--and garner the mark of the betrayer for their trouble.

Symbols/Iconography: This House has several 'informal' symbols of independent design, as befitting a House dedicated to subterfuge to befuddle those outside the House. Within however, the symbol of the two-faced Roman god Janus is utilized.

Major Chantries:

- Amethyst is a decentralized House, with no specific chantry dedicated to just their task. There are more than an average number of members based in Dallas, TX & Vienna, Austria.

Suggested Prior Skills:

- No higher than Apprentice of the Fourth in rank at time of induction, except for rare circumstances (more powerful Tremere are more willful and more difficult to mold and control).
- Disguise, Subterfuge, Performance: Acting all at x3 or higher.
- Path of Blood x5.
- House Subcoordinator & Storyteller Approval.
- Proven ability to infiltrate previously - This has been part of the IC requirement for a while that PCs in House have used to determine acceptance/denial.

Immediate Benefits:

- Access to the equivalent of Mentor x2 to learn the basic levels of a single out of clan discipline. This choice must be from the cardinal eight disciplines.
- Rarity of Faux path reduced by one level.
- Rarity of the following rituals reduced by one level: Iron Mind, Escape to True Friend, Import Object & Protean Curse.

Immediate Detriments:

- The first 'cover' the character gets is the fact that the mage is in House Amethyst. Membership is kept secret from the rank and file of House and Clan.
- The PC gains a 'shadow contact' within House Amethyst to put blocks in the characters head via Dominate, with a requirement to 'check in' on at least a monthly basis (most likely with Chain the Psyche, and an OOC binding agreement with chronicle STs that the PC sends reports to the House Sub-coordinator).
- All Rarity 1 paths and rituals are now Rarity 2 (MUST have permission from superiors to learn).
- Assignments come from 'on high', and are not self-selected (although recommendations are taken on a case-by-case basis). Taking an assignment without orders is considered going rogue, and the character will be hunted appropriately.

- Once they are done with an assignment, they are Bound to Council (Flaw found in Tremere Clanbook) as part of debriefing until such time as their loyalty is ensured once more.

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.
- Successful first mission & debriefing for the House (can be an ongoing mission).
- Disguise, Subterfuge, Performance: Acting all at x5.
- House Subcoord and Storyteller approval.
- Second path of magic at x3, or out of clan discipline learned to x3.

Additional Benefits:

- Depending on assignment and mission, an Amethyst member may get a 'green light' to learn new paths/rituals/disciplines as is necessary to protect their cover in spite of rarity.
- Any additional levels of being 'Bound to Council' from debriefings are taken off (PCs may have to pay the XP costs however, depending on local House rules).
- Access to the Sanguinary Expulsion combination discipline.
- Tacit permission to pick up 'unique' disciplines, abilities, etc. from those being spied upon.
- Mentor x4 provided for Advanced teachings for the 'in clan' disciplines of their assigned clan, if that is their mission.

Additional Detriments:

- PCs pick up 'Mark of the Betrayer' if the PC successfully infiltrates of the Sabbat and participates in the Vaulderie. This is a flaw that can **not** be bought off.
- Assignments could include infiltration into other clans in the Camarilla, Anarchs, the Sabbat and even other Houses as well. No vampiric sect or subsect is off limits to their actions.
- Secrecy even amongst other Tremere may lead to RP hurdles of being 'known' as a traitor or loose cannon.
- Dying on assignment is a possible outcome.
- If your cover is blown, there is no automatic 'free pass' for transgressions against other Sects, Clans, etc. The Pyramid will protect you based on how useful you are. Typically though, the pyramid will disavow any actions by this clearly misguided rogue. If you get caught, you have failed and proved you aren't as useful as the House thought. You are given what you need to get the job done, but if you are caught behind enemy lines, House and Clan disavows any knowledge of it. Remember, if you are useful, Amethyst may find ways to bail you out, but no one brick is as important as the stability of the pyramid.
- Even with tacit approval to pick up 'forbidden' things thanks to various assignments, there is no guarantee that they'll be approved or acknowledged by those outside of this House. To the Camarilla at large, Vicissitude is a disease, and the Lasombra antitribu won't care for any excuse of you having Obtenebration, for example.

Known Members: Isadora de la Corte (Head of House). Otherwise, that would be telling... you don't find Amethyst, they find you.

History & Additional Information:

It's unsure which House is under more scrutiny from on high, House Amethyst or House Horned Society. Given the nature of both Houses, there is no wonder that they are so suspect. When you are House Amethyst, you are expected to be James Bond & Dr. Strange wrapped up in one convenient package. Internally, you're taking on a great and terrible responsibility to get information for the Pyramid in the most dangerous fashion. Externally, while you are important, you are totally expendable. Never forget this last part, and part of your indoctrination should be that the first person to make the call on your expendability--is yourself. You are expected to survive, but in the end, your overriding loyalty is to House and Clan.



The origins of this House are murky even to their own membership, but is likely spawned from the earliest time of the Clan. Reliable intelligence of the other Clans is likely what kept House & Clan from being overwhelmed and destroyed in the earliest nights. Since then, they've had specialists who infiltrate other sects, clans, and even Houses within the Clan. Given the specialty of this House, and the secrecy over it's membership, it is likely a former secret society that found legitimacy due to its cause.

With such far ranging duties, members are scrutinized heavily before induction, and constant check ups are the norm for all who claim this House. Only those with a certain 'profile' are brought into the fold. Generally, those who seek out this House are the ones most likely not allowed to join. This is a House where the masters seek out prospective members, not the other way around.

Keeping tabs on the ranks of House Amethyst is very important task to the rest of House and Clan. There is entirely too much information that could be lost if a member goes 'native'. There are rumors that aside from the masters of the House, the Astors also have a list of its members, 'just in case', and darker ones than the Astors ARE the masters of this House.

Core Paths for Amethyst:

Varies by assignment.

Books to Read:

The Jason Bourne Series by Robert Ludlum

Clear & Present Danger by Tom Clancy

Spy: The Inside Story of How the FBI's Robert Hanssen Betrayed America by David Wise

Movies/Shows to watch:

Reservoir Dogs, 1992

The Jason Bourne Series, 2002, 2004, 2007

The Departed, 2006

Breach, 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).



Major Chantries:

- Savannah, GA (Chantry of Forbidden Lore & Knowledge).
- St Louis, MO (Pontifex Grimes's Chantry)

Suggested Prior Skills:

- Approval by existing members, House Subcoord & ST permission.
- Path of Blood x5.
- Two lores at 2 or higher, excluding Tremere, Camarilla & Kindred Lores.
- Academics x3 with a specialization.
- Rituals: Expedient Paperwork and The Scribe.

Immediate Benefits:

- Access to the equivalent to a Mentor x2 for learning Lores. This may include many Lores usually considered rare or unavailable (pending approval from ST).
- The Rarity of a single R3 path will be lowered to R2 from the following list: Biothaumaturgy, The Faux Path, The Focused Mind, Hands of Destruction, The Path of Corruption, The Path of Shadow Crafting, The Path of Technomancy 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 Subcoord in charge of the House.

Immediate Detriments:

- Research often means that you are requisitioned to find out Lores for others, and for things that you have no interest in.
- As they receive a single R3 path that drops in rarity to R2, one of their R2 paths becomes R3 (to represent the focus necessary to study). This path is determined by the House Subcoord.

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 sub-coordinator & ST permission.
- 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 a specialization, History x3 with a specialization.

Additional Benefits:

- Research into the highest level of lores available to the PCs (pending local House rules).

- Increased access to R5 rituals or paths (would be considered Rarity 4).
- 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. Information overload can lead to derangements. The oldest members of this House are some of the more mentally unhinged of Tremere.
- Being able to access R5 paths and rituals means that the Warlock will likely 'owe' the creator of said path a favor in the form of the equivalent of a 'major' boon to learn them.

Known Members: David Rhumer, Douma Charoum, Renfield Sinclair, Pontifex Timothy Grimes, Rafael Vexille, Constance Lambert.



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.

Core Paths for Arcanum:

Path of Blood - R1

Biothaumaturgy - R3*

The Faux Path - R3*

The Focused Mind - R3*

Hands of Destruction - R3*

The Path of Corruption - R3*

The Path of Shadow Crafting - R3*

The Path of Technomancy - R3*

Vines of Dionysus - R3*

* House Benefit: One of the above starred Paths will be made available to the member at a level 2 rarity. All other paths will retain their standard rarity levels. See "Immediate Benefits" for more details.

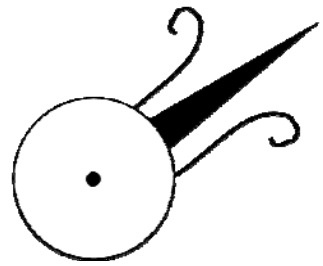
Books to Read:

Planetary by Warren Ellis

Anything relevant to the PC's Area of Study.

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 (Gold pictured above). 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).



Major Chantries:

- Los Alamos, NM
- Nice, France

Suggested Prior Skills:

- Approval by existing members, House Subcoord & ST permission.
- Abilities: Science-Chemistry x3, one other Physical Science at x3.

Immediate Benefits:

- Rarity of Path of Alchemy reduced by one level.
- Rarity of the following ritual reduced by one level: Major Creation.

Immediate Detriments:

- Like most research Houses, membership means that you may be requisitioned to do work you'd otherwise not wish to do, and put your own research on hold. Expect to have to buy abilities, influences and magic on order from superiors.
- Rarity of Path of Oneiromancy raised 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.
- Abilities: Science (Chemistry) x5, one other Physical Science at x5, third Physical Science at x3.

Additional Benefits:

- Path of Transmutation drops in rarity by one level.

Additional Detriments:

- Path of Spirit Manipulation rises in rarity by one level.
- Like some other Houses, you're often considered an anachronism.

Known Members: Lord Joseph Celethepes, Silas Hewitt, Lucien Gregoire

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. This seems due to inspired applications of modern chemistry with the Path of Alchemy.

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.

Core Paths for Aurum Guild:

Path of Alchemy - R1*

Path of Transmutation – R2*

* House Benefit

Books to Read:

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

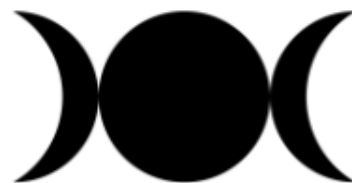
Movies/Shows to Watch:

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 is in fact a co-ed House (at least to those kindred that still subscribe to gender roles). The name is more a nod towards the Fates, Norns or other deific manifestations of birth and death, or fate.

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



Major Chantries:

- Copenhagen, Denmark
- Oslo, Norway

Suggested Prior Skills:

- Approval by existing members, House Subcoord & ST permission.
- Abilities: Hearth Wisdom, Science: Biology or Thanatology (or Anthropology/Forensics) x3. Any one of the following at x3: History: women, Philosophy, Medicine, Herbalism, or Astrology.
- Rituals: Jinx, Scry.

Immediate Benefits:

- Rarity of Hearth Path reduced by one level.
- Access to a large repository of Abilities, including (but not limited to): Anthropology, Cosmology, Fortune Telling, Knowledge: Greek Mythology, Knowledge: Norse Mythology, Linguistics: Ancient Greek, Linguistics: Old Norse, Medicine, Meditation, Science: Biology, Science: Forensics, Thanatology.
- Rarity of the following ritual reduced by one level: Widow's Spite.

Immediate Detriments:

- Rivalry with House High Saturday over disputes and claims to Spirit Thaumaturgy.

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.

- Abilities: Hearth Wisdom, Science: Biology or Thanatology (or Anthropology: Forensics) x5. Any one of the following at x5, and another at x3: History: Women, Philosophy, Medicine, Herbalism, or Astrology.
- 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

Additional Benefits:

- Lowering of rarity of: Path of Curses. This has its own specific flaw associated with it, listed below.
- The following rituals drop in rarity by one level: Keening of the Banshee, Mindcrawler.

Additional Detriments:

- 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).

Present/Matron

Additional Benefits:

- Lowering of rarity of: Path of Father's Vengeance. This has its own specific flaw associated with it, listed below.
- The following rituals drop in rarity by one level: Keening of the Banshee, Mindcrawler.

Additional Detriments:

- If Father's Vengeance is chosen, the following flaw is applied: Lunacy.

Future/Crone

Additional Benefits:

- Lowering of rarity of: Spirit Thaumaturgy by one level. This has its own specific flaw associated with it, listed below.
- The following rituals drop in rarity: Keening of the Banshee, Mindcrawler.

Additional Detriments:

- Taking on the aspect of the Crone causes the magus to literally become a crone. Members gain a two point curse, making them appear to have been embraced in very advanced years, appearing to be in their 80s or 90s in age.

Known Members: Francisco Palestro

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, who's 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 reincarnative thought resides 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.

There are subdivisions of the House, depending upon the culture from which the philosophy is being derived. The first is spawned from the ancient Greek traditions and mythos surrounding the Fates, the second mirrors that of the Scandanavian Norns.

The Moirae/Fates (Adherents to the Greek paradigm) & The Norns (Those who follow the Germanic cycle): These two cults of personality only really differ from each other in this one superficial cultural aspect. They 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.

The Fates & Norns are 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.

Ability wise, they would look to have high wraith lore, knowing things about the caul, etc. Biology knowledge would be good as would herbalism. Not just healing herbs that a midwife might use, but those that might induce visions, as the sages of Greece might use in a temple setting.

Because they find interest in these avenues does not mean that they are beneficent in their study. Often, they will use their magics to test subjects, and see which direction life takes them. With their

own immortality, studying the lives of their subjects are experiments that can span generations. The theory of Nature versus Nurture fascinates them greatly, and their tests and tasks they put mortals through reflect this. In this, members of House Hypocritus sometimes pick the brains of the Crones to garner further insight into their own study and experimentation.

They tend to operate in trios, each taking the role of Maiden, Matron or Crone. Each follows a furthered specific role, the Maiden looking to creation, the Matron preservation, and the Crone death.

Core Paths for Daughters of the Crone:

Hearth Path – R1*

Path of Curses (for Maiden members) - R2*

Path of the Father's Vengeance (for Matron members) - R3*

Spirit Thaumaturgy (for Crone members) - R3*

* House Benefit

Books to Read:

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

Movies/Shows to Watch:

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. Thanks to people like Aleister Crowley, they aren't even necessarily Jewish.

Symbols/Iconography: The Sephirothic Tree.



Major Chantries:

- Tel Aviv, Israel
- Ft. Lauderdale, FL (siege chantry; shared w/ House Praesidium)

Suggested Prior Skills:

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

Immediate Benefits:

- Lower Path of Focused Mind 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

Immediate Detriments:

- You are prohibited from feeding or committing acts of violence in a temple/synagogue.
- Raise in rarity of Spirit Manipulation 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.
- Abilities: Knowledge: Kabbalah x5, Meditation x5, Theology x5.
- Path of Focused Mind x3.

Additional Benefits:

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

Additional Detriments:

- Those of a Jewish bent within House Virtue often tend to take a dim view of House Hashem.

- 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.

Known Members: Ester Lyra.

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.

Core Paths for Hashem:

Focused Mind - R2*

Mastery of the Mortal Shell - R2*

* House Benefit

Books to read:

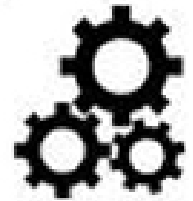
The Essential Kabbalah by Daniel Matt

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 night's 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.

Major Chantries:

- Bridgeport, CT

Suggested Prior Skills:

- Approval by existing members, House Subcoord & ST permission.
- Backgrounds: Resources x3, three influences at x3.
- Rituals: Bureaucratic Condemnation and Expedient paperwork.

Immediate Benefits:

- 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.

Immediate Detriments:

- 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:

- Approval by House Subcoordinator & ST permission.
- Backgrounds: Resources x5, three influences at x5, three additional influences at x3.

Additional Benefits:

- 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 Better Self reduced by one level.
- Rarity of Path of Technomancy reduced by one level.

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 in order to keep up appearances with their mortal contacts (minimum of 3).

Known Members: John Diamond (Master of the House), Desmond Valentine (Rotating 2nd in Command), C.L.U. Vasa (Rotating 2nd in Command), Lord Corvax.



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, 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.

Core Paths for Hephaestus:

Path of Corruption - R2*

Path of the Better Self - R4*

Path of Technomancy - R2*

* House Benefit

Books to Read:

The Alchemy of Finance by George Soros and Paul A. Volcker

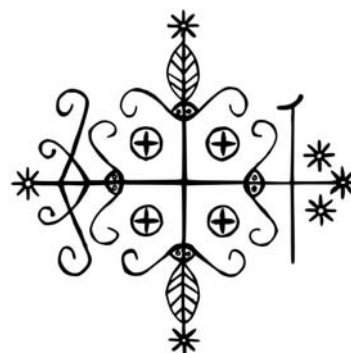
The World Is Curved: Hidden Dangers to the Global Economy by David M. Smick

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.

Major Chantries:

- Shreveport, LA
- Havana, Cuba
- Dallas, Texas (West)

Suggested Prior Skills:

- Approval from a Lord or Higher, as well as the masters of this House.
- 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.
- Can be from outside the Clan - Requires Coord/Subcoord, ST approval and IC approval of House Leaders.
- Paths: Spirit Manipulation or Elemental Mastery at Advanced.
- Rituals: Ward vs Spirits, Umbra Walk, and Learning the Mind Enslumbered.

Immediate Benefits:

- 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
- There are members of Clan Giovanni in this House. They are a great resource.
- 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.

Immediate Detriments:

- 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:

- Approval from the masters of this House (House Subcoord NPCs).
- 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

Additional Benefits:

- Rarity of Spirit Thaumaturgy reduced by one level.
- Rarity of the following rituals reduced by one level: The Haunting, Spirit of Torment.

Additional Detriments:

- 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.
- Rarity of Way of Levinbolt raised by one level.

Known Members: Lord Erica Alton (Head of House), Lord Zachary Lewis (Second in Command), Lord Blythe, Regent Magdalene Benoit, Regent Vincent King, Regent DJ, Regent Brendan Laughlin, Apprentice Randall Scott, Johnathan Giovanni.

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.



Core Paths for High Saturday:

Path of Curses - R2*

Spirit Thaumaturgy - R3*

*House Benefit

Books to Read:

Conjuring Spirits: Texts and Traditions of Late Medieval Ritual Magic by Claire Fanger

Secrets of Voodoo by Milo Rigaud

Divine Messages of the Loas by Gro Mambo Angéla Noványón Idizol

Movies/Shows to watch:

The Believers, 1987

Angel Heart, 1987

The Serpent & the Rainbow, 1988

The Unexplained: Voodoo Rituals, 1998

HORNED SOCIETY

You sharpen the human appetite to the point where it can split atoms with its desire; you build egos the size of cathedrals; fiber-optically connect the world to every eager impulse; grease even the dullest dreams with these dollar-green, gold-plated fantasies, until every human becomes an aspiring emperor, becomes his own God... and where can you go from there? -John Milton, The Devil's Advocate



General Description: Those that stand the line between the mortal world and the demonic. They broker the deals that bolster House & Clan (and themselves). Demon hunters/killers need not apply. They work with or control demons, and seek to undermine non-Tremere diabolists. They only send demons back to hell as a last resort, and with careful trepidation, lest that demon come back in the future-with an army.

Symbols/Iconography: The alchemical symbol for Sulfur.

Major Chantries:

- Las Vegas, NV
- Baton Rouge, LA

Suggested Prior Skills:

- Approval by House Masters, House Subcoord & ST permission.
- Abilities of Enigmas x 2, Demonology x 2, Infernal Lore x 2, Demon Lore x 2.
- Proof of successful non-aggressive congress with a demon supervised by an agent of Horned Society in good standing.
- Rituals: Ward vs Demons, Soul of the Homunculi, Power of the Pyramid.

Immediate Benefits:

- You have Justiciarial approval to work with, study and deal with the Infernal. "Addendum to the Infernalism vote as petitioned by Prince Meredith Sturbridge, Clan Tremere: Members of Clan Tremere will be allowed to continue their research and investigations under the individual approval of the Tremere Justicar."
- Rarity of Hands of Destruction reduced by one level.
- Access to further education in lores pertaining to the infernal, and the denizens of hell.
- Instruction in Rituals to summon, bind, banish, contain, and control Demons.

Immediate Detriments:

- You deal with Infernal creatures. Your aura will eventually betray this.
- A rivalry & animosity with House Virtue exists.
- Infamy as a diabolist amongst the Tremere.

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

Suggestions for Advancement:

- Demonstrate ability to exploit infernal workings for benefit of House and Clan without becoming liability.
- Approval of House Masters, House Subcoord, and Storyteller approval.

- For Servitor: Enigmas x 3, Demonology x 3, Infernal Lore x 3, Demon Lore x 3, participation in three successful summonings.
- For Fiend: Enigmas x 4, Demonology x 4, Infernal Lore x4, Demon Lore x3, demonstration to satisfaction of local Prince.
- For Prince: Enigmas x 5, Demonology x 5, Infernal Lore x 4, Demon Lore x 4, sufficient experience as deemed by Dukes.
- For Duke and Archduke: NPC only.

Additional Benefits:

- Potential rank in Hell as you learn more about controlling its denizens.
- As you learn to bind Demons to your will you may gain access to Dark Thaumaturgy, and Dark Thaumaturgy Rituals, pending ST and House Subcoord approval.
- Potential to learn banishment and containment rituals that do not require you to be infernal.



Additional Detriments:

- Potential rank in Hell as you spiral down the ladder of morality.
- With this power comes temptation, and losing one's soul to the demonic makes you a rogue.
- Possibility of being known within the Camarilla as a Diabolist.
- Due to the above, intense pressure from House and Clan to never take Camarilla position, or any political position that puts you in the spotlight.
- Your final fate will be in the pits of hell.

Known Members: Lord Alexander Kull (head of the House), Donatelli Ignacio DiAngelo (ex-member, now rogue and hunted by the House), Regent Adrian Fleschet, Kristof Marcek, Apprentice Elias Beacher, Hugo Valentine, Matilda Mulligan (ex-member, hunted and destroyed by the House), Adrienne Stratton.

History & Additional Information:

Members of the Horned Society quickly learn that sometimes, the Void doesn't just stare back: It talks back. For the sake of House and Clan, they pursue "forbidden" knowledge while walking a razor's edge between eternal damnation and Camarilla scrutiny. Occultists, demonologists and lore masters, they traffic with demons and the infernal, gaining knowledge and power to advance the interests of the Clan (and themselves, of course). As experts in the infernal, they are often called upon to advise and deal with such things.

While not all the members of the Horned Society are infernalists, there are a considerable number who are. Such Tremere have to be extra smart, and extra careful: Not only will the Demonic Legions be looking to pull such arrogant sorcerers down to Hell, the Camarilla at large condemns such dealings. These members of the Horned Society *are* infernalists, but they are not thralls. Tremere only recognize one master, and that is the Pyramid. Infernal members of the Horned Society are usually diabolists. They bind and barter with Demons for their power, but never do they sell their souls or make life pacts. Tremere that sell their souls are considered to be in breach of the Oath of the Tremere, and will be hunted as rogues.

The Horned Society rivals House Amethyst as the most closely watched of the Tremere Houses. There is much to tempt an inexperienced, power hungry young Tremere into doing something ill-advised. As such, initiation into the deeper mysteries is a process marked by constant tests and intense scrutiny. The upper echelons of the House are amongst the most twisted, devious, powerful, loyal and tested members of the Clan.

Not all Tremere are so trusting of them however, and a fringe group within the Society is whispered about. Calling themselves the Inquisitors, they were supposedly formed by unknown members of House Virtue in an attempt to keep an eye on their demonic brethren; sometimes going so far as culling the herd before a problem can start. For this reason, and a general paranoia amidst Society members that ordinary Demonologists aren't treated as full members and can no further than the ranking of Fiend within the House.

Inner Workings

House Horned Society has a loose hierarchy, and advancement can be a dangerously profitable proposition. The highest authority within the House in North America is the Arch-Duke, who is currently Lord Alexander Kull. The Archduke is served by three Dukes, each of whom has a special area of responsibility. Below the Dukes are the Princes, many of whom directly administer the territories where they reside. Under the Princes are the rank and file, the Fiends, below them the Servitors, and finally Thralls who are the initiates. These ranks are indicative of the bearers place within the House, and do not supersede their chain of command within the Clan. It is unusual, but not impossible, for an Apprentice to outpace a Regent within the House. This has happened, and said Regent becomes a target of scorn within the House for displaying such weakness.

When a person enters the Horned Society they enter as a Thrall, unready to be one who shares in the power of the infernal. A period tutelage to a Servitor is required. In order to be considered worthy of full membership she must increase her abilities as noted above and participate in three successful demon summonings. These summonings need not have ended in any deals taking place, but must fulfill the purpose of the summoning. If the demon was summoned to make a deal, killing it would not count as a success, but would have if that were the intent.



Servitors are treated only marginally better than the Thralls, often assigned what the newer argot would refer to as bitch work, but that marginal degree of power is still power. When a person in this ranking demonstrates that they are well-trained enough their local Prince may give them the title of Fiend.

A Fiend may rise up to the level of Prince if they display a suitable amount of cunning mixed with a keen mind for making the slippery deals necessary in their line of work. After fulfilling the requirements above, a Duke may choose elevate a Fiend to the level of Prince, giving them access to further powers of the inferno. Often, but not always, this position comes with administrative duties as well. There are three regional Princes over North America, these Princes are responsible for the day to day training of Thralls, Servitors, and Fiends. The other Princes are responsible for various tasks handed down from the Archduke, and Dukes.

A Duke is selected by an Archduke from the most powerful and competent Princes available to administrate not only large regions, but also participate in dangerous summonings of near unimaginable power. Each Archduke typically has either three or five dukes depending on the size of

their area.

An Archduke is selected by the other Archdukes, or at least, this is what the public story. Rumor has it that there is a first among equals within this echelon. This Lord of the Inferno does not advertise its self and none of the other Archdukes are sharing their secrets either. One popular myth amongst the Horned Society's more gossiping members is that their leader is chosen at a secret convention by the council of Archdukes. There, in proper sacrilege, a puff of black smoke is sent off into the sky when the final decision has been made.

In order to police a House of Tremere that walk such a fine line, the Archduke employs a small group as a secret police known as The Shades. Their number and identities are unknown, but they have eyes and ears everywhere. They watch for members who act unwisely, and it is not uncommon for a Housemate to suddenly vanish, leaving behind nothing but sanitized rooms and empty libraries. In House Horned Society, there are no second chances. As the House's insurance against rogue members, the Shades are answerable to the Archdukes alone.



How to Get Ahead and How to Get Dead:

A guide to Diabolism, and not selling your soul.

As previously stated actually investing in a demon, by any means, is not only frowned upon, but technically illegal. Once done, a Tremere's loyalty to House and Clan is deeply divided, and exceedingly suspect. As such, members of the Horned Society use rituals exclusive to their house. These rituals allow them to Summon, Bind, Contain, and even steal the very essence of the power of hell itself. This is far more dangerous than simply summoning a Demon and bartering with it, for this method not only causes most kindred to distrust you and even seek your death, but also you make an enemy for the rest of your unlife with

a demon, and demons play for keeps.

Limits to Madness

Rank has its privilege.

The Horned Society limits its own dealings with the inferno for its own good and to prevent being declared a reckless House and bane to Clan Tremere. Not only are their summonings regulated, but their investments and dealings in Dark Thaumaturgy as well.

A Thrall may only summon Demons of a class one category, and they are only allowed to do so under proper supervision. They are not allowed to summon any demons without direct supervision, nor are they allowed to possess Dark Thaumaturgy.

Servitors are permitted to summon category two demons with the supervision of a Prince or higher rank within the House. They are permitted to request permission to use Stealing the Essence of Hell to force a bound demon to teach them the Path of Phobos.

Fiends, finally being considered to resemble something of an autonomous Kindred, are allowed to summon up to Category three demons without supervision. They are permitted to request permission to gain access to the following Dark Thaumaturgy Paths through use of Stealing the Essence of Hell: Path of Pestilence, Path of the Defiler, and Path of Pleasure.

Princes, having risen through the ranks of cruelty and cunning, are afforded great leeway in their efforts to search through the Infernal. They are allowed to summon demons of rank four and below. They may request permission to use Stealing the Essence of Hell to learn the Dark Thaumaturgy Paths: Path of the Unspoken, and Taking of the Spirit.

Dukes and above may summon whoever it is that they wish at their own peril. Generally, it is assumed that by this point a Tremere has become well acquainted with his or her own weaknesses. Of course, there are always those who do not.

Rituals of Containment, Banishment and Empowerment

All rituals listed below are classified as 4 - Very Rare per the OWbN Guide to Blood Magic October, 2006 V3.0. These require Tremere Coordinator permission to learn.



Containment Ritual (Intermediate Ritual)

Name: Bind the Host

Function: Usually used in conjunction with a Summoning or Banishing ritual, Bind the Host contains a Demon within a space 10 ft in diameter. The Demon can move into the space but not out of it, and the containment effects last for up to one hour.

Mechanic: The caster must mix together one pound each of sulfur, brimstone, and the blood of an innocent (Humanity 4 or better). The Magus then uses the mixture to outline a perfect circle a 10ft in diameter and sits in its center, chanting the ritual which must include the Demon's true name. The ritual takes one hour to cast.

Upon completion the circle of dust is expended and dissipates, thus leaving the circle undetectable to the naked eye and making the circle unbreakable by casual physical contact. Once cast, it will remain in waiting only until the next sunrise. Once the target has entered the circle, the Magus must pass a contested willpower challenge against the Demon. This ritual can be augmented with the ritual Power of the Pyramid, increasing the willpower available for use.

This ritual is only usable on the specific Demon for which it is cast, and will not activate should any other body enter the circle. Note that it is also ineffective against any other creature type, including infernalists. The exception to this would be any that have "ascended" into Demons.

Banishment Ritual (Advanced Ritual)

Name: Return the Host

Function: This ritual is used to Banish a Demon that has been trapped within the effects of Bind the Host.

Mechanic: Using the true name of the Demon, the Magus recites the words of this ritual while making a contested willpower challenge against the target Demon's permanent willpower. Failure means that the Magus loses two temporary Willpower traits, and the Demon becomes enraged and may make an attempt to break free of the binding circle with a contested willpower challenge against the caster. Success means that the demon is banished one month for each temporary willpower spent. This period may be increased by spending permanent willpower instead, banishing the Demon for a period of one year per permanent willpower spent. As with Bind the Host, this ritual can be augmented with the ritual Power of the Pyramid, not only for the contested willpower challenge, but also for the

purposes of spending willpower to determine the period of banishment.

Empowerment Ritual (Advanced Ritual)

Name: Take the Essence of Hell

Function: Created by members of the Horned Society, this ritual is used to draw power from a demon without the necessity of entering into contracts that may compromise the magus. Imbued with the taint of Hell, the caster is able to then learn the secrets of Dark Thaumaturgy. A Demon will normally resist this transfer, though deals have been known to be made...and at prices better left unspoken

Mechanic: After binding a demon to his will, the caster enters in to an extended willpower challenge against the demon. Success allows the Magus to 'steal' away the Demon's essence in the form of willpower at a rate of one per success. A failure results in a willpower being returned to the demon. The magus must drain a total amount of willpower equal to the power he wishes to learn, which may be more or less than what the demon the Magus summons possesses.

A Magus may choose to summon a series of lesser demons to gather the power, or attempt to gain it all from a single subject. However, the Magus tempts fate either way....lesser demons are servants of greater powers, whom may object to their tools being turned into powerless husks. The more powerful entities may limit this exposure, but are themselves more dangerous. References to this and other related topics may be found in the Sabbat guide and infernal packet.

Power Learned	'Essence' Required Per Level
<i>Path of Phobos</i>	
Basic Path of Phobos	2
Intermediate Path of Phobos	4
Advanced Path of Phobos	6 (Must be from Rank 2 or better)
<i>Chains of Pleasure</i>	
Basic Chains of Pleasure	4
Intermediate Chains of Pleasure	7 (Must be from Rank 2 or better)
Advanced Chains of Pleasure	10 (Must be from Rank 3 or better)
<i>Path of Pain</i>	
Basic Path of Pain	4
Intermediate Path of Pain	7 (Must be from Rank 2 or better)
Advanced Path of Pain	10 (Must be from Rank 3 or better)
<i>Path of Pestilence</i>	
Basic Path of Pestilence	4
Intermediate Path of Pestilence	7 (Must be from Rank 2 or better)
Advanced Path of Pestilence	10 (Must be from Rank 3 or better)
<i>Taking the Spirit</i>	
Basic Taking the Spirit	6 (Must be from Rank 2 or better)
Intermediate Taking the Spirit	12 (Must be from Rank 3 or better)
Advanced Taking the Spirit	20 (Must be from Rank 4 or better)
<i>Path of Forbidden Knowledge</i>	
Basic Forbidden Knowledge	6 (Must be from Rank 2 or better)
Intermediate Forbidden Knowledge	12 (Must be from Rank 3 or better)
Advanced Forbidden Knowledge	20 (Must be from Rank 4 or better)

Dark Thaumaturgy

The following rituals are Dark Thaumaturgy rituals and therefore require you to have enough Dark Thaumaturgy to learn the ritual. Also, since you need Dark Thaumaturgy, their use will alter your aura with an infernal taint.

Enslavement Ritual (Advanced Ritual)

Name: Chaining the Beast of Hell

Function: This ritual enslaves a lesser Demon such as an Imp or Fiend into servitude for a year and a day.

Mechanic: The magus must engage a class one demon in a contested willpower challenge. If successful the Demon is bound to the caster a month for each temporary willpower spent (up to 12). Or, they may chose to make a single challenge at the cost of a permanent willpower spent. Failure means the loss of a two permanent mental traits.

This ritual may only be used once per year and a day, as such if it is cast and failed it cannot be attempted again for a year. During this time, the Magus may only ever have one Demon in his service through use of this ritual.

There are other levels of this ritual, but they are elder level and above.

Genre Packets Reference:

The Infernal Packet (Read it!)

Books to Read:

Paradise Lost and *Paradise Gained* by John Milton

The Divine Comedy by Dante Alighieri

Faust by Johann Wolfgang von Goethe

Hellblazer by DC Comics (Garth Ennis or Warren Ellis writing)

Movies/Shows to Watch:

The Prophecy, 1995

The Ninth Gate, 1999

Devil's Advocate, 1997

Constantine, 2005



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.

Major Chantries:

- Topeka, KS

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.
- Raising of the rarity of the following ritual by one level: Path of Transmutation.

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.

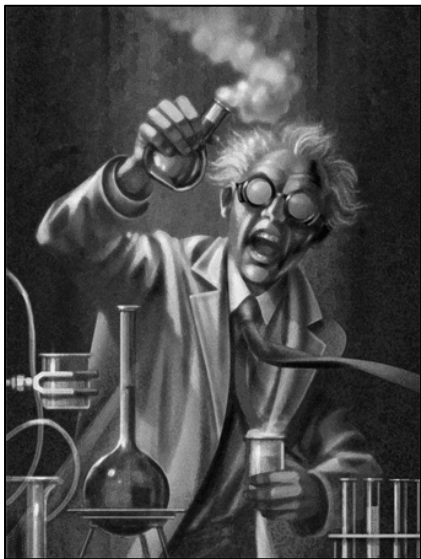
Additional Benefits:

- 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/derangement's 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.

Known Members: Dr. Max Sanlin, Lady Fay.



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.

Core Paths for Hypocritus:

Biothaumaturgy - R2*

Mastery of the Mortal Shell - R2*

* House Benefit

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 middle men and legal types to figure out an agreement that will accommodate both parties.

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

Major Chantries:

- Milan, Italy

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.

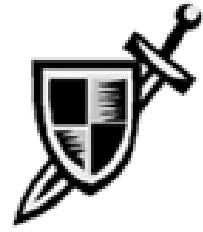
With such prestige, it was no surprise that when one of their lesser numbers was embraced into House and Clan, despite the often socialist structure thereof, there would be one who would rise to the top, and forge out a place for their family name even amongst the Warlocks. Working as a clearing House 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.

Major Chantries:

- Gainesville, FL (in an Anarch Barony, forward Chantry)
- Edmonton, Alberta, Canada - Pontifex Bahari's Chantry

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.
- 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.
- 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.

Known Members: Regent Raymond Laskey, Regent Nicholas Tept, Regent Francis Merivein, Regent Jason Mathison (director of recruitment), Apprentice Viktor Schultz, Pontifex Gideon Bahari, Simon Kelly, Aseamon Aoshi, Jed Adams.

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 chantries under siege and in areas when the clan is under physical attack that members of this House are the first called upon for assistance. This has lead 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.

Core Paths for Praesidium:

Path of Blood - R1

Hands of Destruction - R2*

Path of Mars - R3*

* House Benefit

Books to read:

The Art of War by Sun Tzu

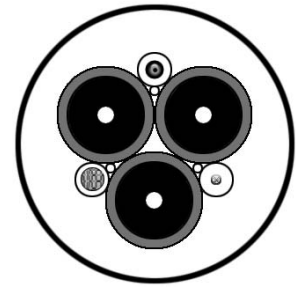
Movies/Shows to Watch

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.

Major Channies:

- San Francisco, CA (Silicon Valley)

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 R5 rituals or paths (reduction in rarity to R4).

Additional Detriments:

- Rarity of Path of Focused Mind 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.

Known Members: Warren Theobald, Joseph Keyes (Head of House), Justin Hahn, Joseph Hale, Regent Denning, Matthias Warren, Thomas Hartwill, William Deamer.

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 results on.

Core Paths for Principia:

Path of Technomancy - R2*

* House Benefit

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)

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 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 via many different esoteric methods ranging from tarot to readings of entrails to computer fractal programs.

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

Major Chantries:

- Athens, Greece
- Albany, NY
- Darwin, NT, Australia

Suggested Prior Skills:

- Approval by existing members, House Subcoord & ST permission.
- Abilities: Fortune Telling x3 or Astrology x3 (doesn't matter if it really works or not; the practice is what matters), Meditation x3.
- Members of this House look for prospective members who display Oracular Ability, Luck or Nine Lives. While this is not a requirement, it may speed the process of joining.

Immediate Benefits:

- Rarity of Path of Oneiromancy is reduced by one level.
- Rituals: Eyes of the Past, Detect the Hidden Observer, & True Sight reduced in rarity by one level.

Immediate Detriments:

- Picks up negative mental traits 'Oblivious' x2 due to absent-mindedness of the present.

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.
- Abilities: Fortune Telling x5 or Astrology x5 (doesn't matter if it really works or not; the practice is what matters), Meditation x5.
- Mastery of the Path of Oneiromancy (x5).

Additional Benefits:

- After spending much time in House Roldolfo, 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).
- A Mentor x3 is provided for the mage to learn up to Dementation x3.

- Rituals: Mirror of the Second Sight, Eyes of the Ever Vigilant & Illuminate the Trail of the Prey reduced in rarity by one level.

Additional Detriments:

- As a 'payment' for Dementation, the mage is expected to assist Malkavians in investigations. This is equivalent of owing two major boons for the purposes of investigation.

Known Members: Regent Rodolfo (Head of the House), Apprentice Evangeline Luna.

History & 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 ways of such prognostication are nothing more than parlor tricks and shyster games, there are those who in the World of Darkness have true 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 later renamed Rodolfo had 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 more literal minded members of the Clan.

What few know is that Rodolfo 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 circumstance 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 magics for divinatory purposes came to fruition, in the capture of several Sabbat rituals that assist in his work as a seer. He quickly turned to attaining followers, requisitioning other Tremere with similar ability, and as a 'reward' for his service he created his own House, going so far as naming it for himself.

Years later, a similar vision struck him, and another raid was undertaken. Instead of striking at a Sabbat haven, it was Anarch this time, and their divinatory rituals were added to his repertoire. With these 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 forth much effort into divination magic, mainly because for most of its history, many members had access to high levels of Auspex, which garners powers such as Clairvoyance. It is only with the 'last generations' (those of 8th generation or worse) where there was suddenly a blind spot in some of the clan's total ability. This is likely why it took Sabbat and Anarch Tremere to develop the first magics that could glean the future or have ability of remote viewing, as their numbers never included as many elders as the Camarilla trunk of the Clan's tree. 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 more such magics. A development that House Principia takes great zeal in assisting.

Core Paths for Rodolfo:

Oneiromancy - R1*

* House Benefit

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

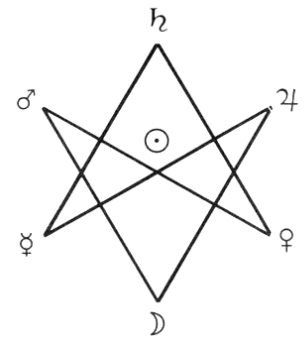
The Sight - Getting It, Using It, Dealing With It, 2006

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.



Major Chantries:

- Island of Samos, Greece
- Crotona, Italy (both homes of Pythagoras)
- Cairo, Egypt

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 Acquirir 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.
- House members are provided access to Path of Mercury (at 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 Overinflated 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.

Known Members: Zero (Head of House), William Shultz (Head of Recruitment), Trinity Awen.

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.

Deep Thoths

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 subsect of the House, the Order of A'an, has spent centuries studying the parallels between ancient Egyptian mythology and the lores 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 symbology. What that means is open to



interpretation and, since the members of this subject 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) may purchase up to 4 levels of Clan Lore: Setite.
- Mini Detriment: Good intel on another Clan can be a dangerous thing to have, particularly in 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.

In the words of a House Member...

"Symbols and numbers are secrets of untold power. Words have a numerical value and through calculations based on these values not only are hidden truths revealed, but also which works of power may be accomplished."

Letters are equated with numbers; Therefore each word has not only a meaning, but a numerical value as well. The numeric values of the words often show interrelationships. For example, when the values for the Hebrew words for "father" and "mother" are added, the sum equals the value of the word for "child". Through manipulations of these values, we work certain magics.

House Trismegistus adapted these concepts to our rites, reducing the tradition to its simplest form--- numbers and formulae. A ritual often involves no more than a carefully inscribed mathematical equation. The complexity and length of the formula are directly related to the power of the effect desired. A minor ritual may require only a page or so of calculations, whereas a complex and potent ritual will likely fill several blackboards or megabytes. The numerical definition of an item is often sufficient in rituals where more traditional Hermeticism requires the item itself; however, one area no one has ever been able to synthesize mathematically is the requirement of blood (vitae). No mere formula can replace the power of our blood. In such rituals, we actually use our vitae to inscribe the necessary equations.

Knowledge is a tremendously important part of this House. Any thaumaturge studying symbols and numbers must speak Hebrew--the foundations of the practice are built on the language and its alphanumeric nature. One must also know how to read the hieroglyphic language of the ancient Egyptians, as hieroglyphics are pictographs that represent the word for something, It is also a drawing of that thing, thus, the connection between the word and the thing that it represents is stronger in a pictographic script than in a phonetic one, in which letters represent sounds which are strung together to form words. Non-pictographic languages are abstract, but the ancient hieroglyphs are concrete and therefore contain the essence of that which it represents.

One must know not only the values of the words employed in rituals, but also the values of its permutations. Additionally, one must be able to understand and employ complicated mathematical formulae to exploit the power inherent in the values. Other major principles focus and empower the effect of the magic enacted through the formula. The principle of Will ensures that simple schoolhouse calculations don't suddenly peel the flesh from a teacher's bones. Without intent, mathematical formulae, no matter how complex, are inert and impotent.

Of the minor principles, a thaumaturge is concerned primarily with Sympathy and Incoherency. Specifically, sympathy, in the form of a numeric value, is at the core of our specific Thaumaturgy. The value of a word not only defines its essence, but also details its association with the rest of the world.

Our manipulations of the relational values between words are almost purely sympathetic magic. The precise brevity of mathematical equations clearly defines the intent and effect of the rituals in this tradition.

By subtly changing the nature of the defining word, we influence the substance originally defined. For centuries, thaumaturges have experimented with transposition and substitution of letters within words, supposedly to tremendous effect.

Some thaumaturges employ calculus, physics, and other complicated mathematical methods to great effect. Furthermore, our research benefits greatly from the advances in computer technology, allowing numerologists to derive permutations and factorials of a given word's value almost instantly. The formula still must be inscribed to be effective, but no longer are weeks, months, or even years, of calculations necessary to determine a value's potential. Of course, the readiness to employ computers in our research has raised the eyebrows of many old-school Regents and Lords."

Apprentice Trinity Awen

*Seventh Circle of Mysteries
House Trismegistus*

Core Paths for Trismegistus:

Path of Transmutation - R1*

Elemental Mastery - R2

Focused Mind - R2*

Path of Mercury – R4*

* House Benefit

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

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 statused position, and work political arraignments with other clans to further the political agendas of House and Clan.

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

Major Chantries:

- Washington, DC

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.

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.

Known Members: Selene Lazarion, Pontifex Peter Dorfman, Lord Hale, Archon Villiers, Daniel Book, Devon Thane, Qelyn Ellyllon, Peter Premysl, Robert Sissco, Meredith Sturbridge..

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 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.

Core Paths for Validus:

Path of Corruption - R2*

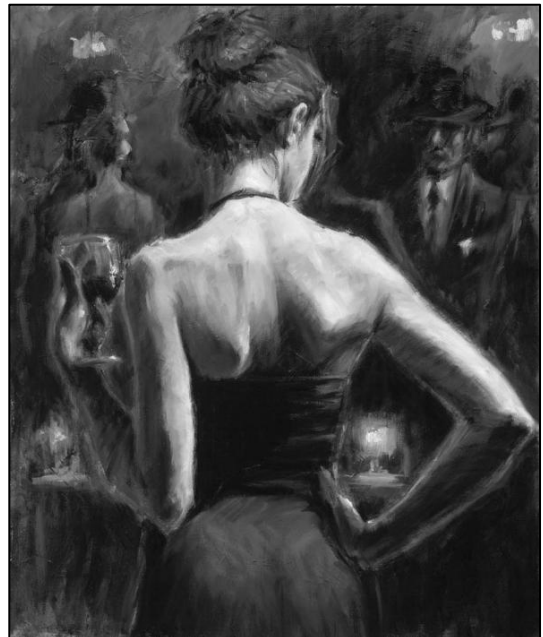
* House Benefit

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



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.

Major Chantries:

- Salt Lake City, Utah
- Springfield, MO
- Mobile, AL

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.

Additional Detriments:

- An unspoken rivalry with House Horned Society exists.
- Interference with the Church and Occult often draws attention from hunters or other supernatural creatures.

Known Members: Lord Pratchett, Lord Leon de la Roux, D.B. Kirkpatrick, Daniel Hunter.

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 (but not to the extreme that say, the Quaesitori take it). 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.

Core Paths for Virtue:

Path of Curses - R2*

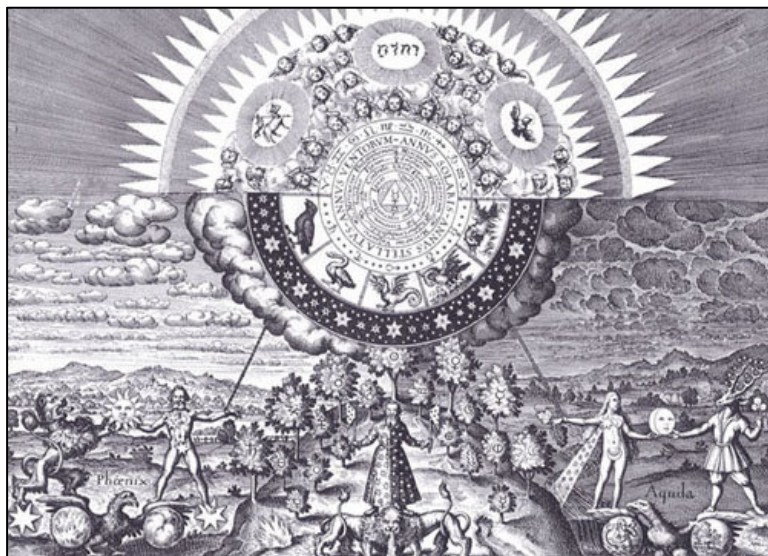
* House Benefit

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
What Dreams May Come, 1998
Dogma, 1999
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.

Major Chantries:

- Louisville, KY

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, blue prints 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.

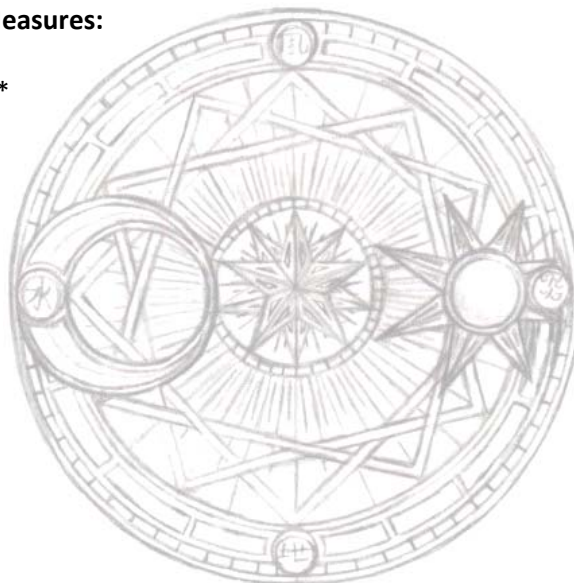
Core Paths for Wards & Measures:

Hearth Path - R2

Path of Technomancy - R2*

Way of Warding - R3*

* House Benefit



DEFUNCT HOUSES

"...Nothing beside remains: round the decay of that colossal wreck, boundless and bare, the lone and level sands stretch far away." -- from Ozymandius, Percy Bysshe Shelley

For one reason or another, Houses have gone extinct. The only listed one in any source book is included here with a brief description for completeness sake, and are not viable for play in OWbN.



House Goratrix

The House of the Tremere antitribu, they all met their fiery end in 1998. While few know the truth of what happened to them, House and Clan holds their destruction as a measure of pride. No other clan within the Camarilla can claim that their antitribu are no more.

House Quaesitor

Very little is known of this House in modern nights, save for that they supposedly upheld a stricter version of the Tremere Code. Long extinct, occasional rumors of something similar to this House burble to the surface, but are generally debunked.

ADDITIONAL HOUSE NOTES

Going it alone:

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

Again, as mentioned, there is no penalty for a Tremere to NOT choose a House with which to belong. Many Tremere have long and storied careers having never been part of a House. While there is no mechanical benefit to doing so, there are also no overt detriments. Being a generalist means that nothing is forbidden, more difficult or easier to garner.

Creation of New Tremere Houses:

"Every act of creation, is first an act of destruction" --Pablo Picasso.

Clanbook: Tremere points out that the Houses listed within are only a sampling of what exists within House & Clan. It even points out that there are defunct ones, and states that new ones can be designed by Storytellers and players. As such, many of the Houses listed here are OWbN creations, and there is always room for more Houses as well. To design one, players and STs are encouraged to come up with coherent ideas, and work with the Tremere Coordinator's offices as well as other games to create new and interesting Houses for role-play in the organization. If they take off and are successful, they can be added as addenda to packets such as these in the future.

House Specific Thaumaturgy:

Almost every House has spawned its own line of magics specific to their work. These rituals assist in the research and development of the paradigm of the House they come from. However, in the interest of keeping this packet 'on focus' they will not be printed here. That said, expect to see them in the next version of the Thaumaturgy packet, coming soon. The rarities for these magics will be considered R5, unless otherwise stated, as they are only learned by and taught by members of the House that created them.

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.

"Waitaminute, I have all the prerequisites, have done the RP, and I've *still* been denied to join a House, what gives?!?"

As mentioned, Houses are akin to 'majors' in college. Given the mechanical advantages presented within, many Houses may find a sudden 'rush' to join. Well, resources for the Houses are limited, and membership can become very exclusive. The prerequisites listed are just the minimum necessary to join, even with them, there's no guarantee of membership being extended and simple numbers of overcrowding in a House could cause a PC to be turned down.

Additionally, if your character shows a bad attitude towards existing members, or even friends or allies of existing members, well, they have a say in whether or not you get to join. Doing things to anger existing members, or higher-ups within said House, could lead to your PC being on the outside looking in, knowing that all the work you did to join the House was for naught by saying the wrong thing to the wrong Tremere. Sometimes, it is not what you know, but who you know. Joining a House is an IC thing, it involves RP and many of the prerequisites are IC approval of current members. If you are denied ICly, start checking with PCs in the House to see what they had to say (or who to bribe, or who to stab in the back).

Grandfathering:

"Dorfman, I've thought long and hard about this: your Delta Tau Chi name is... Flounder."

-- John "Bluto" Blutarsky.

If you're in a House already prior to the passing of this packet (even if you don't have the prerequisites), then you're in. Such is the benefit of being a 'legacy'. That and now you get to haze the newbies! We do encourage you to fill in prerequisites as time and experience points permits, and do have to point out that while you now reap the benefits of your House, you also suffer its detriments.

"I just joined a House, but I've already gotten the 'benefits' of it. Can I get a refund on points, or an easier time getting something else as a benefit?"

No. About the only benefit you will have in this is that you know what you're doing already, and are thus, an asset to the House in question. This is part of why Houses are generally rushed before an apprentice becomes too powerful.

Jumping Ship:

So you have your membership, you've reaped its benefits, but wow, the downside, you're so not liking the downside to any of this, maybe it's time to find another House to head off to... not so fast. While there are analogies to college majors in joining a House, changing majors really isn't an option for you to make a decision on yourself. If you're in a House, there are members of said House who have invested a lot of time and effort into you, and you're not going anywhere anytime soon. Oh, you can attempt it, but Tremere in general keep close records of who's who, and in the smaller crucible that is a House, even more so. Attempting to leave a House, or being expelled by one, has grave consequences as you're likely to be labeled unreliable or untrustworthy (and a Tremere calling you that makes you truly low). Blacklisting is likely soon to follow as well. Some other Houses may feign interest in an effort to extract what you know before kicking you aside again. After all, why would they want to associate with such a pariah openly?

Requisitioning:

Sometimes, a Tremere may end up in the wrong House, and the powers that be see and recognize this. As such, this is the only open and appropriate way for a character to switch Houses. These rare Tremere are the exception, not the rule however! Standard bribes or costs are involved as well. As an example, a member of House Validus who's perhaps more suited to a role in House Hashem may be negotiated for, and appropriate recompense to the 'old House' must be paid. This is all subject entirely to the role-play of all involved, and as with any transaction, caveat emptor...

On the OOC side of this, obviously it is something that STs and the Coordinators office should come to an agreement upon. Even with a 'legitimate' trade, your PC may still find him/herself blacklisted by your former compatriots.



The Hazards of Min-maxing:

Tremere players should remember that while being wily and clever is normal for a vampire (and a bit more so for House and Clan), that certain things won't be tolerated by your superiors. The garden variety apprentice may think they're being clever by trying to circumvent House restrictions, but you should remember that your superiors have seen most tricks that you or any other new embracee have dreamed up. Simply put: remember that in most all cases, anything you have ever learned has been at the behest of the mage in charge. This is true of every stage of the Tremere hierarchy, from Acolyte to Counselor.

Tremere are encouraged that if they're going to join a House, to do so at the earliest convenience, to begin building towards this goal, and most have their Houses picked by the time they are Apprentice of the Second Circle of Mysteries. The other side of this coin is that your House will be vetting you and keeping an eye upon your progress--and likely talking to your superior about said progress.

So say you're a cheeky Apprentice who has decided to join House Hypocratus, but you don't like the idea of the increased rarity of the Path of Transmutation. If you craftily decide to attempt to get it before you've signed on the dotted line, your superior is obviously going to know. That report along to House Hypocratus is not going to reflect very well upon you, and will likely mean that you will be declined admission.

Furthermore, you risk the possibility to be known for this maneuver. Not only will your superior report this along to any other prospective House, so would the House you'd attempted to join. Such events would have far-reaching affects, as you'd be known as someone who can't follow orders, which would in turn make it hard for you to advance in even the most mundane methods of the Clan. Politics within Clan Tremere are harsh and cutthroat, and an overly ambitious Apprentice doing this could find him or herself on the outside of Houses, promotions and impeded learning for the rest of their unives for trying.

Finally, while there is nothing set in the peripheral code about certain paths being restricted to members of certain Houses, the rising of rarity is an OOC mechanic reflecting the taboo culture of the House in question. There is no physical barrier preventing the Tremere from actually learning it. Rather, it is the focus of the House that has caused certain paths to fall to the wayside. A Tremere learning these wayside magics is showing that they lack the dedication of the House as a whole.

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