

Ab Flaidd

Removed Biothaumaturgy from the Disadvantages -- this was already Rarity 3 (Coord Approval) so it can not get more rare for them. New disadvantage is increased Rarity for Path of Corruption. This House is more focused on being attuned with the world, and Corruption is not something they would fully promote.

Amethyst

Removed from House Packet -- this will be included in an upcoming Secret Societies packet and is currently unavailable to PCs. No new members will be approved at this time.

Arcanum

Removed Faux Path, Corruption, and Technomancy from the Immediate Benefits section; these are currently Rarity 2 so they cannot be lowered to that approval level.

Advanced Benefits now include reduced rarity for all Custom Thaumaturgy paths and rituals that have been reported to/approved by the Pyramid. PCs will still require a teacher for Custom Content.

Modified Immediate Disadvantage: two Rarity 2 Paths become Rarity 3, to be determined by House Subcoord.

Aurum Guild

Removed Major Creation as a benefit; rarity now reduced for Heart of Stone as an immediate benefit.

Daughters of the Crone

Changes to Additional Benefits include a specific ritual for each aspect to provide some distinction between Maiden (Protean Curse), Mother (Blood Allergy), and Crone (Summon the Mischievous Spirit). Previously, all of them received reduced rarith on Keening of the Banshee and Mindcrawler.

Hashem

No changes were made for this House.

Hephaestus

New Immediate Benefit - House members can share/loan influence at full value rather than half (which is the typical *Dark Epics* rule)

High Saturday

Added some clarification that House Packet largely dictates rules/approvals for Tremere members. Any Giovanni members require Coord Approval for all Thaumaturgy learned, as it is out-of-clan for them. Giovanni members require joint approval from Giovanni and Tremere Coordinators to join this House.

Swapped Umbra Walk for Calling the Restless Spirit as recommended rituals.

No Paths above Rarity 2 at time of becoming a member of the House (dude, you get access to Necro)

Removed Levinbolt from Disadvantages; this is already Rarity 3/Coord Approval, it cannot go any higher.

New Disadvantage: For each path of Necromancy learned, the Rarity of one Rarity 2 Path of Thaumaturgy not already known by the PC is increased to Rarity 3. Paths will be selected by Player's STs and the House Subcoord.

Horned Society

Removed from House Packet - this will be in the upcoming Secret Societies packet. No new PC members will be approved at this time. This is due largely to the recent Conclave decision regarding diabolism.

Hypocratius

No changes were made to this House.

Massimo

No changes were made to this NPC House.

Praesidium

Disadvantage for Rarity for Focusd Mind removed; Path is already at highest Rarity. Replaced this with Technomancy. This Path is all about physical fighting, use of computers and such are not really their forte. They're the jocks, not the computer geeks.

Principia

Replaced Focused Mind with Elemental Mastery for the increased Rarity under Advanced Disadvantages. These are our computer nerds, not spirit/nature gurus.

Rodolfo

New Immediate Detriment: Technomancy increased in Rarity.

Removed Mentor for Dementation from Advanced Benefits.

New Additional Detriment: You gain a Derangement because insight makes you crazy. The good side of this is that if you find a teacher for Dementation -- hey, you're already nuts.

New Additional Detriment: Path of Corruption increased in Rarity.

Trismegistus

To access benefit of easier access to Path of Mercury, must have been a member of the House for at least two years.

Validus

Additional Benefits now include reduced rarity for Focused Mind.

Virtue

Removed line from Disadvantages referencing Horned Society as it is now considered a Secret Society instead of a public House.

New Additional Detriment: Increased rarity for Path of Corruption -- what are we, Setites?

Wards & Measures

No changes were made to this House.