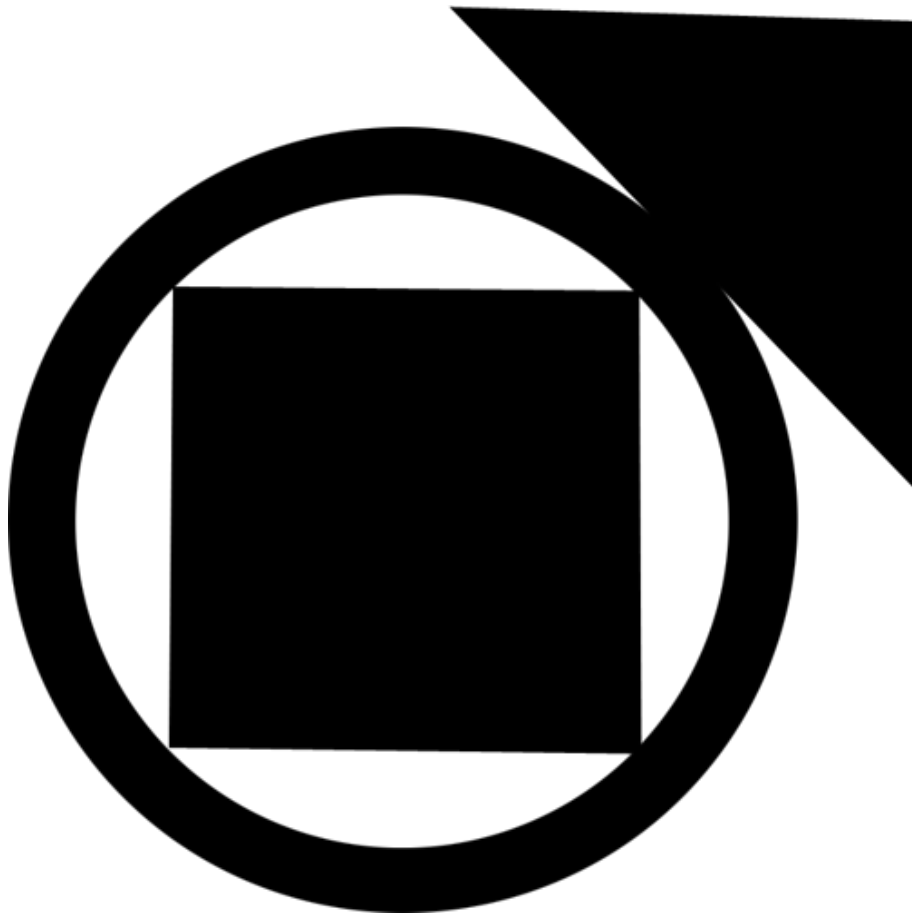


One World by Night Tremere Genre Guide

2025 Edition



This document is created as a supplemental guide for use in One World by Night for playing
Clan Tremere.



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OWBN Bylaws and R&U

R&U Approvals:

- ❖ Standard Pyramid Loyal Tremere: PC - Coordinator Notify; NPC - Coordinator Notify; Coordinator: Tremere
- ❖ Non-Standard Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - Anarch Tremere
 - Rogue Tremere
 - Tremere with the Embraced Without the Cup Merit
 - Tremere who willingly fled the Pyramid
 - Tremere with the Throwback Flaw or the Natural Vicissitude Merit (Obeah, Valeren, or Vicissitude as an In-Clan Discipline).
 - Also requires the Salubri or Tzimisce Coordinators Approval
 - Tremere who have replaced Auspex, Dominate, or Thaumaturgy with another Discipline.
 - Tremere with a Primary Path other than Path of Blood
 - Tremere with the Double Betrayer Flaw (aka having the Betrayer's Mark)
 - Banshee
- ❖ Telyavelic Tremere: PC - Coordinator Approval; NPC: Coordinator Approval; Coordinator: Tremere
- ❖ Tremere Antitribu: PC - 2/3 Majority Council Vote; NPC - Majority Vote; Coordinator: Tremere
- ❖ Tremere with Tremere specific merits/flaws: PC - Coordinator Approval; NPC: Coordinator Approval; Coordinator: Tremere
 - Merits:
 - Embraced Without the Cup (Clanbook: Tremere (Revised), p 67)
 - Natural Vicissitude (Libellus Sanguinis 2, p 62)
 - Secret Society Member (Lore of the Clans, p 218)
 - This references the Tremere specific merit from V20, Lore of the Clans p. 218, and excludes the merit of the same name from Vampire by Gaslight.
 - Tremere Familiar (Libellus Sanguinis 2, p 67 - 68)
 - Unmarked Antitribu (Lore of the Clans, p 218)
 - Flaws:
 - Double Betrayer (Clanbook: Tremere (Revised), p 67)
 - False Third Eye - 4pt (Libellus Sanguinis 2, p 62)
 - Mage Blood (Lore of the Clans, p 219)

- Bound to the Council (Clanbook: Tremere (Revised), p 67)
- The following are Tremere specific merits/flaws and are ST approval for Standard Tremere to take:
 - Attuned Taste (Clanbook: Tremere (Revised), p 66) [merit]
 - Cloistered (Lore of the Clans, p 218) [flaw]
 - Keys to the Library (Lore of the Clans, p 218) [merit]
 - Quartermaster (Lore of the Clans, p. 218) [merit]
 - Thaumaturgically Inept (Clanbook: Tremere (Revised), p 67) [flaw]
- ❖ Non-Tremere with Tremere specific merits/flaws: PC - Coordinator Approval; NPC: Coordinator Approval; Coordinator: Tremere
- ❖ Non-Tremere with Tremere Clan Friendship: PC - Coordinator Approval; NPC - Coordinator Approval; Coordinator: Tremere
 - Includes the merit Clan Friendship Tremere
- ❖ Non-Tremere recognized as swearing the Oath and holding rank in the Pyramid (aka: Joining House Tremere): PC - Coordinator Approval; NPC - Coordinator Approval; Coordinator: Tremere
 - This includes those who have been accepted as Acolytes into House Tremere without swearing the Oath
 - Includes the merit House Tremere Loyal (OWBN custom)
- ❖ Ducheski in service to the Tremere House Arcanum: PC - Coordinator Approval; NPC - Coordinator Approval; Coordinator: Tremere
- ❖ Tremere Acolyte Ghouls: PC - Coordinator Notify; NPC - Storyteller Approval; Coordinator: Tremere
- ❖ Non-Tremere with Tremere Lore 4 and 5: PC - Coordinator Approval; NPC - Coordinator Approval; Coordinator: Tremere

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House and Clan Tremere

Motto: Arbitrium Vincit Omnia (Latin: "Will Conquers All")

“House Tremere” is another name for Clan Tremere, which is named after the founder of the clan himself, the Antediluvian Tremere. Clan Tremere rose to prominence in the Dark Ages, originating as occultists, hermetic thinkers, and innovators of the time. They placed their considerable esoteric strength behind the formation of the Camarilla, and became one of its enduring and steadfast pillar clans. Moving through the centuries and into the modern nights, Clan Tremere has focused on continuing to be a source of occult strength and adaptable solutions. Clan Tremere is, unlike many other clans, highly regimented and strictly hierarchical. This unique form of unity is one of the most potent advantages that the Clan has, and its dark mirror of cutthroat internal clan politics is likewise one of its greatest fractures.



Culture within the Pyramid

Aside from the clan hierarchy, Tremere are sometimes grouped into internal factions known as Houses to promote their usefulness and skills. These are often known as the Houses of Clan Tremere, but are formally considered to be the Lesser Houses to House Tremere itself. These groups are sometimes more informal than the regular hierarchy of Tremere, and maintain their own internal organization. Lesser Houses are prone to competition and often find themselves at odds with each other. To the rest of Kindred society, they tend to present a unified front regardless of their particular pursuits within the Clan.

Given their history as usurpers and power-grabbers, they are obsessed with the image and reputation of their clan. As a former low Clan, the Tremere often find themselves proving their right to be at the top to their fellow Pillar clans (Toreador and Ventrue). In modern nights, the clan finds itself feeling the pressure to remain at the top due to various reasons. To many the clan is synonymous with blood magic and used to instill fear or envy in other clans, which often leads them to be despised by the other clans within the Camarilla. Although the Tremere are not the first thaumaturges within Kindred history, the paradigm of



Hermetic Thaumaturgy is unique as it is based on a scientific approach to magic. Clan Tremere also heavily encourages experimentation and innovation, which has led to a variety of thaumaturgical paths and rituals. No single Tremere will ever master all of Hermetic Thaumaturgy, but the pursuit of such creates a useful bartering system within House and Clan itself.

The Clan places great value at the numerological meaning of the number seven. Seeing the mind ordered akin to a pyramid ordered in seven steps, the internal discipline of the mind mirrors the structure of the Clan itself. This can be seen with the rank structure of House Tremere, as all Tremere are ranked from one to seven Circle(s) within their rank.

Roleplaying Guides: Clan Tremere can be a very difficult clan to play. Not only does one need to be adept at Camarilla maneuvering, but a player must also deal with the internal, equally competitive, politics of Clan Tremere. While the rewards for well-executed plans can be very grand, there is a large amount of risk as well. Players who wish to have a Tremere character should be prepared for additional competition within the clan that may not be as prevalent in other clans, as well as greater cooperation than other clans at times as well.

Tremere characters may find other Tremere have undercut them for credit, or have misrepresented them to their superiors in order to gain an edge within the clan. This sort of game play can lead to high levels of stress if a player is not confident and prepared to manage this bleed. Clan Tremere can impose very considerable constrictions and punishments upon lower ranked Tremere, including, for example, restricting your character from being allowed to travel to other chronicles. These kinds of restrictions are very rarely present in other clans, and can be surprising or upsetting when they are imposed. It is highly encouraged that a player's comfort around these aspects is carefully explored before making a Tremere. On the other hand, Clan Tremere members also have high rates of cooperation, and are able to manage large projects. Such things tend to have high rewards, such as access to thaumaturgical instruction, lore, and other benefits. Tremere have the largest selection of thaumaturgy available to them, and can reach levels of power that are quite formidable. Players should consider carefully whether this story style is the kind they would like to engage with.

The Embrace

The Tremere are very selective in who they Embrace and normally do so with a mind for the clan's needs. Individuals of strong will or aggressive personalities are normally sought, provided they have a clear head and can learn to be a part of the greater whole that is the clan.



This has at times led to overconfident Tremere full of hubris creating a disparaging image for the Clan as a whole. Candidates for the embrace tend to be scholars in life, and many dabbled in the occult to one extent or another. This is not a requirement, as the needs of the Clan will lead to those with varied backgrounds and diversity. In typical Tremere embraces, the individual will have served Clan Tremere as a ghoul or

Acolyte for years prior to the embrace. During their time as an Acolyte, they will be instructed in the ways of the Pyramid and tested for worthiness of the embrace. Very rarely are there unsanctioned Embraces, but they can still occur for the usual reasons: love, political gain, accident, or emergency. However, there are the very rare occurrences where a Tremere is embraced without the cup and does not swear the Oath. These individuals are considered to be “rogue” and hunted by the Astors.

Soon after being Embraced, Tremere neonates are made to commit to the Tremere Oath; which elaborates on what is expected of a Tremere and what activities would earn disfavor. The neonate has to drink the blood of the Inner Council of Seven through a ritual called the Transubstantiation of Seven, bringing them one step towards a Blood Bond to the clan's leaders to ensure some degree of loyalty to their peers. At this point the newly Embraced Tremere is elevated to the rank of Apprentice from Acolyte. The new Apprentice then begins their Thaumaturgical training, political and social protocols, as well as any other useful skills they may need while interacting within Kindred society. Most Tremere are taught the ways of the Camarilla and seek Acknowledgement after a period of Accounting under a fellow Apprentice or Regent. On a few occasions the elders feel they wish for eyes and ears within the Anarch Movement and thus train Apprentices to serve the Pyramid within the Movement rather than the Camarilla. These Tremere are still considered to be part of House Tremere and members of the Pyramid, and still answer to the same hierarchy as Camarilla Tremere.

Roleplaying Guides:

When creating a new Tremere PC, one needs to consider their character concept carefully, as well as the long term story that they will inevitably be playing. The most common examples of Tremere embraces are academics, occultists, and long term Acolytes that are familiar with the way the clan operates. Concepts that follow these guidelines will find themselves fitting in more easily, being more accepted, and assisted more often. Other concepts are certainly allowable! However, a concept that emphasizes a rebellious attitude, a disdain for scholastic pursuit, or disregard for decorum will find it more difficult to fit in socially with their clanmates. Concepts that fit into the rarer descriptions, such as those embraced without the cup, or those whose embrace was out of passion, or desperation, will find it the most difficult, as they will fit in poorly. Characters in this last category may even find themselves entangled in CvC as an expression of internal clan policing. It is highly encouraged to discuss the concept with STs and potentially even the Tremere team in order to be able to anticipate the difficulty curve that a new player may be signing themselves up for.

First Nights among House and Clan

This section is meant to assist new players of Clan Tremere by helping them understand what the first nights in Clan Tremere are like for a newly embraced Magi.

Very often, a Tremere is embraced from an Acolyte that has already been steeped in the culture of the Clan, and a person playing a character with this backstory may find that their character already knows a fair amount about what lies ahead of them in this case.

When a Tremere is first embraced, they are given the rank of Apprentice of the First Circle; more information on the Circles is later in this packet. When a Tremere is of the First Circle, it is expected that they will not, in general, leave the Chantry until they've mastered general Camarilla etiquette and can be trusted not to speak out of turn while at gatherings. When at the Second Circle, a Tremere is generally considered to be thaumaturgically capable, having mastered the basics of the Path of Blood, and can be trusted to travel to gatherings, and within the domain, so long as they are supervised by another Tremere, typically the Regent or someone assigned by the Regent. At the Third Circle, the Apprentice has mastered the Path of Blood, and is trusted to attend gatherings and travel independently. It is not until the Fourth Circle that it is common to see Tremere allowed to travel to other domains and other gatherings.

This may seem overly restrictive, but it is an expression of the level of care that the Clan gives to their newest members. Clan Tremere has among the highest standards of the clans, and watches very closely for their Apprentices to behave appropriately, and will punish very severely if they step out of line. It is not unheard of for an Apprentice to be demoted to the Third Circle, or lower, in order to impress upon them that they should not be traveling, or going unsupervised.

An important thing to note here, is that a new player who is experienced and feels confident in their understanding of the genre need not start their character at any of the first three Circles. At ST discretion, and with the Tremere Office's encouragement that they collaborate with their Regent, if portrayed by a PC, a character may start at any Apprentice Circle that they deem appropriate.

A Brief History of Clan Tremere

Clan Tremere is considered to be one of the youngest of vampiric clans, having solidified themselves among the ranks of the others in the Dark Ages. The Tremere began as mortal mages within the Order of Hermes, and known as House Tremere for their founder, Tremere. Members of House Tremere faced the devastating possibility that they may lose all of their magics due to their immortality potions and Hermetic arts failing to sustain them. After multiple failed experiments, Goratrix devised a solution for Tremere's investigation into alternate methods.



Goratrix invited Tremere, along with six of the founder's closest advisers, to participate in a completed ritual that promised true immortality for House Tremere. Whether or not the outcome of this ritual was known to Goratrix is a closely guarded secret only known to Goratrix and Tremere himself. All eight participants in the ritual fell unconscious and reborn as vampires upon waking. However their avatars were destroyed and magical abilities lost. The ritual gave them immortality, but in

exchange they lost their innate powers. The advisors sought to slay Goratrix for his trickery, but Tremere stayed their hands and ordered them all to work alongside him to discover new powers they could wield.

Eventually the Order of Hermes became suspicious of House Tremere's secretive activities and practices, but Tremere was able to avoid further investigation through reassurances. The Tzimisce also made war against House Tremere in retribution for the Fiends that Goratrix kidnapped and tortured as part of his experiments. In 1037, Tremere chose to blood bond the other seven new cainites and declared House Tremere would be restructured into a new hierarchy: The Pyramid. Tremere himself was set at the Primus of House and now Clan Tremere, with his seven closest advisers/followers serving as the Inner Council of Seven directly beneath him. This group slowly began the process of embracing the rest of House Tremere, until all members would become vampires or die.



The Omen War with the Tzimisce continued throughout the years, and the Tremere chantries ravaged due to the weaknesses of the newly Embraced cainites. Tremere and Etrius (one of the seven) pursued their own research across Europe to convert the Hermetic Arts into a blood magic they could wield as cainites. At this time, Goratrix resumed his experiments in Ceoris, and experimented on captured Tzimisce, Nosferatu, and Gangrel which eventually led to the successful creation of a Gargoyle in 1121. By 1125 these Gargoyles were utilized by House and Clan as troops to protect their chantries from further raids.

Within vampiric society, Tremere were still seen and treated as one of the low clans or as third class citizens. The traditionalist high clans staunchly ignored the boldness displayed by the Tremere, and they were often cast out of cities. Tremere refused to settle for this, and discovered the history of Caine and the Antediluvians, as well as the benefits of diablerie. In 1133, Tremere and the Inner Council discovered the tomb of Saulot, the founder of the Salubri clan. Tremere diablerized the Antediluvian and promptly entered torpor, leaving his Inner Council to lead the clan and to undertake the task of destroying all Salubri.

Due to Meerlinda's efforts, the Tremere were now entrenched in many kindred courts and their services as mages made them useful to princes across Europe. They were still distrusted as usurpers, warlocks, and known diablerists, thus the Tremere began their vicious propaganda against the Salubri. The Salubri were described to be infernalist soul-stealers, which was either ignored or believed by those of the other clans as they watched the Tremere commit genocide against the Salubri clan. The Tremere were fortunate that their victim of choice happened to be a clan that others considered their enemy due to their arrogance, and thus turned a blind eye to the actions of the Tremere.

In 1202, the Order of Hermes eventually discovered what had become of House Tremere, and sentenced the entirety of them to death resulting in what would eventually be called the Massasa War. This has never officially ended, and they remain enemies even to this day mostly as a cold war. By the 15th

century, the Tremere had hunted the Salubri into near extinction with their existence known only to a handful of older kindred. During the course of the Inquisition, the Tremere faced many losses to Christianity, however Goratrix used this time to corrupt religious order and steal magical artifacts for his own bid for power. After the Knights Templar were branded as heretics, Tremere awoke and summoned Goratrix to Ceoris to stand trial for his crimes. Goratrix was censured and stripped of his authority by the Inner Council, and he fled fearing his destruction to be close at hand. Tremere then fell back into torpor, and was then moved by Etrius to the Vienna chantry for safe keeping. At this time, Vienna became the new Tremere seat of power rather than Ceoris.

Through their work to form the Camarilla in 1435 with the Toreador and Ventrue, the Tremere finally reached the legitimacy they had sought after for centuries. They were granted this admission with the agreement no new Gargoyles were to be created by their rituals, and concessions were given to both the Gangrel and Nosferatu clans in exchange. The Tremere did not initially suffer with the Anarch Revolt, until the Gargoyle uprising in 1476 within the walls of Ceoris saw its end as a Tremere stronghold. The former slaves of the Tremere, created to serve them, fought back en masse against their masters for their own freedom. They were assisted by the Tremere Virstania, who assisted in the destruction of her fellow Tremere during the emancipation of the Gargoyles of Ceoris.

The Tremere also faced the threat of the spread of Thaumaturgy throughout the Anarchs and the Tremere



antitribu of the Sabbat. Clan Tremere then proved themselves in the eyes of their fellow clans and Elders at the Convention of Thorns by placing a curse upon the entirety of Clan Assamite: they were prevented from drinking the blood of other kindred without extreme risk. At the same time, the Inner Council of Seven placed a curse upon the Tremere Antitribu or any Tremere who took part in the vaulderie so that they would be branded for their treachery. This would be later known as the Mark of the Betrayer, which can be seen by any embraced as Tremere immediately on sight. Rumors say that Tremere rose temporarily at

these times to lead the clan during dire circumstances.

By the 18th century, it was confirmed that Goratrix had joined the Sabbat and created House Goratrix for his gathering of Tremere antitribu. The Tzimisce of course ensured House Goratrix was never seen as equal among the Cainites of the Sabbat, but they accepted the power that was mutually beneficial by working with Goratrix on occasion. The Tremere waged war against the Tremere antitribu to ensure their place within the Ivory Tower remained secure, and ultimately led to the downfall of Goratrix himself. Eventually, the Tremere were successful in the annihilation of the Tremere antitribu who are considered to be extinct. There are rumors of their existence that come up at times, but never substantiated.

More Recent Events in One World by Night

- ❖ **2007: (Grand Tribunal)** Meerlinda makes the proclamation: “We are of one blood, and House and Clan Tremere does not stand individually, but stands together.”
- ❖ **2009:** Former Regent and Prince Book of San Francisco, CA is found guilty at Tribunal and sentenced to death for his crimes. Shortly following is his dead drop to all kindred releasing Clan Secrets.
- ❖ **2010:** Justicar Di Zagreb is replaced as Tremere Justicar by Lotharius.
- ❖ **2013:** The official release of the remaining Gargoyles held by House and Clan. They were at this time declared as Caitiff.
- ❖ **2015:** Clan Tremere successfully utilizes their influence and allies to block the Children of Haqim (Assamites) from being appointed a Justicar in the Camarilla.
- ❖ **2017:** House Horned Society is officially disbanded following the Hartford Conclave of 2017. The decision regarding the study into measures against infernalism was removed from the hands of the Tremere and given to the society of the Josians. Horned Society goes forward as being considered “outlawed.”
- ❖ **2017:** The experiment of House Amethyst was deemed a failure, and it was officially moved back into the ranks of a Secret Society within House and Clan.
- ❖ **2020:** The Tremere officially recognize the Gargoyles as an official bloodline of Clan Tremere in the eyes of the Camarilla, and accept some into the pyramid as Apprentices.
- ❖ **2020: (Grand Tribunal)** Former Pontifex Peter Dorfman of House Validus was found guilty of treason, and declared rogue by the Inner Council of Seven.
- ❖ **2022: (Grand Tribunal)** Through the concerted efforts of Clan Tremere and all its Houses, Tremere is restored to his body on the 1000 year anniversary of his conquest over death, and transition to vampirism.
- ❖ **2023:** The Clan’s Greatest Enemy, Goratrix, has made a reappearance, breaking from the bonds of his mirror prison after decades of solitary confinement.

Tremere Lore

Lores in any World of Darkness setting are not always set in stone and best learned through in character interactions with other PCs or NPCs. This chart helps both players and Storytellers to have a guideline for what types of knowledge would be learned with each step of Lore. Also keep in consideration that those outside the clan will never know as much as those who are within it will. Each step in lore includes a separate category with more extensive information for those PCs and NPCs who are within the Tremere Pyramid, also known as being part of House and Clan Tremere. Those who are part of the pyramid with Tremere lore will know what anyone could know with the lore, as well as the information for those who are in House and Clan. Now, this does not mean that those who are outside of the Pyramid are unable to learn certain information that is considered privy to members of House and Clan, as there will always be times when secrets are shared.

Tremere Lore 1 (Any)	❖ You are aware of the Code of Tremere, but as bits and pieces; fragments of the whole. ❖ You know that breaking the Tremere rules is a bad thing, and that loyalty to House and Clan is everything. The Tremere are an ancient and secret society of sorcerers, with a hierarchy composed of multiple ranks within the clan, but nobody is supposed to know that. ❖ You know of the curse on the Assamites, but not how it was done. You also know it has been broken. ❖ As far as you know The Pyramid everyone refers to is a mystical entity that oversees all Tremere. ❖ Tremere often refuse to teach their magic to anyone else. ❖ Nobody is supposed to know where the Tremere sleep during the day but the Tremere. ❖ You know that most Tremere believe stupidity equals expendability. ❖ You know that when asked about their magic, the Tremere give vague responses.
Tremere Lore 1 (House and Clan Only)	❖ You have a good grasp of the Code of Tremere, but may need to reference it for specifics. ❖ You know basic workings of your own chantry, and the general policies of the local Regent. ❖ Tremere aren't supposed to talk to those of higher rank without permission or good reason. ❖ Stay out of trouble, because Tremere who get in trouble too often vanish mysteriously and sometimes reappear greatly changed. ❖ The location of the Chantry should never be intentionally revealed. ❖ You are able to find out who is in your local chain of command. ❖ You are aware of what Tribunals are.
Tremere Lore 2 (Any)	❖ You've heard of some of the more common interpretations of the Code of Tremere. ❖ The penalties for breaking the Tremere rules are very harsh, and those who do are dealt with inside Clan Tremere. ❖ If you serve House and Clan Tremere well, you will be rewarded. If you fail, you may end up dead. ❖ You know the basics about what the Path of Blood can do. ❖ You know what a few rituals can do, usually only the ones you have been taught or have seen in common use. ❖ Tremere never turn traitor to the Sabbat. ❖ You know the Tremere hate the Salubri and believe them to be infernal diablerists. ❖ "Going to Vienna" is a euphemism for what happens to those that the clan is mad at.
Tremere Lore 2 (House and Clan Only)	❖ You know the basic workings of the local chain of command, and the general policies of the local Lord. ❖ You are aware of the Peripheral Code.

	❖ You have memorized the Code of Tremere in its entirety. ❖ Salubri are evil and monstrous three-eyed vampires that all loyal Tremere should kill on sight. ❖ You know not to contact the Lord without the Regent's permission. ❖ Low ranking Tremere should always consult their elders before taking a position of power in the Camarilla. ❖ You are aware of the Houses of Clan Tremere, and how to join. ❖ You know how Tribunals are held, and the fundamental basics of how they operate. ❖ You have heard rumors of a secret police the elders control to eliminate traitorous Tremere.
Tremere Lore 3 (Any)	❖ You believe the story that Tremere and his companions became vampires through the use of their magic. ❖ You have a working knowledge of the history of Clan Tremere, as presented in the clanbook. ➤ This does not include the diablerie of Saulot or connection to Tzimisce. ❖ You are aware of the basic inner workings of the Pyramid, such as basic rank structure/organization or of Tribunals. ❖ You may have heard of the creation of Gargoyles or Homunculi. ❖ You have a working knowledge of what some Paths of thaumaturgy you have witnessed or heard of can do. (Can not learn/cast them) ❖ You have a working knowledge of what some rituals of thaumaturgy you have witnessed or heard of can do. (Can not learn/cast them)
Tremere Lore 3 (House and Clan Only)	❖ You know how to call a Tribunal, and have likely been on the board for one. ❖ You are aware there are secret societies within Clan Tremere. ❖ You are aware of the history of Tremere outlined in the clanbook, including the diablerie of Saulot. ➤ Does not include the connection to Tzimisce ❖ You are aware of the creation ritual for Gargoyles and their history within Clan Tremere. ❖ You know the names of the Inner Council Members. ❖ You know of the tradition of certamen. ❖ Familiar with the Peripheral code, but not in its entirety. ❖ You are aware of the history of Goratrix and the Tremere Antitribu.
Tremere Lore 4 (Any)	❖ You have familiarity with parts of the Peripheral Code and its complications. ❖ You have knowledge of the tradition of certamen, but not how it works. ❖ You know the History of Clan Tremere including the diablerie of Saulot. ❖ You have knowledge of the Creation and history of Gargoyles. ❖ You are aware of the history of Goratrix and the Tremere Antitribu

Tremere Lore 4 (House and Clan Only)	❖ You know the Peripheral Code, and all of its complications/details. ❖ Basic knowledge of 2-3 secret societies (must be discussed with Tremere Coordinator). ❖ You know of the existence of the Astors, but not who members are. ❖ You have the knowledge of the hierarchy within your Pontifex's Order. ❖ You know how to serve as Praeco at a tribunal. ❖ You know how the Tremere cursed the Assamites, and the idea behind how to do it once again in the future.
Tremere lore 5 (Any)	❖ You have obtained a great deal of information about Tremere History, including significant knowledge of the Peripheral Code, the rulings of past tribunals, and decisions made by elders of Clan Tremere. ❖ You have basic knowledge of who the local Tremere leadership is, including Regent and Lord. ❖ You know how the Tremere Cursed the Assamites.
Tremere Lore 5 (House and Clan Only)	❖ You understand the labyrinthine complexities of the Peripheral Code. ❖ You know how to approach a Councillor. ➤ Including some basic insight into how a Councilor may act/think. ❖ You have knowledge of Clan Tremere's connection to Tzimisce. ❖ You have knowledge of the prior existence of the Telyavelic Tremere, but believe them to be extinct.

The Oath of House Tremere

The Tremere Oath is what distinguishes them from other kindred, as no other group adheres to a unified set of rules that delineate acceptable behavior. Although no magic binds any Tremere to this oath, the Oath is a de facto listing of what constitutes acceptable behavior for a member of House of Tremere. Because the Oath is simply a normal oath, few Tremere follow it to the letter. The Oath serves as justification should a Tremere feel the need to punish a fellow magi for difference of interpretation or for unacceptable behavior. Most Tremere are aware of the Oath, while more experienced magi become aware of the Peripheral Code, which expands upon the Oath after Tribunals and Council Directives. The Peripheral Code is typically kept by the Keepers of the Code, and may be requested should a magi be interested.

Although time has seen some variation in the Oath, this is the current Tremere Oath for new Apprentices:

I, [initiate's name], hereby swear my everlasting loyalty to House and Clan Tremere and all its members. I am of their blood, and they are of mine. We share our lives, our goals and our achievements. I shall obey those the House sees fit to name my superiors, and treat my inferiors with all the respect and care they earn for themselves.

I will not deprive nor attempt to deprive any member of House and Clan Tremere of his magical power. To do so would be to act against the strength of our House. I will not slay nor attempt to slay any member of the House and Clan except in self-defense, or when a magus has been ruled an outlaw by a properly constituted tribunal. If a magus has been ruled an outlaw, I shall bend all efforts to bring such magus to justice.

I will abide by all decisions of the tribunals, and respectfully honor the wishes of the Inner Council of Seven and the wishes of my superiors. The tribunals shall be bound by the spirit of the Code of Tremere, as supplemented by the Peripheral Code and interpreted by a properly constituted body of magi. I have the right to appeal a decision to a higher tribunal, if they should agree to hear my case.

I will not endanger House and Clan Tremere through my actions. Nor will I interfere with the affairs of mundanes in any way that brings ruin upon my House and Clan. I will not, when dealing with devils, or others, in any way bring danger to the clan, nor will I disturb the faeries in any way that should cause them to take their vengeance on the House and Clan. I also swear to uphold the values and goals of the Camarilla, and I will maintain the Masquerade. Insofar as these goals may conflict with my goals, I will not pursue my own ends in any way that would endanger the Masquerade. The strength of the House and Clan Tremere depends on the strength of the Masquerade.

I will not use magic to scry upon members of the House and Clan Tremere, nor shall I use it to peer into their affairs. It is expressly forbidden.

I will train only apprentices who will swear to this code, and should any of them turn against the House and Clan, I shall be the first to strike them down and bring them to justice. No apprentice of mine shall be called magus until he first swears to uphold the code. I shall treat my apprentices with the care and respect that they earn.

I concede to my elders the right to take my apprentice should it be found that my apprentice is valuable to an elder's work. All are members of the House and Clan and valuable first to these precepts. I shall abide by the right of my superiors to make such decisions.

I shall further the knowledge of the House and Clan and share with its members all that I find in my search for wisdom and power. No secrets are to be kept, or given, regarding the arts of magic, nor shall I keep secret the doings of others which might bring harm to the House and Clan.

I demand that, should I break this oath, I should be cast out of the House and Clan. If I am cast out, I ask my brothers to find and slay me that my life may not continue in degradation and infamy.

I recognize that the enemies of the House and Clan are my enemies, that the friends of the House and Clan are my friends, and that the allies of the House and Clan are my allies. Let us work as one and grow hale and strong.

I hereby swear this oath on [current date]. Woe to they who try to tempt me to break this oath, and woe to me if I succumb to such temptation.

The Peripheral Code

“Someone once told me the Peripheral Code is like the Talmud to the Oath’s Torah, and they’re not wrong.”

- Lord Ester Lyra, Global Keeper of the Code (House Hashem)

The Oath of Clan Tremere is the mortar that holds the Pyramid together, but it does not exist in a vacuum. Through the years, Edicts have been issued by higher-ranking members of House and Clan and interpretation of the Oath by Tribunal Boards has created precedent. The *Keepers of the Code* are a group of Tremere from all ranks, Houses, and Chantries who attend Tribunals and other Clan gatherings in order to record these Edicts and rulings of precedent while also writing the record of the Tribunal itself. While the full Peripheral Code is a ponderous series of compiled scrolls, tomes, and primary records, an “Index of the Peripheral Code” was assembled in more recent nights to aid in the easy delivery of a more summarized record to every Chantry.

Example of an Edict from the Peripheral Code:

- (1) Any [magical] knowledge leaked by members of House and Clan to those not of the blood shall stand Tribunal for their crime of betraying House and Clan Secrets and breaking our security.
~ North American Grand Tribunal, 2002

This Edict was issued by a Grand Tribunal board in 2002, and could be brought up as a charge against a clan member on Tribunal.

Example of precedent from the Peripheral Code:

“I also swear to uphold the values and goals of the Camarilla, and I will maintain the Masquerade.”

- 2003: A Lord was ordered to investigate an Apprentice for possibly joining the Sabbat Rebellion and thus going rogue.
- 2006: An Apprentice was put to final death for committing a Diablerie before the eyes of their Domain, politically endangering their clanmates.

Precedent is how the Oath has been interpreted at Tribunals. It does not change the Oath, but many find it helpful to see how it has been interpreted in the past... especially if one is about to serve in an upcoming Tribunal.



The Peripheral Code contains Edict and precedent that have been issued in public announcements or Tribunals. Nonetheless, not all precedents are duly recorded in the Code since some Tribunals are held behind closed doors and Elders may prevent them from being publicized.

Any member of House Tremere with an interest in reading the Code are welcome to do so, and it's suggested they talk to their Regent about obtaining a copy before contacting the Office of the Keeper directly.

Structure within the Pyramid

Ranks

The Tremere are the most strictly organized clan bar none, and every member knows where they stand in authority amongst their peers. This creates the illusion of total unison and cooperation for other Kindred, who rarely know anything of the Tremere hierarchy or inner politics. Their Founder and namesake, sits at the top of the Pyramid and supposedly directs the entire clan. However very few have ever seen him or witnessed his hand in action. Many in modern nights do not believe he is even a real person, but perhaps an ideal of the Tremere cause or a symbol of their unity. Beneath him, the importance of the number seven is emphasized, as each successive rank down is comprised of seven to one, starting with:

- **Councilors** - the members of the Inner Council of Seven are the true rulers of the clan, each of whom is responsible for directing clan efforts in a particular portion of the world. Each councilor appoints seven Pontifices to serve them within their regions.
- **Pontifices** - a Pontifex oversees a large region, such as parts of a nation or groupings of smaller countries and islands, and in turn oversees various Lords.
- **Lords** - each Lord is responsible for smaller territories or assignments within the purview of their Pontifex. Lords use their influence and knowledge to oversee and direct the Regents under their command.
- **Regents** - the most visible figures of Tremere authority. A Regent typically runs an individual chantry and is charged with the supervision of it. Regents are expected to oversee the training of their Apprentices and Acolytes, as well as to work with local Magisters for the needs of the Pyramid. Regents typically oversee a domain and a single chantry, however some have been assigned to special projects for their Lords or Pontifices.
 - Regents of Lower circles tend to be newer Regents, assigned to smaller chantries. These Regents have only just recently proven themselves capable of leading within the Clan, and can sometimes be the most ambitious
 - Regent of Middle circles have a good amount of experience under their belt. They've successfully mentored multiple Apprentices, and undertaken a number of projects and assignments.
 - Regents of High circles are among the most powerful Tremere that are seen in the Camarilla at large, whereas Lords begin to cloister themselves in order to focus on Clan matters and personal projects. Regents of High circles often have close connections to

Lords, have mentored numerous successful Apprentices who may even have gone on to be Regents elsewhere, and are experts in their chosen field, with many projects under their belt.

- **Magisters** - This role is granted to the Tremere who have taught Apprentices or assisted on projects while not seeking power. These Tremere have become trusted advisors and tend to oil the wheels of Clan Tremere through various operations that are not wholly suitable for an Apprentice or a Regent. Many Magisters also act as mentors to younger Tremere who require specific types of training that their Regent or Lord feels appropriate for them to seek additional assistance with. A Magister may also be assigned by their Lord to work on a specific task or area of study specifically, rather than run the day to day aspects of a chantry. Magisters are considered of "equal" rank to Regents of the first circle, but have no circles of mystery to differentiate them as they exist outside of the usual Tremere hierarchy structure under their Lords. Some Magisters may serve regionally, while others may serve their House and travel often. This rank is considered to be the most varied in responsibility, while also providing an option for those Tremere who do not have interest in the inner politics of Clan Tremere.
- **Apprentices** - the most numerous and diversified Tremere. Apprentices must spend much of their time training, researching subjects their Regent assigns, serving some need within their chantry, or playing the politics of the clan as best as their role allows. Being that Apprentice is the most common rank, it is often the case that very accomplished Magi remain at the middling Circles of this rank, gaining respect from others who know the experiences that these Magi have had, and their considerable contributions to the clan. It does not take constant advancement in rank in order to earn respect, though the power that comes with higher rank cannot be understated.
 - First through Third Circle - Focusing on learning the basics of Thaumaturgy, and Camarilla etiquette
 - Fourth and Fifth Circle - Comprises the majority of the Apprentices, and therefore even the majority of Tremere. These are capable Magi, trusted to act on their own, and pursue their studies
 - Sixth and Seventh Circle - Ambitious Tremere, these Apprentices have shown interest in climbing ranks. They are the seconds in command under the Regent, and are often trusted with larger projects and assignments.
- **Acolytes** - are the ones who lie below Apprentices and have not sworn the Oath of the Tremere. This rank includes ghouls training for the embrace, ghouls with specialized training or assignments, non-Tremere who are working to be brought into House Tremere, Some Ducheski Revenants, and others who are bound to the Inner Council (such as the Trimira).

Circles of Mystery

Each rank, save for the Magisters and Acolytes, is further divided into seven levels called "circles of mystery." One's circle of mystery denotes one of several characteristics that have earned them prestige and further responsibility, such as skill in Thaumaturgy, years of experience and hard work, successful political machinations, or simple favoritism. The higher one's circle of mystery the more authority and power they have access to, but they are also expected to provide more for the clan and are given less tolerance for failure. Those of the sixth circle or above are also commonly called "high" members of their

rank, such as high apprentice or high lord. Promotion and demotion is dealt by members of higher rank, and can sometimes be as capricious as the individuals who assign them, though tribunals may also be called where accomplishments and failings are examined. The pursuit of promotion is one of the most motivating factors for the clan's members to excel and obey Tremere doctrine, though advancement is rarely as simple as that.

Requesting and Learning Thaumaturgy within the Pyramid



In order to learn any new path of Thaumaturgy or ritual, Tremere must either seek permission from their superiors or be of sufficient rank to have earned the right to study it on their own. Requests for Thaumaturgy should go up the Chain of Command. If you are a Tremere asking for something listed at a higher Rarity than you are able to learn on your own, you should then seek approval from your direct superior. For requests made that require a higher level of approval than your direct superior, your superior can either deny it or send it to their superior for approval. While nepotism exists in the Camarilla and each of her Clans, you don't get something for nothing and you should not expect to be rewarded with rare Thaumaturgy just for existing or for being merely adequate. Requests made may be denied for various reasons, and you are allowed to ask for clarification if denied a thaumaturgy request.

While you can ignore the in-character Chain of Command and try to learn something on your own, there are serious consequences for doing so that usually involve a Tribunal and could potentially result in your character's death (depending on how serious the infraction is).

If a superior denies all learning of thaumaturgy, they can be brought to tribunal for violating their Oath. None who have sworn the Oath can be denied access to learning all thaumaturgy, but some superiors may restrict which paths and rituals a subordinate may learn as a form of punishment.

What Sort of Thaumaturgy Should I Expect to be Granted?

Clan Tremere is one of very diversified talents. Generally, given that individuals are selected for embrace based on their unique fields of interest, it should naturally follow that the thaumaturgy that individual is instructed in will follow the same general path. This means that an individual whose character concept for example is "A biology specialist with an interest in human anatomy and pathology" could be expected to learn Green Path, potentially Weather Manipulation, and then in later stages, Biothaumaturgy and perhaps

even the ever potent Mastery of the Mortal Shell. A Regent would be very correct in refusing to allow such an Apprentice to learn Path of Mercury, Focused Mind, or Levinbolt, for example.

Other factors will of course come into play as well. It is not uncommon for a Regent to instruct Apprentices to study thaumaturgy that they had not planned on in order to cover a weakness that the clan has, or to amplify a strength. For example, if a Chantry has no practitioners of Technomancy, a Regent may require that an Apprentice learn it in order to ensure that there's at least one person capable of it, locally.

A trend that has come up more often is Tremere asking for thaumaturgy for the purpose of assisting in their Camarilla positions. This results in, for example, a thaumaturge whose specialty is not combat asking for combat related thaumaturgy in order to make them more efficient in the role of Sheriff. It may result in a Tremere who is Keeper of Elysium requesting Warding magic to use to protect Elysia, while the Tremere's specialty is, for example, mortal manipulation and influences. The clan in general does not support such requests. The thaumaturgy that one learns within Clan Tremere is meant to be learned as an earnest and honest pursuit of knowledge, and personal accomplishment. Clan Tremere is far more interested in matching individuals who are already suited to the role, to that role. For example, rather than allowing a divination focused Tremere to learn combat magic in order to be a Sheriff, the Clan would prefer a Tremere who may be in Praesidium to take that role, or if there is no such Tremere present, working to ensure that the individual in the Sheriff role is someone who is friendly to the clan.

Rarities for hermetic thaumaturgy can be found in the OWBN Arcane Compendium.

Teaching Thaumaturgy Out of Clan

In most cases Thaumaturgy is a closely guarded secret by Clan Tremere, but in special cases have found it beneficial to teach allies. Given recent events in modern nights, House and Clan Tremere have relaxed the restrictions regarding the teaching of Thaumaturgy to allies of the Clan or for political gain. Most transactions still require a Blood Contract outlining the basic agreement made between the Tremere teacher and the non-Tremere student. There are some exceptions made where a blood contract is not required, but this type of transaction is only to be approved by a Pontifex. Whether a contract is required or not, in modern nights there is also the option of a newly created ritual called "One Two One," (created by Genevieve Solomon) that allows for Clan Tremere to remove the teaching of thaumaturgy from a non-Temere should they prove to be an enemy of the clan. Some Tremere have made the choice to teach Thaumaturgy without permission, but in these cases the one learning will always be considered a rogue thaumaturge.

It should be noted that all out of clan thaumaturgy is considered Coordinator approval, and requires the one learning to ingest one blood trait of a Tremere (it does not have to be the teacher). Anyone learning thaumaturgy out of clan either sanctioned by the clan or not must sign a Binding Agreement with the Tremere Coordinator's office. Learning Hermetic Thaumaturgy out of clan requires a Tremere teacher just like any other clan specific discipline. Although you may be able to find rituals or paths in

tomes/books/scrolls/etc., those who do not possess Hermetic Thaumaturgy in-clan are unable to learn these on their own as their blood is not inherent to the practices of Hermetic Thaumaturgy.

The process of learning Hermetic Thaumaturgy out of clan may be sped up through the casting of the ritual Inherited Affinity.

Factions within Clan Tremere

Within House and Clan Tremere are subjects of Tremere who aspire to various goals either for themselves or for the clan as a whole. These smaller groups are known as Houses and Societies, which serve two separate purposes. The Houses with Clan Tremere are all considered lower houses to that of House Tremere, which allows for any Tremere to find a niche within the clan itself. Houses also provide neonates with assistance with their research, to find skills in new areas, as well as to find allies or mentors within Clan Tremere. Societies serve a very different function within House and Clan Tremere, often with their membership lists being secret. Only the Inner Council knows who may be part of a particular society, and even then not all of the Inner Council truly knows. While Houses tend to be schools of thought for like-minded Tremere for their thaumaturgical research and studies, Societies often conspire or act as the right hand to elders of Clan Tremere. Societies are tolerated so long as they do not threaten the foundation of Clan Tremere and its Oath, while some operate in complete secrecy so as not to be discovered.



It should be noted that there will be a separate packet for OWBN for the Tremere Houses. This will be available for all Tremere players to view and choose from so that they may better understand the benefits of House membership. Most Tremere societies require a Binding Agreement with the Tremere Coordinator, and have their own packets that are only available to members of the society. A key difference between Houses and Societies can be summed up in this way: any tremere may seek out and petition a House, whereas Societies will find and recruit their members. It is unlikely any Tremere who actively seeks out a society will be recruited for reasons only known to the leadership amongst the society.

Tremere Houses

Historically, the houses within Clan Tremere have either functioned as successful colleges of philosophy or as unhealthy cults of personality. In modern nights, Clan Tremere has updated the Houses over time to

better serve the Clan as a whole. Unfortunately defunct houses remained with little progress being made for the betterment of Clan Tremere. There are also those who took their research too far, such as the case with House Horned Society, and have found themselves disbanded per Conclave edict. The majority of houses serve as a way for like minded magi to work together on research or projects beneficial to the advancement of the clan, and also serves as a way for Tremere to gain respect or allies within the clan itself. For more detailed information about the Tremere Houses in One World by Night, please refer to the House Packet.

Societies: Accepted, Known, Secret, and Heretical

The Tremere pyramid has been filled with conspiracies since the creation of the clan and the feud between Goratrix/Etrius. These societies of Clan Tremere are by now 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 societies, some claiming only a handful of members, while others are prolific in membership. Many of these societies are tolerated as long as they do not threaten the foundation of loyalty to the clan.

Only a few Tremere Societies are known to those outside of House and Clan Tremere, and usually are known only through whispers and rumor. Some kindred have heard rumors of a secret group of enforcers within Clan Tremere who are tasked with removing traitorous Tremere from the clan's ranks. Those within the Camarilla (and in other sects) may come to know of the newest of these societies, Societatis Virtus et Honos. This society is different in that it has taken on the role of creating more cooperation within House and Clan Tremere, and with those from without. Knowledge of Societatis Virtus et Honos outside of clan Tremere is not unheard of, nor a punishable offense. It is even rumored that there may be members of this society who are not members of House and Clan Tremere.

Please note that membership in some, but not all, of these societies will require a binding agreement with the Tremere Coordinator's office.

Accepted societies are:

- **Astors:** The secret police of House and Clan Tremere that hunt traitors and infiltrators within the pyramid. These individuals handle rogue Tremere or traitors within the Pyramid specifically.
- **The Elite:** a group of Tremere that believe that they are the next step in vampiric evolution and are dedicated to show the supremacy of the Clan. In modern nights members of this order "handle" threats to House and Clan by members of other Clans.
- **Quaesitori:** a remnant from House Quaesitor that act as independent judges and as Keepers of the Code. These Tremere handle the inner politics of Clan Tremere and help arrange or manage Tribunals.
- **The Absinthe Order:** Formerly known as the Brothers of Absinthe, these magi believe in the usage of certain drugs to elevate their consciousness and awareness in Dreams.

- **Societatis Virtus et Honos:** a group dedicated to improving the clan through cooperation between chantries, as well as with those outside of House and Clan.
- **Children of the Pyramid:** Revere the spiritual concept of the Pyramid itself.
- **The Amethyst Syndicate:** Formerly House Amethyst, this society is made up of Acolytes/Apprentices who work for House and Clan's interests within other clans. Members are not required to have been embraced as a Tremere, but are required to swear the Oath to House Tremere.

It should be noted that although the names and purpose of these societies may be known, the membership is not public record. The societies whose membership roster may be known are: The Quaesitori, Societatis Virtus et Honos, The Absinthe Order and Children of the Pyramid. Within Clan Tremere, members of the new Quaesitori and Societatis Virtus et Honos are quite public, as they work with fellow magi often.

Membership within the Astors, the Elites, and The Amethyst Order is completely secret except to fellow members. Meaning, no one outside of the Astors can know who is or is not an Astor, and the same is true for the Elites. As for The Amethyst Order, knowledge of these individuals is typically only shared with their Regent/Lord/Pontifex handlers.

Other Societies not as well known or always accepted:

- **Guardians of Tradition:** who stand opposed to any change in policy and oppose all modern technology and conventions.
- **Order of the Naturists:** an order that embraces druidic principles and rumored to have knowledge of old druidic magics and close connections to the world of the fae.
- **Transitionalists:** Younger Tremere who believe they should push back against the traditionalist views of older Tremere to better succeed in modern nights.
- **The Covenant:** an order that seeks to find the connection between thaumaturgy and necromancy to create the perfect paradigm of magic.
- **The Unbowed Mundanes:** a group of Tremere that lobbies for a better inclusion of those Tremere that show no aptitude for Thaumaturgy.

Membership in any of the aforementioned societies is not grounds for Tribunal or reprimand. However, as some may toe the line when it comes to how they carry out the Oath, individuals from any society may find themselves in front of a Tribunal Board for attracting negative attention from the clan elders.

Heretical or Unaccepted Societies:

- **Eyes of the Serpent:** a cell from the Followers of Set or those who seek to work closely with the Followers of Set for power.
- **The Third Eye:** a group of Tremere that seeks to atone for the genocide against the Salubri.
- **Illuminated Brotherhood:** also known as the Seekers, they believe in an ancient legend about beings called "the Old Ones" who will someday return to rule the world.

- **Order of the Wyrms:** Baali infiltrators or Baali Apostates who are former Tremere looking to seek ultimate power through pacts with demonic entities of the Wyrms.
- **Horned Society:** the resurrected society of those who firmly believe in the need for studies into the demonic and infernal by Members of Clan Tremere.

Membership in any one of these heretical or disallowed societies can be punished with Final Death if found out, thus these cults hide among the other members of the Clan. Some societies die out due to lack of interest or usefulness, such as the Humanus League or the Golden Path of Harmony.

Detailed Descriptions of Tremere Societies

The following descriptions are to help players have a better understanding of the purpose and recruitment style for each society. These are categorized as those that are accepted by the Counselors of the Pyramid and by those that are not. The easiest way to understand the classification is that membership in some societies can get your PC Tribunaled or killed just for being a member. In-character knowledge of these details will require Tremere Lore 4 or higher unless you are a member of the society itself. A more detailed description of each is given to players upon membership, as each has a non-binding packet which details the society's benefits and limitations.

Given the nature of some of these societies and what can be accessed, most require a Binding Agreement with the Tremere Coordinator's office. Exclusions from this policy are: Societatis Virtus et Honos, Children of the Pyramid, The Unbowed Mundanes, The Absinthe Order, and Guardians of Tradition. Some of these societies will require a joint Binding Agreement with the applicable Genre/Clan Coordinator's office and the Tremere Coordinator. For example, members of the Eyes of the Serpent will require a Binding Agreement that is signed off by both the Tremere Coordinator and the Setite Coordinator.

Non-Heretical Societies

The Absinthe Order

The Absinthe Order, formerly known as the Brothers of Absinthe, are a group of Tremere who specialize in Dream Magic and the mysterious Dreamlands. Their name is derived from the addictive potions the Order imbibes which induce the deep trances necessary to interact with the dreaming realms. The mystically inclined members of this order regularly partake of a green, drug-laced liquid that brings on a deep sleep while producing vivid, dream-like hallucinations. Some claim the Order makes mystic voyages through other worlds; others say that they merely explore their inner selves. The Order themselves fail to see the difference.

The Amethyst Syndicate

Formerly a House within Clan Tremere, The Amethyst Syndicate specializes in getting into places that other Tremere dare not go, and are the infiltrators and spies. Their commitment to House & Clan often 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.

When you are a part of the Amethyst Syndicate, 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; 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 the original House are murky even to its members, but it likely spawned from the earliest nights of the Clan. Reliable intelligence of the other Clans is likely what kept House & Clan from being overwhelmed and destroyed. Since then, they've had specialists who infiltrate other sects, clans, and even other Houses within the Clan. Given the specialty of the former House, and the secrecy over its membership, it is a House that has moved back into the realms of a secret society as it was not successful as a House. The Astors, Elites, and Quaesatori of higher rank all have access to the roster for this society should they need to look into the actions of one of its members.

Astors

The Astors function as a secret police force within the Tremere clan. They monitor their brethren for signs of disloyalty, and when necessary they act to remove traitorous Tremere. Under normal circumstances, when a Tremere violates the oath a Tribunal is held to pass judgment. Astors investigate individuals who may need to face Tribunal, or who deserve Tribunal but may be too influential to face a regular Tribunal board. There are also times when a Tremere's crimes are so great that there is no time for customary proceedings. Astors are given the authority to conduct field Tribunals when necessary, and may also take it upon themselves to apprehend Tremere that are determined to be at risk of fleeing if informed of an impending Tribunal. Astors also investigate and resolve threats from outside the clan, including hunting Anathema, finding and eliminating enemies of House and Clan that exceed the capabilities of local Tremere to defeat, or any other task assigned by the Council of Seven.

Children of the Pyramid

The Children of the Pyramid are a fanatical group of Tremere who believe that the Pyramid has attained a spiritual manifestation independent of its adherents, and that Tremere himself has achieved an Apotheosis, guiding the Children of the Pyramid to similar deification.

The Children are organized according to their rank and circle within the Pyramid. The current leader is a Lord, Roland Carter, the only Lord in the order, and he directs the spiritual growth of the rest of the

Children of the Pyramid. Tremere Himself is considered their ultimate leader, however, as he is the Enlightened One, the Son of the Pyramid, and has successfully walked the Path of Fedoso.

The Covenant (V20 Lore of the Clans, pg. 215-216)

This society is rumored to be connected with Clan Giovanni given the nature of their research. As members of this society feel they are able to find a way to create a new paradigm of magic through the interconnection or joining of Necromancy and Hermetic thaumaturgy, they tend to be secretive in nature. Members of this society do not advertise themselves nor do they recruit openly, as some may view their research as heretical or dangerous. As of yet, the Inner Council has not decided this society to be traitorous to House and Clan, thus they operate out of the view of those who may judge them.

Elites

The Elite believe in the unilateral superiority of Clan Tremere over all other Vampires. Tremere seized Vampirism; they were not cursed with it. Tremere select members carefully, lesser clans embrace almost randomly, with little thought to the quality of their childer. If Vampires are a step above Mortals, then surely Tremere are a step above other Vampires. The main purpose and goals of the Elites are to ensure the Tremere hold a position of power and authority among other Kindred. This typically also requires the assessment of threats or competition from outside of Clan Tremere, and to weaken them to sustain Tremere superiority.

Guardians of Tradition

The Guardians of Tradition are among the oldest and most anachronistic Tremere in existence. They rigorously oppose the use of technology and modern trappings in favor of the oldest and most proven Thaumaturgical methods. They are the most skilled Spiritualists and Alchemists of House and Clan, and have perhaps the most solid grasp of the underlying powers of Thaumaturgy. Young Tremere are never sought for induction into the Guardians of Tradition. Only those with at least two centuries of unlifed are even considered, but most are far older. As a result, the Guardians is the smallest of the major Secret Societies, but it wields greater power than its numbers would suggest, since its members are almost exclusively Lords or higher, and it holds no Apprentices at all.

Order of the Naturists (Clanbook, Tremere 2nd Ed, pg. 30)

Some Tremere feel stronger ties to Druidic magic and similar practices of more “pagan” cultures, including the influence of the old pagan Lithuanian Tremere who are considered extinct. Buried records hold that the various naturalistic influences on the Tremere clan led to a quiet few who sought out knowledge of their cousins in magical theory, and who gathered information about places of natural power. Many believe this order to have disappeared entirely in the 20th century, but a re-emergence of this small faction of Tremere can be found in Chantryes internationally. The exact nature of this society is unknown, as members tend to be more secretive about their practices in modern nights.

Transitionalists (Clanbook Tremere Revised, pg. 35)

This group is primarily made up of younger Tremere who realize the world is changing, and thus the Pyramid must update itself as well. As there are few elders among their ranks, these kindred argue for the further development to modernize Clan Tremere with the new directions in technology, magics, and social constructs. These Kindred tend to understand more modern methodologies and see a chance to advance themselves above their outdated elders. Some elders view the Transitionalists a threat, while others tend to openly ignore the young Tremere upstarters. In other cases, their pleas for updating the way the Pyramid functions have been heard even by the elders within the Inner Council, which have led to recent changes in policies and procedures on a global scale. The main goal of this society is to ensure they (and the Pyramid) do not fall behind new advancements and embrace cutting edge ideas.

Quaesitori

Quaesatori serve as Keepers of the Code and are considered judges of House and Clan Tremere. They are expected to remain impartial when approached by fellow Tremere for advice. Tremere of any rank may seek out a member of the Quaesatori for advice or to request that they serve on a Tribunal Board. Quaesatori are expected to always accept the request to be part of a Tribunal in any capacity, and to ensure one of their members is at every Tribunal as a Keeper of the Code. Societatis Quaesitori will ensure all Regents and Lords have access to the Peripheral Code, and that one of their members is present at a Tribunal in order to record the proceedings.

The main function of modern day Quaesitors is to master the Oath and Peripheral Code in order to review the actions of fellow Tremere to determine if they are in violation. Members of the Quaesitori are to act in an unbiased fashion, leading by example in how they embody the values of the Oath sworn by House and Clan Tremere. Quaesitori may be called upon to review charges brought forth for a Tribunal, or serve as Keepers of the Code during Tribunals. They may also be called upon to review information brought forth by a fellow Tremere of any rank regarding potential wrongful actions by another magi.

Societatis Virtus et Honos

Councilor Grimgroth created Societatis Virtus et Honos after being inspired by Regent Hajime Kojima's desire to encourage unity and cooperation in his fellow magi. This Society focuses on encouraging the specialists of House and Clan to network with and mentor one another in order to maximize Clan Tremere's efficacy in the Camarilla.

Members of this Society share knowledge, exchange favors, and keep one another informed of political events of interest. There are members of all ranks within the Pyramid, but due to the focus on bridging the gap between less experienced magi and their mentors, this Society's culture is less formal. It is said that joining Societatis Virtus et Honos is the best way to meet and impress recruiters for the Houses, and

potentially other Societies. It should be noted that this society is not the rekindled version of the defunct society known as The Golden Path of Harmony, but some older members of the former society likely consider themselves members of this new society.

The Unbowed Mundanes (V20 Lore of the Clans, pg. 215)

The Unbowed Mundanes are a group dedicated to righting the balance between those with and those without Thaumaturgy. They even count some thaumaturges among their ranks who agree with their goals. Despite the stereotype, the Clan is not exclusively made up of mage and the magically adept. Members of this society argue that plenty of Tremere lack the aptitude in Thaumaturgy, and are indignant that their contributions to the clan often go unrewarded.

Heretical Societies

Eyes of the Serpent

The Eye of the Serpent Society is one of the most reclusive and secretive of the societies of the Tremere. Not much more than a rumor, if word of their existence has even gotten that far, the group operates completely behind the peering eyes of any outsiders, even of their own clan. Supposedly they research the mystical nature of the serpent and have mastered no few rituals and other powers based on the esoteric creature. There is some speculation that they are somehow in league with the Followers of Set, but it is only a suspicion so far as anyone can tell.

Horned Society

Formerly known as House Horned Society, members of this society have been pushed to the shadows after former members got sloppy. Due to scrutiny from the Camarilla, the House “officially” closed its doors in early 2018 after a Conclave decision in November 2017 regarding the distinction between diabolism and infernalism, though most Tremere at least suspect its continued activity in the shadows. With the advent of the Josians and a lack of political capital, the Pyramid could not afford the heightened public scrutiny and suspicion. Members of this society consider themselves 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.

Illuminated Brotherhood (Clanbook, Tremere 2nd Ed, pg. 30)

Sometimes called the Seekers, the members of this order believe in an ancient legend about those called “the Old Ones.” These Old Ones are supposed to have been ancient beings of immense power, last known to our world as the gods of ancient Egypt and Greece. The Brotherhood believe these Old Ones will someday return to rule the world, though they may require the aid of some of their followers.

Most disbelieve the claims of this order, claiming instead that they are thinly-disguised followers of those who would hope to profit from the approaching Gehenna. Many consider members to be traitors to House and Clan, as well as dangers to the Masquerade, that intend to sell out when the time is right.

Order of the Wyrn

The Order is loyal to the Clan, but has come to believe that the Clan's founder, Tremere, has been replaced by an otherworldly being. They view this as a sign confirming their beliefs that the Final Nights are upon the Clan. The Order believes that now is the time for obeisance to the Wyrn or else face unspeakable suffering and doom when Gehenna arrives. Its members often (but not always) engage in Diabolism and/or outright infernalism to bolster their Thaumaturgical prowess. Over the centuries their studies of the Al Azif manuscript have shown them the secrets to opening doorways into other worlds that most Tremere are blissfully unaware of.

The Third Eye (V20 Lore of the Clans, pg. 216)

One of the outlawed societies within Clan Tremere, the Third Eye is punishable by death as the members are fanatical to join in the first place. The ethos of the Third Eye is simple: Tremere made a huge mistake in committing diablerie upon Saulot. In fact, the entire creation of Clan Tremere is an unnatural mistake that will be corrected sooner or later. The Third Eye work in secret to follow the peaceful ways of Saulot, and try to educate the other Tremere to the burden they now carry to seek enlightenment.

Gargoyles: From servants to equals

The creations of House and Clan Tremere to originally serve as loyal guardians and assistants freed themselves with the help of their "mother" Virstania. After she turned on her own clan and helped the original Revolt, she has not been heard from since.



After the Revolt, those who chose to leave with Virstania mostly found themselves with the Anarchs. For those who remained with their creators, they were closely guarded until the early 2000's when Clan Tremere officially "released" the Gargoyles. Once again they were turned out without support from House and Clan, and left to fend for themselves.

Gargoyles officially became a bloodline of Clan Tremere and of Clan Nosferatu after a Justicariate Edict in 2020. Justicar Lotharius has become the first to name a Gargoyle as Archon to serve alongside him on matters related to the Camarilla. As

Gargoyles have been more recognized by House and Clan Tremere, some have rejoined House Tremere itself, with a few swearing the Oath to become Apprentices. Some older Tremere are still wary of these former servants, but as the Inner Council of Seven has willed it, so it shall be.

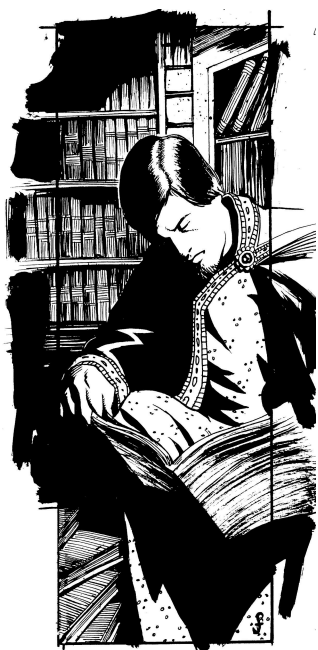
For more information about Gargoyles, please see the *OWBN Gargoyle Packet*.

Revenants and Ghouls of House and Clan

Ducheski Revenants

Ref: VTDA: *Libellus Sanguinis I: Masters of the State*, p. 59

Ref: VTM: *Blood Magic: Secrets of Thaumaturgy*, p. 139



The Ducheski Revenant family gained renown for their vast libraries, their devilishly ingenious war machines and torture devices. They betrayed their Tzimisce masters and backed the Tremere near the end of the Omen War. Though rarely embraced into Clan Tremere, the members of this dwindling bloodline are rumored to maintain the libraries of some of House and Clan's most noteworthy scholars.

Ducheski Revenants are rare, and knowledge of them is also rare even within Clan Tremere. It is said that House Arcanum make use of them more than other Tremere, and knowledge of the Ducheski is usually well kept by that House. They can be assigned the rank of Acolyte or even Apprentice, but typically remain outside of the Pyramid structure, serving the Clan, and not a particular Regent. In certain cases a Ducheski may be assigned to a Regent who is part of House Arcanum to assist with their House projects or to further their own training.

Ghouls

Ghouls within House and Clan Tremere compose the vast majority of Acolytes. Stewarding the Chantries in which they live, they see to the various day to day activities such as making sure the grounds are kept, the kennels stocked, the bills are paid and the residents are provided for. Many of them also comprise the defense and security of Chantries and are thus afforded the respect due of their station.

Anarch Tremere

Anarch Tremere have been uncommon for centuries, and not often trusted. Some Anarch Tremere still consider themselves part of the pyramid and remain loyal to their Oath. However, others ran from their obligation to the Oath and have forsaken House Tremere entirely. For those, please see the section on Rogue Tremere.

Pyramid loyal Anarch Tremere are a unique subset of Tremere, as they have sworn the Oath and were embraced with the cup. They follow the same rarities as any other Pyramid loyal Tremere when it comes to learning thaumaturgy, as they have access to the Pyramid resources. These Tremere typically are those who struggled with the pressure of the Camarilla, but wished to remain loyal to their Oath in serving a different purpose for House and Clan. Often they are distrusted by other Anarchs for being a Tremere, and thus will take a public front of denouncing their fellow Tremere. Pyramid loyal Anarch Tremere still must report in to the Pyramid, but may do so less regularly than Camarilla Tremere to avoid causing more distrust amongst the Anarch Movement to their allegiances. Although some may view these Tremere as being traitors, they have been tasked by Lords or Pontifices to serve in this capacity for the Pyramid. As such, they are still bound by the tradition of Tribunal should their actions be questionable.

For more information about Anarch Tremere, please refer to the OWBN Anarch Packets.

Telyavelic Tremere

Ref: VTDA: Libellus Sanguinis 2

The majority of the Clan believes this bloodline from the Dark Ages to have died out centuries ago. However, in the halls of chantries rumors are still spread of their existence amongst the Pyramid. The real truth of the Telyavelics can only be found in the highest ranks of House and Clan Tremere.

For a guide on Telyavelic Tremere in OWBN, please see the Telyavelic Packet.

Rogue Tremere

You're on the run. You've left the sheltering aegis of the Pyramid behind, forsaking your Clanmates as well as your Oath. You are viewed as a criminal, and an enemy to your entire Clan. For the first time since your Embrace you are alone, with your continued existence constantly in question. As like any criminal you move around frequently utilizing multiple personas to hide yourself from your pursuers. You are hunted by any Pyramid loyal Tremere, but most especially by the Astor Council who are trained to handle Rogues. Your demise is assured, as the chase will eventually come to an end, with the only lingering hope that it will be done quickly.

Due to the lack of ties to House and Clan, they have limited resources in learning new Thaumaturgy while on the run. This is also true of most who would seek refuge within the Anarch Movement, as you have forsaken your own Clan. All Thaumaturgy is considered at the highest rarity, as the magi must find a teacher of Hermetic magics or resource materials to train themselves in further paths or rituals. They may reduce the rarities of their magical studies if they find a coven of Anarch Tremere who already have an occult library available to them or teachers who offer instruction.

Tremere Embraced within the Anarch Movement without the cup are considered to be Rogue Tremere, and hunted by House and Clan Tremere. These Tremere have forsaken their Oath in exchange for freedom from the Pyramid. However, life for these Tremere is often less freeing than they would lead you

to believe. Many of these Tremere rely on books and scrolls either found or stolen to progress in their thaumaturgical studies, all while avoiding detection by the Pyramid. Some may find themselves lucky to be discovered by a more humane Tremere and brought back to swear the Oath rather than to face final death. This group of tremere follow their own rarities when it comes to learning magics. They are more limited in what they have access to in comparison to House and Clan, but they have accrued a better library than other Rogue Tremere. This grouping of Anarch Tremere tend to teach each other to better survive within the Movement, and sometimes may even ally themselves with the Hacktivists.

Rogue Tremere are not bound to the tradition of Tribunal as they are not considered protected by the Oath. Rogue Tremere regardless of sect are typically killed onsite by Pyramid loyal Tremere without needing permission from the elders or a tribunal board.

Generalized House and Clan Tremere Views

Always try to first refer to *Clanbook: Tremere (Revised)* for the viewpoints of the Tremere clan, but this should provide a very brief summary for quick reference. Some of the following views may differ slightly from the clanbook, as OWBN has shifted from the original source materials through play.

The Sects	The Camarilla ❖ House and Clan's goals per the Oath are to uphold the tenets of the Camarilla Traditions. ❖ Rebuild Trust among the other Camarilla Clans. ❖ Build alliances with various types of Kindred to ensure the strength of the Pyramid from outside attack. ❖ Allow Camarilla justice to function against members of House and Clan who run afoul of the sect's laws. The Sabbat ❖ House and Clan will destroy or capture members of the Sabbat whenever possible. ❖ Research and combat the blood magics of the Sabbat. The Anarch Movement ❖ Monitor the Anarchs through their Pyramid-loyal members. ❖ Use contacts within the Anarch to profit from any events that could benefit the Camarilla and the Clan. ❖ Will not actively undermine the Anarchs through direct action, but will prioritize the will of the Camarilla.
The Clans	Assamites (Children of Haqim) ❖ Work to resolve the Assamite political issue within the Camarilla, while still remaining more relevant than Clan Assamite. Baali ❖ Destroy or capture any Baali when found. Brujah

- ❖ Honorable, even if prone to violence.

Caitiff/Thin-bloods

- ❖ Ignore or undermine whenever possible.
- ❖ Research those that develop Inceptor Disciplines to unlock the secrets of their blood.
- ❖ The Tremere do not view Caitiff/Thin-Bloods as equals, and consider them not to be worth their efforts/time.

Followers of Set

- ❖ Not to be trusted, and they sell their magic often for what appears to be a low cost on the surface.

Gangrel

- ❖ Fierce warriors even if primal and somewhat uncultured.
- ❖ Work to create better relations due to past conflicts.

Gargoyles

- ❖ Former slaves/servants, but now to be considered potential equals. The views may differ from elders to neonates regarding them.
- ❖ Sabbat Gargoyles are to be killed on sight.
- ❖ Anarch Gargoyles are to be ignored, unless considered a threat, whenever possible.

Giovanni

- ❖ Generally untrustworthy, but useful Necromancers.

Lasombra AT

- ❖ It would be likely beneficial to have good working relationships with those loyal to the Camarilla.
- ❖ Not enough present in most domains to have a strong opinion of the clan as a whole, but they seem to be the foils of Clan Ventrue.

Malkavians

- ❖ Insightful, even if off balanced. Tend to be trustworthy even with their madness.

Nosferatu

- ❖ You can always trust the Nosferatu to sell information for a fair price.

Ravnos

- ❖ Strange nomadic sorcerers, but sometimes useful.

Salubri

- ❖ Salubri are not to be trusted, and should be killed or undermined.
- ❖ Present a threat to House and Clan by existing.

Toreador

- ❖ A co-founder of the Camarilla, but not to be trusted due to their relationship with the Assamites.

Tzimisce

- ❖ To be captured or killed on sight.

Ventrue

- ❖ Similar in view and organization as clan Tremere.
- ❖ Historical allies.

	❖ Work with them to promote strength in the Camarilla, but not to the detriment of Clan Tremere.
Other Supernaturals	Demons/Fallen ❖ Do not trust the infernal for they serve their own masters or themselves. They seek to take away your free will, and in working with them goes against the will of the Camarilla. Fae ❖ Do not upset the fae or cause them to view House and Clan with ire. Ghouls ❖ Useful as servants and potential recruits Kinfolk ❖ Useful as servants, but beware of their connections to the garou/changing breeds as they are often coveted/protected. Mages ❖ Our long time enemies due to our history. Avoid them if at all possible. Spirits ❖ Useful, but proceed with caution. Werewolves/Changing Breeds ❖ Dangerous, yet interesting. Do not utilize spirits around them, for they control them better than we do. ❖ More research is necessary into their kind to evaluate potential benefits to House and Clan. Wraiths ❖ Useful creatures, and spies for the Giovanni

Tremere Character Creation

Tremere Character creation usually follows the guidelines in Vampire the Masquerade 3rd Edition Revised, and is supplemented by other approved sources from White Wolf, BNS, and V20. Coordinator



approval is required for specific Abilities, Merits, Flaws, or Backgrounds that may be found in BNS, V20, or V5 that have not been converted and added to approved OWBN packets.

The majority of Tremere start with Path of Blood as their first path, which is considered their primary path. For each level of their Primary Path purchased, they receive a free ritual of the same level as part of the benefit of Clan Tremere's blood. These "free" rituals are chosen from the lower rarity rituals found in the Arcane Compendium for OWBN. It should be noted that new Tremere embraced into House and Clan start as Apprentices, with their exact circle to be determined by their new Regent.

Character creation is slightly different for those who have been embraced within the Pyramid vs. those who have not. Those who are non-standard require Tremere Coordinator approval prior to play, which includes Anarch and Rogue Tremere. Combination disciplines

available to Tremere can be found in the OWBN Arcane Compendium.

Pyramid Tremere follow the guidelines in Laws of the Night, Revised:

In-clan Disciplines: Auspex, Dominate, Thaumaturgy

Clan Advantages: Occult Ability & Occult Influence

Clan Disadvantage: Clan Tremere

- ❖ All standard Tremere are considered permanently one step blood bound to the Inner Council of Seven at time of embrace.

Those embraced outside the Pyramid differ in these important ways:

In-Clan Disciplines: Auspex, Dominate, Thaumaturgy

Clan Advantages: Occult Ability & Occult Influence

Non-Standard Advantage: Embraced Without the Cup

Clan Disadvantage: Clan Tremere

- ❖ As you have been embraced outside the Pyramid or Pyramid's normal practices, you start with the disadvantage of having the Pyramid loyal Tremere viewing you as an enemy if you are found. It is suggested that you take at least one dot of either Dark Secret or Enemy: Tremere at creation if embraced as a rogue.

Tremere Merits and Flaws

Tremere Specific Merits

- Attuned Taste (Clanbook: Tremere (Revised), p 66)
- Embraced Without the Cup (Clanbook: Tremere (Revised), p 67)
- Keys to the Library (Lore of the Clans, p 218)
- Natural Vicissitude (Libellus Sanguinis 2, p 62)
- Quartermaster (Lore of the Clans, p. 218)
- Secret Society Member (Lore of the Clans, p 218)
- Tremere Familiar (Libellus Sanguinis 2, p 67 - 68)
- Unmarked Antitribu (Lore of the Clans, p 218)

Tremere Merits for Non-Tremere

- Clan Friendship Tremere (OWBN Specific)
- House Tremere Loyal (OWBN Specific)

Tremere Specific Flaws

- Arcane Curse (Lore of the Clans, p 218)
- Bound to the Council (Clanbook: Tremere (Revised), p 67)
- Cloistered (Lore of the Clans, p 218)
- Double Betrayer (Clanbook: Tremere (Revised), p 67)
- False Third Eye - 4pt (Libellus Sanguinis 2, p 62)
- Mage Blood (Lore of the Clans, p 219)
- Thaumaturgically Inept (Clanbook: Tremere (Revised), p 67)
- Clan Enmity Tremere (LotN: Revised)

Tremere Merits descriptions and costs

Attuned Taste

2 pt Merit

For whatever reason, your character finds blood magic instinctive - more so than for most Tremere. When your Tremere tastes blood, they naturally taste the subtle currents and occult correspondences in the vitae. When your character tastes blood, they can tell if the blood is from a vampire, and automatically taste its potency (generation). There is no test or cost to you for this. If the blood is not from a vampire, you only know that - you cannot specifically tell the creature type without other testing methods.

Embraced without the Cup

3 pt Merit

When your character was Embraced, your sire dispensed with Tremere tradition, or perhaps didn't have the means necessary to finish the job, or may have had other ideas in mind for you. As a result you are

not bound to the Clan the way most Tremere are after drinking the blood of the elders. Should it be discovered, it will typically be corrected, but some may almost believe there was purpose in this lapse. On rare occasions the Clan Elders may have instructed your sire to embrace you without the formal traditions in case you are forced to act against Clan Tremere to maintain your cover for covert tasks. However, this situation is mostly found amongst the ranks of the rogue Tremere found inside the Anarch Movement, as they have renounced their claims to the Clan as a whole and operate on their own. The important thing to note is that your character does not have the usual clan disadvantage at creation other Tremere have, as you are of your own mind completely.

Keys to the Library

1-5 pt Merit

You have one of the most sought after positions in the chantry: a librarian. Due to your duties to catalogue and maintain the magical lore kept in your chantry, you have access to it and may decide who can and can not see its contents. Given the vast array of knowledge and magics residing in the chantry, you have access to some of the most restrictive knowledge contained there-in. With this merit, you may access knowledges at the same level of the chantry's rating or at the following levels:

1. Basic lores in hard to access areas of study
2. Intermediate lores in most areas of study
3. Advanced lores in many areas of study
4. Access to books on rarer rituals.
5. Access to books on rarer paths.

Natural Vicissitude

5 pt Merit

You have "inherited" more of your clan's stolen Tzimisce blood than most of your clanmates and have thus become something of a throwback to your "parent" clan. You may, therefore, choose Vicissitude, rather than Dominate, as a clan Discipline. Improving your rating at Vicissitude, however, may present difficulties. Unless you can locate another Tremere willing and able to teach you further mastery of Vicissitude's higher levels, you must seek further instruction from the Tzimisce (most likely through coercion). Those with this merit can not learn past 1st intermediate without a teacher.

Quartermaster

3 pt Merit

You are one of the Kindred responsible for maintaining and organizing the chantry's supplies. You may take anything from the chantry's stores with ease, and have access to more advanced items. It is of course expected that you will return or replace any items borrowed in this manner. These items may range from basic ritual components, advanced weaponry, high-end scientific/medical equipment, and/or more rare magical components.

Secret Society Member

1 pt Merit; This can not be bought at character creation, and must be earned through roleplay.

You have found and joined one of the many secret societies in Clan Tremere. Your character must be suitable to join, and in most cases your membership is to be kept secret. In this case, your allegiance to the society is not a crime, and your society expects you to uphold its tenets/agenda. In exchange the society will back you up and help you to increase your power within the pyramid or individually. This is only applicable to members of specific favored Secret Societies, and not available for members of all of the Societies listed in this packet.

Tremere Familiar

1-5 pt Merit; Available for Tremere and Telyavelic Tremere

This merit can only be taken after the successful casting of the ritual “Bind the Familiar,” and must be equal to the level of Familiar summoned. This should be clear that this is not the same as a true mage familiar, but a variation available to Tremere due to their blood ties to true mages. For more information regarding Tremere Familiars, their stats, and abilities, please refer to the OWBN Arcane Compendium.

Unmarked Antitribu

2 pt Merit for Telyavelic Tremere

5 pt Merit for Sabbat Tremere (Tremere Antitribu)

While you have been part of the Sabbat and a traitor to House and Clan Tremere, somehow you remain unmarked by the antitribu curse. You are not easily recognized as a rogue Tremere, and the magic that targeted so many of your brethren cannot target you. Further, other Sabbat members cannot judge you at a glance.

Merits for Non-Tremere

Clan Friendship Tremere

2 pt Merit (Tremere Coordinator Approval)

Those who have proven themselves to be allies of Clan Tremere, not just a single Tremere, can apply for this merit. Their actions must reflect that of a true ally to House and Clan in support of Clan Tremere’s agendas, which may only be obvious to elders of the clan. True “friends” to Clan Tremere demonstrate on repeated occasions that they wish to further the goals of House and Clan while they also further their own. This can be seen through the teaching of disciplines, providing mentorship, entering into a blood contract, or serving the needs of House and Clan in some other fashion. Not all who receive this merit will be taught thaumaturgy, but if they are offered they will likely be considered for more rare paths or rituals than outsiders. This merit can be lost if the individual is found to have turned on Clan Tremere through their actions. These individuals are not the same as those who have sworn the Oath and brought

into House Tremere, but are those outside of House and Clan who see the benefit of allying themselves with Clan Tremere either publicly or privately. This merit can not be bought at creation, and must be gained through roleplay.

House Tremere Loyal

2 pt Merit (Tremere Coordinator Approval)

You are loyal to House and Clan Tremere, and as such you are considered protected by them. You are not considered a slave or servant in the eyes of the Pyramid, and can be assigned the Rank of Apprentice (or higher), thus able to be taught Thaumaturgy equal to Pyramid loyal Tremere. This merit can not be bought at creation, and must be gained through roleplay.

Tremere Flaws descriptions and costs

Arcane Curse

1-5 pt Flaw

Because of either your studies or someone else's, you suffer from a magical curse. It might be an aversion or allergy, or even a strange magical effect. The level of the flaw depends on how debilitating the curse is. Curing the affliction may be impossible, or require advanced research or a quest. This flaw should not be taken lightly, and will require a note on your character sheet with the specifics of your curse.

Examples of the levels of the curse:

1. A minor oddity, such as an animal feature, strange eye color, or odd smell.
2. A noticeable problem, such as your magic having a strange taint or pattern that makes it more recognizable.
3. Something problematic, such as people sickening in your presence or animals being overtly aggressive to you.
4. Concerning handicap, such as developing another Clan's weakness.
5. Potentially deadly, such as moonlight being as dangerous to you as sunlight.



Bound to the Council

3 pt Flaw

You have done more than just drink from the blood of the elders. Whether as punishment or by choice, you have become fully bound to Clan Tremere's Inner Council. You cannot intentionally act against the Clan or its elders, and find everything you do works in service of the Clan. You may not like it, but you can not help yourself doing it. As you are bound to the Council, you can never be fully bound to another

kindred. This flaw is common in older Kindred, or those who may have survived Tribunal. If you try to do anything that violates the will of the Tremere hierarchy, you must spend a Willpower trait.

Cloistered

2 pt Flaw

You have spent most of your kindred existence in the halls of the chantry, making Kindred society rather new and confusing. In any social interactions with those outside the Pyramid/Clan Tremere you have the negative Social Traits of *Naïve* and *Shy*.

Double Betrayer

4 pt Flaw

At some point your character undertook the Vaulderie. You may have legitimately tried to join the Sabbat, or perhaps didn't know any better (or were even compelled). Regardless of the reason, you now bear the mark of the Betrayer. As usual with the mark, all Tremere can tell that your character betrayed the clan at one point, and those who know of your past will treat you with contempt. You are considered at a -2 penalty in social challenges with other Tremere that are loyal to the clan. Those who don't know the circumstances will probably assume that you are a Sabbat traitor and may even try to capture/destroy you. Should you relapse or show any poor behavior, you can expect that you will be hunted and treated as a traitor to the clan. You must make it known through a badge or other indicator on your person that you have the Mark of the Betrayer, as all non-Sabbat Tremere will be able to see it at any time. It is important to keep in mind that your character does not have enough information to pass as an actual Sabbat member.

False Third Eye

4 pt Flaw

For reasons unknown to you or your sire, your Embrace left you with the imprint of a third eye upon your forehead. This reminder of Tremere's diablerie of Saulot renders you both an embarrassment to other members of your clan and a figure of distrust to all except those who know you. The "third eye" does not open or function. Unless you conceal it under a hood or beneath your hair, the stigma is obvious to all who see you. You gain the negative traits of *Untrustworthy* x2 in social challenges with those who are not your closest allies. Attempting to pass as a Salubri is not advisable.

Mage Blood

5 pt Flaw

Your blood is so intrinsically tied to magic that you find it near impossible to learn or use any Discipline apart from Thaumaturgy. You may only learn the basics of your own in-clan Disciplines, and can not learn any out of clan Disciplines that are not blood magics. The only benefit to this attunement to magic is that you learn any blood magic paths and rituals faster than any regular Kindred, even your fellow Tremere. Tremere with this flaw are uncommon due to their inherent weaknesses, but are still useful to the Clan.

Thaumaturgically Inept

5 pt Supernatural Flaw

For whatever reason you are unable to properly learn Thaumaturgy, and thus adds one Trait to the difficulty of any Static Test, and adds five minutes to the casting time of any effect. You are one Social Trait down on resolution of challenges when dealing with Tremere of higher rank than yourself.

Tremere Specific Derangements

These derangements are abridged from their original content and are discussed in more depth on pages 68-69 of *Clanbook: Tremere Revised*.

Hierarchical Sociology Disorder (2pt Derangement): When confronted with the horrors of the world your subconscious realized that it can no longer take responsibility for even the simplest of actions. The only refuge that your fragile psyche has is within the Tremere pyramid. You do everything based upon what you think Tremere doctrine would want you to do. In this manner you can justify almost any act to yourself by merely stating that you were just "following orders". When asked for your personal opinion you either give a rehearsed answer that you think your superiors would like you to say or simply an uncomfortable "I don't know". You are now a drone of the Tremere. This state is frowned upon by those higher up and will often incite them to station you to some location where you will get killed or be forced to start "thinking for yourself".

Sanguinary Cryptophagy (2pt Derangement): After spending years using disciplines that allow you to taste foreign vitae and rare blood that causes unusual effects, you are finding that mere mortal blood and animal blood just don't cut it. You will go to great extents to drink the blood of other clans and supernatural creatures. It is not that you cannot drink mortal blood, it is more that it has no appeal for you and requires an effort of will. Imagine being a connoisseur of fine foods and then being told that you have to eat gruel for the rest of your life. You will go to great lengths to get rare blood and may even deplete your own blood in irresponsible ways so that you can drink more from a particularly tasty morsel. Needless to say that it is incredibly difficult for you to resist diablerie on a kindred of another clan, especially if they are of significantly lower generation.

Thaumaturgical Glossolalia (2pt Derangement): Much like mathematics describes the physical world thaumaturgic numerology describes the meta-physical world. Regular glossolalia is the state when a person finds themselves unable to speak in a "regular language" and instead speak in a language that is usually long dead. Thaumaturgical Glossolalia is the state when a Tremere starts speaking in Thaumaturgic numerology in a manner similar to speaking in "tongues". In moments of even minor stress they may start babbling in all manner of ancient rituals and even throwing phrases out from far beyond their knowledge of Thaumaturgy. Usually they are not aware of what they are doing when they do this. They think that they are talking normally until they concentrate heavily on speaking in their native language.

Prominent NPC's

The Inner Council

- ❖ Etrius, Councilor of the 7th; Eastern Europe and Antarctica
- ❖ Meerlinda, Councilor of the 6th; North America
- ❖ Xavier de Cincao, Councilor of the 5th; South America
- ❖ Grimgroth, Councilor of the 4th; Western Europe, Iceland, Greenland, and Oceania
- ❖ Thomas Wyncham, Councilor of the 3rd; Eastern and Northern Asia
- ❖ Elaine de Calinot, Councilor of the 2nd; Africa
- ❖ Abetorius, Councilor of the 1st; Middle East and Western Asia

Known Pontiffes

- ❖ Pontifex Lotharius, Justicar for Clan Tremere
- ❖ Pontifex Grimes
- ❖ Pontifex Beatrix Franco
- ❖ Pontifex Bahari
- ❖ Pontifex Hannes
- ❖ Pontifex John Diamond
- ❖ Pontifex Richter
- ❖ Pontifex Dupree

Key Archons to the Tremere Justicar

- ❖ Lord Meliora, Chief Archon for North America
- ❖ Apprentice Besnick Silva, Chief Archon for South America (Gargoyle)
- ❖ Apprentice Isadora de la Corte, former Chief Archon

Historical or Infamous NPCs

- ❖ Anastaz Di Zagreb, Former Justicar for Clan Tremere
- ❖ Malaphar, Former Justicar for Clan Tremere
- ❖ Karl Schrekt, Former Justicar for Clan Tremere
- ❖ Peter Dorfman, former head of House Validus. Tribunalled and declared a traitor in 2020
- ❖ Goratrix the Betrayer, leader of the Rebellion in Clan Tremere and first of the antitribu
- ❖ Virstania, Mistress of Gargoyles and leader of the Gargoyle Revolt
- ❖ Aisling Sturbridge, Regent of the Five Boroughs of New York
- ❖ Valerius Maior, Redlister
- ❖ Oliver Thrace
- ❖ John Dee, rival to Queen Anne

The Inner Council of Seven



Etrius



Meerlinda



Xavier de Cincao



Grimgroth



Thomas Wincham



Elaine de Calinot



Abetorius

Sources:

- V20 Lore of the Clans
- Clanbook: Tremere
- Clanbook: Tremere, Revised
- House of Tremere
- Laws of the Night, Revised
- Libellus Sanguinis 2
- Players Guide to the Low Clans

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