

One World by Night

Tremere Packet 2016



This packet is an updated guide to playing a Tremere PC in One World by Night.

In this document, you will find a guide to Thaumaturgy Rarities for Clan Tremere as well as information on learning Thaumaturgy out-of-clan.

This packet is considered to be binding rules for One World by Night.

Playing a Tremere PC varies in rarity level depending on the character.

- Standard Camarilla Tremere are Coordinator Notify.
- Tremere Antitribu are 2/3 Majority Council Vote.
- All other Tremere (including Anarch Tremere and Tremere with “throwback” merits or alternate Discipline threads) are Coordinator Approval.
- Tremere with a primary path other than Path of Blood are Coordinator Approval.
- Tremere with any Merit or Flaw that gives a Third Eye are Coordinator Approval.

Credits: Special thanks to the 2016 Tremere Team and other helpful folk--Austin, Geoff C, Kevin, Kazu, Peter, Heather, Veronica, Kaio, Bruno, Eric, Geoff B, Dan, and Chris F. Thanks as well to all previous Tremere Coordinators and Subcoordinators who worked on previous packets to pave the way for new advancements in genre.



Section One: Thaumaturgy and You, the Camarilla Tremere

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.

Please note that ALL Thaumaturgy and Rituals are subject to Storyteller Approval; the Tremere Team is not going to approval your PC for something if your Storytellers say “No.”

Requests for Thaumaturgy should go up the Chain of Command. If you are an Apprentice asking for something listed at Rarity 3, you should always be asking your Regent first if they deem the request suitable, they will pass it along to the Lord who will pass it on to the Pontifex if they agree you deserve it. 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 Thaumaturgy just for existing or for being merely adequate.

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).

Rarities

They have been updated to a reflect a three-tiered system much like other Paradigms.

1 - This requires your Regent's permission; if you are a Regent, you can of course grant yourself permission.

This requires OOC Storyteller Approval.

2 - Paths and rituals at this level require approval from the Lord of the region. PC Lords may grant themselves IC permission to study but they still require OOC approval. **This requires OOC Regional Sub-coordinator Approval as well as your Storyteller's Approval.**

3 - Magic at this level is considered powerful and kept more closely guarded. It requires permission from a Pontifex. **This requires OOC Tremere Coordinator Approval, as well as your Storytellers Approval.**

All Thaumaturgical Custom Content (Paths and Rituals) is considered to be Rarity 3 -- these paths and rituals will not be listed in the packet, as they should be included in the Custom Content database.

Any Thaumaturgy (Paths and Rituals) printed in books but not listed in this packet will also considered Rarity 3. This includes all rituals above Advanced level, which are only available to NPCs.

Thaumaturgical Countermagic is a separate Discipline and is not magic itself, but is regulated by the Tremere Coordinator Office and requires Tremere Coordinator Approval to learn.

The Ritual *One Mind of the Covens* can only be learned/purchased once a character has reached the rank of Regent.

Paths of Thaumaturgy

In reducing Tremere from Coordinator Approval, to Coordinator Notify, one of the most common requests was to make Thaumaturgy more restrictive. As such, there are fewer paths available at lower rarities than there were previously.

These rarities might be modified by membership in certain Houses.

Rarity 1 - ST/Regent Approval

Path of Blood	Lure of Flames
Movement of the Mind	Green Path
Path of Conjuring	

Rarity 2 - Subcoordinator/Lord Approval

Alchemy	Path of Corruption
Elemental Mastery	Spirit Manipulation
Hearth Path	Technomancy
Neptune's Might	Transmutation
Onieromancy	Weather Control

Rarity 3 - Coordinator/Pontifex Approval

BioThaumaturgy	Mastery of the Mortal Shell	Shadow Crafting
Blood's Curse	Path of Curses	Soul of the Serpent
Father's Vengeance (Sabbat)	Path of Mars (Sabbat)	Spirit Thaumaturgy
Faux Path	Path of Mercury	Vine of Dionysus
Focused Mind	Path of Morpheus (Sabbat)	Way of Levinbolt
Hands of Destruction		Way of Warding

Thaumaturgy Rituals

(Alphabetic by name)

Ritual Name	Level/ Rarity	Source			
Abandon the Fetters of the Blood	Adv / R1	Tremere CB p 65	Confess	Basic / R2	HH, p 63
Amulet of Mnemosyne	Int / R3	RotB, p 25-26	Court of Hallowed Truth	Adv / R2	MET ST, p 73
Ascension of the Blood	Basic / R1	LotC, p 221	Craft Bloodstone	Basic / R2	MET ST, p 65
Asymmetrical Reproduction	Adv / R3	RotB, p 109	Craft Dreamcatcher	Int / R1	MET ST, p 70
Banish Big Brother	Basic / R3	MET Anarch p 66	Create Corpse Minion	Int / R3	SoBM, p 46
Beacon of the Self	Int / R2	NY by Night p 38	Create Demon Bound	Adv / R3	SoBM, p 136
Bind the Accusing Tongue	Basic /R2	Cam Guide p 109	Create Razor Bat	Adv / R3	SoBM, p 137
Binding the Beast	Int/R1	LoE p 82	Create Stone Dog	Adv / R3	SoBM, p 138
Bladed Hands	Int / R2	LoE p 82	Crimson Sentinel	Basic / R2	LotN, p 101
Blood Allergy	Int / R3	MET ST p 69	Curse Belated, the	Int / R3	MET ST, p 70
Blood Certamen	Int / R2	Tremere CB p 61	Curse of Clytaemnestra	Adv / R2	LoE, p 85
Blood Contract	Adv/ R1	LotN:R p 187	Dante's Urban Legend	Int / R1	RotB, 26-27
Blood into Water	Basic / R1	NY by Night p 48	Dedicate the Chantry	Basic / R3	Tremere CB, p 57
Blood Mastery	Basic / R1	Tremere CB p 56	Defense of Sacred Haven	Basic / R1	LotN:R, p 185
Blood Mead	Basic / R1	MET ST p 64	Deflection of Wooden Doom	Basic / R1	LotN:R, p 185
Blood Rush	Basic / R3	MET Sabbat p 130	Deny the Intruder	Basic / R2	Tremere CB, p 58
Blood Walk	Basic / R1	LoE p 80	Devil's Touch	Basic / R2	LotN:R, p 185
Bone of Lies	Int / R1	LotN:R, p 186	Dominion	Adv/ R3	LoE, p 92
Bottled Voice	Int / R3	LoE p 90	Dominoe of Life	Basic / R3	MET Sabbat p 130
Brand	Basic / R2	RotB, p 23	Donning the Mask of Shadows	Basic / R1	LoE, p 80
Brand of the Paramour	Basic / R1	MET ST p 65	Eldritch Glimmer	Int / R3	LoE, p 90
Brotherhood of the Cup	Int / R3	LotC, p 221	Enchant Talisman	Adv / R1	Cam Guide, p 113
Bureaucratic Condemnation	Basic / R1	SoBM, p 91	Encrypt Missive	Basic / R1	MET ST, p 65
Burning Blade	Basic / R1	Cam Guide p 110	Engaging Vessel of Transference	Basic / R1	Cam Guide, p 113
Calling the Restless Spirit	Basic / R2	LoE p 80	Enhancing the Curse	Basic / R2	MET ST, p 65
Chime of Unseen Spirits	Basic / R1	RotB, p 23-25	Escape to True Friend	Adv / R3	Cam Guide, p 114
Cleansing of the Flesh	Int / R1	MET ST p 69	Expedient Paperwork	Basic / R2	SoBM, p 87
Clinging of the Insect	Int / R3	MET Sabbat p 132	Extinguish	Basic / R1	MET ST, p 66
Cobra's Favor	Adv / R2	MET ST, p 73	Eyes of Babel	Bsic / R2	RotB, p 25
Commune w/Kindred Bond Mate	Basic / R1	Dread/Red, p 101	Eyes of the Beast	Adv / R3	LoE p 92
Communicate with Kindred Sire	Basic / R1	LotN: R, p 185	Eyes of the Nighthawk	Basic / R3	MET Sabbat, p130

Eyes of the Past	Int / R2	LoE, p 83	Mindcrawler	Adv / R3	LoE, p 92
Fire in the Blood	Int / R3	LotN, p 105	Mirror of the Second Sight	Int / R3	MET Sabbat p 133
Firewalker	Int / R3	MET Sabbat p 132	Mirror Prison	Adv / R2	RotB, p 29
Flatline	Basic / R3	MET Anarch p 66	Mirror Walk	Int / R3	LoE, p 91
Flesh of the Fiery Touch	Int / R2	LoE, p 83	Mourning Life Curse	Basic / R1	MET ST, p 67
Friend of the Trees	Int / R2	LoE, p 90	Nectar of the Bitter Rose	Adv / R3	LotN:R, p 187
Gentle Mind	Int / R1	LoE, p 83	Night of the Red Heart	Adv / R3	Tremere CB, p 65
Ghost in the System	Adv / R1	SoBM, p 97	Obscure the Malice	Basic / R1	NY by Night, p 48
Harmonize Building	Adv / R2	WoD 1, p 100	One Mind of the Covens	Adv / R1	2E PG, p 91
Haunted House	Int / R2	LoE, p 83	Open Passage, the	Basic / R2	LotN: R, p 185
Haunting, the	Int / R2	LoE, p 90	Paper Flesh	Adv / R3	MET Sabbat p 133
Heart of Stone	Int / R2	LoE, p 83	Pavis of the Foul Presence	Int / R1	LotN: R, p 187
Hell's Calling	Int / R3	MET Anarch, p 3	Power of the Invisible Flame	Basic / R2	LoE, p 89
Illuminate Trail of Prey	Basic / R3	MET Sabbat, p 131	Power of the Pyramid	Int / R1	Tremere CB, p 60
Illusion of Peaceful Death	Int / R1	LoE, p 84	Preserve	Basic / R1	RotB, 25-26
Imp's Affliction, the	Basic / R1	MET STe p 66	Preserve Blood	Basic / R3	LoE, p 89
Impassable Trail	Basic / R1	MET ST p 66	Preservation of Sanguine Heart	Int / R2	RotB, p 27
Impressive Visage	Basic / R1	MET ST p 66	Principle Focus of Vitae Infusion	Basic / R1	LotN: R, p 186
Incorporeal Passage	Int / R2	LotN:R, p 186	Protean Curse	Int / R3	LoE, p 84
Infirm Inert	Int / R2	MET ST p 70	Purge the Inner Demon	Basic / R1	MET ST, p 67
Inherited Affinity	Int / R3	Tremere CB, p 59	Purify Blood	Basic / R1	Tremere CB, p 57
Innocence of the Child's Heart	Int / R2	LoE, p 84	Purity of the Flesh	Basic / R1	Cam Guide, p 110
Inscription	Basic / R2	Tremere CB, p 58	Rebirth of Mortal Vanity	Basic / R1	MET ST, p 67
Invisible Chains of Binding	Adv / R3	LotN:R, p 106	Recure the Homeland	Basic / R3	MET Sabbat, p 131
Iron Body	Basic / R3	MET Anarch, p 67	Rend the Mind	Int / R2	SoBM, p 96
Iron Mind	Int / R3	MET J1, p 46	Rending Sweet Earth	Int / R2	LoE, p 84
Jinx	Basic / R1	MET ST, p 66	Respect of the Animals	Int / R2	LoE, p 91
Keening of the Banshee	Int / R3	LoE, p 91	Return the Heart	Int / R2	MET ST, p 71
Learning the Mind Enslumbered	Basic / R2	MET ST p 67	Rite of Introduction	Basic / R1	MET ST, p 68
Lion Heart	Adv / R3	LoE, p 92	Ritual's Recognition	Basic / R1	Tremere CB, p 59
Luminous Vitae	Basic / R1	NYbN, p 48	Rotten Wood	Basic / R3	LotN, p 105
Machine Blitz	Basic / R3	MET Sabbat, p 48	Rutor's Hands	Int / R1	LotN: R, p 187
Major Creation	Int / R1	MET ST, p 71	Sanctuary	Adv / R3	RotB, p 29-30
Mark of Amaranth	Int / R2	Tremere CB, p 63	Sanguine Assistant	Basic / R2	Cam Guide, p 111

Sanguine Trail	Int / R2	LotC, p 221	Verdant Blade, the	Adv / R2	A&T, p 146
Sanguineous Phial	Basic / R1	MET ST, p 68	Vigil of the Stone Guardian	Int / R1	RotB, p 29
Scent of the Lupine's Passing	Basic / R1	LotN: R, p 186	Vires Acquirit Eundo	Adv / R3	SoBM, p 98
Scribe, the	Basic / R1	MET ST, p 68	Vistas of the Mind	Basic / R2	ST HB, p 118
Scry	Int / R2	MET ST, p 71	Vitality Hack	Basic / R1	V20C, p 60
Sculpting the Perfect Servant	Adv / R1	SoBM, p 97	Wake with Evening's Freshness	Basic / R1	LotN R, p 186
Seal Egress	Basic / R1	RotB, p 26	Ward Magic	Int / R2	WoD 1, p 100
Sense the Mystical	Basic / R3	MET ST, p 68	Ward vs Cathayans	Int / R2	SFbN, p 130
Serenading the Kami	Basic / R1	SoBM, p 91	Ward vs Demons	Adv / R2	Cam Guide p 114
Severed Hand	Adv / R1	MET ST, p 73	Ward vs Fae	Int / R2	MET ST, p 73
Shaft of Belated Quiescence	Int / R2	Cam Guide, p 112	Ward vs Ghosts	Adv / R1	Cam Guide, p 114
Sigil of Authority	Basic / R2	RotB, p 25	Ward vs Kindred	Int / R1	Cam Guide, p 113
Soul of the Homonculi	Int / R1	LotN R, p 187	Ward vs Lupines	Int / R1	Cam Guide, p 113
Spirit of Torment	Adv / R3	LoE, p 93	Ward vs Spirits	Adv / R2	Cam Guide, p 114
Splinter Servant	Int / R2	Cam Guide, p 113	Ward vs Vitae	Int / R3	MET Anarch p 68
Steps of the Terrified	Basic / R3	SoBM, p 93	Warding Circle vs Demons	Adv / R3	Cam Guide p 111
Stolen Kisses	Int / R1	MET ST, p 71	Warding Circle vs Ghosts	Adv / R2	Cam Guide p 111
Stone of the True Form	Adv / R2	MET ST, p 74	Warding Circle vs Ghouls	Basic / R2	Cam Guide p 111
Stone Slumber	Adv / R1	MET ST, p 74	Warding Circle vs Kindred	Adv / R1	Cam Guide, p 111
Summon Mischievous Spirit	Int / R3	2E SPG, p 118	Warding Circle vs Lupines	Int / R2	Cam Guide, p 111
Summon the Blood Imp	Int / R2	RotB, p 27-29	Warding Circle vs Spirits	Adv / R2	Cam Guide, p 111
Summon the Guardian Spirit	Basic / R2	LoE, p 89	Watcher, the	Int / R1	LoE, p 85
Telecommunication	Int / R1	MET ST, p 72	Way of the Wendigo	Adv / R3	RotB, p 30-31
Thirst Unquenchable	Adv / R3	LotN: R, p 106	Whispers of the Ghost	Basic / R1	MET ST, p 69
Touch of Nightshade	Int / R2	MET ST, p 72	Widow's Spite	Basic / R3	MET Sabbat p 132
Track the Transgressor	Int / R2	MET ST, p 72	Will o' the Wisp	Basic / R2	LoE, p 89
Translocation of the Vessel	Int / R2	RotB, p 27	Writ of Protected Passage	Int / R2	SFbN, p 130
Transubstantiation of the Seven	Int / R1	Tremere CB, p 72			
Trigger (Inconnu Only)	Adv / R3	LotHd, p 141			
Trima	Basic / R1	MET ST, p 69			
True Sight	Basic / R2	Diab Brit, p 9	Counting Coup	Basic / R3	A-Cook,p60
Umbra Walk	Adv / R1	LotN: R, p 188	Detect Authority	Basic / R3	A-Cook,p61
Unseen Change	Int / R1	LoE, p 85	Detect the Hidden Observer	Int / R3	MET Anarch,p67
Unweave Ritual	Int / R2	Tremere CB, p 64	The Framing	Int / R3	A-Cook,p61



Section Two: Anarch Tremere & Thaumaturgy

While Anarch Tremere are uncommon, they do exist. Those loyal to the Pyramid follow standard approval procedures for their magic. Those few who have left the trappings of their clan behind and fully embraced the Movement, have different Thaumaturgy available due to their lack of access to a standard Chantry Library.

Rarity 1 Paths - ST Approval

Path of Blood	Technomancy	Blood's Curse
Lure of Flames	Movement of the Mind	

Rarity 2 Paths - Subcoordinator Approval

Path of Conjuring	Heath Path
Path of Curses	Father's Vengeance
Green Path	

Rarity 3 Paths - Coordinator Approval

All Other Paths Not Specified at **Rarity 1** or **Rarity 2**

Anarch Rituals

<p>Rarity 1 Abandon the Fetters of the Blood (Advanced) Banish Big Brother (Advanced) Binding the Beast (Intermediate) Blood Into Water (Basic) Blood Mastery (Basic) Burning Blade (Basic) Calling the Restless Spirit (Basic) Craft Bloodstone (Basic) Defense of Sacred Haven (Basic) Deflection of Wooden Doom (Basic) Detect the Hidden Observer (Intermediate) Donning Mask of Shadows (Basic) Enchant Talisman (Advanced) Encrypt Missive (Basic) Hell's Calling (Intermediate) Impassable Trail (Basic) Iron Body (Basic) Open Passage, the (Basic) Pavis of the Foul Presence (Int) *Tremere only* Principle Focus of Vitae Infusion (Basic) Purge the Inner Demon (Basic) Scent of the Lupine's Passing (Basic) Wake with Evening's Freshness (Basic) Warding Circle vs. Kindred (Advanced) Ward vs. Ghosts (Advanced) Ward vs. Kindred (Intermediate) Ward vs. Lupine (Intermediate)</p>	<p>Rarity 2 Crimson Sentinel (Basic) Flatline (Basic) Inscription (Basic) Warding Circle vs. Ghouls (Basic) Bladed Hands (Intermediate) Heart of Stone (Intermediate) Incorporeal Passage (Intermediate) Protean Curse (Intermediate) Ward vs. Fae (Intermediate) Ward vs. Vitae (Intermediate) Warding Circle vs. Lupines (Intermediate) Blood Contract (Advanced) Ward vs. Demons (Advanced) Ward vs. Spirit (Advanced) Warding Circle vs. Ghosts (Advanced) Warding Circle Vs. Kindred (Advanced) Warding Circle vs. Spirits (Advanced)</p> <p>Rarity x3 Any Hermetic Tremere ritual not listed above.</p>
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Rogue Tremere & Sabbat

You're on the run. You've left the sheltering aegis of the Pyramid behind, forsaking your Brothers and Sisters and your Oath. You are a criminal. An enemy to your entire Clan. And for the first time in forever, you are alone.

Your continued existence is constantly in question. You move from place to place, praying that you're still one step ahead of your pursuers. You never know if...or, more aptly, when...House and Clan will find you. The end is almost assured: one night you will come face to face with those sent to hunt you down. And when that night comes and Fortune truly smiles upon you, you will die quickly. Cleanly. Decisively.

In the meantime, the never-ending nightmare of the alternatives to death lend speed your feet and caution to your movements...

Learning on the Run

Rogue Tremere have forsaken all of their ties to House and Clan, including access to the Tremere Clan Advantage. All Rituals and Paths are to be considered Rarity Level 3 (R3) for rogue Tremere.

Note: This learning restriction applies to any rogue Tremere who do not join the Anarch Movement. Tremere who leave the Pyramid and find some degree of sanctuary within the Anarchs fall under separate parameters.

For more information the various forms and benefits/detriments Rogue Tremere, please see p. 39-40 of the Revised Tremere Clanbook.

Learning Thaumaturgy Out-of-Clan

It is not unheard of or extraordinarily uncommon for allies of Clan Tremere to learn Thaumaturgy from the Pyramid. Typically, instruction requires that the student sign a Blood Contract with their teacher--who requires permission from their Pontifex to begin negotiations. The price of such lessons varies, but magic does not come cheap or quickly--per *Laws of the Night: Revised* (p 176), it can take a year or more to learn Thaumaturgy out-of-clan.

As such, anyone learning Hermetic Thaumaturgy out-of-clan requires Tremere Coordinator Approval and each Path or Ritual they learn is subject to the same.

Recommendation for Path and Ritual Creation

This system overrides that which is presented in MET Storytellers Guide (Paths: pp. 44-46 & Rituals: pp. 63-64).

Ritual Creation

Basic: Occult ability x2, must know seven basic rituals

Intermediate: Occult ability x4, must know seven intermediate rituals

Advanced: Occult ability x5, must know seven advanced rituals

Creating a ritual takes two months multiplied by the level of the ritual:

Basic: 2 months

Intermediate: 4 month

Advanced: 6 month

Path Creation Requirements

In order to create a fully functional path the foundation principles must be known first, requiring a total of ten paths to be fully mastered between the magi attempting the undertaking. In addition, each Magus participating must have learned at least two full paths to advanced and have the Occult Ability at x5.

While it is possible that a single Tremere who is gifted with an abnormal amount of Thaumaturgical knowledge to create a path on their own, those who work together find themselves making quicker project. For each full path of Thaumaturgy after ten, Tremere who work in a group may subtract one month off of the two year creation time, to a minimum of one year. This does not include any learning times to purchase finished product.

Should a member of the group withdraw from the creation, there are likely to be delays if not a complete halt. If the project still meets with the minimum requirements, then the extra months that the contributor removed from the completion date are added back on. If the withdrawal of a member actually brings the known paths of Thaumaturgy below ten, then the project is halted until the minimum requirements are once again met. The project still retains the work put in by the members, but will have to find more members to complete the work.

Example:

Several young Apprentices wish to make the Path of Housekeeping, which will help them to keep the chantry clean with minimal effort, allowing them more time to study.

Sally has 3 advanced paths of Thaumaturgy, Billy has 4 advanced paths of Thaumaturgy, Anne has 2 advanced paths of Thaumaturgy, Paul has 3 advanced paths of Thaumaturgy, for a total of 12 paths of Thaumaturgy between them. They have 2 paths over the requirement of 10, and therefore can complete their path in 1 year and 10 months.

If Jack, who has 3 advanced paths, was to join them, the time would be shortened to 1 year and 7 months. If at any point, Jack was to leave the group, the time to complete would return to 1 year and 10 months.

If Paul was to leave the original group after 6 months (Sally, Billy, and Anne), they would only have 9 paths of Thaumaturgy between them, and their work would halt until they could find someone who met the minimum requirements to join them. Once they met the requirements again, they would still have 6 months of work completed and would continue on from that point. So if Jill were to join with her two advanced paths of Thaumaturgy, they would have 11 paths of Thaumaturgy with 6 months of work completed, and would have to complete one year and 5 months of work.

Beyond the Mechanics

Creating a ritual or path is not meant to be for every Tremere Player Character that comes into play. It is meant for advanced play after long term character progression. Apprentices not in House Principia should rarely be the creators of such magics, having need to still learn much of the basics. Regents are given more latitude and not required to ask permission of their Lord, but even they must consider the cost of their time versus the benefits new creations will provide to the clan.

Role play should be as much of this process as possible. While we realize that it is impractical to play through the entire time required to make a path, effort on the storytellers as well as the players should be made to let this process come alive and not simply waiting it out. We suggest downtimes and mini scenes that take place during midweek in game for these sorts of creativity.

In accordance with Coordinator Bylaws, sections 3.C.ii.6.a players who wish for their magics of this paradigm to be added into the Custom Content Database should actively discuss ideas with the Tremere Coord staff from the point of conception as it requires Coord Approval. Coming in 'cold' with a full write- up without working through your ideas with STs and the Coords Office may lead to player disillusionment when their work is dissected or rejected. The Coord's Office also has years of experience in writing and revising homegrown paths and rituals, so please do take advantage of their expertise.

Rules of Thumb for Aspiring Magic Creators

Keep in mind that, in creation of new magic, we're all gamers here. We've played a LOT of games other than Vampire, and nothing is more discouraging for staff than looking at a 'new' spell idea and realizing that their mage from Greyhawk back in middle school possessed the exact same spell(s). If it exists as an idea from another game and the Tremere staff can: a) see that at first glance and b) find little to no justification to allow such a genre crossover into the OWbN World of Darkness, it's likely that the attempt will not be considered for inclusion within any Council-approved Tremere Thaumaturgy packet. This isn't to say that you can't base your ideas off other genres, movies, or your muse of choice, but you should make an idea meld into our genre and make it your own.

Merits & Flaws

Coord Approval is required for a PC **to start with or acquire** these Tremere-specific merits:

Secret Society Member (Lore of the Clans, p 218)

Natural Vicissitude (Libellus Sanuginis II, p 62)

Coord Approval or Notification is required for a PC **to start with or acquire** these Tremere-specific flaws:

Betrayer's Mark (Lore of the Clans, p 219) - Coordinator Approval

Double Betrayer (Clanbook Tremere Revised, p 67) is considered the same

Mage Blood (Lore of the Clans, p 219) - Coordinator Approval

Combination Disciplines

Both Tremere specific and the Combination Disciplines listed below are treated similarly to Thaumaturgy when it comes to approvals specifically for Tremere PC's; following the three-tiered rarity system.

Rarity x1

Blood Sight (Auspex x2, Thaum-PoB x1) Lore of the Clans, P. 220

Thaumaturgical Sight (Auspex x2, Thaum-PoB x1) Rarity x1 Clanbook: Tremere P. 47

Rarity x2

Name the Fallen (Auspex x3, Thaum-PoB x1) Archons and Templars P. 140

Scent of Caine (Auspex x2, Thaum-POB x1) Players Guide to the Low Clans P. 164

Rarity x3

Drink the Mind (Auspex x4, Thaum-PoB x5) Players Guide to the Low Clans P. 160

Sanguinary Expulsion (Fortitude x2, Thaum-PB x3) Archons and Templars P. 142

Theft of Will (Dominate x3, Thaumaturgy - PoB x4) Lore of the Clans, P. 220 rarity 3