

# HERMETIC HOUSE OF TREMERE

Enlightened Will-Workers, profits and wizards, Hermeticism is the mysticism of the Magus! It is the magick of letters and numbers, names and sigils, alchemy, astrology, the sword, the cup and the staff. Their have been many names given to the tradition's great teacher [Moses, Hermes Tristimagestus, Thoth], and their wisdom has been called many things [Kabbalah, Enochian, Spellcrafting], but Hermetic's know that the secrets to the universe have been scattered and hidden throughout the world, like a puzzle that yields the keys to Ascension. The tradition of their wisdom can be traced back to three roots; transcendental Hebrew Mysticism, Greek and Phoenician occult philosophers, and the ancient sorcerer-priests of Egypt. It was during the great Alexandrian Empire, when the learned Greeks became the common thread of the known world, that the various schools of Will-Workers first came together to cross-pollinate. By the time of the fall of Rome, the Hermetics had grouped themselves into Houses, and both diplomacy and war passed between them. Nearing the turn of the first millennium, Master Mundi Tremere (the Tremendous World Master), the thousand-year-old god-like teacher and leader of House Tremere, was promising mass-Ascension to his students and to save the world from it's fallen nature. Master Mundi Tremere was an otherworldly guardian-angel, present within each and every one of his followers, guiding them and linking them to his spiritual might. A cult of Gnostic Hermetecism following their inhuman messiah, the Tremere's central chantry, a cathedral-like mountain temple in the Carpathians, was a mystical wonder, holding magickal relics, a mystic garden of paradise, and even a physical doorway into the Astral Heavens, guarded by seraphim, sphinxes, elementals and golems. The House of Tremere was so visionary, powerful and advanced that many Hermetics believed that Tremere really would "heal the world." Instead, he transformed all his followers into Kindred Creatures, destroyed the Umpyre Empire, Diablarized the Salubri, and made war on the remaining Houses of Hermes! What's more, he won.

By far the youngest Bloodline in existence, the Tremere are often seen as artificial usurpers of the Kindred nature. Though it is reputed that the original upper-echelon of



House Tremere managed to retain their Magus' nature (the power to shape the world by will alone), the house as a whole lost their true magick when they took the Kindred mantel, stealing Immortality from hell if not from heaven. In its place, they used their unique understanding of the miraculous nature of the world, Thaumaturgy, to develop an incredibly powerful and adaptable school of blood magic. Though apparently just a shadow of the power of true magick,

Thaumaturgy can grant mastery over Vitae and over the other elements of the world. It was the power of Thaumaturgy that made this brood of young vampires a terrible force, able to face the might of the Umpyre Empire without even two hundred years under of Undeath under their belt, as the Mages' knowledge translated directly into Thaumaturlogical power, rather than developing such abilities over the long years like other Disciplines. During their war with the Umpyres, the Tremere transformed their captives into a servant Bloodline of Gargoyles to guard their cabals and do battle for them. Over the following centuries, for unknown reasons the Tremere hunted down and diablarized the Salubri, slandering them as soul-suckers. The Tremere became the preeminent clan of Central Europe.

House Tremere then began ritualistically Em-

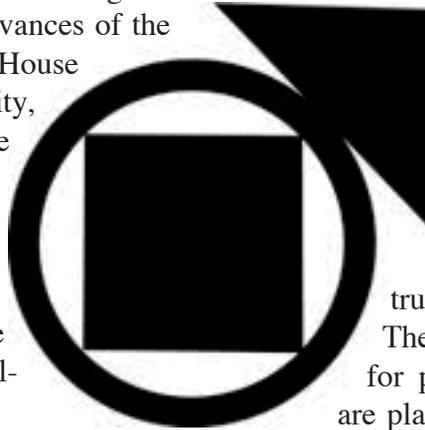




# Tremere

Clan Tremere is one of the youngest vampire clans, having just come into existence during the dark ages, with its eldest members having only a thousand years in Undead. In the little time since

bracing mortals with mystic potential after a long apprenticeship, learning the mystic secrets of the House, mastering minor rites and passing trials of merit. Feeding is a sacred-rite, an occult ritual in which the life-force is taken in or given to another, not some base predatory savagery, and is thus always done with the ritual dagger and chalice. Tremere mysticism grew and developed to parallel the occult advances of the mortal Hermetics. While the original House was a beard-and-staff male-only fraternity, as most Hermetic houses of the age, like the mortal Order of Hermes, by the seventeen hundreds women were initiated and inducted into the mysteries of the House. By the Victorian era, the Tremere had abandoned the trappings of the medieval sorcerer and become spiritualists and Undead masters of the occult.



then they have made incredible inroads within vampiric society and are arguably the most powerful clan in the modern nights. This is due in no small part to their strict hierarchy, secretive nature, and mastery of Thaumaturgy, all of which elicit suspicion, fear, and respect from other Kindred. The Warlocks stand

as a pillar of the Camarilla and are one of its main defenders, despite the fact that they exist almost as a sub-sect. Some even go so far as to consider themselves the next evolution of Kindred kind, citing their extreme versatility of blood magic and lack of any true clan curse or bloodline weakness.

The Tremere are not just positioning for power within Kindred society, but are playing a strategy with the fate of the world hanging in the balance. Tremere himself

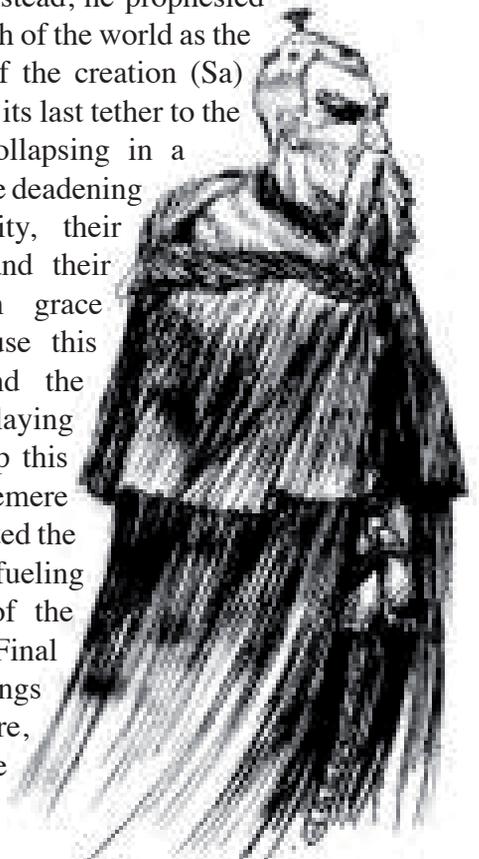
The Tremere claim to be a new evolution of vampire; Tremere are able to become Unliving, or Dead by will alone. Still, having died and yet denying that death as a result of their magical transformation, the Tremere are Undead Immortals by default. Though they usually have the ability to produce fangs, most never reveal them, as they're seen as a sign of the Beast. All Tremere develop blood-filled eyes while evoking their Thaumaturgical power, though, through great effort, many Warlocks suppress this reaction or else maintain their blood-sight at all times, so the sanguine vision won't give away their magical activity.

-Spend a point of Willpower and a Bloodpoint to call upon any one of the effects of being Unliving or Dead for a full scene, after which a Tremere should be treated as Undead.

- Unliving effects: Drink substances other than blood or even eat solids, feel the effects of wine or drugs, cry salt-water tears, salivate, give yourself the blush of health, or even become sexually aroused.

- Dead effects: Ignore Healthlevel penalties below Crippled, deaden pain, appear to be dead (-1 to all Social Attributes when dealing with the living).

was effectively an Immortal Magus in life, seeking to unite the fallen earth with the ethereal heaven in a state of utter perfection. Instead, he prophesied the slow stagnant death of the world as the miraculous magick of the creation (Sa) faded from the world, its last tether to the life-giving creator collapsing in a cosmic cataclysm. The deadening disbelief of humanity, their failure to Awaken and their perpetual fall from grace either reflect or cause this apocalyptic fate, and the Tremere have been playing a long game to trump this disaster. The Tremere conceived and promoted the Masquerade, while fueling the witch-burnings of the Inquisition. The Final Nights have many things in store for the Tremere, however, and the more powerful they grow





most promising apprentice, Gortrex, leader of the Order of the Black Sun, escaped the rigid order and control of his Master, defecting to harbor with the Tzimisce in the Sabbat, taking his Order with him. One of the most powerful Tremere in existence, it is Gortrex's mystic might that has thus far prevented his former brethren from rooting out and destroying "House Gortrex." Still, rumors among the Sabbat claim that Gortrex is still loyal to his teacher and that his House is just a means with which to infiltrate the opposing sect.

**Disciplines**  
**Thaumaturgy**

Originally one of the most remarkable Pillars of mystic study known to Hermetic practice, it was the occult art of miracles, spiritual-unity and self-empowerment; Thaumaturgy was adapted (or narrowed) to focus on the magical life-force of the world through vampiric Vitae. The main path of Thaumaturgy, the Blood Path, develops a Witch's or Warlock's mystic sway over the powers of Kindrid Vitae, sensing its nature, potency and powers, honing that power within ones self, bringing forth its miracles on command, drawing blood to them

the more their enemies gather. What Tremere's end-game will be is a mystery even to his own students.

A teacher and their brood of students, a Cabal is the basic unit of the Tremere social structure. They perform group rituals together, including a Vitae-drinking group communions and other group bonding rites. The Tremere are all mentally linked by their Elders, feeling each other's presence and hearing each other's thoughts. Though the spiritual link the Tremere share, they act with startling cohesion and unity. Unity is not just an ideal to the Tremere, but a palpable spiritual force, the Covenant of the House. The Warlocks in a cabal are so closely bound that they maintain a constant psychic dialogue, a Coven. The secrets of Thaumaturgy are well guarded, and teaching its secrets to those outside of the House is punished with destruction. A



Tremere who tries to leave the House of their Undead messiah is hunted to the ends of the earth and Diablarized back into the fold. Only one faction has ever managed to escape this

fate thus far; Master Mundi Tremere's youngest and





from any vessel or even destroying it, boiling victims from the inside. Though Thaumaturgists are the masters of the power of the blood, they can also telekinetically levitate, summon fire to their command and even master the clouds. In addition to the innumerable paths (Tremere often gain House prestige by sculpting new paths of Thaumaturgy), there are even more Rituals crafted by innovative Tremere based off of mystic principles and sacred texts, ranging from sigils to cloak their haven in protective darkness, mystically sealed and

protected from intrusion, to rites with which to bottle memories, enter the Shadowlands, sneak back into the Astral Heavens, or merely to grant good fortune to the ritualist.

### **Auspex**

The sorcerous Tremere have a psychic witch's-sense, speaking the spirit's tongue and sensing the mystic forces of the world. It's through Auspex that the Tremere Elder's create Coven Bonds.

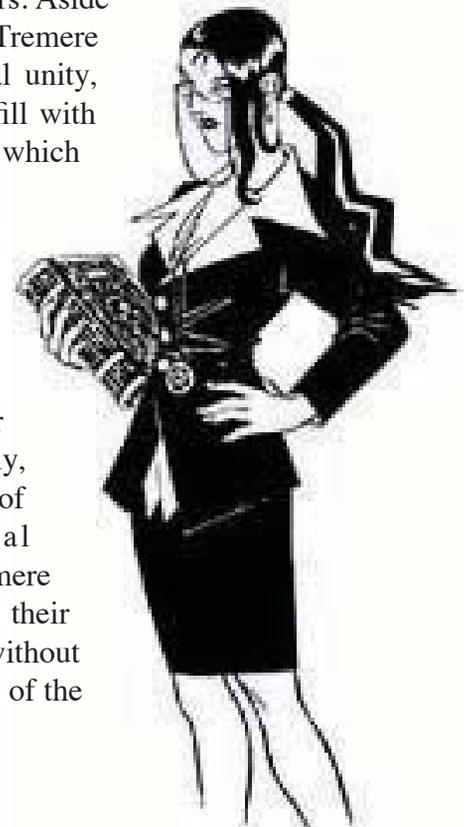
### **Domination**

Willworkers and masters of the mind, the Tremere can pour their will into others through the dominating gaze.

### **Tremere Flaw**

The Tremere claim to be a higher form of Kindred, a Bloodline without a curse, aside from the constrictions of their House's chosen law. All Tremere are ritually Embraced using a combination of their master's Vitae and a potion derived from the Vitae of the seven House Elders, leaving that Apprentice-turned-Childer one step towards being Bloodbound to the House. In nights past, all Tremere Childer were fully Bloodbound to the cabal of House Elders, though pressure from the Camarilla has put a stop to this imposition of absolute control. Still, punishment for almost all House transgressions includes a baptism in the House's Blood, in which they are further Bound to the House. Further, all Tremere are linked to the House Unity, a psychic bond that connects all Tremere through a spiritual link through the House Elders. Aside from the constrains of Tremere House law and spiritual unity, the eyes of a Tremere fill with Blood during any turn in which they use Thaumaturgy.

With a successful willpower roll at a difficulty of 8, a Tremere can repress the manifestation of Blood eyes for the scene. Alternately, by using the power of Thaumaturgical perception, a Tremere can manifest their Blood eyes without using higher levels of the Discipline.



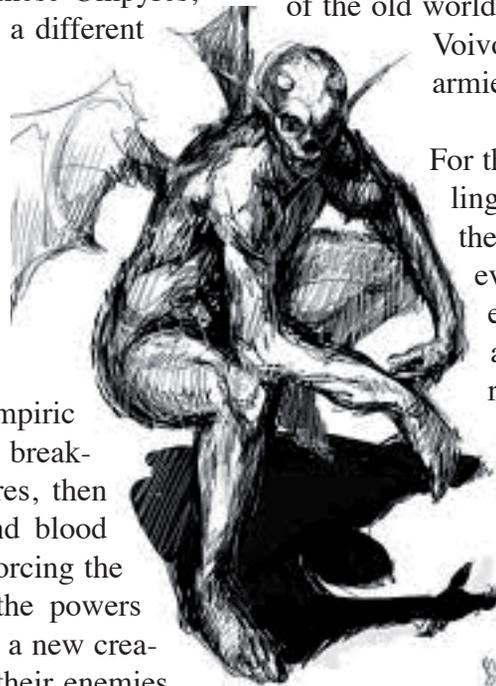


# Gargoyles

In the Dark Ages, soon after the Diablerie of the fallen angel Saulot, House Tremere found itself surrounded by its enemies... the remaining mortal Hermetics, Werewolves, and the whole of the Umpyre Empire.

The Tzimisce had two subservient bloodlines, ancient fortifications and their vozhd and szlachtas to help them (war and guardian ghouls drawn up from the Underworld). Tremere himself had unmatched power, and could have easily resisted the onslaught of these Umpyres, but his House of followers were a different matter.

The Tremere needed a force that was able to face the threat that the Umpyres posed. Alchemist and master of the spirit, Master Gortrex developed a great magical ritual, creating an artificial creature, a Dragon-born earth-elemental, bound into service, a vampiric Golem; Gargoyles. Created by breaking the will of captured Umpyres, then blending their Unliving gore and blood with mortar in a grave pit, and forcing the mixture to regenerate through the powers of Thaumaturgy, they'd summon a new creature to rise from the corpses of their enemies.



A conglomerate entity, the Gargoyles are stony Umpyres, spiritually bound to the Keep they protect, born to serve the Tremere.

As this new army of gargoyles tested their wings, they were sent into battle throughout the Carpathian nights of the Dark Ages. These slaves were created in three breeds, each derived from a different combination of Umpyre contributors; Scouts created from Gangrel-Nosferatu, feral stone-beasts that move at speed through a rocky territory, Sentinels created from Nosferatu-Voivode who remain bound to the chantry's stone structure, acting like the protective hearth-spirits of the old world, and Warriors made from Gangrel-Voivode who led the Tremere's winged armies.

For the first few hundred years, the fledgling Gargoyles didn't develop much in the way Disciplines, aside from their ever growing inhuman strength and endurance. Thus, the Tremere created a branch of Thaumaturgical rituals to enhance the innate affinities of their Gargoyle servitors. These Gargoyles were unable to Embrace others, and thus they could only be created by Tremere performing the creation rite on captive Umpyres. Throughout the Dark Ages, the Gargoyles served their Tremere