

OWbN Tremere Players Packet

*Research and Adaptation by:
Dennis Sharpe
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Introduction: A Warning

Why it's not all fun and games.

A brief (or not so brief) word on Clan Tremere.

Clan Tremere is the single most organized, and structured Clan in the Camarilla, with only the Ventrue coming even close. That organization is laid out in detail in the printed material put forth by White Wolf. (See Clanbook Tremere, 2nd or 3rd Edition)

Unlike other Clans, the Tremere have to face more internal headache than anyone else. Tremere are not a Clan of brothers and sisters. Tremere are not a group that work or play well with each other, by choice. Clan Tremere is made up of Occultists, Researchers, Bookworms, and Sorcerers that all work together to further the ends of their clan. That is all. They are like co-workers in an office building. They all work to the same end, as it betters them all, but it's not for the paycheck... it's for the Occult lore, and the Magic. Tremere do not have to like each other. They usually don't like each other. They work together as per the oath, as a Cabal of Mages should... if embraced, and held to the standard of the Camarilla. They will backstab each other, and they will hold secrets and blackmail. They climb up their own social ladder by stepping on those unfortunates that get in the way, but never doing so in a public fashion so as to get caught.

The Tremere differ from other clan's in many ways. Some of the things that would be found standard or usual by other clan's are viewed as imperfect at best, and held in contempt at worst. When a Tremere is created he is not allowed to flourish by the side, and under the tutelage, of his sire. He is instead sent away from his sire, after drinking the blood of the Council. This is to promote loyalty to the Clan first; holding no personal loyalty above it. While there may be jockeying for position and sometimes even bitter rivalry, the Tremere are first fiercely loyal to the clan.

Tremere have a lot of things that grant them bonuses over others. Usually those things come in the form of Thaumaturgy. Thaumaturgy is the thing that binds the Clan together; through it's Blood nature, and the differences of its practical application. Thaumaturgy is what makes the Tremere useful to the Camarilla. Without it, why would the Camarilla put up with the Clan of self made Kindred? It states plainly in the Clanbook that most elders know how the Tremere came about. They are a young Clan. They don't have a lot going for them, so they are internal. It shouldn't be that big of an advantage. But it is seen as that big of an advantage because the Tremere **do** follow their chain of command.

In OWbN the Tremere are far more militant than they are in the books. It was made that way by the PCs (and thus the players) over years of role-play. It works, and it is fun.

Tremere with all the Physical Disciplines shouldn't happen. However, in OWbN, it does happen. It happens for the same reason I heard two Ventrue players saying the other night: "with out Fleetness, Puissance, and Aegis we just can't hang! We have to have them to stay alive!" In OWbN, that is not too far from the mark. Combat is far too prevalent. This is not the problem of the Tremere players any more so than any other group of players of any other clan. Without those powers the Vampire dies. Sooner or later it will happen. Vampires are creatures that already struggle with the Beast; I can see how they'd adapt to this mind set, when faced with OWbN reality. Can't you?

There have been far too many unbalancing things allowed into game under the auspice of "Tremere should have Thaumaturgy". That is true, but only to a degree. There is already an IC system in place to police this, but it can only work as well as the Storyteller enforcing it. There are 'broken' things in Thaumaturgy. Don't take them unless you have a good IC reason for having them, or if you aren't prepared for the fit Storytellers will have when you try to use them. IC there is no way that one Tremere should have most (or all) of the odd, weird, woojy things himself/herself. The Tremere should be forced to go to each other... not to learn all the neat stuff each other have so it can be passed around, but to get the person who has that ability to aid them. (btw – Tremere don't have to help each other. That's not in the Oath. If their direct superior orders them to then that's different, but they generally won't just help Joe Anybody out just because they are the same Clan)

Over all, if things are run correctly with Clan Tremere then all the IC problems will go away... they really will... not overnight, but over time. Things will be dealt with, with PC death, Tribunals, and the Clan that *IS* "Big Brother".

OOC Truths to playing a Tremere:

- 1) When you do a good job, your superiors take the credit.
- 2) When you do a bad job, you take the blame.
- 3) If you break the Oath, you will be caught. It's only a matter of time.
- 4) If you teach Thaumaturgy, you will be hunted. It's only a matter of time.
- 5) "Big Brother" may not always be watching, but a lot of little brothers are, and they **will** tell "Big Brother"
- 6) Political games played with other Clans do not compare to those you must play with those of your own Clan.
- 7) The line between useful and expendable is very thin.

On the following page you will find a copy of the Oath of Clan Tremere, all Tremere PCs are to have sworn the Oath upon entering the Clan. Unless Sired by a Rogue, or other abnormal means (ie: Twisted Upbringing, or the like) PC characters are considered to have sworn this Oath.

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 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 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.

Tremere Propaganda Machine: What young Tremere are told

We are not monsters

As one of the founding clans of the Camarilla, we have a strong respect for the traditions and hold them in the highest regard. While we have left the leadership of the Camarilla to those best suited to govern us as a whole. Clan Tremere takes an extremely strong stance as advisors to our Camarilla leaders and elders. While others may possess the disciplines of Auspex and Domination, our unique practice of Thaumaturgy makes us invaluable to the Camarilla. Historically, we have used our Thaumaturgical might to strengthen and protect the Camarilla. Without our direct aid in magically hindering Clan Assamite, they would have decimated our European elders in the early days of the Camarilla. Through the offering of such aid clan Tremere has earned a place of respect within the Camarilla and fear amongst our enemies.

We do have a unique history as a clan having once been a powerful house within the hermetic order of mages. Thus we sometimes use the term 'house' in referring to ourselves. We do have specific traditions that we have held since our days as mages, that other kindred often do not understand. It is through this code that we have remained united and strong in the face of strong opposition. For the most part kindred of the other clans need not concern themselves with the Tremere code and do not need to follow its dictates. We however as a clan are bound to the letter of its law. This is sometimes seen as a weakness or even disobedience from those outside house Tremere who would ask us to break our sacred oath. We hold our code to be as vital, if not more so than the traditions themselves.

Our code demands that we not teach Thaumaturgy to those outside of house and clan and protect the secrets of our Thaumaturgical paths and rites. This veil of secrecy extends within the clan as well, through a complex and rigid structure sometimes known as the pyramid. Apprentices must first show mastery of the basics of thaumaturgy before being allowed to progress in knowledge and power. This secrecy is vital to maintaining the strength of our clan, and consequently the strength of the Camarilla as a whole. This secrecy is sometimes seen as untrustworthiness. Quite the contrary, it is because we can be trusted with the secrets of thaumaturgy, that we can be trusted with other matters.

The enemies of house and clan Tremere have spread terrible rumors about us. We are not usurpers of the blood of Caine. Kindred vitae is - by its very nature - magical. As mages we have always possessed a magical nature. It is true that most of us specialize in the path of blood as our Thaumaturgical foundation.

We are not diablerists. We strongly support the traditions, including the right of destruction. We stood against the Assamites and their diablerist practices. There have been those within our clan, as in all of the clans who have committed this terrible act. They are held accountable just as any other kindred would be. In fact, with our blood thaumaturgy, we frequently hold a higher standard in regard to the destruction of souls. It is because of this high code of ethics that we as a clan have waged war on the clan of soul stealers known as Salubri.

We do not consort with demons, or make deals with them. Just the opposite, it is because of our Thaumaturgical lore that we know the dangers of dealing with these beings and refrain from doing so. Our code prohibits such interaction; in fact we frequently lead investigations and purges against those who would sell their souls for power.

We are not the monsters some would have you believe. Such things are only rumor. Jealousy can prompt even the most righteous to profane another's name; such is the case with our Clan.

The Traditionalist vs. The Transitionalist: The supremacy of Clan Tremere

Two vastly different outlooks, two completely different paths, only one goal

You would think that a clan such as ours is uniform throughout the world. Thaumaturgy and its paths would be the communication between all of us throughout all our chantries. Sadly, but surely, that is not the case. As with any clan, we too are fraught with disputes of ideology. In fact, that very language between us that should bring us together is what breaks us apart. Thaumaturgy is what we all use to some extent. We are bound by it as we are to the Oath. It is what sets us apart from the others in the Camarilla and it is what sets us apart from each other.

The Traditionalist, or “old school”, of our clan are the ones in power. They believe that the practice of thaumaturgy and the way it is used was perfected many years ago. To deviate from that is to imperfect ourselves. The old ways have always worked. There is the axiom of “If it ain't broke, don't fix it”. That is the way of the Tremere. It is not broken. It may need tuning up from time to time, but it works. The system works. Of course, is it not written that those who write the rules are the ones who benefit from them? Those who wrote them are still around. In fact, they are the ones in charge. In their charge, the clan has come from a struggling band of criminals who diablerized their way into clan status to a pinnacle of the Camarilla. I'm not saying we're criminals. But our methods have continued our survival into the modern ages.

Now, these days, the neonates feel that things have changed significantly for us to destroy what took us centuries to perfect. Our magic has kept us where we are because of how we use it and justify its uses. It is our tradition that stems from it that also keeps us strong and it requires us to work within it to satisfy our long-term goal: ‘Knowledge and power for House and Clan Tremere’. Without these, the pyramid would crumble under the weight of what we have built. Without a foundation to stand on, we will fall. The pyramid will not allow this to happen. With all this technology, the abilities may change, but not the fundamentals. People are still required to do what is necessary, and it is this that will never change. We will continue to control these people. To lose this, would be to lose our strength.

The Transitionalists or “new school”, are generally neonates, although once in a while, an ancillae, or even an elder, believes that the world has changed dramatically enough to enact changes within our clan. Technology has, in fact, changed much within the last 50 years. If you go back 200 years and then forward 50, you'll find that technology moved much slower back then. Now, a mere 5 years showed marketed increase in the capabilities of the world. Many of our elders never thought we could talk easily to someone on the other side of town, much less the world without using magic. Now, everyone can do it. We can even instantly transmit books across these same lines. Books that would take weeks or months to carry are now exchanged within seconds. The information age is upon us. Technology should be used for us, not against us.

We could be like the Nosferatu who seem to know everything about everything. Maybe they knew something we didn't. This Internet thing would be perfect for sharing clan knowledge. If only we could guarantee its security. In time, that would happen. We are magically inclined individuals who can get this done. In fact, some of our more savvy upstarts have been able to magically encrypt messages so no one but other members of our clan can read this. Something like what today's military does, but magically. Of course, even that is subject to being broken. That is the problem with this. Even with all these problems, look at the potential.

Mortals these days have access to information unheard of even in early parts of this century much less further in the past. With this power, and the might of our thaumaturgy, the possibilities are endless. The masquerade is even upheld better because of technology in some ways. Influence within the mortal society is not the laborious chore of manipulation and blood bonding, but skill within this new world. Computers are the wave of the future. You can influence a whole area, instead of just single individuals. And many times, you do not even have to expose yourself. That's the beauty of it.

Section One: What Does It Mean To Be Tremere?

How the Clan's structure works, and why

Coming into Clan Tremere from the bottom, which is the most advisable way to go about it, is not an easy thing.

In OWbN the Players have long adopted a new Rank within the Pyramid; that of Acolyte. An Acolyte is a ghoul who has been selected to serve as more than just a ghoul. An Acolyte will one day be embraced, and therefore is already in a Rank system to adjust to how promotions and the like function.

Being a Tremere on the bottom rung of the Ladder means taking a lot of shit and dealing well with it. It means taking orders and not feeling like you are going anywhere, at least it does for most. It is, and should be, a long hard road up from the bottom. It is, and should be, a hard thing to do. In the end though, it never gets easier. You just have more below you wanting what you have and older and crueller masters to answer to for any misstep you might make.

The Chantry

“ Individual chantries are found in most large cities. Each chantry is ruled by a Regent. Usually, only the Regent, and possibly a high-level apprentice, will actually live in the chantry, while others are required to establish their own residences. There are, of course, numerous exceptions to this rule. A chantry is responsible for any apprentices currently under its tutelage.

Rules of hospitality apply, and chantries are required to provide a haven- even sanctuary- to Tremere from outside their territory. However, the Regent is allowed to refuse hospitality if he has reason to believe that such an act would endanger the security of the Chantry or the Clan.

Chantries are of various description, though most attempt to avoid drawing unnecessary attention. Ostentatious chantries occupy large mansions, often enclosed in compounds. Urban chantries frequently purchase small apartment buildings, renovating them to fit the chantry's needs.

Once established, a chantry is rarely moved. Aside from the usual problems associated with relocating a vampire's haven, the Tremere must also move vast amounts of magical and alchemical equipment, libraries and records. Some European chantries have been continuously occupied for centuries.

A typical chantry provides living space for as many as three or more resident magi, plus guest rooms. Laboratory space is often located in the basement floors, away from the sight of trespassers. Specific areas of the laboratory are assigned to different magi and marked with special sigils identifying them as such. One is not allowed to enter another's sanctum unless specifically invited. A magus's sanctum is inviolate, and even invited guests relinquish certain rights upon entering. Although not always possible, resident magi prefer their laboratories to adjoin their living space. “

(Taken from the 2nd Edition Tremere Clanbook, pg 27)

Chantries are local places of study. They are as well the places wherein lies the chain of command for Tremere on a local level. The Regent of the house (there may be more than one, or even a Lord or higher, with the highest ranking in charge) issues the orders and works with, and is responsible for the apprentices assigned to that Chantry.

No Tremere may belong to more than one Chantry. A superior may reassign a subordinate to any Chantry at anytime, provided that that superior holds both Chantries under their sphere of control (i.e. Lord or higher).

Houses

“ The houses of Clan Tremere are little more than cults of personality at their worst, but are distinct colleges of magic or philosophy at their most valid. The Clan consists of an unknown number of houses; some claiming only a handful of members, while others – the House of Tremere – claim every childe of the clan.

Houses theoretically grow around one central magical principle or collection of theories. House Tremere, for example, upholds Hermetic blood magic, as it's fundamental doctrine.

By and large, houses are informal congregations, peopled by elective memberships and upheld as long as they fulfill some purpose. Even these purposes may vary. “

(Taken from the 3rd Edition Tremere Clanbook, pg 32)

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

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

While Houses theoretically grow around one central magical focus, in practice they often form around shared goals (defense, research) or even as glorified coteries. These latter frequently have a handful of charismatic Tremere at their core and are viewed with suspicion by the Pyramid, since the members of such Houses may place their Houses' goals above those of the Pyramid as a whole.

It is generally not accepted for a Tremere to be an active member of more than one house, as Houses have guarded secrets that they do not wish to share with members of rival houses within the pyramid.

Below you will find a listing of the Houses of Clan Tremere that function within OWbN. While other Houses may well exist, those below are the ones that are the largest and most supported.

<i>House</i>	<i>Practice</i>	<i>PC/NPC</i>
Trismegistus	Symbology & Numerology	PC
Hashem	Kabbalah	PC
Rodolfo	Divination	PC
Daughters of the Crone	Birth and Death Magic	PC
Horned Society	Infernalism	PC
High Saturday	Voudoun and Necromancy	PC
Auram Guild	Alchemy	PC
ab Flaidd	Wicca	PC
Massimo	Trading Rituals (Italy only)	NPC
Principia	Technology, Research and Development	PC
Amethyst	Infiltration	PC
Arcanum	Lore's and Knowledge	PC
Hephestus	Industry and Commerce	PC
Hypocratus	Medical and Biological Research	PC
Virtue	Religion and Faith	PC
Praesidium	Defense and Enforcement	PC
Validus	Politics	PC
Wards and Measures	Warding and Chantry Construction	NPC

Secret Societies

In a Sect based on hiding, a Clan based on secrets, with ranks based on hidden insights there exist secrets even deeper still. Circles of likeminded Tremere that are drawn together for goals that, unlike House goals, could easily be viewed as rogue form these Secret Societies.

There are Traditional and Transitional Secret Societies, Societies based on hunting rogues, and Societies based on being rogue. All sorts that would hide themselves from the clan's eyes, so as not to be found in violation and be destroyed.

There are probably many more secret societies than you will find mentioned here, as 3 Tremere throwing their lot in together for a common goal could be considered one. However, there are 9 primary Secret Societies that are accepted in OWbN as being worldwide. Each of them is coordinated, and offers an even deeper aspect to Clan Tremere.

Below you will find a listing of the Secret Societies of Clan Tremere that function within OWbN, along with the Sub-Coord contact info for joining the Secret Societies. To Join a Secret Society a Character must be approached by the Society, so talk to your ST and have them contact the Sub-Coord.

Astors – The secret police of clan Tremere, thought to be creatures of legend only. They operate free from the restrictions of Tribunals and other legal apparatus to ferret out traitors and spies within Clan Tremere. They Answer only to Tremere and the Inner Council.

(Reference – 3rd Edition Tremere Clanbook, pg 32, 2nd Edition Tremere Clanbook, pg 31)
Sub-Coord: Kevin Wilhite - EaterofSouls@Darkspiral.org

Brothers of Absinthe – Believers in the effects of certain drugs, used to elevate their consciousness and awareness in Dreams. It is believed that the Leaders of this group communicate with it's members only in their dreams.

(Reference – 2nd Edition Tremere Clanbook, pg 29)
Sub-Coord: Chris Ward - secretsocietyguy@yahoo.com

Children of the Pyramid – Tremere who view the Pyramid as more than just a hierarchy. They are wrapped up in the idea of it, the very concept behind it. To them the Pyramid is mother, and father. The Pyramid is all, and all important.

(Reference – 3rd Edition Tremere Clanbook, pg 33, 2nd Edition Tremere Clanbook, pg 30)
Sub-Coord: Kevin Wilhite - EaterofSouls@Darkspiral.org

Elite – The Elite guard Tremere secrets more closely than any others, and believe it their place to show the clan's supremacy above all other Kindred. They are Extremists and a bit radical in their belief that the Tremere are not simply a clan, but the next step in Vampiric existence.

(Reference – 3rd Edition Tremere Clanbook, pg 34, 2nd Edition Tremere Clanbook, pg 31)
Sub-Coord: Kevin Wilhite - EaterofSouls@Darkspiral.org

Eye of the Serpent – Only vague rumors are ever spoken of this group whose followers supposedly revere the Serpent for its wisdom. Darker rumors still would connect them with the Followers of Set.

(Reference – 2nd Edition Tremere Clanbook, pg 32)

Sub-Coord: Chris Ward - secretsocietyguy@yahoo.com

Guardians of Tradition – Extremely conservative Traditionalists, they stand opposed to any change in policy and oppose all modern technology and conventions. They are few in number but count amongst them some of the oldest and most powerful Tremere.

(Reference – 3rd Edition Tremere Clanbook, pg 35, 2nd Edition Tremere Clanbook, pg 29)

Sub-Coord: Kevin Wilhite - EaterofSouls@Darkspiral.org

Illuminated Brotherhood – Called Seekers by some, this group follows a belief that there is a group of “old ones” who will one day return to rule the world. They believe that they will be there to aide in their rule. They are tied in rumor to the Arcanum.

(Reference – 2nd Edition Tremere Clanbook, pg 30)

Sub-Coord: Chris Ward - secretsocietyguy@yahoo.com

Order of the Wyrms – While loyal to the clan they are of the belief that a powerful creature secretly replaced Tremere himself. They supposedly have been afforded access to new worlds, and new breeds of Demons that they command in loyalty to the Wyrms.

(Reference – 2nd Edition Tremere Clanbook, pg 32)

Sub-Coord: Chris Ward - secretsocietyguy@yahoo.com

Quaesitori – It is often wondered if they actually exist or if they are simply creatures of rumor. They are said to consider themselves as independent Judges and Executioners, eliminating Tremere that are found to be ‘unfit’.

(Reference – 2nd Edition Tremere Clanbook, pg 32)

Sub-Coord: Chris Ward - secretsocietyguy@yahoo.com

Section Two: Rank... Why?

Promotions, Demotions, Tribunals, etc.

The Tremere comparison to a pyramid likens every member to a single block that helps support, while being supported by, the whole. Respect for the structure is expected at all times. Although not above rewarding the occasional rebel whose actions and initiative prove beneficial to the clan, the clan is quick to punish those whose behavior weakens the structure.

Each level of the Pyramid contains “Seven Circles of Mysteries”. Each must be mastered before the subject is eligible for advancement to the next rank.

There is a mistake commonly made when referring to Tremere rank. That would be saying that the Circle was the rank or that the rank was the circle. This is an easy mistake to make, but also one that is easy to correct. A rank is a title, while a circle is a number. Thus if asked your rank you would respond with Regent, Apprentice or the like. If asked your circle that would be the number assigned to your placement within that rank.

In OWbN we have 7 levels to the Pyramid. Those levels, from bottom to top, are: Acolyte, Apprentice, Regent, Lord, Pontifex, Councilor, and Tremere himself. If one were to “do the math”, so to speak, from the facts set forth in the printed materials they would quickly see that to fill these ranks there would have to be more Tremere in the world than the population of mortals would ever support.

We do know that there are 7 Councilors, each with 7 Pontifexes, and each of them with 7 Lords. Below that things get sketchy. Due to OWbN bylaw no PC may ever reach the rank of Lord (as it is a regional level of control within the pyramid), we will only concern ourselves in this section with the ranks of Regent and below.

Ranks

Acolyte: There is no limit to how many of this rank there may be in any given Chantry. Acolytes follow the same circle system for advancement as the whole of the clan however theirs is a different uphill battle. Acolytes must battle for the rank of Apprentice, which comes from the embrace, while other initiates to the clan are sometimes simply embraced into the clan as an Apprentice. This creates a rift early on within the lower ranks of the clan, much like the rift made within the officers of the military who are promoted up from enlisted men opposed to going to officer's school and entering the military at that rank.

Apprentice: The bulk of Clan Tremere is made up of those of the Apprentices rank. It is assumed that every Apprentice brings something to the clan that was the reason that they were chosen for the embrace, be it a particular talent, lore, ability or aptitude.

Early on, Regents keep Apprentices closely to task. Generally, this is with a particular focus on their specific abilities. Through mastery of that talent and refinement as the Regent sees fit the Apprentice can find success and therefore Promotion. With Promotion within the Circles of the Apprentice rank one finds more responsibility, and yet more freedom of thought and action.

As the Regent sees fit, the Apprentice is expected to branch out and adapt to new tasks and responsibilities given to them. It is through all of this arduous work that an Apprentice may hope to approach the rank of Regent.

Young Apprentices study the basics of Thaumaturgy and the Kindred condition with their superiors; older ones most often work according to their tastes, talents, and the loose direction given them. The clan recognizes the value of Apprentices outside their abilities in the arts of Thaumaturgy as well. Promotions for Apprentices are based on a myriad of requirements, however an Apprentice heavily involved politically in the Camarilla, for instance, might earn rank through their actions for the clan in that arena and not based on their occult abilities.

Through heavy study, and closely following the directives of the Clan, and those of their superior an Apprentice may one day find the promotion to Regency. This is misleading to most Neonate apprentices who fail to realize that to move up in a system of finite positions one must be removed or die. Most Tremere spend their entire unlfe at the rank of Apprentice.

Regent: Regents rule over their Chantry, and are held accountable for all those within it. It is decided by the Regent how the Acolytes and Apprentices are to be trained, and what tasks they are to be set to. It is also the responsibility of the Regent to answer to their Lord at least once a year, and to keep the clan as a whole informed of any happenings in their province that affect the Clan and/or it's goals.

It is required of the Regent to see that all of those in his care are trained properly and to see that all that they require is provided for them. It is also for him to decide what direction to take in the training of those in his care. It is because of this that Apprentices and Acolytes are required to keep the Regent informed of all of their learning.

Promotions and Demotions

Promotion through the Seven Circles of Mysteries of each rank is more a matter of Clan Prestige than of Magical proficiency. Rank is most often based on what the Clan needs of you currently in your present assignment, and on where you are geographically located. Rank and circle within the clan are a fluid thing and can change based on what may seem to the average Apprentice to be arbitrary reasons.

It is a mistaken Idea that once one attains a rank that they will hold it indefinitely, or that they will only be demoted as punishment, though punishment can often include a demotion. You can remain a rank higher than one who is your better simply because the Clan requires something of you, while your better of lesser rank has already completed many tasks required of them and no longer needs the higher rank to accomplish whatever goal the Clan has given them currently. However, promotions and demotions of the spheres higher than of Regent are rare, at best. When a Regent loses his/her rank and position as head of the Chantry they are usually allowed to return to the lower ranks of that, or another, Chantry. When one of a rank higher than Regent is demoted they are most often 'called to Vienna', and are rarely heard from again.

It is the place of the Regent to handle the Promotions and demotions of the Apprentices and Acolytes assigned to his/her Chantry. Promotions can be based on whatever the Regent sees fit, although if a Regent is not handling his/her Chantry in the fashion the Lord sees fit, then the Regent may not hold their Rank for long. It is generally accepted that a Regent will provide a list, of some sort, of stipulations to his/her apprentices to make them aware what they need accomplish to prove themselves worthy of the amount of new tasks and responsibilities that come with the advancement to the next circle they are to acquire. It is further the place of the Lord to decide the stipulations, if any, for advancement of their Regents, and so forth up the Pyramid.

In short, there is no set requirement for advancement within the ranks of Clan Tremere.

When it is decided by a superior that a subordinate is in need of promotion or demotion one of two courses may be taken. A superior may simply inform the subordinate and those in the local Chantry that the adjustment has been made to their rank or circle. The alternate course would be to wait until the annual Grand Tribunal and publicly adjust the rank of the subordinate in front of all of the Tremere assembled. Rank can also be adjusted at a disciplinary Tribunal, but that sort of rank adjustment comes from the Praeco of the Tribunal and not from the direct superior of the Tremere in question.

It is also important to note that if an area has an over saturation of Apprentices of a given circle, or of Regents of a given circle then demotions generally follow shortly. The rule of seven applies to the circles of mystery in every area. Just as Tremere has seven Councilors, each of Circles one through seven, each Lord is to have no more than seven Regents, each of Circles one through seven. This practice is seen throughout the ranks of the Tremere, although not as heavily within the Apprentices and Acolytes. A Regent may not have a full Chantry of seven Apprentices and seven Acolytes, but those that the Regent does have will be of definite circle within the Chantry and each will have their own set of responsibilities and tasks based on that circle.

Tribunals

Tribunals are the first and last step in the Tremere clan's internal justice system. Tribunals are rarely called and only used for the direst of crimes. If an Elder feels that his personal, or the clan as a whole's, safety is at stake, if a peer is getting too much in the way, or a neonate simply needs a sound public thrashing then a Tribunal is called. A Tribunal is also called when a rogue has violated his oath in such a drastic fashion that severe measures are required, up to but rarely including final death.

Tribunals are also called in each realm, or Pontifices, once a year. At these 'Grand Tribunals' come the honors and merits placed upon Regents by their Lords, and Apprentices by their Regents. These Tribunals are more a matter of show, and few if any actual cases are brought forward at them.

Tribunals are never entered into lightly, as the results of any given Tribunal will set precedent and become a part of the peripheral code by which all Tremere will be judged in the future. It is required by the Clan that superiors discipline all breeches of the oath, and to have to take a subordinate to Tribunal reflects negatively upon the superior. Superiors may remove of rights, privileges and rank or give duty changes as preventative measures to punish infractions and avoid calling a Tribunal. If there were no choice but to call a Tribunal, then a disciplinary Tribunal would be called.

When a Tribunal is called there are always between seven and twelve Regents (or Tremere of higher rank) who are selected to preside by the ruling Councilor. The highest ranking among those presiding takes the title of Praeco, and oversees the order of the Tribunal. Those assembled all have a vote in the verdict, with the Praeco only voting to break ties.

Any Tribunal decision can be overturned by a Councilor, though this is actually seldom seen done in practice.

Guide Lines for Disciplinary Tribunals

The magus' direct superior must call for the Tribunal and be present for the event. All crimes must be clearly stated at the time of the tribunal, and what actions led to these crimes against the clan and/or violations of the oath. This is required so it may be entered properly in the peripheral code.

An Advocate for the criminal is also chosen in the same manner as those who preside over the Tribunal, though the criminal may be allowed to request a specific magus as Advocate. It is the duty of the Advocate to show innocence or, more likely and less difficult, show the merit and worth of the criminal that outweighs the crimes committed.

Only the Advocate and those presiding over the Tribunal are allowed a voice at a Tribunal. The Criminal may be required to answer direct questions but is not afforded speech at any other point during the proceedings.

It is also important to remember that the criminal, once brought to Tribunal, is already guilty. They remain so unless the Advocate can prove their innocence, however innocence is rarely ever proven to the presiding group of paranoid elders already suspicious of their underlings.

It should also be noted that those who preside over a Tribunal only proclaim guilt or innocence. If the criminal remains guilty of violating his or her oath or of endangering or hindering the Clan at the close of the Tribunal they are to be declared rouge. It is up to the Praeco, of the Tribunal, to set punishment.

Section Three: Words to the Wise

Advice from current Tremere Players/Storytellers

OOC Tips for playing a long lived, well played Tremere

1) Talk to each other a lot privately.

If you don't really have much to say (or, more likely, you're plotting against each other), make it a point to exchange pleasantries and look nonchalant. This will drive people nuts and make them think you're planning something.

2) How to seem smarter than you really are.

a) Minor retrofitting. This one involves an ST. Basically, retrofitting is making coincidental events correspond to your "overall plan", after the fact. When a minor event occurs in game, maybe one that the ST didn't plan on, take them aside and offer to "take responsibility" for the event and work it into your "overall plan". As one player put it, "It's easy to be Machiavellian. All you need to do is do the opposite of what you really want to... and then justify it."

b) Speak learnedly. Take the time to pick the words you want to say. Those word-a-day calendars are a good investment for the Tremere LARPer. If you can't think of a learned way to say what you are thinking, ponder for a while. People will think you're really pontificating the weighty issues, whereas you're actually just trying to think of another word for "horse".

c) If you want to be subtle about it, you can pretend to be denser than you really are. Imagine! The Brujah are secretly calm, the Gangrel secretly associate more with suburbia than animals, the Malkavians are coldly sane, the Nosferatu ham it up on the streets every night, the Toreador have the taste of an insane magpie in an aluminum recycling plant, the Ventrue are losers who couldn't lead a little league team, and the Tremere are dumb as posts. It could happen!

3) Rarely volunteer information.

When you do, make sure that it is small and crucial. A very little planning will help take care of this one.

4) Occult props.

You may feel stupid wearing them, but let's be honest... you can't have too many. After a while, you'll forget they're there and you'll act like you've had them your whole life.

5) Magic? You have three choices:

a) "I have seen things that you will never see. Leave it to memory me." The look that says "you have no clue what's going on here." The attitude that the most aloof Mages have toward Sleepers. The manner that informs the other Kindred that haven't earned your respect that you can change reality and you know it and it ain't pretty.

b) "Power Tools! Ruff ruff ruff!" Magic is a tool to get what you want, but it isn't intrinsically important. It's possible, however, that it's the best tool. Move with that knowledge of power. You could take them. You could take them all. And you will. And the company that'll bring it to you?

c) "Naah, not important." Blow off any mention of it. Wave your hand and say things like "Piffle" and "Tchah!" Act like it doesn't interest you at all and imply that you've spent your time on better things than sitting around reading musty old tomes of things man was not meant to know. Do it right, and you'll quickly get the reputation as the baddest magician in town.

Credits

I would like to thank all the STs and players that sent me input to go into this packet. I would, as well, like to let all who read this know that it is a work in progress and I would love to have more submissions for this project. By name I would like to acknowledge: Brian Amato, Ross Anderson, Jenn Bahrs, Gabriel Balmes, Susan Benson, Ken Cummins, Holly Davis, Adam Gibson, Ian James, Rich Judd, Ned Kost, Lance Larson, David Lieberman, Scott Little, Adam Madlinger, Jon Matras, Jon Nordquist, Dylan Parker, Hansen Seto, D. Scott Stewart, Jason Votava, Chris Ward, Kevin Wilhite and the Cincinnati OWbN Chronicle. I give my thanks and gratitude to you all, as well as many others who are not mentioned here.

The Tremere Players of OWbN have created their own genre for the clan over many years and have rolled well with all the changes over the years with new book after new book and different Coordinator and ST views of Clan Tremere. I will say, as I've said before, that OWbN is only as strong as it's members, and the players of this clan, now and in the past, are some of the finest examples of what that strength can be.

Thanks to you all,
Dennis Sharpe

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