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## Tremere clanbook pdf

Showing 1-30 Start your review clanbook: Tremere Revised Turns out to be like if you took over a bunch of D&A, D geeks and told them their spells were real. Tremere used to be my favorite clan, back when the only Vampire book I owned was a corebook. My favorite character type in any RPG that supports the concept is the wizard, and they were literally blood wizards. I've moved away from this initial love since then, with my favorite clan now vacillating between Salubri and Assamites (magician's kaste, of course), but that meant that I went to this book with a little more hope than I had on other clanbooks. Clanbook: Brujah was bad, but I didn't care that much because I don't care about Brujah. I took care of Tremere and I was curious about how a clan that actually has a strict hierarchy and could say that acting as a single authority would be presented. And overall, it's not bad. The usual long history section is released almost entirely here because Tremere has no long and storied history. They took effect one night in 1022, when a group of wizards with Hermes drank immortality potion, side effects that were grossly low. What history is written by an apprentice who thinks most of what he said is funny, and that the real wizards obviously don't exist, so I didn't find that interesting because I'm usually keeping a unique perspective on vampire mythology. What I had, for example, was art done up as medieval-style woodcuts, including a picture of Seven and Tremere Council, where Tremere is carved like earthworms. More art in each clan's cultural style, so to speak, would make Clanbooks much more interesting. The Tremere mindset section comes in as they think they're the most important part of Camarilla, which is the usefulness of their blood magic. And they kind of have a point – how many other power groups in Camarilla are capable of leveling a charming curse on every other clan? Thaumaturgy provides a tool that simply cannot be matched by any other clan (more than that later), which means Camarilla and Tremere are interconnected and are what allowed them to survive their early nights. The second factor is the hierarchy, here under the name Pyramid. Tremere is on top, and underneath him is the Seven Council. Each of them has seven pontifical reports, each of which has seven gentlemen, each of whom seven regents, each of which has seven disciples. Each rank is also divided into seven subranks. Thaumaturgical dexterity is necessary, but not enough to encourage, and many tremere spend their entire existence as disciples because they are not treacherous or political savvy enough to grow larger. The clear pyramid is not completely occupied because otherwise there would be more tremere than there are vampires together, although I've seen the amusing postulate that the pyramid is filled and every supernatural creature in the dark world is secretly Tremere. That said, there are open seats for promising candidates to move, especially in the lower ranks, but there's still enough stultifying hierarchy that one of the best ways to get promoted is, openly or disguised, to humiliate the boss in front of their boss and then step into the lead opening. Or just kill people if you can get away with it, and as long as none of these machinations affect Tremere's relationship with outsiders. First of all, the clan must aumin of a united front. As it is shared with something dealing with Thaumaturgy, a good piece of the book is dedicated to power. Thaumaturgy has the same problem that spells were before 3.x D did, or feats to do post-3.x D & A, because it is one place to have all the powers that are not suitable anywhere else, resulting in horrific vampire blood wizards that can... turn into pillars of living electricity (the path of Levinbolt, described here), control the forces of nature (Green Path) to make people drunk (vine Dionysus), or march very quickly (Transitus Velociter). Indeed, terrible powers worthy of a storytelling game of personal horror. As rituals set here, such as the Open Passage, allowing the vampire a few seconds of entanglement on the door or wall after hours drawing intricate patterns of rat dure on it. Or an inscription that provides valuable ability to create D&A; D spell scrolls from thaumaturgical rituals. As you might guess, I was mostly unimpressed with power. The path of Levinbolt is odd, and while the path of Shadowcrafting is at least thematic, many rituals stray quite far from the theme of terrible blood enchantment designed to replace the lost powers of Tremere's mortal magics. I know it's a game with D&A; D illusions, necroscope fleshwarping, and magical healing as the core of vampiric powersets, but even considering Thaumaturgy comes off as a grab-bag without central themes, and that's true here. In a book about Tremere, the worst part is the part about Thaumaturgy. The NPCs actually stood out to me because after two dozen pages of rules for Thaumaturgy, less than half of the templates actually deal with Thaumaturgy at all. There are templates like the Labor Union Leader that don't even do it as a discipline, to the point where after all the discussion about how important Thaumaturgy is to Tremere and how central it is to him and reputation, it's trying hard to show that there can be Tremere without Thaumaturgy, really. I swear! But this leads to why these people in Tremere, and most of them, isn't a good answer. I appreciate this four star, but I would say it's probably 3.5. It tries to move away from Tremere as a Clan with Thaumaturgy, but it is done in a confused and haphazard way. There's never any real synthesis between the superiority of Thaumaturgy and the idea of Tremere, which doesn't have it at all, especially after saying that Thaumaturgical safe-edic is one of the most important steps Tremere used to determine clan status. It comes off as the most centralized and monolithic clan except for all the weirdos and deviants that puts it in contrast to all those clans of individuals and small peruvians who still have clanwide institutions like Ventruue or Toreador. As the most centralized Clan, Tremere would probably be portrayed as more monolithic than others, and perhaps some of the space dedicated to making spell rolls might be dedicated to that. ... more I don't read any other Clanbooks: I'm not much of a vampire player. So I'm coming at it as a book that is tangentially relevant to Mage. As such, I liked it. The history and structure of tremere sections was fascinating, showing how House Tremere fared after separating from or with Hermes or with it, and how much knowledge that has lost rank and file, even if the highest ranks of elders still remember. It was well written and I liked even parts that didn't match my i didn't read any other Clanbooks: I'm not much of a Vampire player. So I'm coming at it as a book that is tangentially relevant to Mage. As such, I liked it. 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