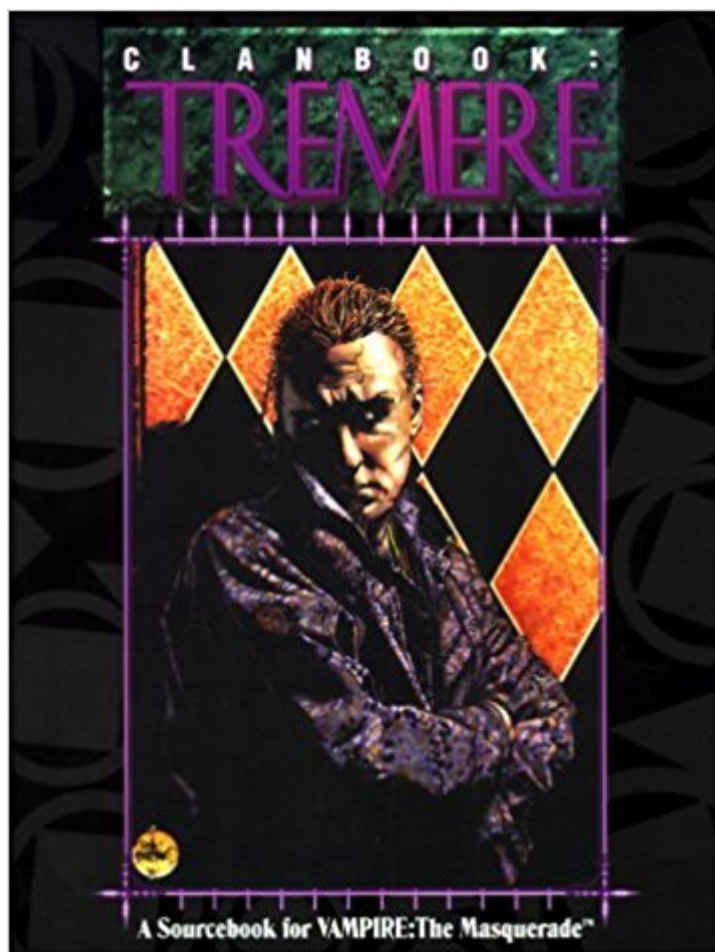


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*OP Clanbook Tremere (Vampire: The Masquerade Novels)



Synopsis

RPG Book

Book Information

Series: Vampire: The Masquerade Novels

Paperback: 72 pages

Publisher: White Wolf Publishing; paperback / softback edition (December 1, 1995)

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Average Customer Review: 4.1 out of 5 stars 19 customer reviews

Best Sellers Rank: #1,565,489 in Books (See Top 100 in Books) #87 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire](#) #207 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #18530 in [Books > Humor & Entertainment > Puzzles & Games](#)

Customer Reviews

RPG Book

I wish as I did with all these books that it was a little thicker, with more in it. I would have liked more information with regards to Regents approving apprentices because that was glossed over to the point of being absent in the one story that was included. I did like the idea about the homonculi that were in this although I had to wonder why the artwork portrayed the magus with their thumb severed. Aren't there more practical fingers to cut off for such a purpose? haha. It was also a bit unclear as to why they couldn't use the severed finger for the purpose and then allow it to regrow. Apparently part of that ritual is making sure the finger doesn't regenerate. I suppose it makes sense from a storytelling perspective to have to give something up to gain something but at the same time it would have been nice to have some kind of explanation given for it in-universe. Anyway I also enjoyed reading about the oath itself. It definitely helped me to be able to understand this Clan a little better and what it was all about.

it is a great clanbook, with a big deal of info, i am very glad about the edition, I really like this book

Tremere are not the easiest of VtM clans to play but, provided you have a story teller and character player whom are up to the task it can be very fulfilling. If you're looking for a challenge as a VtM player then Tremere would give you all that you ask and more, to be blunt, the very opposite of Brujah characters as far as organization and discipline.

I play mostly Ravnos, Assamite, and Toreador, lately Gangrel, but in the beginning I only played Tremere, even if things have changed. I bought this book just to add to my collection even if it was good, I can not say I was impressed enough to want to add a Tremere back in my character sheets. I guess I expected too much and the literary context wasn't the best but then again the fictional stories in all the white wolf books usually upset me, by there lack of story telling. The add ons where nice it is necessary if you play a tremere I think to add a little spice to perfect you character but if not don't bother.

Wonderful condition! the description said there was a tear on the cover but its just a crease! loved it! would order again!

This is an excellent book for Tremere players. Being potentially the most powerful clan requires careful adjudication both player and storyteller alike to keep them in check. This is done through the clan weakness (clan bondage). The detailed description of the clan structure, hierarchy and goals assists storytellers in preventing tremere players from dominating the game while providing appropriate challenges for the player at the same time. I would have liked to have seen more on the gargoyles and homonculi (doesnt every tremere players want a gaggle of gargoyles at their beck and call). More on the summoning and control of demons etc would have been useful as well. It fits in with the tremere "we take risks to achieve power" mentality that led them to the formation of a clan as a whole. Overall a very good piece of work. Whith the guide to the camarilla and this book, a tremere player has everything they need to develop a very well rounded, appropriate charater.

gotta agree with the Assamite dude. When you see one of them warlocks, shoot them. If you can't shoot them burn'em. If you can't burn'em, run ! They mean trouble. Whenever one of them showed up in a bar I knew, the bar wouldn't be there the next morning. Dunno if it was them Assamites that flattened it to get the dude, or them Tremere that flattened it to get away. Don't matter, anyway. They know that the Assamites hate them to (Final) death. Ain't no way for them witches to walk

around in their neighborhood. Gotta take whatcha can't change. the Marquis, vampire hunter and leech himself

Unfortunately, this clanbook, even at the time it was published, lacked detail and was not possessed of the highest production values - as Dragon magazine once put it, White Wolf took a long time passing Apprentice rank in the Sphere of Proofreading. However, it's not entirely without interest - still, if you're looking at this in 2003, you needn't even get it a second look, your dollars should go to Blood Magic (supreme!), House of Tremere (respectable), the new clanbook (not half bad), or Blood Sacrifice (unknown to me, but not really about Tremere).

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