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A GENRE GUIDE FOR OWBN

A PACKET FOR THE SERPENTS OF THE LIGHT

PLAYERS



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Notify/Approval/Disallowed List

Setite Staff Email: Setite-staff@googlegroups.com

This is not a comprehensive list of Setite R&U, but only those pertaining directly to Serpents of the Light. Please see the OWbN Character Bylaws for a comprehensive list.

16. Non Follower of Set Bloodline / Faction / Convert or Initiate with Wanga / Afro-Caribbean Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni

a. Children of Damballa / Convert / Initiate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

i. Converts require approval for every ritual and each path

ii. Initiates use the same approval process as a Child of Damballa

iii. Normal (not Convert / Initiate) Children of Damballah follow the most recent applicable Packet

b. Serpent of the Light / Convert / Initiate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

i. Converts require approval for every ritual and each path

ii. Initiates use the same approval process as a Serpent of the Light

iii. Normal (not Convert / Initiate) Serpents of the Light follow the most recent Wanga Packet

c. Learning Wanga from PC's - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite and Giovanni

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SERPENTS OF THE LIGHT

The Serpents of the Light, known also as “Cobras” are a primarily heretical Setite bloodline – essentially “Setite antitribu.” The Serpents of the Light are extremely susceptible to sunlight, and experience great discomfort when exposed to bright lights. This weakness and their Serpentis are where the similarities end.

The Serpents of the Light began as a Caribbean branch of the West African Setites and according to the Cobras' oral tradition, the first Setites came to the West Indies more than 300 years ago, in the heyday of the slave trade. They say that a mortal cultist, captured and sold as a slave, became a sailor and returned to Africa. He pleaded with his undead masters to aid his fellow tribesmen who were suffering and dying on the sugar plantations and mills of the Europeans in the Caribbean. The elders of the cult agreed that the cause was just. One vampire-priest smuggled himself across the Atlantic on a slave ship; it arrived in Hispaniola with the freed slaves and the white men in chains.

The great priest led a furious slave revolt and the Europeans crushed the revolt - but not the cult that led the revolt, nor the vampire priest. Their modern incarnation originated in the 1960s when a group of independent Setites in Haiti formed an alliance with the newly-arrived Sabbat, ignoring orders from their elders to have nothing to do with the sect. Very few remain that are not Sabbat and Cobras, but NONE hold to Set.

The Serpents, even the non-Sabbat, are committed to combating the Antediluvians, and fanatically believe Set to be among their enemies; they are all considered traitors by other Setites, and operate under a rule of “fight fire with fire” when it comes to undermining the Followers of Set. Aside from their ideological and spiritual beliefs, however, there are few significant differences between Cobras and their parent clan, while most of them learn the same Disciplines, and share the same weakness to light (except for those of Damballan descent).

They believe in a supreme Creator deity, but like other African and Voodoo faiths also believe that the Supreme Deity does not interact with the world in any way. The Sabbat bloodline-cult's leaders have no problem with the myth of Caine. They recognize him as the king from their own origin myth, in a strange syncretism with the Book of Nod and other Santería/Vodoun/Hoodoo element

The Cobras view other Antediluvians as brothers and sisters of Set, ones who persuaded him to share his stolen power but now seek his death and fight amongst themselves. The Cobras ardently accept that the Antediluvians really exist and will devour ALL of their descendants when they awaken. Since they do not want to become an ancient vampire's dinner, the Cobras help the Sabbat hunt the Antediluvians and their presumed minions, including their parent clan's.

While these vampires relish the opportunity to bring down a prince's city from the inside out—like any truly dedicated Sabbat—even a few Serpents set loose in a major metropolis can magnify the drug-trade substantially, entice many innocent victims into prostitution and much more. The Cobras prefer to operate behind the scenes, extending their control through the manipulation of human and Cainite underlings.

The Serpents of the Light are known blood magicians, and as a general name for their magic they use the Haitian term Wanga - but the Cobras may also call their spells Bilongo, Ebbo or Malice. Amulets and talismans are called Paquets Congo or Hands. A Wangateur also employs dozens of herbs, spices and mysterious powders. Other common paraphernalia include rum, candles, rattles, drumming, designs of sprinkled flour called Vevers — and blood sacrifice to appease the loa.

The Serpents of the Light embrace Haitian or North African individuals as clan members when practical, but anyone can serve the Serpents of Light; so long as they exhibit high intelligence, an aggressive bent, and a willingness to learn. The clan has been growing in strength and number due to its desire to become a power-player in the Sabbat. Cobras impart loyalty in their childer from the very night of their embrace. The Serpents of the Light compare their struggle to the split from the Followers of Set to the history of their West Indian roots.

Knowledge is strength, and the Cobras participate in all Sabbat pack meetings and Ritae; sometimes organizing pack actions, especially War Parties and scouting actions. They also maintain a loose communications network among their clan members in order to stay informed about Sabbat and personal clan activities.

The four elders who hold the highest initiation within the bloodline are called the empereurs; the last three initiations within the line come only with the consent of all the empereurs together. The leader of a Cobra cell is called the president, while a member in good standing is called a bête sereine or "Serene Beast".

A single cell is called a shanpwel. When a new cell forms, an empereur sends a miniature coffin emblazoned with a silver serpent encircling a golden star, the madouk d'estoile, for their shrine. Often, 30 Sabbat packs with vampires of other lineages under Cobra guidance come to accept their branch of Noddism as doctrine.

While they take a sybaritic pleasure in the Jihad between Sabbat and Camarilla and make superb espionage agents for the Sabbat, their loyalty remains with their patron cult above all. A Serpent of the Light serves the needs of her particular chapter of the cult she belonged to before her embrace above the needs of the Sabbat.

RANKS

Though there are different denominations and faiths practiced amongst the Serpents of the Light they all have similar ranking systems. Often the particular faith will determine what ritual may be performed to move from rank to rank, but the overall idea is the same. Initiations are not only done for attaining a higher station within the clan, but minor ceremonies are conducted for major benchmarks in a Serpent's life (any time an Advanced Discipline is earned, after a great accomplishment or significant event). Rank advancement should be handled entirely by Storytellers, with Rank 3 being notified to the Setite Coordinator .

Rank 0- **A'Bete Sereine**

Those Serpents that are new or not interested in the deeper mysteries are referred to as "A'Bete Sereine". These make up the rank and file of the Serpents of the Light. Any Serpent of the Light may begin a new cell of Serpents, referred to as a shanpwel. All new Serpent PCs start out as A'Bete Sereine.

Rank 1 - **Hounsi Kanzo (Bride of the Loa)**

The Initiate recognizes their beliefs in their particular faith and has begun the process of greater spiritual understanding. The Initiate spends a great deal of time studying and often supports those above them in rank. This can mean mundane tasks such as gathering supplies for ritual or offering themselves for possession of the Loa. (OOB Requirement: Occult x2, 2nd Basic in any starting Wanga or Necromancy)

Rank 2 - **Papa/Mama**

Once the Initiate progresses to a point where they are capable of performing rituals for others and building up their spiritual knowledge they can take on the title of Papa or Mama. There is typically a major ceremony that occurs to make the transition from Initiation to the Priesthood. They are capable of performing any task, except initiating others. (OOB Requirement: Must have first achieved Rank 1! Occult x5, Advanced in at least 3 paths of Wanga and/or Necromancy, and at least 10 levels abilities divided amongst Theology/Thanatology, and lore amongst the following Loes: Spirit, Wraith, Serpent of the Light)

Rank 3 - **Asogwe**

At this point the Cobra has recognized the pinnacle of understanding in their particular faith and can work well with any of the Loa/Orisha. They are also privileged with the capability of initiating others into the faith. Asogwe are expected to instruct others in the arts of all Wanga, and to join a shanpwel if they are not already a member of one. (OOB Requirement: Must have achieved Rank 5 2! Occult x5, Advanced Presence, Advanced Serpentis, Advanced in at least 3 paths of Wanga and/or Necromancy, and

at least 15 levels abilities divided amongst Theology and/or Thanatology, and lore amongst the following Lores: Spirit, Wraith, Serpent of the Light)

Rank 4- **Empereur**

These are the four elders of the Serpents of the Light, those who have unlocked the highest mysteries of the spirits. The Empereur are the heads of the clan, and bless each shanpwel by gifting their Asogwe with the madouk d'estoile. Madouk D'estoile are only gifted to Asogwe and their shanpwel; those Asogwe who have not yet joined a shanpwel have not yet completed their duty to the clan to be awarded such a gift, as it is a gift to a whole and complete shanpwel. (NPC Only)

PRESTIGE

In establishing themselves as a permanent part of the Sabbat the Serpents of the Light have put a great deal of importance on making themselves useful and respected. In keeping with their previously established tradition of creating grand lineages for themselves by using people or spirits that represent an aspect of what they aspire to be, the Cobras have come up with prestige titles that symbolize personal achievements or attributes that are significant either to the clan or the Cobra in question. Other prestige may be created by a Serpent cell, but be prepared to explain your unusual, impressive title to outsiders. Below is a list of the most common Prestige used today:

Rank 1-4: As a show of respect, those who have achieved greater initiation into the mysteries of the Serpents of the Light are referred to by their rank title, which is also their prestige.

President: Cobras who found and lead a cell (a shanpwel) are referred to in respect as President. It is their duty to see that the cell has the resources and facilities to carry out their religious practices, as well as attract or help train (or even become!) an Asogwe to complete their group. Once they do, they are to immediately contact the Empereurs to receive their blessing. OOC Requirement: A PC must possess one influence at 5, Resources x3, and have at least two other Cobras in their cell. If the shanpwel has attracted an Asogwe, please contact the Serpent of the Light subcoord for confirmation and to receive the madouk d'estoile, the cornerstone of the cell's altar.

Cheval: These Cobras possess an innate gift bestowed by the Orisha, and because of this gift they are better attuned to the universe and its workings. OOC Requirement: A character possesses skill in second sight, such as Oracular Ability

Mirror Gazer: Some Serpents are able to speak with the Loa before they are even aware of it. Their talent to see and hear through to the other side makes them particularly skilled in Necromancy. This does not represent achievement of the necromantic means to view the lands of the dead, but a separate means to do so. OOC Requirement: A character possesses an ability to speak with or hear the dead, such as Medium or Speaker With The Dead.

Serviteur: A Serpent that has created a unique ritual or path can attain this title, as their service to the loa must be great indeed for them to bless their efforts. OOC Requirement: A character must create a unique path or ritual. Sabbat Clergy members: Serpents that have also become members of the 7 Sabbat Clergy, whether they have achieved the rank among the clan or not, are referred to as Papa or Mama (whichever is appropriate).

LORE

“Knowledge is of two kinds. We know a subject ourselves,
or we know where we can find information on it.”

Samuel Johnson

Please reference Clanbook: Followers of Set pg 61-62. Few non-Followers of Set ever gain the lore of this Clan, and those few that do, do not flaunt the knowledge. The guide below is in addition to the lore's of the applicable Setite/Faction/Bloodline in the core books.

Challenges using Setite Lore function per the chronicles' House Rules and policies.

So we suggest Lore: Setite with the potential specializations: Followers of Set, Setite History, Setite Religion, Serpents of the Light, Daitya*, Tlacique*

**due to the R&U nature of this bloodline non-bloodline PCs must have Setite Coordinator approval.*

Members of this bloodline do not teach their lore to outsiders.

We also suggest allowing players to have multiple specializations of Setite lore as this covers a broad spectrum of bloodlines. Alternatively they can buy Lore: Follower of Set, Lore: Serpents of the Light etc. Though they provide almost the same information.

Sources Consulted for this List: Cairo by Night, Clanbook: Setites (2nd Ed), Clanbook: Followers of Set [WW2360], Libellus Sanguinis III: Wolves at the Door, Dark Ages: Players Guide to the Low Clans [WW20006]

Lore: Setite *

You know that the primary Setite Disciplines are Presence, Obfuscate, and Serpentinis, and that Serpentinis is unique to their Clan. (VtM [Rev]: 93)

You are familiar with the standard, historically accepted myth of the God Set, in which Set, jealous of his brother Osiris, lures him into a richly decorated coffin and casts him into the Nile. After Osiris' magician wife and sister, Isis, revives him, Set again tries to thwart Osiris and his line by castrating Osiris and dismembering him. After this, Osiris is reassembled by Isis and embalmed by the jackal-headed God Anubis, and then takes his place as the ruler of the underworld. His son, the falcon-headed Horus, eventually defeats Set in battle, and rules the lands of the living. (CbSe [Rev]: 12)

You know that the Setites worship their Clan founder, Set, as a God, and that they do not believe in the traditional Noddist stories of Caine or the traditional Egyptian fables regarding Set and Osiris.

You know that Setites claim that their religion promotes freedom from enslavement to dogma and conventional morality. (CbSe [Rev]: 39-40)

You have heard that the Followers of Set practice a religious form of magic commonly known as Setite Sorcery.

You know that Setites are notorious for dealing in all manner illicit trade including drugs, prostitution, and all manner of Black markets. They also have a predisposition to forming mortal blood cults.

You know that Setites have their roots and major holdings in Egypt, although you have heard that a heretical splinter group is rather popular in the Caribbean. (CbSe [Rev]: 48-50)

You know that Set is a God of storms, chaos and darkness, and that he is associated with beer, lettuce and wild boars. You know that he is commonly depicted as having red hair and that he is associated with the constellation of the Big Dipper. (CbSe [Rev]: 66)

Lore: Setite **

You know that all Setites are extremely sensitive to bright lights, especially the light of the Sun (even more so than other Kindred). (VtM [Rev]: 93)

You have the tradition legend of Set as told by his followers. In it, Set is cursed by Atum-Ra to forever live in darkness after his defeat by Osiris and Horus. Fearing the sun, Set descended into Du'at wherein he consumed the heart of the serpent Apep and took his power. It was then looking at Nun, the waters of primeval darkness, that Set realized that the Ra had not, in fact, created the world as a thing lesser than himself, but had merely shaped the same substance from which he, himself, was created. Set concluded that all souls differed only in size, but not in kind, and that all beings could someday achieve the same power of the Gods. You know that these "Gods" (Isis, Osiris, Horus and Set's one-time consort Nephthys) are commonly referred to as the Aeons (as well as Atun-Ra, who is also sometimes known as the Demiurge), and that the Setites seek in all ways combat them, as these deities wish to keep their

mortal underlings entrapped in the illusion that they must, by nature, be subservient to the Gods. (CbSe [Rev]: 14, 35-39)

You have heard that, according to Theophidian doctrine, what other Cainites claim as the city of Enoch was, in fact, the city of Annu, which was ruled over by Ra. You further know that Setites claim that Set was not Embraced, but rather that he came to know death by drinking of the waters of Du'at, and that he used his wisdom to create twelve disciples like him, only to have them betray him to Ra. It is said that Set then cursed each of them for their renegade ways, and that this is said among Setites to be the true origin of the thirteen Clans. (CbSe [Rev]: 13-14)

You know that Theophidians often ascribe attributes of other Egyptian deities (Thoth, Khnum, Seker, etc..) to Set as his own. (CbSe [Rev]: 40)

You know that the Noddist tradition of Cainites claims that Set and Osiris were simple mortal tribesmen in Egypt, and that Set wished to stop their father, Ra, from bringing law to society and hence binding people by it. In some legends Set apparently even tried to bargain with Ra and Osiris, asking that they leave the lands of Upper Egypt to him and his people, that they might be free from law, but they refused. (CbSe [Rev]: 12-13, LS3: 82-83)

You've heard that some claim that Osiris continued his life as a Cainite, and that his progeny formed a secret religious order who attempted to keep the vampiric Beast at bay through ritual and meditative prayer. While you have heard that the Followers of Set have had various skirmishes with these "Children of Osiris," you know little about the group save that it once existed, and that nothing has been heard regarding it in recent nights. (CbSe [Rev]: 13)

You know that the history of Egypt is fraught with conflicts for the Followers of Set (sometimes historically referred to as the Children of Rebellion or the Mesu Bedshet), you are aware that the Setites often did not control the reigning mortal governments of Egypt. You know that major eras of Setite influence within the region are said to include the reign of the Pharaoh Seth-Peribsen (2nd Dynasty), the reign of Acthoes II (9th Dynasty) the foreign Hyskos rule (15th-17th Dynasties), the reign of Ramses II (19th Dynasty), and the Argead and Ptolemaic Dynasties (beginning with the occupation of Alexander the Great). (CbSe [Rev]: 14-18)

You've heard that it was during the Roman occupation of Egypt that Theophidian teachings began to spread to other cultures of the Empire, and that it was in this era that Setites first began to Embrace non-Egyptian childer. (CbSe [Rev]: 18-19)>

You have heard of the once great Temple of Set in the ancient city of Tanis, and know that it is where the body of Set was once purported to lie. You have heard that it was eventually destroyed by earthquakes in 543 CE, during the time of the Late Roman Empire. You have also heard that it was around this time that Set ceased his contact with the rest of the Clan. (CbSe [Rev]: 19-20)

You know that the Egyptian Setites' suffered tremendously at the hands of the Marmeluke Sultan Baybars al-Malik al-Zahir Rukn al-Din Baibars al-Bunduqdari during his reign over Cairo from 1260 CE to 1277 CE. You hear that he is purported to have enacted a purge on all Cainites in the region, resulting in a large portion of elder Setites actually leaving Egypt in exile in what was later recorded as the Proclamation of Red Tears. You are aware that it was during Baybar's reign that the legendary temple of Ombros, which was once the central temple of Setitism, was sacked and destroyed. (CbSe [Rev]: 24-25)

You know that the Setites were given a formal invitation to join the Camarilla at it's inception, but that they declined. (CbSe [Rev]: 27-28)

You have heard that all Setites do not necessarily worship Set, but that many adopt the worship of similar deities within their own religious tradition. You know that many of the Setites of sub-Saharan Africa worship the snake god Damballah, and that Europe has had a long standing cult since classical antiquity known as the Cult of Typhoon Trismegistis, which worships the Greek Titan Typhoon in the guise of the Gods Bacchus, Mars and Pluto. (CbSe [Rev]: 19, 26, 33-34, 46)

You know that there are some Setite Bloodlines (specifically the Daitya in India and the Tlacique in Meso-America) which seem to be descended from the Setites, but who appear to have evolved independently in other parts of the world, and who follow religious traditions totally separate from their parent Clan. (CbSe [Rev]: 33-34, 50-53)

You know that Theophidians hope to bring both mortals and Kindred to abandon shame, fear, needfulness, morality and other fetters created by the Aeons, such as that all beings may realize their true potential beyond the material world in which they are bound. You know that Setites, to this end, often attempt to cater to the desires of potential initiates to such an extent that they learn to let go of normal delineations of good and evil. (CbSe [Rev]: 39)

You know that there are a diversity of opinions as to what the ultimate goal of Setite Theology is, and that philosophy range from the idea that once enlightened, the followers of Set shall rise up to become Gods in their own right to the belief that reality and the Aeons will be transcended once an adherent denies them power. You know that some radical members of the Clan posit that the world that the Demiurge created must be destroyed for Set's vision to realize itself, and that they look to what other Cainites might deem Gehenna with rapt anticipation. (CbSe [Rev]: 39)

You have heard of the Serpents of the Light, a group of Setite-descended Kindred who ally themselves with the Sabbat and who seek to topple their Antediluvian someday. You know that they are considered Heretics and traitors by the general Clan. (CbSe [Rev]: 48-50)

You have heard of the Cohort of Wepwawet, a Setite fundamentalist group who seeks to homogenize Setite doctrine and which does missionary work with non-Egyptian Setite groups. You know that it is from this group that the so called "Warrior Setites" trained in the art of Potence descend. (CbSe [Rev]: 34, 45)

You have heard of the Cult of Taweret, a Setite group focusing on Tawaret's aspects of fertility, childbirth and black magic, and you know that they have developed a derivative Path from the Path of Sutekh known as the Path of Ecstasy, which emphasizes ecstatic experience as key to enlightenment. (CbSe [Rev]: 45-46)

You know about the high Setite holy days, which include the Anniversary of the Death of Osiris (November 19) and the Setite Holy Week (July 31 - August 4), which contains the birthdays of the Egyptian Aeons (Ra, Osiris, Isis, Horus and Nephthys) and remembers when the world was in peril. (CbSe [Rev]: 43)

You are aware that the true pronunciation of the ancient Egyptian language (which eludes modern researchers, given the pictographic nature of its script) is said to have been passed down in secrecy by the followers of Set. (CbSe [Rev]: 12)

You have at least heard, in passing, of Legendary Setites, such as: Wepwawet, Tawaret and Sobek (the childer of Set himself) and Kemintiri, the infamous assassin of Camarilla Ventruue Justicar Michaelis. (CbSe [Rev]: 96-97)

Lore: Setite ***

You know that many Setites follow the Path of Typhoon, a Path of Enlightenment which emphasizes revelry in universal corruption and adheres to the orthodox teachings of the Setite religion. (LotN [Rev]: 79; CbSe [Rev]: 40-44; VtM [Rev]: 294-295)

You know that in addition to the Path of Typhoon, many Setites adhere to the Path of Sutekh, a similar Path which further emphasizes the push toward enlightenment and the transcendence of desire. (CbSe [Rev]: 41-42)

You know that Setite Sorcery is actually called Akhu by it's practitioners.

You have heard of and can recite the Nine Revelations of the Void, which all initiates into Setitism are generally supposed to undergo. These include revelations of Ecstasy, Terror, Wrath, Desire, Satiety, Despair, Ignorance, Chaos and Blood. (CbSe [Rev]: 48-63-64)

You have heard tales of the First Age, in which the Aeons walked among mortal men, and have heard all manner of stories relating as to why this is no longer so. Theories range from mankind becoming so dulled with subservience that they could no longer communicate with their Gods on a one-to-one basis to the Aeons fleeing to become incorporeal spirits, perhaps in fear of the newly enlightened Set. You have heard legends say that the free will of men with regards to the Gods may, in fact have been a mistake by the Demiurge, and that Atun-Ra never intended to breathe so much life into his creations that they could someday oppose him. (CbN [Rev]: 39)

You know that the Osirians apparently could claim control of Egypt during the 12th and 13th Dynasties (beginning with Amenemhat I), the reign of Ahmose I, and the famous Amarna period under Akehnaten (in which the Ra, the sun, came to be worshiped alone, apart from other Gods). You have heard, furthermore, that the Setites in Egypt acted directly to dismantle Akehnaten's reign, and that they may have gone so far to Embrace his wife Nefertiti. (CbSe [Rev]: 15-18)

You have heard it claimed that the Clan believes that Set, after his battles with Osiris and Horus, descended into the underworld where he came upon a great revelation which gave him considerable power, and that it was Set who later created the twelve other Clans of vampires. (CbSe [Rev]: 12-14)

You know of the Hierophants or Eternals, the oldest of the Followers of Set, who are said to have known the God personally. You know that they are currently considered the rulers of the Clan, and that their number is said to be seven. You know that they seldom engage themselves in any but the most serious of Clan affairs these nights. (CbSe [Rev]: 20, LS3: 95-96)

You have heard rumors that the Hyskos rule of Egypt was not entirely pro-Setite, and are aware of connections that are sometimes drawn between the Hyskos and the Lasombra's claim to rule over the "sea people." (CbN: 24-32 ???)

You are aware that during the Persian conquests of Egypt in the Late Period (525 BCE - 404 BCE), the region apparently endured control by Clan Assamite, and that the eventual coming of Alexander the Great was lauded by many as the will of Set to free them from the Assamite occupation. You have heard that many among the Followers of Set view Alexander as possessing the spark of divinity, and that some have gone so far as to call him the "Son of Set." (CbSe [Rev]: 16-17; CbN: 35; LS3: 86)

You've heard that some Setite elders disputed the spread of Setitism to non-Egyptians during the Roman Empire, but that it was rumored that Set himself spoke on the matter and cast his will with the lot of the young then neonates of the time who favored the expansion to other cultures. (CbSe [Rev]: 18-19)>

You know that Set reportedly disappeared from his resting place in Tanis sometime during the time of the early Roman Empire (a superstitious few claim that the time frame coincided with the crucifixion of Christ), and that for one week preceding his disappearance, he sent feverish visions to the elders of the Clan (Six of the Eternals apparently fell into a non-ending torpor during this time), which have since been interpreted as prophecy. You know that there are approximately three-hundred of these prophecies transcribed, and that they are closely guarded by the Clan. (CbSe [Rev]: 19-20, LS3: 87)

You've heard that the fall of Tanis was preceded by many ill omens and auspices, including the year of 539 CE, in which there was purportedly no summer, and an outbreak of the bubonic plague a year before the earthquakes began. (CbSe [Rev]: 19-20)

You know that before the disappearance of Set, the Clan had no hierarchy, and that there is some sentiment that the posts of the Hierophants are not in true accord with Set's design. You know that

some time in the Middle Ages, a counter-movement which protested the Hierophants emerged, known as the Decadents, and that they promoted a philosophy of wholesale corruption separate from the worship of any deity - oddly enough, you know that it is from this school of thought that the modern Path of Typhoon emerged, and that many older forms of Setite worship differ in their basic philosophical outlook from modern practices. (CbSe [Rev]: 20; LS3: 96-97)

You are aware that Setites actively participated in both sides of the Crusades as spies, informants and financial backers, hopeful to profit from the deaths of faithful Christians and Muslims simultaneously. You have further heard tell that while the Followers of Set had no hand in the Children's Crusade of 1212 CE, eleven of the youths from that ill-fated expedition eventually received the Setite Embrace, after being sold as slaves or sacrifices to several of the Clan's temples. (CbSe [Rev]: 22-23)>

You have heard rumors linking Holy Roman Emperor Frederick II's dealings with Sultan Al-Kamil al-Malik al-Kamel Naser al-Din Abu al-Ma'ali Muhammed to have Jerusalem ceded during the Fifth Crusade to have been influenced by Setites in the region, and have heard some folk-tales regarding various sightings of Frederick after his alleged death in 1250 CE, which has been used to imply that he may have been a Setite Embrace. You further know that he was widely known for possessing distinctive red hair and green eyes "like those of a serpent." (CbSe [Rev]: 22-23)>

You know that the Sultan Baybars is commonly held by Setites to have been slain by the Assamite Vardar Vardarian in 1277 CE, and know that many Egyptian Setites hold Vardarian in great regard, and that it is technically held by the Hierophants that the entirety of the Followers of Set owe him a Life Boon. You know that the anniversary of Baybar's death on July 1st is a Setite holiday in many regions, and that there are tales of lector-priests who have acquired his body for the purposes of publicly tormenting his soul in yearly ritual ceremonies. (CbSe [Rev]: 25)

You've heard alternate stories regarding the Osirians, claiming that it was Horus who carried on his father's feud with Set, and that he did so through means of a strange ritual, now lost to history, which granted him an immortality different from that achieved by Set. (CbSe [Rev]: 13)

You've heard strange tales of the magician-priests in service to other Aeons besides Osiris and Horus, and have heard legends of them in pre-Dynastic Egypt, and how they sought to bind up the world in the web of Maat, or the great Order of things, which would allow them to entrap the hearts of mankind in eternal stasis, free from ambition, anger, or hope. (CbSe [Rev]: 14)

You have heard that Setite influence was instrumental to the fall of Constantinople in the Fourth Crusade, and have heard tell of the Children of Judas, a heretical Satanist splinter group of the Decadent movement that was active in the region at the time, led by a follower of Set known as Khay'tall, who had been invited to the city by its ruler, the Toreador Michael, sometime during the fifth century. You know that the group was eventually purged. (CbSe [Rev]: 21-22)

You know that the Setites received their invitation to join the Camarilla, as they had covertly aided the Camarilla's founding elders throughout the First Anarch Revolt once the Assamites were seen to have joined the opposition, and that Setite spies assisted in the location of Alamut whilst Setite lector-priests may have, in fact, aided the Tremere in the perfection of the curse which was laid upon the assassins. You are aware that this information is not known to the general Camarilla, although you have heard that some Setite elders still feel that the Inner Council owes the followers of Setite a collective Life Boon as a result - much as the Followers of Set owe one to Vardar Vardarian. (CbSe [Rev]: 27-29)

You are aware that the famous Italian libertine, occultist and adventurer Alessandro di Cagliostro (originally Giuseppe Balsamo) was Embraced as a Setite. Cagliostro is particularly noteworthy in that he founded a Masonic Order, known as the Egyptian Rite in 1784 CE, which paved the way for the heavy Setite influence in Freemasonry which persists to this day. (CbSe [Rev]: 30-31)

You have heard of the now defunct Setite branch of the Cainite Heresy, the Church of the Black Magdelene. You know that this group claimed that Jesus had taught Mary Magdelene how he had taken away original sin through his ministry, and that any act performed out of love was holy, no matter how traditionally "sinful." You know that these Setites also believed that Christ and Magdelene had had children, who eventually became entwined with the Merovingian kings in France. You have further heard of the Path of Serpentis, a Path of Enlightenment which was practiced by the Magdalenites and which heralds back to the teachings of a late Roman Gnostic Setite mystery cult known as the Ophites, who emphasized the role of the serpent in Eden as man's enlightener in bold defiance of the wicked God of the Old Testament. (CbSe [Rev]: 19, 26-27)

You have a rough idea of the functioning and hierarchy of the Serpents of the Light. You know that the antitribu Clan as a whole is led by four Cainites known as the emperours, and that below that the Clan is organized into cells known as shanpwel, each led by a president. You know that the group's name comes from the Milky Way, which is said to be a great shining snake encircling the universe. (CbSe [Rev]: 50)

You are aware that pressure from aggressive missionaries in the Cohort of Wepwawet in the 70s and 80s is what has led to current strained relations with Damballian African Setites and the eventual ceding of the Serpents of the Light to the Sabbat. (CbSe [Rev]: 34)

You know that the Daitya in India (who probably seperated Egyptian Setites at the time of Alexander's Conquest) are a group of Brahmin Setites who identify with the legendary cosmic demons of Hindu myth, and who seek to bring about the apocalyptic purification of the world by Shiva. To do this they seek to cause as many individuals as possible to sin against their station, that the created impurity must eventually be cleansed. You know that they are led by the enigmatic elder Sundervere. (CbSe [Rev]: 33, 50-51)

You know that the Tlacique of Mesoamerica claim descendance from the dark God Tezcatlipoca, and that they ruled the mortal civilizations of the continent as Gods, demanding prayer and blood sacrifice. While the conquistadors eventually wiped out the majority of their numbers along with the native people, a

few still exist today and many speculate that they are an offshoot of the Setites, given their vulnerability to light, although their use of the Discipline Protean rather than Serpentinis makes some wonder. (CbSe [Rev]: 51-53)

You have heard that there are a handful of Scandinavian Setites (often mistaken for Toreador) who paid homage to the Midgard Serpent and were heavily involved in the luxury trade. (CbSe [Rev]: 45)

You have heard of the Sisterhood of Sekhmet, a Setite-created feminist cult that encompasses a wide spectrum of Clans, but has in the process distanced itself from original Setite doctrine a bit. (CbSe [Rev]: 46)

You know most of the major temples of the Setites by name, although you do not necessarily know much more. You are familiar with the House of the Eclipse beneath Cairo, the Red Temple of Thebes, the Garden of Asps in Mephis, the Crocodile Temple in the Faiyum, the Labyrinth on Bones in Tunis, the Descending Aerie in Tangier and the Temple of Dogs in the British Isles. (CbSe [Rev]: 17-18, 47)

You have heard that Rasputin was a Setite, although this is disputed by other Clans.

You are aware that the Setites have been credited with embracing such historical figures as: Giacomo Cassanova. You have also heard some rumors that Cleopatra and Ay (the Pharaoh following the short lived Tutankhamun's reign) were Setite ghouls, although few elders will substantiate it. (CbSe [Rev]: 16-18, 30; CbN: 31; GC3: 141)

You have at least heard, in passing, of famous Setites such as: Ghede and Ezuli, who were responsible for the spread of the cult to Haiti in the 18th century; and Heshu Ruhadze, a famous Setite scholar. (CbSe [Rev]: 98-99)

Lore: Setite ****

You have heard a few of the prophecies of Set, and know that some of them have supposedly been fulfilled. (LS3: 87)

You have heard that during the 1885 archeological expedition of W. M. Flinder Petrie in Tanis, it was found that the six sleeping Eternals had disappeared from their alleged resting place. (CbSe [Rev]: 32)

You have heard that the stories that hail Alexander the Great as the "Son of Set" may have some grain of deeper truth to them, and are aware that according to an ancient document known as the Testament of Seterperne that lector-priests amongst the Setites used their magic arts to shape Alexander in his mother's womb. You have further heard tales of a treaty between Alexander and the Persian Assamites writ in gold on a human skull, in which the Assamites that once held Egypt recognized Alexander as the King of Kings. (CbSe [Rev]: 17)

You've heard that the Setites did, in fact, make attempts on the life of St. Cyril, the man responsible for burning the Library of Alexandria, but that they were apparently repulsed by the legendary Sarmoung Brotherhood, which scholars hold to be an extension of the Cult of Aton that reigned in the time of Akehnaten, and that this same cult later manifested as the group known as the Nur al-Allah who operated under Sultan Baybars. You know that some hold that the Cult of Aton has manifested yet again in the modern era as the Ancient Illuminated Seers of Bavara (the Illuminati) whom some Masonic Setites claim have gained spiritual control over the government of the United States of America. (CbSe [Rev]: 20, 24, 30-31)

You know a bit about the Children of Osiris and it's structure, and understand that they aren't a Clan so much as a religious order which draws from all Clans. You also know that their initiation ritual renders them infertile.

You've heard tell of the Reborn or the Shernau Heru, followers of the Aeon Horus whom have had Isis' magic ritual performed on them such as that their eternal bodies will never die. You have occasionally heard of such creatures referred to derisively as "mummies," given that several of the components of the ritual of Eternal Life are said to resemble the ancient Egyptian embalming process. (CbSe [Rev]: 14)

You have heard that while most of the Magdalenites were murdered in the Inquisition, several of them survived, and renamed themselves the Priory of the Black Magdalene in the seventeenth century. You have heard that the Priory is still active in Marseilles, where it keeps a magnificent underground cathedral and claims to continue to protect the bloodline of Christ and to ensure its survival through selective breeding of mortals. (CbSe [Rev]: 27)

You have heard tell of a minute splinter of the Cult of Typhoon Trismegistis from tenth century Venice, known as the Flamens of Dis. You have heard that it may be linked to the ancestors of the not yet prominent Giovanni family. (CbSe [Rev]: 26)

You have heard some rumors regarding the various major temples and what they actually contain. You know that the House of the Eclipse apparently contains the world's most vast collection of Setite related artifacts and lore, and interestingly enough you have heard that the Labyrinth of Bones contains a staked collection of sleeping Brujah elders. (CbSe [Rev]: 47)

You've heard of some of the fairly obscure Setites of note, such as: Marriot d'Urban, a crusader who abandoned his faith upon the Embrace and has since become one of the world's leading Kindred Egyptologists.

Lore: Setite *****

You know that the high temple at Ombos has been covertly rebuilt, and that some claim that Set sleeps there now. (CbSe [Rev]: 35)

You know of the existence of the True Brujah, and that several of them are allied with the Setites in Egypt.

You somehow have or have had access to the majority of the prophecies of Set and are familiar with how they might be interpreted. (LS3: 87)

With regards to the Children of Osiris you hear that they all miraculously turned into mortals again. You might be considering a "crisis of faith" about now.

You have some insight into the truth of who the Antediluvian really is and how he actually may seek to direct the Clan.

Lore: Wanga

With this ability the Wangateur understands the abilities and capabilities of Wanga. He knows that it's not a magic based upon formula, but on faith. With a successful challenge, this lore may allow an observer to identify the tutelage spirit of a Child of Damballah or the Orisha / Loa being called upon to work a specific magic.

Further, this lore allows the observer to understand the differences between Ahku (a formulaic magic colored by the caster's faith) and Wanga (a faith-based magic with very little formula). Setites looking to expose a Child of Damballah or weed out a remnant Serpent of the Light may use this ability to try and spot the Heretics among them. Lore: Wanga also covers the necessary knowledge to know which Loa to seek for instruction in paths or rituals.

The greater the amount of this Lore, the more likely the scholar is to understand more hidden subjects. Characters who do not actively practice Wanga are strongly discouraged from having this lore above three.

Wanga Practitioners should be considered a phantom +2 on this knowledge.

Lore: Wanga *

You understand that Wanga is worship and magic through the dedication to the Loa. At its core, Wanga is a syncretic magic system based on the folk rituals and spiritualism associated with the various "slave religions" which evolved among whose victims of the Trans-Atlantic Slave Trade who ended up in the Caribbean, Central and South America, and the antebellum U.S. slave states.

You know that you have to follow a Code of Honor to practice Wanga.

You know of the basic Loa, Baron Samedi, Papa Legba and others that are more popularly known in modern culture. You know what their typical offerings are and how to appease them.

Lore: Wanga **

You understand the most prominent of these religions today are Vodoun (Haiti, New Orleans, and several regions of Africa), Santería (Cuba, Puerto Rico, the Dominican Republic, and Florida), and Candomblé (primarily Brazil). Wanga is similar to other faith based paradigms, in that it is a religious form of magic practiced by Kindred indigenous to any of the regions where the associated religions are practiced, but it is distinct and separate.

You understand that Wanga blurs the lines between rituals and paths. The invocation of its paths often requires the presence of specific materials and the vocalization of names of power. Therefore Wanga possesses its own unique web of tools, components and ritualistic items that must often be present for the magic to work. Not every ritual involves all of these tools, but the vast majority of them require at least a few.

You know that Serpents of the Light are the most common practitioners of Wanga. However you have heard that the source of Wanga is unknown.

You have heard of some of the variations in names for the Loa between the different iterations of the religions and belief structures. You know what their typical offerings are and how to appease them.

You have heard of some of the common paths of Wanga, Like Weather Control, Lure of Flames and the like.

Lore: Wanga ***

You understand the various spirits (Loa) that are called upon by the Wangateur to support him in his sorcery vary from tradition to tradition, a Vodoun Wangateur would call upon different Loas than a Santería Wangateur. The spirit must be appropriate to the path. Amulets and talismans are called Paquets, Congo or Hands.

You have heard of others that practice Wanga like the Children of Damballah and rumors that there are some prominent clans who have a few users.

You understand that Wangateurs also know some of the Necromantic arts.

You now have started hearing of the more esoteric Loa and their involvement in Wanga. And what they are willing to bless their devout believers with. You know what their typical offerings are and how to appease them.

You have heard of some of the more uncommon paths of Wanga, like Orisha's Fortune and Flow of Ashe and the like.

Lore: Wanga ****

You know of most of the Loa across all the different religions even some of the rarer worshiped ones and what they are willing to bless their devout believers with. You know what their typical offerings are and how to appease them.

You have heard that Papa Zombie a Samedi was the first to teach Serpents of the Light Wanga, and that he may be the originator of the magic, however it is still highly contested as there are rumors that it started with the Tremere, some say it was a Caribbean line of Lasombra. You have heard that there is even a line of Brujah called the Santero's/Santo that practices Wanga.

You know those who are of Setite Blood no matter the bloodline or Cult (Even Serpents of the Light) are protected from Baron Samedi's flight of fancy and riding those who practice the arts by Set himself.

You have heard of some of the more rarer paths of Wanga, Abombo Path, Bone Path and Curses

Lore: Wanga *****

At this point you've mastered the history and workings of Wanga, there isn't much you don't know, additionally you have knowledge of even the rarest of the Loa, you know what they can teach and what to use to appease them with.



WANGA

Wanga is one of the staples of the Serpents of the Light. Most are heavily religious and take part in the Vodoun arts. This is in part due to their origination in Haiti and the heavy influence of the Vodoun mortal practitioners. Even unbeknownst to the Serpents of the Light, unlike the Samedi practitioners they are protected from Samedi's flight of fancy to ride those who practice Vodoun by Set despite them turning their back on him.

For more information on Wanga please see the most recent packet release!

MERITS AND FLAWS

Drug Resistance (2 pt. Merit)
Poisonous Bite (2 pt. Merit)
Addictive Blood (3 pt. Merit)
Scales (1-3 pt. Flaw)
Forked Tongue (2 pt. Flaw)
Heartless (4 pt. Flaw)
Aura of the Typhon (5pt. Flaw)

Gift of Set (1-2 pt. Merit)

MET mechanics: This merit allows adjustment to the normal appearance of a character's Serpentinis powers. For the 1 pt. version a character may vary the superficial appearance of a single level of Serpentinis, such as color (e.g. Eyes of the Serpent in a green instead of gold, Form of the Cobra in black instead of black-and-gold), or other superficial traits (having a false rattlesnake rattle in Form of the Cobra). For the 2 pt. version a character may vary in size by up to 50% of their size and mass in Form of the Cobra. Note that the variation this Merit causes are always present when the designated level of Serpentinis is used and variation caused must be selected when the Merit is first purchased.

Controllable Thirst (1 pt. Merit)

MET mechanics: The character is considered to be +1 Self-Control/Instinct to resist Frenzy caused by the smell/sight/taste of blood.

Merit: Convert (3 Points)

MET mechanics: The Convert Merit is used to indicate that a PC has joined a bloodline or clan aside from the one they were embraced into. Typically the Merit is available only for those who swear allegiance to their new faith above their old clan. Characters who join the Children of Damballah or convert to the Serpents of the Light will be required to purchase the Convert Merit in order to possess Wanga.

Merit: Setite/Child of Damballah/Serpent of the Light Initiate (V20 Lore of the Clans)

MET mechanics: The Initiate Merit is reserved for those few converts who have proven themselves to their new clan and are willing to completely leave their old one behind. Definitely not for the faint of heart, Initiates go through complex rituals and emerge with significant changes to their blood. Initiates gain access to a special discipline and blood magic, but must still pay out of clan costs for both. Children of Damballah Initiates gain Auspex and Serpent of the Light Initiates gain Serpentinis.

BACKGROUNDS

Network

This Background requires no conversion to MET and works as published in Libellus Sanguinis 3. If you do not have access to this book, think of this Background as Fame but not in the public eye; your web of influence spreads far, and you can use your Allies, Contacts, and Retainers in a progressively wider area.

Cult

A background that can be used as an influence of equal level, but that has to be actively maintained. Storytellers shouldn't let players make a cult without keeping it running regularly, or its members won't be very cooperative when they're asked to do things for the cult. You really do get out what you put in. This is especially appropriate for Voodoo practitioners, who revere community, though it may manifest in a different way. For example; a Priest with strong ties to his community who serves regularly for the benefit of his people might have a high cult rating.

COMBINATION DISCIPLINES

Hatch the Viper (Player's Guide to the Low Clans, p.161) - 14XP

This is a Dark Ages power. Storytellers are advised to employ their discretion against permitting this Combination Discipline in their chronicles.

MET Conversion: Identical to the system described in Player's Guide to the Low Clans p.161, excepting only that anyone who drinks from the plasma the viper dissolves upon death, suffers Two Health Levels of Aggravated damage (rather than the four dice of damage mentioned). This replaces the previously published MET version of Hatch the Viper in MET Journal #1.

Serpent's Numbing Kiss (Player's Guide to the Low Clans, p.164) - 11XP

This is a Dark Ages power. Storytellers are advised to employ their discretion against permitting this Combination Discipline in their chronicles.

MET Conversion: The character spends one blood. She can then strike with her barbed tongue as if employing Serpentis: Tongue of the Asp. Upon hitting the victim, her tongue immediately resumes its

normal form, sealing the victim's wound as it retracts. If the attack inflicts any damage (that is not prevented or negated by Fortitude, etc.), the Setite injects a mind-altering poison. The victim must succeed in a Static Challenge against 12 Traits for vampires (or 16 Traits for living creatures). If the victim fails, her wits become addled for the scene or hour. The victim is then down 2 Traits against all Disciplines or powers which affect her mind, senses or emotions (although Generational limitations continue to apply normally to Dominate). Victims who possess Auspex find that the premonitions they receive while poisoned are especially vivid. Mortals who fail the Static Test outright (not merely losing on a Trait comparison on a tie), fall into a dazed stupor for the duration of the power and must win a Static Willpower challenge against 8 Traits to take any actions of their own volition.

Rod of the Rattler (Animalism ••, Serpentsis •••) 7XP

System: The Player spends 2 Blood Points and makes a Charisma + Animal Ken roll (Difficulty 7). If successful, the user summons a nearby serpent that can on command transform into a club or spear. While in weapon form the serpent shares identical stats as a weapon of the user's choice between club or spear. Whenever the weapon strikes someone, the wielder may spend 1 Blood Point reflexively to poison the target. The target must make a Soak roll to resist the effects of the poison (Difficulty 7). If the target fails, they suffer 1 unsoakable Health Level of Lethal damage per turn for 4 turns.

If the serpent is left in its animal form it can also deliver this venom via a bite attack standard for a poisonous snake, with the exception that the snake's bite deals Aggravated damage instead of Lethal.

The poison does not affect the undead. The snake can only deliver the venom once every day.

Those viewing the serpent while in its weapon form through Auspex can potentially see the object as a magical animal if they succeed on their (Aura Perception/Read the Soul) chop. This power lasts for one night.

Experience Cost: 15

Met Conversion: Spend two blood and make a social challenge vs 7 If successful, the user summons a nearby serpent that can on command transform into a club or spear. While in weapon form the serpent shares identical stats as a weapon of the user's choice between club or spear. Whenever the weapon strikes someone, the wielder may spend 1 Blood Point reflexively to poison the target. The target must make a Stamina roll to resist the effects of the poison (Difficulty 7). If the target fails, they suffer 1 unsoakable Health Level of Lethal damage per turn for 4 turns.

If the serpent is left in its animal form it can also deliver this venom via a bite attack standard for a poisonous snake, with the exception that the snake's bite deals Aggravated damage instead of Lethal.

The poison does not affect the undead. The snake can only deliver the venom once every day.

Those viewing the serpent while in its weapon form through Auspex can potentially see the object as a magical animal if they succeed on their (Aura Perception/Read the Soul) chop. This power lasts for one night.

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