

followers of SET



Permission for re-use of the non-public domain imagery or those images or content held by White Wolf Entertainment AB, may be obtained by contacting rcrosby2@gmail.com. For the purposes of this packet, the Setite Coordinator for One World by Night 2023 is considered a licensee of the materials therein not considered to be the property of White Wolf Entertainment AB or that of the public domain.



Portions of the materials are the copyrights and trademarks of Paradox Interactive AB, and are used with permission. All rights reserved. For more information please visit worldofdarkness.com.

This material is not official White Wolf material and is intended solely for use in One World by Night.

2023. Written by the Followers of Set Coordinator's team for One World by Night. All imagery, excluding those works such as design, layout, computer-rendered images and drawings are part of the public domain via Wikipedia commons license and are labeled for unrestricted noncommercial reuse with modification.



TABLE OF CONTENTS

Introduction.....	
Bylaw Controlled Items.....	5
Who are the Followers of Set?.....	7
Revelations of the Dark Father	9
Temples.....	12
Background Options and Add-Ons	13
Clan Structure.....	18
Castes Within the Followers of Set.....	18
Citizens	19
Priests	20
Warriors	21
Leadership Within the Followers of Set.	22
Clan Positions.....	22
Pharaoh	22
Warrior General	22
Heiropphants	23
Eternals of Sothis	23
Cults.....	24
Cairo's Dream Court	24
New World Dream Court	25
Paths of Morality.....	26
Path of Apep	26
Path of Ecstasy	26
Path of Sutekh	26
Path of Typhon	26
Road of Set	26
Path of Set's Honor - <i>OWBN Custom</i>	27
Path of Set's Vengeance - <i>OWBN Custom</i>	29
Lore.....	31
Linguistics.....	41
Merits, Flaws, and Backgrounds.....	42
Combination Disciplines.....	43
Credits.....	49





Bylaw Controlled Items

This list does not include any mummy controlled items or anything in the Wanga Packet Or Setite Sorcery Packet.

Setite Tlacique PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

1. Those who learn Protean from Tlacique Out of Clan, Fight/Flight forms are Panther/Bat

Vampiric Children of Osiris PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Follower of Set

Warrior Setites (Bloodline) PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Follower of Set

1. Setites with Potence in clan as opposed to Obfuscate.

Daitya PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Follower of Set

Witches of Echidna PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

Follower of Set Priest PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

Santero/Santos Brujah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah and Follower of Set

1. Santero/Santos Brujah are defined as a bloodline of Clan Brujah that have the same Disciplines, Advantage and Disadvantage as their parent clan.

2. Santos Brujah may purchase Wanga at Out of Clan costs without a teacher, as per the Follower of Set Wanga packet.

Setite Clan Positions for PCs PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

1. Hierophant
2. Lieutenant
3. Captain

Eyes of the Serpent PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere & Follower of Set

Agent of Prophecy PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

Convert (Setite) PC: Varies (See below) - NPC: Varies (See below) - Coordinator: Follower of Set

NOTE: Converts do not gain an additional Discipline, but may be taught them as normal

1. Children of Damballah - PC: Coordinator Approval - NPC: Coordinator Notify
2. Daitya - PC: Coordinator Approval NPC: Coordinator Notify
3. Tlacique - PC: Coordinator Approval - NPC: Coordinator Approval
4. Serpent of the Light - PC: Coordinator Approval - NPC: Coordinator Notify
5. Setite - PC: Coordinator Approval - NPC: Coordinator Notify
6. Warrior Setite (bloodline) - PC: Disallowed - NPC: Disallowed (as you cannot be an Convert of "just" the bloodline)

7. Walid Set - PC: Coordinator Approval - NPC: Coordinator Approval

Initiate (Setite) PC: Varies (See Below) - NPC: Varies (See Below) - Coordinator: Follower of Set

a. Initiates gain an additional out of clan discipline, which is "iconic" to the bloodline which they may learn to the advanced level, with an assumed teacher utilizing Out of Clan XP Costs

1. Children of Damballah - PC: Coordinator Approval - NPC: Coordinator Notify
 - a. Gain Auspex
2. Daitya - PC: Coordinator Approval - NPC: Coordinator Notify
 - a. Gain Presence
3. Tlacique - PC: Coordinator Approval - NPC: Coordinator Approval
 - a. Gain Protean

- b. Initiates may choose their Fight/Flight form as if they had Protean In-clan, however they must be natural to Tlacique/Central America
- 4. Warrior Setite (bloodline) - PC: Disallowed - NPC: Disallowed (be an Initiate of "just" the bloodline)
- 5. Serpent of the Light - PC: Coordinator approval - NPC: Coordinator Approval
 - a. Gain Modern Serpentis
- 6. Setite - PC: Coordinator Approval - NPC: Coordinator Notify
 - a. Gain Modern Serpentis
- 7. Walid Set - PC: Coordinator Approval - NPC: Coordinator Approval
 - a. Gain Modern Serpentis

Nameless PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

Postulate of Echidna PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

Follower of Set Paths of Enlightenment

PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Follower of Set

- a. Path of Typhon
- b. Path of Sutekh
- c. Path of Ecstasy
- d. Path of Set's Vengeance
- e. Path of Set's Honor
- f. Road of Set

Path of Apep – Disallowed for PC

Followers of Set or their Bloodlines, Factions, or Initiates with V20 Dark Ages Serpentis

PC: Coordinator Approval- NPC: Coordinator Notify - Coordinator: Follower of Set

- 1. Converts/Initiates may only learn modern Serpentis

Non-Followers of Set or their Bloodlines, Factions, or Initiates with V20 Dark Ages Serpentis

PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

Combination Discipline: Typhonic Beast

PC: Varies - NPC: Coordinator Approval - Coordinator: Follower of Set

- a. Follower of Set, Warrior Bloodline - PC: Coordinator Notification - NPC: Unregulated - Coordinator: Follower of Set
- b. Follower of Set, Warrior Caste - PC: Coordinator Notification - NPC: Coordinator Notification - Coordinator: Follower of Set
- c. This includes Converts and Initiates who join the Warrior Caste
- d. Follower of Set (regardless of Bloodline) who is not Warrior Bloodline or Caste - PC: Coordinator Approval - NPC - Coordinator Approval - Coordinator: Follower of Set.
- e. Non-Follower of Set or Follower of Set Bloodline - PC: Disallowed - NPC: Disallowed - Coordinator: Follower of Set

Non-Setites with Akhu (Setite) PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

- a. Converts require Coordinator Approval for all paths and rituals
- b. Initiates use the same approval process as a Setite

Non-Tlacique with Nahuallotl (Setite)

PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

- a. Converts require Coordinator Approval for all paths and rituals
- b. Initiates use the same approval process as a Setite

Seidr PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

WHO ARE THE FOLLOWERS OF SET?

A Follower of Set is a vampire who worships the Egyptian god Set, and who believes that, through his example, they can reach godhood themselves. The Followers of Set, or Setites, are more than just a bloodline of vampires. They are a religious cult that preaches freedom and enlightenment through excess and corruption.

The concepts of corruption and defilement are the core of Setite genre. Setites have a need to find the things that make people uncomfortable, to either exploit that weakness or challenge the weak to face and overcome their aversion. The fears that Setites exploit from victims involve their hesitation to act upon their wants and desires that society has deemed “wrong.” For example, while regular people hesitate to break marriage vows (either their own or someone else’s), Setites ask “Why? If they want it, and you want it, what’s the harm?” A Follower of Set is the little devil on your shoulder, quietly urging you to ignore the angel and do what you want. Setting you free in the process.

Playing a Follower of Set is a very mature and dark role-playing experience. Because of this, many people have difficulty getting into the proper mindset. This packet walks through the backstory of who Set is to his Followers, how a Setite goes through the process of corrupting someone, who the true enemies of the Followers of Set are, how the clan is divided (and how to role play those divisions), the clan/cult structure, views on the different moralities of the Setites, and mechanical aspects of the Clan. By the end of this packet a reader should have a better understanding of how to portray a Follower of Set in *One World by Night*. As always, feel free to reach out to the Setite Coordinator's office with any questions or assistance you or your game may need.

Stories of Set: Osiris, Set, and Horus

The first question usually asked to a Follower is “Who is Set?” Stories of Set vary, with almost as many versions and interpretations as there are Followers. Some tell a tale of betrayal, of two brothers that were gods. Others speak of two mortal kings turned Kindred with varied endings. The following three stories represent the “core” of Setite beliefs. Most Setites follow one version or another of these stories, though as mentioned previously, alterations and changes to key elements are common among the Followers.

A Betrayal of Brothers and Gods

During ancient times, when gods walked on Earth and ruled Egypt directly, the sun god Ra grew old and ready to pass on his mantle of leadership. He picked his grandson Osiris to succeed him. This did not sit well with his brother, Set, who was the mightiest of warriors and the one who protected the sun-boat from the Gates of Sunset to the Gates of Dawn.

Set’s jealousy and pride drove him to murder his brother. He built a beautiful coffin to Osiris’ dimensions. After its completion, he put it on



display and offered it to whosoever fit in it. As Osiris lay in the coffin, 72 of Set's priests nailed shut the lid. They threw the coffin into the Nile, drowning Osiris.

Isis, Osiris' sister-wife, used her magic to retrieve her husband's body. When Set found out, he employed more extreme measures to remove Osiris: he chopped his brother into pieces, scattering them to the ends of Egypt. Isis patiently gathered parts of her husband and used her magic to create a child. She named the child Horus. When he grew to manhood, he went to Set and challenged him for kingship over all gods.

Horus and Set fought a terrible battle. Horus prevailed, castrating Set at the cost of one of his eyes. Horus then ruled over the living, Osiris the dead. Ra made Set the Lord of Storms

A Cainite's Tale

The Cainites' take on the tale from the book of Nod says Set and Osiris were mortals who battled constantly. They both became vampires with Set eventually defeating Osiris. Isis was able to restore Osiris from Final Death and together they had a child (childe?) named Horus. Horus eventually discovered the Spell of Life, allowing him and his followers to become immortal to conduct an eternal war with Set and his Followers.



After the Victory of Horus

Some insist that Set and Horus were gods; after Set's victory, Ra turned on him, cursing him to live in darkness. The gods then thrust Set into the Duat, where he again battled Apep and ate the heart of the great serpent. With Apep's death, Set took on the dark wisdom and hidden secrets of the serpent, secrets hidden since the beginning of the world.

When Ra created the world, he gave it life through his own semen, creating the souls of gods and men alike. The souls differed in size but not in kind. Ra, jealous and petty, lied, claiming he was the mightiest despite only creating a small portion of the Primeval

Waters. But now Set knew the truth: all souls could grow as mighty as their tyrant father, becoming creators themselves.

Set returned to the world, disguised as a water serpent, swimming through the gates of the Primeval Waters when they opened to grant life anew to the Nile.

Set swore to overthrow Ra. Unfortunately for him, he had drank from the waters of life and death. He was no longer truly alive and could not bear the sun because of Ra's curse. While preaching of the night, he gathered 12 followers. With them, he shared the greater part of his blood and divine power. With his shared blood and power, these followers took also a share of Set's curse and castration, becoming the first vampires.

Set quickly learned how flawed humans were. They wailed at their new curse and begged for forgiveness from Ra, claiming Set misled them. Set vowed to destroy the vermin if they did not aid in the destruction of the gods. They later learned to pass their curse and powers onto other mortals, starting the other clans. The children of the first vampires schemed against their sires while Set's Followers remained loyal. Thus was born the great Jyhad.

THE ROAD TO GODHOOD: REVELATIONS OF THE DARK FATHER

The Enemy

The Aeons in the Setite pantheon represent the other well-known Egyptian gods, such as Horus, Ra, Osiris, Isis, and Anubis. They are the beings who created the chains that the Revelations of the Void help people overcome. The reasons they created these chains is to maintain power over mankind. They have created the concepts of loyalty, love, duty, honor, etc that are the virtues of morality that many, if not all, societies uphold as aspirations to achieve. It is through regulating society in this fashion on a moral and ethical level which the Aeons control mankind and keep it in a place of submission and servitude. Morality and law, the idea that men and Gods are separate, are all concepts that represent the chains of the Aeons collectively called Ma'at, the so-called Divine Order.

The Followers of Set are known as vice mongers and deviants because they preach and act against the values which society upholds, as they wish to step away from the hold of the Aeons. Through a rejection of the mores of society, a Setite can further empower themselves against the Aeons and bring others out from the umbrella of control and oppression of the Aeons.

The Revelations of the Dark Father

The Revelations of the Dark Father, or Revelations of the Void, are the religious indoctrination which Setites use to teach the philosophy of Set to hopeful converts to the faith. Each Revelation, or Gate, is designed to bring the convert closer to full understanding of the teachings of Set by addressing each of the morals and ethics that have been constructed by society. As a convert steps through each gate, they are stripped of their past beliefs and begin to understand and embrace the teachings of Set. In total, there are nine gates which a convert must pass through in order to be considered a Follower of Set. It is recommended that these be a detailed part of your PC's background.

Ultimately, the Revelations of the Void are a personal journey for the convert and their Priest together. The Revelations are not a how-to guide and they do not necessarily happen in any specific order, except the Gate of Blood, which is always reserved for when the Priest overseeing the Gates feels the individual understands the meaning of each. The Revelations can take on their own life and ebb and flow and take as long as or as short as they need to be. Also, the Revelations are not something a person goes through once, they are a constant journey that someone always travels in their pursuit and understanding of their own divinity.

In terms of psychology, the Revelations are a form of exposure therapy. By repeatedly exposing an individual to a stimulus, the person becomes less emotionally affected by it. This is represented through habituation and desensitization. Further reading on the subject can prove useful for players interested in portraying, or storytelling for, Followers of Set.

Revelation of Ecstasy

Through the use of drugs, sensation, and hallucinations the Follower puts a convert into a euphoric state of perception. Using this method, the Setite manipulates the sensations and induces a trance so that the convert is able to have a religious experience where they see the path which Set has placed before them. Oddly enough, this form of transcendent communion with Set is a common practice among many religious Setites.

Revelation of Terror

This revelation is pretty self-explanatory; essentially you scare the ever living shit out of the person until the fear is gone. This allows the person to be reborn into Set's grace through inner strength. The Setite should be present, to help them find their way through the fear using the teachings of set to give them something to cling to during their storm of inner turmoil. This is the way they recognize the power of Set in times of fear.

Revelation of Wrath

This allows a person to no longer restrain their desire for revenge allowing them to be free and lash out versus the societal norm of holding back. This promotes the freedom to express the way one feels without the fear of consequences. This Revelation involves enraging the subject to the point of blind aggression; having been pushed to the breaking point, the subject's rage overtakes them and gives them the ability to overcome their obstacles without thought and only action.

The Revelation of Desire

This revelation is about embracing the monstrous and revolting. The subject is taught, through exposure to taboo pleasures, to not only accept but to actively seek pleasure wherever it may be found. One of the most complex of the Gates, it's about realizing that you should do what you want regardless of how others might judge you for that action, and about seeing how others might find pleasure in something you find repulsive... the better to manipulate them with that pleasure.

Revelation of Satety

This gate forces your convert to a numb like state. Essentially it is overstimulation to the point of no stimulation. This is to prove that you can revel and then walk away from anything once you are done with it. This desensitization helps the Follower realize that too much of a good (or bad) thing can ruin the thing.

Revelation of Despair

This is where the Setite takes everything the potential convert cares about and begins shattering it so that a new life can be built. The only stable thing in the subject's life at the end of this should be their belief in Set and his teachings. Often used as a precursor to the Gate of Wrath, this gate is useful in "curing" a potential convert of his chains to material goods, personal reputation, or temporal power.

Revelation of Ignorance

Essentially this is the big reveal. You finally meet the man behind the curtain and you see there is more to this world than you imagine. This is where you truly learn how dark your world is and that there is more than just humans (or even Vampires) that go bump in the night.

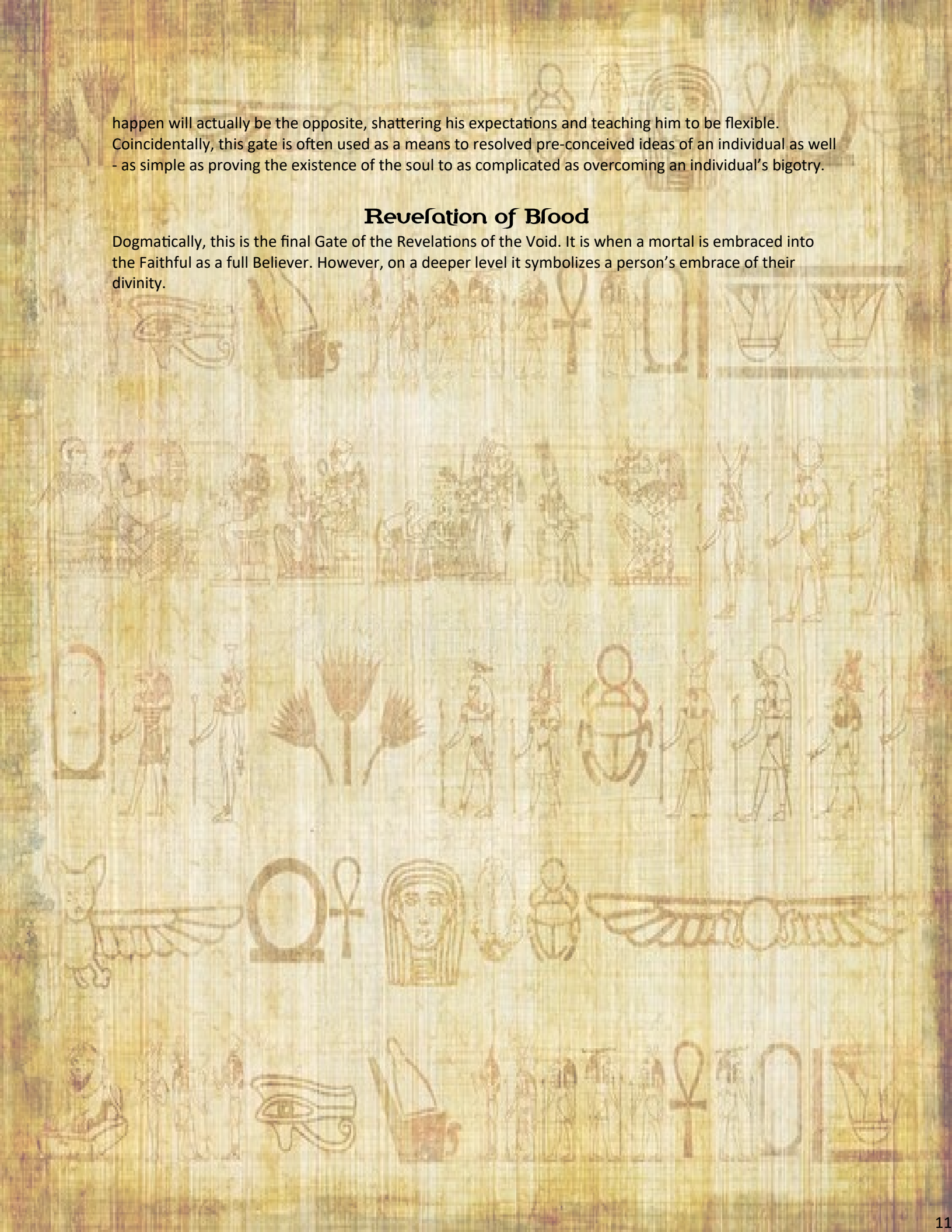
Revelation of Chaos

The purpose of this Gate is to show the convert that the world is an unpredictable place. The best laid plans the most carefully prepared scheme can always fail when they try to force too much order into a world without order. Often, this gate is represented by showing the convert that what he expects to

happen will actually be the opposite, shattering his expectations and teaching him to be flexible. Coincidentally, this gate is often used as a means to resolved pre-conceived ideas of an individual as well - as simple as proving the existence of the soul to as complicated as overcoming an individual's bigotry.

Revelation of Blood

Dogmatically, this is the final Gate of the Revelations of the Void. It is when a mortal is embraced into the Faithful as a full Believer. However, on a deeper level it symbolizes a person's embrace of their divinity.



TEMPLES

Among the Followers one of the most prestigious accomplishments a member of the Faith can achieve is the creation and upkeep of a major temple. The largest temples are sprawling underground labyrinths filled with ancient and modern wonders, intricate details, armies of Ushabti and Sebau guardians, and their own network of influence and myth in the mortal world.

Of course, not all Temples can be such wonders. Most Followers have a private place of worship tucked away in their own homes or apartments. These temples are no less important to a Priest than the larger ones his brothers and sisters maintain, especially since within the temple is the Blasphemy Shrine; the source of the Follower's magical powers.

While Temples are not regulated by Team Set, it's always a good idea to make sure the Coordinator's office knows about the biggest temples around the world... Especially if you're looking to earn the prestige that comes with overseeing one.

The temple is often the first part of the Faith that a prospective convert is shown and it is the one place that all Followers are welcome no matter how they worship, which caste they are, whether they are converted or not to the cult they belong to. Often a Temple will be a place of meetings and gatherings for cultists and local Followers. Those followers will bring prospective converts in to the largest local temples as part of the sales pitch.

The main function of the worship and veneration of Set, or aspect, is chosen for the cult.

Temples come in all shapes and sizes can be anything from a small shrine in a closet to a large gathering place.

The temple is often the home location of the cult, as well as a place where rituals and sermons take place; giving all Followers a safe place to stay and a private place to meet.

Roles Within the Temple

Priest

The Priest's job is to lead in rituals, sermons, and blessings. They often direct the Warriors and Citizens of the Temple in any activity, though they always tend to give flexibility and yield responsibility to any subject matter experts in the clan.

Warrior

The main job of the Warrior Caste within the temple is security. This covers everything from a simple security system with armed guards to the creation of safe rooms and Ushabti.

Citizen

Their main job is to maintain the day to day goings on of the temple. This includes maintaining the influence needed for the temple to run and make sure cult members are fulfilling their assigned tasks.

The Look of Your Temple

Every temple is going to look different depending on which aspect of Set the temple is dedicated to. For example, a temple dedicated to Sobek, will have crocodile statues and elements with water in the temple. It may even have a manmade pond or Nile replica running through it. Living or Ushabti

crocodiles may also be found roaming throughout the temple. While a temple to the Cohort may have dirt flooring, areas for sparring, weapons will adorn the walls as decoration alongside hieroglyphs.

While each temple will have its own flavor there are some universal aspects that will be found no matter who the temple is dedicated.

The first is a representation of Northern and Southern Egypt. This can be as simple as two stairways leading to separate sections of the temple, to having a basement dedicated to the South and an attic dedicated to the North, or it can be subtle where going from one room to another involves just a simple step up with slight elevation.

Every temple is going to have dim lighting. The lighting can be natural (fire light) or artificial depending on preference. With modern technology dimmers can be placed to control the desired amount of light and replicate fire flickering to still give you the traditional feel without the risk of burning the temple down on accident. Candles and torches are still commonplace in Setite temples no matter the time period. Most of the lighting is also recessed and more of a glow.

Next is the cleansing room. This room contains everything you need to prepare for ritual or worship.

- Showers so that you can be in your purest form when you present yourself to Set.
- Anointing stations with ash, oils, urine, etc so that you can prepare your body or sacrifice for ritual.
- A robing station filled with cloaks, head dresses, robes, etc so you have proper attire for that evening.

Remember that the anointing and dressing stations will vary based on cult, which type of sermon you are doing, or which ritual you are doing that evening.

Finally the ritual room or multiple rooms depending on choice. This is just an area where rituals or sermons take place. It will have an altar and an area for ritual components. It will be covered in sigils and hieroglyphs intended to tell the story of the cult, the temple, and the Followers of Set.

Suggested Add On Mechanics

These are the suggested mechanics for those wishing to build temples. Any game is allowed to modify these to suit the needs of their game.

In order to be able to create a Temple, Crafts or Engineering Spec Architecture is Required. And then for further Add-Ons they must have the corresponding ability listed with each Add-On.

A note for games with smaller Setite/Faction/Bloodline numbers. It is possible to augment the costs of Add-Ons in order to make up for insufficient resources in two of the three cost fields (Ability, Influence, Time). In any task, one can take their time completing that task, thus expending less effort in the process. Additionally one can rush a project with the expenditure of extra resources and effort in order to save much needed time. That is precisely how you may augment the Influence and Time fields of Add-Ons. Per an equivalent ratio, you may change either the Time or Influence needed to complete the project to an appropriate level, then multiplying the other by the ratio used.

Ability Levels: Each level of an Add-On requires that ability level times itself. So as an example Animal Defenders Level x1 you would need Animal Ken or Crafts: Statue/Ushabti x1 For Animal Defenders x5

you would need level level x25. For kindred working by themselves, to reach this they would need at least 1 week per x5 points of ability. So to reach 25 they would need five weeks.

Influence Levels: Each level of Add-on requires level x 10 in influence actions. So as an example Dormitory/Temple Retainers level x1 you need to do 10 Health actions or a combination of Health, Street, or Industry actions. For a level 5 you would need x 50 influence actions spread between the influences of each for the Add-On. This can be modified with personal retainers or combining influences with others. Otherwise it will take the number of influence cycles to amass the appropriate number of actions.

More than one Kindred may participate in the construction/acquisition of temple Add-Ons. In this case, use the following:

Ability: Combine Ability scores for a total to be used against the total needed. Thereby, two PCS could conceivably have 10 levels of an Ability. Again, specializations count as one added level of Ability.

Influence: For each Kindred participating in the project with the necessary influence, add one half of their influence level (rounded up) to the Kindred with the greatest single amount of influence.

Time: Divide the time by the number of kindred involved in the project contributing at least one level of influence, and one level of Ability. Lower levels should take a week or two to where higher levels sometimes a month or more. Up to the ST's Discretion, but none of it should be done instantly or take less than 1 week.

All Add-On's and their benefits are suggested at a 1-5 scale with potential for higher levels with certain Add-On's at ST discretion in cases of group efforts. Each level and it's benefits is up to the ST and the Player to agree upon for what works best for their game.

For games that like this to be represented on a sheet we suggest a new background called Temple and to allow it from 1-5 for each Add-On.

Add-On	Requirements
Animal Defenders	Requires Craft Shop at x2 or Store Room/Kitchen at x2
Artistic Design	N/A
Craft Shop	N/A
Dormitory/Temple Retainers	Requires Store Room/Kitchen at x2
Extra Passageways	Requires Artistic Design at equal level
Labyrinth	Requires Extra Passageways at equal level
Library/Research Area	N/A
Reinforced Structures	N/A
Secret Doors/Passages	N/A
Security	N/A
Store Room/Kitchen	N/A
Traps	N/A

Animal Defenders

These are animals typically Ushabti or Ghouled in nature. They are usually Crocodiles, and other animals native to Egypt.

The appropriate Ability is Animal Ken or Crafts: Statues/Ushabti and the conjoining influences are Industry

Mechanic Note: The level of defenders should add to the static difficulty of intruders surviving an attack the temple. Level one should be a +1 trait where as a level 5 should be +5 trait modifier. These traits stack with Traps.

Artistic Design

This is how impressive the Temple architecture looks. Players should be encouraged to choose a style for the Temple or its area and build the Temple around this Artistic Design. This also plays into the level of Extra Tunnels and Labyrinth are allowed.

Only Master Artisan's can combine Abilities to make this over level x5

The appropriate Ability is Crafts: or Engineering: Architecture and the conjoining Influence is Industry.

Special Note:

Depending on the level it also incorporates sound and how it travels. So at lower levels there may be something akin to like a basic rhythm reverberating through the temple in certain areas, whereas at higher levels it may sound like a symphony of natural sources of sound combining into a rhythm and melody, varying pitch and tone with the various melodies that transition naturally throughout the temple.

Craft Shop

This room is where you will find the Artisan's and their tools. Anything they need to make things you will find it here.

The appropriate Ability is Crafts: Any and the conjoining Influence is Industry.

Mechanic Note: In repair challenges within the Temples, each level of this add-on can be utilized as a bonus trait for the Artisan.

Dormitory/Temple Retainers

This is the housing for mortal acolytes and members of the cult and may be used as a temporary haven for visiting kindred. This Add-On also represents the cult members that deal with the day to day of maintaining the temple. Cooking, cleaning, making sure the bills get paid, and someone is there to meet the delivery guy.

The appropriate Ability is Medicine or Streetwise conjoining Influence is Health, Street or Industry.

Mechanic Note: Can act as Cult if granted permission by the High Priest, if it is used in this way it refreshes based on ST Discretion. Additionally due to the number of retainers intruders/infiltrators are at a higher chance of being discovered. There is a +1 difficulty on all challenges to remain undetected per level of this Add-On stacks with Labyrinth, Security and Extra Passageways

Extra Passageways

There are tons of extra passageways that seem to go nowhere particular. This helps delay intruders and give those within the Temple more time to detect them and weed out who is not supposed to be there.

The appropriate Ability is Crafts: or Engineering: Architecture and the conjoining Influence is Industry.

Requirements: Artistic Design of the same level.

Mechanic Note: Due to the nature of the extra passageways, intruders/infiltrators are at a higher chance of being discovered. There is a +1 difficulty on all challenges to remain undetected per level of this Add-On stacks with Labyrinth and Security and Dormitory/Temple Retainers. Additionally they are at a disadvantage navigating the Temple without knowing the layout at each turn they have to throw a chop against the level of Extra Passageways and Labyrinth combined. If they lose they wind up at a dead end.

Labyrinth

Combined with the Extra Passageways the Temple itself is a natural maze for anyone who doesn't know the layout, even invited visitors can easily get lost and have to find help.

The appropriate Ability is Enigmas and the conjoining Influence is Industry.

Mechanic Note: Due to the nature of the extra passageways, intruders/infiltrators are at a higher chance of being discovered. There is a +1 difficulty on all challenges to remain undetected per level of this Add-On stacks with Extra Passageways, Security, and Dormitory/Temple Retainers. Additionally they are at a disadvantage navigating the Temple without knowing the layout at each turn they have to throw a chop against the level of Extra Passageways and Labyrinth combined. If they lose they wind up at a dead end.

Library/Research Rooms

Ah the Library, the Scribes and Master Scribes favorite place of the temple, no better place for them to do their chronicling, research, and studying. They pride themselves on how well stocked it is and that the fact that conjoining rooms are research area's for all sorts of different tests and experiments.

Only Master Scribes can combine abilities to make this over level x5

The appropriate Ability is Academics, Lore, Occult, or Science and the conjoining Influence is University or Occult.

Mechanic Note: Storytellers are encouraged to let players utilize this Add-On as a teacher for various Abilities, especially that of Lore, Academics, History, Science, Enigmas, Engineering, City Knowledge etc.

Doing research, translating or forging documents in the library should give a +1 bonus per level of the Add-On to the challenge.

Special Note: The Lore that is able to be taught will be dependent on what the Scribe and Master Scribe are willing to document and provide the Library. Setite/Faction/Bloodline lore can generally be found here up to level x2.

Resistant Structure

Durability is a must, especially when your temple could fall under siege at any moment due to various potential enemies. Remember a strong foundation makes for a strong house!

The Appropriate abilities are Engineering, and Crafts: Architecture the conjoining influence is Industry

Mechanic Note: This add on increases the strength of the overall structure of the building. The more levels placed in this add on the more difficult it will be to have the structure torn down. This add on can be stacked with other PCs as long as they are members of your cult. Their points go toward an additional rooms. Each level represents the amount of Potence or Potence equivalent it can withstand.

Secret Panels/Rooms

Can be anything from a small hidden compartment to a full scale hidden section of the temple.

The appropriate abilities are Crafts: Architecture, Engineering, and Security the conjoining influences are Industry and Bureaucracy

Mechanic Notes: Each level allows for a larger space to be hidden and increased security when hiding the triggers. Must have equal levels of security in order to test against triggers build of the same level.

Security

Can vary from basic home style alarm to a more elaborate system that may include advance surveillance equipment and silent alarms. Be aware that most of your “guards” will most likely be Ushabti so please keep that in mind when building systems for your security teams.

The appropriate abilities are Engineering, Security, Alchemy, Architecture the conjoining influences are Police, Bureaucracy, and Transportation.

Mechanic Notes: Due to the nature of the extra passageways, intruders/infiltrators are at a higher chance of being discovered. There is a +1 difficulty on all challenges to remain undetected per level of this Add-On stacks with Labyrinth, Extra Passageways, and Dormitory/Temple Retainers.

Store Room/Kitchen

The store room and kitchen is where food for the dormitories and living Animal defenders is stored, whether mystically or mundanely it is kept from perishing. This also hold ritual components, crafting materials and various other day to day needs for the temple.

The appropriate abilities are Occult, Animal Ken, Cooking, or Crafts. The conjoining influences are Industry, Occult, and health.

Mechanic Note: The size of the store room and kitchen as well as how much it is able to hold is dependent on the level. In order to hold more food and other components you need a larger space.

Traps

Ah who doesn't like a good pitfall? Trapped chests, arrow traps, as a few examples. Either way through various types of traps it's not going to be a good time for any uninvited guests as they are going to have a tough time navigating all of them as well as the extra passageways and labyrinth style layout.

The appropriate Ability is Enigmas or Survival and the conjoining Influences are Bureaucracy, Industry, and Underworld

Mechanic Note: The level of traps should add to the static difficulty of intruders surviving an attack on the temple. Level one should be a +1 trait where as a level 5 should be +5 trait modifier. These traits stack with Animal Defenders.

CLAN STRUCTURE

The Followers of Set are a diverse group with a passion for independence and autonomy. They constantly test the limits of decency and practicality all in an effort to raise Set and find their path to divinity. However, despite their fiercely non-committal nature, the Followers still have some traditions they hold sacred for the purpose of keeping roles and wisdom as clearly defined as possible.

Followers of Set versus “Setites”

The Followers of Set who reverence Set’s divine image and strive to achieve personal godhood refer to themselves as “Followers of Set” to indicate their reverence and purpose. Those who reject the faith and haven’t been hunted down by the clan at large, refer to themselves as “Setites” simply to indicate the Antediluvian from which their blood flows. The distinction is small to outsiders, but is critically important to those who worship Set and seek divinity.

Prestige

How do you measure accomplishments among a group who often mock titles? Prestige within the Followers is exceedingly rare, but it is not unheard of. When a follower does something that draws the attention of the Hierophants or the Eternals, he may be awarded prestige. Usually the prestige is simply a declarative of the Hierophant’s favor - some noun or adjective related to the event that earned the attention - and Hierophants honor the individual in such a way that’s lasting and public.

Castes Within The Followers of Set

The Followers of Set do not (usually) follow a rigid hierarchy, but that’s not to say they don’t recognize the value of having predefined roles. While there’s plenty of bleed over between the casts, generally the followers agree with the existence of two clear roles, Priest and Warrior, and the catch-all “Citizen” to denote those who have not yet specialized into one of the two greater roles.

Citizens

All Followers of Set who are not part of the warrior bloodline start out as Citizens. During this time, they learn the ideology behind Theophidian Doctrine and as much about the clan as possible before possibly choosing either the role of Priest or Warrior.

In *One World by Night*, the title Citizen has been given to Non-Warriors and Non-Priests for the sake of ease in classification. Citizens represent everyone else in the clan from the “Easter and Christmas” Setites to those who are radically devout and live the lifestyle. They do everything from “filling the pews” to aiding in bigger clan affairs through influences and assisting in managing the needs of the Faithful’s Temples.

These followers are the rank and file among the faithful who carry out the day-to-day tasks of their respective cults or the faith at large. Citizens don’t get any special benefits for their role, nor do they suffer any drawbacks due to their lack of focus. However, popular citizens may be pressured to choose either the Warrior or Priest route. Staying a citizen indefinitely due to indecision is seen as a sign of

laziness and stagnation... And Followers of Set should never stagnate. This isn't to say that there aren't "Citizens for life", among the Faithful, only that the politics of the clan usually drive the oldest and most successful citizens into either the Warrior or Priest caste.

Citizens can learn to make Ushabti and Command the Elements via the Path of Weather Control. Additionally, those few citizens who have extensive networks of influences and contacts may take on the title of Pharaoh. More on the role of Pharaoh will be discussed later.

Non-Leadership Roles Within the Citizen Caste

Coord Notify Roles Within the Citizen Caste. May only have one Role.

Artisan - The Artisan is one of the driving aspects of Temple Creation as well as their defense like Ushabti. An Artisan works the very stone around them, designing, shaping, and then finishing the temple in which the faithful are able to shield itself from outside advances. They also act as jewelers, weapon smiths, armorers, and the like for the rest of the faithful.

Requirements: Must have one crafts at x5

Advantage: Get Path of the Ushabti at R1

Master Artisan - One per region - Masters of their crafts and leads the rest of the Artisans in their region. They lead group projects and designing temples. They are also the architects of the Followers.

Requirements: Must have 5 crafts x5.

Advantage: Gain a NPC Teacher for Divine Hand

Scribe - The Scribes of the Faithful are those who are avid historians, they are interested in the world that exists beyond the temple's and cults and those of the faith. They have a keen interest in learning about every other supernatural creature out there and how that knowledge could be used for the greater benefit of the faithful. They also document the clans histories and things going on in the modern nights. They will also create false documents to throw off those who are trying to learn about the Faithful with more sinister intentions.

Requirements: Must have Follower of Set Lore x3, and one other creature type or clan lore at 2

Advantage for Scribe: Gain a free retest on deciphering any *Non-Regulated* languages.

Master Scribe - One Per Region - The Master Scribe is one who is really devout in their research into lore's from within clan to everything else out there. They keep track of the libraries of the old and new world. They make sure everything is cataloged and where it's supposed to be. They also oversee the work of the Scribes in the area and that anything new discovered by the Scribes is logged and put into the libraries.

Requirements: Must have Follower of Set Lore x5 and four other Lore's at x5

Advantage: Gain a NPC teacher for Path of Duat.

Tjati: The Tjati are the right hand man to the Pharaohs, they oversee a region or state in the Pharaoh's name. They help manage local to regional influences. And can act as dignitary to the other sects.

Requirements: Must have Fame or Network x2, must have three influences at x5

Advantage: Get a phantom dot in Fellowship as long as they remain in the position.

Priests

At the basic level, the Priests are the spiritual leaders of the clan. A Priest's job is not an easy one. They not only have to preach the teachings of Set, but they oversee the conversion of mortals and kindred alike, lead cults, and oversee the entirety of the clan's spiritual welfare.

Among the faithful there are those who follow and those who lead. The Citizens often do not make decisions that affect the clan at large unless they become Pharaohs. Instead the Priests guide their respective cults, constantly spurring their cultists on to work towards the resurrection of Set and the discovery of anything that may help free the world from the Chains of the Aeons.

New Priests are often called Acolytes as they train under another priest of their cult, helping with the rites and religious tasks. An established Priest is one who is known to understand Theophidian Doctrine, and a High Priest is the local leader of their Cult and Temple. Hierophants, however, are the highest ranking priests of the major cults and often oversee several different temples and many members of the faith. To become a priest an Acolyte undergoes a sacred ritual which changes their blood, removing obfuscate as an in clan and replacing it with Akhu.

Further, Priests are those who tend to the various Temples and those within them. A priest's first responsibility could be argued to ensure the operation of their cult and any of its temples.

Priests can learn to manipulate the emotions and decisions of others in an effort to free them from the chains of the Aeons. Further, they often conduct "miracles" as a means of demonstrating their divine power and keeping their cultists in check. Because of this, priests are automatically allowed to learn the paths of Corruption, Dry Nile, and The Snake Inside as a benefit of their role.

Additionally, High Priests may command the faithful of their cult to action outside of wartime. They may declare an individual a heretic, condemning them to a swift death at the hands of their Warriors.

**Becoming a Priest
requires Approval of
the Setite
Coordinator.**

Non-Leadership Roles Within the Priest Caste

**These are talked about in the main section
but here is a breakdown.**

Acolyte - Assist their Priest in ritual and religious tasks. This person is being groomed for the Priesthood, but has not become a Priest yet.

Advantage: Gets Path of Blood at R1

Priest - Preside over Follower of Set religious observances and rituals, help foster the spiritual growth of their fellow Followers of Set. Give advice to those who come seeking it on matters of faith. Directing a small temple dedicated to their cult or being part of a larger temple. Command Fists and Sergeants in their temple.

Requirements: Appropriate Lore for Faction/Bloodline at x3 and Theology x3

Advantage: Replaces Obfuscate as an In-Clan with Akhu

High Priest - All the duties of Priest in addition to establishing and/or maintaining the operations of a temple and overseeing at least one Priest. High Priests may appoint Priests, and confirm the Warrior rank of Fist as well.

Requirements: Appropriate Lore for Faction/Bloodline at x5 and Theology x5 Plus at least one priest under them.

Advantage: Get a NPC teacher for corresponding faction/cult Revelations Path.

Warriors

Warriors are the protectors of the clan. They are the spearhead in the war against the Aeons and those who would threaten the Faithful's divine goal to free the world from their chains. Warriors receive their orders from the Priests of their Cult and Temple, but also from the Ranks of the Cohort. Because of this, many of them claim membership among the Cohort in order to access their specialized training and resources, while also holding membership in their preferred cult based on their ideological beliefs. It's true, among the faithful, the Warriors are the ones most likely to belong to more than one Cult. Even without the Cohort, Warriors often follow a peer they respect due to his accomplishments in battle. Warriors all share a few elements in common; a sense of honor, duty to the clan and it's cause, a sense of pride in accomplishments, and a nearly zealous love for the faith that drives them to protect it. While these traits are common, the interpretation or implementation of each ideal may vary widely between two warriors. For example, one warrior may believe that ambushing an opponent is dishonorable, while another may hold that no battle tactic is dishonorable.

Other warriors may feel that one must individually earn their respect, but some of his peers may follow specific protocol regarding how to speak to his superiors and subordinates.

While typically only a Warrior of the Cohort rises to hold a Rank greater than Lieutenant, it is not unheard of Warriors of other cults reaching ranks higher than Lieutenant.

The Warrior role, and Followers of Set who are part of the Warrior bloodline, are Coordinator Approval and require permission from the Setite Coordinator.

Non-Leadership Roles Within the Warrior Caste

These are talked about in the main section
but here is a breakdown.

Fist - Answering to the Priest and Sergeant (and above) within their cult. Requires demonstrating an aptitude in martial matters and confirmation by a Sergeant.

Sergeant - Answering to the Priest and Lieutenant (and above) within the region, commanding Warriors beneath him in martial matters. Requires demonstrating greater aptitude in martial matters than Fists in the region, First Intermediate levels in Serpents and Potence, defeating a Sergeant in a challenge by combat (to Incapacitation) and confirmation by a Lieutenant or higher ranking Warrior.

Lieutenant (Coord Approval) - Answering to High Priests and Captain (and above) within the region, commanding Warriors beneath him in martial matters. Requires demonstrating a greater aptitude in martial matters than Sergeants in the region, Second Intermediate levels in Serpents and Potence, at least Basic levels in one or more other martial powers, defeating a Captain in a challenge by combat (to Incapacitation) and confirmation by a Hierophant or General or higher ranking Warrior.

Captain (Coord Approval) - Answering to the Hierophants and General of their continent, commanding Warriors beneath him in martial matters. Requires Advanced levels in all In-Clan Disciplines and at least Intermediate levels in one or more other martial powers (or martial Combination Disciplines), defeating a Captain in a challenge by combat (to Torpor) and confirmation by a Hierophant, Eternal of Sothis, or a higher ranking Warrior.

Leadership Within The Followers of Set

The leadership of the Followers of Set is comprised mainly of ancient vampires who have proven themselves wise and powerful beyond measure. Occasionally, a younger Setite will prove themselves strong enough to be placed into a role where they are held responsible for others. Most of the highest positions in the Americas are held by these younger vampires, though there are certainly exceptions.

Clan Positions

The Setite clan, outside of the temple, is broken down into three groups; Priests, Warriors, and everyone else. What follows are the highest ranks to which a PC may aspire.

Pharaoh

There are three Pharaoh's of the New World, East Coast, Midwest and West Coast. Pharaoh's hold a great deal of influence among the Followers and mortal society. His main goal is to be a guiding force for the clan, in mundane and political issues, and also be a dignitary to the Camarilla and other sects that the Followers may deal with if necessary.

Advantage: Get a phantom dot in Network and Leadership as long as they remain in the position.

Pharaoh is a rank earned in character through role-playing and challenges. Approvals for this rank requires the approval of the Setite Coordinator.

Warrior General

The leader of the warriors in each major national region is the General. Usually a member of the Cohort of Wepwewet, this highest ranking Warrior has proven themselves to be more than simply a brute. While it's true that Generals must be powerful combatants, but they are also among the wisest leaders with countless experiences on the battlefield and extensive tactical knowledge. Unlike other challenges for rank, a challenge for General often involves the participation of several trusted subordinates and allies. Warriors who remain outside the Cohort will still revere and respect the word of their Generals and Captains, and must not hesitate to follow their commands in battle. Below the General is a Captain for each larger region under the General. The General rarely follows the orders of any member of the clergy who isn't a Hierophant, his concerns are simply too grand to be focused on local issues.

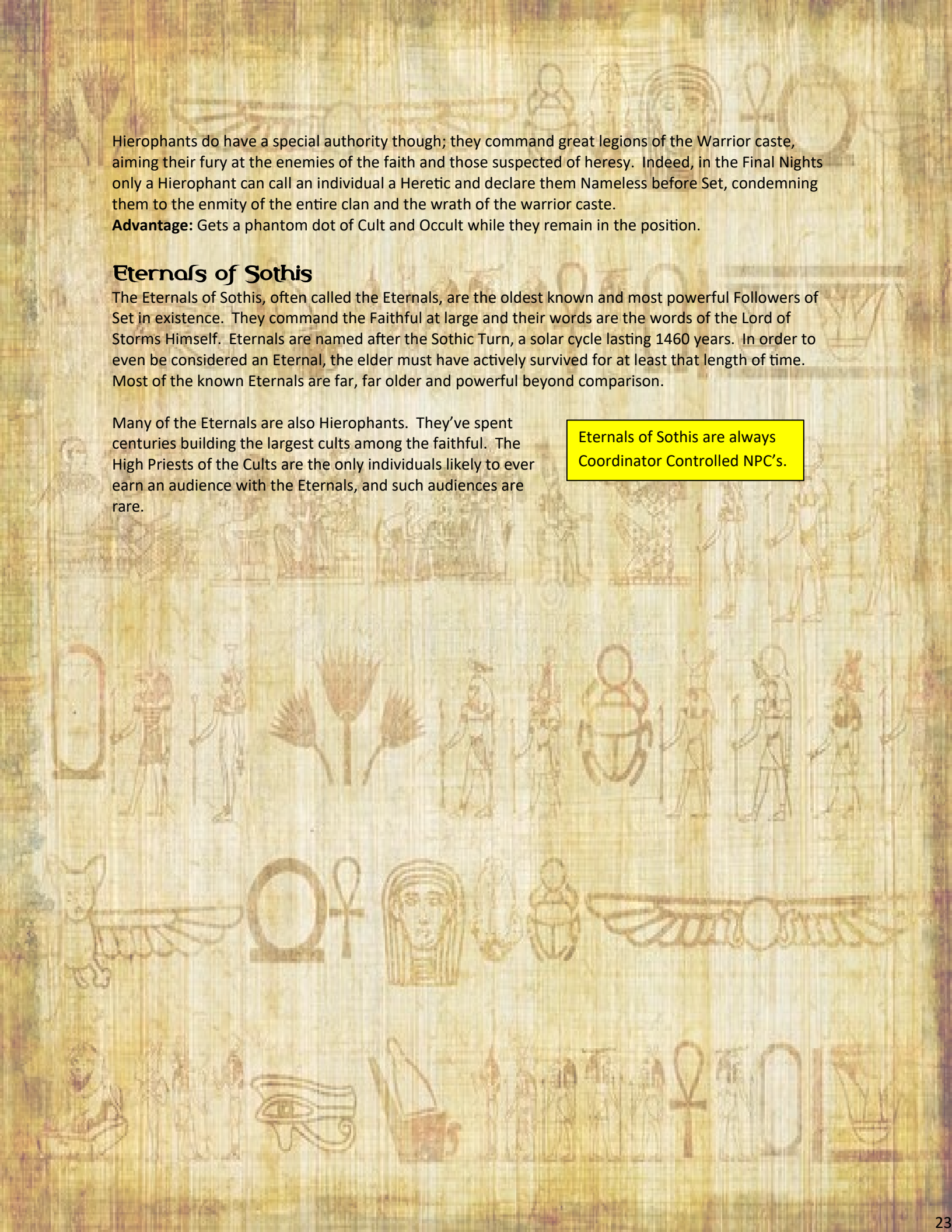
Advantage: Gets a phantom dot of Military Force (not to exceed dot 5) and Tactics while they hold the position

General is a rank earned in character through role-playing and challenges. Approvals for Ranks require the permission of the Setite Coordinator above the rank of Sergeant.

Hierophants

Hierophant is the highest rank a priest can realistically ever hope to achieve. The Hierophant oversees the spiritual well-being of his entire cult and all its temples. Often a Hierophant is held responsible should a member of the faith turn away from Theophidian Doctrine, and must declare the individual a heretic and guide the warriors. They spend their nights guiding their cult to discover the means to resurrect Set from the dead, or aiding their high priests with the needs of the Cult. Many of the Eternals of Sothis are also Hierophants, which has led to some concern over the meaning of the title... Hierophants are the leaders of the clan at large, focused on the needs of the Faithful within their cults.

Hierophants are Coordinator Approval only. Typically they are the leaders of the major cults, oldest and wisest among the Followers, and those few have personally known Set during his life.



Hierophants do have a special authority though; they command great legions of the Warrior caste, aiming their fury at the enemies of the faith and those suspected of heresy. Indeed, in the Final Nights only a Hierophant can call an individual a Heretic and declare them Nameless before Set, condemning them to the enmity of the entire clan and the wrath of the warrior caste.

Advantage: Gets a phantom dot of Cult and Occult while they remain in the position.

Eternals of Sothis

The Eternals of Sothis, often called the Eternals, are the oldest known and most powerful Followers of Set in existence. They command the Faithful at large and their words are the words of the Lord of Storms Himself. Eternals are named after the Sothic Turn, a solar cycle lasting 1460 years. In order to even be considered an Eternal, the elder must have actively survived for at least that length of time. Most of the known Eternals are far, far older and powerful beyond comparison.

Many of the Eternals are also Hierophants. They've spent centuries building the largest cults among the faithful. The High Priests of the Cults are the only individuals likely to ever earn an audience with the Eternals, and such audiences are rare.

Eternals of Sothis are always
Coordinator Controlled NPC's.

Cults

Cults are the bedrock of the Followers of Set. They represent the various ideologies and experimental methodologies among the Followers. Each cult has its own interpretation of the Set myth, as well as its own ideas on how to bring the Dark Father back from the dead. Some cults, like the Hands of Ashe, aren't even focused on the Resurrection but instead are busy with preparing the world for when the clan's founder returns, believing he'll return when he's ready. Indeed, each cult has its own religious ideology, but also has its own moral or practical codes. For example; while the Cohort are happy to fight an opponent head-on, the Cult of Sobek tends to be more focused on ambush tactics. While the Cult of Ecstasy spends its days in meditation induced through drugs and sex, the Children of Damballah spend theirs in quiet meditation with the spirits.

Each Setite is encouraged to join a cult that fits with his ideology and temperament as early as possible. Followers also often create their own cults and sub cults to further their personal agendas. Players are encouraged to flesh out these cults as much as possible initially, and feel free to add in additional details as the cult grows over time.

Cult Positions

Due to the individual nature of the Followers of Set their cults take on that same streak of individuality. The structure and positions one can hold within a cult are detailed later in the packet with the individual cult write ups of the major cults of the Followers of Set.

Cairo's Dream Court

The Dream Court of Cairo is a complex series of interconnected cults which includes all Followers of Set in Cairo, and indeed stretches subtle tentacles of power beyond Egypt. Setites from all the world over journey to Cairo to visit the Dream Court, whether seeking the vast stores of mysterious lore archived in their temples, or to observe and perhaps partake in the bizarre, decadent rituals performed by the Dream Court, and the Ecstatic's at its heart. (For more information reference Cairo by Night)

Physical Temple Structures

The physical temples form a complex second only in size to the clan's Grand Temple in Uganda, encompassing the House of the Eclipse and swelling out beyond the clan's Khitta (the clan's territory in Cairo proper) to virtually consume the city's entire underground. From natural stone caves and tunnels, to ancient aqueducts and abandoned sewers, the city's depths that anywhere else might belong to the Nosferatu, in Cairo are the province of the serpents. A maze of dreams and nightmares, the entire underground swirls with incense and smoke, the scent of blood pervading the air sufficiently to drive the unfamiliar intruder to the verge of frenzy...and is protected by odd creatures and exotic magic....

Cults of the Dream Court

To call the Dream Court a single cult is incorrect; rather they are a collection of affiliated cults focused around a central temple, with a central overarching hierarchy. Virtually all serpents of the Dream Court maintain their own cults, collectively referred to as the Servitors of the Sleeping God.



For Further Information, Please Read:
Cairo by Night p. 79

The Sleeping Lord

Ultimately, the goal of all Setites of the Dream Court is to obtain the favor of the Sleeping Lord, also called the Maiden of Plagues. This Methuselah, sleeping in torpor in the heart of the subterranean temple complex in the midst of underground caves and lakes, remains fully aware as it lays sleeping, entering torpor, it is rumored, to commune directly with its sleeping grand-sire, Set. In modern nights the Sleeping Lord has been spending longer periods in torpor, but no denizens of the Dream Court doubts it remains aware, for as the court's name implies, it communicates through dreams and visions to its favored servants. As the Sleeping Lord slumbers and can no longer bring its influence directly to the city of Cairo, the Setites of the Dream Court now bring Cairo to the Sleeping Lord, through a ritual called the Reverie.

For Further Information, Please Read:
Cairo by Night p. 146

Hierarchy of the Dream Court

Advancement within the Dream Court is entirely based on the favor of the Sleeping Lord, and the traditional rewards for advancement include diablerizing one's sire when one exceeds the accomplishments of one's sire. Izzat al-Khanzir manages the Court's secular affairs as the public face of the Clan in the domain of Cairo, and Kahina the Sorceress manages the Dream Court's night to night operation and the care of the sleeping Eternal of Sothis. None can advance beyond them in the Court until the Sleeping Lord next wakes, but there are opportunities, both religious and secular, for those serving the interests of Cairo and the Dream Court, even outside of Egypt.

New World Dream Court

The New World Dream Court is the seat of power for the Followers of Set in the Americas. Filled with a mix of Followers from around the world, this shadowy cult focuses on coordinating the efforts of the other cults to the benefit of the clan. Few vampires are allowed within the ranks of the Dream Court, and none of them are willing to spend eternity resting on their laurels. While they number among them some of the most twisted and debauched of the Followers, they are rarely those who spend all their time wallowing in ecstasy. Instead, they hold true to the motto "Work Hard - Play Hard".

Membership in the Dream Court requires approval from the Setite Coordinator and is usually reserved for PC's and NPC's who have established themselves in vital roles and are known throughout the clan.

For More information on Cults check out the Cults and Bloodlines Packet.

Paths of Morality

The Followers of Set are reviled as debased corruptors and perpetrators of sin and vice. Their paths of morality are not just an extension of sin, vice, and corruption. As with any alternative path of morality, they are complex and have been philosophically and theologically refined over the millennia by their various practitioners. The two main paths of enlightenment followed by the deeply religious Followers of Set are the Path of Typhon and the Path of Sutekh. While the hierarchy of sins for both paths are the same, the application and theological approach to either path is very different. If a write-up of the following paths is not within your source material, please feel free to contact the Setite Coordinator's office.

Path of Apep

A variant on the Road of Set, this path is viewed as heretical by many adherents of the Road of Set. This path takes its necessary indulgences to an extreme with a fanatic's fervor. It is their intense devotion to the chaos- Serpent that demands they revel in gross chaos and self-gratifications.

These heretical views are, in many ways, responsible for the Clan's sullied reputation and have contributed in no small way to their perception from without in modern nights. Likewise, almost as a self-fulfilling prophecy, many young Followers have let this misperception shape how they perceive themselves. It seems that even now, Apep's legacy lingers upon the soul of the Clan.

Path of Ecstasy

"Enlightenment is not a state of ecstasy, it is beyond ecstasy. Enlightenment has no excitement in it; ecstasy is a state of excitement. Ecstasy is a state of mind — a beautiful state of mind, but still a state of mind. Ecstasy is an experience. And enlightenment is not an experience, because there is nothing left to experience. Ecstasy is still within the ego, enlightenment is beyond the ego. It is not that you become enlightened: you are not, then enlightenment is. It is not that you are liberated, it is not that you remain in that liberation, liberated: it is a liberation from yourself."

Path of Sutekh

Path of Sutekh spends time studying and researching the world and how corruption plays a part in the path towards divinity. A follower of the Path of Sutekh will engage in debase and amoral acts of corruption, but so that they may better understand those things and how it applies to them. They seek knowledge of the corrupt but believe that corruption itself is merely a step towards enlightenment and so it is necessary to understand it in all its details.

Path of Typhon

Path of Typhon theologically focuses on the corruption of the world. The key to enlightenment is to corrupt the chains of the Aeons and by remaining in that corrupted state you are divine. By embracing corruption completely a Typhonist gains the ability to move beyond it. A Typhonist acts to sow the seeds of corruption and understands their own divine state through debased acts so that they may overcome corruption itself.

Road of Set

It is purported by its adherents that in the early days of the Followers of Set, this path was the primary path of enlightenment for the Clan outside of the default of Humanitas, due to its intrinsic spiritual nature. While a precursor in some respects to Typhon, this Road focuses somewhat on the early tenants of parts of the Road of Sin. Though where the Road of Sin and its Tempters are almost solely driven by indulgences, the Road of Set tempers that drive and encourages the spread of the belief system and its proliferation to new converts.

This path of enlightenment expounds upon a clear devotion to the cause of Set and a veneration of his works. This "Road" eventually evolved into two separate and distinct paths in modern nights, that of Typhon and Sutekh.

Path of Set's Honor Custom OWbN Content

Basic Beliefs

The Setite Clan has become spread too thin, the blood and wisdom passed down with the Embrace too diluted to be of use any more. The herd must be culled, the weak purged from this world so that the goal of Set's Resurrection can be achieved. The few chosen by the Hierophant Council to pursue this Path are indeed their brother's keeper...also, if needs be, his executioner.

Based off of studied examples of the Sabbat's Path of Honorable Accord, the Hierophants came together with the purpose of developing a military arm to complement their spiritual guidance. The Path of Set's Honor seeks to instill the trust that such hoary elders would require of those tasked with cleansing their bloodlines, while providing the necessary amount of faith to make it pleasing to their God. (Nickname: Medjai)

Virtues: Conviction, Self-Control

Ethics of the Path

- One always keeps and honors his word above all.
- Never show Cowardice or Fear
- One's Duty to the Hierophant Council always comes first
- Repay all debts
- Support your comrades at all times, unless when dealing with treachery

Path of Set's Honor Hierarchy of Sins

- 10 Failing to uphold the authority of Set and, in his absence, the Hierophant Council.
- 9 Associating with the dishonorable.
- 8 Failing to protect allies or killing for personal gain.
- 7 Showing Cowardice.
- 6 Breaking your word or Oath.
- 5 Failing to show Hospitality to allies
- 4 Failing to participate in Setite rites and rituals.
- 3 Disobeying a Hierophant.
- 2 Placing personal concerns over duty.
- 1 Killing without reason.

History

The Medjai are a new force within the clan, brought about by what the Eternals and Hierophants feel is a necessity; their torpid slumber beneath Egypt has left the clan languishing in their absence, and the world has changed so much that simple education into the truth of existence is not enough; the truth must be more carefully distributed...but when it is not, the Medjai will correct the error and the Setite who was lacking in judgement.

Current Practices

As a new force within the clan, the Medjai take their direction directly from the Hierophant Council. They may be part of other cults, or even the leaders of other cults, but their purpose within the clan is clear and defined.

Description of Followers

The followers of this path range from all over the Setite Clan, not limited to warriors, priests, or citizens, but all share two distinct traits. First, they are taken from existing Followers of Set. This means that no adherent to this path is embraced to it. Second, they possess some demonstrated tactical ability; whether planning, execution, or other battlefield talents.

Common Abilities and Preferred Disciplines

The Hierophants only care about results, and as such do not attempt to manage how the Medjai fulfill their tasks. Individual creativity is encouraged, but stealth and subtlety in all things is demanded. Failure is swiftly and decisively punished.

This path is being presented to the OWBN as a more appropriate version of the Path of Honorable Accord for Setite PCs. Followers of Set and Setite initiates will no longer use the Path of Honorable Accord.

Path of Set's Vengeance

The Path of Set's Vengeance is updated from the 2nd Edition Path of the Warrior and replaced said path for use in OWBN. It is only available to members of the R&U Warrior bloodline of Setites, or with Coordinator Approval

Virtues: Conviction, Self-Control

Ethics of the Path

- The mind is subservient to the body, and so is the Beast. Although the body is bestial in nature, it can be refined. Set's Embrace begins this process of transmogrification but even afterwards the Beast can still reign, unless it is beaten down through exercise and struggle.

- You are a killer. Do not hesitate to kill.
- Subjugate the Beast: Self-discipline and cunning must temper a warrior's rage.
- Immerse yourself in whatever you fear, hate or shun, that it may not hold power over you.
- Every possible moment must be spent honing the powers of the Set's grace. Your vampiric

Disciplines are a function of Set's grace, and they too, must be refined.

- The True Death is better than failure and weakness. Like Set, we must be implacable and unyielding in the ancient war waged against the Aeons.

History

This path evolved after the Roman Empire crushed Egypt. Believing that the personal weakness among the Clan was the direct cause of Egypt's downfall, certain Followers of Set determined never to falter from forging themselves into perfect vampiric killers. Since that time, the Path of the Warrior has slowly gained adherents, although it is still the least followed of the Setite Paths of Enlightenment.

Path of Set's Vengeance Hierarchy of Sins

- 10 Not subjugating yourself to the most painful tortures.
- 9 Failing a test you set yourself.
- 8 Not developing your body to the fullest potential.
- 7 Spending vitae to heal your wounds in the same night they were inflicted.
- 6 Not developing your Disciplines to their full potential.
- 5 Failing to undermine the current social order in favor of the Setites. Refusing to aid any Priest or Officer above you
- 4 Failing to observe a Setite Ritual Failing to destroy a vampire in Golconda.
- 3 Failing to do whatever is necessary to enlighten/corrupt another. *
- 2 Obstructing another Setites efforts.
- 1 Failing to take advantage of anothers weakness. Refusing to aid in Set's resurrection.

*Whether a Warrior seeks to enlighten or corrupt depends on if a Warrior is more inclined toward the Path of Sutekh or the Path of Typhon. This is also reflected in the different rationales behind the Paths.

Ecstatic Path of Typhon-Set

Ecstatics were a part of 2nd Edition. Although they are mentioned and continue to exist in 3rd Edition genre they no longer have a published unique Path of Morality. The Ecstatic Path of Typhon-Set is updated from the 2nd Edition Path of Ecstasy and replaces said path. It is only available to Followers of Set that embrace the viewpoint commonly called "Ecstatic".

Virtues: Conviction, Instinct

Ethics of the Path

- To resist temptation is a great wrong.
- Pursuit of pleasure is a spiritual obligation. Those who spurn luxury and hedonism seek to befoul the spirit with grossness, and are misguided.
- Immerse yourself in whatever you hate, fear or shun, that it may not hold power over you.
- Tempt, confuse and degrade others, that they may recognize their own limitations and seek to overcome them.
- Maintain a veil of secrecy, for the Aeons delude humanity into fearing its own freedom.
- Acquire power to further the cult's cause and turn the Aeons' dupes against them.
- Seek revelation through knowledge, faith and experience.

Path of Ecstatic Path of Typhon-Set Hierarchy of Sins

10 Pursuing one's own indulgence to the detriment of another.

9 Allowing an infector of impurity (non-Setite priest, nun, etc.) to live without good reason.

8 Failing to undermine the current social order in favor of the Setites.

7 Restraining your natural impulses unnecessarily.

6 Failing to take advantage of another's weakness.

5 Refusing to aid another follower of the Path.

4 Failing to observe a Setite Ritual.

3 Failing to do whatever is necessary to corrupt another.

2 Obstructing another Setite's efforts.

1 Refusing to aid in Set's resurrection.

* Ecstatics tend to lean towards the Typhon form of the Path of Typhon-Set, though there is a scant few that believe that by reveling in their "Corruption" they will experience the revelation of the Path of Sutekh.

NOTE: This variant Path is an attempt to bring an Ecstatic outlook to the path of Typhon-Set within Third Edition guidelines. Previous versions of Ecstasy were more of an excuse than a moral guideline to sustain

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 Serpents, and that Serpents 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 Follower's 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 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 Ventrue 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 accordance 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 Magdelenites 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 separated 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 Serpentis makes some wonder. (CbSe [Rev]: 51-53)

You have heard that there are a handful of Scandanavian Setites (often mistaken for Toreador) who paid homage to the Midgard Serpent and were are 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 Hesha Ruhadze, a famous Setite scholar. (CbSe [Rev]: 98-99)

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)

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 disspeared 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 Bavaria (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 its 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: Akhu: The Divine Image

A lot of this is taught to Lector-Priests and other practitioners when they first start learning Akhu. As the power of Akhu is drawn entirely from the Western Lands, all uses of Akhu require a Blasphemy Shrine to function, and the first ritual every Setite learns is the level 1 ritual "Opening the Gate" which creates such a shrine. If the shrine is disturbed or destroyed, not only does the Setite suffer the dramatic consequences outlined in the ritual, but they also lose all further access to their magic until a new one can be made.

Additionally for Akhu practitioners their lore is considered 2 higher than what is on their sheet.

Lore: Akhu *

You understand that their magic is derived from their Faith in Set. In Egypt's heyday, before its conversion to Christianity at the hands of the Roman Empire, magic was commonplace, practised by mortal and vampire alike. Egyptians had several words for magic; the Setites used Heka (literally "magic") to refer to mortal magic, and Akhu ("spells") for their blood magic. By the Middle Ages the practice had been nearly wiped out, however, and was incredibly rare until the 19th century when Champollion's translation of Egyptian hieroglyphs allowed for its rediscovery.

For Akhu Practitioners: They learn the more intricate matters of Akhu and what is needed to perform their magic like the Blasphemy Shrine and other things where as for non-practitioners that knowledge is at a much higher level.

Lore: Akhu **

You understand practitioners of Akhu are known as Lector Priests, and they believe their magical power is drawn from Set himself. Their practices are near-identical to those of mortal Egyptian sorcerers, involving images, effigies, stories, names and words.

You heard rumors of the Book of Going Forth By Night and that it contains rituals for creating consecrated copies of itself, for brewing sacramental blood beer, and to "open the gate", or draw directly on the power of the dead to grant energy to the lector-priest, rather than power spells. All other knowledge of Akhu is drawn from the magical lore of Egypt, preserved by the Setites.

You have heard of some of the common paths of Akhu, Like Corruption, Weather Control and the like.

Lore: Akhu ***

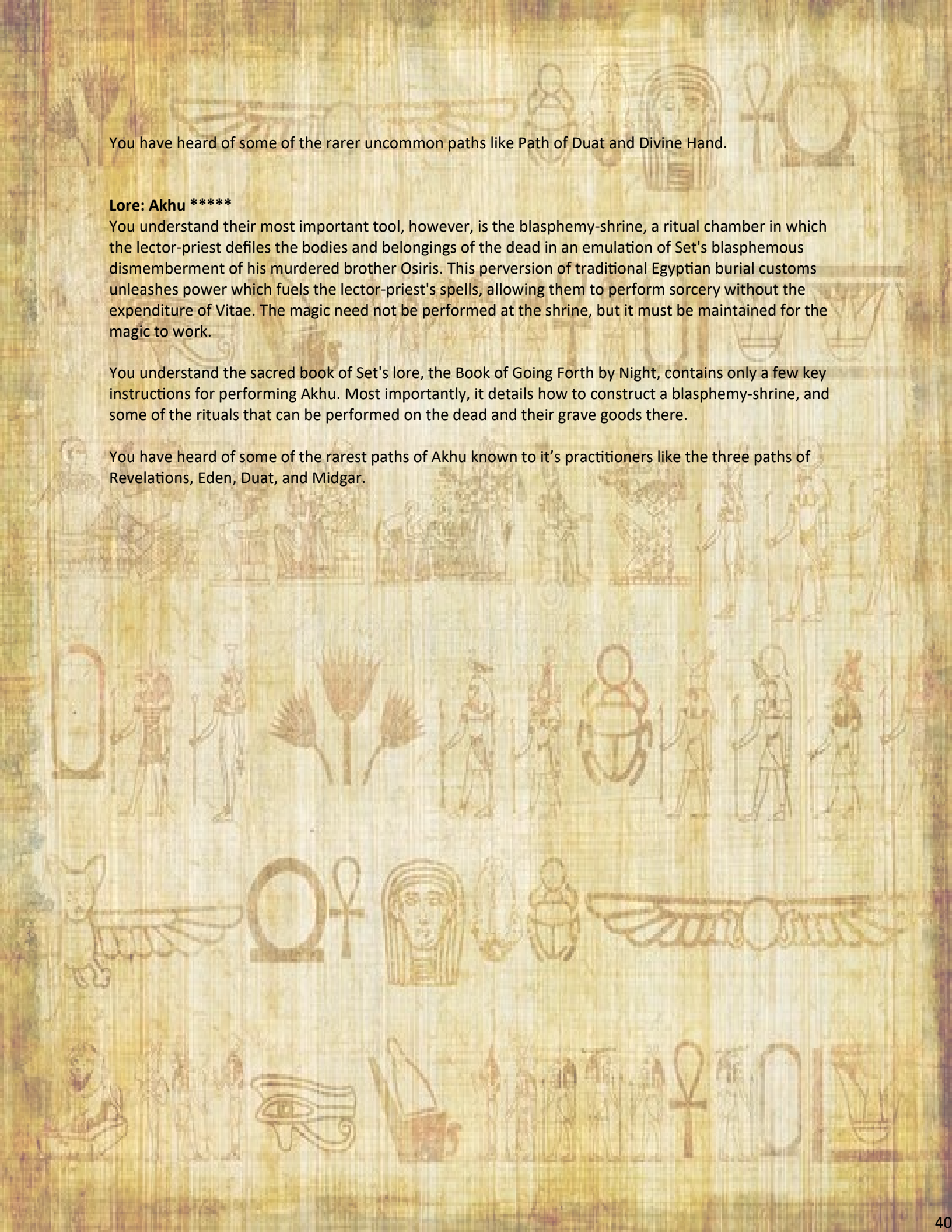
The knowledge required to make use of Akhu is vast: not only must a lector-priest understand the Egyptian lore of death, but also know the names of hundreds of gods, seek out the proper knowledge of the ancient Egyptian language.

It is also said Akhu is to be known to have some Necromantic properties to it.

You have heard of some of the more uncommon paths of Akhu, like Path of Blood, Ushabti and the like.

Lore: Akhu ****

Recently, branches of the Clan have tried to adapt Akhu for their own mythologies by drawing on mystic parallels of a primordial confrontation between rival gods within different mythologies. One example of such an adaptation is the confrontation between Loki (in the role of Set) and Baldur (in role of Osiris).



You have heard of some of the rarer uncommon paths like Path of Duat and Divine Hand.

Lore: Akhu *****

You understand their most important tool, however, is the blasphemy-shrine, a ritual chamber in which the lector-priest defiles the bodies and belongings of the dead in an emulation of Set's blasphemous dismemberment of his murdered brother Osiris. This perversion of traditional Egyptian burial customs unleashes power which fuels the lector-priest's spells, allowing them to perform sorcery without the expenditure of Vitae. The magic need not be performed at the shrine, but it must be maintained for the magic to work.

You understand the sacred book of Set's lore, the Book of Going Forth by Night, contains only a few key instructions for performing Akhu. Most importantly, it details how to construct a blasphemy-shrine, and some of the rituals that can be performed on the dead and their grave goods there.

You have heard of some of the rarest paths of Akhu known to it's practitioners like the three paths of Revelations, Eden, Duat, and Midgar.

Linguistics

Egyptian Linguistics

“Would I had phrases that are not known, utterances that are strange, in new language that has not been used, free from repetition, not an utterance which has grown stale, which men of old have spoken.”

Egyptian Inscription Recorded at the Time of the Invention of Writing

In short: Egyptian is a single language that evolved over several thousands of years.

During that time it used several different character sets, some of which were used concurrently for different tasks (similar to modern Japanese). The major phases were: Old Egyptian, spoken and written in Egypt during the IV to VI dynasties of the Old Kingdom (3d millennium.); Middle Egyptian, current from the XI dynasty (beginning 2134 B.C.) to the reign of Ikhnaton (c.1372-1354 B.C.) in the XVIII dynasty; Late Egyptian, which was used from the time of Ikhnaton through the XX dynasty of the 12th century B.C.; and Demotic, dating from the late 8th century B.C. to the 5th cent. A.D. Hieroglyphics were the most ornate of the character sets used in Egyptian, and were used through the Late Egyptian period. Hieratic is a shorthand script, which was used at the same time as Hieroglyphics, and is the common writing language for papyri of that period. Demotic is a separate script that evolved from Hieroglyphs and Hieratic script. There was obvious overlap in the use of Hieroglyphics and Demotic writing. (The Rosetta Stone included Greek, Demotic and Hieroglyphics. The Demotic was translated first and allowed the later translation of Hieroglyphics.) Coptic can be viewed as a fifth period of the Egyptian language, but it is also seen as its own language, descended from Egyptian. It used a modified version of the Greek alphabet. It was used by the Copts, an Egyptian Christian sect and was superseded by Arabic in about the 12th century, although it is still used ceremonially within the Coptic Church.

Therefore the following languages are all considered separate for the purposes of purchasing the Linguistics Ability: Ancient Egyptian (includes Hieroglyphic and Hieratic writing)
Demotic Coptic

Characters who wish to speak the modern languages of Egypt are advised to purchase Linguistics: Arabic, and others. Storytellers are cautioned against using their discretion to allow a modern reconstruction of Ancient Egyptian to understand spoken Ancient Egyptian as kept alive through the millennia by the Followers of Set. For all intents and purposes, please treat spoken Ancient Egyptian as a secret language for the Followers of Set. True Ancient Egyptian is Setite Coordinator Approval.

Merits, Flaws and Backgrounds

*"Better a diamond with a flaw than a pebble without."
(551 BC - 479 BC), Analects*

The following merits and flaws are from the 2nd Edition Clanbook (Clanbook: Setites pg. 39). Players are reminded that these Merits/Flaws are 2nd Edition and available at Storyteller discretion to Followers of Set only.

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 Wyrms (5 pt. Flaw)

The following merits and flaws are Libellus Sanguinis 3 (pg. 104). Players are reminded that these Merits/Flaws are from a Dark Ages book and available at Storyteller discretion to Followers of Set only.

Agent of Prophecy (1-3 pt. Merit)

This merit requires Setite Coordinator Approval

MET mechanic: For every point you take in this Merit you receive a single free retest per story, similar to the Merit: Luck. Storytellers may decide at least one of the prophecies you are intended for is soon to come making you the focus of vast events you may or may not have control over. This merit does not grant any Prestige within the Setites for your prophetic significance does not necessarily translate to importance within the Clan.

Nameless (5 pt. Flaw)

This flaw requires notification to the Setite Coordinator

MET mechanic: Your character's name no longer exists in the mortal world in memory, writing, monument, etc. By Ancient Egyptian ideals you have ceased to exist and all Followers of Set will actively seek to destroy you (and any progeny/lineage you create after becoming Nameless). You hold no Prestige within the Clan (and cannot gain any). Characters with this flaw will be hunted by Setite NPCs as well as by PCs.

The following merits are recommended/converted additional Merits for Followers of Set. Players are reminded that these Merits are not published in any other materials and are available from this genre document at Storyteller discretion to Followers of Set only.

Gift of Set (1-2 pt. Merit)

MET mechanics: This merit allows adjustment to the normal appearance of a character's Serpents powers. For the 1 pt. version a character may vary the superficial appearance of a single level of Serpents, 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 Serpents 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.

Convert (3pt Merit)

MET Mechanics: Having completed all Revelations of the Void and made the Setite Faith your character's chosen belief system, you are now considered equal in the eyes of the Followers of Set and may now begin to learn Setite Sorcery as if you were a blood embraced member of the clan. At the time you gain this merit, you must denote which caste you are joining (Citizen, Priest, Warrior). THIS MERIT IS COORD APPROVAL ONL

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 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 Serpentsis.

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.

Fellowship

A Citizen Setite with this background may call on the other members of the cult he belongs to and ask for assistance in furthering the goals of the Setite Cause. Once per month, the Setite may use this background to the same effect as any influence of the same level as their Fellowship rating (i.e., Fellowship x3 is used as Finance x3). Storytellers are encouraged to make the Setite rationalize how this use is to benefit the Followers of Set before allowing it to be used. This background is only available to Citizens. If a Citizen is confirmed as a Priest, ST's are encouraged to refund the points spent on this background.

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. - This Background is only available to Priests. If a Priest switches castes, ST's are encouraged to refund the points spent on this background.

Favours

Members of an organization, generally of which you are part, owe you certain favours and concessions. Similar to Contacts or Allies, these represent individuals of power and influence. But unlike Contacts or Allies, these individuals are only offering you help because they owe you. Once a favour is used up, it's gone. The table below presents both sets of rules, for the storyteller's discretion. In general, a supernatural organization like Favours from within the same group should be a

1:1 ratio –The Mafia, the Triad, the Military – may call for the higher rate. As Favours are gained or used this should fluctuate accordingly.

- 1 favour
- 2 favours
- Three supernatural/four mundane favours
- Four supernatural/seven mundane favours
- Five supernatural/ten mundane favours

Combination Disciplines

“They are superpower of villains. They are superpower of Al Capone.”

Mohammed Saeed al-Sahaf

All Combination Disciplines found in Clanbook: Followers of Set, as well as all other Combination Disciplines requiring Serpentis (published or unique) are rare outside of those who possess Serpentis naturally.

Typhonic Beast (Clanbook: Followers of Set, p. 69)

For a physical description of the effects of this power on the wielder please see Serpentis: Divine Image (Clanbook: Followers of Set p. 66). Although with the elder power version, Divine Image, there is variation in appearance, all users of Typhonic Beast take on the appearance listed as the one male Followers of Set “generally” take on: “a muscular man with the head of the „Typhonic Beast“”. The character gains the mechanical advantages listed for the Combination Discipline (not the elder power Divine Image), and cannot assume the alternate forms listed under Divine Image.

Note that although a character cannot pass for human without the aid of Obfuscate while employing this power many Setites frown on using Obfuscate to conceal one’s visage while employing this power. Typhonic Beast is a sacred gift and not to be wasted or abused, and Warriors who enact the power to remain in said form in non-combat situations are regarded as weak.

This Combination Discipline is restricted to members of the Warrior Bloodline (R&U) of the Followers of Set ONLY.

Weigh the Heart (Clanbook: Followers of Set, p.70)

Clarification: This power requires that the character to have direct access to the target’s heart (presumably after it has been removed with Heart of Darkness).

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 ••, Serpents •••) 7XP

System: The Player spends 2 Blood Points and make 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.

Met Converison: Spend two blood 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.

Sloughing the Serpent's Skin (12XP)

Serpents 3, Fortitude 2

When a serpent sheds its skin, the process allows both growth and renewal, divesting the creature of the trappings of its former self. You, however, can shed your skin for a more utilitarian purpose, offering protection to an acolyte or a devotee, or tasking a servant with carrying out duties in your name.

MET Mechanics: Once per game session, you can spend 15 minutes wriggling out of your skin. The resulting mass can be worn by another individual, conferring one of two benefits to her, depending on the nature of the skin, as follows:

Serpentine Skin: If you shed your skin while you had the Serpentis power Skin of the Adder or Form of the Cobra activated, anyone who wears your skin gains the benefits of that power as if it were active. While wearing your skin, the wearer appears lithe and serpentine, as if she had activated the power herself. The skin conveys no additional benefit if the wearer activates Skin of the Adder or Form of the Cobra on her own.

Humanoid Skin: If you shed your skin in while in your natural, humanoid form, anyone who wears your skin takes on your appearance, seeming to all onlookers to be a perfect physical copy of you, including your height, weight, and presented gender. At the next sunset after you shed it, the skin desiccates and becomes unwearable. If a mortal or ghoulish wears your skin, she can wear your skin during daylight hours. Wearing the skin created by this power is a major transformation power and cannot be combined with other major transformation powers. The skin itself is flexible, but it does not stretch to accommodate other major transformations. Should the wearer assume such a form, the skin either tears irreparably or hangs uselessly, at the Storyteller's discretion.

Radiant Gaze (8 XP)

Serpentis 1, Dominate 3

The power of your gaze is brilliant and overwhelming, triggering an instinctive desire to obey.

MET Mechanics: After successfully targeting someone with Eyes of the Serpent, you can immediately use either Forgetful Mind or Mesmerism on that same target. This use of Forgetful Mind or Mesmerism allows you to directly implant commands in your target's mind or alter her memories without speaking. This use of Dominate requires a successful opposed challenge to affect your target, but is treated as a carrier attack. This combination discipline does not work on Vampires of lower generation per Dominate.

Snake Den (12 XP)

Serpentis 4, Obfuscate 2

Those who master Serpentis rapidly find that taking on a serpent's shape has immense potential, allowing one to slither and writhe out of an enemy's grasp or infiltrate through the tiniest of gaps. Some vampires take such studies even further, learning to split their forms to maximize their ability to both fight and escape as the needs of a situation demand.

MET Mechanics: When you activate Form of the Cobra, you may choose to turn into a nest of snakes instead of one creature. The nest consists of one snake for each Obfuscate power that you possess. Elder powers and Obfuscate-based techniques do not increase the number of serpents created by Snake Den. Each serpent can act independently and can take one action each turn.

While using Snake Den, you cannot spend Blood and lose access to all other powers, except where noted below. Even powers that were activated before using Snake Den stop functioning while in this form. Activating Snake Den does not reverse permanent physical alterations. For example, if your heart is removed, it does not reappear when you activate this power. The snakes resemble natural snakes typical of the average in size for their species.

Each of your snakes has the same Mental traits, and social traits as you. However each of your serpents only has Physical traits equal to half of your own Physical traits (round up). While under the effects of Snake Den, your snakes retain the benefits provided by Form of the Serpent. By default, these serpents inflict 1 point of aggravated damage with a successful Brawl attack. If your character possesses any Potence powers, your snakes' attacks are armor-piercing and inflict 2 points of aggravated damage. If you possess any Celerity, you are able to move 12 steps an action. Your snakes are also considered to have +3 when attempting to escape or break grapple.

Each snake has 5 health levels (1 Healthy, 2 Injured, and 2 Incapacitated). Your merits, flaws, and powers do not

affect the health levels of your serpents. If your character possesses any Fortitude powers, each of your snakes automatically negates 1 point of lethal or aggravated damage each time they suffer damage. If your serpents attempt to retest in combat, they use the abilities off of your own sheet.

In addition, your snakes can squirm into narrow spaces and writhe out of reach; as a result, unless you are physically confined in a specially secured location, such as a watertight tank, you may declare the nest's intent to fair escape. Each snake in the nest must be caught or stopped from leaving in order to successfully prevent your fair escape. If even one gets away you have fair escape. Snakes created by Snake Den can separate and perform individual tasks, but they must remain within one mile of each other.

You can use an action to return to your human form at the location of any serpent created by this power. When you revert to human form, you automatically reabsorb any of your snakes that are within your line of sight. Snakes not within your line of sight crumble at the same moment, turning into ash. When Snake Den ends, you take 2 points of aggravated damage for each animal that was destroyed, 1 point of aggravated damage for each animal that was injured or incapacitated, and you lose 2 points of Blood for each animal that was outside of your line of sight when you reformed. Damage taken from reverting to human form cannot be reduced or negated, but it cannot kill your character (although it may result in torpor).

If all the snakes in a Snake Den nest are destroyed, the power's user dies. Snakes created by this power are considered to be one entity for the purpose of powers that modify an individual's behavior. If one serpent is targeted by a Dominate power, all the snakes in the nest suffer the effects of that power. If one snake cannot break an individual's Majesty, none of the serpents in the nest can attack that individual. Note that each snake in the nest must still be targeted by separate challenges in order to prevent fair escape, however. Snake Den is a major transformation power and cannot be combined with other major transformation powers

Maw of the Anaconda (8 XP)

Serpentis 2, Potence 2

The jungle anaconda offers many teachings to Set's warriors. As they follow his example, they learn to overpower their quarry with crushing, inevitable strength, devour it wholly, and then slip away with silence and grace. This technique bestows a portion of the anaconda's power, granting you the use of its powerful bite.

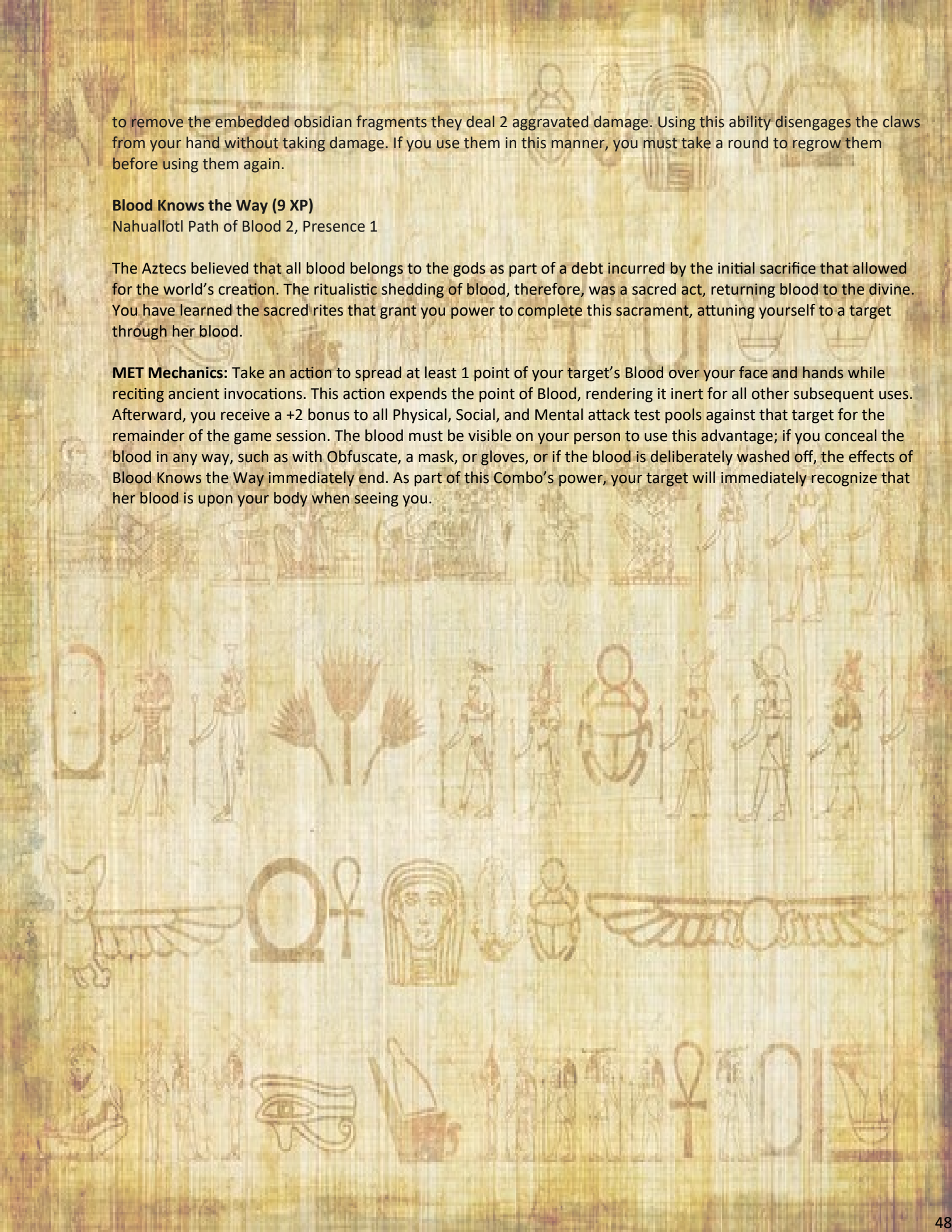
MET Mechanics: Expend 1 point of Blood to activate Maw of the Anaconda. Once you do so, you gain the ability to distend your jaw into a crushing mandible capable of inflicting grievous wounds and quickly consuming your prey. Your bite attacks gain the Brutal and Deadly Traits as well as deals an additional aggravated damage. In addition, whenever you are draining or consuming blood, you drain 1 additional point of Blood per action spent doing so. You must still establish a grapple in order to bite or drain blood, unless you possess a power or benefit from an effect that exempts you from the normal rules for biting attacks. Use of this power counts as a minor transformation, and it can be used freely in any form that has a discernible jaw.

Obsidian Claws (6 XP)

Potence 2, Protean 2

Though not as durable as metal, obsidian can be remarkably sharp. It saw a variety of uses, both practical and religious, throughout Mesoamerica before the European invaders arrived. This was developed by a member of the Tlacique Bloodline, and it is rare outside of their ranks.

MET Mechanics: At any point when you have Feral Claws activated you may spend a blood to turn your claws into black, razor sharp obsidian talons that can break off in a target when attacking or grappling them if you succeed in a simple challenge after a normal physical challenge your claws break off inside the target, when the target attempts



to remove the embedded obsidian fragments they deal 2 aggravated damage. Using this ability disengages the claws from your hand without taking damage. If you use them in this manner, you must take a round to regrow them before using them again.

Blood Knows the Way (9 XP)

Nahualtotl Path of Blood 2, Presence 1

The Aztecs believed that all blood belongs to the gods as part of a debt incurred by the initial sacrifice that allowed for the world's creation. The ritualistic shedding of blood, therefore, was a sacred act, returning blood to the divine. You have learned the sacred rites that grant you power to complete this sacrament, attuning yourself to a target through her blood.

MET Mechanics: Take an action to spread at least 1 point of your target's Blood over your face and hands while reciting ancient invocations. This action expends the point of Blood, rendering it inert for all other subsequent uses. Afterward, you receive a +2 bonus to all Physical, Social, and Mental attack test pools against that target for the remainder of the game session. The blood must be visible on your person to use this advantage; if you conceal the blood in any way, such as with Obfuscate, a mask, or gloves, or if the blood is deliberately washed off, the effects of Blood Knows the Way immediately end. As part of this Combo's power, your target will immediately recognize that her blood is upon your body when seeing you.

CREDITS

This document is meant to be used with the following books:

Blood Sacrifice: the Thaumaturgy Companion (softcover), ISBN 1-58846-222-6

Authors: Dean Shomskak and Ari Marmell

© Copyright 2002 White Wolf Publishing, Inc.

Blood Magic: Secrets of Thaumaturgy (softcover), ISBN 1-56504-246-8

Authors: Jim Moore, Jess Heinig, Justin Achilli, Patrick Lambert, Robin D. Laws, and James Moore

© Copyright 2000 White Wolf Publishing, Inc.

Clanbook: Followers of Set (softcover), ISBN 1-58846-204-8

Authors: Dean Shomskak

© Copyright 2001 White Wolf Publishing, Inc.

Clanbook: Setites (softcover), ISBN 1-56504-215-8

Author: Richard Watts

© Copyright 1995 White Wolf Publishing, Inc.

Libellus Sanguinis 3: Wolves at the Door (softcover), ISBN 1-56504-203-4

Author: Jason Langlois, Michael Lee, Clayton Oliver

© Copyright 2000 White Wolf Publishing, Inc.

Mind's Eye Theatre : Laws of the Night Revised Rules for Playing Vampire (softcover), ISBN 1-56504-589-0

Authors: Jason Carl, Jess Heinig, Peter Woodworth

© Copyright 1999 White Wolf Publishing, Inc.

Players Guide to the Low Clans (softcover), ISBN 1-58846-287-0

Author: Zach Bush, Michael Goodwin, Michael Butler

© Copyright 2003 White Wolf Publishing, Inc.

World of Darkness: Mafia, ISBN 1-58846-226-9

Author: Ari Marmell, Matthew McFarland and C.A. Suleiman

© Copyright 2002 White Wolf Publishing, Inc.

<https://vamp.bynightstudios.com/>