THE BOOK OF GOING FORTH BY NIGHT

A Guide To Setite Sorcery

2023

Contents

Notify/Approval/Disallowed List

Staff Email: setite-staff@googlegroups.com
For **ALL** Setites and bloodline variants, Paths and Rituals.

Rarity 1: Storyteller approval required.

Rarity 2: SubCoordinator approval required.

Rarity 3: Requires approval from the Setite Coordinator.

Rarity 4: Highly Restricted or Player-Created.
Must be learned from the creator (or documented degrees of separation) and requires approval of the Setite Coordinator.

Cult Membership: If it is listed as a specific cult, it requires cult membership for that PC or a PC teacher from that cult. Learning Cult Specific Paths require Sub-Coord or Coord Approval.

For joining a Cult, please consult Follower of Set Genre Packet

Daitya will refer to the Ravnos Genre Packet for the Sadhana Rarity chart.

Serpents of the Light and **Children of Damballah** will follow the Wanga Packet Rarity Chart.

All paths and rituals for **Disciples of Anubis** are considered to be R4 and require Setite Coordinator Approval. They must be chosen from the Akhu Rarity chart and may not request anything cult specific.

Bylaw Controlled Items

This list does not include any mummy-controlled items or anything in the Wanga 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 my 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
   g. Path of Apep

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 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 approval for every ritual and each path
   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 approval for every ritual and each path
   b. Initiates use the same approval process as a Setite

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

Akhu
The Divine Image

Raiding the Western Lands

Raiding the Western Lands is the process of powering Setite Sorcery through the energies of a soul dragged back from the Western Lands, stealing their magical essence, their divine magic, just as vampires steal blood from the living. This process is described on page 20 of Blood Sacrifice: The Thaumaturgy Companion and page 114 of Blood Magic: Secrets of Thaumaturgy.

Using the ritual Opening the Gate, a character can gain access to phantom blood and/or willpower traits through a Blasphemy Shrine, which the Setite may use instead of his own vitae, to power his Sorcery. This is the source of the commonly held belief that Setites are able to employ their Sorcery without blood expenditure. Make no mistake however, Akhu and other forms of Setite Sorcery do require blood expenditure. It is simply a case of clever Setites having created, with sufficient time, skill and magic, an alternate source for the needed vitae expenditures in some cases.

Note however that a Setite unable to Raid the Western Lands for power, regardless of whether they are able to draw the mechanical benefits of blood and/or willpower traits from such, is unable to power his magic at all. The stolen magic of the Western Lands and the souls therein are what power a Setite's Sorcery.
Blasphemy Shrines are necessary possessions for practitioners of Akhu, as a Setite who finds himself without a Blasphemy Shrine will typically find that his magic simply fails to function.

The Book of Going Forth by Night

Containing only three Sorcery rituals in it, this sacred text was allegedly penned by Set himself, and is a key Setite religious text, in addition to being a source for several key sacred rituals.

Akhu Paths

A lector priest character needs at least one level of Occult and one level of Linguistics: Egyptian to know the requisite mysteries of Egyptian myth, magic and language. Alchemical rituals demand that the magician possess at least one level of Medicine or Science. If a character lacks at least one level of (an appropriate type of) Crafts, the lector priest is down one trait on all rituals that involve written spells, engraved amulets or other inscriptions. Additional levels in Mummification, Crafts: Calligraphy, Crafts: Sculpture, etc. may be needed for specific paths or rituals per storyteller requirements.

As discussed in Blood Magic: Secrets of Thaumaturgy, Storytellers may apply bonuses or penalties to practitioners of Akhu based on how well they adhere to Setite priestly traditions in casting their ritual or spell. In any such case, these bonuses and penalties should not exceed three traits.

In order to learn or use Setite Sorcery as a clan or bloodline that gets Akhu you must be on an appropriate path of enlightenment approved by the Setite Coordinator, or you must be on Path of Humanity while possessing the Merit Code of Honor: Followers of Set, Witches of Echidna etc. if your chronicle does not allow alternate morality paths. To learn Setite Sorcery as a converted Convert, you must possess the Convert Merit and meet the conditions listed above as well.

Primary Path: ANY Akhu path available at Rarity 1 to the character in question. Mars may be chosen as the Primary path for the Setite Warrior bloodline, and only by this bloodline.

AHKU

Akhu Paths

- These are the ONLY Paths available to Akhu users natively.
- Any conversions must be approved by the Setite Coordinator and appropriate Coordinator from whose paradigm the path originates.
- Cult Membership: If it is listed as a certain cult, it requires you to be a member of that cult or have a PC teacher from that cult. Learning Cult Specific Paths require Sub-Coord or Coord Approval. For joining a Cult, please consult the Follower of Set Genre Packet
- Not all Cults will have their own Path of Akhu.
- Custom Paths can be made but are automatically R4 and must have Setite Coordinator Approval.
- All paths and rituals for Disciples of Anubis are considered to be R4 and require Setite Coordinator Approval.
    - They choose from the Akhu Rarity chart and may not ask for anything cult specific.
- NPCs do not require Approval from the Setite Coordinator for any sorcery from ratings 1 and 2.
- Converts require SubCoordinator approval for all Setite Sorcery. Items that normally require Coordinator approval still require Coordinator approval for Converts.

Rarity Chart

Rarity 1: Storyteller Approval			
Path Name	**Rarity**	**Cult Membership**	**Source**
Alchemy	1	n/a	Laws of the Night Storytellers Guide
Conjuring (Path of Ptah)	1	n/a	Laws of the Night Revised
Corruption (The False Heart)	1	n/a	Laws of the Night Camarilla Guide
Path of Dry Nile	1	n/a	Blood Magic: Secrets of Thaumaturgy
The Snake Inside (Zarabanda's Malice)	1	n/a	Blood Magic: Secrets of Thaumaturgy
Spirit Manipulation (The Path of Anubis)	1	n/a	Laws of the Night Camarilla Guide
Weather Control	1	n/a	Laws of the Night Camarilla Guide

Rarity 2: SubCoordinator Approval			
Path Name	**Rarity**	**Cult Membership**	**Source**
Curses (Sebau's Touch)	2	n/a	Laws of the Night Storytellers Guide
Divine Hand	2	n/a	Blood Magic: Secrets of Thaumaturgy
Elemental Mastery (Whisper of Quiet Stone)	2	Hands of Ash	Laws of the Night Camarilla Guide
Mars (Valor of Sutekh) *	2	Warrior/Warrior Caste	Laws of the Night Sabbat Guide
Master of the Mortal Shell (Vengeance of Khnum)	2	n/a	Laws of the Night Storytellers Guide
Neptune's Might (Sobek's Gift)	2	Cult of Sobek	Laws of the Night Camarilla Guide
The Path of Blood	2	n/a	Laws of the Night Revised
Path of Duat	2	n/a	Blood Magic: Secrets of Thaumaturgy
Ushabti	2	n/a	Blood Magic: Secrets of Thaumaturgy
Vines of Dionysus	2	Cult of Ecstasy	Laws of the Night Storytellers Guide

*Warriors may buy this as an R1 as their starting path

Rarity 3: Coordinator Approval			
Path Name	**Rarity**	**Cult Membership**	**Source**
Focused Mind (Path of Thoth)	3	n/a	Laws of the Night Storytellers Guide
Gift of Morpheus	3	n/a	Players Guide to the Sabbat
Hands of Destruction	3	Cohort of Wepwawet	Laws of the Night Revised
Immanence of Set	3	n/a	Libellus Sanguinis 3: Wolves at the Door
Revelations of Duat	3	Follower of Set	Tome of Secrets
Revelations of Eden	3	Witches of Echidna	Tome of Secrets
Revelations of Midgard	3	The Hall of Jörmungandr	Tome of Secrets
Spirit Thaumaturgy	3	n/a	Laws of Elysium

Rarity 4: Coordinator Approval			
Path Name	**Rarity**	**Cult Membership**	**Source**
Soul of the Serpent	4	n/a	Cairo By Night

Akhu Path Conversions

The Snake Inside

The original publication of this path is in Blood Magic: The Thaumaturgy Companion, page 116. All levels function as published save as detailed below. In all uses of this path the lector priest must be in the presence of a target for the power to have effect. Line of sight would suffice. All uses are not obvious in their application; the magic is subtle.

Basic

First Taste
System: The magician engages in a social challenge with the target. If successful, the victim suffers from the Derangement: Obsession towards the target action. This is not a power that can be used in combat. Once the victim has successfully resisted the effects of First Taste on five occasions the power's effects expire.

Cross- Addiction
System: With a successful social challenge the Setite can force a target that is currently under the influence of an addiction to tack on a second addiction of the Setite's choice. The

target must then satisfy both of the addictions, usually through role-playing. The second addiction's duration is a number of hours equal to the Setite's permanent willpower.

Intermediate

The Jones

System: The Setite engages in a social challenge against the target and spends at least one blood trait. If successful, any qualms the victim might have about removing the barriers to the satisfaction of her cravings melt away. She may not even spend willpower points to overcome the addiction, and she'll gladly leave her office during the middle of work to score a hit. The effect lasts for one scene or hour per blood trait expended by the caster when invoking the power.

Fatal Compulsion

System: A social challenge against the target and the expenditure of 3 blood traits are necessary to invoke Fatal Compulsion. Whenever she goes for three consecutive nights without indulging her addiction or compulsion, the subject suffers one Health Level of unshakable lethal damage. The only way to regain Health Levels lost in this way is to satisfy the compulsion; the character recovers all of them immediately and the power's influence ends.

Advanced

Temperance

System: The lector priest engages her target in an extended social challenge. If successful, the victim suffers one Health Level of Bashing damage from the nausea and pain of satisfying her addiction. Storytellers may impose other problems, too, based on the nature of the victim's addiction. For instance, an alcoholic forced to go cold turkey might need a successful willpower challenge to avoid vomiting when he drinks. Storytellers may also wish to impose withdrawal symptoms on those whose addictions would likely produce such a result for "coming off the junk." The length of Temperance follows the table below.

The sorcerer's player must select one and only one craving for Temperance to affect. The character may use the power more than once, however, to block multiple addictions. Temperance does not work against true physiological necessities such as food (for mortals) or blood (for vampires).

One success	One night
Two successes	One week
Three successes	Two weeks
Four successes	One month
Five successes	Three months
Six or more successes	Six months or more

Path of the Dry Nile

The original publication of this path is in Blood Magic: The Thaumaturgy Companion, page 116. All levels function as published save as detailed below. Take note that all but the first basic level of this Path requires a faience amulet in the possession of the target, as described in the original publication. All uses are not obvious in their application; the magic is subtle.

Basic

Beauty Fades
System: The Setite engages in a static social challenge (the difficulty is at Storyteller's discretion: a sitcom episode rates a 5; the Mona Lisa, a 14.) The Setite must be in the presence of the work when he uses the power. If multiple copies of a work exist, only the one(s) in her presence is affected. For example, characters watching a television broadcast with her see it as repulsive, while viewers in other households perceive it to be nothing out of the ordinary. The effect lasts for the length of time required to experience the work, or for one scene, whichever is greater. This power does not require an amulet, as an exception to the rest of the Path of the Dry Nile.

Trust Withers
System: With an extended static social challenge (against a difficulty of twice the target's current willpower) and the expenditure of a blood trait, the Setite can induce a feeling of unease or even paranoia on a target, towards a specific trusted ally. It takes 9 weeks minus the number of successes to induce paranoia. As described in the flavor text of the power, the target will continue to have this feeling while the faience is amongst her possessions. The target gains the derangement Paranoia towards the person chosen by the Setite. This derangement is to be considered active when around that person. Appropriate role-play should be encouraged.

Intermediate

Love Dies
System: The Setite must be in the presence of her subject to initiate this power. The player wins a social challenge against the target and spends two blood traits. Thereafter, the subject's emotional attachment - which must have been love in origin - withers over the course of the next few nights (consider the target to eventually gain the Flaw: Hatred towards the formerly loved one). This power does not affect blood bonds. Love Dies ends after a number of months equal to one half the Setite's willpower at the time it is used (round up).

Hope Dissolves
System: The Setite must be in the presence of the subject at the time he invokes this power. The player engages in an extended static social challenge against a difficulty equal to twice the target's current willpower and spends three blood traits. If successful, the subject sinks into a deep depression over the course of one day or night, and becomes distinctly morose. While in this state, a character may only bid a number of traits equal to her Self-Control Virtue. If she wishes to use her full traits, she must spend a temporary willpower to undertake that action. Although this power is unlikely to drive a character to suicidal depression, a character already predisposed toward that end may find the urge more compelling.

The duration of this power varies by the number of successes the Setite acquired. It may be cured through therapy, drugs, etc., before this time period, however, should the victim seek help.

One success	One night
Two successes	One week
Three successes	Two weeks
Four successes	One month
Five successes	Three months
Six or more successes	Six months or more

Advanced

Thrones Crumble

System: The Setite must see his subject to initiate this power. The player engages the target in a social challenge and spends three blood traits. If the challenge is successful, the character acquires an active antipathy for some leadership figure who affects his life - a manager, a vicar, a king, a president, his father - and reacts in order with his Nature against that figure. This will not always result in physical conflict; a Conformist may well "play along" grudgingly with the authority figure, but he might seek the company of others who oppose the leader, whereas a Rogue may make a grand show of rebellion against the leader. This power lasts for as long as the faience remains intact.

Divine Hand

The original publication of this path is in Blood Sacrifice: The Thaumaturgy Companion, page 24. All levels function as published save as detailed below.

Every application of the Divine Hand calls for a mental challenge against the victim's physical traits, whether that victim is a car or another vampire. The spell to activate the Divine Hand takes at least five minutes to cast. Making an adequate model requires a mental challenge (using the appropriate Crafts for a (retest) with a difficulty determined by the Storyteller. Objects moved by Divine Hand move at a walking pace.

Basic

Hand of Ptah

System: The magician can inflict (or repair) one health level of damage on the object or attempt to move it in a mental vs. the physical challenge.

Hand of Khnum

System: The magician can now affect humans and animals, but the magician needs the victim's True Name or a sample of her body and her mundane name. The magician can inflict one level of Lethal damage upon a mortal victim or attempt to manipulate the victim (for instance, the magician could wrap her hand tightly around a doll to immobilize the victim). If used against an inanimate object she can inflict (or repair) two levels of damage.

Intermediate

Hand of Anubis

System: The magician can now affect corporeal supernatural entities: vampires, werewolves, changelings, and other such creatures of mixed natures. He cannot affect wraiths or other sorts of spirits. The magician needs the victim's True Name or a sample of her body and her mundane name. The magician must spend two blood traits and two willpower to overpower the innate magic of the victim's being, thereby inflicting one health level of Lethal damage.

The magician can also now affect inanimate objects weighing up to 5,000 pounds, such as a car or a large speedboat, and can inflict (or repair) three levels of damage to such objects.

Hand of Thoth

System: A magician can now affect all sorts of spirits. Unless the magician can see the spirit, the spirit's True Name is necessary, although in the case of a Wraith, a bodily relic or Fetter may be substituted. Only spirits manifesting in the physical world can be affected with this power, not those who remain entirely in the Shadowlands /Umbra /Astral realms.

At this level, the magician can use the Divine Hand against inanimate objects weighing up to 20,000 pounds, such as an armored limousine, a semi, or Lear Jet.

The magician's player spends two blood traits and two willpower to affect a spirit to inflict one level of damage on a spirit. She can also inflict (or repair) four levels of damage on an inanimate object or inflict two Lethal damage to an animate or supernatural creature.

Advanced

Hand of Heka

System: A magician can use this power to transmit some powers through the model object, to the target, including Disciplines, or another path or ritual power. The Hand of Heka cannot transmit purely physical effects such as Feral Claws or a Quietus attack, but the Hand can transmit non-physical effects, such as Entrancement to objects, mortals, supernatural beings and spirits.

At this level of mastery, the magician can also damage or manipulate inanimate objects weighing up to 100,000 pounds. Examples include a small house (or a section of a larger building), a large yacht, a passenger plane, a boxcar, or a good-sized tree.

The magician expends two blood traits and two willpower points to affect supernatural or spiritual targets. The player also expends whatever vitae the transmitted effect demands, and makes separate challenges for the Hand of Heka and the transmitted effect. Either the Hand or the other magic might fail. To influence mortal or corporeal targets the magician needs the victim's True Name, or something from the victim's body and their mundane name. Affecting spirits requires possession of the spirit's True Name, a body relic or Fetter for wraiths, or line of sight. The lector priest can inflict (or repair) up to five levels of damage on an object or inflict three Lethal damage to an animate or supernatural creature.

Path of Duat

The original publication of this path is in Blood Sacrifice: The Thaumaturgy Companion, page 26.
- All levels function as published save as detailed below.
- Attempts to invoke the Path of Duat without use of the required talisman to catch the target's attention in a hypnotic fashion put the caster down two traits.

Basic

A Sending of Serpents
System: Game mechanics are considered to be identical to Dementation: The Haunting, as the victim gains the derangement Schizophrenia for the remainder of the scene. Naturally the phantoms are visible only to the target.

Darkness of Duat
System: The target suffers the penalties for total darkness described in Laws of the Night revised for Obtenebration: Shroud of Night, and hears the sound of a river lapping against shoreline.

Intermediate

Suffocation of the Tomb
System: If the magician succeeds in her social challenge (in this case vs. the victim's physical traits, rather than social traits), the victim can neither breathe nor speak for as long as the caster concentrates on her. Mortals can survive a few minutes of suffocation, but immediately drop to the second Bruised level. For each turn of physical activity that a mortal attempts while suffocating, the player engages in a static physical challenge (bidding a stamina-related trait), against 6 traits. Failure means that the mortal target suffers another Health Level of Bashing damage. Once a mortal loses consciousness from this attack, she can live as many minutes as she has Stamina Related traits before suffocating to death.

The Narrow House
System: A successfully paralyzed victim can take no action at all so long as the magician concentrates upon her, unless the victim spends a temporary willpower. Expending willpower permits the victim of this power to act for a single turn (note turn, not round) per willpower expended, at a two -trait penalty. This power has no effect on incorporeal beings.

Advanced

Consignment to Duat
System: The caster spends a temporary willpower before the challenge to activate this power. The victim feels himself dying, but can hold off death (torpor in the case of vampires) by spending a temporary willpower each turn (note turn, not round) and continue to act, although he must bid an additional trait for any actions taken. To prevent death (torpor in the case of vampires), the victim must either break the caster's concentration or escape her line of sight

Torpor induced by Consignment to Duat lasts the normal duration set by the victim's Humanity or Path of Enlightenment rating – baring intervention.

The Immanence of Set

The original publication of this path is in Libellus Sanguinis III: Wolves at the Door, page 105.

- All levels function as published save as detailed below

Basic

Whisper of the Sands

System: The caster spends a blood trait and an appropriate number of social traits, engaging the target(s) in a social challenge. For every social trait spent, one progeny or ghoul target can receive the message (though all targets hear the same message). Communication lasts one turn and can be no more than two short sentences. Maintaining the link to communicate further requires expending a temporary willpower for each turn the caster wishes to maintain it.

Tongue of the Tempter

System: Immediately after sundown the caster spends two blood traits and engages in a social challenge against the target. Later that night the caster must engage the victim in a conversation for at least half an hour, during which, if the caster successfully enacted the power, the victim lets slip one of his secret fears or desires, though without remembering having done so.

Intermediate

Voice of the Prophet

System: In the presence of the intended victim the player spends two blood traits and a temporary willpower, and then engages in a mental challenge against the target.

Lord of Storms

System: The Setite spends three blood traits and a temporary willpower, summoning a raging storm that blankets the area within a square mile of the lector priest who summoned it. She may increase the radius of the storm by spending additional willpower, increasing the area by 10 miles per additional temporary willpower spent. While the howling winds and sand (or rain) are severe enough to drive most sensible creatures to cover (as per the Intermediate levels of the Weather Control, time to summon the storm is based on the same table as well), the caster (and anyone in his immediate retinue) may travel untouched by the raging weather, as though it were a calm, clear night. The effects of the storm last for at least one scene or hour, but can last much longer, at the Storyteller's discretion once it has begun

Advanced

Dark Invocation

System: The caster must know the victim's name, and in the case of a vampire, must have a drop of the Cainite's blood. Once the curse has been devised per the published specifications, the character spends four blood traits and a temporary willpower, and then engages in a social challenge against the target. If successful, the curse typically takes effect immediately, with a duration determined by the specifications of the curse. In most cases the storyteller applies a trait penalty to the target for appropriate circumstances. To place a curse on a location or object the caster must specify triggers to activate the curse, as well as effects and duration, inscribing this information around the location or object in question.

The Revelations of Duat

Basic

Sight of the Jackal

System: Additional successes allow greater perception of the strength, shape, and history of the ghost. The power lasts for the remainder of the scene. Ghosts become aware of the sorcerer on a botch, and depending on their temperament they may attack the vampire. Sight of the Jackal
does not allow sorcerers to communicate with the dead.

MET Conversion:
The sorcerer makes a static versus 8 traits to see the ghosts, may spend an additional five mental traits to further see the ghosts clearer. Loss results in the need for a second static. Second loss allows to be ghost being aware of seers actions and may become hostile depending on temperament

Weigh the Virtues

System: For each success, a different deed — from saving a child from a crocodile's jaws to murdering a rival over a lover — appears to the sorcerer in vivid detail. On a botch, this power reveals one of the sorcerer's sins to his most trusted companions.

MET Conversion:
Make a test versus 8 traits and spend up to 2 mental traits if successful you can see up to 3 deeds done by the ghost. Loss results in a secondary static. Loss of the secondary static results in a single sin of the caster to be revealed.

Intermediate

Pharaoh's Sentry

System: When a sorcerer practices Pharaoh's Sentry on a corpse dead for a single night in a place a ghost haunts, a fragment of the ghost's soul moves to the corpse and causes its reanimation. The sorcerer must have used *Weigh the Virtues* previously to identify a spiritual hook with which to snare the spirit. Each success allows the power to be used on a corpse dead for an additional night.

The sorcerer's edict must be a single sentence, i.e. "You must guard this tomb from all intruders but me," or "You must follow this man to his house, and kill him inside." Ambiguity leads to grave mistakes. In the previous examples, "You must guard this tomb from all intruders," would lead to even the sorcerer being attacked should he attempt to enter the tomb; and "You must follow this man to his house and kill him," may lead to the victim's

Attributes:
Strength 4, Dexterity 3, Stamina 5, Charisma 0, Manipulation 0, Appearance 0, Perception 1, Intelligence 0, Wits 1

Abilities:
Alertness 2, Athletics 2, Brawl 3, Intimidation 2, Melee 2, Stealth 2

Disciplines: Fortitude 1

Willpower: 5

Health: 7

Note: These sentries commonly have a reserve of seven blood points, and crumble to dust after using them. This blood is dead for the purpose of feeding, so cannot be consumed by vampires.

murder at a premature point, rather than inside the hoped-for building.

The animated corpse remains active permanently without succumbing to decomposition. A botch on attempting the Pharaoh's Sentry causes the corpse to rise and mindlessly attack its summoner until destroyed.

MET Conversion:
Test against 10 traits.
Loss requires a second static. Loss of second static results in it fighting you until it is destroyed

Attributes: 12 Physical, 0 Social, 2 Mental
Abilities: Alertness 2, Athletics 2, Brawl 3, Intimidation 2, Melee 2, Stealth 2
Disciplines: Fortitude 1
Willpower: 5
Health: 7
Note: These sentries commonly have a reserve of seven blood points, and crumble to dust after use. This blood is dead for the purpose of feeding, so cannot be consumed by vampires.

Imbue with the Grace of Anubis

System: A sentry with basic memory of its defining deeds will act impulsively in ways similar to its former life. That is to say, for example, a former murderer who cut the throats of merchants will always slay any traders it meets with attacks to the neck, while a priest who assisted the poor will target the homes of the wealthy, burning them down and massacring the inhabitants. A single success plants the memory of one deed in the mind of the sentry, with each additional success giving the sorcerer the option to place another.

Attributes: Strength 5, Dexterity 4, Stamina 5, Charisma 0, Manipulation 0, Appearance 0, Perception 2, Intelligence 0, Wits 2
Abilities: Alertness 2, Athletics 3, Brawl 3, Intimidation 3, Melee 3, Stealth 3
Disciplines: Fortitude 2, Potence 1
Willpower: 7
Health: 8
Note: These sentries commonly have a reserve of eight blood points, and crumble to dust after use. Storytellers may augment statistics appropriate for the deed imbued in the corpse.

The spirit from which the deed is drawn for the creation of this powered sentry is aware of its virtues or sins being drained, but without the sorcerer's aid cannot recover the piece it loses to this power. The sorcerer must spend a blood point to return the deed to the spirit from which it originated, at which point it becomes an unthinking sentry retaining the same statistics, but none of the freedom of thought.
The sentry attacks its master on a botched roll.

MET Conversion:
Test against 10 traits.
Loss results second static.
Loss of second static results in attack on caster.

Attributes: 14 Physical, 0 Social, 4 Mental
Abilities: Alertness 2, Athletics 3, Brawl 3, Intimidation 3, Melee 3, Stealth 3
Disciplines: Fortitude 3, Potence 2
Willpower: 7
Health: 8
Note: These sentries commonly have a reserve of eight blood points, and crumble to dust after use. Storytellers may augment statistics appropriate for the deed imbued in the corpse.

Advanced

The Sorcery of Life

System The Sorcerer must have taken steps necessary to Imbue with the Grace of Anubis, and hold in their thrall an animated corpse bearing the fire of emotion-fueled deeds. Each success converts to points the sorcerer can assign to the sentry's Attributes or Disciplines. Any Disciplines granted to the sentry must be from those the sorcerer holds. The Proto-Bane Mummy is still subject to the sorcerer's whims, but will attempt intricate tasks if its Intelligence is increased to allow understanding of complicated commands. As with Imbue with the Grace of Anubis, the spirit harvested for the creation of this Proto-Bane Mummy is aware of its virtues or sins being stolen. The sorcerer must spend a blood point to return the deed, at which point the corpse becomes an unthinking sentry retaining the same statistics, but none of the freedom of thought or capability to use Disciplines.

Attributes: Strength 6, Dexterity 4, Stamina 6, Charisma 1, Manipulation 1, Appearance 0, Perception 3, Intelligence 1, Wits 2
Abilities: Alertness 3, Athletics 3, Brawl 3, Intimidation 4, Leadership 1, Melee 3, Stealth 3, Survival 2, Occult 2, Theology 1
Disciplines: Fortitude 2, Potence 2
Willpower: 9
Health: 12
Note: These are the default statistics for the Proto-Bane Mummy, before additional successes are translated to additional points. These monsters commonly have a reserve of ten blood points, and crumble to dust after using them. They can acquire further blood through eating a vampire or mortal's flesh. Storytellers may augment statistics appropriate for the deed imbued in the corpse. Proto-Bane Mummies can soak all but aggravated damage.

MET Conversion:
Test against 10 traits for base success. May spend 5 mentals at the time of the chop to add five points to distribute towards any of the stats of the Proto-Bane Mummy including levels of disciplines.

Attributes: 16 Physical, 2 Social, 6 Mental
Abilities: Alertness 3, Athletics 3, Brawl 3, Intimidation 4, Leadership 1, Melee 3, Stealth 3, Survival 2, Occult 2, Theology 1
Disciplines: Fortitude 4, Potence 3
Willpower: 9
Health: 12
Note: These are the default statistics for the Proto-Bane Mummy, before additional successes are translated to additional points. These monsters commonly have a reserve of ten blood points, and crumble to dust after using them. They can acquire further blood through eating a vampire or mortal's flesh. Storytellers may augment statistics appropriate for the deed imbued in the corpse. Proto-Bane Mummies can soak all but aggravated damage.

The Revelations of Eden

A simple Path at its core, the Revelations of Eden break down the will and faith of a victim, allowing room for the Serpent of Eden, Sutekh, or whichever god the sorcerer chooses to take its place. The ultimate corruption found in Path comes with most victims' willing submission to its powers. Like Presence, this Discipline generates a feeling of contentment and desire in its subjects.

System: One success is enough to erode a victim's temporary willpower. Every additional success removes a further point of temporary willpower, with higher ratings in the Path bestowing additional effects on the victim. These effects are not cumulative. The victim may attempt to resist the effects of the Discipline with a willpower roll (difficulty 6). A botch by the sorcerer grants the victim a recovery of all temporary willpower. A botch by the victim forces the loss of one point of Conscience/Conviction. This power cannot be resisted by using temporary willpower. Losses noted as permanent can only be recovered via the torpor or Final Death of the Setite sorcerer responsible.

• Remove one point of temporary willpower from the victim, and one dot from her willpower rating.

•• From the victim remove one point of temporary willpower, and one dot from her Road rating.

••• From the victim remove one point of temporary willpower, and one dot from her Self-Control/ Instinct.

•••• From the victim remove one point of temporary willpower, and choose her new Demeanor.

••••• From the victim remove one point of temporary willpower, and choose her new Nature.

MET Conversion: Each level is a separate action, additionally each level can only be used on a target once per night. The nature of the challenge is social vs mentals. If the caster fails in their challenge the target is immune to the power for the rest of the night. Otherwise use as printed.

The Revelations of Midgard

Basic

Bestowment of Scales

System: Bestowment of Scales affects any living creature or ghoul from whom the Cainite has fed, no matter the distance. When such a cultist incurs harm, the sorcerer can reflexively apply her undead endurance to the cultist's body, the damage being transferred to the vampire. The Cainite can soak this damage in the normal way, though any damage not soaked by the vampire is suffered by the cultist. The cultist develops scales in the place they would have suffered harm. Depending on the location, this can reduce the cultist's Appearance rating, though Setites acknowledge the deformity as a blessing. A botch on this power allows the vampire to absorb the damage, but prevents her from soaking any of it.

MET Conversion: May reflexively chop to activate this power. If the caster fails their challenge, they still take the damage but cannot soak it.

Suffer for Jormungandr

*System***:** When a Cainite schooled in Suffer for Jörmungandr receives physical harm, she may apply that harm to a mortal servant from whom she has taken blood, and to whom she has given vitae. The cultist must be within eyeshot of the sorcerer. Suffer for Jörmungandr is activated reflexively unless the vampire chooses not to use it. For each success accrued beyond the first, the vampire may inflict an additional level of the damage that she has incurred on her chosen cultist. Damage acquired in a single turn may not be distributed

among multiple cultists, and any damage exceeding the cultist's health track will return to the vampire to soak or incur. The manifestation of this power reduces the cultist's Appearance rating gradually, at Storyteller discretion. A botch on the roll for this power still transfers all damage to a cultist, but each point is converted to aggravated if it's not already so.

MET Conversion: Works as above but may chop and spend up to 3 mentals to shift 3 additional levels of damage to the cultist. However, if the caster fails trying to shift the additional damage all damage given to the cultist is converted to aggravated damage if it's not already. This allows for a total of 4 damage to be shifted to the cultist.

Intermediate

Swallow the Tail

System: This power is always activated as the final action of a turn, after Celerity actions. blood within eye-shot of the vampire slithers towards her, taking a turn to reach her mouth and replenish lost blood points. It is the Storyteller's discretion how many blood points are in the surrounding area, but each success rolled allows one blood point to slink towards the sorcerer. On a botch, the power forces the vampire to disgorge ten blood points minus her Road rating. This power cannot be used to drain blood from a living or undead vessel.

MET Conversion: On a win 5 traits can be restored, on a tie, 3 traits are restored and fail 0 traits are restored. Assuming there is blood for this effect to occur in the area.

Cycle of the Midgard Serpent

System: A Setite using this power may impart points in Disciplines to a ghoul who's consumed at least one point of her blood. The number of Discipline points bestowed is equal to the number of successes rolled. The power remains until the sun next sets. Some powers are dangerous or actually self-destructive if a mortal uses them. The Storyteller has the final ruling on whether a ghoul can use a given Discipline.

For the purposes of Disciplines that require the expenditure of blood points to activate, the ghoul possesses an equal number of blood points to those consumed from the regnant on the night the power is activated. A botch on this roll results in the ghoul gaining the points in Disciplines until the next sunset, but the blood bond to his domitor breaks. The breaking of this bond is not known to the vampire.

MET Conversion: Each level is a separate action, additionally each level can only be used on a target once per night. The nature of the challenge is social vs mentals. If the caster fails in their challenge the target is immune to the power for the rest of the night. Otherwise use as printed.

Advanced

Apep'sTransformation

System: This power only affects a mortal or ghoul cultist who's imbibed the blood of the vampire sorcerer. On a successful roll, the cultist's body spends ten turns — minus the number of successes rolled — contorting and shifting into a limbless serpent, its arms and legs sloughing off as an amalgamation of dead skin, tissue, and bone. The Apep cultist bulges into a serpent form approximately the size of a destrier. It cannot speak, but can understand its creator's language. The change into an Apep cultist is permanent. The serpent remains loyal to the vampire as a bestial ghoul, still requiring regular doses of vitae. Any Revelations of Midgard powers usable on followers remain usable on the Apep cultist. A botch on the roll to perform this power kills the cultist and provokes a frenzy test for the sorcerer, as she's presented with a humiliating failure of faith.

> **The Apep cultist has the following statistics:**
> **Attributes**: Strength 5, Dexterity 5, Stamina 4, Charisma 3, Manipulation 1, Appearance 1, Perception 3, Intelligence 2, Wits 3
> **Abilities**: Alertness 4, Athletics 4, Brawl 5, Intimidation 5, Performance 3, Stealth 4, Survival 3, Theology 3
> **Health**: 15, no wound penalties
> **Disciplines**: Fortitude 1, Potence 2, Presence 2
> **Willpower**: 9
> **Note**: The Apep cultist commonly has a reserve of ten blood points, and sinks into a torpid state without blood. They can acquire further blood through drinking from a victim. Apep cultists can soak all but aggravated damage. Its bite attack uses eight dice (Strength + 3). reserve of ten blood points, and sinks into a torpid state without blood.

MET Conversion: With a successful chop the cultist's body takes 5 turns to shift. However, the caster can spend up to 3 mentals reducing the number of turns to transform down to 2. If the caster fails his challenge to turn the cultist, the cultist dies and the caster must challenge for frenzy difficulty of 5.

> **The Apep cultist has the following statistics:**
> **Attributes**: 14 Physical, 5 Social, 8 Mental
> **Abilities**: Alertness 4, Athletics 4, Brawl 5, Intimidation 5, Performance 3, Stealth 4, Survival 3, Theology 3, Dodge 3
> **Health**: 15, no wound penalties
> **Disciplines**: Fortitude 2, Potence 3, Presence 3
> **Willpower**: 9
> **Note**: The Apep cultist commonly has a reserve of ten blood points, and sinks into a torpid state without blood. They can acquire further blood through drinking from a victim. Apep cultists can soak all but aggravated damage. Its bite attack gets a bonus of +3 Physical traits. It has a reserve of ten blood points, and sinks into a torpid state without blood.

The Soul of the Serpent

The original publication of this path is in Cairo by Night pg. 88. Please use the MET conversion provided in the current Tremere Thaumaturgy document. To learn The Soul of the Serpent as Setite Sorcery, a character must learn it from Kahina, the Sorceress of Cairo's Dream Court

Ushabti

The original publication of this path is in Blood Sacrifice: The Thaumaturgy Companion, page 27.

Please review this in depth as there are many limitations relating to who can use an Ushabti, how long they last and what happens when they are killed. All levels function as published save as detailed below.

Creating the figurine to be turned into a Ushabti requires a mental challenge retested with the appropriate Crafts against a variable difficulty; six traits for a Basic working, seven for an Intermediate, eight for an Advanced. If the challenge succeeds the figurine expands to a life size, animate figure. If the challenge fails, a second static challenge occurs. Failure of this second challenge causes the statuette to expand and animate, but in the control of an evil spirit, that sets out to make the caster's life miserable.

Reference the published write up for information in Attributes, Abilities, traits and Morality/Virtues for Ushabti, as well as intrinsic abilities of animal shaped Ushabti (flight, teeth, etc.). The realism of an Ushabti's appearance is based on the number of mental traits spent at the time of its creation per the following table, though a caster may never invest more mental traits into an Ushabti for this purpose than she has levels in this Path of sorcery (as such for example only one with the Advanced level of this path may create an Ushabti that is 5 traits/indistinguishable from life).

One Trait	Obviously, clay or wax, crudely formed.
Two traits	A fairly realistic manikin, like wax works or a China doll.
Three traits	Moderately lifelike; could fool a casual viewer (static mental challenge against 6 traits to detect as false).
Four traits	Incredibly lifelike (static mental challenge versus 8 traits to detect as false).
Five traits	Indistinguishable from life.

All Ushabti are considered supernatural creatures for all attempts to employ Disciplines, Thaumaturgy, or other supernatural powers on them.

Basic

Laborer
System: These Ushabti have two Strength Related, two Dexterity Related, and two Stamina Related physical traits, as well as one Perception Related, one Intelligence related and one Wits- related mental traits, and no social traits. Ushabti can be beautiful, if their maker fashions them so. Having no social traits represents an Ushabti's inability to perform any task requiring social traits. They have no Abilities.

Servitor

System: To the basic Laborer add three Attribute traits between non-Miscellaneous physical and mental Attributes (mental Attributes may not rise above two per subcategory). Add also two levels of non-- combat Abilities.

Intermediate

Guard

System: To the basic Laborer add six attribute traits between non-miscellaneous attributes (mental and social Attributes may not rise above two per subcategory). This also adds four levels of abilities (no single ability may rise above two).

Overseer

System: To the basic Laborer add nine Attribute traits between non-miscellaneous Attributes (mental and social Attributes may not rise above three per subcategory). Add also six levels of Abilities (no single Ability may rise above three).

Advanced

Gift of Khnum

System: To the basic Laborer add 12 Attribute traits and eight levels of Abilities. Using the Gift of Khnum costs two temporary willpower. See the original publication for information on the Ushabti's willpower, Virtues and Humanity, as well as the effect of infusing such a body with an incorporeal spirit, such as a Wraith or Umbral Spirit, and the differences Gift of Khnum Ushabti have in relation to degrading when exposed to ordinary humans.

Note: If an Ushabti created with Gift of Khnum were to bear children, they would be for all intents and purposes, the children of a human parent. Attempts to ghoul or teach Disciplines to Ushabti fails automatically, as do attempts to infuse them with the existing souls of entities that are not completely incorporeal in nature (attempts to infuse an Ushabti with a vampire in Psychic Projection fail, as well as Possession and Subsume the Spirit). The Embrace inherently challenges the identity of an Ushabti and thus destroys it. Powerful spirits inhabiting an Ushabti created at any level actively degrade the Ushabti, and destroy it after one night of inhabiting the statue.

Akhu Rituals

Unless otherwise noted, Akhu rituals require a static social challenge retested with Subterfuge, against five traits for Basic, seven traits for Intermediate, and nine traits for Advanced rituals.

Some rituals included in previous version of this document may have been purposely omitted in the interest of game balance and as such, are no longer supported by the Setite Coordinator's office. Additionally, this list also consists of the rituals that per V20 are considered ALL paradigms. As with all thaumaturgy, regardless of what requirements are listed in this packet, every ritual is bound by casting requirements in source material books (components, timing, actions, etc.).

- **Any published ritual not on the chart requires permission of the Setite Coordinator.**
- **Any conversions must be approved by the Setite Coordinator and appropriate Coordinator from whose paradigm the ritual originates.**
- **Custom rituals can be made but are automatically R3 and must have Setite Coordinator Approval.**
- **Converts require at least SubCoordinator approval for all Setite Sorcery Rituals. Items that normally require Coordinator approval still require Coordinator approval for Converts.**

Rarity Chart

Rarity 1: Storyteller Approval			
Ritual Name	**Rarity**	**Level**	**Source**
Abandon the Fetters	1	Advanced	V20: Dark Ages
Blood Rush	1	Basic	MET Sabbat
Blood Walk	1	Basic	Laws of Elysium
Brand of the Paramour	1	Basic	MET ST Guide
Cleansing of Flesh	1	Intermediate	MET ST Guide
Cobra's Favor (Blessing of Asp)	1	Advanced	MET ST Guide
Communicate with Cainite/Kindred	1	Basic	V20: Dark Ages
Curse Belated (Osiris Defied)	1	Intermediate	MET ST Guide
Decrypt Missive	1	Basic	V20: Dark Ages
Defense of Sacred Haven (Warding the Tomb)	1	Basic	V20: Core Rule Book
Deflection of Wooden Doom	1	Basic	Laws of the Night Revised
Devil's Touch (Bes' Disfavor)	1	Basic	Laws of the Night Revised
Dominoe of Life (Return from (Du'at)	1	Basic	Laws of the Night Sabbat Guide

Rarity 1: Storyteller Approval			
Ritual Name	**Rarity**	**Level**	**Source**
Donning the Mask of Shadows	1	Basic	Laws of Elysium
Dreams of Duat	1	Basic	Blood Sacrifice: The Thaumaturgy Companion
Encrypt Missive	1	Basic	Laws of the Night Storytellers Guide
Eyes of the Night Hawk	1	Basic	V20: Core Rule Book
Illuminate the Trail of Prey	1	Basic	Laws of the Night Sabbat Guide
Incantation of the Shepherd	1	Basic	Guide to the Camarilla
Inscribe the Book of Set	1	Basic	Blood Sacrifice: The Thaumaturgy Companion
Major Creation (Gift of Ptah)	1	Intermediate	Blood Magic: Secrets of Thaumaturgy
Opening the Gate	1	Basic	Blood Magic: Secrets of Thaumaturgy
Opening the Mouth	1	Basic	Blood Sacrifice: The Thaumaturgy Companion
Prepare Canopic Jars	1	Intermediate	Blood Magic: Secrets of Thaumaturgy
Principal Focus of Vitae Infusion	1	Basic	V20: Core Rule Book
Purity of Flesh	1	Basic	V20: Dark Ages
Rebirth of Mortal Vanity	1	Basic	Laws of the Night Storytellers Guide
Recure of the Homeland (Nile's Favor)	1	Intermediate	Laws of the Night Sabbat Guide
Sanguineous Phial	1	Basic	MET ST Guide
Scorpion Sending	1	Intermediate	Blood Sacrifice: The Thaumaturgy Companion
Scry (Eyes of Hathor)	1	Intermediate	Laws of the Night Storytellers Guide
Seal the Gates of Blood	1	Basic	Blood Sacrifice: The Thaumaturgy Companion
Severed Hands (Set's Judgement/Rending of Osiris)	1	Advanced	Laws of the Night Storytellers Guide
Severing Sands	1	Intermediate	Blood Sacrifice: The Thaumaturgy Companion
Splinter Servant (Ptah's Staff)	1	Intermediate	V20: Core Rule Book
Stolen Kisses	1	Intermediate	Laws of the Night Storytellers Guide
Touch of Nightshade (Scorpion's Sting)	1	Intermediate	Laws of the Night Storytellers Guide

Rarity 1: Storyteller Approval			
Ritual Name	**Rarity**	**Level**	**Source**
Typhon's Brew	1	Basic	Blood Sacrifice: The Thaumaturgy Companion
Wake with Evening's Freshness	1	Basic	Laws of the Night Revised
Warding Cippus	1	Advanced	Blood Sacrifice: The Thaumaturgy Companion
Word of the Dark God	1	Basic	Rites of Blood

Rarity 2: SubCoordinator Approval			
Ritual Name	**Rarity**	**Level**	**Source**
Animated Assistant	2	Intermediate	V20: Dark Ages
Animated Weapon	2	Intermediate	V20: Dark Ages
Bind Familiar	2	Intermediate	V20: Dark Ages
Blood Contract	2	Basic	Laws of the Night Revised
Candle of Haunting	2	Intermediate	V20: Dark Ages
Creation of the Shabti	2	Advanced	Rites of Blood
Dedicate the Haven	2	Advanced	V20: Dark Ages
Dismembering the God	2	Advanced	Blood Magic: Secrets of Thaumaturgy
Dismemberment of Osiris	2	Intermediate	Rites of Blood
Escape to a True Haven	2	Advanced	V20: Dark Ages
Extinguish	2	Basic	Laws of the Night Storytellers Guide
Flaming Weapon	2	Basic	V20: Dark Ages
Heart of Stone	2	Intermediate	Laws of Elysium
Impressive Visage	2	Basic	Laws of the Night Storytellers Guide
Incorporeal Passage	2	Intermediate	Laws of the Night Revised
Lesser Trigger	2	Advanced	Lair of the Hidden
Linked Soul Elixir	2	Intermediate	Blood Sacrifice: The Thaumaturgy Companion
Return of the Heart (Balance of Ma'at)	2	Intermediate	Blood Magic: Secrets of Thaumaturgy
Samira's Kihanah	2	Intermediate	V20: Dark Ages
Scry the Hearthstone	2	Intermediate	V20: Dark Ages
Shaft of Belated Quiescence	2	Intermediate	V20: Dark Ages
Stone Slumber	2	Advanced	Laws of the Night Storytellers Guide

Rarity 2: SubCoordinator Approval			
Ritual Name	**Rarity**	**Level**	**Source**
Summon Sebau	2	Intermediate	Blood Sacrifice: The Thaumaturgy Companion
To Lace with Hidden Nectar	2	Basic	Rites of Blood
Witness of Whispers	2	Basic	V20: Dark Ages

Rarity 3: Coordinator Approval			
Ritual Name	**Rarity**	**Level**	**Source**
Cheat the Scale of Hades	3	Advanced	V20: Dark Ages
Creation of the Shabti	3	Advanced	Rites of Blood
Displacement of the Pneuma	3	Intermediate	V20: Dark Ages
Enchant Talisman	3	Advanced	V20: Dark Ages
Fire Walker	3	Intermediate	V20: Dark Ages
Greater Trigger	3	Elder	Lair of The Hidden
Hybrid Mummy	3	Elder	Blood Sacrifice: The Thaumaturgy Companion
Invisible Chains of Binding	3	Intermediate	V20: Dark Ages
Milk of Set*	3	Variable	Blood Magic: Secrets of Thaumaturgy
Mirror of Second Sight	3	Intermediate	V20: Dark Ages
Portrait Link	3	Advanced	Lair of the Hidden
Servitor Sending	3	Elder	Rites of Blood
Surfeit of Serpents	3	Elder	Lair of the Hidden

*Use the MET conversion from the current Tremere Thaumaturgy packet.

Wards: Special Chart			
'Ward' and Warding Circle' are two separate rituals that must be purchased separately			
*Ward (or Warding Circle) vs:			
Cainite	1	Intermediate	V20: Core
Demons	2	Advanced	V20: Core
Fae (Eshu)	3	Intermediate	Laws of the Night Storytellers Guide
Ghosts (Ka)	1	Basic	V20: Core Rule Book
Ghouls	1	Basic	Laws of the Night Revised
Lupines	2	Intermediate	V20: Core Rule Book
Spirits (Bau)	2	Advanced	V20: Core Rule Book

Akhu Ritual Conversions

Basic Akhu Rituals

Dreams of Duat

System: Rather than the standard difficulty for a ritual, the difficulty of the challenge to enact this ritual is the target's current willpower. Success causes the victim to lose a temporary willpower.

Should the caster's challenge to enact the ritual fail, there is a second static challenge (same difficulty). If the caster fails this second challenge the victim has a different dream as described in the published write up.

Inscribe the Book of Set

System: This ritual takes place between two new moons, and must be done in a temple. At the completion of this ritual the caster shall gain a two-bonus trait to any Setite Sorcery cast in their temple. While the new inscribed book offers great power to the lichter-priest within their temple, this book will turn to dust if it leaves the confines of the temple. This ritual lasts until the book is destroyed.

Milk of Set

System: It takes a week to create one dose of salve or unguent, which stays potent for one week before expiring. All effects created using this ritual must change the target for the worse or alter them to serve the caster's purpose.

All variants of this ritual created other than the examples published in Blood Magic are considered unique, Player-Created Rituals. Storytellers are encouraged to use caution before allowing them into their chronicle.

Note: No variants of this ritual can create effects too closely resembling existing Paths, Rituals or other powers

Opening the Gate

System: This ritual takes 12 hours to complete through the process described in the published write up. The caster first makes a challenge difficulty 6, if successful he must then engage in five Simple challenges retested with Mummification (or Thanatology if the Chronicle does not use the Mummification Ability). Each challenge won (not tied) gives the blasphemy shrine a rating from zero to a maximum of five. This rating reflects the adherence to the funerary practices of The Egyptian Book of the Dead, and directs how many blood traits or temporary willpower traits the lector priest may siphon from the Western lands through her shrine at a time, as well as the number of hours these phantom blood and willpower traits last before vanishing if unused. The caster must be within 10 feet of his shrine to increase his temporary blood or willpower traits, but he may use the stolen energies at any distance from the shrine, and only for casting sorcery.

A lector priest may have only one blasphemy shrine at a time, and if a shrine is destroyed by anyone save the caster, the caster loses a sum of blood and willpower traits (distributed by the ST) equal to twice the shrine's rating, and as a sorcerer without a shrine, loses access to his Akhu until the shrine is replaced. No user of Akhu can employ their powers without access to their blasphemy shrine, and this ritual is always the first ritual learned by students of Akhu. Only access to Akhu is lost, not the disciplines themselves.

Recure of the Homeland (Nile's Favor)

System: The Akhu version of this ritual uses Nile mud rather than soil from the caster's homeland

Seal the Gates of Blood

System: This ritual lasts for a duration of one month per mental trait spent at casting, maximum three.

Intermediate Akhu Rituals

Cleansing of Flesh

System: The Akhu version of this ritual requires the subject to be ritually shaven from head to toe before immersion in water.

Linked Soul Elixir

System: This ritual requires no conversion to MET, please use it as published with the hourly challenge to throw off the elixir's effects as a static physical challenge, difficulty eight (difficulty seven if the victim bids a stamina-related trait). This elixir only functions on mortals, ghouls and Kindred (but not other supernatural creatures).

Prepare Canopic Jars

System: This ritual requires no conversion to MET, please use it as published with the caster able to interfere with a number of actions each night equal to the number of additional mental traits spent during the ritual challenge (maximum three).

Return of the Heart (Balance of Ma'at)

System: The Akhu version of this ritual does not require the Path of the Blood's Curse.

Scorpion Sending

System: The scorpion's venom inflicts one Health Level of Lethal of damage every 15 minutes. The damage ends if the victim succeeds in a static physical challenge (bidding a stamina-related trait), difficulty nine. The victim may attempt these challenges after each level of damage received. The venom harms both mortals and corporeal supernatural entities.

The victim may attempt a static mental challenge, difficulty 11, to notice the scorpion before it strikes. The difficulty of this static mental challenge lowers to nine if the target is actively looking for an attack/assailant. If the scorpion is killed before stinging the victim it reverts to a wax model, whereas if it stings the victim before being killed, it remains a real scorpion upon death.

Splinter Servant (Ptah's Shaft)

System: The Akhu version requires the lector priest to possess at least the Intermediate Level of Ushabti before this ritual can be learned.

Summon Sebau

System: If the caster succeeds at the challenge, she may command a single task of a Sebau (the task must be able to be accomplished in a single night). If the caster fails the challenge, the Sebau attacks the caster. To get the Sebau to attack a specific target, the caster must have a sympathetic link or the True Name of the victim is **REQUIRED**. The Sebau vanishes at dawn if not somehow banished prior.

Information on the various classes of spirits, as well as recommended templates for them can be found in Blood Sacrifice: The Thaumaturgy Companion, pages 23.

Sebau are largely undefined creatures and there is very little mention of them in the source material. They are servants of the god Set and are largely composed from existing systems, rather than having the unique powers they have per the flavor text. They are not quite wraiths and not quite demons. Powers that target wraiths or demons specifically shouldn't be 100% effective against Sebau. When such a power (wards, necromancy, certain infernal disciplines, etc.) is used against a Sebau, it is recommended that a simple test be thrown with the user until there is a clear win or loss (not tie). If the user wins, the power works this time. If the Sebau wins, the power has no effect on the Sebau. The only thing that should always be effective against Sebau is a Warding Cippus, as they are specifically designed for the purpose.

It is recommended that Sebau be created using Oblivion. For those who do not have access to Oblivion or prefer to stick with Vampire templates for their game, you could alternately use the demon creation rules in the MET Sabbat guide. An example of Sebau from each system is listed below. Storytellers are encouraged to alter these templates as best fits their chronicle.

Sample Sebau using Oblivion

traits: Physical: 16, Mental: 14, Social: 8
Abilities: Brawl x 4, Dodge x 4, Survival x 4, Occult x 3
Angst: 8
Willpower: 8
Health Levels: 10
Arcanoi: Argos: Orienteering, Argos: Tempest Peek, Argos: Tempest Threshold, Argos: Enshroud, Argos: Phantom Wings, Argos: Flicker, Argos: Oubliette, Embody: Maintain the Material Form, Embody: Materialize, Outrage: Stonehand Punch, Pandemonium: Foul Humour, Shroud Rending: Hold Back the Curtain, Shroud Rending: Transparent Memories
Serpentis: Form of the Cobra

Advanced Akhu Rituals

Creation Of the Shabti

The practitioner of Ahku casts this ritual upon a perfectly carved statue made of gold, lacquered or petrified wood, marble, or some other expensive material. The thaumaturge recites in ancient Egyptian, "Oh, shabti, if I be called by Set to sleep, or if the sun shines upon my labors, I ask you to bring the sands of the east to the west, and judge me with His eye."

The shabti then awakens, responding, "I will do it, verily, I am here when thou callest."

From there forward, the statue is inhabited by a sentient funerary spirit. It can fight (but cannot fly, even if the statue is carved with wings), but is not capable of further speech or creative behavior. Effectively, the shabti is a golem. A shabti moves extremely slowly, and is not fit for offensive battles, but makes an exceptional defender. This creature is unfailingly loyal to its creator, and will stand guard over the vampire's sleeping form during the day (or through periods of long tor).

System: The statue must be of at least human size (though it may be up to three times as large, and it may be shaped like a biped or like an Egyptian animal), and must be made with at least Crafts 4 (and be commensurably expensive). The thaumaturge's player rolls social (difficulty 8). Once a shabti is created, the spirit remains until the next time its caster wakes up (whether that is the next sunset, or after a hundred years of tor). At that time, the statue crumbles to dust and the funerary spirit is freed.

Regardless of its size or shape, a shabti has four health levels, four willpower, eighteen physical traits, six social, and six mental traits. These constructs may spend a point of willpower to move at a walking pace for one turn; otherwise, they are stationary. They cannot be targeted by mental and social powers, with the exception of powers that remove the spirit (such as soul stealing), which immediately destroy a shabti.

Dismembering the God

System: The character spends between one and three social traits and engages his victim in a social challenge. Success causes the victim to lose double the amount of social traits the caster spent before engaging in the challenge, of both blood traits and temporary willpower. Further, the victim may not regain blood or willpower traits for the remainder of the night. Note that a mortal will probably require medical attention after losing three or more blood traits.

Ward (and Warding Circle) vs. Demon

System: Note that Ward vs. Demons will not necessarily ward off Sebau, which are demons like, but not demons in the non-Egyptian sense.

Warding Cippus

System: Following the described process the caster burns one of his own hands at the cost of spending one permanent willpower, and taking an unsoakable level of Aggravated damage.

Note that such cippi are described as stelae, which in Egypt routinely weigh thousands of pounds. These are not objects easily concealed, moved or necessarily even concealed, as they are intended to be large and permanent objects memorializing something. Common examples range from the Rosetta Stone (itself over 1,600 lbs.) and other stone slab steles, to giant stone obelisks more similar to the Washington Monument. Storytellers are urged to keep this scale in mind.

Elder Akhu Rituals

Hybrid Mummy

System: The magician's player defines a hybrid mummy's traits beforehand. A hybrid mummy starts with three traits in the physical and mental categories. A lector priest can make a hybrid mummy with up to three Dexterity Related traits, while Strength Related and Stamina Related traits can go as high as the magician wants (as adjudicated by the Storyteller): the sorcerer just uses bigger, stronger parts. Hybrids can also have up to two traits in each Intelligence-, Wits Related traits and Abilities. (They have no social traits, though.) For every three traits in Attributes or Abilities the hybrid mummy receives, the magician spends one willpower point. A new hybrid mummy cannot have any Ability that its creator does not, or at a higher level. Hybrid mummies can learn through experience, however, and raise their Charisma-, Manipulation- related, mental traits or Abilities. Raising a trait costs four experience points each. The hybrid mummy is a character in its own right. Its creator may bind its will with other spells or Disciplines, but the hybrid has a mind and interests of its own.

Nahuallotl

For information on Nahuallotl please consult Blood Sacrifice: The Thaumaturgy Companion page 88.

In order to teach, learn, or use Nahuallotl, you must possess, as a Merit, a Code of Honor relating to faith in the Aztec, Tenochca, Mixtec, Mayan, or other similar South/Central American ancient religion. Teaching Nahuallotl further follows the requirements listed in the FAQ.

Nahuallotl employs the same mechanics as Hermetic thaumaturgy (blood expenditure, mental challenges, Occult retest), but it remains a distinct and incompatible Discipline due to its forms and procedures.

When a Nahualli invokes a path power, she must physically spill the blood points spent. The Aztecs believed that blood from the earlobe, tongue and genitals was of particular potency, and many Nahualli carry a large cactus spine used to draw the required blood. In addition, the caster prays aloud to the gods.

Primary Path: Path of Blood (Flower of the Divine Liquor)

Nahuallotl Paths

- **These are the only Paths available to Nahuallotl users natively.**
- **Any conversions must be approved by the Setite Coordinator and appropriate Coordinator from whose paradigm the path originates.**
- **Custom Paths can be made but are automatically R4 and must have Setite Coordinator Approval.**
- **Aztec Necromancy may possibly be learned by working with the Pisanob. Learning from the Pisanob falls under Giovanni Coordinator Approval.**

Rarity Chart

R1: Storyteller Approval	Rarity	Source
Corruption (Secret Ways of Tezcatlipoca)	1	V20: Core Rule Book
Elemental Mastery	1	V20: Core Rule Book
Hands of Destruction (Huehuteoltl's Fists)	1	V20: Core Rule Book
Lash of Xipe Totec	1	Blood Sacrifice: The Thaumaturgy Companion
Lure of Flames (Huehueteotl's Glory)	1	V20: Core Rule Book
Path of Blood (Flower of the Divine Liquor)	1	V20: Core Rule Book
Spirit Manipulation (Rites of Tezcatlipoca)	1	V20: Core Rule Book
Weather Control (Breath of Quetzalcoatl)	1	V20: Core Rule Book

Nahuallotl Path Conversions

Lash of Xipe Totec

The original publication of this path is in Blood Sacrifice: The Thaumaturgy Companion page 88. All levels function as published save as detailed below.

Basic

Another's Burden
System: The caster touches the subject after shedding a blood point and praying to Xipe Totec. The Nahualli engages in a static mental challenge (vs. six traits) and spends between one and three mental traits. For each trait spent, the subject's wound penalties are considered to be at one wound category (Healthy, Bruised, Wounded, Incapacitated, or Torpor) less severe and the sorcerer is considered to be at one category more severe. She does not actually take any wounds, just the penalties associated with them. The power lasts for a scene or until the Nahualli chooses to deactivate it. If the subject wishes to resist the power for whatever reason, the mental challenge to enact the power becomes contested, with the only applicable retest for the subject being willpower.

Obsidian Shattered
System: The Nahualli sheds a blood point and prays to Xipe Totec. After engaging in a static mental challenge (vs. six traits) and spending between one and four mental traits the caster's wound penalties are considered to be at one wound category (Healthy, Bruised, Wounded, Incapacitated, or Torpor) less severe for each trait spent. Note this power only works on the caster.

Intermediate

Burden Another
System: The caster must touch the subject while shedding a blood point and praying to Xipe Totec. The power is activated just like Another's Burden (with a mental challenge against the subject). For each trait spent, the sorcerer's wound penalties are considered to be at one wound category (Healthy, Bruised, Wounded, Incapacitated, or Torpor) less severe and the subject is considered to be at one category more severe. She does not actually take any wounds, just the penalties associated with them. A Nahualli may not transfer more pain – or penalties – than she currently suffers. The power lasts for a scene or until the Nahualli chooses to deactivate it.

Obsidian's Edge
System: Obsidian's Edge requires the standard prayers and shedding of blood. The challenge in this case pits the caster's mental traits against the victim's physical traits and the caster inflicts one level of damage per mental trait spent (to a maximum of three traits). This power may target anyone within line of sight.

Advanced

Flay
System: Flay requires the caster to pray, shed blood, and engage the victims in the same challenge as with Obsidian's Edge. The power can target a number of victims in a single turn equal to the number of Intelligence Related mental traits currently possessed by the caster (to a maximum of five); it otherwise employs the same mechanics as Obsidian's Edge.

Nahuallotl Rituals

For information on Nahuallotl rituals please consult Blood Sacrifice: The Thaumaturgy Companion page 89. Although the Nahualli's own blood is sufficient sacrifice when invoke Nahuallotl path effects, rituals require further sacrifice. All Nahuallotl rituals require the sacrifice of an animal for Basic rituals, and the sacrifice of a human (or Kindred) life for Intermediate or Advanced rituals.

Please consult the reference publication and page for information on the groups making up most potential sacrifice victims. A willing sacrifice lowers the difficulty of the ritual by two traits.

Unless otherwise noted within the ritual's description, all follow the similar challenges to those laid out in Laws of the Night revised : Basic rituals require a static mental challenge versus five traits, Intermediate are vs. seven traits, and Advanced are vs. nine traits, retested with Occult.

All rituals function as published except as detailed below.

- **These are the only published rituals available to Tlacique; this also includes the general list that states all paradigms have access to these rituals. Other suitable rituals are available with permission of the Setite Coordinator.**

Rarity Chart – Nahuallotl Rituals

Rarity 1: Storyteller Approval			
Ritual Name	**Rarity**	**Level**	**Source**
Abandon the Fetters	1	Advanced	V20: Dark Ages
Blood Walk	1	Basic	V20: Dark Ages
Brother's Eyes	1	Intermediate	Blood Sacrifice: The Thaumaturgy Companion
Communicate with Cainite/Kindred	1	Basic	V20: Dark Ages
Decrypt Missive	1	Basic	V20: Dark Ages
Defense of Sacred Haven	1	Basic	V20: Dark Ages
Deflection of Wooden Doom	1	Basic	V20: Dark Ages
Domino of Life	1	Basic	V20: Dark Ages
Donning the Mask of Shadows	1	Basic	V20: Dark Ages
Encrypt Missive	1	Basic	V20: Dark Ages
Illuminate the Trail of Prey	1	Basic	V20: Dark Ages
Mirror of the Gods	1	Basic	Blood Sacrifice: The Thaumaturgy Companion
Principal Focus of Vitae Infusion	1	Basic	V20: Core Rule Book
Purity of Flesh	1	Basic	V20: Dark Ages
Wake with Evening's Freshness	1	Basic	V20: Dark Ages

Rarity 2: SubCoordinator Approval			
Ritual Name	**Rarity**	**Level**	**Source**
Animated Assistant	2	Intermediate	V20: Dark Ages
Animated Weapon	2	Intermediate	V20: Dark Ages
Candle of Haunting	2	Intermediate	V20: Dark Ages
Dedicate the Haven	2	Advanced	V20: Dark Ages
Escape to a True Haven	2	Advanced	V20: Dark Ages
Extinguish	2	Basic	V20: Dark Ages
Flaming Weapon	2	Basic	V20: Dark Ages
Heart of Stone	2	Intermediate	V20: Dark Ages
Incorporeal Passage	2	Intermediate	V20: Dark Ages
Lesser Trigger	2	Advanced	Lair of the Hidden
Samira's Kihanah	2	Intermediate	V20: Dark Ages
Scry the Hearthstone	2	Intermediate	V20: Dark Ages
Shaft of Belated Quiescence	2	Intermediate	V20: Dark Ages
Stone Slumber	2	Advanced	V20: Dark Ages
Witness of Whispers	2	Basic	V20: Dark Ages

Rarity 3: Coordinator Approval			
Ritual Name	**Rarity**	**Level**	**Source**
Bind the Familiar	3	Intermediate	V20: Dark Ages
Blood Contract	3	Basic	V20: Dark Ages
Enchant Talisman	3	Advanced	V20: Dark Ages
Fire Walker	3	Intermediate	V20: Dark Ages
Greater Trigger	3	Elder	Lair of The Hidden
Invisible Chains of Binding	3	Intermediate	V20: Dark Ages
Mirror of Second Sight	3	Intermediate	V20: Dark Ages
Scry	3	Intermediate	V20: Dark Ages
Severance	3	Intermediate	Blood Sacrifice: The Thaumaturgy Companion
Strength of the Vanquished	3	Intermediate	Blood Sacrifice: The Thaumaturgy Companion

Nahuallotl Ritual Conversions

Basic

Mirror of the Gods
System: The effects of this ritual last for one night. If the mirror is made of obsidian, the ritual lasts an additional night.

Intermediate

Strength of the Vanquished
System: The caster must spend a temporary willpower to consume the organs, along with one blood point for each organ consumed. The consumption is symbolic, as the organs are quickly vomited up in one pulpy mass. The Nahualli gains a temporary increase to one or more of her Attribute categories (determined by the parts consumed). If the matching Attribute sub category (Strength Related, Dexterity- related and Stamina Related for physical, etc.) of the "donor" is higher than that of the caster, the caster gains a number of temporary traits of that type to match. If the victim's Attribute category is equal or lower, the Nahualli gains one trait of the appropriate type. Thus, if the Nahualli has 2 Intelligence Related traits and consumes the brain of someone with 5 Intelligence Related traits, she gains 3 Intelligence- related traits of her choice; if, however, the victim had only 2 Intelligence Related traits, the caster gains a single Intelligence Related trait of her choice. Attributes can be raised to 1 higher than generational maximum. The increase lasts for the rest of the night.

Please consult Blood Sacrifice: The Thaumaturgy Companion pg. 89 for the chart detailing which organs correlate to which Attribute sub-categories.

Advanced

Severance
System: A vampire with a removed heart is affected per Heart of Darkness, with all of the mechanical benefits and the drawbacks, save that this ritual can be used on mortals without inherently causing their deaths.

This ritual inflicts one level of Aggravated damage, even when used on one's self. The caster must spend two temporary willpower before attempting to use this ritual on herself

Seidr

Seidr Paths

- These are the only Paths available to Seidr users natively.
- Any conversions must be approved by the Setite Coordinator and appropriate Coordinator from whose paradigm the path originates.
- Custom Paths can be made but are automatically R4 and must have Setite Coordinator Approval.

Path	Rarity	Source
Flow of Ashe	1	Blood Sacrifice: The Thaumaturgy Companion
Orisha's Fortune	1	Blood Sacrifice: The Thaumaturgy Companion
Path of Blood	2	V20: Core Rule Book
Path of Mars	2	V20: Core Rule Book
Spirit Manipulation	2	V20: Core Rule Book
Weather Control	1	V20: Core Rule Book

Seidr Rituals

- Any published ritual not on the chart below requires permission of the Setite Coordinator
- Any conversions must be approved by the Setite Coordinator and appropriate Coordinator from whose paradigm the ritual originates.
- Custom rituals can be made but are automatically R3 and must have Setite Coordinator Approval.
- The Custom Seidr Rituals have the Original Creator's permission to be in the packet.

Rarity 1: Storyteller Approval			
Ritual Name	**Rarity**	**Level**	**Source**
Abandon the Fetters	1	Advanced	V20: Dark Ages
Blood Walk	1	Basic	V20: Dark Ages
Bone of Lies	1	Intermediate	Laws of the Night Revised
Calling the Restless Spirit	1	Basic	Laws of Elysium
Communicate with Cainite/Kindred	1	Basic	V20: Dark Ages
Craft Garde	1	Basic	Blood Sacrifice
Decrypt Missive	1	Basic	V20: Dark Ages
Defense of Sacred Haven	1	Basic	V20: Dark Ages
Deflection of Wooden Doom	1	Basic	V20: Dark Ages
Domino of Life	1	Basic	V20: Dark Ages
Donning the Mask of Shadows	1	Basic	V20: Dark Ages
Encrypt Missive	1	Basic	V20: Dark Ages
Eyes of the Grave	1	Basic	Laws of the Night Revised
Illuminate the Trail of Prey	1	Basic	V20: Dark Ages
Impassable Trail	1	Basic	MET Storyteller Guide
Ori Sight	1	Basic	Blood Sacrifice: The Thaumaturgy Companion
Principal Focus of Vitae Infusion	1	Basic	V20: Core Rule Book
Purity of Flesh	1	Basic	V20: Dark Ages
Spirit Beacon	1	Basic	Laws of the Night Revised
Wake with Evening's Freshness	1	Basic	V20: Dark Ages

Rarity 2: SubCoordinator Approval			
Ritual Name	**Rarity**	**Level**	**Source**
Animated Assistant	2	Intermediate	V20: Dark Ages
Animated Weapon	2	Intermediate	V20: Dark Ages
Candle of Haunting	2	Intermediate	V20: Dark Ages
Dedicate the Haven	2	Advanced	V20: Dark Ages
Escape to a True Haven	2	Advanced	V20: Dark Ages
Extinguish	2	Basic	V20: Dark Ages

Rarity 2: SubCoordinator Approval			
Ritual Name	**Rarity**	**Level**	**Source**
Flaming Weapon	2	Basic	V20: Dark Ages
Grandfather's Gift	2	Basic	Blood Sacrifice: The Thaumaturgy Companion
Heart of Stone	2	Intermediate	V20: Dark Ages
Incorporeal Passage	2	Intermediate	V20: Dark Ages
Lesser Trigger	2	Advanced	Lair of the Hidden
Samira's Kihanah	2	Intermediate	V20: Dark Ages
Scry the Hearthstone	2	Intermediate	V20: Dark Ages
Shaft of Belated Quiescence	2	Intermediate	V20: Dark Ages
Stone Slumber	2	Advanced	V20: Dark Ages
Witness of Whispers	2	Basic	V20: Dark Ages

Rarity 3: Coordinator Approval			
Ritual Name	**Rarity**	**Level**	**Source**
Bind the Familiar	3	Intermediate	V20: Dark Ages
Blood Contract	3	Basic	V20: Dark Ages
Enchant Talisman	3	Advanced	V20: Dark Ages
Fire Walker	3	Intermediate	V20: Dark Ages
Greater Trigger	3	Elder	Lair of The Hidden
Invisible Chains of Binding	3	Intermediate	V20: Dark Ages
Mirror of Second Sight	3	Intermediate	V20: Dark Ages
Paper Flesh	3	Advanced	V20: Core Rule Book
Scry	3	Intermediate	V20: Dark Ages

Rarity 4: Coordinator Approval			
Ritual Name	**Rarity**	**Level**	**Source**
Curse of the Aesir	4	Advanced	OWBN: CCD
Heimdall's Unearing Gaze	4	Advanced	OWBN: CCD
Recanting Vali's Draumar	4	Basic	OWBN: CCD
Vali's Avenging Wrath	4	Intermediate	OWBN: CCD

Wards: Special Chart			
'Ward' and Warding Circle' are two separate rituals that must be purchased separately			
*Ward (or Warding Circle) vs:			
Cainite	1	Intermediate	V20: Core
Demons	3	Advanced	V20: Core
Ghosts	1	Basic	V20: Core
Ghouls	1	Basic	V20: Core
Lupines	2	Intermediate	V20: Core
Spirits	1	Advanced	V20: Core

Seidr Custom Rituals

Basic

Recanting Vali's Draumar
By spending time preparing each participant a drink mix of ashes, stone powder and some type of booze. The caster recounts the story of Baldr's Draumar and prepares a drink for the participants. The caster declares to the participants who the target for them that night. Upon completing the ritual, everyone drinks from their cup.

The caster then initiates a static ritual challenge vs 6 traits with the retest being the Ritual ability. A successful challenge provides the caster +1 Defensive Retest against the Named Target.
Duration: Until the next sunrise

Intermediate

Vali's Avenging Wrath
Vali is the son of Odin and the Giantess Rindr; born specifically to avenge the death of Baldr and does this by killing Höðr who unwittingly due to Loki was involved. Vali grew to full adulthood within one day of being born before going searching for Loki after defeating Höðr.

1) Calling upon the Norn's to bring justice forward, the caster recants the sins of the target. Upon completion, the caster will in Vali's name sacrifice something be it a mundane item to something of themselves such as an eye. Depending on what is sacrificed, depends on the level of which participants receive bonus traits against their target. The caster then initiates a static ritual challenge vs 8 traits, with the retest being the Ritual Ability

+1/+2/+3 traits are gained against a specific Target (and only that target) for all participants based on the caster's sacrifice for the Ritual. No more than 7 may participate in this ritual including the caster of the ritual.
Duration: Until the next sunrise

Advanced

Curse of the Aesir

The Aesir cursed Loki, punishing him for his folly by cursing him for a time. This Seidr ritual brings that myth to reality as until the next morning the Norn's and Fate have forsaken the target, hindering their actions against those who are enacting the judgment of fate.

System: This ritual requires a portrait using Expression, or Craft abilities, which requires the one who made the portrait to be familiar with the target. The Futhark Runes are cast, calling out their punishment. The runes are then written in the blood of the caster on the portrait cursing the target's actions against those participating in the ritual.

Burning the photo then triggers the effect (static physical challenge against a difficulty of the subject's permanent mental traits, retest with Theology or Occult). Until the end of the Night, Fate has forsaken them. They must double all expenditure costs involving tempers (blood, willpower, rage, gnosis, glamour etc). They must also bid an additional trait in all challenges against those who participated in the ritual. If the target has merits that would reduce the expenditure cost of tempers, the doubling of expenditures happens before merit reductions

This ritual cannot be stacked multiple times on a target nor can it be stacked with other doubling effects for the purpose of the expenditure costs for tempers. The bidding of additional traits does stack with powers and effects that cause the target to have to bid additional traits.

Heimdall's Unerring Gaze

Heimdall's vision nothing can hide from, for he is the Guardian, Sentry and Watchman of the Bifrost and is the God who brought the ability to read the runes to Humanity. His abilities foresaw the coming of Ragnarok in myth.

The Caster tells the tale and marks those who participate in the ritual with a paste of ash and silver with the Futhark rune for sight and protection on the body declaring to the participants the identity of the target or targets. The Caster then makes a static ritual challenge retest rituals at a difficulty 10.

System: Participants receive the benefits of the merit: Clear Sighted till sunrise. (Illusions do not fool you. This vision may be a supernatural gift, an inborn insight or practiced skill. Vampiric Obfuscation, Chimerstry and other Disciplines or gifts that deceive most observers won't work as well as they should with you. You have an additional three traits when trying to pierce through any Chimerical Illusions or Obfuscation and receive a free retest on such attempts. Any other powers are at the discretion of a Storyteller.)

Duration: Lasts till dawn

FAQ
Let'ssss Addresssss Quesssstionssss

What do I need in order to teach Setite Sorcery?

To teach Setite Sorcery the teacher must have Advanced Serpentis (or Protean, in the case of Tlacique), must have two of their sorcery variant's Paths at Advanced (including the Path to be taught), have Occult x5 and the appropriate Clan Lore for their bloodline/variant at x3 or higher (Setite Lore for Akhu, Serpent of the Light Lore for Wanga, etc). A Blasphemy Shrine that is accessible to both the student and teacher is also necessary. Finally, approval from the Setite Coordinator is necessary as the student is a Rogue Sorcerer.

This is an exception to the OWbN bylaw prohibition on teaching Out- of -Clan disciplines.

Ssssstill, you should consssssssssider the conssssssequencessss.

Can someone not of the lineage of the Followers of Set learn Setite Sorcery?

Yes. For more information, please consult Blood Sacrifice: The Thaumaturgy Companion page 23 and the Setite Genre Packet. Non -Setite students of Setite Sorcery are subject not only to the learning requirements in the section of the type of sorcery they wish to learn, but also the R&U restrictions on those of other lineages learning such and to the requirements listed previously in this packet.

We welcome thossssse who welcome Sssssset into their heartsssss. Convertsssss are welcome…

Can I build an Ushabti to bring to life at a later point?

Yes, as long as all of the prerequisites are carried out before hand, one can create the statue (win the mental challenge, etc.) but spend the vitae and speak the "words of power" at a later date.

Beware of abussssse of this sssssacred ritual…

Does Severing Sand prevent Soul Stealing? Or Possession?

Severing Sand banishes manifestations of spirits, sending them "to their home," and so might well banish a Possessing or Psychically Projected vampire to her true body, but this decision, much like whether it can be used as a barrier to block Soul Stealing, is Storyteller discretion. Clear house rules are advised.

Sssstorytellersss are as unto Ssssset within their chronicle…dissssscretion isss theirssss…

Why are some of the previously included Player -Created rituals missing or altered?

Some of the previously included Player- Created rituals are no longer supported by the Setite Coordinator staff and have been removed due to game balance concerns. Others, notably the Milk of Set variants, have been altered for various reasons, including correction of misprinting (Courtesan's Smile was never intended to give 4 traits), or because the level of the ritual was too low given the requirements of Milk of Set in so far as only Advanced Milk of Set rituals affect supernatural creatures. Additionally, this allows Storytellers to make their own decisions on

allowing home brew rituals into their chronicles. This does not remove the requirement for all PC-Created Rituals to be logged with the Setite Coordinator when creating or teaching/learning them.

Ssssssset hassss spoken…

Why do I have to have a Code of Honor?

All Setite based blood magic and variants are highly religious and require the active practice of a religion or Faith to possess. For this level of in depth worship, we feel it requires at least a Code of Honor in whatever religion it is to represent. As such all Faith based users require Code of Honor.

Ssssssset demands your sssssuplication and thisssss issss a demonssssstration…

Where are the MET conversions for some of those rituals?

Storytellers are encouraged to use the MET conversion they feel best suited to their game, or MET conversions in other genre documents (such as documents from the Giovanni Coord office, for example) as they become available. This document is for rules pertaining only to Serpents of the Light, whereas the MET mechanics of all rituals should be uniform across clan boundaries and for this reason are not included in this packet.

Ssssset wishesssss it thussss…

Where is the Followers of Set genre information?

In the Setite Genre Packet

Of coursssssssse, it issss, sssssilly…

Where is the Serpent of the Light genre information?

In the Serpent of the Light Genre packet.

Sssssequessssstered far away from thisssss mosssssst holy of packetssss…the hereticssss…

Why are there no Rarity 4 rituals listed in those packets and/or why did you include a Rarity 4 rank in that case? There are no Rarity 4 Player -Created Serpent of the Light Vodoun Necromancy rituals at this time because there are no Player -Created Serpent of the Light Vodoun Necromancy rituals included in this packet, at this time. The rank is listed however, because any and all Player- Created rituals, included in this packet or not, should be treated as possessing that rarity, and must be learned from the creator as outlined.

Assssk a sssssilly quesssstion…THEY ARE HERETICSSSSS!!!

Works Referenced

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

Blood Sacrifice: The Thaumaturgy Companion (softcover)
ISBN 1-58846-222-6
Authors: Dean Shomshack, 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
Author: Dean Shomskak
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