

Setite



Bloodlines and Cults

An in-depth guide for OWBN to the Setite Bloodlines and Cults



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2024. Written by the Followers of Set Coordinator's team for One World by Night.

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Bylaw Controlled Items

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- ❖ **Setite Tlacique PC:** Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
- ❖ 1. Those who learn Protean from Tlacique Out of Clan, Fight/Flight forms are Panther/Bat
- ❖ **Warrior Setites (Bloodline) PC:** Coordinator Notify - NPC: Coordinator Notify - Coordinator: Setite
- ❖ 1. Setites with Potence in clan as opposed to Obfuscate.
- ❖ **Daitya PC:** Coordinator Approval - NPC: Coordinator Notify - Coordinator: Setite
- ❖ **Witches of Echidna PC:** Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
- ❖ **Convert (Setite) PC: Varies (See below) - NPC: Varies (See below) - Coordinator: Setite**
 - 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: Setite**
 - a. Initiates gain an additional out of clan discipline, which is "iconic" to the bloodline which they may learn to the advanced level, with an assumed teacher utilizing Out of Clan XP Costs
 - 1. Children of Damballah - PC: Coordinator Approval - NPC: Coordinator Notify
 - a. Gain Auspex
 - 2. Daitya - PC: Coordinator Approval - NPC: Coordinator Notify
 - a. Gain Presence
 - 3. Tlacique - PC: Coordinator Approval - NPC: Coordinator Approval
 - a. Gain Protean
 - b. Initiates may choose their Fight/Flight form as if they had Protean In-clan, however they must be natural to Tlacique/Central America
 - 4. Warrior Setite (bloodline) - PC: Disallowed - NPC: Disallowed (be an Initiate of "just" the bloodline)
 - 5. Serpent of the Light - PC: Coordinator approval - NPC: Coordinator Approval
 - a. Gain Modern Serpents
 - 6. Setite - PC: Coordinator Approval - NPC: Coordinator Notify
 - a. Gain Modern Serpents
 - 7. Walid Set - PC: Coordinator Approval - NPC: Coordinator Approval
 - a. Gain Modern Serpents
- ❖ **Postulate of Echidna PC:** Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite

Bloodlines

Followers of Set:

Please refer to the Followers of Set genre packet for information on them.

Serpents of Light:

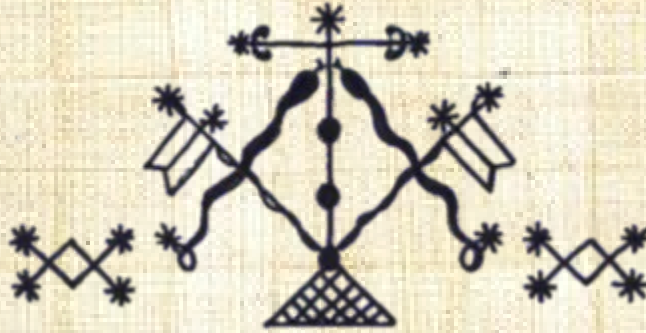
Please refer to the Serpents of the Light genre packet for information on them.

Bloodlines and Cults: Certain Bloodlines, such as the Daitya, Children of Damballah, Serpents of the Lights, and Tlacique won't join any of the main branch's cults; they are far too theologically different from their own beliefs. Please note that this does not prevent them from creating their own cults however or potentially joining another PC's cult should it fall in line with their religious beliefs..

On the various Blood Magicks: Each Bloodlines magic is bought at Out of Character cost without a teacher, unless it is one of their three in-clans, like the Witches of Echidna.

Author's Note: Some Bloodlines and Cults have more book material than others. This packet may change and be updated to represent changes made within OWBN to expand upon the genre as plots and other changes happen.

Children of Damballah



Bloodline Disciplines: Auspex, Presence, and Serpents, Wanga

Bloodline Weakness: The Children of Damballah have dealings with the spirit world, and such contact requires nightly offerings to avoid offending the spirits. The offering requires a ten-minute ritual and a Social Test (difficulty 8) retest Occult. Should the player fail the roll or refuse to make the offering, the character suffers from the Haunted Flaw (see V20, p. 495) for the rest of the evening.

Set was a king who stole divine power by cutting out and eating the heart of Damballah-Wedo, snake-god of Earth and Darkness. This did not prove fatal to the god, but it angered him and his consort, the Rainbow Serpent Aïda-Wedo. Aïda's curse banished the king from life and the day, while Damballah's curse banished him from the peace of the grave, but the two gods could not take back the stolen magic power. The king, however, could share it with others who accepted the curse as its price.

At least, that is how the Children of Damballah tell it. When the Setites spread through sub-Saharan Africa, they established new cults, reconciling Set with various tribal gods. Yoruban Setites invested in Set in the person of Damballah-Wedo. The cult based itself in Nigeria and Benin.

The high priests steered Damballah to a more sinister light by emphasizing his connection with the dead. Unfortunately, the cult leaders kept Damballah's connection with Set as a "Great Mystery" that only senior initiates would learn. After centuries of isolation and high priests entering torpor, Yoruba culture washed away most of the Theophidian doctrine. Attempts to bring Damballahs back to orthodoxy have failed; they merely take the Egyptian Setite lore and re-work it to fit with their mythology.

The parent Clan taught them too well. Despite the legend of a curse, Damballahs revere the Serpent and the Rainbow as the source of their power, with Set forming a junior third in their

cult's trinity. They emphasize the liberating madness of ecstatic trance. The gods may possess entranced worshippers, and in time, the cult promises that initiates may gain enough spiritual power to become gods themselves. These Setites have a more natural skill with preternatural senses and can even see the spirits.

Daitya



Bloodline Disciplines: Presence, Obfuscate, Serpentinis, Sadhana

Weakness: Same as Setite/Followers of Set

Witness the holy blasphemers. Their origin story comes in a pair. The first says the Followers of Set traveled east in the Hellenistic age, trailing the armies of Alexander. Into their own mythology, they absorbed Shiva the Destroyer, Rudra the god of storms and hunters, and the serpent demon Vritra. The bloodline evolved. The worship of Set faded away. They called themselves "Daitya" after the legendary race of cosmic demons who fought the Hindu gods.

The second story does not deny that Greco-Egyptian Setites came to India, but insists the Daitya were already stalking the night there millennia before Alexander. It was this vampire Clan who gave their name to the mythical demons. The Daitya concede that the Greco-Egyptian Setites renewed contact between the Clan's eastern and western wings. But who came first?

Regardless of which story is true, the Daitya are one of the most exalted Clans in India. They believe crimes in their past lives preordained their Embrace. They consider themselves demons, but even demons have their castes and caste duties. As demons, they must confound the gods and strive to overthrow the moral order of the world. As Brahmins, they must strive to keep their fellow vampires within their own particular caste duties as murderers, tricksters, and desecrators of sacred rites. If a vampire suffers Final Death, having fulfilled her demonic caste duty, she might win a higher place in the next life.

The Daitya worship Shiva, whose purviews include sex, death, and madness. When Shiva opens his third eye, he annihilates whatever he sees. When the world reaches an absolute nadir of depravity, Shiva will look upon the whole universe with his third eye.

Tlacique



Bloodline Disciplines: Obfuscate, Presence, Protean, Nahuallotl

Weakness: Same as Setite/Followers of Set

Witness the servants of the sun. The Conquistador Kindred came to the New World hungry for fresh land and blood. Imagine the surprise that wormed through their moldy hearts when they found vampires there already: Nosferatu, Gangrel, and a bloodline calling itself the Tlacique. Was this last a new Clan? There was no hint of them, not in all of the old writings, and these native vampires were already ancient and powerful.

The Tlacique claimed descent from the Aztec god of night and black magic. The European Kindred assumed that Tezcatlipoca must be a Methuselah parent of a very old bloodline, perhaps of the Gangrel or even the Followers of Set. What impressed the Old World Kindred was how the Tlacique lived. They did not merely influence the mortals they found there, but ruled openly as gods, in a manner not heard of since Carthage. The cults of sacrifice. The rivers of ecstatic blood. Imagine!

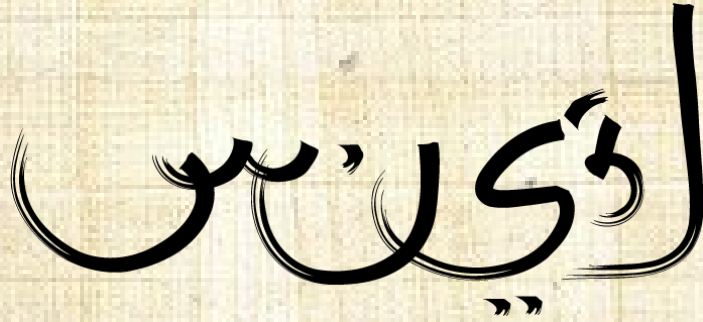
They are the children of a god, reflections of the Smoking Mirror. They believed this set them above both mortal and vampire. They believed their rituals and consumption of blood kept the sun alive and in motion. They had a place in the cosmic drama. Unlike the Followers of Set, their divine progenitor was never cast out. These elder blood gods made cautious negotiations with the newcomers.

The Camarilla might have gained an eighth Clan except for their greed. We all know what the Conquistadors did to the natives. The Tlacique then got into bed with the Sabbat. Well, that didn't work out. The Sabbat loves blood rituals, but they miss the spiritual meaning. The Tlacique protects a divine order and the Sabbat opposes that very order. The Sword of Caine decimated the children of Tezcatlipoca.

They are scattered, but few remain. Hidden, they unite and rebuild power. They spread from Central to South and North America. They dig up the sleeping elders not devoured by the Sabbat, and they Embrace new childer. We befriend them when we can. We share a love of

dark secrets and primal sorcery. We aid and urge them to take revenge. The Sabbat has something nasty at their throat, and they don't even know it. We certainly won't tell them.

Walid Set



The Walid Set are the Arabian branch of the Setite clan. They are not a deviation in faith or blood from the original clan, as they still worship the vampire-god Set, and are frequently at odds with the Ashirra. Their greatest opponents in those lands, however, are the Assamite Viziers.

Warrior Setites



Bloodline Disciplines: Potence, Presence, and Serpentinis

Weakness: Same as Setite/Followers of Set

We say that the Warriors of Set are descended from Set's childe, Wepwawet. This is not a literal truth, but a statement of ideals. They are not even a true bloodline. A Setite who espouses this ideal, usually through training in the Path of the Warrior, may gain great physical strength at the expense of walking unseen. Their progeny, properly trained, may also receive this strength passed on to them. Supernatural nature, changed purely by intent. Proof that the Dark God gives us the gifts He needs us to have. The Cohort of Wepwawet once claimed the majority of Warrior Setites, but they have since spread. Some form their own tiny cults. The Cult of Typhon Trismegistus contains an important minority of Warrior Setites who devote their worship of Set to his Mask as the Roman god Mars.

Warriors of Glycon



Bloodline Disciplines: Obfuscate, Potence, Serpents

Weakness: The Warriors are power-obsessed by nature, and each has a special focus. At character creation, the player must select a nominated source of power — military prowess, status, politically relevant secrets, alliances, wealth, etc. Additionally, Warriors must accept an opponent's surrender when presented (usually proven through the defeated opponent submitting to a Blood Oath), lest they lose a potential convert. Whenever an opportunity presents itself to directly acquire more power or a convert, the player must make a Willpower roll (difficulty 6) to avoid pursuing that lead to the exclusion of all else.

Yes, all Followers of Set are subtle, forked-tongued seducers. But to the Warriors of Glycon, every pen is held by a fist; words without action are no more than weapons without a wielder. The priests of Set can have their temples and cults. Leave the witches their caves and smoke. The Warriors of Glycon claim the body. Kings, merchants, craftsmen, and criminals all share a single thing in common: power is only relative to the bodies beneath it. They know it is not the mind, but the body that acts. Violence is a tool: steer the body and the mind can't help but follow. It was a serpent that slept with Olympias to give birth to Macedonia's great conqueror. It was also a serpent that put him down.

It is violence, nothing more, that gathers the world, and words wielded by violence are all that ever hold it together. The rule of the warriors over the rest of the clan hangs precariously thin these nights. Echidna's children prophesy dire omens that forecast not only their own doom, but that of the Minyan generals as well. The priests retain their own guard trained in Potence, and some among Set's chosen display strange, new powers tied closer to the heresies they spread, than the gifts of Typhon and the Mother. Yet, as the warriors partake in the masses prepared by the priests in celebration of their god of the red desert, the offerings of supplicants swallow their attention, and any caution is soothed by affirmation of clan. Though the clan does not appear in any way divided, the witches are quick to point out that some venoms still the body, while others strangle the mind.

Witches of Echidna



Bloodline Disciplines: Animalism, Presence, Setite Sorcery

Weakness: Echidna feasts with her children and displays herself through their Beast in times of stress. Whenever a Witch makes a frenzy check, he must also make a Self-Control check at the same difficulty level. If he fails either roll, his Appearance is reduced to 0 for the rest of the scene as Echidna's Visage lashes out in fury, twisting her acolyte into a tartarine demon. No roll is required for Witches with Instinct, who automatically assume Echidna's Visage whenever provoked to frenzy. Furthermore, Echidna claims her due. Each time a Witch uses or consumes blood, Echidna "consumes" a point at the end of the scene. For example, if a Witch spends two points to boost his Attributes in a scene, he actually loses three; if he drains a mortal of ten blood points, he only gains nine. The only exception to Echidna's feasting occurs when a Witch fuels his sorcerous power, either through Ritual or Thaumaturgy. Echidna is appeased and abated by the blasphemous energy coursing through her servant and demands no additional tribute.

At one time, long before a myth propagated by a lone zealot from Ur would associate itself with the vampires of Europe, a kingdom devoted to the earth-encircling serpent encompassed northern Greece and Thessaly. Though her worship was later transposed upon the heavens as the dual deities Hydra, zigzagging at the elliptic, and Draco, spiraling around the "chasm," the motifs are unmistakably the same. The Oracle at Delphi, the "omphalos" (navel) of the world, older even than the "tree of rejuvenation" in the epic of Gilgamesh, was the Python.

Thousands of years before Alexander's devotees would birth the Ptolemaic heresies that now dominate the clan, the Cretan veneration of the mother serpent at Knossos stretched to the far North, shedding her skin and sex from mother to father to son, from Hydra to Ophion to Jörmungandr. The Witches serve the mother. No matter the form, no matter the name, the costume, or the dogma, the Witches serve the mother.

Echidna ripples through their hearts, growing through her cycles to meet the new age. Though the priests of Set confuse the semantic in their fanatic Hellenistic fervor, they have done their part to push the clan forward – to keep it young and to keep the mother's coils wrapping round the world. And for this, the Witches are grateful. While the Warriors of Glycon vie for dominion

and control and the Priests of the aardvark-headed god spread her sermon, the Witches of Echidna serve.

For More Information Check out DAV20: Tome of Secrets Page 60.

Brotherhood of Midgard



OWbN Custom Bloodline

Bloodline Disciplines: Obfuscate, Presence, Seidr (Skalds)

Potence, Presence, Serpentis (Warriors)

The Brotherhood of Midgard are modern Norse Setites (neoEinherjar) who fervently believe that they are the chosen wise men and protectors meant to guide the world to the next Age following an ever-looming Ragnarok.

They believe that the main Clan of the Followers of Set are just as bound by the deceits and machinations from which they seek to free others. Obviously, these beliefs run counter to the ideology of the Followers of Set and place bloodline very much at odds with the Clan. This is not to say that this leads to an open war, but rather a Cold War, wherein each plots behind the scenes to undermine the other and prove who has the “right” of things.

The Brotherhood is thus driven to protect and guide the world towards the rise of Jörmungandr and the end of this world; leading to the ascendancy of the next Age. The Followers of Set oppose this. The bloodline is not made up of raving lunatics who sow chaos and destruction with their every step as with their parent clan’s predilections. They do not fulfill the popular stereotypes of the Norse, murdering and pillaging as often as they can nor do they spend every waking night plotting and scheming like their parent clan. Rather, they strike a balance between the two and work tirelessly at aspects of each for the sole purpose of building a house of cards that they will attempt to use to usher in the next Age and be ready for the call of Ragnarok.

There are rumors that this bloodline is somehow tied to the Hall of Jörmungandr or vice versa.

The Brotherhood of Midgard Castes Within the Brotherhood of Midgard there are only two castes and each requires a ritual be performed upon the initiate wherein they dedicate themselves both to the cause and to the aspect that dedication will take. The two castes are: the Skalds and the Warriors.

Skalds: The way of the Skald causes the initiate to lose his access to Serpentis and gain access to Seidr in its place. To go through this ritual it is Setite Coordinator approval.

Warriors: The initiate loses the discipline of Obfuscate as an in-clan, gaining Potence in its place similar to the standard Setite Warriors, gaining the ability to purchase "True Berserk." Should they purchase the combination discipline "Typhonic Beast," it becomes "Form of the Aesir" with the only adjustment being that the form is one of a large idealized Norse Warrior. To go through this ritual it is Setite Coordinator approval.

Ritual of Makligr (Ritual of Becoming)

Advanced Seidr Ritual

The initiate activates Skin of the Adder and the caster invokes the Aesir while ceremoniously removing the skin of the initiate, causing six levels of aggravated damage, which may not be healed for the duration of the ritual. As they are flayed, the initiate repeats the words of the caster and dedicates themselves to the Brotherhood and the Aesir. The initiate then is offered the skin to tie into a noose with which to hang themselves from the Ash tree in front of which the ritual is performed. The initiate then hangs for nine nights, as blood drips to the roots of the tree from their wounds. By the ninth night, the initiate has no more blood in their system. At this point, the initiate suffers a lethal damage and must be coherent enough at the end of the ritual to repeat the words from the beginning of the ritual. The ritual requires Setite Coordinator approval.

Those of the bloodline still gain access to Setite Lore, but have access to some of the Gangrel Einherjar combination disciplines dependent upon the appropriate approvals from both the Setite and Gangrel Coordinators.

The other change that takes place is that, should they ever possess the Combination Discipline "Typhonic Beast," instead of the traditional Typhonic form, takes the form of an anthropomorphic bear. This form, outside of physical description, is exactly the same as existing rules indicate.

Cults

Cults are the bedrock of the Followers of Set. They represent the various ideologies and experimental methodologies among the Followers. Each cult has its own interpretation of the Set myth, as well as its own ideas on how to bring the Dark Father back from the dead.

Some cults, Like the Hands of Ashe, aren't even focused on the Resurrection but instead are busy with preparing the world for when the clan's founder returns, believing he'll return when he's ready. Indeed, each cult has its own religious ideology, but also has its own moral or practical codes.

For example, while the Cohort are happy to fight an opponent head-on, the Cult of Sobek tends to be more focused on ambush tactics. While the Cult of Ecstasy spends its days in meditation induced through drugs and sex, the Children of Damballah spend theirs in quiet meditation with the spirits.

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

Player Created Cults are able to be made and are at ST discretion. However, they do not get any rarity changes to magic or rituals unlike some canonical cults.

Children of Judas



Finding their way into medieval Constantinople, these Followers of the Set were scions of Michael the Patriarch and, in modern nights, they have become the least beloved cult within the clan, as they walk a fine heretical line.

The Children of Judas are the result of an argument between Michael and the Setite Khay'tall regarding the necessity of evil in society and, as a result, Michael encouraged the Children of Judas to play the part of the Serpent in his own Garden of Eden; as he envisioned his Constantinople-to-be. Consequently, most of the Children of Judas were vice-centered and focused on depravity for depravity's sake, taking immense pleasure in the corruption and spiritual violation of various Toreador descendants of the Patriarch and subverting the works from other Clans within the city.

Following this descent into baser ways, most of the Followers of Set leadership regarded the Children of Judas as traitors to the Clan, espousing that they had forsaken the original message of Set for the simple indulgence of their own Beasts. Khay'tall, whose teachings stressed evil for its own sake rather than as a tool to destroy the hold of the Aeons over the souls of mortals, was even declared a heretic by the Hierophants. After Constantinople fell and Michael was diablerized, the Children of Judas spread discreetly across Europe in small cults that encouraged mortal vices...with some of them even (unsurprisingly) turning to infernalism. The last reduces Set to just another demon in the service of Satan.

The Church of the Black Magdalene



The Church of the Black Magdalene was a Setite cult formed during the Middle Ages, but suffered harshly during the Inquisition leaving it a mere shadow of its former self. The cult's foundation centers on the gnostic Cainite Heresy and the "Magdalenites" presented Set's teachings as the "true" doctrine that Jesus had given his thirteenth Apostle, Mary Magdalene.

According to the Magdalene Gospel, Christ's ministry and sacrifice lifted the burden of original sin, but mortals take on sin anyway through the deceptions of the Aeons whose chief deceptions are Guilt and Law. The arch-Aeon Jehovah is the true Satan playing both sides in the struggle, as both the Tempter AND the Punisher and does not want people to understand that the deeds of the body have no impact on the soul's salvation.

According to their scripture, any act performed with love and joy is holy, even when it may seem a heinous crime. Any act performed in a spirit of hate or resentment is sin, no matter how meritorious it may seem. As a result, the Magdalenites encourage mortals to act upon their desires, and ask Christ to forgive them until they can forgive themselves and, finally, cast off shame forever.

They also advocated free love and sexuality, because a soul that feels only Love accepts all other souls as equally beloved. To mundane clergies of the time, Magdalenite churches and convents seemed like whorehouses. The rage Inquisition against heretics hit them first, only fueled by the notice of supernatural bloodsuckers behind this. In the Modern Nights, the Magdalenites are but a remnant focused on the task of preserving the bloodline of Christ.

The Cohort of Wepwawet



The Setite faith is flexible and ever evolving. Witness the exception that proves the rule, the rare example of fundamentalism. The Cohort of Wepwawet makes grand claims. They say they began as a cult of Warrior Setites devoted to protecting Egypt from southern invaders. They claim their leader is an ancient progeny of Set who slumbers in the Arena of Thunder, their founding temple at Abu Simbel.

They claim to follow the “true and ancient Theophidian doctrine.” Maybe those so devoted to the desert storm gods blow a lot of hot air. Bolstered by rumors that Wepwawet had awakened from torpor in the 1960s, the Cohort launched a revival campaign. All through the ‘70s, they spread their militant orthodoxy.

The other cults did not support their open hostility to the other Clans. The Cohort fostered ill will against “Setite fanatics.” They even drove the Serpents of the Light to join the Sabbat. With their credibility in shambles, they shrunk in on themselves. Wepwawet’s chosen are hungry for victories. They attack other supernaturals they deem minions of the Aeons.

They nurture a special vendetta against the Society of Leopold, killing and corrupting its latter-day witch-hunters. Rumors of Wepwawet stirring from torpor again spread. Whether this is true, or a stunt to gain traction among the cults, who can say? However, the Cohort is on the move.

Organization

The Cohort organizes itself into a military hierarchy starting with the Commandant and working itself down to enlisted ranks like Corporals and Privates. The current Commandant is a Russian Setite named Vladimir Kovalev, a former KGB agent and an expert in kindred torture techniques, he is brutal and efficient, rooting out the enemies to the Setite cause whether from within or without. His right hand was his American counterpart during the cold war, a ruthless former CIA agent named Gust Avrakotos, who enjoys the rank of Captain-General. Two Captains serve the Captain-General in advising the Commandant, 5 Lieutenants, 10 Sergeants, 20 Corporals, and the rest serve as Privates.

Hierophant Council

The Thane sits on the Hierophant council for the Cohort, some believe he has changed his name from that of the Eternal that is said to have founded the Cult some hundreds of years ago. His voice on the council is represented by an Amazonian woman simply called Voice. They both stand outside the ranking structure of the Cult, enjoying a seat above the internal politics and serving to help steer the clan from a different position.

Internal Politics

As with any group of Kindred there are politics within the cult. Different factions all wanting the same end but disagreeing with the means to get there. Personal power, of course, also plays a large role, selfishness and the petty differences that come with living forever. Most recently the Cohort saw a shakeup, the previous Commandant and Captain-General were pulled down and destroyed for growing fat and lethargic when it came to the goals of the Cult. The new Commandant has resolved to reinvigorate the faithful and bring about a revolution of faith within the Followers.

Over the many centuries the Cohort of Wepwawet has been known as brutal, unforgiving, righteous, and bullheaded. Many other Followers, though critical of the Cohort, are willing to give the Cohort some space because it is composed of Warriors in Set's army. Over this long period of time, many have forgotten what the Cohort is besides a cult of radical warriors. Who was Wepwawet? How does the Cohort choose Wepwawet? Beyond the brutality, beyond the stubbornness, beyond the righteousness, there lies a purity of doctrine.

To understand this purity, one must first understand Wepwawet and why the Cohort take his name. Wepwawet is a god of war, like his father and our father, Set. More specifically, his name means opener of ways. He was held as a scout for armies, being the first to step forward and forge new paths. In his later evolution, with his connection to war it was only natural to associate him with death as well. It was this association that brought him to become a guide and protector to those who have died, leading them through the Du'at.

When the Cohort of Wepwawet was first founded with citizens, priests, and warriors alike, these three aspects of Wepwawet were represented fully. The Cohort was a unified, balanced, and pure cult loyal to the direct teachings of Set. Wepwawet saw the divergence of faith, he saw the twisting of his father's teachings by selfish priests. Wepwawet saw the twisting of his father's words, those words losing power and becoming a tool for the Aeons he fought against. So he brought together those who still followed the direct words of Set and united them. He brought the Cohort together, and he gave them all his namesake as he drifted into slumber. To the citizens, he gave them the duty to be the opener of ways. To the priests, he gave them the duty to bring those worthy to Set. To the warriors, he gave them his strength and duty to always be the ones to forge ahead of the army.

Over time, as citizens and priests were drawn away by honeyed lies of the other cults, it was only the warriors of the Cohort who remained ever vigilant in their duty set by Wepwawet. They have continued the fight against the Aeons, forging ahead to areas that no one would dare travel. Finding heresy in the midst of the so-called faithful. Giving strength to the armies of Set. They have kept their vigil.

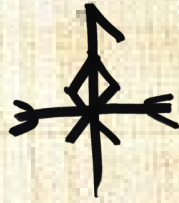
The body of the Cohort is strong. The warriors have made sure of that. Their spirits and mind are loyal and focused. However, the Cohort itself is weak in mind and spirit. For the purity which Wepwawet wanted of the Cohort, mind, spirit, and body must all be strong and stand united against the chains of the Aeons. The body is strong, but that is not enough. The spirit must be strong. The mind must be strong.

Wepwawet calls from his slumber. He calls to strengthen the spirit of the Cohort. He calls to strengthen the mind of the Cohort. He calls the wayward disillusioned priests. Those who have faith and know the word of our Dark Father, but see only lies and selfish agendas in their midst. He calls for the citizens who blazed the trail of corruption among the Aeons to step forward to the Cohort and take their rightful place among their brothers and sisters in the armies of Set. The priests must come to the Cohort and help guide the worthy souls of the Faithful to Set. For too long our brothers and sisters have wandered the lands of the dead. Wepwawet calls the priests of purity to guide these lost souls to Set.

The citizens must come to the Cohort. They must open the way for the slaves of the Aeons. Show them the lies that are spoon fed to them. Rip them free from the chains that bind them. And in that moment of clarity, the way shall be open for them to join Set at the god font.

The warriors have continued their vigil alone for far too long. Wepwawet calls from his slumber, and those of pure faith can hear him.

Children of Loki



You laugh. Scandinavian Setites? No joke. Them Vikings, they got around. The name we have is Arnulf Seamundsson. It is not a valid Scandinavian name, so it is either a mistranslation or a pseudonym, but it is all we have. Arnulf was a Norse merchant who encountered the Followers of Set in Alexandria. He didn't survive the meeting, but he smiled the whole way home. He renamed himself Arnulf Jörmungandrsson.

His attempts at building a doomsday cult around the worship of the Midgard Serpent met little success, so he and his childer fell back on the Scandinavian luxury trade. In Christiania (now Oslo), Arnulf's line grew fat on accrued influence. There is little more interesting to say on the matter... until now.

A certain, redheaded childe of Arnulf, one Valdís Helblár, has recently revitalized the cult. Cutting a striking figure, half her face painted corpse-blue, she's proven much more spiritually successful than her sire. She calls her movement the Children of Loki. Valdís claims that she has reconnected with the teachings of a cult that came to Scandinavia long before Arnulf. The cult fills its mythos with a pantheon of Loki's monstrous offspring, including the demon-wolf Fenris, the World Serpent Jörmungandr, and half-skeletal Hel. She invokes Loki as a Mask of Set, focusing on the trickster god's penchant for infiltrating the Aeons, while spreading the seeds of chaos and calling upon chthonic powers to bring about Ragnarök. Her dark zeal makes her materialistic sire uncomfortable, but the Typhonists of the other cults heartily approve.

Cult of Taweret



The Followers of Set are explorers. Some explore forbidden lore that makes occultists quake. Some explore the dark corners of the earth, where the brave fear to tread. Some explore the Stygian depths beyond. The cultists of Taweret turn inward, exploring the frontier of sensation — liberation and enlightenment through ecstasy.

They read the hieroglyphs written in nerve endings. This cult claims Set's childe Taweret, goddess of fertility, childbirth, and black magic, as its patron. Their teachings spread from the Palace of Veils, a Founding Temple beneath the El Kharga oasis. Debauchery is their tool to oppose the Aeons. Some Clan mates consider the Taweretans too self-indulgent.

They corrupt souls one at a time, but show uncanny skill in picking just the right target that brings ruination to a larger body. The Taweretans have a light touch, never working in groups larger than three. The Aeons, they argue, taint any bond not based on personal emotions. In these small units, they follow the Revelations of Ecstasy as their winding route to communion with the Dark God.

Cult of Typhon Trismegistus



Listen now. Once upon a time, Gaia desired revenge on her treacherous grandchildren, the Olympians, for usurping her children, the Titans. She lay with Tartarus — Hell — and he filled her many cavernous wombs with his 1,289 members. That terrible coupling that made the gods tremble spawned Typhon. The Olympians fled the serpent-legged monster, hiding in the forms of animals. Zeus, taking the form of a ram, became Amon; Hermes, in ibis form, became Thoth, and so on. Thus, the ancient Greeks explained the similarities they saw between their gods and the Egyptians'. Typhon himself they identified with Set. When the Setites came to convert the Greeks and Romans, they found their work already begun.

The Followers of Set first expanded into Europe through the Cult of Typhon Trismegistus. The cult began in Alexandria and spread through the Roman Empire. The Typhonists so dominated the Classical era that it changed the terminology of the Clan forever. That is why we say the Path of Typhon and not of Sutekh.

Typhonists employ an elaborate system of cults within cults. New recruits believe that they join a cult devoted to Bacchus, Mars, or Pluto. Each god represents one aspect of Set: the bringer of ecstatic madness, the warrior, and the lord of the dead. Promising initiates eventually learn that all three gods represent Typhon. Only the most dedicated learn that Typhon himself is a mask, and move on to the more spiritual doctrines of gnosis and overcoming desire.

Many do not move past the step of physical debauchery and remain tempters. But they have all of eternity to progress. The true doctrine is not forced upon any vampire not ready to accept it.

Sisterhood of Sekhmet



Early in the twentieth century, female Kindred in the Camarilla looked around and saw mostly male Princes. The glass ceiling had persisted, even after death. A coterie of female Setites decided to harness that dissatisfaction. They took on the mask of Sekhmet: fierce lioness, goddess of battle, plague, and healing. They preached female empowerment and packaged the Revelations of the Void as a series of ways of getting in touch with an inner "Lioness Power." They began a Gehenna cult in the heart of the Camarilla, undermining the sect from within. They recruit disenchanting mortals and the female Kindred of other Clans.

In recent years, Sisterhood finds itself well entrenched in the Camarilla. Its membership even includes a few Princes. Nearly a century of methodical work is coming to fruition. But to what purpose? The Sisterhood is a mystery to the other cults. Some say they are building power in key Camarilla domains, cities containing places of occult importance. Others say they are building enough allies in the Camarilla so that they can defect without fear of reprisal from us. In addition, why are female Kindred of particular importance to their cause? Are the disenfranchised of the Camarilla easier to recruit, or is there some mystical significance?

Cult of Ecstasy



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Welcome to a world where nothing is sacred, everything is to be experienced, and regrets do not exist. Ecstatics see the world as an oyster waiting to be experienced. They do not shy away from situations they have never experienced; in fact, they look forward to those moments, jumping into them without fear. While they tend towards extremes they are still smart about it.

This view, at times, takes them dangerously close to Final Death, but the end justifies the means to enlightenment. It's not always about sex either. These new experiences could be as simple and relatively benign as never gone bird watching before to things so depraved as gutting someone slowly. Take each in their own context to not only understand the experience, but also learn the lesson it has to teach.

Always remember: when taking someone into an experience that it needs to be tailored to them so they learn a lesson. Ecstatics want the person to open a part of themselves they hide due to guilt, shame, or whatever. They should come to realize a part of them they didn't even know was there, or that they did and feared. Prospects need to come out of it wanting not only to explore what they just learned, but to wonder just what else they don't know about themselves.

As far as sex goes...

When it comes to sexual preference for an ecstatic, it is yes. Sexually there is nothing they aren't willing to try and there is not a place they aren't willing to go. Ecstatics encourage others to experience these types of acts to show that taboo comes from outside, not from within. Sex is a good way to give someone a glimpse into their darker, hidden nature.

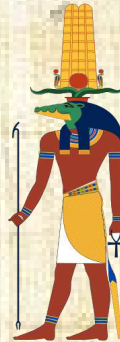
It is a gateway to seeing how much farther a prospect will push themselves.

Will every Ecstatic go there? Every time? With everyone? No... If the experience is lost on the prospect, then it is a waste, and no experience should ever be wasted. If the person doesn't come out of the other side of the experience "enlightened" in some way, shape, or form, then something has gone wrong.

They usually follow the path of Ecstatic Typhon-Set.

Cult of Sobek

(Abd'al-Sobek)



Sobek, the Rager, God of the Nile. Also, childe of Neith, and grand childe of Set. Sobek began his time with Set as a ghoul, guarding the Ombos temple during daytime. It was here he was first likened to crocodiles, when Set observed his patience before attacking and the ferocity with which he carried out his attacks. When Neith was finally given leave by Set to deify Sobek, the crocodile became his symbol and sacred animal. After his embrace, Sobek was often the voice urging patience and caution to temper Set's rage. He claimed the Nile for Set, and built his haven along its banks.

Today, the Cult of Sobek espouses the same ideals. Patience and caution, holding a plan or attack until it would be most effective. Priests and citizens often wait for the targets of their corruptions/enlightenments to come to them. Warriors of Sobek observe their targets and plan their strikes with a skill rivaled only by the Assamites. To some, this appears lazy or cowardly, but in reality the Cult is anything but. They have seen the Clan suffer greatly due to the recklessness of a single Setite's actions, and urge only caution and forethought before action. The Cult's main seat of power was in its Founding Temple, the Crocodile Temple of Al-Faiyum.

The temple is rumored to be the ancient haven of Sobek, built along the banks of the Nile. The pools in the temple court are said to have been filled with tame and bejeweled crocodiles, ghoulled and ancient. One is said to be over 1000 years old, and delivers prophecies from Sobek himself to his followers.

The cult-members were invited to return here on October 20th of every year for the traditional festival of Sobek. During a powerful earthquake, the Temple was lost. Some say it was swallowed up by the Nile as mighty Sobek shuddered in his sleep upon feeling the rift created when the Serpents of the Light abandoned their holy calling and turned their back on their brethren.

The previous leadership of the Cult of Sobek, a rotating council governed by the eldest of Sobek's three childer awake at a given time, was lost with the Temple. The Cult of Sobek is headed in these modern times by one calling himself Soknopais who reclaimed the title of

"Voice of the Nile". He has been supported by Ander Rabann, who has claimed "Rage of the Nile" and Jefferson Davis now named as the "Will of the Nile". After the death of Jefferson Davis, Tanis became the "Will of the Nile". For purposes of prestige, the Voice of the Nile is a Hierophant, and is the spiritual leader of the cult. The champion of the cult is known as the "The Rage of the Nile", the chief priest is known as the "Will of the Nile" and both are confirmed by the Voice. The cult has several other honorifics in use as well. A cult member who had visited Al-Faiyum and received a vision from the Oracle Crocodile may refer to themselves as an "Eye of Sobek". The senior warriors of a temple or area may refer to themselves as "Sobek's Fang".

High Priests or senior priests from the cult in a temple or area may take the title "Sobek's Hand". Like their ecstatic cousins, the Cult of Sobek is highly ritualized, if a little more conservative than the Ecstatics. Members of the cult are encouraged to learn the Discipline of Animalism, and the cult finds the Thaumaturgical path of Sobek's Gift (Neptune's Might) desirable and has returned it to Akhu.

GOALS:

- Reclaim the Serpents of Light
- Locate and restore the Crocodile Temple of Al-Faiyum.

DOCTRINE:

- Cultists strongly believe that the work to raise Set was severely hampered by the departure of the Serpents of the light and that either they or their blood must be reclaimed by the clan.
- We must reclaim that which was lost. Until we have regained our Temple and our founders, our work is incomplete.
- Delve into debauchery, but do not lose yourself to it. Excess is one of many tools to stimulate Enlightenment.
- Focus your will. Like the mighty Nile, our course may be diverted, but not contained.
- Practice patience. Worthy souls yearn to cast off their shackles. Walk your path; your future brothers will be drawn to you.

The Cult of Time and Shadow

"Time is the fire in which we all burn..."

Soran, from Star Trek: Generations



Every year and a night, the Cult of Time and Shadow (also known as "Tickers") as a whole gathers at the university deemed to be on the most cutting edge of temporal research. Between such meetings, members use the latest technology to communicate findings from all over the world. Mathematicians, scientists who understand their fields a little too well, nihilists; they comprise all of these and more.

Having awakened into a world utterly unfamiliar to him, the Hierophant that heads this cult took upon the memories and personality of the first mortal to cross his path, his own having burned away in the sands of time. Now named Dr. Piotr Kronstien, the Hierophant gained an understanding of temporal physics that melded with his mystical understanding into something wholly new. Of all of the chains of the Aeons, time itself is the most subtle. Any student of history can tell that things happen in cycles, and that theologians have long spoken of their being "nothing new under the sun."

Pre-Greek understandings of nonlinear time permeate Kronstein's view, and as the world is now, Set cannot arise. The secrets of the raising are lost to time until the wheel circles back around. That is, unless time itself were overthrown.

To this end, Kronstein took up a position at CERN. Moving in academic circles, he was able to quickly embrace an inner circle of more amoral grad students open to the faith of Set. Sending them out into the world with glowing recommendations (and Presence to get through rigorous thesis defenses), Kronstien pushes his agenda quietly with a narrow focus. The not-so-good doctor is cold, perfectly at home among the higher levels of the Path of Sutekh. He appears quite emotionless to those who actually do see him, although his brilliance is undeniable.

Recently, he has heard rumors of a small group of temporally-attuned Kindred taking up residence in Egypt and has gone to investigate personally. He has been out of contact with his cult for several months, but everything is still proceeding as his original cultists, now PhDs in their own right, continue the work of breaking the most insidious and powerful of the Aeons' chains.

Rank within a cult is determined largely by both academic prowess and the ability to comprehend time in a non-linear manner. There are those who are brilliant on paper, but unable

to wrap their minds around the idea that time can (and should!) be brought low. They usually serve on the periphery, as food and lackeys.

Once one has achieved PhD-level knowledge in a field deemed important to the cult by Kronstien, the true initiation and indoctrination begins. Kronstein's initial cult was created on-the-fly, as it were. There is some resentment from younger members, but nothing yet threatening to the project. Joining initially is fairly easy. Followers of Set with an interest in the sciences are quickly admitted to the outer circle (students), and are called upon for expertise in their field very often. Most of these people are recent college graduates or those just beginning post-grad-level work.

In game terms, one must have 3 levels in an ability such as Computers, Science: Physics, Academics: Mathematics, or any related field in order to join the cult. Once a prospect is "in," their primary goal is to increase their understanding in their respective field (to level 4), as well as learn 2 related fields to the equivalent of a bachelor's degree (3 levels in 2 more fields). After completing this, they advance to the next level of understanding (Graduates). At this point, the initiate is aware of the importance of temporal mechanics, but is under the impression that the cult is working to bring Set forward in time.

Once they advance to a PhD level of knowledge (level 5 in their field), they are treated to the true goal of the cult: to break time itself, to collapse it to a singularity. Causality, logic, order, and all of the other chains are broken at this point, and all (including Set) transcend time. Set returns and his glory is made manifest.

The Hall of Jörmungandr



The Hall of Jörmungandr is a cult of the Followers of Set in Scandinavia that originated in the 9th century CE. This cult and the whole Setite population of Scandinavia – descend from a single vampire, Arnulf Jörmungandrsson, a merchant that returned to his home after having converted to the teachings of Set on a trip to Egypt, where he was embraced. Upon his return, he attempted the creation of a cult centered on the serpent Nidhöggr, who gnaws at the roots of the World Tree. Ultimately, he abandoned this endeavor when he ran across a cult already dedicated to the dark serpent Jörmungandr. After that, Arnulf restored the other great serpent of the mythologies of the High North.

The Hall of Jörmungandr gathered its followers, mostly norsemen who had plundered enough riches that they could live without viking anymore. As a result of the Ismaili Revolution in the middle of the 10th Century and the establishment of the Fatimid Dynasty, contact was broken between the Egyptian Clan and the cult, who continued to prosper in hiding, amassing fortune and resources. Most Kindred had forgotten the true nature of Arnulf followers by the time of the 18th century regarding them merely as Toreador.

During the 19th century, Arnulf had even risen to Primogen within Oslo and played patron to nationalist Norwegian artists such as Edvard Grieg, The "Hall of Jörmungandr" became a fashionably naughty night spot for artists, folklore enthusiasts, and assorted poseurs.

Hands of Ash



Ash, beloved of Set, and those who follow in the footsteps of the God of Oases & the vineyards of the Western Nile Delta are both among the most insular, and outgoing of cults. Ranging from the extremely fundamental nature of the Cult of Wepwawet, to the ritual and hedonism of the Ecstatics. Frequently both, depending on the night and mood. Being one of the oldest of Cults, there are rumors that both cults originated from among The Hands of Ash. Considering their secretive and insular nature it is hard to know these things as fact - and anyone who does isn't sharing.

In recorded history, Ash has held importance throughout Egypt from the 2nd Dynasty through the 26th. When not a benign deity over individual locations; he was overall considered second behind Set. Also the only other God depicted with the head of a "Set" animal. As Set was the noted Protector of the Royal Family, Ash was seen as his right hand, the Protector of the Royal Estate.

Followers of Ash not only see and understand the chaos that edges the desert storms; but also the wisdom to foresee the changes it will bring with a will to survive it. Many of Set's children & followers seek to restore him to both glory and life... which is a great and ambitious duty.

However it is not necessarily the path that The Hands of Ash pursue. The Hands of Ash instead put their focus in; what happens after. Sure, Set restored to both life and glory will be great, but then what? All of Set's Children work to the end of one goal; when they are successful - what will Set say of the state of the Royal Estate in his absence? Many consider the Royal estate to have grown since the time of Set's importance in Egypt (just as the world is not as "small" as it once was). The whole world (from their perspective) now their charge; while Egypt is their homeland forever in their hearts.

Priests "The Walls & Vines" are charged with Temple design, building, and location. While also performing the augury, reportedly whose signs come directly from Set himself. Priests are known to work with all the Faith to this end. They also oversee the pilgrimage of new recruits, said to begin at the Ib of Memphis.

Citizens "Long Strides and Strong Backs" are charged with being the cogs that make the machine continue to spin. Everything the Cult needs to perform its duty, no matter what it is; large or small rests on the hands of its Citizens. Everything and one has a price, and "no" is not

a word they hear or say often. Citizens also coordinate global effort among each other and the High Priests of the Cult.

Warriors "Seekers & Standard Bearers" bring new definition to the term "Temple Defenders" From the moment of Embrace till their journey into Du'at - Their lives, work and ambition stops at the property line. The exception to this is the recovery of lost temples, which they not only excel at, but make quick work of in order to return to their post.

Most Cult members follow Path of Sutekh exclusively, with new explorations in the Ecstatic Path of Typhon-Set. Citizens equally follow these paths, as they do their beliefs while remaining on Humanity. Joining The Hands of Ash is rather simple, all things considered. You must go on a Pilgrimage, which is said to not truly begin until you journey to Ash's home; the Ib of Memphis. When you return to the Estate from said pilgrimage, you return anew. With knowledge, wisdom, secrets, and power to command and guide and prepare the world for Set's Return.

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