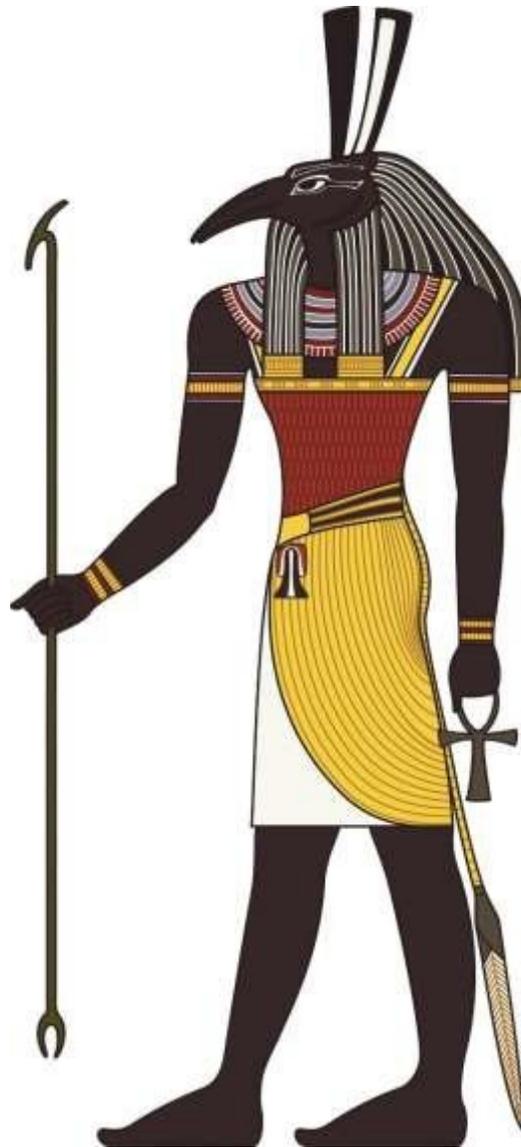


followers of
SET



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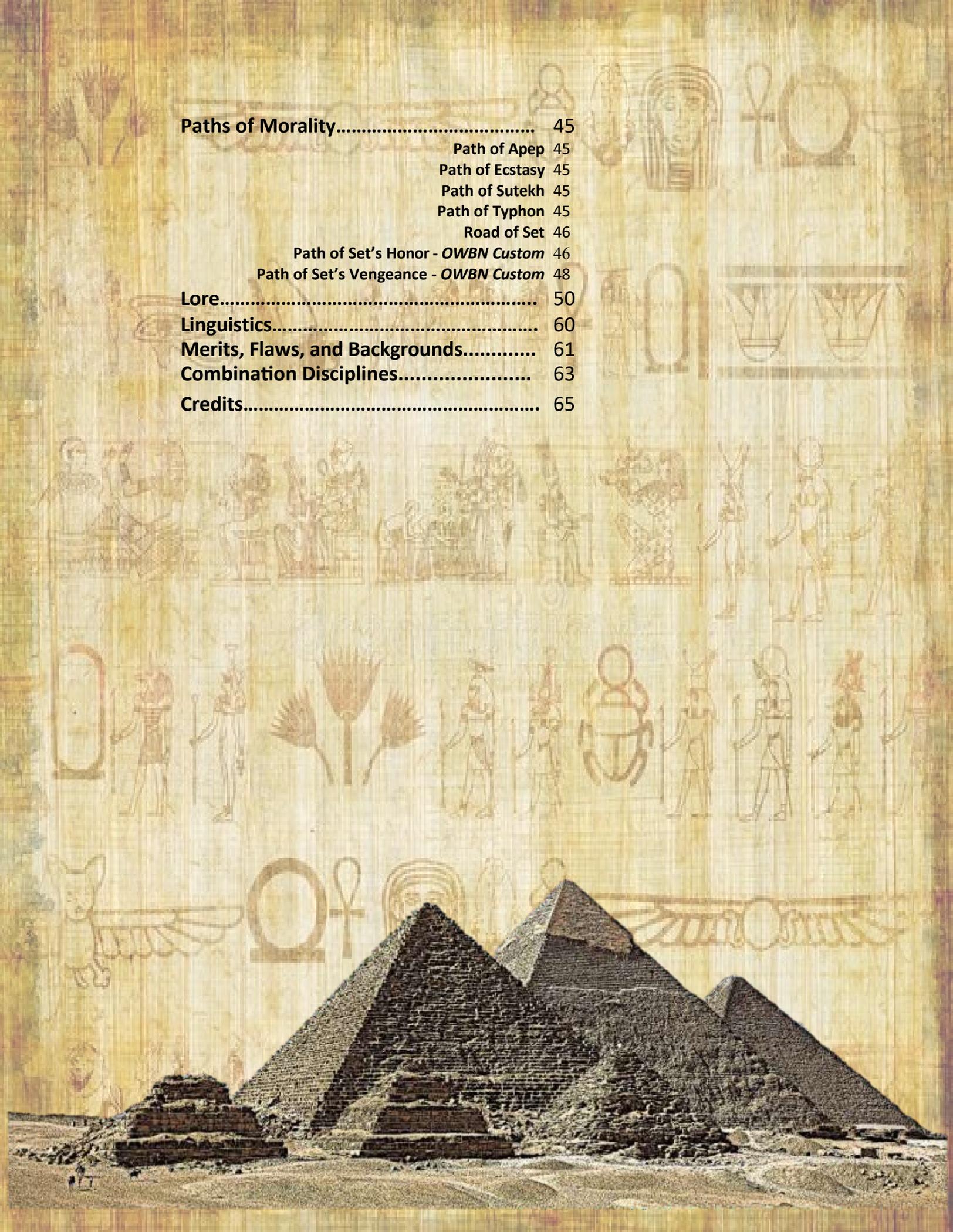
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Bylaw Controlled Items

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

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

1. Those who learn Protean from Tlaciue 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.

Daihya 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. Daihya - PC: Coordinator Approval NPC: Coordinator Notify
3. Tlaciue - 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. Daihya - PC: Coordinator Approval - NPC: Coordinator Notify
 - a. Gain Presence
3. Tlaciue - PC: Coordinator Approval - NPC: Coordinator Approval
 - a. Gain Protean

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

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

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

Follower of Set Paths of Enlightenment

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

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

WHO ARE THE FOLLOWERS OF SET?

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

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

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

Stories of Set: Osiris, Set, and Horus

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

A Betrayal of Brothers and Gods

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

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



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

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

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

A Cainite's Tale

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



After the Victory of Horus

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

When Ra created the world, he gave it life through his own semen, creating the souls of gods and men alike. The souls differed in size but not in kind. Ra, jealous and petty, lied, claiming he was the mightiest despite only creating a small portion of the Primeval Waters. But now Set knew the truth: all souls could grow as mighty as their tyrant father, becoming creators themselves.

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

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

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

THE ROAD TO GODHOOD: REVELATIONS OF THE DARK FATHER

The Enemy

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

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

The Revelations of the Dark Father

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

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

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

Revelation of Ecstasy

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

Revelation of Terror

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

Revelation of Wrath

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

The Revelation of Desire

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

Revelation of Satiety

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

Revelation of Despair

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

Revelation of Ignorance

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

Revelation of Chaos

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

TEMPLES

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

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

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

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

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

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

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

Roles Within the Temple

Priest

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

Warrior

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

Citizen

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

The Look of Your Temple

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

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

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

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

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

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

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

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

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

Suggested Add On Mechanics

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

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

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

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

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

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

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

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

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

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

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

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

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

Animal Defenders

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

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

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

Artistic Design

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

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

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

Special Note:

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

Craft Shop

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

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

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

Dormitory/Temple Retainers

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

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

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

Extra Passageways

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

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

Requirements: Artistic Design of the same level.

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

Labyrinth

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

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

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

Library/Research Rooms

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

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

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

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

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

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

Resistant Structure

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

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

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

Secret Panels/Rooms

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

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

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

Security

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

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

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

Store Room/Kitchen

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

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

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

Traps

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

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

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

CLAN STRUCTURE

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

Followers of Set versus “Setites”

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

Prestige

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

Castes Within The Followers of Set

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

Citizens

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

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

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

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

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

Non-Leadership Roles Within the Citizen Caste

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

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

Requirements: Must have one crafts at x5

Advantage: Get Path of the Ushabti at R1

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

Requirements: Must have 5 crafts x5.

Advantage: Gain a NPC Teacher for Divine Hand

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

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

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

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

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

Advantage: Gain a NPC teacher for Path of Duat.

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

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

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

Priests

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

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

New Priests are often called Acolytes as they train under another priest of their cult, helping with the rites and religious tasks. An established Priest is one who is known to understand Theophidian Doctrine, and a High Priest is the local leader of their Cult and Temple. Hierophants, however, are the highest ranking priests of the major cults and often oversee several different temples and many members of the faith.

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

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

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

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

Non-Leadership Roles Within the Priest Caste

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

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

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

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

Advantage: Gets Path of Blood at R1

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

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

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

Warriors

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

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

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

Non-Leadership Roles Within the Warrior Caste

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

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

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

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

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

Leadership Within The Followers of Set

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

Clan Positions

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

Pharaoh

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

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

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

Warrior General

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

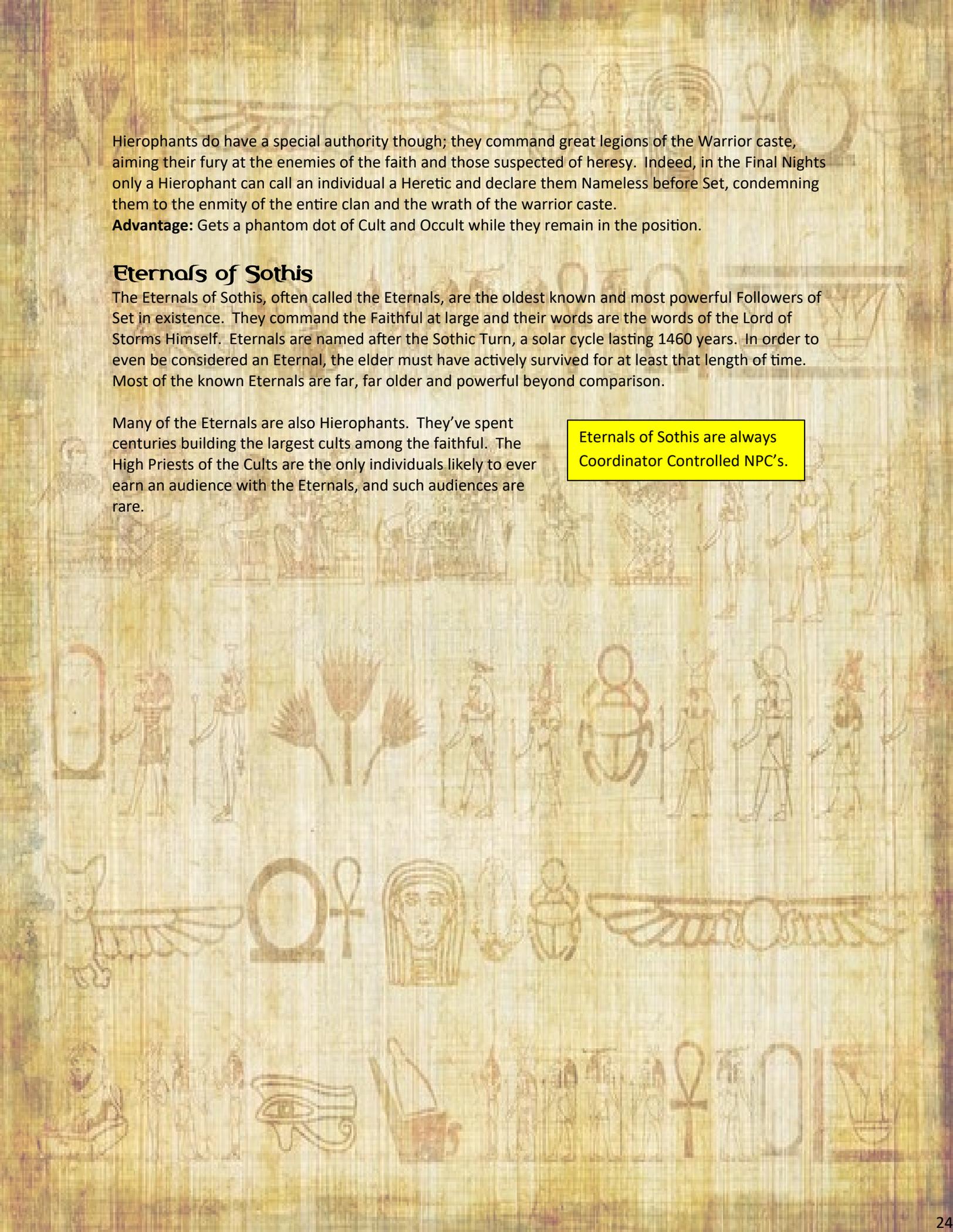
Advantage: Gets a phantom dot of Military Force (not to exceed dot 5) and Tactics while they hold the position

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

Hierophants

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

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



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

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

Eternals of Sothis

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

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

Eternals of Sothis are always
Coordinator Controlled NPC's.

Cults

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

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

Cult Positions

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

Cairo's Dream Court

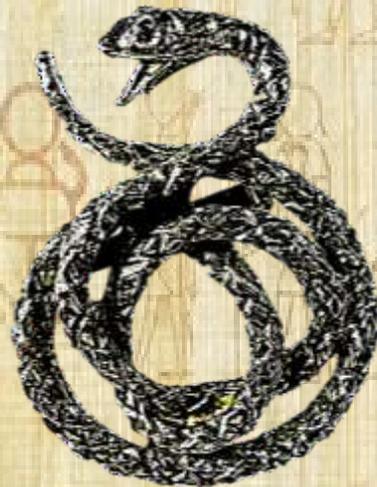
The Dream Court of Cairo is a complex series of interconnected cults which includes all Followers of Set in Cairo, and indeed stretches subtle tentacles of power beyond Egypt. Setites from all the world over journey to Cairo to visit the Dream Court, whether seeking the vast stores of mysterious lore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

Physical Temple Structures

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

Cults of the Dream Court

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



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

The Sleeping Lord

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

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

Hierarchy of the Dream Court

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

New World Dream Court

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

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



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.

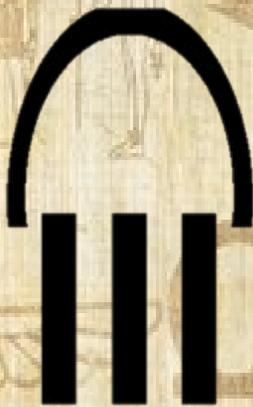
The Children of Judas are the result of an argument between Michael and the Setite Khay'tall regarding the necessity of evil in society and, as a result, Michael encouraged the Children of Judas to play the part of the Serpent in his own Garden of Eden; as he envisioned his Constantinople-to-be. Consequently, most the Children of Judas were vice-centered and focused on depravity for depravities 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 reducing Set to just another demon in the service of Satan.

For Further Details, please read:

Constantinople by Night, p. 69-72

Libellus Sanguinis 3: Wolves at the Door, p. 96-97



The Church of the Black Magdalene

The Church of the Black Magdalene was a Setite cult formed during the Middle Ages, but suffered the 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.



Cohort of Wepwawet

Fundamentalists. Loyalists. Visionaries. Extremists. Fanatics. Radicals. Zealots. Maniac. Nutter. Any of these words could be and have been used to explain the Cohort of Wepwawet. Loyal to Set in the absolute, inherent in the strictest sense to the ancient scriptures, they seek to return the faithful to glory by enforcing those scriptures through coercion, persecution, and military might. So zealous are they that they drove a faction of Setites from West Africa into the waiting hands of the Sabbath for having the gall to worship Set in a different way than was seen as acceptable.

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 comprised 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.

For Further Information Please Read:

Clanbook: Followers of Set Revised, p. 34, 45, 48, 53

Cult of Ecstasy

Disclaimer Adult Content Ahead

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.

CENSORED

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 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. This may include homo eroticism, pedophilia, incest, necrophilia, bestiality, and the mentally handicapped, or darker fantasies like rape, torture, and even snuff. 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 Found on Page 46

Cult of Sobek (Abd'af-Sobek)



Sobek, the Rager, God of the Nile. Also, child of Neith, and grandchild of Set. Sobek began his time with Set as a ghouled, 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, ghouled 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 eldest of Sobek's three children 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 warrior of a temple or area may refer to themselves as "Sobek's Fang".

A Prayer to Sobek

The children of Sobek, the sons of Neith, the cycle of the gods which dwells in him, are prosperous. No more reservoirs for watering the fields! He makes mankind valiant, enriching some, bestowing his love on others. He creates the offerings without the aid of Neith.

High Priest or senior priest 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.

For Further Information, Please Read:
Chaining the Beast, p. 100

Cult of Tawaret

“One day your life will flash before your eyes. Make sure it's worth watching”
— Gerard Way



Welcome to the Cult of Tawaret where ecstasy and debauchery will truly liberate you. Tawaret is Set's child and goddess of fertility, childbirth, and black magic. Tawaret is a river goddess commonly represented as a bipedal hippopotamus with feline like limbs. Her name means "Great One", and she has been worshipped outside of Egypt for nearly three thousand years. The founding temple to the cult is beneath the El Kanga oasis called the Palace of Veils, but the cult spread as far as Greece and as south as modern day Sudan.

To venerate Tawaret is to venerate the protective qualities of a mother protecting her young, and the "process" by which those young are conceived. Tawaret teaches her followers to not only reproduce, but to enjoy the act of reproduction. Sexuality and ecstasy are not things to be ashamed of among the Tawarets, but are as natural as breathing, and vastly more enjoyable. Tawaret and

Priests free their followers from the Chains of the Aeons not through acts of subversion or torture, but through pleasure. They are manipulators of emotion, who use their abilities to free their followers through distraction. "Why be bound to a specific act?" argue the followers of Tawaret, when you can instead use each new diversion to overcome the trappings of the last?

Tawarets tend to follow the path of Ecstasy which teaches enlightenment and freedom through varying acts of excess without it chaining you to the act or for the act to be a detriment to others. Imagine being able to enjoy in every indulgence and still being able to walk away when you get bored... That would mean never suffering from addictions, loving freely, and enjoying everything anyone and everyone has to give. That is the freedom the Cult of Tawaret offers to its members.

The Cult of Tawaret views most other cults as zealots too focused on the struggles to overcome weakness to realize that struggle itself is a weakness. Likewise, other Followers of Set often see the cult as taking sensuality and sexuality to an extreme... Though they're quick to partake in their pleasures whenever the opportunity presents itself. What many do not realize is that sex is not the only tool in the Venetian arsenal. Tawaret also teaches her Followers to use any form of experience, or vice, to learn from. There is always room in the Cult for those who enjoy more esoteric vices than the pleasures of the flesh.

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 are comprised of 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 beings. 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.

Only Kronstein himself holds the title of Dean.



Cult of Typhon Trismegistus

While the Cult of Typhon Trismegistus is one of several interpretations of Set among the Followers of Set supported by the Path of Typhon, the cult was among the chief founders of current Setite school of thought and remains so even in modern nights. The orthodoxy of Typhon Trismegistus view Set as Typhon, the serpent dragon born from Gaia and Tartarus to lay siege to Olympus for the purpose of striking down the gods. As the Greeks already "borrowed" heavily from the Egyptian, many young Setites had absolutely no difficulty accepting Set as their father, only by a different name.

The Cult of Typhon began in ancient Alexandria and spread throughout the Roman Empire. After the destruction of the Alexandria temple during the reign of the Mamelukes, the Cave of Apples in Naples became the cult's Founding Temple. Even though the cult began to decline in Western Europe after the fall of the Western Roman Empire, it did see a brisk revival in the Renaissance and the Cult of Typhon Trismegistus still dominates Setite affairs in Europe.

The cult is split into three "false" cults that exist to draw followers to it like moths to flames. These cults are dedicated to Bacchus (for both his revelries and his insights during his frenzies), Mars (hearkening back to Set's original role as both warrior and hunter) and Pluto (as the lord of the dead...obviously). As initiates progress, they learn that all three gods are representations of aspects of Typhon, their true object of devotion. As a final step in their studies, acolytes who show unquestioning devotion to the Typhonist doctrines of debauchery discover that Typhon himself is yet but another representation of something else and receive the more spiritual doctrines of gnosis and overcoming desire. Many Typhonist Setites never quite grasp that secret doctrine, and so remain mere tempters and hedonists.



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 Nidhögg, 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 of 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 working 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 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.



The Sisterhood of Sekhmet

The Sisterhood of Sekhmet is a feminist Gehenna cult within the Followers of Set primarily centered on the subjugation of female vampires within the Camarilla, which they see as male-dominated and chauvinistic.

A product of modern nights, the Sisterhood of Sekhmet has only recently risen to prominence. Even though Sekhmet was a goddess connected to the sun-god Ra, the Sisterhood adapted her as a symbol of divine feminine power. The Followers of Set who guide this cult teach the Revelations of the Void as ways to get in touch with the "Inner Lioness" and present Set as the great consort of Sekhmet. However, this message tends to be lost in the teachings and many ignore Set deliberately, despite the efforts of the Follower of Set leadership. This leads to much difficulties with and from the Sekhmetans, as well as amusement of other cults.

Witches of Echidna

The Witches of Echidna, known also as "Gorgons," are a bloodline of the Setites that went extinct during the Dark Ages around 1244.

In direct contrast to the priests of Set, the Gorgons dedicated themselves to a "mother of monsters" that they saw as the natural religion of their Clan.



According to the tales, this deity was first revealed to mankind in northern Greece other primal serpent figures, like Ophion, Jörmungandr, Pytho, Hydra, and Draco, are regarded as aspects of the Mother. It is said that the witches' powers of divination were so powerful that they even predicted the end of their own bloodline.

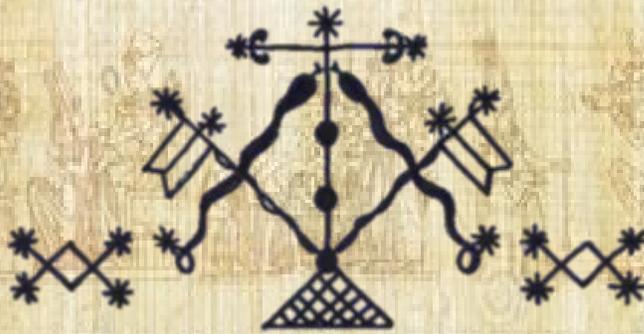
The reputed weakness of the Witches was that Echidna would manifest herself in her servants during Frenzy, causing the vampire's Appearance to fall to zero for the duration of the Frenzy. Additionally, every time a Witch used or consumed blood, Echidna "consumed" half as an offering. The only exception to this rule was the use of Setite Sorcery.

BLOODLINES

Beyond the “normal” Followers of Set” exists several bloodlines, variants, or offshoots of the common disciplines among the Followers. Each Bloodline has its own story, practices, and hardships in the modern nights. The following pages contain those bloodlines known to exist and their rarity levels. Any other bloodlines provided in source materials are considered Extinct or unavailable for play until added to this document.

Children of Damballah

“Before we are born we stand before God and know our destiny. After we are born we forget that destiny. Your duty, child, is to remember how you will affect the world, for good or for ill.”



The Children of Damballah, known familiarly as “Damballans,” is a Setite bloodline and as well as a cult that dwells primarily in sub-Saharan Africa.

The Children of Damballah revere Set as Damballah-Weddo, a Yoruba snake-god of the Earth and darkness. Damballah was not an especially good choice for the Setites to appropriate, since the Yoruba regard him as a benign creator-god himself, in partnership with his wife, the Rainbow Serpent Ayida- Weddo. The Damballan Setites tried to show Damballah in a more sinister, less demiurgic light by emphasizing his connection with the dead. Unfortunately, the cult leaders decided to keep the identification of Damballah 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.

In their myth, Set was a king who stole divine power by cutting out and eating Damballah's heart. This was not actually fatal to the god, but it made him and his consort terribly angry. Ada'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. Despite the legend of a curse, Damballans revere the Serpent and the Rainbow as the source of their power, with Set forming a junior third in their cult's trinity. The Damballans emphasize the liberating madness of ecstatic trance, achieved through drumming, dancing and drugged blood. The Cult of Damballah promises that in time, initiates may gain enough spiritual power to become gods themselves.

For Further Information, Please Read:
V20: **Lore of the Clans**, p. 62-63, 70
Clanbook: Followers of Set Revised, p. 48

The main clan watches their African brethren with concern, fearing another incident like the one with the Serpents of the Light. The Children of Damballah have shown no intentions of betraying the faith or joining with other sects until recently, when they were approached by members of the Sabbat and Anarch movement for enlightenment. Seeing a world that needs guidance and wisdom, the Children have decided it's time to allow their youngest embraces the opportunity to leave West Africa for the rest of the World.

Children of Damballah may learn Wanga without a teacher, just as Serpents of the Light. However, their knowledge of Voodoo is much more limited. Children only learn the Sepulchre Path from Necromancy, rather than all three paths (Ash and Bone) like the Serpents of the Light may.

The Elders of the Children of Damballah believe that a conflict with the parent clan is inevitable, and know that the only way to preserve their way of life should the Cult of Wepwewet come for them is to make sure they're spread too far and wide to ever be hunted to extinction. Because of this, they have allowed their neonates the choice to leave West Africa and join the Anarch Movement or the Sabbat (and thus become Serpents of the Light). Neonates who make this choice are not uncommon, and as they embrace the prevalence of those without true knowledge of the Cult's ideology regarding Set will become more and more common...

Bloodline Disciplines: Auspex, Presence, Serpents



Serpents of the Light

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

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

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

The Serpents, even the non-Sabbat, are committed to combating the Antediluvians, and fanatically believe Set to be among their enemies; they are all considered traitors by other Setites, and operate

under a rule of "fight fire with fire" when it comes to undermining the Followers of Set. Aside from their ideological and spiritual beliefs, however, there are few significant differences between Cobras and their parent clan, while most of them learn the same Disciplines, and share the same weakness to light (except for those of Damballan descent).

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

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

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

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

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

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

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

A single cell is called a shanpwel. When a new cell forms, an emperour sends a miniature coffin emblazoned with a silver serpent encircling a golden star, the madouk d'estoile, for their shrine. Often,

Sabbat packs with vampires of other lineages under Cobra guidance come to accept their branch of Noddism as doctrine.

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

For Further Information, Please Read:

Clanbook: Followers of Set Revised, p. 34, 48-50, 70
Guide to the Sabbat, p. 74-75

Bloodline Disciplines: Obfuscate, Presence, Serpentis



Tlacique

The Tlacique, also known as “Jaguars,” are a bloodline of the Followers of Set found primarily in South America. Possessing Protean instead of Serpentis, they also know a unique type of Setite Sorcery called Nahuallotl.

Independent to the extreme, they have an enmity with both the Camarilla and Sabbat, reaching back to the time of Christopher Columbus, when the European Kindred came over to South America and nearly wiped out their mortal civilization.

These Mesoamerican Jaguars venerate Tezcatlipoca, the god of the darkness and sorcery, rather than Set. This bloodline possesses Protean instead of the clan discipline of Serpentis, often taking the shape of a jaguar rather than a wolf and also practice a unique type of shamanistic blood sorcery known as Nahuallotl.

In the 16th Century, when European vampires arrived in Mexico, they found the Tlacique openly ruling over the Aztecs, Inca and other civilizations as bloodthirsty gods who demanded human sacrifices. The Jaguars welcomed the Camarilla at first, but this turned to furious resentment as the Spaniards destroyed all of the civilizations that worshiped the Tlacique. Used to ruling over mortals, the Tlacique could not understand that the Camarilla did not do the same. As a result, they then allied with the Sabbat, working together to drive the Camarilla out of Mexico, though while the Sabbat gladly adopted the bloodiest elements of Tlacique ritual, they lacked the spiritual beliefs the Tlacique cherished. Then, unexpectedly, soon the Sabbat turned against them too.

In modern nights, the Tlacique are considered to be extinct by the few Kindred outside of the bloodline who even remember their existence. However, a handful survive on the fringes of vampire society, scattered from the jungles and mountains of South America to barrios in the American Southwest. They embrace exclusively from Native American groups, still resentful the European destruction of their homelands.

Just as the Followers of Set claim to be descended from the Egyptian god Set, the Tlacique claim to be descended from Tezcatlipoca. There is common ground between the two deities (darkness, the night sky, winds, hurricanes, etc.) that brings them into harmony with the wider Clan. Indeed, before the arrival of the Spanish in Mesoamerica, the bloodline ruled over the mortals as Gods, mirroring the goal of many Setites around the world.

For Further Information, Please Read:

Clanbook: Followers of Set Revised, p. 51-53

V20: Rites of the Blood, p. 81

Bloodline Disciplines: Obfuscate, Presence, Protean



The Warriors of Glycon

The Warriors of Glycon, known as “Crooks,” were a Bloodline of the Setites during the Dark Ages that was later supplanted by the Warrior Setites. They no longer exist in their original form.

The Crooks dedicated themselves to a philosophy of the raw exaltation of violence. Strength was all that mattered to them in all things. In the triumvirate system of the old order of the Followers of Set, they saw themselves as the body, the priests as the mind, and the witches as the soul. Viewing themselves as the leaders of the Clan, they were blind before the intrigues of the priests that led to their demise.

The Warriors of Glycon had a weakness that made them obsessed with power, either through outright destruction or defeating enemies and putting them under the Blood Bond. Suspicions remain that this was ultimately the cause of their undoing.

Bloodline Disciplines: Obfuscate, Presence, Serpents



Warrior Setites

The Warrior Setites or Warriors of Set are a fanatically martial bloodline of the Followers of Set who claim to be the direct servants of Set himself. Not all Setites are slick as snot used car salesmen or subtle manipulators; number of them walk a more martial path, becoming holy warriors for their dark god Set. The Warrior Setites a very long time ago surrendered the Obfuscate Discipline for Potence – refusing to hide from threats to the Followers of Set. They are proud and brutal soldiers for Set, and are perfectly willing to go into battle to back up their subtler brethren.

The Warrior Setites claim descent from the methuselah Wepwawet, who was worshiped as a war deity in ancient Egypt. While this descent is debatable and doubtful, the Warriors of Set regard it as a statement of an ideal. They are enforcers, assassins, and martyrs when called into service for the rest of

the line, although thinking of them as mindless brutes is a fatal mistake. A Warrior Setite is still very much a Setite and remains more than capable of leading others into all sorts of temptation and degradation: they can just make a more forceful stance when needed.

The Warrior Setite line is not passed down by the Embrace and a mortal Embraced by a warrior Setite becomes a "normal" member of the line (learning Obfuscate as a Clan Discipline) unless trained as a warrior from childe-hood. The line is therefore an example of how training and ideology can change the basic makeup of a vampire's clan as a gift of Set. While Warrior Setites seem to focus their embrace on passionate ideologues with the particular ideology that they espouse is not important. Even a fanatical Christian's fervor can be turned to Set as easily as the zeal of a pro-union rabble rouser, given the right amount of revelations from Set.

For Further Information, Please Read:

Vampire: The Masquerade 20th Anniversary Edition, p. 435

Clanbook: Followers of Set Revised, p. 53

Bloodline Disciplines: Potence, Presence, and Serpents



Brotherhood of Midgard OWbN Custom Bloodline

The Brotherhood of Midgard are modern Norse Setites (neo-Einherjar) 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, a form of an anthropomorphic bear is taken. This form, outside of physical description, is exactly the same as existing rules indicate.

Bloodline Disciplines: Obfuscate, Presence, Seidr (Skalds)
Potence, Presence, Serpentis (Warriors)

Paths of Morality

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

Path of Apep

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

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

Path of Ecstasy

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

Path of Sutekh

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

Path of Typhon

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

Road of Set

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

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

Path of Set's Honor Custom OWbN Content

Basic Beliefs

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

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

Virtues: Conviction, Self-Control

Ethics of the Path

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

Path of Set's Honor Hierarchy of Sins

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

History

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

Current Practices

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

Description of Followers

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

Common Abilities and Preferred Disciplines

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

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

Path of Set's Vengeance

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

Virtues: Conviction, Self-Control

Ethics of the Path

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

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

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

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

History

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

Path of Set's Vengeance Hierarchy of Sins

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

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

Ecstatic Path of Typhon-Set

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

Virtues: Conviction, Instinct

Ethics of the Path

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

Path of Ecstatic Path of Typhon-Set Hierarchy of Sins

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

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

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

7 Restraining your natural impulses unnecessarily.

6 Failing to take advantage of another's weakness.

5 Refusing to aid another follower of the Path.

4 Failing to observe a Setite Ritual.

3 Failing to do whatever is necessary to corrupt another.

2 Obstructing another Setite's efforts.

1 Refusing to aid in Set's resurrection.

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

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

Lore

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

Samuel Johnson

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

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

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

**due to the R&U nature of this bloodline non-bloodline PCs must have Setite Coordinator approval. Members of this bloodline do not teach their lore to outsiders.*

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

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

Lore: Setite *

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

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

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

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

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

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

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

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

Lore: Setite **

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

You have the tradition legend of Set as told by his followers. In it, Set is cursed by Atum-Ra to forever live in darkness after his defeat by Osiris and Horus. Fearing the sun, Set descended into Du'at wherein he consumed the heart of the serpent Apep and took his power. It was then looking at Nun, the waters of primeval darkness, that Set realized that the Ra had not, in fact, created the world as a thing lesser than himself, but had merely shaped the same substance from which he, himself, was created. Set concluded that all souls differed only in size, but not in kind, and that all beings could someday achieve the same power of the Gods. You know that these "Gods" (Isis, Osiris, Horus and Set's one-time consort Nephthys) are commonly referred to as the Aeons (as well as Atun-Ra, who is also sometimes known as the Demiurge), and that the Setites seek in all ways combat them, as these deities wish to keep their mortal underlings entrapped in the illusion that they must, by nature, be subservient to the Gods. (CbSe [Rev]: 14, 35-39)

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

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

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

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

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

You've heard that it was during the Roman occupation of Egypt that Theophidian teachings began to

spread to other cultures of the Empire, and that it was in this era that Setites first began to Embrace non-Egyptian childer. (CbSe [Rev]: 18-19)>

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

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

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

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

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

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

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

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

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

You have heard of the Cult of Taweret, a Setite group focusing on Tawaret's aspects of fertility, childbirth

and black magic, and you know that they have developed a derivative Path from the Path of Sutekh known as the Path of Ecstasy, which emphasizes ecstatic experience as key to enlightenment. (CbSe [Rev]: 45-46)

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

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

Lore: Setite ***

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

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

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

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

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

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

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

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

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

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

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

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

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

You know that before the disappearance of Set, the Clan had no hierarchy, and that there is some sentiment that the posts of the Hierophants are not in true accordance with Set's design. You know that some time in the Middle Ages, a counter-movement which protested the Hierophants emerged, known as the Decadents, and that they promoted a philosophy of wholesale corruption separate from the worship of any deity - oddly enough, you know that it is from this school of thought that the modern Path of Typhoon emerged, and that many older forms of Setite worship differ in their basic philosophical outlook from modern practices. (CbSe [Rev]: 20; LS3: 96-97)

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

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

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

yearly ritual ceremonies. (CbSe [Rev]: 25)

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

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

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

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

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

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

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

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

You know that the Daitya in India (who probably seperated Egyptian Setites at the time of Alexander's Conquest) are a group of Brahmin Setites who identify with the legendary cosmic demons of Hindu myth,

and who seek to bring about the apocalyptic purification of the world by Shiva. To do this they seek to cause as many individuals as possible to sin against their station, that the created impurity must eventually be cleansed. You know that they are led by the enigmatic elder Sundervere. (CbSe [Rev]: 33, 50-51)

You know that the Tlaciue of Mesoamerica claim descendance from the dark God Tezcatlipoca, and that they ruled the mortal civilizations of the continent as Gods, demanding prayer and blood sacrifice. While the conquistadors eventually wiped out the majority of their numbers along with the native people, a few still exist today and many speculate that they are an offshoot of the Setites, given their vulnerability to light, although their use of the Discipline Protean rather than Serpentis makes some wonder. (CbSe [Rev]: 51-53)

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

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

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

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

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

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

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

Lore: Setite ****

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

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

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

King of Kings. (CbSe [Rev]: 17)

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

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

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

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

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

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

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

Lore: Setite *****

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

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

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

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

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

Lore: Akhu: The Divine Image

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

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

Lore: Akhu *

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

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

Lore: Akhu **

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

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

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

Lore: Akhu ***

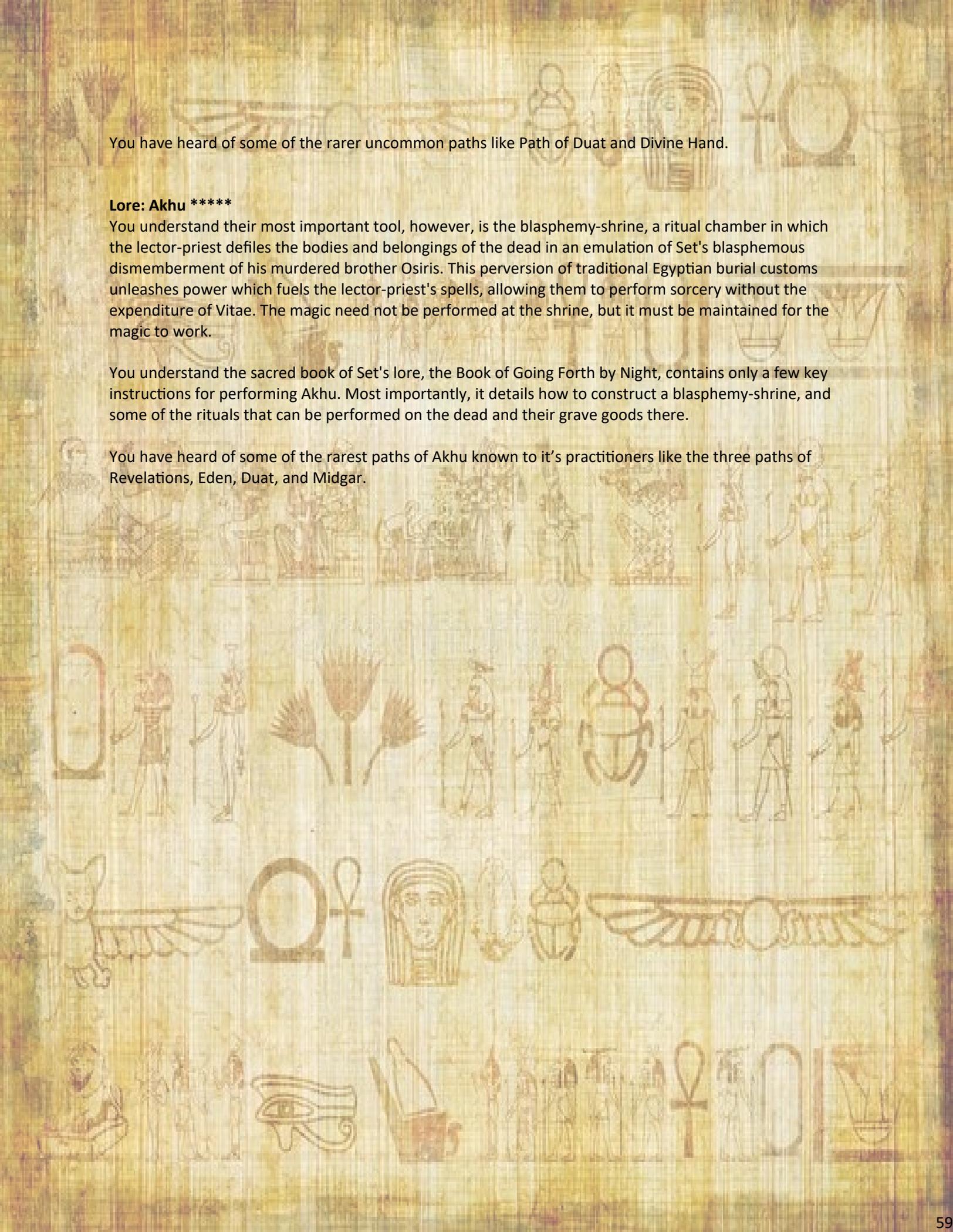
The knowledge required to make use of Akhu is vast: not only must a lector-priest understand the Egyptian lore of death, but also know the names of hundreds of gods, seek out the proper knowledge of the ancient Egyptian language.

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

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

Lore: Akhu ****

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



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

Lore: Akhu *****

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

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

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

Linguistics

Egyptian Linguistics

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

Egyptian Inscription Recorded at the Time of the Invention of Writing

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

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

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

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

Merits, Flaws and Backgrounds

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

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

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

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

Agent of Prophecy (1-3 pt. Merit)

This merit requires Setite Coordinator Approval

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

Nameless (5 pt. Flaw)

This flaw requires notification to the Setite Coordinator

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

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

Gift of Set (1-2 pt. Merit)

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

Controllable Thirst (1 pt. Merit)

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

Convert (3pt Merit)

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

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

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

Backgrounds

Network

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

Fellowship

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

Cult

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

Favours

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

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

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

Combination Disciplines

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

Mohammed Saeed al-Sahaf

All Combination Disciplines found in Clanbook: Followers of Set, as well as all other Combination Disciplines requiring Serpentis (published or unique) are restricted to members of Clan Setite only.

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

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

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

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

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

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

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

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

MET Conversion: Identical to the system described in Player’s Guide to the Low Clans p.161, excepting only that anyone who drinks from the plasma the viper dissolves upon death, suffers Two Health Levels of Aggravated damage (rather than the four dice of damage mentioned).

This replaces the previously published MET version of Hatch the Viper in MET Journal #1.

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

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

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

normal form, sealing the victim's wound as it retracts. If the attack inflicts any damage (that is not prevented or negated by Fortitude, etc.), the Setite injects a mind-altering poison. The victim must succeed in a Static Challenge against 12 Traits for vampires (or 16 Traits for living creatures). If the victim fails, her wits become addled for the scene or hour. The victim is then down 2 Traits against all Disciplines or

powers which affect her mind, senses or emotions (although Generational limitations continue to apply normally to Dominate). Victims who possess Auspex find that the premonitions they receive while poisoned are especially vivid. Mortals who fail the Static Test outright (not merely losing on a Trait comparison on a tie), fall into a dazed stupor for the duration of the power and must win a Static Willpower challenge against 8 Traits to take any actions of their own volition.

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

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

If the serpent is left in its animal form it can also deliver this venom via a bite attack standard for a poisonous snake, with the exception that the snake's bite deals Aggravated damage instead of Lethal. The poison does not affect the undead. The snake can only deliver the venom once every day.

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

Experience Cost: 15

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

If the serpent is left in its animal form it can also deliver this venom via a bite attack standard for a poisonous snake, with the exception that the snake's bite deals Aggravated damage instead of Lethal. The poison does not affect the undead. The snake can only deliver the venom once every day.

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

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

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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

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