



Serpent Ververs

A Guide to Serpent of the Light Necromancy and Wanga

A packet for Serpent of the Light Players



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Introduction

Serpents of the Light and Voudoun Necromancy

Serpents of the Light do not typically differentiate on an In-Character level between Wanga (Serpent of the Light thaumaturgy) and Voudoun Necromancy, often referring to both as Wanga. However, from a mechanics standpoint they are in fact, two different forms of blood magic. For the purpose of clarity, this packet will use the term *Wanga* to refer to Serpent Thaumaturgy as outlined in the Setite Sorcery packet, and the term *Voudoun Necromancy* to refer to Serpent Necromancy.

Please note this packet contains rules ONLY applicable to Serpents of the Light, not to other Voudoun Necromancy users (Samedi, etc.).

Teaching and Learning Requirements

Serpents of the Light are unique among practitioners of Voudoun Necromancy in so far as they are both immune to the visitations and torments of The Baron (due to their oft-repudiated connection to Set, BM P.110), and are capable of teaching Voudoun Necromancy to others.

Teaching Voudoun Necromancy further requires Advanced Serpentis, two paths of Voudoun Necromancy at Advanced, Occult x5 (and/or Wraith Lore x5, depending on your Home Chronicle's choice of Necromancy retest), Serpent of the Light Lore x2 or higher, and the culturally appropriate ritual magical accoutrements.

Non-Serpent of the Light PCs require Coordinator Approval as a Rogue Wangateur/Necromancer.

Rarity Listings

Note that Serpents of the Light are restricted, of the published material, to that listed below.

Rarity 1: No approval requirement.

Rarity 2: Storytellers advised to utilize discretion.

Rarity 3: Subcoordinator approval required.

Rarity 4: Coordinator approval required.

Rarity 5: Player-created. Must be learned from the creator (or documented degrees of separation) and requires subcoordinator approval.

Paths

Primary Path: Sepulchre Path

Note: All Paths use the variants described in Blood Magic: Secrets of Thaumaturgy pg. 111

Path	Rarity	Location
Ash Path	2	Laws of the Night revised
Bone Path	2	Laws of the Night revised
Sepulchre Path	1	Laws of the Night revised

Rituals

Ritual	Rarity	Level	Location
Baleful Doll	2	Intermediate	Blood Magic
Blood Dance	2	Intermediate	Blood Magic
Cadaver's Touch	1	Intermediate	Laws of the Night revised
Call of the Hungry Dead	1	Basic	Laws of the Night revised
Call on the Shadow's Grace	1	Intermediate	Laws of the Night revised
Casting of Bones	4	Basic	Players Guide to the High Clans
Dead Man's Hand	2	Advanced	Blood Magic
Eyes of Despondent Revelation	4	Basic	Players Guide to the High Clans
Eyes of the Dead	3	Intermediate	Blood Sacrifice
Eyes of the Grave	1	Basic	Laws of the Night revised
Garb of Hades	3	Advanced	Blood Sacrifice
Grasp the Ghostly	1	Advanced	Laws of the Night revised
Graveyard Mists	4	Intermediate	Players Guide to the High Clans
Howl from Beyond	4	Basic	Players Guide to the High Clans
Knell of Doom	4	Basic	Players Guide to the High Clans
Knowing Stone	2	Basic	Blood Magic
Nightmare Drums	2	Intermediate	Blood Magic
Part the Veil	3	Basic	Blood Sacrifice
Ritual of the Unearthed Fetter	1	Intermediate	Laws of the Night revised
Spirit Beacon	1	Basic	Laws of the Night revised
Two Centimes	2	Basic	Blood Magic

Rituals not converted for MET: For MET conversions, Storytellers are advised to use their discretion and select the most balanced conversion presented to them, or to use MET conversions from other OWbN genre documents, should such be available. We leave this to Storyteller discretion at this time.

Wanga

Building upon the Afro-Caribbean styles of spirit and ancestor worship, Wanga is a thaumaturgical practice that draws upon a pantheon of spirits in all things. Voudoun, Santería, Candomblé, Shango cults, Palo Mayombe, Olodumare and Obeayisne all contribute to the philosophies and traditions of *wangateurs*. Wanga focuses on creating offerings that are pleasing to the appropriate spirits, offerings that will coax them to aid the caster and the caster's allies or to harm the caster's enemies.

Any *wangateur* (user of Wanga) knows that simple rote and ritual will not please the spirits, as they require the caster to have the dedication to the belief in the system in order to create items of ritual focus, from boiling cauldrons filled with blood, iron spikes, herbs, and other nasty things, to fetishes and charms designed to concentrate the power the spirits will grant when invoked properly. Wanga is often a bloody and dirty practice, but it is a labor of faith, and its results are undeniable. For more information on the practice and its tools, please consult Blood Sacrifice, pages 69 to 83.

Teaching Wanga further follows the same requirements listed in the FAQ.

Unless stated otherwise these paths are activated with the expenditure of one Blood Trait and require a Mental Challenge, retested with Occult. In addition, the *wangateur* must call aloud (though it need not be at great volume) upon the power of an appropriate spirit (orisha, loa, Enkisi or the like), and many require the presence of specific items or components. Many *wangateurs* eventually branch out towards necromancy considering the degree of ancestor-worship inherent in Wanga.

Primary Path: any Rarity 1 Wanga path

Rarity Chart – Wanga Paths

Path Name	Rarity	Location
Blood, Path of	2	LotN Revised
Conjuring	2	LotN Revised
Corruption	1	LotN Storyteller's Guide
Curses	3	LotN Storyteller's Guide
Flow of Ashe, The	1	Blood Sacrifices
Orisha's Fortune	1	Blood Sacrifices
Spirit Manipulation	2	MET Camarilla Guide
Voice of the Wild	1	Blood Sacrifices

These are the only Setite Sorcery paths available to Serpents of the Light.

The Flow of Ashé

The original publication of this path is in *Blood Sacrifice: The Thaumaturgy Companion* pg. 77. All levels function as published save as detailed below. The *Flow of Ashé* does not require any blood expenditures to invoke as that would largely defeat the purpose, and it may not affect powers requiring more than one Blood Trait to activate.

If the sorcery challenge to invoke any level of this path is failed, however, there is a Static Willpower Challenge (difficulty of 3+level of effect failed), and should the *wangateur* fail this Static Challenge she loses two Blood Traits, in addition to any other penalties for failing to invoke a sorcery path effect.

Most requisite powders and herbs are relatively rare and require that the *wangateur* frequent occult and specialty shops in order to obtain them. Occult Influence will generally be required to obtain them.

Basic Flow of Ashé

Touch of Life

System: To enact this power the caster engages in a Static Mental Challenge against four Traits

Strength of Root and Stone

System: The *wangateur* may use the Flow of Ashé to power an increase of one Physical Trait. To enact this power, the *wangateur* must engage in a Static Mental Challenge against four Traits.

Intermediate Flow of Ashé

Breath of Life

System: To enact this power, the *wangateur* must engage in a Static Mental Challenge against six Traits.

Favor of the Orishas

System: To enact this power, the *wangateur* must engage in a Static Mental Challenge against six Traits.

Advanced Flow of Ashé

Gift of Ashé

System: A *wangateur* may have a total number of pastes and powders prepared at any time equal to her Occult Ability. To enact this power, the *wangateur* must engage in a Static Mental Challenge against eight Traits.

Orisha's Fortune

The original publication of this path is in *Blood Sacrifice: The Thaumaturgy Companion* pg. 79. All levels function as published save as detailed below.

Flow of Ashé cannot be used to power *Orisha's Fortune* as Blood Trait costs for *Orisha's Fortune* are physically shed (need not inflict Wound Levels), rather than spent. Blood shed as part of the use of *Orisha's Fortune* is magically consumed, taken by the orisha. This path requires line of sight to use.

Basic Orisha's Fortune

Sheltering Hand

System: The caster engages in a Static Mental Challenge against six Traits. Successfully enacted, the target (typically the *wangateur* herself, or an ally), gains one bonus Trait for every two levels of the Occult Ability the caster has (rounded up), on her next action.

This effect may not be stacked through multiple castings or by multiple casters, on a single target.

Fortune's Blessing

System: The caster engages in a Static Mental Challenge against seven Traits. Successfully enacted, the target (typically the wargateur herself, or an ally), gains one level of a pre-specified Ability Trait for the next scene or hour.

This effect may not be stacked through multiple castings or by multiple casters, on a single target.

Intermediate Orisha's Fortune

Fortune's Curse

System: The caster selects a type of action (brawling, sneaking, hacking, driving, shooting, etc.) and engages the target in a Mental Challenge. If successful, the target is forced to bid an additional Trait when attempting that action for the remainder of the scene or hour.

This effect may not be stacked through multiple castings or by multiple casters, on a single target.

Fortune's Favor

System: The caster engages the target in a Mental Challenge. If successful, the target is forced to bid an additional Trait when attempting any action for the duration of the power, and the caster is considered to be up a Trait in all challenges against the target, for the duration of the power. *Fortune's Favor* lasts for a number of turns (turns not rounds) equal to the caster's Occult Ability.

This effect may not be stacked through multiple castings or by multiple casters, on a single target.

Advanced Orisha's Fortune

Smiting Hand

System: The caster engages the target in a Mental Challenge. If successful, the target is forced engage in a Simple Challenge after her next action, if successful. The target must win (not tie) this Simple Challenge, or his action fails. If the target's next action after Smiting Hand is invoked is not successful, the Simple Challenge must still be won (not tied), but failure simply causes a particularly dramatic and catastrophic failure.

Voice of the Wild

The original publication of this path is in *Blood Sacrifice: The Thaumaturgy Companion* pg. 80. All levels function as published save as detailed below.

Basic Voice of the Wild

Scent of the Beast

System: If successful in a Static Mental challenge against six Traits, the Kindred gives off a scent identical to that of the target animal for the remainder of the scene. If an additional Mental Trait is spent she could smell like that animal in a particular emotional state; she could, for instance, duplicate the scent of a scared cat or a dog in heat. With the expenditure of three Mental Traits, the power is effective enough to fool an animal ghoul. Three Mental Traits will also permit the caster to fool Lupines, Kindred in animal form, or Kindred using *Auspex* to heighten their sense of smell, but the victims may call for a Mental Challenge against the caster. If the victim succeeds, they notices something subtly off about the caster's scent, and may well investigate further.

Any attempt to attract an animal requires the expenditure of a single Mental Trait to inspire the creature to overcome its instinctive aversion to vampires; without the expenditure, the animal will approach to within a few yards, but no closer. Any attempt to create a scent strong enough to affect a human or Kindred not using *Auspex* (duplicating the spray of a skunk, for instance) also requires the expenditure of a Mental Trait.

Hide from Hunter's Eyes

System: A Static Mental Challenge (difficulty six) is conducted. For the remainder of the scene, animals of the specified variety (dogs being the most common in modern cities) simply don't notice the Kindred's presence unless she specifically does something to attract attention (touching the animal, making any noise louder than low conversations or the like).

This power requires the expenditure of three Mental Traits to fool Lupines, Kindred in animal form, or Kindred using *Auspex*. The Lupine or Kindred may ask for a Mental Challenge against the caster to detect the caster while under the effects of this power.

Animal ghouls may be fooled by this power if Mental Traits were expended during casting. If no Mental Traits were spent at the time of casting, a ghoul animal may challenge the caster in a Mental Challenge in order to detect them.

Intermediate Voice of the Wild

Marking the Prey

System: The target must be visible to the *wangateur* and must be defeated in a Mental Challenge to take affect. If successful, all animals of the chosen variety in the area will focus exclusively on the target for the duration of the scene or hour, or until the target is able to escape their immediate vicinity (and avoid pursuit) for several minutes.

Guiding Spirit

System: The caster must make eye contact or direct physical contact with the animal as she spends vitae and engages in a Static Mental Challenge (difficulty seven) to invoke this power. The animal may make this a contested challenge instead of a Static by spending a temporary Willpower only if the *wangateur* is influencing it to do something totally against its instincts or training. This power lasts for one scene or an hour.

Advanced Voice of the Wild

Mantle of the Beast

System: Make a Static Mental Challenge against eight Traits. Claws created with *Mantle of the Beast* do one level of Aggravated damage. They also grant two additional Traits for climbing. Wings require a Static Stamina-related Physical challenge (difficulty seven, retest with Athletics) to use properly. Kindred can glide for a distance of 100 yards (further with a strong tailwind), and she can safely fall almost any distance without taking damage. A protective covering like a turtle's shell or an insect's carapace adds two Health Levels of armor. Advantages for taking other features are at Storyteller discretion.

Wanga Rituals

Unless otherwise noted, Wanga rituals require a Static Mental Challenge retested with Occult, against five Traits for Basic, seven Traits for Intermediate, and nine Traits for Advanced rituals. To perform a ritual, a *wangateur* must wield an asson, an ekwele, a kisengue or other religious talisman, in addition to listed components.

Some rituals, such as Grandfather's Gift, Ori Sight, and Shackles of Blood, call specifically on ancestor spirits. The Ara Orun, while often generous and helpful, can also be malicious and cruel on whim. Any time such a ritual is attempted and failed, the player must engage in a Simple Challenge (success on a win or tie). If this challenge fails, the failed ritual backfires on the *wangateur* in some way; the Ara Orun have proven exceptionally hostile this night.

Rarity Chart – Wanga Rituals

Ritual Name	Rarity	Level	Location
Bone of Lies	1	Intermediate	LotNr
Bottled Voice	3	Intermediate	LotNr
Candle of Rage	1	Intermediate	Blood Sacrifice
Craft Garde	1	Basic	Blood Sacrifice
Craft Gris-Gris	1	Basic	Blood Sacrifice
Curse Candle	1	Intermediate	Blood Sacrifice
Defense of the Sacred Haven	1	Basic	LotNr
Devil's Touch	1	Basic	LotNr
Grandfather's Gift	1	Basic	Blood Sacrifice
Impassable Trail	1	Basic	MET ST Guide
Ori Sight	1	Intermediate	Blood Sacrifice
Scry	2	Intermediate	MET ST Guide
Shackles of Blood	1	Advanced	Blood Sacrifice
Singing Charm	1	Basic	Blood Sacrifice
The Curse Belated	2	Intermediate	MET ST Guide
Ward (and Warding Circle) vs. Cainite	1	Intermediate	Camarilla Guide*
Ward (and Warding Circle) vs. Demons	1	Advanced	Camarilla Guide*
Ward (and Warding Circle) vs. Fae	1	Intermediate	Camarilla Guide*
Ward (and Warding Circle) vs. Ghosts	1	Advanced	Camarilla Guide*
Ward (and Warding Circle) vs. Ghouls	1	Basic	LotNr
Ward (and Warding Circle) vs. Lupines	1	Intermediate	Camarilla Guide*
Ward (and Warding Circle) vs. Spirit	1	Advanced	Camarilla Guide*

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

Any published ritual not on the above chart requires Setite sub-coordinator approval.

Any and all Unique/Player-Created rituals, listed or not listed, are Rarity 5.

Basic Rituals

Singing Charm

System: This ritual requires no conversion to MET, please use it as published.

Craft Garde

System: The Garde functions for a week. It must be worn at all times to be effective, and it must touch the holder's skin. For the duration, the difficulty of any attempts to use any blood magic rituals (not paths) against the holder are increased by two Traits.

Craft Gris-Gris

System: Against Kindred the gris-gris functions for one night per Mental Trait spent during the ritual, (maximum three) unless the gris-gris is moved first; against mortals, the magic is permanent until the gris-gris is located and removed. All actions performed while under the effects of the gris-gris have a one Trait penalty. A *wangateur* with a higher level of Wanga than the caster who finds the hidden gris-gris can turn its effects back on the caster with a successful Mental Challenge.

Grandfather's Gift

System: The Mental Traits spent must be divided between Abilities and turns of duration. For instance, three Mental Traits could be used to raise the caster's Occult Ability by two levels, for one turn or by one for two turns. The ability raised must be one that the caster's deceased ancestors – Kindred or kine – could reasonably have possessed.

Intermediate Rituals

Curse Candle

System: The poltergeist has six Physical Traits for enacting all of its pranks and attacks. The candle is large enough to burn for three 20-minute periods.

Ori Sight

System: The gouging out of an eye and the slicing off of an ear each require a Willpower challenge (difficulty 8).

Candle of Rage

System: Every night the candle is burned, the *wangateur* engages the victim in a Mental Challenge, defeat means the candle has no effect that night, but the magician may try again the following night. If the ritual functions, the victim finds the difficulty of all Self-Control Challenges raised by two Traits for the night. The candle may be burned three times.

Targets that do not have the Self-Control Virtue (such as animals) should use instead use their Willpower at half its normal level.

Advanced Rituals

Shackles of Blood

System: The false bond lasts for a number of nights equal to the number of Mental Traits spent at the time of creation (maximum three). The caster may attempt to create a true blood bond with the victim during this time. If the ritual expires before a true bond is formed, however, any partial bonds are instantly nullified, as if the victim had never fed from the magician.

Kindred who feed from a mortal who has consumed this mixture within the past 24 hours are themselves affected as though they themselves had drunk it directly.

FAQ

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

Where is the Serpent of the Light genre information? In the Setite Genre packet.

Why are there no Rarity 5 rituals listed and/or why did you include a Rarity 5 rank in that case? There are no Rarity 5 rituals at this time because there are no Player-Created Serpent of the Light Voudoun Necromancy rituals included in this packet, at this time. The rank is listed however, because any and all Player-Created rituals, included in this packet or not, should be treated as possessing that rarity, and must be learned from the creator as outlined.

How does this packet work in relation to grandfathering? The Setite Coordinator staff will be permitting a 30-day grace period and recommending that Storytellers refund Experience costs at their discretion, after which they will pursue any necessary resolution under the OWbN bylaws for non-compliance.

Credits & References

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

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

Authors: Dean Shomskak and Ari Marmell

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

Authors: Dean Shomskak

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

Authors: Jason Carl, Jess Heinig, Peter Woodworth

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Mind's Eye Theatre : Laws of the Night Sabbat Guide *A Supplemental Guide to Laws of the Night* (softcover), ISBN 1-56504-732-X

Authors: Justin Achilli, Bruce Baugh, Clayton Oliver, Ree Soesbee

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

Authors: Dean Shomskak

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

Author: Richard Watts

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

Authors: Jason Langlois, Michael Lee, Clayton Oliver

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Mind's Eye Theatre: Laws of Elysium (softcover), ISBN 1-56504-536-X

Authors: Jason Carl and Shane DeFreest

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Mind's Eye Theatre : Laws of the Night Storytellers Guide *A Sourcebook for Minds Eye Theatre* (softcover), ISBN 1-58846-503-9

Authors: Kieran Dewhurst, Earl “Glas” Durboraw, Matthew Hooper, Edward MacGregor, Brett Smith, Cynthia Summers
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Mind’s Eye Theatre: Laws of the Wild *Revised Rules for Playing Werewolf* (softcover), ISBN 1-58846-501-2

Authors: Bruce Baugh, Heather Grove, Alan J. Kravit, Ellen P. Kilrey
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Mind’s Eye Theatre: Oblivion (softcover), ISBN 1-56504-501-7

Authors: Richard E. Dansky, Jennifer Hartshorn, J. Michael Rollins
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