

# The Book of Going Forth by Night A Guide to Setite Sorcery

A packet for Followers of Set Players

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# Rarity Levels

For all Setites and bloodline variants, Paths and Rituals.

Rarity 1: No approval requirement.

Rarity 2: Storytellers advised to utilize discretion.

Rarity 3: Subcoordinator approval required.

Rarity 4: Requires permissions from the Setite Coordinator.

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

Rarity 6: Disallowed for PCs. permission of the Setite Coordinator required for NPCs.

**The Rarity charts for each type of Setite (Follower of Set, Serpent of the Light, Daitya, Tlacique), are available in the Path and Ritual sections of the packet for each variant type.**

**Storytellers of all characters possessing Coordinator level approval rituals and/or paths will be given 30 days from the ratification of this packet through Council to notify the Setite Coordinator's office of their characters' rituals and/or paths, as per the OWbN Bylaws. Those that do so within the specified time will have their approvals grandfathered in, no questions asked. After 30 days, approvals will carry on individually and characters that possess unapproved sorcery will be in violation of this binding genre document. Be warned; after the 30 day mark, approvals CAN be denied!**

# Akhu: The Divine Image

Please read *Blood Sacrifice: The Thaumaturgy Companion*, Chapter One, Akhu: The Divine Image, beginning on page 17 with a general overview.

## Raiding the Western Lands

Raiding the Western Lands is the process of powering Setite Sorcery through the energies of a soul dragged back from the Western Lands, stealing their magical essence, their divine magic, just as vampires steal blood from the living. This process is described on page 20 of *Blood Sacrifice: The Thaumaturgy Companion* and page 114 of *Blood Magic: Secrets of Thaumaturgy*. Using the ritual *Opening the Gate*, a character can gain access to phantom Blood and/or Willpower Traits through a Blasphemy Shrine, which the Setite may use instead of his own vitae, to power his Sorcery. This is the source of the commonly held belief that Setites are able to employ their Sorcery without blood expenditure. Make no mistake however, Akhu and other forms of Setite Sorcery do require blood expenditure. It is simply a case of clever Setites having created, with sufficient time, skill and magic, an alternate source for the needed vitae expenditures in some cases.

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

## The Book of Going Forth by Night

Containing only three Sorcery rituals in it, this sacred text was allegedly penned by Set himself, and is a key Setite religious text, in addition to being a source for several key sacred rituals. See *Blood Magic: Secrets of Thaumaturgy* and *Blood Sacrifice: The Thaumaturgy Companion* for more information.

# Akhu Paths

Setite Sorcery functions with Social Challenges rather than Mental Challenges with some few explicit exceptions. Setite Sorcery normally requires blood expenditures, just like hermetic thaumaturgy, but many Setite Sorcerers use power gained through Raiding the Western Lands (see ritual: *Opening the Gate*) to substitute for expenditure of their own vitae. Lacking the ability to expend the power gained in that fashion, lector-priests must expend their own vitae as common for all blood magic. **This means that a lector-priest may spend the traits gained from their shrine for Sorcery before spending their own; if their shrine runs out of points, they must spend blood/willpower from their own pool when casting sorcery.**

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

Storytellers may impose other difficulty penalties or bonuses upon a player's challenge, depending on how thoroughly the character adheres to the full pomp of Egyptian priestly tradition. For instance, rituals that involve writing assume that the character employs an authentic reed pen, ink, and papyrus. She could also draw her inscription on a moist clay tablet and bake it hard. Chiseling the spell into a stone stella and painting the hieroglyphs would merit a two Trait bonus. Conversely, scribbling spells with a ballpoint pen on an index card would incur a two Trait penalty. Other factors that could reduce difficulties include the use of genuine Nile water, ancient ritual tools or a congregation of fellow Set cultists (such as a personal blood cult). Negative factors include wearing synthetic or animal-derived fabrics (Egyptian priests wore linen), or improvised ritual tools. We recommend that Storytellers do not adjust bonuses or penalties by more than three Traits. Bear in mind also that traveling to or acquiring objects from Egypt requires interacting with locations controlled by the Setite Coordinator's office. As with all thaumaturgy, regardless of what requirements are listed in this packet, every path is bound by casting requirements in source material books (components, timing, actions, etc.).

**In order to teach, learn, or use Setite Sorcery as a Follower of Set, you must either be on Path of Sutekh, Path of Typhon, Ecstatic Path of Typhon-Set, Path of Set's Vengeance, or you must be on Path of Humanity/Path of Honorable Accord (Warrior only) while possessing the Merit Code of Honor: Followers of Set. To learn Setite Sorcery as a converted apostate, you must possess the Apostate Merit and meet the conditions listed above as well.**

**Primary Path:** any Akhu path available at Rarity 1 to the character in question

Path Name	Priest	Warrior	Citizen
Alchemy	2	4	4
Blood, Path of	2	4	4
Conjuring (Path of Ptah)	2	4	4
Corruption (The False Heart)	3	2	1
Curses (Sebau's Touch)	3	4	4
Divine Hand	2	3	3
Dry Nile, Path of	2	3	2
Duat, Path of	2	3	3
Focused Mind (Path of Thoth)	4	4	4
Immanence of Set	6	6	6

Mars (Valor of Sutekh)	4	1	4
Mastery of the Mortal Shell (Vengeance of Khnum)	4	4	6
Snake Inside	2	3	3
Soul of the Serpent	6	6	6
Spirit Manipulation (Path of Anubis)	2	4	4
Ushabti	2	3	3
Vine of Dionysus (Rarity 2 for Cult of Typhon)	4*	4*	4*
Weather Control (Breath of Set)	1	3	3

**The above paths are the only Setite Sorcery paths available to Followers of Set.**

# The Snake Inside

The original publication of this path is in *Blood Magic: The Thaumaturgy Companion*, page 116. All levels function as published save as detailed below. In all uses of this path the lector-priest must be in the presence of target for the power to have affect. Line of sight would suffice.

## Basic Snake Inside

### First Taste

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

### Cross-Addiction

**System:** With a successful Social challenge the Setite can force a target that is currently under the influence of an addiction to tack on a second addiction of the Setite's choice. The target must then satisfy both of the addictions, usually through role-playing. The second addiction's duration is a number of hours equal to the Setite's permanent Willpower.

## Intermediate Snake Inside

### The Jones

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

### Fatal Compulsion

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

## Advanced Snake Inside

### Temperance

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

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

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

# Path of the Dry Nile

The original publication of this path is in *Blood Magic: The Thaumaturgy Companion*, page 116. All levels function as published save as detailed below. **Take note that all but the first basic level of this Path require a faience amulet in the possession of the target, as described in the original publication.**

## Basic Dry Nile

### Beauty Fades

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

### Trust Withers

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

## Intermediate Dry Nile

### Love Dies

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

### Hope Dissolves

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

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

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



## Advanced Dry Nile

### Thrones Crumble

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

## Divine Hand

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

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

### Basic Divine Hand

#### Hand of Ptah

**System:** The magician can inflict (or repair) one health level of damage on the object or attempt to move it in a Mental vs. the Physical Challenge.

#### Hand of Khnum

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

### Intermediate Divine Hand

#### Hand of Anubis

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

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

#### Hand of Thoth

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

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

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

## Advanced Divine Hand

### Hand of Heka

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

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

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

## Path of Duat

The original publication of this path is in *Blood Sacrifice: The Thaumaturgy Companion*, page 26. All levels function as published save as detailed below.

**None of the *Duat* powers can be invoked with a caster's vitae. The magician must rely upon her blasphemy-shrine's power.**

Attempts to invoke the *Path of Duat* without use of the required talisman to catch the target's attention in a hypnotic fashion put the caster down two Traits. **All uses of this Path require line of sight to maintain, and total concentration is required; no other actions may be taken while casting or maintaining the effects, and losing line of sight with the target will break the power.**

### Basic Path of Duat

#### A Sending of Serpents

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

#### Darkness of Duat

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

### Intermediate Path of Duat

#### Suffocation of the Tomb

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

#### The Narrow House

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

### **Advanced Path of Duat**

#### **Consignment to Duat**

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

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

## **The Immanence of Set**

The original publication of this path is in *Libellus Sanguinis III: Wolves at the Door*, page 105. All levels function as published save as detailed below

### **Basic Immanence of Set**

#### **Whisper of the Sands**

**System:** The caster spends a Blood Trait and an appropriate number of Social Traits, engaging the target(s) in a Social Challenge. For every Social Trait spent, one progeny or ghoul target can receive the message (though all targets hear the same message). Communication lasts one turn and can be no more than two sort sentences. Maintaining the link to communicate further requires expending a temporary Willpower for each turn the caster wishes to maintain it.

#### **Tongue of the Tempter**

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

### **Intermediate Immanence of Set**

#### **Voice of the Prophet**

**System:** In the presence of the intended victim the player spends two Blood Traits and a temporary Willpower, and then engages in a Mental Challenge against the target.

#### **Lord of Storms**

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

### **Advanced Immanence of Set**

#### **Dark Invocation**

**System:** The caster must know the victim's name, and in the case of a vampire, must have a drop of the Cainite's blood.

Once the curse has been devised per the published specifications, the character spends four Blood Traits and a temporary Willpower, and then engages in a Social Challenge against the target. If successful, the curse typically takes effect immediately, with a duration determined by the specifications of the curse. In most cases the storyteller applies a trait penalty to the target for appropriate circumstances. To place a curse on a location or object the caster must specify triggers to activate the curse, as well as effects and duration, inscribing this information around the location or object in question.

## The Soul of the Serpent

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

## Ushabti

The original publication of this path is in *Blood Sacrifice: The Thaumaturgy Companion*, page 27. All levels function as published save as detailed below.

Each use of this path requires a separate figurine, which may be used only once. A Mental Challenge retested with Crafts is required against a variable difficulty (six traits for a Basic working, seven for an Intermediate, eight for an Advanced). If the challenge succeeds the figurine expands to a life-sized, animate figure. If the challenge fails, a second Static Challenge occurs. Failure of this second challenge causes the statuette to expand and animate, but in the control of an evil spirit, that sets out to make the caster's life miserable.

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

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One Trait	Obviously clay or wax, crudely formed.
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Two Traits	A fairly realistic manikin, like wax-works or a china doll.
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Three Traits	Moderately lifelike; could fool a casual viewer (Static Mental Challenge against 6 Traits to detect as false).
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Four Traits	Incredibly lifelike (Static Mental Challenge versus 8 Traits to detect as false).
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Five Traits	Indistinguishable from life.
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Kept isolated from mundane humanity in the caster's haven, *Ushabti* last for a lunar month, with the caster able to extend their duration for an additional lunar month by feeding it a Blood Trait. Interaction with ordinary mortals outside of the caster's haven causes the *Ushabti* to deteriorate rapidly, crumbling to a statuette within an hour, with no way to extend the *Ushabti's* duration. If slain, an *Ushabti* reverts immediately to a statuette.

*Ushabti* can only be employed by the specific individual a figurine is crafted for, typically the magician herself. Should the caster create an *Ushabti* for another's use, the user then invokes the figurine

using the required magic words, and by expending a temporary Willpower, as the caster necessarily has thrown all challenges, and expended all Blood and Traits for the *Ushabti* ahead of time.

*Ushabti* are considered supernatural creatures for all attempts to employ Disciplines, thaumaturgy, or other supernatural powers on them. **As such, *Dominate: Possession or Animalism: Subsume the Spirit* do not affect them, for example.**

## Basic Ushabti

### Laborer

**System:** These *Ushabti* have two Strength-related, two Dexterity-related, and two Stamina-related Physical Traits, as well as one Perception-related, one Intelligence-related and one Wits-related Mental Traits, and no Social Traits. *Ushabti* can be beautiful, if their maker fashions them so. Having no Social Traits represents an *Ushabti*'s inability to perform any task requiring Social Traits. They have no Abilities.

### Servitor

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

## Intermediate Ushabti

### Guard

**System:** To the basic Laborer add six Attribute Traits between non-Miscellaneous Attributes (Mental and Social Attributes may not rise above two per subcategory). Add also four levels of Abilities (no single Ability may rise above two).

### Overseer

**System:** To the basic Laborer add nine Attribute Traits between non-Miscellaneous Attributes (Mental and Social Attributes may not rise above three per subcategory). Add also six levels of Abilities (no single Ability may rise above three).

## Advanced Ushabti

### Gift of Khnum

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

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

# Akhu Rituals

Unless otherwise noted, *Akhu* rituals require a Static Social Challenge retested with Subterfuge, against five Traits for Basic, seven Traits for Intermediate, and nine Traits for Advanced rituals.

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

## Rarity Chart – Akhu Rituals

Ritual Name	Rarity	Level	Location
Blood Rush	1	Basic	MET Sabbat
Brand of the Paramour	1	Basic	MET ST Guide
Cleansing of Flesh	1 Priests – 2 all others	Intermediate	MET ST Guide
Cobra's Favor (Blessing of the Asp)	1 Warriors – 2 all others	Advanced	MET ST Guide
Curse Belated, The (Osiris Defied)	1	Intermediate	MET ST Guide
Defense of Sacred Haven (Warding of the Tomb)	1	Basic	LotNr
Devil's Touch (Bes' Disfavor)	1	Basic	LotNr
Dismembering the God	2	Advanced	Blood Magic
Dismemberment of Osiris	3	Intermediate	Blood Magic
Domino of Life (Return from Du'at)	1	Basic	MET Sabbat
Dreams of Duat	1	Basic	Blood Sacrifice
Encrypt Missive (Secret of Thoth)	1 Priests – 2 all others	Basic	MET ST Guide
Eyes of the Night Hawk	1	Basic	MET Sabbat
Hybrid Mummy	3	Elder	Blood Sacrifice
Illuminate the Trail of Prey	1 Warriors – 2 all others	Basic	MET Sabbat
Incantation of the Shepherd (Calling of the Worshippers)	1 Priests – 2 all others	Basic	Camarilla Guide*
Inscribe the Book of Set	1	Basic	Blood Sacrifice
Liked Soul Elixir	1	Intermediate	Blood Sacrifice
Major Creation (Gift of Ptah)	1	Intermediate	MET ST Guide
Milk of Set	5	Variable	Blood Magic
Opening the Gate	1	Basic	Blood Magic
Opening the Mouth	1	Basic	Blood Sacrifice
Prepare Canopic Jars	2	Intermediate	Blood Magic
Rebirth of Mortal Vanity	1	Basic	MET ST Guide
Recur of the Homeland (Nile's Favor)	1	Basic	MET Sabbat
Return of the Heart (Balance of Ma'at)	3	Intermediate	MET ST Guide
Scorpion Sending	1	Intermediate	Blood Sacrifice
Scry (Eyes of Hathor)	1 Priests – 2 all others	Intermediate	MET ST Guide
Seal the Gates of Blood	1	Basic	Blood Sacrifice
Severed Hand (Set's Judgment / Rending of Osiris)	1	Advanced	MET ST Guide
Severing Sands	1	Intermediate	Blood Sacrifice
Splinter Servant (Ptah's Shaft)	1 Warriors – 3 all others	Intermediate	Camarilla Guide*
Stolen Kisses	1	Intermediate	MET ST Guide
Summon Sebau	3	Intermediate	Blood Sacrifice
Touch of Nightshade, A (Scorpion's Sting)	1 Warriors – 2 all others	Intermediate	MET ST Guide
Typhon's Brew	1	Basic	Blood Sacrifice
Ward (and Warding Circle) vs. Cainite+	1	Intermediate	Camarilla Guide*
Ward (and Warding Circle) vs. Demon+	1	Advanced	Camarilla Guide*
Ward (and Warding Circle) vs. Fae (Eshu)+_	1	Intermediate	Camarilla Guide*
Ward (and Warding Circle) vs. Ghosts (Ka)+	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 (Bau)+	1	Advanced	Camarilla Guide*
Warding Cippus	1	Advanced	Blood Sacrifice

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

+ 'Ward' and Warding Circle' are two separate rituals that must be purchased separately

**Any published ritual not on the above chart requires permission of the Setite Coordinator.**

**Any and all Unique/Player-Created rituals are Rarity 5. Due to the Magic Paradigms Bylaw, it is impossible for PCs to ‘convert’ rituals from a different magical paradigm into Setite Sorcery (No PC can have 2 Paradigms, so they would not be able to understand both and therefore not able to translate between the two).**

## Basic Rituals

### Dreams of Duat

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

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

### Inscribe the Book of Set

**System:** This ritual requires no conversion to MET, please use it as published. This ritual, when combined with the rituals Cleansing of the Flesh, Rebirth of Mortal Vanity, and any Ward, allows the caster to place a one-month time limit on the effect; After one lunar month, the effect will cease and the enchantment will be reversed or broken as appropriate.

### Milk of Set

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

The below chart contains published examples only. All variants of this ritual created other than these examples are considered unique, Player-Created Rituals.

**\*\*Note that no variants of this ritual can create effects too closely resembling existing Paths or Rituals from any tradition unless it is a common one already available to a number of paradigms.\*\***

Effect	Level
Add to gas tank of vehicle, so that it goes where Setite wants, not where driver steers it	Intermediate
Alter a lock so that it conforms to a key the Setite owns	Basic
Bum through steel or concrete	Basic
Make drug more addictive	Basic
Make hollow replica of object coated in salve	Varies by object size
Melt flesh on contact (two Health Levels of damage)	Intermediate for mortals Advanced for supernatural entities
Salve slithers along the ground in slug-like manner, following trail of specified individual	Basic
Seek out a computer and maliciously alter contents of its hard drive.	Basic

### Opening the Gate

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

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



**Opening the Mouth**

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

**Recure of the Homeland (Nile's Favor)**

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

**Seal the Gates of Blood**

**System:** This ritual requires no conversion to MET, please use it as published with a duration of one month per Mental Trait spent at casting (maximum three).

**Typhon's Brew**

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

**Intermediate Rituals****Cleansing of Flesh**

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

**Dismemberment of Osiris**

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

**Linked Soul Elixir**

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

**Prepare Canopic Jars**

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

**Return of the Heart (Balance of Ma'at)**

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

**Scorpion Sending**

**System:** The scorpion's venom inflicts one Health Level of Lethal of damage every 15 minutes. The damage ends if the victim succeeds in a Static Physical Challenge (bidding a Stamina-related Trait), difficulty nine. The victim may attempt these Challenges after each level of damage received. The venom harms both mortals and corporeal supernatural entities.

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

**Severing Sand**

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

**Splinter Servant (Ptah's Shaft)**

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

## Summon Sebau

**System:** If the caster succeeds at the Challenge she may command a single task of a Sebau, which it can accomplish in a single night. If the caster fails the Challenge, the Sebau attacks the caster. **To get the Sebau to attack a specific person, a piece of the victim's body or the True Name of the victim are REQUIRED. The Sebau vanishes at dawn if not somehow banished prior. It is inappropriate for Sebau to possess clan-specific disciplines other than Serpentis, and Storytellers are reminded that the OWBN bylaws maintain it is inappropriate for PCs to possess elder level disciplines or greater; please keep this in mind when you are allowing PCs to use Sebau to achieve their goals...they should not be using elder disciplines by proxy!**

For more information see the Demons and Messengers section of the packet.

## Advanced Rituals

### Dismembering the God

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

### Ward (and Warding Circle) vs. Demon

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

### Warding Cippus

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

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

## Elder Rituals

### Hybrid Mummy

**System:** The magician's player defines a hybrid mummy's Traits beforehand. A hybrid mummy starts with three Traits in the Physical and Mental categories. A lector-priest can make a hybrid mummy with up to three Dexterity-related Traits, while Strength-related and Stamina-related traits can go as high as the magician wants (as adjudicated by the Storyteller): the sorcerer just uses bigger, stronger parts. Hybrids can also have up to two Traits in each Intelligence-, Wits-related Traits and Abilities. (They have no Social Traits, though.) For every three traits in Attributes or Abilities the hybrid mummy receives, the magician spends one Willpower point. A new hybrid mummy cannot have any Ability that its creator does not, or at a higher level.

Hybrid mummies can learn through experience, however, and raise their Charisma-, Manipulation-related, Mental Traits or Abilities. Raising a Trait costs four experience points each.

The hybrid mummy is a character in its own right. Its creator may bind its will with other spells or Disciplines, but the hybrid has a mind and interests of its own.

# Sadhana

Sadhana is detailed in Chapter Three of Blood Sacrifice: The Thaumaturgy Companion.

In order to teach, learn, or use Sadhana, Daitya must possess the Merit *Code of Honor: Hinduism*, to reflect faith in the Hindu religion, or be on an appropriately edited version of the Path of Sutekh or the Path of Typhon (substituting the Hindu pantheon for Sutekh in the Hierarchy of Sins, etc.).

Teaching Sadhana further follows the same requirements listed in the FAQ as Akhu, adapted for the particular religion of the teacher, using Daitya Lore and culturally appropriate ritual magical accoutrements, instead of a blasphemy shrine.

Ravnos *sadhus* are bound by the Ravnos Sadhana Learning and Teaching requirements in the OWbN Ravnos genre packet, but use the mechanics for Sadhana printed below, as well as the same Primary Path and Rarity requirements as Daitya, with necessary approvals garnered from the Ravnos Coordinator.

Like Tremere Thaumaturgy, Sadhana paths call for a Mental challenge (unless otherwise noted) and rituals function the same. Unlike Hermetic magi, a sadhus must learn the Meditation ability to practice her sorcery. A sorcerer cannot employ path magic at a higher level than her Meditation Ability rating, though she may perform rituals at a higher level. She still knows her primary path to the level of her full Thaumaturgical mastery; she simply lacks the spiritual force or focus to use it. When her player raises the character's Meditation Trait, she can use the path to a higher level. At the Storyteller's discretion, a *sadhus'* player can retest Sadhana with Meditation instead of Occult – but at the cost of the power taking as much time as a ritual of the same level. Meditation is not quick.

**Primary Path:** Path of Blood (Path of Kali)

## Rarity Chart – Sadhana Paths

Path Name	Rarity	Location
Alchemy (Rasayana)	2	LotN Storyteller's Guide
Blood, Path of (Path of Kali)	1	LotN Revised
Blood Nectar, Path of	4	Blood Sacrifices
Conjuring (Brahma-Vidya)	2	LotN Revised
Duat, Path of (Path of Yama)	3	Blood Sacrifices
Elemental Mastery (Yaksha-Vidya)	2	MET Camarilla Guide
Focused Mind (Echo of Nirvana)	2	LotN Storyteller's Guide
Hands of Destruction (Hands of Mahakala)	2	LotN Revised
Karma, Path of	4	Blood Sacrifices
Movement of the Mind (Rishi's Hand)	1	LotN Revised
Oneiromancy (Lakshmi's Wishes)	2	LotN Storyteller's Guide
Praabti, Path of	6	Blood Sacrifices
Snake Inside (Temptation of Mara)	2	Blood Magic
Spirit Manipulation (Asura-Raja)	2	MET Camarilla Guide

**These are the only Setite Sorcery paths available to practitioners of Sadhana.**

# The Path of Blood Nectar

The original publication of this path is in *Blood Sacrifice: The Thaumaturgy Companion* pg. 62.  
All levels function as published save that activation requires a Mental Challenge (difficulty five + level of the path being used).

# The Path of Karma

The original publication of this path is in *Blood Sacrifice: The Thaumaturgy Companion* pg. 63.  
All levels function as published save as detailed below.

## Basic Path of Karma

### Threads of the Past

**System:** This power requires a Static Mental Challenge against the target.

### Weave of the Future

**System:** This power requires a Static Mental Challenge against Traits.

## Intermediate Path of Karma

### Certain Fate

**System:** This power requires a Static Mental Challenge against the target.

### Past Lives

**System:** This power requires a Static Mental Challenge against the target to use on others, or a Static Mental Challenge against eight Traits to use on one's self. Using the power on himself allows the *sadhya* to gain one Ability Trait of her choice (no single Ability may be raised above three) for one scene. The types of Abilities obtainable through this power are limited to those that would reasonably have been available to the character during a prior lifetime.

## Advanced Path of Karma

### Master of Samsara

**System:** All uses of this power require a Mental Challenge against the target, and the expenditure of a *permanent* Willpower Trait.

# The Path of Praabti

The original publication of this path is in *Blood Sacrifice: The Thaumaturgy Companion* page 64.  
As it requires no MET conversion save that it uses Mental Challenges as detailed for Sadhana, please use it as published.

# Sadhana Rituals

Unless otherwise noted, Sadhana rituals require a Static Mental Challenge retested with Occult, against five Traits for Basic, seven Traits for Intermediate, and nine Traits for Advanced rituals.

## Rarity Chart – Sadhana Rituals

Ritual Name	Rarity	Level	Location
Animaa	1	Basic	Blood Sacrifice
Armor of Diamond Serenity	1	Basic	Blood Sacrifice
Ash of Agni's Curse	1	Basic	Blood Sacrifice
Aurava	1	Intermediate	Blood Sacrifice
Bladed Hands	2	Intermediate	Elysium
Blood Walk	1	Basic	Elysium
Cling of the Insect	3	Intermediate	MET Sabbat
Craft Bloodstone	2	Basic	MET ST Guide
Deflection of Wooden Doom	1	Basic	LotNr
Defense of the Sacred Haven	1	Basic	LotNr
Destiny's Call	1	Intermediate	Blood Sacrifice
Eye of Mahakala	6	Methuselah	Blood Sacrifice
Eyes of the Past	2	Intermediate	Elysium
Firewalker	6	Intermediate	MET Sabbat
Flesh of the Fiery Touch	3	Intermediate	Elysium
Garimaa	1	Basic	Blood Sacrifice
Impassable Trail	1	Basic	MET ST Guide
Impressive Visage	2	Basic	MET ST Guide
Incorporeal Passage	2	Intermediate	LotNr
Jinx	3	Basic	MET ST Guide
Leper's Curse	1	Intermediate	Blood Sacrifice
Lion Heart	6	Advanced	Elysium
Loom of Vishnu	1	Elder	Blood Sacrifice
Milk of Puutanaa	1	Intermediate	Blood Sacrifice
Purity of the Flesh	2	Basic	Camarilla Guide*
Rakta-Maya Rituals	1	Basic	Blood Sacrifice
Scry	4	Intermediate	MET ST Guide
Severed Hand	4	Advanced	MET ST Guide
Steps of the Terrified	4	Basic	Elysium
The Open Passage	1	Basic	LotNr
Transcendentally Satisfying Body Filling	1	Advanced	Blood Sacrifice
Ward (and Warding Circle) vs. Cainites	1 for Ward, 2 for Warding Circle	Intermediate	Camarilla Guide*
Ward (and Warding Circle) vs. Demon	1 for Ward, 2 for Warding Circle	Advanced	Camarilla Guide*
Ward (and Warding Circle) vs. Ghosts	1 for Ward, 2 for Warding Circle	Advanced	Camarilla Guide*
Ward (and Warding Circle) vs. Ghouls	1 for Ward, 2 for Warding Circle	Basic	LotNr
Ward (and Warding Circle) vs. Spirit	1 for Ward, 2 for Warding Circle	Advanced	Camarilla Guide*
Warded Womb	1	Intermediate	Blood Sacrifice
Water Walking	1	Basic	Blood Sacrifice

\*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

### Animaa

**System:** This ritual requires no conversion to MET, please use it as published with the chart below for the magnification based on Mental Traits spent when invoking the ritual.

Traits spent	Magnification
1 Mental Trait	10x
2 Mental Trait	30x
3 Mental Trait	50x

### Armor of Diamond Serenity

**System:** If the ritual succeeds the magician becomes immune to Frenzy and Röttschreck for the rest of the night. The character is also up two Traits on Willpower challenges. On the other hand, the magician cannot expend vitae to gain Physical Traits while this ritual remains in effect.

### Ash of Agni's Curse

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

### Craft Bloodstone

**System:** This ritual has the additional requirement of a blood sacrifice at its casting for *sadhus*.

### Deflection of Wooden Doom

**System:** This ritual has the additional requirement that the wood fragment used have been passed through a sacrifice's heart prior to use for *sadhus*.

### Garimaa

**System:** If the ritual succeeds an effective 17 Physical Traits resists any force that attempts to move the magician against his will. The caster does not actually gain these Traits, and may not actively utilize them.

### Rakta-Maya Rituals

**System:** Unlike other Sadhana rituals, these illusions call for a Static Social Challenge against the difficulty of an audience member's Traits (Storyteller should select an average audience member at random).

### Water Walking

**System:** This ritual requires no conversion to MET, please use it as published with a duration of one scene or hour.

## Intermediate Rituals

### Aurava

**System:** This ritual requires no conversion to MET, please use it as published with a duration of one scene or hour.

### Destiny's Call

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

### Incorporeal Passage

**System:** This ritual requires a bloodied blade, rather than a mirror fragment for *sadhus*.

### Leper's Curse

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

### Milk of Puutanaa

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

**Warded Womb**

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

**Advanced Rituals****Lion Heart**

**System:** This ritual has the additional requirement of the sacrifice of a lion for *sadhus*.

**Transcendentally Satisfying Body-Filling**

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

**Master Rituals****Loom of Vishnu**

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

**Methuselah Rituals****Eye of Mahakala**

**System:** Invoking this power against another character requires a Mental Challenge against a difficulty of the target's total number of Background Traits.

# Nahuallotl

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

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

Teaching Nahuallotl further follows the requirements listed in the FAQ.

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

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

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

## Rarity Chart – Nahuallotl Paths

Path Name	Rarity	Location
Blood, Path of (Flower of the Divine Liquor)	1	LotN Revised
Corruption (Secret Ways of Tezcatlipoca)	1	LotN Storyteller's Guide
Lash of Xipe Totec	1	Blood Sacrifice
Lure of Flames (Huehuateotl's Glory)	1	LotN Revised
Spirit Manipulation (Rites of Tezcatlipoca)	2	MET Camarilla Guide
Weather Control (Breath of Quetzalcoatl)	2	MET Camarilla Guide

These are the only Setite Sorcery paths available to Tlacique.



# Lash of Xipe Totec

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

## Basic Lash of Xipe Totec

### Another's Burden

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

### Obsidian Shattered

**System:** The nahualli sheds a blood point and prays to Xipe Totec. After engaging in a Static Mental Challenge (vs. six Traits) and spending between one and four Mental Traits the caster's wound penalties are considered to be at one wound category (Healthy, Bruised, Wounded, Incapacitated, or Torpor) less severe for each Trait spent. Note this power only works on the caster.

## Intermediate Lash of Xipe Totec

### Burden Another

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

### Obsidian's Edge

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

## Advanced Lash of Xipe Totec

### Flay

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

# Nahuallotl Rituals

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

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

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

All rituals function as published except as detailed below.

## Rarity Chart – Nahuallotl Rituals

Rituals	Rarity	Location
Basic: Mirror of the Gods	1	Blood Sacrifice
Basic: Shroud of Day	1	Blood Sacrifice
Intermediate: Brother's Eyes	1	Blood Sacrifice
Intermediate: Strength of the Vanquished	3	Blood Sacrifice
Advanced: Severance	4	Blood Sacrifice

**These are the only published rituals available to Tlacique. Other suitable rituals are available with permission of the Setite Coordinator.**

## Basic Rituals

### Mirror of the Gods

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

### Shroud of Day

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

## Intermediate Rituals

### Brother's Eyes

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

### Strength of the Vanquished

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

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

## Advanced Rituals

### Severance

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

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

# Demons, Sebau and other Spirits

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

Sebau are largely undefined creatures with very little mention of them in the books compared to the frequency they see use in play. They are servants of the god Set, but much in the fashion of Mummies and Kuei-jin before they were extrapolated into separate systems, they are vaguely written of, and are largely composited from existing systems, rather than having the unique powers they have per the flavor text.

Although the books do refer to Sebau as demons, they do so within the context of Egyptian beliefs, not within the context of labeling them demons as WW defines such (see *Blood Sacrifice: The Thaumaturgy Companion*). The basic recommendation is that Sebau be constructed as powerful Wraiths (all having at least *Serpentis: Form of the Cobra* as well), but for those Chronicles wishing a clear MET template, designed for MET Vampire games, Sebau may also be constructed using the demon templates from the *MET Sabbat Guide* page 108. Giovanni and Tremere generally hold that the Western Lands/Duat are some corner of the Shadowlands (see *Blood Magic: Secrets of Thaumaturgy*), which ties to the Setite belief that the faithful of Set become Sebau after death (see *Blood Sacrifice: The Thaumaturgy*

*Companion*), such as one of the Far Shores realms. **Because of this, it is inappropriate for Sebau to possess clan-specific disciplines other than Serpentis, and Storytellers are reminded that the OWBN bylaws maintain it is inappropriate for PCs to possess elder level disciplines or greater; please keep this in mind when you are allowing PCs to use Sebau to achieve their goals...they should not be using elder disciplines by proxy!**

Sebau should not be treated or regarded as Demons. This means that while building their sheets from the MET: Sabbat demon templates is acceptable, but they should **not** be turned by Demon Wards (nor Spirit Wards) /radiate infernal taint, **nor** should they be run using the Demon: The Fallen mechanics/system in any fashion.

Due to its unique nature, only a *Warding Cippus* can keep a Sebau out 100% of the time. Storytellers may rule that heavily warded areas (that incorporate both demon and spirit wards) may keep Sebau out, but their unique nature should pose an interesting storytelling experience for those (read: Tremere) who thought they knew everything about “spirits”. It’s recommended tha a Spirit or Wraith ward works 50% of the time, a Demon Ward works 50% of the time, and both a Spirit/Wraith ward AND a Demon Ward works 75% of the time.

# FAQ

**I'm playing a Tremere/Assamite/Caitiff can I "steal/convert" Setite Sorcery?** Yes, and no. Per the straight book genre it should be technically permissible once the paradigm difference is addressed. However as the OWBN bylaws prevent any PC from having multiple types of blood magic it becomes less than feasible. For the purposes of game balance it is not permissible within OWBN for PC characters to "steal/convert" Setite Sorcery to other paradigms. While NPCs may attempt to do so, permission from the Setite Coordinator is required. Storytellers are reminded that NPCs are permitted to possess multiple types of blood magic, so an NPC could simply possess both Setite Sorcery and the other type, instead of a conversion.

**What do I need in order to teach Setite Sorcery?** To teach Setite Sorcery the teacher must have Advanced *Serpentis* (or *Protean*, in the case of Tlacique), must have two of their sorcery variant's Paths at Advanced (including the Path to be taught), have Occult x5 and the appropriate Clan Lore for their bloodline/variant at x3 or higher (Setite Lore for Akhu, Serpent of the Light Lore for Wanga, etc). A Blasphemy Shrine that is accessible to both the student and teacher is also necessary. PC teachers are asked to notify the Coordinator's office, for genre-tracking, head-count purposes.

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

**Can someone not of the lineage of the Followers of Set learn Setite Sorcery?** Yes. For more information please consult *Blood Sacrifice: The Thaumaturgy Companion* page 23 and the Setite Genre Packet. Non-Setite students of Setite Sorcery are subject not only to the learning requirements in the section of the type of sorcery they wish to learn, but also the R&U restrictions on those of other lineages learning such and to the requirements listed previously in this packet on page 4.

**Can I build an *Ushabti* to bring to life at a later point?** Yes, as long as all of the prerequisites are carried out before hand, one can create the statue (win the Mental Challenge, etc.) but spend the vitae and speak the "words of power" at a later date.

**Are these the only Paths/Rituals of Sorcery that a Setite Sorcerer can learn?** Unfortunately, for reasons of game balance, learning other paths/rituals is not permissible for PCs in OWBN. PCs are restricted to the paths/rituals listed in the appropriate sections of this document. While Storytellers may choose to give NPCs additional paths/rituals, permission from the Setite Coordinator is required. Storytellers are reminded that NPCs are permitted to possess multiple types of blood magic, so an NPC could simply possess both Setite Sorcery and one or more other types of blood magic, to possess the desired effects.

**What Path(s) should I learn as a Priest/Citizen/Warrior?**

Priest most often learn *Breath of Set* (aka *Weather Control*), *Alchemy*, *Conjuring*, *Curses*, *Spirit Manipulation*, *Path of Duat*, *Divine Hand*, *Path of Thoth* (aka *Focused Mind*), and *Ushabti*.

Citizens most often learn *The False Heart* (aka *Corruption*), *The Snake Inside*, and *The Dry Nile*.

Warriors most often learn *Valor of Sutekh* (aka *Mars*), *Vengeance of Khnum* (aka *Mastery of the Mortal Shell*), *Path of Thoth* (aka *Focused Mind*), and *Ushabti*.

This is not to say that any of these Paths are exclusive to any of the divisions within the clan, only that these are the Paths most often learned by those Followers.

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

**Why are some of the previously included Player-Created rituals missing or altered?** Some of the previously included Player-Created rituals are no longer supported by the Setite Coordinator staff and have been removed due to game balance concerns. Others, notably the Milk of Set variants, have been altered for various reasons, including correction of misprinting (Courtesan's Smile was *never* intended to give four

Traits), or because the level of the ritual was too low given the requirements of *Milk of Set* in so far as only Advanced Milk of Set rituals affect supernatural creatures. Additionally, this allows Storytellers to make their own decisions on allowing home-brew rituals into their chronicles. ***This does not remove the requirement for all PC-Created Rituals to be logged with the Setite Coordinator when creating or teaching/learning them.***

# 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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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 *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 Camarilla Guide *A Supplemental Guide to Laws of the Night* (softcover),

ISBN 1-56504-731-1

Authors: Jason Carl, Matthew Hooper, Edward MacGregor, Mikko Bautalahti, Brett Smith, Lawrence Viles

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

Author: Zach Bush, Michael Goodwin, Michael Butler

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