

ff	Level	Creator	System
Pluto's Artifice	Advanced	Deacon St. Croix	Drawing on his innate connection to the Roman lord of the underworld (one of the masks of Typhon-Set), the Typhonist who has mastered this rite places his soul in the body of another. The cultist draws his soul into his heart, the house of the spirit, and transplants it into an other kindred. That individual's heart is placed into the casters chest. The caster then places one denarius on each eye and lays his donor in a casket adorned with precious metals before interring their victim deep in the earth. System: The caster must be able to remove his own heart via Heart of Darkness (advanced Serpentis). The heart in his chest becomes as dear to him as his own, and functions as though it was his for the purposes of staking. As he is without a soul, he is immune powers that specifically effect the soul (ie. Soul Steal [intermediate Necromancy], Consignment to the Duat [advanced Thaumaturgy], etc) and cannot make use of Possession (advanced Dominate), Psychic Projection (advanced Auspex), or Subsume the Spirit (intermediate Animalism). Unless the caster and victim share a similar Path of Enlightenment, the caster is effectively down one Path trait during the ritual's duration. Should the soul's host be destroyed, the caster likewise suffers final destruction. This ritual draws upon the beliefs specific to the Cult of Typhon Trismegistus and is incompatible with other Setite belief structures.
Blinding Hathor's Eyes	Intermediate	Dareus Siamon	The lector priest combines the muddled eye of female cow (the symbol of the goddess Hathor) with a trait of blood from the intended target and a mixture of natrine and urine. The resulting concoction is then mixed with wax and formed into a candle. As the wax settles, the lector priest calls upon Kek, the god of Darkness, to draw a shroud over Hathor's searching eyes. So long as the candle burns, the target is immune to scrying, and similar powers of remote detection (as is the location where the candle burns) and receives one free retest in challenges resulting from attempts to be detected by supernatural means. A capable lector priest will time the burning of a candle carefully, and place it away from sudden drafts, as the effects of the ritual end immediately when the flame is extinguished. If the lector priest fails the ritual challenge at the creation of the candle, a subsequent test is given. the follow-up test is failed, the lector priest has drawn the attention and ire of Hathor, and for the remainder of the night all challenges listed above succeed automatically against the target, with no challenges issued or traits cost to the initiator. (Religious magic does not limit the powers granted to one god alone.)
Wolf in Sheep's Clothing	Basic	Simon Iscariot	When applied to an individual this Milk of Set changes the mystic energies around the user. Any magic used by the target, when investigated, appear to be a different sort of blood magic, decided when the Milk of Set is created. A blood trait of a person with the simulated type of magic must be used in the creation of this Milk of Set.
Milk of Set: Fetus' Sheltering Hand	Intermediate	Simon Iscariot	When applied to a individual this Milk of Set will nullify the effects of any Thantosis used against them, but only if the person using Thanatosis was taught by Fetus Kevorkian (Kenosha MM PC). Due to the fickle nature of the magic, only the caster of the Milk of Set or Fetus Kevorkian may use it. The protection lasts for one night.This ritual requires a blood trait from Fetus to be cast.
Milk of Set: Substitution	Advanced	Simon Iscariot	The liquid created will dissolve or blend with a Blood Trait, Sympathetic Link, Possession, or paper with a persons True Name on it creating a ritual component that will be able to be used as any of the above for the purpose of another Setite Sorcery ritual, Which must be cast by the user of this Milk of Set, and must be started within one minute of use of this Milk of Set
Milk of Set: Deconstruct Ward	Advanced	Simon Iscariot	When this salve is applied to a Ward created by blood magic, it breaks it down into its separate ritual components, one at a time, destroying the ward. The salve must be applied directly to the ward, and if the user is of the appropriate creature type must take damage as He pulls each component out. Level of the Ritual is determined by the level of the corresponding ward. Example: Kindred = Intermediate
Milk of Set: Shield Magic	Intermediate	Simon Iscariot	This salve effectively gives user the merit magic resistance, lasts scene or hour.
Milk of Set: Spirit Double	Intermediate	Simon Iscariot	This salve takes advantage of the constant swarm of lesser Bane spirits that gather around vampires. When applied, it temporarily traps one of them to grant the user protection. The first mental or social discipline that targets the user will instead effect the bane, which is then freed. In order to learn or use this Milk of Set the character must posses the second intermediate level of Spirit Manipulation as well as the ability Spirit Lore x3. While this ritualis in effect the target is considered to be "of the wyrm" to Garou sensory gifts, and may show spiritual markings in his or her aura. (STdiscretion). The use of the Garou gift Exorcism ends this Milk of Set.
Mercury's Goad	Intermediate	Anoksunamet	This intermediate ritual functions identically as Expedient Paperwork in addition to following the mechanical limitations inherent in an intermediate ritual. (ie. extended cast time, additional experience cost, inability to combine with inscription, etc.)
Milk of Set Variant - Thousand Tongues	Intermediate	Ander Rabban	This preparation endows the user with ability to speak and understand any spoken language. The user may drink it as a potion or apply it to both the ears and mouth as a salve. A salve applied to only one sensory organ bestows only partial enchantment. A salve applied to the hands and eyes enables the user to use and comprehend sign language and Braille. Botched batches of this concoction might render the user a babbling idiot temporarily, make her misinterpret everything she hears or leave her capable of speaking only a particular foreign tongue. The salve is prepared in a gilded human skull, combining mud from the Nile River bed with oil from fish livers, cinnamon, and licorice and a trait of blood from the lector-priest. The lector-priest intones the same chant of praise to Sutekh in a litany of languages, reputed to be all of the languages spoken in Egypt under the Pharaohs.
Milk of Set Variant – Soothe the Shattered			The Revelations are a soul rending experience, and this has given Setites a unique view into the madness of others. One enterprising lector-priest took the opportunity to use this understanding to soothe the mental cracks so many kindred have incurred over the years. This pale red, sweet tasting elixir is the result. The elixir grants a temporary reprieve from Derangements, lasting a scene or an hour, whichever comes first. This effect cannot be "stacked", only one Derangement may be quieted in this way at a time. Additionally, Malkavians with a single Derangement who use this variant gain no benefit. This elixir is created by draining a single trait of human vitae through a linen cloth filled with powdered Skullcap blossom. Winter Cherry.

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Mind	Intermediate	Aton Kek	Passion Flower and Poppy plant. The resulting mixture is bathed in moonlight for a night

Whisper Between Two Hearts	Intermediate	Ander Rabban	<p>Through careful crafting, the artisan creates an amulet capable of splitting into two separate halves, usually worn as rings or pendants. Both halves allow the wearers to telepathically communicate with one another. Although distance is irrelevant, both amulet possessors must be alive for the communication to function. The amulet may be reformed into one piece by simply touching the two halves together. While in one piece, the amulet has no discernable powers.</p> <p>The amulet is created by carefully inscribing a line of hieroglyphs into a silver disc extolling Sutekh's unending reach all-seeing gaze. Once the inscribing is complete, the disc is soaked in a mixture of powdered amethyst, pyrite, and a single trait of vitae from the lector-priest. While soaking the disc, the lector-priest invokes Sutekh's name and prays to be granted his sight.</p>
Piercing Eye	Advanced	Ander Rabban	<p>This ritual creates a simple-looking amulet composed of pure silver and turquoise. Yet, despite its innocuous appearance, the great powers of perception granted by this small bauble have served it creators well.</p> <p>The lector-priest begins by crafting the amulet herself. Once made, the amulet is placed into a bowl of polished silver filled with sanctified water from the Nile River. It is left in this bowl under both the sun and the moon for a lunar month, from full moon to full moon. On the last night, at the apex of the ritual, the lector-priest sacrifices a trait of blood and then a permanent willpower trait. When the Piercing Eye is worn, the wearer automatically recognizes illusions and other false sensory input as fakes, within a range of 25 feet, and can defeat them with a mental challenge. This effective against Chimerstry levels 1-4, Obfuscate levels 1-5, and Obtenebration levels 1-2.</p>
Milk of Set Variant - Theft of the Iron Skin	Advanced	Aton Kek	<p>This Milk of Set version creates a black sticky liquid, normally used to coat a weapon. In an obsidian bowl, the lector-priest combines scorpion venom with water from the Nile River, laudanum, and sprig of hemlock. The lector-priest intones a prayer to Sutekh, and tells the story of sending a scorpion to sting the child Horus. The lector-priest then adds a trait of their own blood to the mixture and leaves it to sit under both the sun and the moon for one week. When a character is struck with a weapon coated with material they lose the highest level of fortitude they posses for the scene or one hour. Further applications will not reduce the fortitude further. Individuals affected by this ritual are immune to the effects for the rest of the night at conclusion of the scene it was used on the individual.</p>
Serpent's Smile (basic) Courtesean's Smile (int.) Seduction of the Father (adv.)	Variable	Reverend Jefferson Davis	<p>Synopsis: Working from incomplete pages stolen from <so the story goes> a Child of Osiris, these rituals, reputed to have been actual works of Hekau, were created. They are various levels dependant on the number of traits they give.</p> <p>System: The lector priest crafts an item to be worn next to the skin <he must craft the item, store bought isn't good enough> baths it in a mixture of Typhon's brew, blood of either a bull <for physical traits>, an Ibis <for mental traits>, or a peacock <for social traits> and the 11 secret herbs and spices of Set. Once the ritual is finished the item will grant the wearer the bonus traits for 1 month, from new moon to new moon. This item is best made on the night of the new moon as it will only last until next the moon is dark. The item can be recharged by allowing it to bathe in 1 trait <per extra trait of the item> of the casters blood in the full rays of the noon day sun.</p> <p>Due to the incomplete nature of the pages the items are flawed. Each item that grants physical traits will also drain mental traits <-1 for intermediate and -2 for advanced> and vice versa. Additions to the social traits of the person caused them to be filled with their own worth, making them "Condescending" <at intermediate> and causing them to react as per the Toreador clan flaw anytime they see their reflection in a reflective surface <at advanced>.</p> <p>These rituals add biddable traits; however these traits do not allow one to go above double their trait maximum.</p> <p>If used against their creator they confer the following curse. The user looses all bonuses of the item, and suffers instead 3 biddable negative traits <Physical: Clumsy x3, Mental: Impatient x3, Social: Condescending x3></p>
Milk of Set: Refresh the Tired Mind	Intermediate	Reverend Jefferson Davis, re-created by Sanakhtsobek	<p>The lector priest can create a potion that when imbibed refreshes the mind of the drinker, and restores two Ability Traits (determined at the time of potion creation).</p> <p>The lector-priest mixes two Traits of his own vitae with Typhon's Brew, adding something symbolic of the Abilities the resultant mixture is intended to refresh (an occult book for the Occult Ability, sweat for the Athletics Ability, etc.). If the ritual challenge is successful, the resultant potion will refresh two expended levels of the selected Ability, when consumed. It will not raise a character's levels in an Ability above his permanent levels, nor grant an Ability the character does not possess. It will do nothing more than returning two levels of the Ability in question that have been expended earlier in the night. However, should a character consume three or more of any Milk of Set: Refresh the Tired Mind potions (not this is total, not merely of the same Ability), the character must engage in a Static Mental Challenge against a difficulty of their current Willpower plus the number of potions consumed that night. If the character loses, he gains an Addiction (per the Flaw) for the potions with additional effects at Storyteller discretion.</p> <p>The domesticated cat was a symbol of grace and poise throughout Ancient Eavotian culture. and was represented by the oodess. Bast.</p>

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Milk of Set: Cat's Eye Elixer	Intermediate	Sanakhtsobek	<p>Bast, portrayed as a human woman with the head of a cat, symbolized protection, fertility, and motherhood. This Milk of Set calls on Bast's protective abilities to ensure the user remains aware and observant at all times.</p> <p>System: The lector-priest prepares a mixture of cat urine, sea salts, and olive oil which, once drunk, will confer the protective eyes of a cat. The substance transforms the eyes of the one who imbibes the elixer into those of a cat, granting the bonus Mental Traits: Observant x2 for the rest of the night. However, having the vertical pupils of a cat makes the user's eyes strange and alien, giving the user the Negative Social Trait: Bestial for as long as the eyes last.</p>
Milk of Set: Sanakhtset's Deception	Intermediate	Sanakhtset	<p>This Milk of Set variant allows the Lector-Priest to create a viscous additive, which is then added to the mixture of clay or wax that is used to create an ushabti. All other aspects and steps of the ushabti creation process then remain unaltered. When an ushabti created using this oil is "killed," or dispelled, instead of reverting to a statue as normal, the ushabti turns immediately to ash. The ash, however, is simply ash of the material that was used to create the ushabti. For example, wax will turn into a fine white powder, while clay reverts to a sand-like powder. This ritual does not affect or alter anything placed within the ushabti at creation.</p>
Sever the Ties	Advanced	Reverend Jefferson Davis	<p>Requirements: The lector priest must have heart of darkness to cast this ritual. The person it is cast on must have their heart present for the ritual, and must have a minimum of 5 blood traits in their body.</p> <p>System: This ritual is cast on the night of the new moon. The lector priest performs the heart of darkness ritual, and removes the person's heart. Once the heart is out the lector priest places it in a circle of protective wings, he then calls upon Set and Thoth to reach out into the world and clear all psychic links and ties to the person the ritual is cast upon.</p> <p>He then replaces the subject's heart and seals his chest. If the ritual is successfully cast the subject will take 1 level of lethal damage for every blood trait he has in his system <up to 10 traits> as the blood is destroyed, If the subject has more than 10 traits of blood in his system then he takes 1/2 the blood trait total in agg instead. It will sever all links to any item that could be used to perform sympathy magic on the person. Any of the subjects blood stored outside of the body will become inert blood and unusable for any magical ritual, items will loose their connection to the person, blood bonds to the person are broken, any links that can be used to summon the subject will be reset, as will his ability to summon anyone whom he could have summoned before the ritual was cast. Any sympathy gathered after the casting of the ritual will be usable as normal.</p> <p>Cost: The person on whom the ritual is cast looses a permanent willpower, which may be re-bought. Every 3rd time the ritual is cast the person's willpower total drops permanently by 1.</p>
Milk of Set: Beyond the Gates	Advanced	William Skorpios	<p>This ritual allows the caster to move their ka* beyond the reach of those that might use it for their own means.</p> <p>System: This can only be cast on the caster him/herself, only on a new moon, and must be cast upon the caster's heart. The caster forces their ka* to be locked into their heart**. This ritual lasts for 28 days (lunar cycle).</p> <p>Benefits: The ritual negates the use of Soul Steal (Necromancy: Bone Path, Lv 4) against the caster during the ritual's time frame. *The ka is the "astral double" of the body – a ghost. The ka separates from the body at death. It also acts as the vehicle for consciousness during astral projection. (WW Blood Sacrifice, pg 18) **If the caster is diablerized, then the drinker gets no benefit, as the soul is elsewhere (locked in the heart). If the heart is consumed, normal diablerie rules apply.</p> <p>Drawbacks: This ritual negates the caster from using the following: Possession (Dominate Lv 5), Astral Projection (Auspex Lv 5), and Subsume (Animalism Lv 4) while under the influence of the ritual. The caster is -1 Path rating, due to his/her removed connection to that which makes him/her human.</p>
Milk of Set: Moira's Favor	Advanced	Sanakhtset	<p>This ritual does not do anything by itself. A thaumaturge uses it to place a time delay on some other ritual. The triggered magic takes effect when some condition occurs, such as a length of time, the magician's Final Death, feeding upon a certain person, the magician saying a particular word, or the like.</p> <p>System: Moira's Favor requires a separate standard ritual activation test than the ritual or path power to which it applies. If the player fails either test, the magic does not work at all. When activated, this ritual requires an objective, tangible condition to initiate the stored magic. "Saying Mass" would be a valid condition because that involves specific words and acts. "Slandering me" would not, because slander can be a matter of opinion. "Plotting against me" would not work either, because the magic cannot read the target's mind.</p>
			<p>This ritual takes one week to cast and the lector-priest may only have one preparation of this ritual undergoing production at a time. A few drops of cold pressed extra virgin olive oil from Egypt are placed on a platter decorated with hieroglyphs of and incense must be burned on the platter each night while the ritual is being cast. At the end of this time the olive oil is enchanted such that if it is placed in a bottle of perfume (or another cosmetic scent – aftershave and cologne work just as well) it will raise the perceived quality by one (Crafts +1).</p>

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Milk of Set: Snake Oil	Basic	Reverend Jefferson Davis (? Not sure)	The wearer of the scent is also up one Trait in Social Challenges for determining ties if the challenger can smell the scent. The sorcerer who enchanted the oil is up two Traits in Social or 16 Mental Challenge that attempt to influence the wearer (Presence, Dominate, Path of Corruption, etc.) All effects of this ritual fade two weeks after it is cast. No sorcerer can have more than three preparations of this ritual in existence at a time.

Sands of Time (Severing Sands Variant)	Intermediate	William Skorpios	<p>Since a Warrior now knows how to magically increase his own well-being, he can now take that away in others. This knowledge, coupled with ritual components, can create sand for use against an enemy.</p> <p>System:</p> <p>The caster creates this just the same as any other Milk of Set ritual. It causes Age to be inflicted upon a person: physically, mentally &/or socially. The Sands take up to 3 traits away from any trait category, or a mixture of the three categories. It could take away 3 social, mental or physical, or could be used to take away 1 mental, 1 social, 1 physical. This must be determined at the casting.</p> <p>The ritual components are: crushed sandstone, aged wine (50+ years), and blood from a non-ghouled elderly individual. The Egyptian gods Khnum (for the body), Sekmet (for the mind), and Taweret (for the social) are invoked for this ritual.</p> <p>This ritual can not be placed upon a person or object more than once a night. There is one advantage to this ritual for the target. A temporary willpower is granted to the target, as Old Age fights against Time. The traits stolen are gone for 30 minutes and return at a rate of 1 every 15 minutes after that, restoring the target to sound mind and body within a hour. The temporary willpower lasts until used or within the hour specified above.</p>
Door of the Queen's Chamber	Advanced		<p>This ritual enchants two doorways allowing passage from one through the other despite the distance between them; functioning similarly to the Hearth Path Advanced Level. One trait of vitae is required from each participant (who need not be present at the rituals casting), which is collected in a clay jar, in which is placed a papyrus copy of Anubis' leading of the dead through the underworld from the Book of the Dead. Each door to be enchanted is carved with hieroglyphs and then painted in the vitae of those who are to be attuned to the doors, and, therefore able to travel between them.</p> <p>This passage works by creating a small passageway into Duat through which the lector-priest - and those she has attuned to the doors - may travel. This brings about its own unique difficulties. If the ritual challenge is failed (after all applicable retests), another Simple challenge is thrown (no traits risked). Failure on this follow-up challenge means that not only was the passageway not constructed properly, but something has come through from Duat and will trouble the caster until she finds a way to get rid of it (Storyteller's discretion). Those who have not been attuned to the ritual who travel through the door, exit wherever the door would normally exit in the real world.</p> <p>The ritual passageway lasts for one Sothic year (year based on the rising of Sirius), at which time it needs to be recast (using another trait of blood from each who wishes to pass through it) or the ritual lapses.</p>