



The Papyrus of
Sutekh
A Genre Packet for
OWbN

A packet for Followers of Set Players

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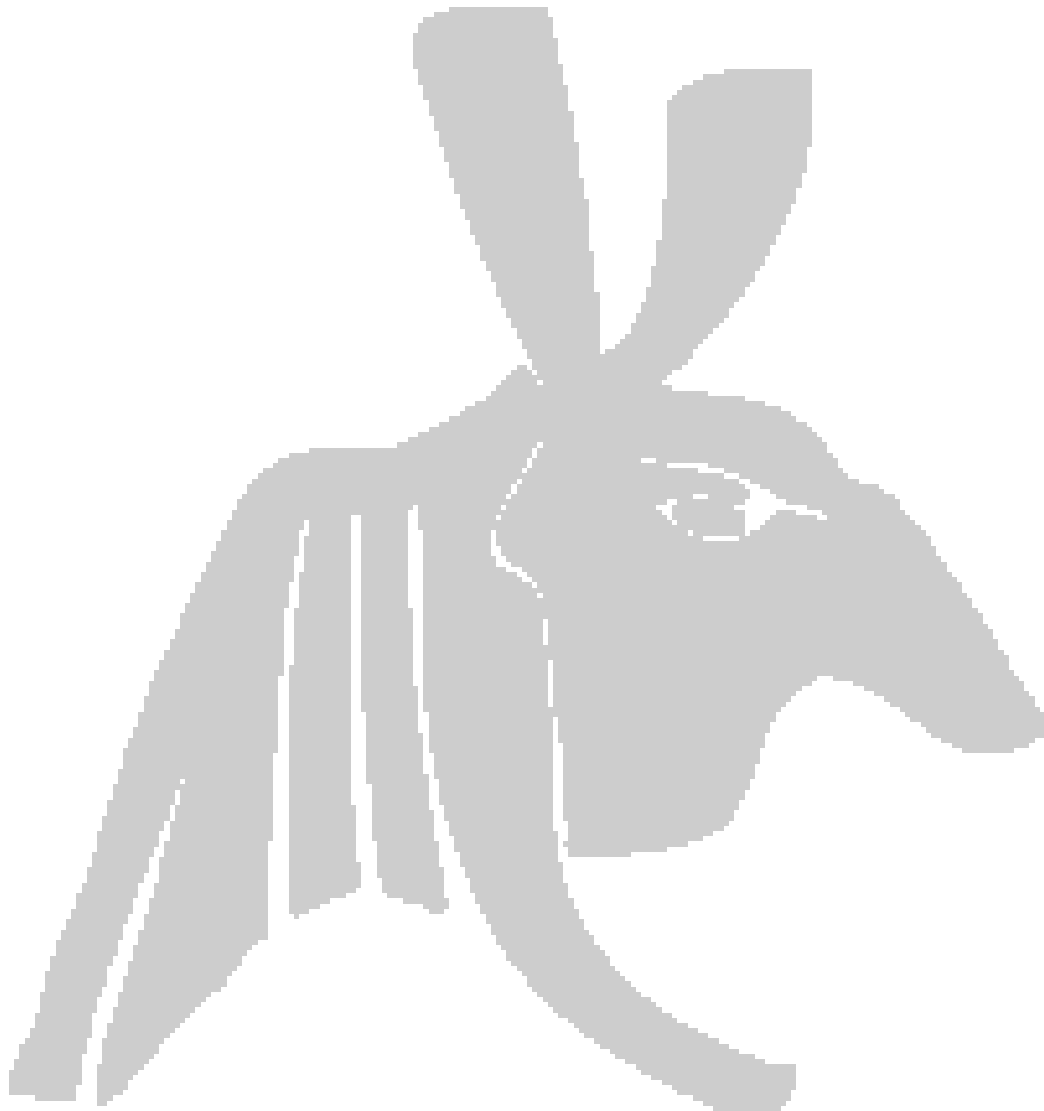


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Introduction

Corrupters, defilers, religious fanatics, serpents; the Followers of Set have been called all this and worse. They decry the basis of all Kindred society by claiming to be descended from an ancient Egyptian god, not a mortal man. Is this declaration of a divine founder more outrageous than avowed lineage from the first murder of Abrahamic tradition?

With a history as rich as that of Egypt itself, the Followers of Set are more of a cult or religious sect than a mere clan or bloodline. What binds them together, besides the universal distrust from outsiders, is their devotion to their sleeping god. More devout than any Gehenna cult, as fanatical as any Assamite, their religion is bound in their unique Paths of Enlightenment, the Path of Typhon Set.

Storytellers are advised to use discretion in allowing players to portray Followers of Set. In addition to being socially complex, Followers of Set often find themselves in opposition to Camarilla or other player characters. This makes them exceptionally difficult to portray, given that they are often isolated, without a noteworthy presence of player character allies or clanmates, and may cause them to be inappropriate as player characters in some games.

Paths of Enlightenment: Sutekh vs. Typhon

“A little philosophy inclineth man's mind to atheism, But depth in philosophy bringeth men's minds about to religion.”

Sir Francis Bacon

Setites are in the unique position of having been heavily revised as a Clan between the publication of *Laws of the Night revised* and *Clanbook: Followers of Set*. One of the immediately apparent differences is that the Path of Typhon published in LotNr (pg 79) is considered socially and religiously to be a lesser path among the priesthood of the Clan to the Path of Sutekh (Cb:FoS pg 42). Although the hierarchy of sins is the same for the two paths, the reasoning behind them is vastly different.

Although it is a vast oversimplification to say so, Path of Typhon is much closer to the 2nd Edition image of Setites as Corruptors, where corruption is the goal, and Path of Sutekh is more the cliché of 3rd Edition with Setites as misunderstood Saviors, where corruption is the tool but is merely a potential means rather than the ultimate end.

Note that the vast majority of the Followers of Set follow the Path of Humanity, but the older/more devout follow a Setite-specific Path.

Morality and other Setites

For other bloodline variants, who do not worship Set, the Serpents of the Light will be on one of the Sabbat Paths of Enlightenment of their choice, with Daitya and Tlacique either on Humanity, or on a Sutekh/Typhon variant substituting their gods, faith, and appropriate adjectives.

Alternate Setite Morality

“Better heresy of doctrine than heresy of heart.”
John Greenleaf Whittier

Although the vast majority of the Followers of Set embrace Humanity, Typhon, or Sutekh, a rare few Warriors or Ecstatics choose different Paths of Enlightenment.

Warriors will sometimes choose to follow the Path of Set’s Vengeance (see below) or, more rarely, the Path of Honorable Accord. The majority of Warriors of Set continue to embrace Humanity or Typhon/Sutekh, however. **Followers of Set that follow the Path of Set’s Vengeance or the Path of Honorable Accord (note this does not include Sabbat Serpents of the Light following Honorable Accord) must follow the OWBN bylaws for Unusual Enlightenment as Noteworthy R&U characters.**

Ecstatic Setites, being rare themselves, will occasionally choose to follow the Ecstatic Path of Typhon-Set. **The majority of such Setites continue to embrace Humanity or Typhon/Sutekh, however. Followers of Set that follow the Ecstatic Path of Typhon-Set must follow the OWBN bylaws for Unusual Enlightenment as Noteworthy R&U characters.**

Path of Set’s Vengeance

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

Virtues: Conviction, Self-Control, Courage

Ethics

- The mind is subservient to the body, and so is the Beast. Although the body is bestial in nature, it can be refined. Set’s Embrace begins this process of transmogrification but even afterwards the Beast can still reign, unless it is beaten down through exercise and struggle.
- You are a killer. Do not hesitate to kill.
- Subjugate the Beast: Self-discipline and cunning must temper a warrior’s rage.
- Immerse yourself in whatever you fear, hate or shun, that it may not hold power over you.
- Every possible moment must be spent honing the powers of the Set’s grace. Your vampiric Disciplines are a function of Set’s grace, and they too, must be refined.
- The True Death is better than failure and weakness. Like Set, we must be implacable and unyielding in the ancient war waged against the Aeons.

History

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

Hierarchy of Sins

- 5 Failing any test set you, physical or mental.
Refusing to aid any Priest or Officer above you
- 4 Failing to observe a Setite Ritual
Failing to destroy a vampire in Golconda.
- 3 Failing to undermine the current social order in favor of the Setites.

- Failing to do whatever is necessary to enlighten/corrupt another. *
- 2 Failing to pursue martial knowledge.
Obstructing another Setite's efforts.
 - 1 Failing to take advantage of another's weakness.
Refusing to aid in Set's resurrection.

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

Ecstatic Path of Typhon-Set

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

Ethics

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

Virtues

Followers of the Path of Ecstasy uphold the virtues of Conviction, Instincts and Courage.

Path of Ecstasy Hierarchy of Sins

- 5 Pursuing one's own indulgence to the detriment of another's
Refusing to aid another follower of the Path
- 4 Failing to observe a Setite Ritual
Allowing an infector of impurity (non-Setite priest, nun, etc.) to live without good reason.
- 3 Failing to undermine the current social order in favor of the Setites.
Failing to do whatever is necessary to corrupt another. *
- 2 Restraining your natural impulses unnecessarily
Obstructing another Setite's efforts.
- 1 Failing to take advantage of another's weakness.
Refusing to aid in Set's resurrection.

* Ecstatics tend to lean towards the Typhon form of the Path of Typhon-Set, though there is a scant few that believe that by reveling in their "Corruption" they will experience the revelation of the Path of Sutekh. NOTE: This variant Path is an attempt to bring an Ecstatic outlook to the path of Typhon-Set within Third Edition guidelines. Previous versions of Ecstasy were more of an excuse than a moral guideline to sustain

a vampire throughout centuries of unlife. This version attempts to play to the horror of an undead creature of the night who's sanity is owed to a complete lack of impulse control.

Path of Set's Honor

Nickname: Medjai

Basic Beliefs

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

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

Ethics of the Path

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

Hierarchy of Sins

Rating	Moral Guideline
5	Failing to uphold the authority of Set and, in his absense, the Hierophant Council; Failing to show Hospitality to allies
4	Associating with the dishonorable, Failing to participate in Setite rites and rituals.
3	Disobeying a Hierophant, Failing to protect allies or killing for personal gain.
2	Placing personal concerns over duty, Showing

	Cowardice
1	Killing without reason, Breaking your word or Oath; failing to honor an agreement

History

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

Current Practices

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

Description of Followers

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

Virtues

Conviction, Self-Control

Common Abilities and Preferred Disciplines

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

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

Clan Status

Setites can join the Camarilla, but as they are not a founding Clan they rarely achieve high levels of Status within the Sect. While Camarilla Setites should not expect to gain high rank, it is not uncommon for them to be “unofficially” respected for their Backgrounds and Influences; Other Clans may still publicly look down their noses at the Setites, but very few Setites are unwilling to utilize their resources given the proper compensation. Serpents of the Light gain Status in the Sabbat normally: power, deeds, betrayals, and the boon trade.

Most Setites only gain Status within their own clan. Setite Clan Status comes from religious achievement and age. Cult leadership counts most of all, however: two Setite cult leaders may hate each other for differences in doctrine, but each Setite recognizes that the other one *matters* to the Clan.

Clan Status is not a measure of how pious a character is, nor is it an immediate guarantee of respect. It is, however, a very general gauge of an individual Setite’s benefit to the Faith and, to the more cunning, an indicator of one’s power and age. Priests, High Priests, or Hierophants may grant Clan Status to any other Setite who has lower Clan Status than themselves. Lieutenants and higher may grant Clan Status only to warriors. Citizens may grant Clan Status to any other Setite, but only local Status (the first 5 Status) without being a Pharaoh (who may grant Regional Status). Clan Status should ebb and flow with roleplay, so please give and take freely; Only the truly exemplary (or ordinary) of the Clan should maintain a constant level of Clan Status. Clan Status is never loaned or traded.

Status awards for Clan Status 1-5 are to be handled locally or within the Setite’s Cult (for those that have no other Setites in their chronicle). Setite Player Characters begin with 0 Status, and must earn their Clan Status in play! Each Status should have a small story to explain why it was awarded. These can be one-word adjectives, or a collection of small titles to use for roleplay (ex. Signing emails or written communications, giving out hints to other setites about your capabilities in front of non-believers, etc). So, a Setite with 2 Clan Status may sign their letters or introduce themselves to other Setites in mixed company with an impressive but telling title [ex. “Pious Follower of Set(1), Master of Miracles (2, awarded for knowledge of Sorcery)”].

Beyond the local level, Setites can earn Clan Status through their Caste (2), within their Region (2), and a special award handed out by Hierophants (+1). This means a total of 9+1 Clan Status awards are available to PC Setites. Eternals of Sothis always have 10 perceived Status.

Caste-awarded Clan Status comes from interacting with others of the same Caste beyond your own local area and Cult. These will be awarded by the Caste Sub-Coordinator, with the first one being relatively easy to gain (people recognize your name when they see or hear it), and the second one being for something particularly notable (“Hey, I remember this one time when...that was awesome!”).

Regional Clan Status will come from the Pharaohs, advisors to the Setite clan. The Regions claimed by a particular Pharaoh will be logged with the Citizen Setite Subcoord, and conflicts of territory will be worked out IC, with both Pharaohs losing the position until the situation is resolved one way or another. Again the first should be relatively easy to come by, while the second comes at a much higher premium. Pharaohs may also take away Clan Status, not limited to only Regional awards. PCs taking the title of Pharaoh are encouraged to work with the Setite Coordinator’s office on this end, but the Pharaoh has the final say on awards and removals.

Finally, a Hierophant can choose to show their favor to a single individual at a time, awarding an appropriate title to the fortunate Setite for as long as they see fit, which grants them a perceived +1 to their Clan Status. What catches the attention of the Hierophant is entirely up to them, and quite probably serves an entirely different purpose, whether sending an agent to speak with other Cult representatives or to award someone the backing of their cult. Hierophants may remove Clan Status from anyone.

A level of Setite Lore may be expended to determine what a Setite’s Clan Status awards are for as well as someone’s position within the Clan (Priest, Pharaoh, etc), and only Followers of Set or active Set-Worshippers may use Setite Lore in this manner. A level of Setite Lore may also be expended to reveal which territory a current Pharaoh claims. Followers of Set and active Set-Worshippers may also expend a level of Setite Lore in order to learn someone’s Out-Of-Clan Prestige.

Summary: Who Gives/Takes Status to/from whom?

- Priest, High Priest, or Hierophant* can grant/strip to/from other Setites with less Status than themselves.
- Lieutenants* or greater can grant/strip to/from any Warrior
- Citizens can grant/strip to/from any other setites, but only local prestige without being a Pharaoh.

-*Pharaohs* can grant regional Clan Status, but remove any Clan Status.

Out-of-Clan Prestige

“Flattery looks like friendship, just like a wolf looks like a dog.”

Author Unknown

Although not truly a form of clan Status, those who do not worship Set but are worthy of a particular form of regard by those who do (be it positive or negative), are sometimes labeled by Followers of Set using a similar system.

Such labeling should be communicated to the rest of the Clan via the IC email lists. Please also send a notification to the Setite Coordinator team, so that Out-of-Clan Prestige can be tracked through our databases.

Note that these are not the only labels available and characters are encouraged to make up suitable additional traits should no trait listed below be suitable.

<u>Trait</u>	<u>Information Communicated</u>
Respected	Watch out for this individual; perhaps destroy them if possible. (previously Wise)
Enlightened	Easily fooled or flattered. (previously Clever)
Twisted	Can be brought low by their own depravity, believes the clan is a challenge.
Feared	Should fear the wrath of Set’s Armies upon them. Destroy at the earliest opportunity.
Influential	Provides a great deal of information, useful to that end.
Touched, or Apostate	As in “Touched by Set”, used to denote one targeted for conversion by another Follower of Set or actively being converted.

Clan Positions/Titles

Some Setites claim additional clan Status based on their position or title within the Clan. Common positions are listed below, but this list is by no means binding or all-encompassing. Warrior titles are slightly more rigid, as befits their militant beliefs.

<u>Position</u>	<u>Duties</u>
Acolyte (Priest only)	Assist their Priest in ritual and religious tasks. This person is being groomed for the Priesthood, but has not become a Priest yet.
Priest (Priest only)	Preside over Setite religious observances and rituals, help foster the spiritual growth of their fellow Followers of Set. Give advice to those who come seeking it on matters of faith. Directing a small temple dedicated to their cult or being part of a larger temple. Command Fists and Sergeants in their temple
High Priest (Priest only)	All the duties of Priest in addition to establishing and/or maintaining the operations of a temple and overseeing at least one Priest. High Priests may appoint Priests, and confirm the Warrior rank of Fist as well.
Hierophant (Priest only)	The head of a major cult, presiding from its Founding Temple. A Hierophant has many High Priests answering to them, and is a guiding force for the Cult and the Clan. PC Hierophants must submit a write up of their Cult's beliefs and structure to the Setite Coordinator, have a Founding Temple in their home chronicle, and 1 sister temple populated by at least 1 PC Setite in 5 other chronicles (a total of 5 temples in 5 chronicles, each one having at least one PC Setite member). Hierophants are universally respected within the Clan as greatly enlightened souls and figures of vast power and influence. May award 1 Clan Status to their "chosen". They must reconfirm their Cult's grandeur each year with the Setite Coordinator by submitting an updated listing of their cult's temples.
Fist (Warrior only)	Answering to the Priest and Sergeant (and above) within their cult. Requires demonstrating an aptitude in martial matters and confirmation by a Sergeant.
Sergeant (Warrior only)	Answering to the Priest and Lieutenant (and above) within the region, commanding Warriors beneath him in martial matters. Requires demonstrating greater aptitude in martial matters than Fists in the region, First Intermediate levels in Serpents and Potence, defeating a Sergeant in a challenge by combat (to Incapacitation) and confirmation by a Lieutenant or higher ranking Warrior.
Lieutenant (Warrior only)	Answering to High Priests and Captain (and above) within the region, commanding Warriors beneath him in martial matters. Requires demonstrating a greater aptitude in martial matters than Sergeants in the region, Second Intermediate levels in Serpents and Potence, at least Basic levels in one or more other martial powers, defeating a Captain in a challenge by combat (to Incapacitation) and confirmation by a Hierophant or General or higher ranking Warrior.
Captain (Warrior only)	Answering to the Hierophants and General of their continent, commanding Warriors beneath him in martial matters. Requires Advanced levels in all In-Clan Disciplines and at least Intermediate levels in one or more other martial powers (or martial Combination Disciplines), defeating a Captain in a challenge by combat (to Torpor) and confirmation by a Hierophant, Eternal of Sothis, or a higher ranking Warrior.
Pharaoh (Citizen only)	Taking their title from a mockery of the old Egyptian rulers and falling outside the normal ranks of the clan, Pharaohs are prized for their far-flung connections and sage advice. These self-appointed dignitaries have the wisdom, cunning, and guile to maintain their rank; there can be only one in a region, after all. Any Follower would do well to listen to their council when it is offered. Pharaohs can award regional Clan Status.
Eternal of Sothis (NPC only)	Demigods on earth, Eternal of Sothis is a descriptive title applying to any Followers of Set who survive for a Sothic Cycle (1,460 solar years). Eternals are the true Elders of the Clan with virtually unlimited political/social power within the Clan receiving instruction directly from Set, granting/removing prestige or titles at any time. Requires Setite Coordinator approval.

Becoming a Priest

The Priests are the caretakers of the Setite faith. It is their will to interpret the visions and portents sent to them by Set, to understand what plans the Dark God has in store for them and apply these messages and lessons to their cults. With age and generation comes wisdom and the eldest of priests, the Hierophants, are considered to be the voice of Set in his absence. The Priests are the leadership of the clan, connecting it to the greater whole of the Clan, but no where is a Priest more important than amongst his flock and cult. Speak in lessons and parables, seek to bring yourself ever closer to Set and in doing so bring your cult with you.

To become a Priest, a Follower of Set must be confirmed as such by a member of the priesthood (preferably by the Priest or greater that has been tutoring them). After their confirmation, their primary path of Sorcery becomes the Breath of Set (Weather Control), and their rarities for purchasing Sorcery adjust appropriately. No sorcery gained previously is lost. Notification to a Subcoordinator is requested, but not required.

Playing a Warrior

A Warrior's role in the Setite Faith is predetermined; they are bred and built to destroy the greatest enemies of Set, those things that cannot be corrupted and converted. The warriors of Set throw their might against the like of Demons and Angels, mortals with strong Faith, hunters of all shapes and sizes, and all do so in defense of the rest of the Followers of Set. Though they are not foolish in their martial approaches to these situations, Warriors tend to fall victim to the old saying, "Live by the sword, die by the sword" more often than their priest or citizen counterparts, the pitfall of the role ordained by their God. Warriors are encouraged to show their devotion by joining a cult and seeking guidance and assignment from the Priest or High Priest of the cult. Higher ranked Warriors are afforded a wider operating range as their skills are greater and battle-tested. Be proud and strong; show no fear in the face of death.

Playing a Citizen

The snakes in the trenches, these Setites are the main force of the clan. The Priests interpret the will of Set, the Warriors defend the faithful against outside forces, but the Citizens are the ones actively achieving the goals of the clan. By way of guile, connections, and savvy they corrupt the world around them away from the Aeon's imposed social moralities and towards true freedoms. The success of Clan Setite rests on the shoulders of the Citizenry and their webs of deception and deceit. Always look for every angle a situation can be played from. To keep the enemy guessing, play 'the game' so that they can never win, or you can never lose; breed chaos, and realize that there is no 'win' scenario until Set returns. Prepare the way for him.

Setite Lore

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

Samuel Johnson

The following types of Lore apply to the Followers of Set and their variants:

Lore: Followers of Set
Lore: Serpents of the Light
Lore: Daitya*
Lore: Tlacique*

**due to the R&U nature of this bloodline non-bloodline PCs may not possess this lore at higher than lore x2 without Setite Coordinator approval. Members of this bloodline do not teach their lore to outsiders.*

Please reference *Clanbook: Followers of Set* pg 61-62. Few non-Followers of Set ever gain the lore of this Clan, and those few that do, do not flaunt the knowledge.

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

In addition to the information in the Clanbook please note the information on Setite Lore in the Clan Status section of this document. Although the information in the Clanbook on what each level of lore means is written for Set-worshippers, the levels apply equally to the religious/internal structures of the bloodline variants, as levels of said bloodlines' lores. Please note the following, which applies to all Follower of Set variant lores, regardless of whether the character possessing the Lore is a Follower of Set or not:

- Level 1:** You know followers of the Setite religion in question genuinely and sincerely believe they are bringing/serving about an objectively good end, and they are truly acting to fulfill the will of the true Gods.
You know of the common bloodlines/variants that are not R&U in OWbN.
- Level 2:** You know of the common bloodlines of lower than Rare R&U rarity.
You know of the commonly available paths and rituals of the blood magic(s) available to the bloodline/variant in question, Rarity 2 and below.
- Level 3:** You know also of the common bloodlines, including those that are of the Uncommon R&U category in OWbN. You know something of the religious beliefs and practices of the other bloodlines/variants of lower than Rare R&U rarity, although not enough to equate a level of their respective Lore. You know of the available paths and rituals of the blood magic(s) available to the bloodline/variant in question without Coordinator approval.
- Level 4:** You know of even the most obscure bloodlines/variants, including those of Very Rare R&U rarity. You know something of the religious beliefs and practices of the other bloodlines/variants of Rare R&U rarity, although not enough to equate a level of their respective Lore. You know the equivalent of lore x1 of the other bloodlines/variants of lower than Rare R&U rarity. You know of the available paths and rituals of the blood magic(s) available to the bloodline/variant in question with Coordinator approval. You know something of the blood magic available to the other bloodlines/variants you are aware of, restricted to Rarity 1.
- Level 5:** You know something of the religious beliefs and practices of the other bloodlines/variants of Very Rare R&U rarity, although not enough to equate a level of their respective lore. You know the equivalent of lore x2 of the other bloodlines/variants of lower than Rare R&U rarity. You know the equivalent of lore x1 of the other bloodlines/variants of Rare R&U rarity.

You know of the commonly available paths and rituals of the blood magic(s) available to the other bloodlines/variants, restricted to Rarity 1 &2.

Egyptian Linguistics

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

Egyptian Inscription Recorded at the Time of the Invention of Writing

In short: Egyptian is a single language that evolved over several thousands of years. During that time it used several different character sets, some of which were used concurrently for different tasks (similar to modern Japanese). The major phases were: Old Egyptian, spoken and written in Egypt during the IV to VI dynasties of the Old Kingdom (3d millennium.); Middle Egyptian, current from the XI dynasty (beginning 2134 B.C.) to the reign of Ikhnaton (c.1372-1354 B.C.) in the XVIII dynasty; Late Egyptian, which was used from the time of Ikhnaton through the XX dynasty of the 12th century B.C.; and Demotic, dating from the late 8th century B.C. to the 5th cent. A.D.

Hieroglyphics were the most ornate of the character sets used in Egyptian, and were used through the Late Egyptian period.

Hieratic is a shorthand script, which was used at the same time as Hieroglyphics, and is the common writing language for papyri of that period.

Demotic is a separate script that evolved from Hieroglyphs and Hieratic script. There was obvious overlap in the use of Hieroglyphics and Demotic writing. (The Rosetta Stone included Greek, Demotic and Hieroglyphics. The Demotic was translated first and allowed the later translation of Hieroglyphics.)

Coptic *can* be viewed as a fifth period of the Egyptian language, but it is also seen as its own language, descended from Egyptian. It used a modified version of the Greek alphabet. It was used by the Copts, an Egyptian Christian sect and was superseded by Arabic in about the 12th century, although it is still used ceremonially within the Coptic Church.

Therefore the following languages are all considered separate for the purposes of purchasing the *Linguistics* Ability:

Ancient Egyptian (includes Hieroglyphic and Hieratic writing)

Demotic

Coptic

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

Merits, Flaws and Backgrounds

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

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

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

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

Agent of Prophecy (1-3 pt. Merit) – *This merit requires Setite Coordinator Approval*

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

Nameless (5 pt. Flaw) – *This flaw requires notification to the Setite Coordinator*

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

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

Gift of Set (1-2 pt. Merit)

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

Controllable Thirst (1 pt. Merit)

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

Apostate (3pt Merit)

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

Backgrounds:

Network

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

Fellowship

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

Combination Disciplines

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

Mohammed Saeed al-Sahaf

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

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

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

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

This Combination Discipline is restricted to members of the Warrior Bloodline (R&U) of the Followers of Set ONLY. No grandfathering is permitted, exceptions require an Exemption to Bylaws vote.

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

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

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

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

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

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

This power costs 14 Experience Traits to learn.

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

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

MET Conversion: The character spends one blood. She can then strike with her barbed tongue as if employing *Serpentinis: Tongue of the Asp*. Upon hitting the victim, her tongue immediately resumes its normal form, sealing the victim’s wound as it retracts. If the attack inflicts any damage (that is not prevented or negated by *Fortitude*, etc.), the Setite injects a mind-altering poison. The victim must succeed in a Static Challenge against 12 Traits for vampires (or 16 Traits for living creatures). If the victim fails, her wits become addled for the scene or hour. The victim is then down 2 Traits against all Disciplines or powers which affect her mind, senses or emotions (although Generational limitations continue to apply normally to *Dominate*). Victims who possess *Auspex* find that the premonitions they receive while poisoned are especially vivid. Mortals who fail the Static Test outright (not merely losing on a Trait comparison on a tie), fall into a dazed stupor for the duration of the power and must win a Static Willpower challenge against 8 Traits to take any actions of their own volition.

This power costs 11 Experience Traits to learn.

Bloodlines

“We have become not a melting pot but a beautiful mosaic. Different people, different beliefs, different yearnings, different hopes, different dreams.”

Jimmy Carter

There are two types of “bloodlines” among the Setites:

1. Objective bloodlines, such as the Setites, Warrior Setites, Serpents of the Light, Daitya and Tlacique, which are differentiated by having different Disciplines/thaumaturgy and/or dramatically different religions.
2. Subjective bloodlines, such as the Priests, Citizens, Ecstatics and Children of Damballah, who share the standard Setite disciplines of Serpentis, Presence and Obfuscate, and acknowledge Set in one form or another. These are sometimes called “castes”, but that term is not really any more or less accurate.

One could say that these are artificial distinctions, and there is some truth to this. After all, Priests, Citizens, Ecstatics and Warriors share essentially the same Akhu, simply beginning with different Primary Paths, and occasionally having different rarity levels for some of it. However, in the case of Warrior Setites, they are a distinct “bloodline” that exchanges Obfuscate for Potence permanently at character creation.

For the purposes of ease, each of these will be discussed below:

Priests: Standard worshipers of Set. A priest is defined as any Setite of the priest bloodline (Set-worshippers with Serpentis, Presence and Obfuscate, a.k.a. normal Setites) that is confirmed as a priest by someone previously involved in the priestly orders and actively spreads the worship of Set, be it among humans, Setites, or other Kindred. A good example of this would be most Hierophants or Kahina the Sorceress from Cairo by Night, actively serving in a High Priestess role, spreading the worship of Set while working to raise Set. Priests have more access to sorcery than the other bloodlines, as the magic is centered on the religion and the Priests are the heads of the religion, bringing the 'miracles' of the Dark God to the masses.

Citizens: Any Setite of the priest bloodline who does not self-identify as a priest or ecstatic and does not actively engage in spreading the worship of Set. A good example of a Citizen might be Heshu, from the Setite Clan Novel. Although he does work to serve Set, he does not spend a great deal of his time actively spreading or encouraging the worship of Set, instead working to raise Set through other means. These are, by far, the most common type of Setites. Citizens have access to the special Background: Fellowship, and have a reduced cost when purchasing the Background: Network to represent the time they spend in the trenches, achieving the nightly goals of the cause.

Ecstatics: Any Setite of the priest bloodline that self-identifies as an ecstatic. Ecstatics are sometimes considered decadent children by other Setites, and although many do serve Set, the cliché is that ecstatics indulge for indulgence’s sake, and corrupt for corruption’s sake, rather than for the higher purpose idealized by the majority of the Clan. These are the least common variant of the priest bloodline of Set-worshippers.

Warriors: Setites who have Potence In-Clan instead of Obfuscate. Although they are not a bloodline that “breeds true” from sire to child, and any Setite may choose to become a Warrior or not upon Embrace, regardless of lineage provided the Embrace was from a member of the Set-worshipping majority of the Clan (Serpents of the Light, Daitya and Tlacique do not produce Warriors). Although they are Set-worshippers, they have a somewhat distinct, rigid hierarchical outlook, due to the training they all receive from other Warriors. It is this training, upon or even beginning before the Embrace, which causes the Setite to shift from the standard citizen bloodline to the Warrior bloodline and develop Potence. This

means Warriors cannot occur in isolation, and characters that are unconnected to the greater “organization” of Warriors among the Followers of Set cannot become Warriors upon their Embrace. This also explains why the bloodlines that do not engage in Set-worship do not develop Warriors. Setite Warriors are the only Setites able to purchase the Combination Discipline 'Typhonic Beast'.

Children of Damballah: These are merely a group of ordinary Setites in Yoruban Africa, who worship Set as a minor god within their pantheon. They are included here for consideration as a bloodline because of their Rare & Unusual status in OWbN, and because it was a similar cult that eventually became the Serpents of the Light. As with the Children of Damballah, Set moved from the primary god, to a more minor role in the pantheon; With the Serpents of the Light he was eventually removed completely. For this reason, the majority of the Followers of Set watch the Children of Damballah very closely, concerned that a similar incident might occur. Any Setite that worships the Yoruban African pantheon affiliating Set with Damballah, the Rainbow Serpent, particularly as a minor god in said pantheon, is considered a Child of Damballah for R&U purposes in OWbN. As listed in the Setite Sorcery Packet, the Children of Damballah choose whether to have Akhu or Wanga as their form of Sorcery at character creation.

Serpents of the Light: All progenitors of the current Serpents of the Light joined the Sabbat approximately thirty years ago, leading to all current Serpents to be Embraced into this sect with no exceptions. With a distinct voodoo-based belief system, although Serpents of the Light have the standard three In-Clan disciplines, they have completely different thaumaturgy (Wanga) or Voodoo Necromancy, which they can learn at out-of-clan costs, following the rules outlined in the Setite Sorcery and Voodoo Necromancy packets, instead of the standard Setite Akhu. *Blood Sacrifice: The Thaumaturgy Companion* is the recommended reading for additional information on the Cobras' religious variants and beliefs. Please see the OWbN Serpent of the Light genre document for more information.

Daitya: These are a bloodline of Setites, all of Indian origin, and rarely leaving the Indian subcontinent, possessing their own unique thaumaturgy instead of the standard Setite Akhu. For more information, *Blood Sacrifice: The Thaumaturgy Companion* is recommended in addition to *Clanbook: Followers of Set*. They have a unique belief system, insisting that it came before the Greco-Egyptian Setites expanded into India following Alexander the Great

Tlacique: These are a bloodline of Setites, although their exact links to blood of other Setites has been completely lost. Possessing Protean instead of Serpentis (notably denying them access to all Setite Combination Powers which require Serpentis). It is noteworthy that the default “fight” form for the Tlacique is the Jaguar, rather than the Wolf (*Blood Sacrifice*, p.88), and for this reason all Tlacique turn into a Jaguar and a Bat. Further information on their unique beliefs, and the magic these beliefs can grant them is in *Blood Sacrifice: The Thaumaturgy Companion*.

Apostates of Set

Apostates are unique phenomena, found only among the main Setite Clan, among those who worship Set. An “apostate” is a non-Setite Kindred, who actively engages in Set-worship and genuinely believes/participates in the Follower of Set Clan culture. Although these Kindred obviously are not members of Clan Setite, they fall under the more general label of “Follower of Set”, and are treated, at least in theory, as equals among the Setites.

The reality, however, is that those of Set's blood are often “first” among equals, and Apostates of Set, while valued and welcomed, particularly for the practical consideration of the Disciplines, powers, influence and simply the Setite religious duty to spread the “truth” of Set.

True apostates have converted to a Setite Path of Enlightenment and/or learned a Code of Honor appropriate to the Followers of Set, completing the qualifications for learning Akhu regardless of their intent to do so, as these mechanics reflect honest faith in Set, and a character is not considered a member of the Setite Religion until they do so. They undergo and (attempt to) complete the Revelations of the Void just as other Followers of Set, and are indeed often not welcomed into the Clan until these are completed (unlike those of Set's blood). At this point, they earn Setite In-Clan prestige as Setites, and are considered full members of the Clan (at least in theory), freely taught the Clan's disciplines. (subject to the R&U restrictions of OWbN). Note that apostates may be public or secret in their affiliation.

Unlike some other Clans that employ an “apostate” system, such as the Baali, a apostates of the Setite Clan do not change or “switch out” any of their disciplines, nor do they gain access to any Setite disciplines, powers, magic, et cetera automatically/without teachers. They are simply socially considered to be members of the Clan, and are often taught Setite powers by Setites.

Setite Coordinator Territories

Location: Lake Victoria, Uganda

Geographical Specifics of Responsibility*: Default radius

Notes: Location of the Grand Temple of Set

Page Reference: Clanbook: Followers of Set

Joint Approval: N

Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval

Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Notify

Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Notify

General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Naples, Italy

Geographical Specifics of Responsibility*: Default Radius

Notes: Location of the Cave of Apples

Page Reference: Clanbook: Followers of Set, pg 46

Joint Approval: N

Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval

Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Notify

Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval

General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Tangier, Morocco

Geographical Specifics of Responsibility*: Default Radius

Notes: Location of The Descending Aeire

Page Reference: Clanbook: Followers of Set, pg 47

Joint Approval: N

Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval

Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Notify

Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval

General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Ombos, Egypt
Geographical Specifics of Responsibility*: Default Radius
Notes: Location of Set's Temple
Page Reference: Clanbook: Followers of Set, pg 47
Joint Approval: N
Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval
General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Cairo, Egypt
Geographical Specifics of Responsibility*: Default Radius (excluding the Sept of Shagat al-Durr, the Dar al-Salam Caern, the Sept of the Solar Barque, and the Hive of the Thrashing Serpent)
Notes: Location of The House of the Eclipse; Shared with the Camarilla Coord
Page Reference: Clanbook: Followers of Set, pg 47
Joint Approval: Y
Conditional Approval Parameter - Vampire Backgrounds: Coord Notify
Conditional Approval Parameter- Vampire Actions: Coord Approval
Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval
General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Thebes, Egypt
Geographical Specifics of Responsibility*: Default Radius
Notes: Location of The Red Temple
Page Reference: Clanbook: Followers of Set, pg 47
Joint Approval: N
Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Notify
Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval
General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Memphis, Egypt
Geographical Specifics of Responsibility*: Default Radius
Notes: Location of The Garden of Asps
Page Reference: Clanbook: Followers of Set
Joint Approval: N
Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Notify
Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval
General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Tunis, Egypt
Geographical Specifics of Responsibility*: Default Radius
Notes: Location of The Labyrinth of Bones
Page Reference: Clanbook: Followers of Set, pg 47
Joint Approval: N
Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Notify
Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval
General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Faiyum, Egypt
Geographical Specifics of Responsibility*: Default Radius
Notes: Location of The Crocodile Temple
Page Reference: Clanbook: Followers of Set, pg 47
Joint Approval: N
Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Notify
Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval
General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Abu Simbel, Egypt
Geographical Specifics of Responsibility*: Default Radius
Notes: Location of The Arena of Thunder
Page Reference: Clanbook: Followers of Set, pg 45
Joint Approval: N
Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval
General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: El Kharga Oasis, Egypt
Geographical Specifics of Responsibility*: Default Radius
Notes: Location of The Palace of Veils
Page Reference: Clanbook: Followers of Set, pg 45
Joint Approval: N
Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Notify
Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval
General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Sydney, Australia
Geographical Specifics of Responsibility*: Default Radius
Notes: Location of the Domain of Sarrasine; Domain was previously Camarilla, but is no longer
Page Reference: A World of Darkness, p. 151
Joint Approval: N
Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval
General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Temple of Dogs; Isle of Dogs, London
Geographical Specifics of Responsibility*: Only the temple itself.
Notes: Location of the Temple of Dogs
Page Reference: Clanbook: Followers of Set, pg 47
Joint Approval: N
Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval
General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Alexandria, Egypt
Geographical Specifics of Responsibility*: Default Radius; Shared with the Changing Breeds Coord
Notes: Location of the Typhoeum
Page Reference: Clanbook: Followers of Set, pg 46
Joint Approval: Y
Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Notify
Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval
General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns): Shared with the Changing Breeds Coordinator

Location: Hispanola (Haiti/ Dominican Republic)
Geographical Specifics of Responsibility*: Entire Island
Notes: Center for the Serpents of the Light; Shared with the Samedi Coord
Page Reference: Clanbook: Followers of Set, pg 48
Joint Approval: Y
Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Approval
Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval
General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Nigeria

Geographical Specifics of Responsibility*: The Country

Notes: Center of the Yoruba Kingdom, center of the Children of Damballah

Page Reference: Clanbook: Followers of Set, pg 48

Joint Approval: N

Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval

Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Notify

Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Approval

General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Brunei, Indonesia

Geographical Specifics of Responsibility*: Default Radius

Notes:

Page Reference: A World of Darkness, p. 143

Joint Approval: N

Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval

Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Approval

Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Notify

General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

Location: Singapore

Geographical Specifics of Responsibility*: Entire Country

Notes:

Page Reference: A World of Darkness, p. 151

Joint Approval: N

Conditional Approval Parameters - Vampire Backgrounds and Actions: Coord Approval

Conditional Approval Parameters - Changing Breed / Changeling/ Mage Backgrounds and Actions: Coord Approval

Conditional Approval Parameters - Other Supernatural Backgrounds and Actions: Coord Notify

General Restriction Level (Default Level unless otherwise noted in Conditional Approval Parameters Columns):

FAQ

How does the Merit: Special Gift fit into the Setite Clan Status system? In Setite correspondence, should you choose to make your prestigious duty/charge known, write at the bottom "Holder of the ***" or "Keeper of the ***" and then put (+x Status). Of course, if you lose it or can't live up to the responsibility, that sound you hear is a 2000-year-old Hierophant warming up the paddle. This Merit will not allow your Clan Status to go over the cap, but the Clan Status granted by it cannot be removed until it is proven you have lost the item in question (which will be verified through STs).

Where can I find information on Setite Sorcery? Please see the Setite Sorcery genre document for these requirements and for other questions about Setite Sorcery.

How do Setites feel about teaching their Disciplines? Setites typically regard their vampiric disciplines as direct gifts/powers of Set, and divine in nature. While they can and do teach their powers to outsiders for various reasons, Serpentis should only rarely be taught to those who are not members of their religion, as it is the most sacred of their Clan Disciplines. Setites cannot typically be "forced" to teach Serpentis on pain of death, given that their religion holds death takes the Setite subjected to Heart of Darkness to Set's right hand, and indeed the origin of the power lies with removing your heart to join Set via suicide.

How does this packet work in relation to grandfathering? The OWBN Bylaws permit a 30-day grace period during which the Setite Staff recommends that Storytellers refund Experience costs at their discretion or notify the Setite Staff of existing issues that need to be grandfathered, after which time the Setite Staff will pursue any necessary resolution under the OWbN bylaws for non-compliance.

I am a Storyteller for a vampire chronicle, what are your recommendations for using Setites as antagonists for my chronicle? Remember that the point of Setites is not to be overt antagonists where the problem they pose can be resolved with open combat, but rather subtle antagonists, often of a moral nature. Their religion requires them to save the greatest number of souls possible, without assigning value to the soul's origin. This means they focus primarily on humans, rather than Kindred, due to the difference in ease of leading humans to their idea of salvation. Speaking generally, Setites should avoid the attention of other non-Sabbat Kindred, and when it is necessary or unavoidable to interact with them, provide them no reason to turn on the Setites rather than other, more antagonistic, outside groups (Sabbat, lupines, etc). It should go without saying that Setites, given that they openly worship their Antediluvian, should actively avoid the Sabbat, as the Sabbat will typically not interact with them in a non-destructive fashion.

I am a Storyteller for a Garou chronicle, what are your recommendations for using Setites as antagonists for my chronicle? Setites are true religious fanatics that believe in the objective good of the ends they pursue. They can be an exemplar of the vampiric ability to manipulate and make use of human pawns and should never engage Garou in direct combat, choosing to withdraw and regroup, rather than be slain. After all, their purpose is not to kill Garou, but to save human souls. Given the special place of Followers of Set as antagonists for Silent Striders see also the Silent Strider genre document.

Is there somewhere I can get more information? Yes, contact the Setite Coordinator staff (setite-staff@googlegroups.com) for more information.

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

Author: Jason Langlois, Michael Lee, Clayton Oliver

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

Author: Zach Bush, Michael Goodwin, Michael Butler

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