

# The Book of Going Forth by Night

## *A Guide to Setite Sorcery*

Version 9.0 (rev. 03.19.14)

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## Rarity Levels

For all Setites and bloodline variants, Paths and Rituals.

Rarity 1: Storyteller approval required.

Rarity 2: Storytellers advised to utilize discretion.

Rarity 3: Subcoordinator approval required.

Rarity 4: Requires approval from the Setite Coordinator.

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

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

Children of Damballah have access to Wanga and Voudoun Necromancy like the Serpents of the Light, and use the same rarities as listed in the Serpent of the Light Wanga and Voodoo Necromancy sections.

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### Akhu: The Divine Image

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

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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.

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### Akhu Paths

Setite Sorcery functions with Social Challenges rather than Mental Challenges with some few explicit exceptions.

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.

As discussed in Blood Magic: Secrets of Thaumaturgy, Storytellers may apply bonuses or penalties to practitioners of Akhu based on how well they adhere to Setite priestly traditions in casting their ritual or spell. In any such case, these bonuses and penalties should not exceed three traits.

In order to 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, Path of Set's Honor (Warrior only), or you must be on Path of Humanity while possessing the Merit Code of Honor: Followers of Set if your chronicle does not allow alternate morality paths. 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. Mars may be chosen as the Primary path for Setite Warrior bloodline, and only by this bloodline.

### Rarity Chart - Akhu Paths

Path	Rarity
Alchemy	1
Path of Blood	3
Conjuring (Path of Ptah)	2
Corruption (The False Heart)	1
Curses (Sebau's Touch)	3
Divine Hand	3
Path of Dry Nile	1
Path of Duat	3
Focused Mind (Path of Thoth)	4
Immanence of Set	4
Mars (Valor of Sutekh)	3
Mastery of the Mortal Shell (Vengeance of Khnum)	3

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Snake Inside	2
Soul of the Serpent	5
Spirit Manipulation (Path of Anubis)	2
Ushabti	3
Vines of Dionysus	3
Weather Control (Breath of Set)	1

These are the only Paths available to Akhu users.

NPCs do not require Approval from the Setite Coordinator for any sorcery from ratings 1 to 4.

Apostates require at least subcoordinator approval for all Setite Sorcery. Items that normally require Coordinator approval still require Coordinator approval for Apostates.

### 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. All uses are not obvious in their application; the magic is subtle.

#### 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 powers 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 expended 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

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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. All uses are not obvious in their application; the magic is subtle.

#### **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.

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### **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

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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



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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.

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.

#### **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.

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### **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 ghoulish target can receive the message (though all targets hear the same message). Communication lasts one turn and can be no more than two short 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.

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### **Ushabti**

The original publication of this path is in *Blood Sacrifice: The Thaumaturgy Companion*, page 27. Please review this in depth as there are many limitations relating to who can use an Ushabti, how long they last and what happens when they are killed. All levels function as published save as detailed below.

Creating the figurine to be turned into a Ushabti requires a Mental Challenge retested with the appropriate Crafts 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).

One Trait	Obviously clay or wax, crudely formed.
Two Traits	A fairly realistic manikin, like wax-works or a china doll.
Three Traits	Moderately lifelike; could fool a casual viewer (Static Mental Challenge against 6 Traits to detect as false).
Four Traits	Incredibly lifelike (Static Mental Challenge versus 8 Traits to detect as false).
Five Traits	Indistinguishable from life.

All Ushabti are considered supernatural creatures for all attempts to employ Disciplines, Thaumaturgy, or other supernatural powers on them.

### **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).

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### **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.

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### **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**

<b>Ritual Name</b>	<b>Rarity</b>	<b>Level</b>	<b>Location</b>
Blood Rush	1	Basic	MET Sabbat
Brand of the Paramour	1	Basic	MET ST Guide
Cleansing of Flesh	1	Intermediate	MET ST Guide
Cobra's Favor (Blessing of the Asp)	1	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	3	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	Basic	MET ST Guide
Eyes of the Night Hawk	1	Basic	MET Sabbat
Hybrid Mummy	5	Elder	Blood Sacrifice
Illuminate the Trail of Prey	1	Basic	MET Sabbat
Incantation of the Shepherd (Calling of the Worshippers)	1	Basic	Camarilla Guide*
Inscribe the Book of Set	1	Basic	Blood Sacrifice
Liked Soul Elixir	3	Intermediate	Blood Sacrifice
Major Creation (Gift of Ptah)	1	Intermediate	MET ST Guide
Milk of Set	5*	Variable	Blood Magic

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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
Recure 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	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	Intermediate	Camarilla Guide*
Stolen Kisses	1	Intermediate	MET ST Guide
Summon Sebau	5	Intermediate	Blood Sacrifice
Touch of Nightshade, A (Scorpion's Sting)	1	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.

\*The sample Milk of Set variants from Blood Magic are Rarity 1

+ '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.**

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Any and all Unique/Player-Created rituals are Rarity 5.

Apostates require at least subcoordinator approval for all Setite Sorcery Rituals. Items that normally require Coordinator approval still require Coordinator approval for Apostates.

### **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 takes place between two new moons, and must be done in a temple. At the completion of this ritual the caster shall gain a two bonus trait to any Setite Sorcery cast in their temple. While the new inscribed book offers great power to the lichter-priest within their temple, this book will turn to dust if it leaves the confines of the temple. This ritual lasts until the book is destroyed.

#### **Milk of Set**

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

All variants of this ritual created other than the examples published in Blood Magic are considered unique, Player-Created Rituals. Storytellers are encouraged to use caution before allowing them into their chronicle.

**\*\*Note that no variants of this ritual can create effects too closely resembling existing Paths, Rituals or other powers..\*\***

#### **Opening the Gate**

System: This ritual takes 12 hours to complete through the process described in the published write up. The caster first makes a challenge difficulty 6, if successful he 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 maximum of five. This rating reflects 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.

#### **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.

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### **Seal the Gates of Blood**

System: This ritual last for a duration of one month per Mental Trait spent at casting, maximum three.

## **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.

### **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.

### **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 (the task must be able to be accomplished in a single night). If the caster fails the Challenge, the Sebau attacks the caster. To get the Sebau to attack a specific target, then 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.

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 and there is very little mention of them in the source material. They are servants of the god Set and are largely composited from existing systems, rather than having the unique powers they have per the flavor text. They are not quite wraiths and not quite demons. Powers that target wraiths or demons specifically shouldn't be 100% effective against Sebau. When such a power (wards, necromancy, certain infernal disciplines, etc.) is used against a Sebau, it is recommended that a simple



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test be thrown with the user until there is a clear win or loss (not tie). If the user wins, the power works this time. If the Sebau wins, the power has no effect on the Sebau. The only thing that should always be effective against Sebau is a Warding Cippus, as they are specifically designed for the purpose.

It is recommended that Sebau be created using Oblivion. For those who do not have access to Oblivion or prefer to stick with Vampire templates for their game, you could alternately use the demon creation rules in the MET Sabbat guide. An example Sebau from each system is listed below. Storytellers are encouraged to alter these templates as best fits their chronicle.

### **Sample Sebau using Oblivion**

Physical: 16, Mental: 14, Social: 8

Abilities: Brawl x 4, Dodge x 4, Survival x 4, Occult x 3

Angst: 8, Willpower: 8, Health Levels: 10

Arcanoi: Argos: Orienteering, Argos: Tempest Peek, Argos: Tempest Threshold, Argos: Enshroud, Argos: Phantom Wings, Argos: Flicker, Argos: Oubliette, Embody: Maintain the Material Form, Embody: Materialize, Outrage: Stonehand Punch, Pandemodium: Foul Humour, Shroud Rending: Hold Back the Curtain, Shroud Rending: Transparent Memories, Serpentis: Form of the Cobra

### **Sample Sebau using MET Sabbat**

Physical: 16, Mental: 14, Social: 8

Abilities: Brawl x 4, Dodge x 4, Survival x 4, Occult x 3

Blood: 10, Willpower: 8, Health Levels: 10

Disciplines: Serpentis: Form of the Fobra, Potence: Prowess, Potence: Might, Potence: Vigor, Potence: Intensity, Potence: Puissance, Celerity: Swiftiness, Celerity: Legerity, Fortitude: Endurance, Fortitude: Mettle, Fortitude: Resistance, Fortitude: Resilience, Fortitude: Aegis, Movement of the Mind: Repulse, Dementation: The Haunting, Necromancy Ritual: Esilo

## **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 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 of 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**

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### **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 they 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.

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## Wanga

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

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

Unless stated otherwise these paths are activated with the expenditure of one Blood Trait and require a Social Challenge, retested with Occult. In addition, the wangateur must call aloud (though it need not be at great volume) upon the power of an appropriate spirit (orisha, loa, Enkisi or the like), and many require the presence of specific items or components.

Wangateurs do not differentiate between Voudoun Necromancy and Wanga. They are part of the same system to the practitioners. The differentiation is purely mechanical. Please consult *Blood Sacrifice* for further details.

## Teaching and Learning Requirements

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

Teaching Wanga further requires Advanced Serpentis, two paths of Wanga Necromancy or Wanga Thaumaturgy (whichever is to be taught) at Advanced, Occult x5 (and/or Wraith Lore x5, depending on your Home Chronicle's choice of Necromancy retest, for Necromancy instruction only), Serpent of the Light Lore x2 or higher, and the culturally appropriate ritual magical accoutrements.

Learning Wanga (for both Serpents of the Light and their students) requires the character to possess a code of honor related to an appropriate Central American or West African religion. Examples include but are not limited to Voudoun, Santería, Candomblé, Shango cults, Palo Mayombe, Olodumare and Obeayisne.

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

## Wanga Paths

**Primary Path:** any Rarity 1 Wanga path for Thaumaturgy, Sepulchre Path for Necromancy.

## Rarity Chart - Wanga Paths

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Path Name	Rarity	Location	Type
*Abomobo Path	4	Kindred of the Ebony Kingdom/Clanbook Giovanni Revised	Necromancy
Ash Path	2	Laws of the Night revised	Necromancy
Blood, Path of	3	LotN Revised	Thaumaturgy
Bone Path	2	Laws of the Night revised	Necromancy
Conjuring	2	LotN Revised	Thaumaturgy
Corruption	1	LotN Storyteller's Guide	Thaumaturgy
Curses	3	LotN Storyteller's Guide	Thaumaturgy
Dry Nile (Binding Chango)	2	Setite Sorcery Packet	Thaumaturgy
Flow of Ashe, The	3	Blood Sacrifices	Thaumaturgy
Lure of Flames	2	LotN Revised	Thaumaturgy
Orisha's Fortune	1	Blood Sacrifices	Thaumaturgy
Sepulchre Path	1	Laws of the Night revised	Necromancy
Spirit Manipulation	2	MET Camarilla Guide	Thaumaturgy
The Serpent Within (Zarabanda's Malice)	2	Setite Sorcery Packet	Thaumaturgy
Voice of the Wild	2	Blood Sacrifice	Thaumaturgy
Weather Control	1	LotN Revised	Thaumaturgy

\*See Cenotaph Path (Clanbook Giovanni Revised) for Rules.

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

### **The Flow of Ashé (Thaumaturgy)**

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

If the sorcery challenge to invoke any level of this path is failed, however, there is a Static Willpower Challenge (difficulty of 3+level of effect failed), and should the wongateur fail this Static Challenge she loses two Blood Traits, in addition to any other penalties for failing to invoke a sorcery path effect. The use of Flow of Ashe does not count towards blood expenditures in a round, it is instead limited by taking actions to eat the paste.

Most requisite powders and herbs are relatively rare and require that the wongateur frequent occult and

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specialty shops in order to obtain them. Occult Influence will generally be required to obtain them.

### **Basic Flow of Ashé**

#### **Touch of Life**

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

#### **Strength of Root and Stone**

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

### **Intermediate Flow of Ashé**

#### **Breath of Life**

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

#### **Favor of the Orishas**

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

### **Advanced Flow of Ashé**

#### **Gift of Ashé**

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

## **Orisha's Fortune (Thaumaturgy)**

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

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

### **Basic Orisha's Fortune**

#### **Sheltering Hand**

System: The caster engages in a Static Mental Challenge against six Traits. Successfully enacted, the target (typically the wangauteur herself, or an ally), gains one retest on her next action. This effect may not be stacked through multiple castings or by multiple casters, on a single target.

#### **Fortune's Blessing**

System: The caster engages in a Static Mental Challenge against seven Traits. Successfully enacted, the target (typically the wangauteur herself, or an ally), gains one retest towards the use of a pre-specified Ability Trait for the next scene or hour. This effect may not be stacked through multiple castings or by multiple casters, on a single target.

### **Intermediate Orisha's Fortune**

#### **Fortune's Curse**

System: The caster selects a type of action (brawling, sneaking, hacking, driving, shooting, etc.) and engages the target in a Mental Challenge. If successful, the target is forced to bid an additional Trait when attempting that action for the remainder of the scene or hour. This effect may not be stacked through multiple castings or by multiple casters, on a single target.

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### **Fortune's Favor**

System: The caster engages the target in a Mental Challenge. If successful, the target is forced to bid an additional Trait when attempting any action for the duration of the power, and gains a free retest on all challenges against the target, for the duration of the power. Fortune's Favor lasts for a number of turns (turns not rounds) equal to the caster's Occult Ability. This effect may not be stacked through multiple castings or by multiple casters, on a single target.

### **Advanced Orisha's Fortune**

#### **Smiting Hand**

System: The caster engages the target in a Mental Challenge. If successful, the target may have any number of his retests automatically canceled equaled to the number of temporary Mental Traits spent by the caster after he succeeds in the challenge (maximum of 3). The caster may simply declare "Smiting Hand Cancel" whenever his target uses ANY retest on his next challenge only. This power only affects the targets next challenge only. Additionally, should his action fail, the victim must perform two simple tests. If he fails both simple tests, the victim suffers a spectacular botch to his intended action; how this botch occurs is decided by the Storyteller.

### **Voice of the Wild (Thaumaturgy)**

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

#### **Basic Voice of the Wild**

##### **Scent of the Beast**

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

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

##### **Hide from Hunter's Eyes**

System: A Static Mental Challenge (difficulty six) is conducted. For the remainder of the scene, animals of the specified variety (dogs being the most common in modern cities) simply don't notice the Kindred's presence unless she specifically does something to attract attention (touching the animal, making any noise louder than low conversations or the like). This power requires the expenditure of three Mental Traits to fool Lupines, Kindred in animal form, or Kindred using Auspex. The Lupine or Kindred may ask for a Mental Challenge against the caster to detect the caster while under the effects of this power. Animal ghouls may be fooled by this power if Mental Traits were expended during casting. If no Mental Traits were spent at the time of casting, a ghouled animal may challenge the caster in a Mental Challenge in order to detect them.

#### **Intermediate Voice of the Wild**

##### **Marking the Prey**

System: The target must be visible to the wargateur and must be defeated in a Mental Challenge to take affect. If successful, all animals of the chosen variety in the area will focus exclusively on the target for

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the duration of the scene or hour, or until the target is able to escape their immediate vicinity (and avoid pursuit) for several minutes.

### **Guiding Spirit**

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

### **Advanced Voice of the Wild**

#### **Mantle of the Beast**

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

## **Wanga Rituals**

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

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

### **Rarity Chart - Wanga Rituals**

<b>Ritual Name</b>	<b>Rarity</b>	<b>Level</b>	<b>Location</b>	<b>Type</b>
Baleful Doll	2	Intermediate	Blood Magic	Necromancy
Blood Dance	2	Intermediate	Blood Magic	Necromancy
Bone of Lies	1	Intermediate	LotNr	Thaumaturgy
Bottled Voice	3	Intermediate	LotNr	Thaumaturgy
Cadaver's Touch	1	Intermediate	Laws of the Night revised	Necromancy
Call of the Hungry Dead	1	Basic	Laws of the Night revised	Necromancy
Call on the Shadow's Grace	2	Intermediate	Laws of the Night revised	Necromancy
Calling the Restless Spirit	1	Basic	Laws of Elysium	Thaumaturgy

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Casting of Bones	4	Basic	Players Guide to the High Clans	Necromancy
Cleansing of the Flesh	3	Intermediate	MET Storyteller's Guide	Thaumaturgy
Cobra's Favor	3	Advanced	MET Storyteller's Guide	Thaumaturgy
Craft Bloodstone	2	Basic	MET Sabbat Guide	Thaumaturgy
Craft Garde	1	Basic	Blood Sacrifice	Thaumaturgy
Craft Gris-Gris	1	Basic	Blood Sacrifice	Thaumaturgy
Create Corpse Minion	3	Intermediate	Blood Magic Secrets of Thaumaturgy	Thaumaturgy
Curse Belated	3	Intermediate	MET Storyteller's Guide	Thaumaturgy
Curse Candle	3	Intermediate	Blood Sacrifice	Thaumaturgy
Dead Man's Hand	2	Advanced	Blood Magic	Necromancy
Defense of the Sacred Haven	1	Basic	LotNr	Thaumaturgy
Devil's Touch	1	Basic	LotNr	Thaumaturgy
Dominoe of Life	2	Basic	MET Sabbat Guide	Thaumaturgy
Eldritch Glimmer	2	Intermediate	Laws of Elysium	Thaumaturgy
Enhancing the Curse	2	Basic	Met Storyteller's Guide	Thaumaturgy
Extinguish	2	Basic	MET Storyteller's Guide	Thaumaturgy
Eyes of Despondent Revelation	4	Basic	Players Guide to the High Clans	Necromancy
Eyes of the Dead	3	Intermediate	Blood Sacrifice	Necromancy
Eyes of the Grave	1	Basic	Laws of the Night revised	Necromancy
Eyes of the Past	3	Intermediate	Laws of Elysium	Thaumaturgy
Firewalker	2	Intermediate	MET Sabbat Guide	Thaumaturgy
Friend of the Trees	2	Intermediate	Laws of Elysium	Thaumaturgy
Garb of Hades	3	Advanced	Blood Sacrifice	Necromancy
Grandfather's Gift	1	Basic	Blood Sacrifice	Thaumaturgy
Grasp the Ghostly	1	Advanced	Laws of the Night revised	Necromancy



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Howl from Beyond	4	Basic	Players Guide to the High Clans	Necromancy
Impassable Trail	1	Basic	MET ST Guide	Thaumaturgy
Incorporeal Passage	2	Intermediate	LotNR	Thaumaturgy
Infirm Inert	4	Intermediate	MET Storyteller's Guide	Thaumaturgy
Jinx	2	Basic	MET Storyteller's Guide	Thaumaturgy
Knell of Doom	4	Basic	Players Guide to the High Clans	Necromancy
Knowing Stone	3	Basic	Blood Magic	Necromancy
Mirror of Second Sight	1	Intermediate	MET Sabbat Guide	Thaumaturgy
Nightmare Drums	2	Intermediate	Blood Magic	Necromancy
Ori Sight	1	Intermediate	Blood Sacrifice	Thaumaturgy
Part the Veil	3	Basic	Blood Sacrifice	Necromancy
Recure the Homeland	2	Basic	MET Sabbat Guide	Thaumaturgy
Ritual of the Unearthed Fetter	1	Intermediate	Laws of the Night revised	Necromancy
Sanguinis Phial	2	Basic	MET ST Guide	Thaumaturgy
Scry	2	Intermediate	MET ST Guide	Thaumaturgy
Sense the Mystical	2	Basic	MET Storyteller's Guide	Thaumaturgy
Shackles of Blood	2	Advanced	Blood Sacrifice	Thaumaturgy
Singing Charm	1	Basic	Blood Sacrifice	Thaumaturgy
Spirit Beacon	1	Basic	Laws of the Night revised	Necromancy
Spite of Harridan	1	Basic	MET Sabbat Guide	Thaumaturgy
Summon Guardian Spirit	3	Basic	Laws of Elysium	Thaumaturgy
Summon Mischievous Spirit	1	Intermediate	Laws of Elysium	Thaumaturgy
The Curse Belated	2	Intermediate	MET ST Guide	Thaumaturgy
The Haunting	2	Intermediate	Laws of Elysium	Thaumaturgy
The Watcher	2	Intermediate	Laws of the Elysium	Thaumaturgy

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Trima	2	Basic	Met Storyteller's Guide	Thaumaturgy
Two Centimes	2	Basic	Blood Magic	Necromancy
Wake with Evenings Freshness	1	Basic	LotNR	Thaumaturgy
Ward (and Warding Circle) vs. Cainite**	2	Intermediate	Camarilla Guide*	Thaumaturgy
Ward (and Warding Circle) vs. Demons**	1	Advanced	Camarilla Guide*	Thaumaturgy
Ward (and Warding Circle) vs. Fae**	3	Intermediate	Camarilla Guide*	Thaumaturgy
Ward (and Warding Circle) vs. Ghosts**	1	Advanced	Camarilla Guide*	Thaumaturgy
Ward (and Warding Circle) vs. Ghouls**	1	Basic	LotNr	Thaumaturgy
Ward (and Warding Circle) vs. Lupines**	2	Intermediate	Camarilla Guide*	Thaumaturgy
Ward (and Warding Circle) vs. Spirit**	1	Advanced	Camarilla Guide*	Thaumaturgy
Widow's Spite	1	Basic	MET Sabbat Guide	Thaumaturgy

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

\*\*"Ward vs" and "Warding Circle vs" are separate rituals and must be purchased individually

**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

### Casting of Bones (Necromancy)

By throwing dice carved from the knuckle-bones of executed criminals, a vampire may attempt to divine and positively influence his fate.

System: the PC makes a static physical challenge vs. 3 traits to activate the ritual as the character rolls 2 dice (player does not actually have to use dice as to keep with the simplified MET rules, though a item card for the dice carved from the knuckle-bones of executed criminals is a must.) on a win, the player gains 1 trait for the purpose of comparing traits in a tie on his next challenge. On a loss or a tie, the Character is down 1 trait on his next challenge. This ritual cannot be cast over and over to stack the effects, but may be cast again once the ritual's effect has been used. Each subsequent casting in the same evening raises the activation static's difficulty by 1 trait (ie. The third time a vampire uses this ritual in the same evening requires a static physical vs. 5 traits to activate, ect.)

### Craft Garde (Thaumaturgy)

System: The Garde functions for a week. It must be worn at all times to be effective, and it much touch the

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holder's skin. For the duration, the difficulty of any attempts to use any blood magic rituals (not paths) against the holder are increased by two Traits.

### **Craft Gris-Gris (Thaumaturgy)**

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

### **Eyes of Despondent Revelation (Necromancy)**

The vampire covers his eyes in a gesture of lament and chants in a soft whisper. The player throws a Static social challenge vs. 3 traits to activate the ritual. If the ritual succeeds, the caster withdraws his hands and opens his eyes to the spirit of entropy. All things appear overlaid with the touch of decay, aged well past their present forms...mortals appear gaunt and ill, while vampires assume the radiant flush of their stolen health. The most important truth revealed by this sight, however, is that of ending fate. A mortal destined to die soon appears overlaid with black stains suggestive of her demise. A murder victim shows tarry wounds, while a plague sufferer manifests spectral sores and so forth. While these marks appear to darken as time closes for the mortal, it is impossible to know exactly when the mortal will meet its end. This ritual lasts the evening it was cast.

### **Grandfather's Gift (Thaumaturgy)**

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

### **Howl from Beyond (Necromancy)**

With 10 minutes and a bit of blood, hair, or bone burnt in a candle, a vampire who knows this ritual may afflict the charred body part's owner with the power to hear the cries and moans of the netherworld

System: the caster activates this ritual with a static mental challenge vs. 3 traits. This ritual lasts 3 hours, and the sounds of death come across as distant and distorted to the intended victim. The victim gains Oblivious and mortals with less than 4 willpower afflicted with this ritual are maddened and gain a derangement selected by the storyteller.

### **Knell of Doom (Necromancy)**

This ritual allows a vampire to hear the act of dying and so find materials and souls for experimentation. Those who use this ritual often tend to gain a faintly distracted look that discomforts anyone who recognizes the significance of their preoccupation.

System: The caster rings a bell of any size and plunges a knife into her palm (taking 1 unsoakable lethal damage in the process) the player throws a static mental challenge vs. 3 traits. If the ritual succeeds, the vampire knows immediately if any mortal dies within a range of her occult ability rating in miles. To discern a general location of the death within her range, the caster can make a static mental vs 6 traits if she chooses. The caster hears the sound of a giant iron bell tolling every death within the rituals range during its duration. This ritual lasts until sunrise.

### **Knowing Stone (Necromancy)**

By use of his own blood and the proper rituals, a houngan can mark a person's spirit to see where his subject is at any time, even after he has died. The houngan bleeds a trait of his own vitae, then uses the vitae to paint the name of her target on a consecrated stone. The caster throws a static social challenge vs. 3 traits to activate the ritual. If successful, the caster can learn the target's current whereabouts at any time

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by dancing around the stone in a trance state until the Baron or one of his Petro Loa whispers the desired information into her ear. The stone loses its power on All Saints Day unless the caster spends a point of blood.

### **Part The Veil (Necromancy)**

This ritual allows the necromancer to grant someone else the ability to see wraiths and the Shadowlands as though they had invoked Shroud Sight (Necromancy: Ash Path basic). The Caster spends several moments chanting over an object representing the subject (hair, fingernail, a prized possession, etc.) and a fresh human eye. The caster engages a static social challenge vs. 3 traits to enact the ritual. If the subject is kindred, he may attempt to resist with a static willpower challenge vs. 6 traits. If the power is successful, the subject sees the spirits and abodes of the dead overlaid with the living world for a number of scenes (if kindred) or nights (if mortal) as the casters rating in occult ability. This can drive mortals mad, or at least make them appear to be.

### **Two Centimes (Necromancy)**

The Houngan ceremonially “kills” a mortal, laying him out on a pallet in the middle of her Hounfor and putting pennies on his eyes. The caster engages a static vs. 3 traits. If successful, the mortal's soul journeys to the underworld, initially at least, as the way-station where voodoo believers congregate after death. The mortal can interact with the souls of the dead and travel elsewhere in the underworld, while also retaining the power to speak to the houngan and describe what he's experiencing. While in the underworld, however, the subjects soul cannot affect the environment. Although he may speak to other spirits, he may not physically interact with them or their surroundings.

## **Intermediate Rituals**

### **Baleful Doll (Necromancy)**

A baleful doll is a powerful figure that is linked directly to the spirit of the target. The doll must be handcrafted (requires a crafts challenge), and is only finished when it has been painted with a trait of vitae from the houngan and dressed in some article of clothing from the victim- which should be unwashed for a better connection. Once the doll has been cursed, the houngan can use it to cause physical damage to the target. If the doll is injured, the target suffers 3 unsoakable bashing damage (damage is dealt to the soul of the target). If the doll is destroyed, either by 3 uses or burning (or other way of destroying the doll) the target suffers 3 unsoakable lethal health levels of damage.

The houngan must craft the doll (requires a crafting challenge, static physical challenge vs. 8 traits), using ritual chants throughout the process. This normally takes 4 to 5 hours to complete this part of the ritual- a doll the does not resemble it's target is useless. Then the doll must be cursed, requiring a static social challenge vs. 6 traits.

### **Blood Dance (Necromancy)**

The Blood Dance allows a spirit to communicate with a living relative. They perform the ritual in exchange for money or favors.

The houngan must dance and chant for 2 hours, calling forth the right spirit and entreating all other ghosts to leave the area. While dancing, the vampire pours colored sands and ocean salt on the ground in a precise pattern and then makes the link between the living person and the deceased associate. The caster engages a static social challenge vs. 6 traits. If successful, the wraith appears within the houngan's sand-sigil and the living person can communicate with her for 1 hour. Failure means the spirit could not be contacted.

### **Candle of Rage (Thaumaturgy)**

System: Every night the candle is burned, the wongateur engages the victim in a Mental Challenge, defeat means the candle has no effect that night, but the magician may try again the following night. If the ritual

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functions, the victim finds the difficulty of all Self-Control Challenges raised by two Traits for the night. The candle may be burned three times. Targets that do not have the Self-Control Virtue (such as animals) should use instead use their Willpower at half its normal level.

### **Curse Candle (Thaumaturgy)**

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

### **Eyes of the Dead (Necromancy)**

The caster may see through the eyes and hear through the ears of a corpse. The body can be in any state of decay if the caster wishes to see through the eyes (or sockets), but it must retain at least the inner mechanisms of its ears if the houngan wishes to hear from the body's ears. While chanting, the Houngan sheds a blood trait (for sight or hearing, or 2 traits for both) over either a piece of anatomy from the corpse or a possession of great importance in life from the corpse, such as a wedding ring or family heirloom. The houngan must be able to see the corpse while casting, though it may not be close enough to touch. The caster engages a static social challenge vs. 6 traits (7 traits if the corpse is animated via other necromancy powers or if the ritual is cast on a partial corpse. 8 traits if both conditions are met).

### **Graveyard Mists (Necromancy)**

The Houngan chants a paean to the dead and bites his tongue, spitting 1 blood trait upon the ground. The caster engages in a static social challenge vs. 6 traits. If the ritual succeeds, wisps of luminous fog rise from the spot where the blood fell and spread through the surrounding area (an area of 2 yards per occult ability rating of the caster). Each minute that passes reduces the area of the fog by 1 yard. Apart from its usual obscuring qualities, the fog also reveals the ghosts as translucent phantasms to onlookers. The dead may whisper softly at a cost of 1 willpower point per minute of conversation, though they vanish and fall silent again if they step beyond the fog.

### **Nightmare Drums (Necromancy)**

The houngan sends the dead to haunt the dreams of an enemy, using the wraiths to slowly drive an opponent slowly insane. Once the ritual is cast, the houngan has no control over this power, save to stop it from continuing. The shape of the nightmares and the images that assault the target are completely under the control of the haunting wraiths.

The Houngan uses a trait of his own blood and a personal possession of the target in this ritual. Once the item is coated in blood, the houngan must burn the item, sending a ghostly icon of it to the shadowlands both as an identifying badge and as a reward to the spirits who agree to haunt the target. While the item burns, the Houngan (and assistants, if available) pound out a relentless beat on gigantic drums, headed in human skin. The caster engages a static physical challenge vs. 6 traits. The drums are inaudible in this realm, but thunderous in the realm of the dead. To silence the drums, the wraiths resignedly promise to send nightmares to the victim for as long as the houngan demands, in return for a favor. Their request usually runs along the lines of passing a message to a living relative or exacting revenge against someone who slighted them.

### **Ori Sight (Thaumaturgy)**

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

## **Advanced Rituals**

### **Dead Man's Hand (Necromancy)**

The Houngan takes a rag stained in the blood, sweat, or tears of the intended victim. She takes a freshly severed human hand (which can come either from a corpse or a living "donor") and closes it around the rag.

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The Houngan engages a static social challenge vs. 9 traits and spends 2 blood points for each stamina related trait possessed by the victim. If successful, as the hand decomposes, so does the victim. His flesh bloats, turns gray, then green, then starts to slough off. The victim's brain stays fresh until the very end, so he can see the maggots writhe in the putrescent rack of meat that was once his healthy body. The victim loses health levels at a rate of the following: 12 hours per healthy health level, 12 hours per bruised health level, 3 hours per wounded health level, 12 levels per incapacitated health level.

Mortal characters who suffer more than 12 hours of incapacitation die, while kindred who remain incapacitated more than 12 hours succumb to torpor. NOTE: This health loss is not damage. The health level just disappears. Thus, the health loss cannot be soaked or negated with fortitude or similar. To reverse the effects, a person needs to find the hand and remove the rag from it and the victim will return to normal within hours.

### **Garb of Hades (Necromancy)**

Similar in some ways to Daemonic possession, Garb of Hades allows the Houngan to inhabit a recently dead body, leaving her own form in a torpor-like state. The body must be no more than 30 minutes dead when the ritual is started. The caster dresses himself in the clothes the subject wore at the time of death (nude if the victim died that way). The caster spends 2 blood and symbolically "breathes" into the corpse's mouth. The houngan engages a static social challenge vs. 9 traits. At this point, the houngan inhabits the corpse and reanimates it. While in the corpse, the caster has access to the subject's memories, though only the past few nights are clear. The caster may even access the subject's abilities, though, only 1 level of each. The caster does not gain access to any supernatural abilities, if any (such as disciplines, shape-shifting or other powers), other than his own mental and social powers that do not require a blood expenditure. The ritual lasts a number of scenes equal to the caster's levels of occult ability; after this time, the body rapidly decays and the caster returns to her own body.

### **Shackles of Blood (Thaumaturgy)**

System: The false bond lasts for a number of nights equal to the number of Mental Traits spent at the time of creation (maximum three). The caster may attempt to create a true blood bond with the victim during this time. If the ritual expires before a true bond is formed, however, any partial bonds are instantly nullified, as if the victim had never fed from the magician. Kindred who feed from a mortal who has consumed this mixture within the past 24 hours are themselves affected as though they themselves had drunk it directly.

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## 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 follows the same requirements listed in Ravnos Packet. The Sadhana teacher must possess three advanced paths of Sadhana, the ability Occult x5, and the ability Lore: Sadhana x3.

Ravnos sadhus are bound by the Ravnos Packet. Sadhana Learning and Teaching requirements in the OWbN Ravnos genre packet, but use the mechanics for Sadhana printed below 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)**

## Sadhana Paths

### 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

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Oneiromancy (Lakshmi's Wishes)	2	LotN Storyteller's Guide
Praabti, Path of	4	Blood Sacrifices
Snake Inside (Temptation of Mara)	2	Blood Magic
Spirit Manipulation (Asura-Raja)	2	MET Camarilla Guide

**These are the only paths available to Daitya and Setite Rakta-Sadhus 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 the target to use on others, or a Static Mental Challenge against eight traits to use on one's self..

#### **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 sadhus 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. Teleporting to a destination the magician has never seen or been to before is problematic; If attempting, a simple test is made upon a successful casting. A win indicates the character ended up where intended, a tie indicates a small variation but close to target, and a loss indicates a catastrophic failure to be determined by the ST.



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### 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	5	Methuselah	Blood Sacrifice
Eyes of the Past	2	Intermediate	Elysium
Firewalker	5	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

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Lion Heart	5	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	2	Intermediate	Camarilla Guide*
Ward (and Warding Circle) vs. Demon	2	Advanced	Camarilla Guide*
Ward (and Warding Circle) vs. Ghosts	2	Advanced	Camarilla Guide*
Ward (and Warding Circle) vs. Ghouls	2	Basic	LotNr
Ward (and Warding Circle) vs. Spirit	2	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.

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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: The caster spends a number of mental traits. For each trait spent, they gain one use of the Ash, and may spend no more than 5 mental traits per casting.

### **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.

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### **Intermediate Rituals**

#### **Aurava**

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

#### **Incorporeal Passage**

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

### **Advanced Rituals**

#### **Lion Heart**

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

### **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.

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## Nahuallotl

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

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)**

## Nahuallotl Paths

### 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 (Huehuetotl'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

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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.

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### 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.

### Intermediate Rituals

#### **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.

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## FAQ

### **What do I need in order to teach Setite Sorcery?**

To teach Setite Sorcery the teacher must have Advanced Serpentinis (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. Finally, approval from the Setite Coordinator is necessary as the student is a Rogue Sorcerer.

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..

### **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.

### **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 4 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.

### **Why do I have to have a Code of Honor?**

All Setite based blood magic and variants are highly religious and require the active practice of a religion or Faith to possess. For this level of in depth worship, we feel it requires at least a Code of Honor in whatever religion it is to represent. As such all Faith based users require Code of Honor.

### **Where are the MET conversions for some of those rituals?**

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

### **Where is the Followers of Set genre information?**

In the Setite Genre Packet.



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### **Where is the Serpent of the Light genre information?**

In the Serpent of the Light Genre packet.

### **Why are there no Rarity 5 rituals listed and/or why did you include a Rarity 5 rank in that case?**

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

## Credits & References

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### Sources

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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Author: Zach Bush, Michael Goodwin, Michael Butler  
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### **Packet Team**

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