

SETITE SORCERY

(MINISTRY CHARACTERS ONLY)

Assassins and Usurpers are not the only ones to have unlocked the powers of the blood. The sorcery practiced by your clan predates the Tremere by millenia and holds secrets long coveted by the Banu Haqim. Your magic may not be as versatile, but it is deep rooted in tradition and devotion to Set. How you learned it may vary, be it from years of study under your sire, or piecing together of ancient Hieroglyphs, but you know enough to call yourself a practitioner of Akhu.

The path of Akhu focuses on rituals regarding the addling the mind, shapeshifting, cursing, warding, communication, weather manipulation or rituals that directly draw from the ancient Egyptian religion.



— Lore —

● **Ancient Languages:** In order to learn such ancient spells, you had to learn the language they were written in, or the language the original work got translated to. You have the equivalent of a linguistics merit, applicable to all ancient languages of the near east.

●● **Source of Knowledge:** Learning the ways of ancient Egyptian magic is no simple task, especially when far away from the homeland of your Clan. Choose one of the following:

SORCERER'S APPRENTICE: You have a mentor equivalent to 3 dots in Mawla on the subject of Blood Sorcery, including many rituals, as well as offering advice on occult lore, especially Setite.

LATENT POTENTIAL: You have learned how to focus your blood into your Sorcerous pursuits. You may buy dots of Blood Sorcery at new power level times six (Like Caitiff Disciplines) and may learn the first 3 levels of the Discipline without a teacher.

●●● **Dua Sutekh:** By channeling your faith in the Red Pharaoh, you are able to use it to power your own sorcery. After focusing your faith in Set, whether through a quick prayer or a sacred symbol, you may spend a point of willpower and cast a ritual without using blood. Channeling the Antediluvian in this form is not without its cost, on a Critical Success or a Failure, you also suffer the Ministry compulsion.

●●●● **Truth to Tradition:** Assassins and Usurpers may know more varied rituals, but while they reinvent the wheel your own rituals have been tried and true for over millennia. When using a ritual related to a traditional field of Akhu (see above), the user gains two additional successes.

●●●●● **Curse of the Red God:** God of storms, disorder, violence, and foreigners, Set is (or was, depending on who you ask) also a mighty Sorcerer, whose curses remain potent to this day, thousands of years after they were uttered. While only the most ancient Hierophants actually witnessed such power, the knowledge required to cast it has slithered its way to modern days. Whether through inheritance, theft, purchase or gift, you have come into possession of a stelle, tablet, papyrus or other ancient artifact, which contains the encrypted & detailed instructions on how to cast a similar curse. Decrypting it will require knowledge of archaic Egyptian language as well as occult lore. Once decrypted, how to cast the spell and what it does is up to the Storyteller, but it should be no small effect.