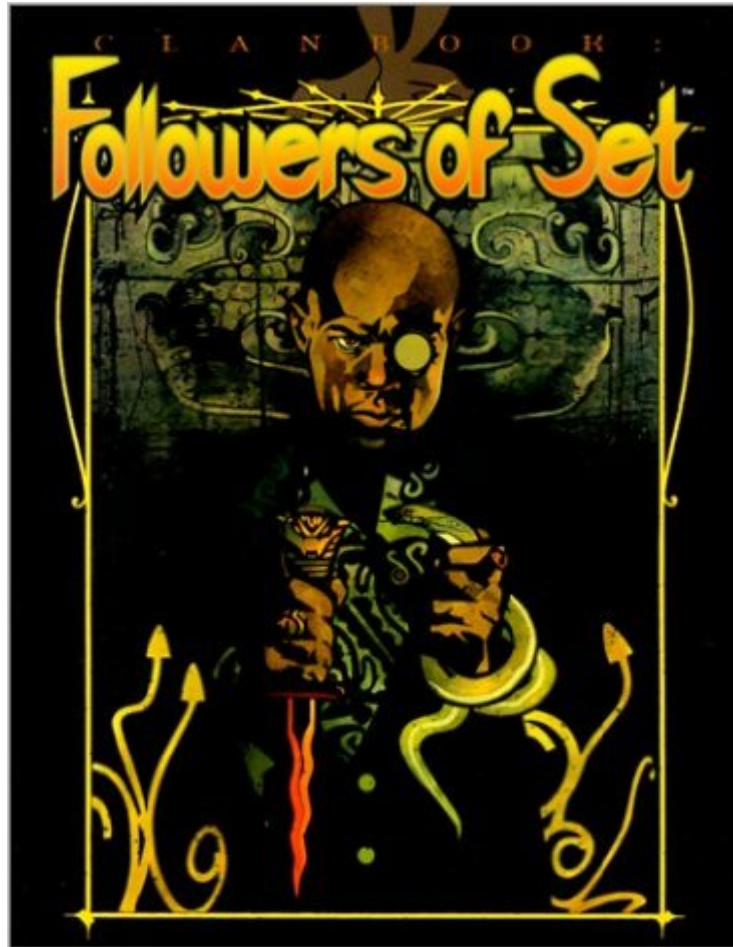


The book was found

***OP Clanbook Followers Of Set Rev Ed (Vampire: The Masquerade Clanbooks)**



Synopsis

Clanbook: Followers of Set is a complete overview of the clan, with new skills, expanded discipline abilities and complete history of the clan from its inception to the modern nights. Detailed notes regarding the most famous and infamous of the clan members as well as starting templates for character creation round out a well done package.

Book Information

Series: Vampire: The Masquerade Clanbooks

Paperback: 104 pages

Publisher: White Wolf Publishing (March 15, 2001)

Language: English

ISBN-10: 1588462048

ISBN-13: 978-1588462046

Product Dimensions: 8.4 x 0.2 x 10.9 inches

Shipping Weight: 11.5 ounces

Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (6 customer reviews)

Best Sellers Rank: #1,282,091 in Books (See Top 100 in Books) #79 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire](#) #207 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #56282 in [Books > Science Fiction & Fantasy > Fantasy](#)

Customer Reviews

Lets face it. The previous clan books were pretty [bad], so the Revised clan books have a lot to make up for. Well this one certainly does an excellent job of making the Followers of Set actually playable. After you read this book, you will actually be able to incorporate Setites into your games without disrupting it. The opening fiction gives us plenty of hints that what we think about them might not be so accurate after all. And then we get the kicker. The first chapter about history is written by a skeptical Setite! There's a heavy focus on Egypt, and it looks like the authors really did some homework here. It starts off in pre-dynastic times, with the conflict between Osiris and Set and continues throughout dynastic Egypt into the Persian invasion and Alexander's liberation of Egypt. From then on, we get some stuff on Carthage, Cleopatra, Roman north Africa, the Coptic period and Set's disappearance. Byzantine and Muslim Egypt, along with the Crusades in the Holy Land, are then explored, with lots of juicy little tidbits. It goes on to the Ottoman era and the slow spread into Europe (the "Dark Continent"). We finally get into the modern era, along with some hints at

non-Egyptian Setites! And then we are left with a disturbing ending. The next chapter is the meat, explaining the role of the Setites, Egyptian mythology and the Path of Typhon-Set. We learn that the Setites are not base corrupters, but religious fanatics, servants of a dark and terrible god who offers freedom and scholars who seek to preserve forbidden lore. Definitely a better motivation than undead pimps and drug lords. We get some hints for "Playing a God", a revision of the Path of Typhon (and the new Path of Sutekh), cult structure and some sample temples (mainly in northern Africa).

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