

ANGELS OF GAIINE

Assamite Antitribu

OWBN - 2021





DARK PACK

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2021. Written by Chase Jelliffe and Adam Sartori, subcoordinator for the Assamite Office for One World by Night.



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NOTIFY/APPROVAL/DISALLOW

This is not a comprehensive list of Assamite R&U, but only those pertaining directly to Assamite Antitribu. Please see the OWbN Character Bylaws for a comprehensive list.

Assamite Antitribu Lore

Non-Assamite Antitribu with Assamite Antitribu Lore 4

PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite

Non-Assamite Antitribu with Assamite Antitribu Lore 5

PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite

Ranks of the Unconquered

Ustad

PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Assamite

Shumseea

PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite

Shakari

PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite

Sultan

PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite

Hulul

PC: Disallowed - NPC: Coordinator Approval - Coordinator: Assamite

Combination Disciplines

Non-Assamite Antitribu with the following Combination Disciplines

PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite

Draught of the Soul

Breath of the Sandstorm

Blood Essence

Trap of Vitae

Running With Shadows

Non-Assamite Antitribu Warriors with the following Combination Disciplines

PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite

Tattoo of the Unconquered Blood

Tattoo of the Stolen Life

Ritae

Non-Assamite Antitribu with the following Ritae

PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite

Tatarich mee-nel Haabar (The Way of Khabar)

Les Sem-Maana el Al Faa (Venom of the Snake)

El Raver mel al Hashishe (Taking of the Hashish)

La shay haqiqah, koulo shay' moumkin (Nothing is an absolute reality, all is permitted)

The Mark of Khayyin

Kali-Ma

Ealamat Alkayin

Assamite Antitribu Castes

Assamite Antitribu Sorcerers

PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite

Assamite Antitribu Viziers

PC: Coordinator Notify - NPC: Unregulated - Coordinator: Assamite



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-Chase Jelliffe, Assamite Coordinator 2020-2021

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HIS+ORY

The Tale of the Unconquered

As told by Abd-Izhim Azrael of the Unconquered:

“For five hundred years we lived in exile. We the Unconquered who refused to bend knee to the Tremere and their Camarilla. We are the true heirs to Haqim’s legacy and no other. The mad god who sits on the black throne now claims to speak with his voice. Do not be fooled. He is the father of lies. But I perhaps fear yet that our glorious founder has fallen from Grace.

It matters not though. We have made our choice and have not looked back since. We will not serve the Herald or Haqim if the word’s the child monster speaks are true. Those who claim to be loyalists would see us dead. There is no mercy or redemption to be found. Return their insults in kind.

Know the legacy of honor that is in your blood! You are among those who refuse to bend knee. You are in service to the Hulul who carries the very blood of the Lasombra Antediluvian in his veins. We cannot be stopped, and we will not be stopped.

Know it was us who first shattered the curse and preserved the true legacy of our clan. No other. This is why we are called the Unconquered. The schism plays at being Camarillans, the dispossessed wallow in self pity and doubt. Only we, the true Children of Haqim can unite the clan once more and free them from the web of lies they have been entrapped in.

It is true, when the Herald awoke many of our elders returned home. They took this as a sign of Haqim’s return and an offer to end our self-imposed exile. When they returned they learned the truth. All they had spoken of whispers in fear was proven. They would not submit to the authority of another, just as they had when the Tremere cursed our clan. In short time many returned to the Sabbat knowing the invitation to be a lie. And with them came many more from the mountain who would stand with us in defiance.

Spread this tale to the Angels of Caine. For many of our blood have forgotten who we are. In with them and our brothers in the Sabbat can we reclaim our home and in turn lead our clan back to where it is supposed to be.”

The Birth of Angels

It was the nights of turmoil and the war of princes that the Children of Haqim earned their fearsome reputation as Saracen assassins obsessed with the blood of their cousins. At the height of the crusades into their holy lands, the Assamites struck back against the Christian invaders. Spreading across Europe, the Children of Haqim hunted other Cainites for their blood and for vengeance.



In this perfect storm of vengeance the Anarch Revolt began. Starting as a simple uprising of Brujah in Spain against their elders, the revolution and fighting quickly spread to the rest of Europe. In Italy many young Lasombra grew tired of the oppression of their elders and threw in their lot with the Anarch Forces. Among them was a crafty cainite by the name of Gratiano de Veronese.

The last child of the Lasombra Antediluvian quietly supported and coordinated the young anarchs in Italy. Knowing he could not succeed alone, Gratiano reached out to the Assamites for aid. Willing and ready to spill Infidel blood, the Children of Haqim in Europe were more than eager to agree to Gratiano's alliance. The forces of the Children of Haqim in Europe were led by an elder Warrior by the name of Karif Al Numair. This fearsome warrior quickly became close confidant and allies with Gratiano. Together the two Cainites coordinated forces in Italy and devised the most devious of plans.

As the Vaulderie finally arrived in Italy from the young Tzimisce Anarchs of Eastern Europe, Gratiano and his allies were finally freed of their shackles of blood. It was at this moment that Karif Al Numair and Gratiano enacted their final plan. The death of the Lasombra Antediluvian.

At the height of the Anarch Revolt, Gratiano, Karif Al Numair, and their forces stormed the gates of the Castle of Shadows. The very heart of Clan Lasombra. The battle that occurred has since passed into legend among the clan. Many Cainites of both clan Lasombra and the Anarchs met

the final death that night in defense of their very beliefs and desires. In the end Gratiano and Karif Al Numair made their way to the final resting place of the Lasombra Antediluvian. As promised, Karif took the very heart's blood of the most ancient of Lasombra into himself, finally ending the millennia of existence of the Lasombra Clan Founder. As the ancient crumbled to ash, the Anarch forces rejoiced in their freedom and success. On this night the Anarch cause took one step closer to truly being free of their elder oppression. For the Assamites who followed Karif Al Numair, this was a sign of change. Not just for the Cainites of Europe but for their clan as a whole. Karif was now equal in blood to Haqim himself.

Shortly after the death of the Lasombra Antediluvian, the Assamites lost themselves in their success. The clan rampaged across the whole of Europe, claiming elder blood after elder blood in their battles. Just as it seemed nothing would stop them from accomplishing their goals, mortals discovered the existence of vampires. The resulting Inquisition further devastated the Cainites of Europe. Already weak from years of fighting, the Anarchs were easy targets for the witch hunters in their crusade. The elders by contrast had centuries of experience of avoiding hunters. The forces of the Anarchs were devastated in the ensuing chaos. Facing defeat, the Anarchs decided to accept the parlay of the newly formed and very well organized Camarilla. The Assamites, however, were not yet ready to give up on the war. So lost was the clan in its quest for blood, nothing short of extermination of the clan itself would stop them. In the end, that is what they truly faced.

At the city of thorns the Assamites traveled with their Anarch allies to hear what this Camarilla had to offer. In the end the Camarilla offered nothing more than a return to the status quo of the times before the Revolt. While the Anarchs were quick to submit to the young Camarilla rather than face complete defeat, the Assamites were determined to carry on the fight regardless.

It wasn't until an envoy from Alamut itself arrived at the meeting was the truth revealed. An agent of the Camarilla had discovered the location of Alamut and several of the clan's elders were being held hostage by them. Faced with the full might of the Camarilla to bear upon them should they not cease, the Assamite elder Antara acting on behalf of the Eldest, accepted the surrender offered by the Camarilla. Once the terms of the Tremere curse to be placed upon the clan were revealed, Karif Al Numair flew into a rage. Swearing never to submit to either the Camarilla or the weakness of Alamut he and his brothers stormed off from thorns joining those Anarchs who also refused to, in burning the town of Silchester to the ground in an act of defiance. On this night, the Unconquered were born.

Into the night Karif and the newly born Unconquered rode with their former Anarch allies who quickly began to call themselves Sabbat. It was painfully obvious though that not even Karif could spare them from the Tremere curse. As they slept, now Assamite Antitribu felt the pain and agony of the Tremere curse fall upon them. Shocked and defeated, many of the early Assamite Antitribu

gave into despair. Some of which chose to greet the sun rather than bear the shame of the curse. In their moment of desperation the Ancient Izhim ur-Baal came to them. He spoke that night to his brothers that he too would not dare bare the shame of the Tremere curse or the audacity of the Camarilla. Instead, he came offering hope to the Unconquered. He himself was far too ancient to accept the curse of the Tremere, and as a grand ashipu, he offered them salvation and a way to break the curse cast upon them. Karif and his allies rejoiced and joined with Izhim ur-Baal. How exactly the great Izhim Ur-Baal shattered the Tremere curse as if it was nothing more than simple glass is unknown to many. Only those who originally rode with Karif and Izhim know the true tale. What is known is that the Assamite Antitribu rode to some forgotten city of the ancients and invoked a great spell of their own. In the end, all those who were of the Vizier and Sorcerer caste were no more. Sacrificing their very lives to shatter the Tremere curse. In the end, only the Warriors of the Unconquered remained, but now free of the Usurper curse.

Fall From Grace

In the few years that followed, the Assamite Antitribu struggled to find their own identity and way. Led by Karif, who now claimed the title as the first Hulul, and guided by the ancient Izhim Ur-Baal, the Unconquered were organized as best they could. Following much of the ideas of the Web of Knives, the Assamite Antitribu began to structure themselves with the Hulul as their leader and the Shakari the greatest among them.

After shattering the Tremere Curse, the Hulul and Izhim Ur-Baal lead their brothers to India. Needing time to find themselves and build anew; India provided the best of opportunities for the clan. Izhim Ur-Baal brought them to a great mountain fortress in the jungle, seemingly prepared for their arrival, a family of ghouls already in residence, the Marijava.

This new Alamut served as the home for the Unconquered for many years. It was here the clan was organized by the Hulul and debates began to form as to the direction they would take. Having turned their backs on the Mountain and becoming ever more obsessed with the very history of both their clan and race, the Unconquered debated the very core of all they knew about themselves. Was Haqim truly the greatest? If so, why did he himself not intervene in their plight? The Unconquered saw firsthand the very horror of the Antediluvians when Karif slew the Lasombra founder.

The great debate lasted nearly a century. Izhim Ur Baal and his Thuggee allies supported the stance it was Caine whom they most venerated, in addition to Haqim. Others preached that none should be worshipped and they should make their own destiny. As the debate seemed that it would go on for all time, Karif revealed that the Lasombra Ancient was stirring in his blood. In time he would not be able to hold back the ancient and would be consumed by him. Startled by

this revelation the Unconquered quickly tossed aside their debate for the concern of the one who led them into their fall from grace. Izhim Ur Baal offered yet another option. The Hulul was to be diablerized every hundred years to keep the Lasombra Antediluvian buried and dead. So that no one Unconquered would have to bear this burden, they would as a clan. So it was decided, and the tradition of the diablerie of the Hulul every hundred years was born. Unafraid, Karif chose his successor and was diablerized in a grand ceremony before the whole of the clan, passing on the mantle of the Hulul to another.

Shortly after the ascension of the second Hulul, an envoy from the Sabbat arrived at the door of the Unconquered's Alamut. The envoy brought an offer for any among them to join an enclave of the Sabbat's elders who were attempting to forge a new way for their kind. A means by which to chain the beast that had never been done before. The Unconquered debated once again on to who to send. Their voices were silenced by Lady Verdais, an elder of the clan and of the faction who supported veneration of Caine. Supported by Izhim Ur-Baal, Lady Verdais was sent to the mountains of the Black Monastery to help develop these new ways.

In the sacred Black Monastery elders of the Sabbat debated, studied, and tested new ways to chain their pasts. Lady Vedais brought with her the knowledge of the Path of Blood. It was here for nearly a decade these elders created what would one day become the paths of enlightenment for the Sabbat. Lady Verdais, along with her ally Mateusz Grybowksy of the Nosferatu Antitribu, forged the Path of Caine, and in doing so gave birth to the Angels of Caine.

Similar to the Path of Blood but with veneration of Caine, this blasphemy to the main body of the Assamites quickly spread among the Assamite Antitribu. Though not all accepted it, the Path of Caine developed by Lady Verdais became widely accepted, in part due to its closeness to the Path of Blood. Something she had taken into account when creating it. To the rest of the world the As-



samite Antitribu became the Angels of Caine. Noddist scholar warriors to the Dark Father. In these early nights many of the rites and traditions of the clan were born and are still kept to his night.

Shortly after, the newly christened Angels of Caine were forced from their home. The Ventrue and their allies descended upon India, striking at the very heart of the Angels. Facing extermination once again,

and cut off from far away allies in the Sabbat, the Hulul ordered the clan to abandon their new Alamut in order to continue on. Though many desired not to give up their home, none argued with the Hulul; save the Marijava ghouf family. The Hulul honored their request to stay and defend their Alamut, and to this night, many tales are told of the brave last defense of their Alamut against the Ventrue invaders. In the end, their home was lost and the clan forced to spread out across the world.

Many of the Angels of Caine returned to their Sabbat allies and joined them in what little area they controlled in Europe. Many others fled to the Netherlands with their Sabbat brothers. Still, others searched for a new home; a small portion of the Angels of Caine traveled to Tibet and established the Monastery of the Night, others ventured back into the middle east and reconnected with their lost ties, some of their brethren who dwelt with the Hashashin in Mayaf and their Alamut. Though the Hashashin had long since been defeated and broken, a few among the Unconquered kept their traditions and ways, enduring. Though separated, the Angels of Caine remained in contact with one another, never forgetting amongst themselves they were the Unconquered.

The First Sabbat Civil War

As the Sabbat of the New World waged war over dwindling resources and the disconnect between the Old World Elders of the sect, the Angels of Caine had just begun to spread across the world from their centuries of solitude. Though the fighting was largely viewed as one between the Lasombra and the Tzimisce, no clan of the Sabbat was spared from the fighting. The Angels of Caine were no different.

While the sect fought bloody battles amongst themselves, the Angels of Caine came from the shadows of the sect to offer their services to their Brothers and Sisters for the highest bidder. During this time, the Angels of Caine earned their fearsome reputation as the feared assassins and warriors of the Sabbat. Though many of the Angels of Caine had joined with the Black Hand, others chose another path. Maintaining their tradition of a seven year training period after the embrace, the Angels of Caine bred some of the finest warriors of the sect. Much blood was spilled by the Angels of Caine; while those among the Black Hand secured and maintained as much territory as they could for the Sabbat within the New World.

Due to the efforts of Radu Bistri and Gorchist, the First Sabbat Civil War came to a close. Though the sect had nearly destroyed itself, the result of the war birthed the Purchase Pact and a new unity and direction for the Sabbat as a whole. For the Angels of Caine, the war earned them a bloodied and terrible reputation in the Sabbat. While many outside of the Sabbat feared them, it was in the Sabbat the Angels of Caine finally forged for themselves a name both feared and greatly respected.

Many of the battles of the first Sabbat Civil War were won single handedly by the blades of the Angels of Caine. Like vengeful divine beings of the Dark Father, the clan swept across the battlefield like a master artisan removing targets with ease. Many war leaders during the war hired the Angels to make decisive blows during the war. Many more had been contracted to be advisors and tacticians to the war leaders. In all the chaos and blood the Angels of Caine finally had carved a very distinct place for themselves in the Sword of Caine.

The Tibetan and Indian branches of the clan largely avoided much of the fighting and involvement in the war, having yet to migrate to the New World, much of the clan remained within their lands during the Civil War. Those of the clan from North Africa and the Middle East were the first to migrate to the New World.

The Second Sabbat Civil War

The Second Sabbat Civil War was largely accepted to have started with the assignation of Regent Gorchist in 1863. Once again the Lasombra and Tzimisce warred with one another, and once again the Angels of Caine offered their services to the highest bidder. The war was long and bloody lasting, many decades. The Black Hand remained neutral in the fighting, and instead spent their time trying to maintain what territory it had, as to not suffer a repeat of the previous Civil War in loss of territory to the Camarilla. With them, many of the Angels of Caine who were also of the Chosen fought to protect what was already the Sabbat's.

Many more tales of the sacrifice of the Angels of Caine in defending Sabbat territory from the Camarilla were birthed during this time. Once more the Unconquered continue to reinforce their fearsome reputation as assassins and killers of the Cainite race.

The Hulul during the time spoke of spreading the clan's influence among the Sabbat and using the war as an opportunity to gain many debts among the sect as a whole. By the war's end, none too few members of the Consistory owed the Angels of Caine a great number of favors for their acts during the Civil War.



While never vocal, it was during this time that the ancient Izhim-Ur Baal became more vocal among his clan in guiding them. His voice however was not unchallenged, as his student and rival Djuhah challenged his master's every command and word. As a result the very voice of the Hulul himself became drowned between the two powerful Unconquered and their rather visible rivalry in the clan.

As the Second Sabbat Civil War raged on, the Angels of Caine had their own losses. They were heavily involved in the fighting and while most of the clan successfully fought and killed, many suffered the Final Death. Their names are honored by the clan even in the modern nights. If the First Sabbat Civil War is where they gained their reputation as the Angels of Caine, it was during the second where the clan made it crystal clear to the Sabbat as a whole.

By the year 1933 the forces and allies of Melinda Galbraith forced the Sabbat to come together for a moment and discuss an end to the Civil War that had devastated the entire sect for decades. With the support of the Black Hand, the Consistory met for the first time in many years. With Izhim-Ur-Baal by her side, Melinda Galbraith forced the end of the war and the signing of the Code of Milan. In the end, the Angels of Caine stood stronger than ever before in the Sabbat. The clan was dominant within the Black Hand and highly respected. The Sabbat now turned to the Angels of Caine in times of war for their expertise and assistance. Though the cost for such a reputation and respect was not low as many of the Angels of Caine lost their lives in the fighting, the clan needed to replenish their numbers. Embraces were encouraged and training had become less required. Many of the Angels of Caine active tonight can trace their embrace to the time shortly after the end of the Second Sabbat Civil War. This boom in the clan caused them to grow larger in numbers, but at the cost of much of their traditions and history to these fledgling Angels of Caine.

The Third Sabbat Civil War

The Third Sabbat Civil War lasted only a hundred nights and had little impact outside of New York City. Though the fighting was started by the Brujah Antitribu in an attempt to overthrow the duopoly of the Lasombra and the Tzimisce; the Angels of Caine had little involvement in the War. Satisfied with their current standing and reputation in the Sabbat, the Unconquered had little to gain in the war; nor much time to act upon it. Instead the clan focused itself to continue to embrace and replenish their ranks from the previous Civil War. Though the Shakari debated their involvement in the war, and in the end, the Angels of Caine decided to remain uninvolved. At its culmination, the Panders were recognized as a full clan in the Sabbat and little else truly changed. The great coup of the Brujah Antitribu failed, and the Angels of Caine barely noticed as a whole.

To the younger Angels of Caine though, the Third Sabbat Civil war was an opportunity to cut their teeth. The blood of the Unconquered had spread far in the years since the Second Sabbat

Civil War and many of these young Assamite Antitribu knew little of the traditions or ways of their clan. These so-called Young Turks rose up in the clan and became involved with many of the younger Brujah Antitribu, Pander, and Lasombra. With stronger ties to their allies among the younger clans, these Young Turks did fight for the Antitribu cause in the Third Sabbat Civil War. Lending their own created and adapted style of espionage and assassination, the Young Turks proved to be a rather effective force for Cainites of their age. It seemed the legacy of their blood carried on with them regardless of their upbringing. In those nights the Young Turks earned the trust and respect of many of their Antitribu brethren of the other clans. To the clan as a whole though, they were largely ignored and forgotten. The Third Sabbat Civil War truly marked the beginning of a divide in the clan. The older Unconquered who followed the traditions and legacy of their clan in the Sabbat, and those Angels of Caine who knew neither and cared only about their packs and the Sword of the Caine as a whole.

The Final Nights

By the time of the Final Nights the Angels of Caine stood strong in the Sword of Caine. In 1999, Moncada decided to support a grand Crusade all along the American East Coast. The greatly respected Cardinal had the support of much of the Consistory, his own clan, and the Sabbat as a whole. For the first time in centuries the Sabbat created a united front against their Camarilla enemy and began a blitzkrieg against their hated Camarilla enemy. The campaign was quick and bloody, and it was the Angels of Caine the sect turned to be their generals and assassins.

The campaign was swift and devastating. The Sabbat might



T. Gordon

have been more successful in the war if a couple of factors hadn't occurred. The Angels of Caine struck like vengeful ghosts in the night. Their blades were swift and many of the Sabbat's battles along the east coast were the direct result of the Unconquered removing key enemies. Together the clan as a whole and the Black Hand annihilated any who opposed them. Just as the Angels of Caine's finest hour was upon them, the most terrible thing to happen to the clan occurred: Ur-Shulgi Awoke.

The Great Betrayal

In the height of the greatest campaign in Sabbat History, the Angels of Caine suffered their greatest shame. All within the clan felt it, even the Antitribu. Their clan's ancient Herald of Haqim, Ur-Shulgi, had risen. In a single night the ancient Assamite shattered the Tremere curse as if it was a child's toy. To the young Angels of Caine they became confused but felt what had happened in their dreams. To the elders of the clan in the Sabbat, it was an invitation. To return home from their self-imposed exile; back into the grace of Haqim. In one night the entire leadership of the Unconquered and most of its elders simply vanished.

Crippled by the loss of so many of their greatest tacticians and assassins; the Sabbat's campaign along the East Coast collapsed. The Black Hand itself was greatly weakened and may too have collapsed had it not been for its diversity and Jalan-Aajav. To the clan through the Hulul, the Shakari, and even the great Izhim Ur-Baal simply vanished into the night. Rumors quickly spread amongst the clan that their elders had returned to Alamut, betraying their vows to the Sabbat. Outraged, the Angels of Caine lashed out, seeking to channel their rage and confusion into something effective. Some of the clan simply were unable to comprehend the loss. In the end, fewer than a dozen Angels of Caine over five hundred years of age remained in the Sabbat. The majority that remained were far younger; many of whom were embraced shortly after the Second Sabbat Civil War. As news spread about the clan's elders' betrayal of the Sabbat, the remaining Angels of Caine began to fear the retribution from the Sabbat as a whole on those that stayed. If they could not strike at the ones who had forsaken their vows; they would surely turn on those of the clan they could harm in their anger. It would seem the once great Angels of Caine might face total destruction at the hands of the Sabbat.

Just as the Angels of Caine faced extinction, it was their allies among the Black Hand who came to their aid in time of need. The Unconquered Yazid Tamari of the Black Hand quickly worked to unite what remained of the clan under his banner. With the support of the Black Hand, Yazid was quick to spread the clan's message of anger at the Great Betrayal (as it would come to be known). Acting first Seraph Jalan Aajav himself lent his support to Yazid and the Unconquered in helping the clan survive any retribution they may face. Jalan-Aajav went even so far to swear upon



the Iron Reliquary of the Grand Inquisitor in supporting the absolute loyalty of the Angels of Caine who remained. Broken and beaten, the Angels of Caine survived under Yazid Tamari for a time, and indeed escaped facing retribution for the betrayal of their elders.

While the awakening of Ur-Shulgi was a sign to many of the end times, and an invitation to the Unconquered elders to return home, the Angels of Caine received another surprise. Soon after, many refugees from Alamut itself seemed to flock to the banner of the Sabbat. These refugees brought with them stories of the child monster who now sat on the throne of Alamut. How he destroyed the Eldest, Jamal, and demanded absolute loyalty and obedience to only Haqim. Unable to disavow their faith, these refugees

fled to the corners of the world to escape the wrath of Ur-Shulgi. Some of which joined the Sabbat. This influx of refugees brought with them elders of Alamut, and some of the first well known Viziers and Sorcerers of the clan to the Sabbat. All but forgotten, the remaining Angels of Caine embraced their new brothers and sisters and offered them a new home and a new path to take.

Though broken, the Angels of Caine were hardly beaten. Lacking direction though they were, the clan now faced an open and exciting future. Though devastated, the clan could rebuild. Those that betrayed the clan and have any ties with the main body of their clan in the Sabbat quickly became known as the Fallen Angels among the clan. Something they hunt to this very night.

The Year of Fire

In the years following the Great Betrayal, the Angels of Caine desperately sought a unity and focus for the clan. As the new Hulul revealed himself to the clan and the Shakari council reformed, the Angels of Caine finally started to rebuild. Still many of the younger Angels of Caine who remained after the Great Betrayal had grown distrustful of any clan leadership. From the ranks rose one member of the clan, The Revanchist.

This Shakari Vizier presented a new idea and path for the clan as a whole. The clan would be divided among those called the Unconquered and those who call themselves the Angels of Caine. The Unconquered would be those who sought the ways and hierarchy of the clan and the Angels of Caine were those of the clan who did not. With his bold plan, the Revanchist quickly reached out to his clan and attempted to implement his plan. Even more the Revanchist spoke of reaching out to the Schismatics in working together against their mutual enemy in Alamut. During this time, the voice of Al-Ashrad (the leader of the Schismatics) Jieeda Bint Zaire Ibn Nader, was captured by the Loyalists of Alamut. It was the Revanchist and his Unconquered who were the ones to respond. Leading a surgical strike, the Unconquered managed to rescue Jieeda from the Loyalists and create a bridge into an alliance with the Schismatics.

Though his plan was bold, in the end the Revanchist's plan failed. Too many of the Angels of Caine simply turned from his plan and were unwilling to accept the Revanchist's division in the clan. In time the budding alliance between the Unconquered and the Schismatics collapsed and the two sides became enemies once more. The clan demanded vengeance for the Great Betrayal and for all ties to the core and history of clan Assamite cut. The Hunt for the Fallen had begun, and the clan rejected the vision of the Revanchist.

The Fourth Sabbat Civil War

In the wake of the Revanchist's failure, the Hulul decided upon a new course of action. Rather than force a change upon the clan as a whole, the hierarchy would simply offer support to those who would seek it, rather than force the clan along the lines of Unconquered and Angels of Caine. Unconquered quickly came to be only the term the clan used amongst themselves, and Angels of Caine is what all those outside of the clan called them by.

The 4th Sabbat Civil War saw the return of Cardinal Moncada from the world of the dead. His forces quickly sought the Hulul to claim the blood of Lasombra for himself. This was made painfully clear when the Hulul himself came under attack. After a brutal battle many of the Shakari perished defending the Hulul. Afraid for the loss of their birthright, the Hulul decided the only way to protect himself was to pass on the mantle of the Hulul once more; to make the world believe he was indeed dead. Known only to those of the clan the Hulul passed his blood once

more to a chosen successor. Who the new Hulul is few can say for sure. In the end the Assamite Antitribu were devastated as a clan with the loss of their leadership. In the aftermath of the war a new younger group of Unconquered were quickly elevated to the positions of Shakari to lead the clan once more.

While the future for the Angels of Caine may be uncertain; what is known is the very destiny of the Angels of Caine lies in their hands. For they are the Unconquered and will never again be broken.

The Return of Haqim

In 2016 it is said that the Assamite Antediluvian rose and returned to Alamut. While the rest of the blood who had fled the mountain with the rise of Ur-Shulgi took notice of the call; few among the Unconquered did. Those among the bloodline who had already proven their disloyalty to the Sabbat returned to Alamut with the Rise of Ur-Shulgi. As such, the Assamite Antitribu experienced very little of a second betrayal; for they had already purged their ranks of traitors to Haqim. While the Hulul have spoken very little of the matter, many of the Unconquered have voiced their opinions on the returned Haqim. Many claim that whoever sits on the throne of Alamut is an imposter and not Haqim himself. Still others claim even if it is Haqim, he has shown his true face. That the ancient is no better than the rest and needs to be destroyed. Regardless of the truth, the Unconquered remain steadfast in their opposition to Alamut and the Loyalist Assamites.

Gehenna

The Words of Haqim's Fears to his Children Part of the writings taken from Alamut by the Unconquered

"My children, I fear that I cannot outrun the words of my brother [Salout]."

"His prophecies sting my ears, like that of a jackal" "I have seen the sky burn and the heavens rain blood from the sky"

"Do any of us truly have a choice in the end?" "He calls it Gehenna, and says no matter how I try I cannot avoid it"

"None of us can."

"So it is to you, my children, I leave these words." "Should my teachings fail, should I fall, you will be called to do the unthinkable"

"Should I rise to enslave the world in blood and become that which I most despise, you will be called" "It calls to you to remain pure, it falls to you to do what must be done"

"For we are the damned, and I fear I cannot avoid my destiny."

"The only hope I find is that you, my children, shall do the right thing."

THE CULTURE

Angels of Caine

The Angels of Caine are what all those outside of the clan call the Assamite Antitribu. The clan has forged this name over the centuries with fire and blood. Tonight the Angels of Caine have a wide variety of cultures and ages. Most are less than five hundred years old, and many are much younger than that. Every single Assamite Antitribu is an Angel of Caine. With the Great Betrayal of 1999, many of the younger generations have a special hatred in their heart for their parent clan. However, with it came the first widely known Viziers and Sorcerers the Angels of Caine had ever known. While a few had joined over the centuries, and by no means are they common even now, for the first time the Angels of Caine learned of their clan's diversity. These refugees from Alamut were surprisingly welcomed by their Sabbat brethren, unlike in the Camarilla.

Angels of Caine tend to follow modern trends in military style and mentality. Many of the younger Angels of Caine hail from street gangs, where they flourished as enforcers and hit-men. They often embrace the look and mentality of modern assassins, though it can vary based on their particular culture. Only those of the Sorcerers and Viziers seem to struggle to find their own place among these modern hitmen. Never Assassins, the Sorcerers and Viziers still seem to search to find their own place. Many attempt to maintain the ways they lived in Alamut. Many of the Angels of Caine who rejected Alamut and came to the Sabbat during the Great Betrayal are some of the strongest supporters of moving against Alamut and turning from Haqim. As they claim that if Ur-Shulgi speaks for Haqim then he has become a monster that must be destroyed like the rest of the ancients.

While some of the Angels of Caine still search for an identity of their own; many others continue to carry the legacy of their clan forward in the sabbat as the feared enforcers and soldiers of the Sword of Caine.

Young Turks

Some of the Angels of Caine find familiarity with modern mafia hitmen culture. Some take on the styles of the Yakuza as inspiration; still others find themselves stylized after the famous hitmen of the Mafia. All of these forms of organized crime and counter culture appeal to many young Angels of Caine.

These Angels of Caine take their name, Young Turks, from the political party that sought to overthrow the absolute monarch of the Ottoman Empire. Believing themselves an instrument of

change, the Young Turks don't view themselves as vulgar hammers or warriors, but rather they tend to focus on stealth, espionage, and the art of assassination. Though many of the Young Turks do tend to run with revolutionaries in the Sabbat and in mortal culture they tend to be the cold calculating killers. Those who call themselves Young Turks tend to make up a good portion of the Angels of Caine. Clad in stylized business suits that are untucked and are reminiscent of street culture, the Young Turks are often hard to miss. The Young Turks tend to socialize with one another and can often be found among the Brujah Antitribu and other counter culture types in the Sabbat.

Thuggee

The Thuggee were an organized gang of professional assassins in India. The Thugs would join travelers and gain their confidence. This would allow them to then surprise and strangle their victims by pulling a handkerchief or noose tight around their necks. They would then rob their victims of valuables and bury their bodies. This led them to also be called Phansigar, a term more commonly used in southern India. The Angels of Caine after their self imposed exile from Alamut settled in India and were quick to adapt the Thuggee culture into their own ways while searching for an identity.

Many of the Angels of Caine who hail from the Thuggee culture were embraced from it, or come from the Marijava family. In the modern nights they still carry over with them into undeath their traditions and ways of the Thuggee. Something of a cult within the clan, those who are Thuggee worship the Hindu goddess Kali. They have many bizarre rites and rituals centered on taking the hearts from their victims and sacrificing them to their goddess.

Though rare outside of India, a few Angels of Caine who are of the Thuggee can be found outside of their homeland. It seems more and more of the Thuggee are coming forward among the Angels of Caine in the modern world. It is even rumored that after the destruction of the Unconquered Alamut, it is the Thuggee members of the clan who defended it to the last man and may yet still hold the secrets to reclaiming it.

Hashshashin

Many myths and legends surround the famous Hashshashin from the Middle East. Formed in the 11th century in largely Syria and Persia, the Hashshashin sect quickly spread in infamy as the premier assassins of the world. With a mixture of Islam and cult like behavior, the Hashshashin were employed by king and peasant alike to kill. With them followed the members of Clan Assamite.

During the height of the Hashshashin, the Children of Haqim could be found among their walls in their Alamut and Mysaf. By the time of the Anarch revolt, the Hashshashin were in their decline

as the Mongol invasion occurred. Though the sect of assassins was about to face its last days, those who had been turned to the Children of Haqim kept their ideals and culture alive. As the Hashashin faded into history, it was a few Children of Haqim who kept their ways alive. Forced from their homeland, these Assamites were eager to travel west to seek the blood of European elders, and were some of the first Assamites to join in the Anarch revolt.

As the war ended and the sects formed, those among the Hashshashin Assamites were quick to call themselves Unconquered and join the Sabbat. Bringing with them their traditions and ways, many of these Angels of Caine joined the Black Hand, and helped create the early structure of the Unconquered based on their own culture. There was a time when the majority of the Angels of Caine claimed heritage from the Hashshashin. Even going so far to reclaim Mysaf and the Hashshashin Alamut for the Angels of Caine.

As the centuries passed and faded, so too did the supremacy of the Hashshashin among the Angels of Caine. As other cultures grew within the clan, the influence of the Hashshashin Angels of Caine began to pass. When the Great Betrayal occurred fewer than 1 in 5 Angels of Caine claimed any ties to the Hashshashin. However, with the influx of refugees from Alamut (and thus Islam once again), and the rise of Hilel al-Masaari in the leadership of the Angels of Caine it would seem the Hashashin are on their way to something of a rebirth among the Angels of Caine. Many rites of the clan come from them and they even bring their own unique path of enlightenment with them. While not as dominant as they once were, the number of Hashashin and their influence among the Angels of Caine seems to be on a resurgence.

Chodak

The early Angels of Caine were forced to flee their homelands after their self-imposed exile from Alamut. A few among the Unconquered gathered their things and headed to Tibet. In that holy land was a small group of Assamites who had long since turned from Alamut. Led by a Vizier named Iskander Kartal, these Tibetan Assamites lived in a mountainside monastery where they spent their years in meditation, study, and the faith of the land. When the few Unconquered arrived at their doorsteps, the Tibetan Children of Haqim welcomed them into their home.

As the refugees of the Angels of Caine told their Dispossessed brethren among them of the Anarch Revolt and curse of the Usurpers they were quick to sympathize and join with them, and thus the Chodak and the Monastery of Night was born.

Steeped in Tibetan Buddhism, tradition, and mysticism, the Chodak are all raised and trained as scholars first and warriors second. Those who seek to join the monastery of night are children found by the Chodak who were orphaned by tragic events. These children are raised until adult-

hood and then the best among them are offered the embrace. Few of the Chodak leave the monastery of the night, and so many of the Angels of Caine remain unaware of their existence. Still each is trained with full loyalty to the Sabbat and clan bred into them from the start. Rarely are outsiders among the clan invited to the Monastery of Night, and usually only then it's only Angels of Caine who have great prestige among the clan. To study and train at the Monastery of Night is considered a great honor among the clan; for those few who know about it. It is even said that once every ten years the Shakari and Hulul gather at the Monastery to study and meditate on the clan as a whole.

Those among the Chodak who leave the Monastery often find it to be a hard time relating to their brothers and sisters in the Sabbat. As while they have learned greatly about the Sabbat and the world; when they leave the monastery they lack true experience. Some find it unbearable and simply return. Others find a place for themselves in the Sabbat and bring with them their scholarly and religious ways.

Unconquered

Among themselves the Angels of Caine refer to themselves as the Unconquered. Viewed as their right and honor only they may address themselves as such. Just as all Assamite Antitribu are Angels of Caine, so too are they Unconquered. Just as the general world of Kindred know



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the Assamites as Assamites and amongst themselves they refer to themselves as the Children of Haqim; so too do the Unconquered amongst themselves with that title.

There is no division between an Angel of Caine and an Unconquered Assamite Antitribu. They are one in the same. It is simply among the clan they refer to themselves as Unconquered; to everyone else they are the Angels of Caine. The only exception to this, is among the clan they are far more often likely to refer to a clan member who focuses on the lore and history of the clan as Unconquered than anything else. Other than that, it is simply a matter of terminology.

The Khabar

La shay' haqiqah, koulo shay' moumkin
(Nothing is an absolute reality, all is permitted.)
-Code of the Hashashin and the Unconquered

The Khabar is the governing code of the Unconquered, taken from the nights of the clans introduction to Islam to the rise of Ur-Shulgi. The Unconquered view the Khabar is the rightfully legacy and correct way for their clan to work. Below you will find the seven “towers” of the Khabar most Unconquered follow. Though the terms and their exact meaning vary from Angel of Caine to Angel of Caine, they all generally mean the same thing and are universal among the clan.

Asabiyya/Vaphādārī/'Chams Pa (Loyalty)

Loyalty to the Unconquered means complete devotion to the bloodline, the Shakari, the Hulul and, more importantly these nights, to the Sabbat itself. They have chosen their place in the Jihad and shown the Angels of Caine tonight are some of the fiercest and most loyal members of the sect. Loyalty means everything to a member of the Unconquered and the word of the Shakari council and Hulul is absolute.

Ikhwan/Bradarahuḍa/Izzat (Brotherhood)

The Unconquered are a family. When a member of the blood calls for aid, all who are able are expected to give it. Unconquered rarely if ever will leave a fallen brother on the field. While family does fight on occasion; in the end they are of one blood.

Muruwa/Sāhaba/Pūj (Honor)

While not all of the Unconquered follow the Path of Honorable Accord; many of its concepts form the basics of their code of honor. The word of one Unconquered to another is a sacred thing that cannot be broken. To act with the best intentions of the bloodline and sect cannot be overstated. The Unconquered are strong believers in the honor of Monomacy to settle all disputes among Sabbat.

Hadd/Pratiśōdha/Bddg-Poi Sgra (Vengeance)

If another Unconquered falls to treachery or outside of monomacy; it is the sworn duty of all Unconquered to avenge their death. The bloodline seeks vengeance in particular against the Tre-mere as a whole. Nothing short of an order from the Hulul will stop a call for vengeance.

Taqqiya/Gōpanīyatā/Béyül (Secrecy)

The internal workings of the Unconquered are not for those outside of the blood. The true history and legacy of the bloodline are not for outsiders. The secrets of Dur-An-Ki and other secret arts of the blood are only for those deemed worthy by the Unconquered. While those with them in the sect should not be pursued; those found among the blood to be teaching the secrets of the Unconquered to the outsiders can expect to be punished by the Shakari and Hulul himself if they find the teaching not above par.



Khabar Tattoo Example by Caroline Berta
Instagram: @crow.witch
Facebook: Crow Scratch

Mumin/Āsthā/Darang Po (Faith)

Among the Unconquered Faith takes the form of the Ritae and Paths of Enlightenment. In particular the Path of Caine is elevated as all other paths in the beliefs of the Unconquered. The Ritae are sacred and those who would abuse them should be punished. All Unconquered should work towards moving to a path of enlightenment and their own spiritual enlightenment as well.

Umma/Samudāya/Rogpa (Community)

Community comes in the form of support of the Sabbat and one's pack. When a leader of the sect calls for support or action; it is expected for all Unconquered who are able to respond. When your Ductus or Pack Priest needs to support, you give it without question. You must seek to further the growth of the Sabbat and thus the Unconquered themselves.

By and large the Angels of Caine as a whole follow the Khabar, Though its terminology and meaning does vary from culture to culture. Even young Angels of Caine are at some point at least told of Khabar and its meaning to the clan.

View on the Laws of Haqim

The Laws of Haqim are not universally followed among the Unconquered. They are viewed as lessons left down by their ancestors before his fall from grace. By and large, the Unconquered tend to view the Khabar in a higher light than the Laws of Haqim, but most still pay them lip service at best. Though of course this will vary from Unconquered to Unconquered.

Law of Leadership

The Hulul is our Eldest. He is our warlord. He is our counselor. He is our brother. He will guide us in vengeance against the traitorous Herald and his ilk, and lead us in honor against the misguided followers of the Amr and their Khayyinite allies. The Sultan is his right hand and carries out his will. The words and actions of the Sultan are those of the Hulul whom he serves.

Law of Protection

Is it better to die swiftly, or to live forever as a slave? We are told to ward mortals from the children of Khayyin, not to protect them from death. The bloody rites of the Sabbat are a terror to behold, but they are infinitely more acceptable than the Ventrue or Tremere's ways of turning mortals into nothing more than enslaved sycophants. Dying in excruciating ignominy is better than living without your own will. We honor them by setting them free forever.

Law of Destruction

All those of Haqim's blood are to be rendered unto the Shakari for judgment. They are our brothers, and should be given the opportunity to join with us in battle. If they are with honor, the Shakari will take them to the Hulul that he might introduce them to our war. If they are without honor, then their blood is forfeit.

Law of the Word

Do not lie. Deceptions are the ways of those who need to cower behind words. We are warriors, we are the greatest that either Haqim or the Sabbat has to offer. A warrior needs no shield of words if his sword is sharp enough.

Law of Judgment

Monomacy is to be used to settle all such judgements against Sabbat members. Do not challenge frequently or frivolously. Judgements should be sound and warranted, and justifiable to the Sabbat if we are not to invite undue attention. Against all those outside the Sabbat and not of our blood, they are already judged. Give them their sentence.

RELIGION AND THE ANGELS

While not all Angels of Caine are extremely religious, many of the blood do feel a connection to religion. Though many of the world's religions can be found among the Angel's of Caine, there are three that stand out among the rest. Islam has always held a special place among all of the Assamites, and among the Angels of Caine this is no different. After Islam, the next most populous religion among the Angels of Caine is Hinduism. Blending many of that traditions and rituals of that religion with their own clan culture, the Hindus of the Angels of Caine tend to venerate Kali above all others. Finally the next most populous religion among the Angels of Caine is that of Buddhism. As the clan spread further east, so too do the religion of the land come with them.

Islam by far is the prominent religion practiced by the Angels of Caine. Even the traditions of the Khabar come from the Islamic members of the clan. Though they may have slightly different meanings depending on the particular culture of an Angel of Caine, their origins remain the same. With the ascension of Hilel al-Masaari among the Angels of Caine, the rise of Islam among the clan has come with him. As one can imagine practicing Islam as a vampire can be quite difficult. How Cainites, and indeed all Islamic Vampires, handle their undead state and their faith is detailed in the White Wolf book State of Grace. As for the Angels of Caine, their faith in Islam and their ties to the Sabbat continue to blend and mix. Many of the Ritae developed by the Angels of Caine have an influence of Islam among them. While not all Angels of Caine are Islamic, the religion's touch can still be seen widely among the clan.

Among the Thuggee of the Angels of Caine, their faith is a blend of Hinduism and practices of the Assamite clan. Forged in the early nights of the Unconquered, The Hinduism practiced among the clan has become something of cult/sect of its own. Worshipping the goddess Kali above all others, Angels of Caine who follow Hinduism often have strange blood rites and practices. Head hunting is common; as well as taking the heart of an enemy to offer as sacrifice to their goddess. While not prevalent among the Angels of Caine, the Hinduism among the clan still has noticeable presence among the clan and ties to the very history of the Assamite Antitribu as a whole. Oddly enough it seems among the Angels of Caine a small cult has started to grow. Called the Dakini, this cult of Hindu vampires is primarily made up of Assamite Antitribu and Ravnos Antitribu. All members of the Dakini are female and venerate Kali like their Thuggee counterparts. Their main focus however is to avenge the abuse of women; often recruiting them as well offer them a chance at revenge.

While not particularly large, the Buddhists of the Angels of Caine still have a place among their brothers and sisters. Largely practiced by the Chodak of the clan, the Buddhism most often found

among the Angels of Caine is either Tibetan Buddhism or Tantric Buddhism. A small sect of Buddhist Sabbath, included among them the Assamite Antitribu, known as the Diamond Thunderbolt practice Tantric sex and blood sharing. The Diamond Thunderbolt spend hours sharing blood through many varying means in an attempt to experience Karma and gain enlightenment. The Buddhists of the Angels of Caine are a varied bunch, but many have their origin in the Monastery of Night. The Chodak of the clan bring their own unique faith in Buddhism to the Angels of Caine. Lastly, not so much a recognized world religion, the Angels of Caine do follow another “religion” so to speak. Among many of the gangs of the modern nights blend their traditions and culture with their faith. Most often this gang religion is some form of Christianity mixed in with their own rituals and faith. Resulting in an extremely religious culture, it is often not understood well by those outside of it. Many of the Young Turks of the Angels of Caine find themselves having their faith in this gang religion. Each being very unique and individualized, Angels of Caine who tend to follow the modern hit-men culture tend to take these gang religions and blend them into the traditions and rites of the clan as a whole.



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CLAN STRUCTURE & PRESTIGE

The Assamite clan has always had a rather strict hierarchy and structure. When the Unconquered came to be, they spent many years trying to find their own way, while still pulling upon the legacy of their own clan. As the Angels of Caine traveled deep into India on their self-imposed exile they merged the old ways of their clan with that of the culture of the area. For a time the Angels of Caine were extremely well structured and ordered, having forged their own path and identity (as varied as it is anyways). When the Great Betrayal happened that structure fell to ashes. As the elders of the clan betrayed their vows and returned to Alamut, it was the young Angels of Caine who remained that were left to pick up the pieces. Faced with extermination and persecution for their elders' actions, the Assamite Antitribu were spared by the aid of the Black Hand, an order within the Sabbat they helped create and many of their clan have joined. Though their elders had betrayed the Sabbat and the Angels of Caine, the clan was not entirely crippled. While their elders fled to Alamut, many of those who only knew the ways of Alamut fled the terror of Ur-Shulgi.



Many of whom ended up seeking solace among their Unconquered brothers. For the first time in centuries the Angels of Caine could count in a greater number of Sorcerers and Viziers.

Though the Angels of Caine were broken they were not beaten. While most of the Unconquered are young vampires, some elders do yet remain or joined the Sabbat with the rise of Ur-Shulgi. In the over a decade since the Great Betrayal the Unconquered have begun to rebuild their structure once again. While many Angels of Caine are unaware of their own clan structure, the elders seek to spread it once again. Calling upon their roots as a Sabbat clan, the structure of the Angels of Caine

has been reforged and is quickly being spread to the clan as a whole. It is the hope of the Shakari and the Hulul that they can reunite the entire clan again, and be made whole once more.

While not all Angels of Caine are members of the clan's structure, all those of the blood are welcome to join in unity. While many of the clan are members of the Black Hand, they can also have membership in the structure of their own clan. Below you will find the clan structure being pushed by the few elders of the Angels of Caine, as well as the Castes among the Unconquered.

The Castes

Warriors (Angels of Death)

The Warriors of the clan make up the clear majority of the Unconquered. When the clan first left Alamut for the Sabbat nearly 500 years ago, a group of Viziers and Sorcerers did indeed accompany them. Legend says though, that those Viziers and Sorcerers who followed Izhim abd'Azrael from Alamut never made it, and that they were all slain. By whom or by what is unknown to all but the eldest members of the Unconquered. Since that night, however, the clan in the Sabbat has only known warriors up until the rise of Ur-Shulgi. As such, the Unconquered maintained many of the traditions and structure of the clan during the rule of the Warriors as the dominant caste in Alamut. It is among the Unconquered where the old traditions are maintained and it is among them that the warriors still lead the clan.

Sorcerers (Angels of Fate)

The Sorcerers of the Unconquered are a rare few. Up until 1999 the Sabbat as whole knew nothing of either the Viziers or Sorcerers of the clan. With the rise of Ur-Shulgi, some of the fleeing Sorcerers choose the refuge of the Sabbat over that of the Camarilla. Many could not bear the idea of walking among those who had originally cursed them. To them the Sabbat was the lesser of two evils. With the change in direction of the Unconquered, many of the Sorcerers rejoiced. As many if not all the Sorcerers are deeply religious vampires, and predominantly Muslim, they fully embraced and accepted this new direction for their clan. Tonight, the Sorcerers among the Unconquered follow their traditional role as support for the Warriors. When not performing their duties to aid the Warriors, many Sorcerers become the religious leaders among the Unconquered. They lead religious services and are generally viewed as the priests among the Unconquered (this is not to be confused with Sabbat priests, but rather those of other religions that the various Unconquered follow.).

Viziers (Angels of Wisdom)

If the Sorcerers of the Unconquered are rare, then the Viziers are even scarcer. Few of the Viziers chose to fly to the Sabbat when Ur-Shulgi rose. Those that did, however, have become the stron-

gest proponents of Clan and Sect unity. Indeed, they have grown to become those among the clan who believe and embrace the idea that Haqim has clearly fallen and must be destroyed like the rest of the Antediluvians. It was the Viziers who took with them the ancient writings of Haqim from Alamut during their flight. To this night, the Viziers spend their time as scholars researching and translating what they believe to be the final texts of Haqim to his children. They claim these texts tell of Haqim asking to be destroyed should he fall from grace. When not scholars of the clan, they Viziers also form a good portion of the political face and might of the Unconquered. Though the Viziers are also under the following of the Warriors, the Warriors do not make the best politicians. It falls to many of the Viziers to negotiate the contracts for the clan, and/or supporting the clan on a political level. They are commanded by the Warriors to do so, as was tradition in the clan.

The Black Hand

The Black Hand and the Angels of Caine have always had a unique relationship. For centuries the majority of Black Hand members were Assamite Antitribu, and the leaders of Caine's Chosen were almost always dominated by Assamites. As the Unconquered were betrayed so too were the Black Hand. In their individual sorrow the two bonded and supported one another. The Black Hand was weakened but not as badly as the Angels of Caine. The Chosen had always been diversified and not made up solely of Assamite Antitribu. Because of the efforts of Yazid Tamari and Jalkan-Aajav the Angels of Caine were spared persecution from the Sabbat for their elders' betrayal. In the years that followed the bond between the Black Hand and the Angels of Caine continued to grow. Though not all Assamite Antitribu are among the Black Hand, a majority of the clan still claims membership. Indeed it seems as though the Chosen have been quick to replenish their own ranks with young Angels of Caine. Still it seems once they join their loyalty to the Hand is tested more in-depth than those of other clans who join. For their part the Unconquered take this in stride and wear the tests as a badge of honor.

The alliance between the Unconquered and the Black Hand remains as strong as ever. Both have a history tied together, and seem to offer each other support and strength whenever possible.

Fallen Angels

The Fallen Angels of the Angels of Caine is a term used by the clan for a variety of things. Firstly the Fallen Angels are those of the Antitribu who betrayed the clan and returned to Alamut. Secondly a Fallen Angel is an Assamite Antitribu who follows the Path or Road of Blood in the Sabbat. The Angels of Caine hunt the Fallen fanatically for the injustice the clan suffered, and will stop at nothing for their revenge. This secret is not shared outside the clan and there are rumors that the Hulul has tasked a special group of Angels to hunt the Fallen.

Ranks of the Unconquered

Bojha

While not all Angels of Caine care for the clan's structure and attempt at unity, all of the blood are still offered to join it. The door is always considered open and encouraged by the elders for all of the clan to join them.

The Bojha, or those who dispose of bodies, is the starting rank for those among the Unconquered who have joined in the unity of the blood. They are taught the Khabar and the history of the clan. Bojha undergo the ritus of La shay' haqiqah, koulo shay' moumkin, the proper initiation and recognition as an Unconquered. The new Bojha is sworn to the Vows of the Khabar and the Hulul. While they may have responsibilities to other factions and parts of the sabbat; the Bojha also swear to support the clan as a whole and its leaders.

- Requirement: Being an Assamite Antitribu and having undergone the ritus of La shay' haqiqah, koulo shay' moumkin.
- Approval Level: Storyteller Approval
- Advantage: The Bojha are the locally important members of the Angels of Caine. And as such enjoy certain benefits. Firstly they may call upon their clan mates for aid. Weapons, equipment and other resources may be attained. Though those among the clan who abuse this will quickly find themselves without aid when they need it most, much like crying wolf. What can be gained and if the Assamite Antitribu has used this advantage too much is entirely decided upon by the storyteller. Unconquered retain this advantage as they rise in the ranks.
- Disadvantage: As new members of the clan's structure the Bojha can give no orders to other members of the clan and must follow the orders and directions of those above them in rank.

Ustad

Those among the Bojha who have proven themselves as teachers and tutors to the clan may rise to the rank of Ustad. These are the learned members of the clan who have proven themselves in their dedication to the clan as a whole. The Ustad may give orders to the Bojha and request their aid. With new respect comes new responsibility as the Ustad are expected to guide the Bojha and teach them more of the ways of the Unconquered. Ustad are expected to be involved in the clan on a Regional level.

- Requirement: Petition the Shakari Council for advancement in rank. They set certain challenges, tasks or tests that must be accomplished before being awarded the rank of Ustad.
- Approval Level: Assamite Coordinator Approval

- Advantage: Once a month an Ustad Warrior or Vizier may call upon the Sorcerers to grant them a use of Pebble From the Mountain. They may only benefit from this for one night a month before it must be returned.

They may choose one path and 3 rituals from the following list they can access for that night:

Elemental Mastery: Elemental Strength, Wooden Tongues, Elemental Form

Lure of Flames: Hand of Flame

Movement of the Mind: Flight

Path of Mars: Warcry, Strike True, Wind Dance, Fearless Heart

Rituals:

Deflection of the Wooden Doom

Impressive Visage

Donning the Mask of Shadows

Umbral Walk

Warding Baptism

Dominoe of Life

Whispers of the Ghost

Sorcerers among the Unconquered who reach Ustad rank may purchase Rarity 2 Paths and Rituals of Dur-An-Ki at Storyteller Approval, but must follow the same sect/group restrictions as normal (For example, the Sorcerer would not be able to purchase Blood Calls to Blood or Ritual of Return as those are Alamut Loyalists only Rituals).

- Disadvantage: With the rank of Ustad comes more responsibilities and expectations from the clan as a whole. Ustad may be given orders and expected to follow them by those in rank above them.

Shumseea

The Shumseea are the older “Thuggee” of the Angels of Caine, who “hold the hands of their victims,” which is to say are often expert killers. Those among the Angels of Caine who achieve the rank of Shumseea have earned a great deal of respect among the clan. They have accomplished numerous tasks given to them, and recruited many of the clan to the structure. While not required to be an amazing killer, those of the Shumseea are expected to be able to take care of themselves and support the Ustad and Bojha. Members of the Shumseea are known and respected nationally among the clan and may even have been heard of outside the country they reside in. When an Ustad or Bojha has a problem, it is the Shumseea whom they first turn to. Shumseea are expected to be involved in the clan on a National level.

- Requirement: Petition the Shakari Council for advancement in rank. They set certain challenges, tasks or tests that must be accomplished before being awarded the rank of Shumseea.
- Approval Level: Assamite Coordinator Approval
- Advantage: Once a month a Shumseea Warrior or Vizier may call upon the Sorcerers to grant them a use of Pebble From the Mountain.

They may only benefit from this for one night a month before it must be returned and may choose two paths and 6 rituals from the following list they can access for that night:

Elemental Mastery: Elemental Strength, Wooden Tongues, Elemental Form

Lure of Flames: Hand of Flame

Movement of the Mind: Flight

Path of Mars: Warcry, Strike True, Wind Dance, Fearless Heart

Focused Mind: Readiness, Centering, Dual Thought, Perfect Clarity

Path of Blood: Potency of Blood

Hunter's Wind: Scent of Deception, Chameleon's Skin, Unassuming Pose, Whiff of Kalif, Ghost Body

Rituals:

Deflection of the Wooden Doom

Impressive Visage

Donning the Mask of Shadows

Umbral Walk

Warding Baptism

Dominoe of Life

Whispers of the Ghost

Power of Invisible Flame

Bladed Hands

Eyes of the Past

Flesh of the Fiery Touch

Incorporeal Passage

Innocence of the Child's Heart

Healing Blood

Apsu Portal

Seeing with the Skies Eyes

Principal Focus of Vitae Infusion

Sorcerers among the Unconquered who reach Shumseea rank may purchase Rarity 2 and 3 Paths and Rituals of Dur-An-Ki at Storyteller Approval, but must follow the same sect/group restrictions as normal. Paths and Rituals that are not specifically listed in the Dur-An-Ki packet by name still requires Coordinator Approval.

- Disadvantage: Shumseea are expected to be leaders among the clan. They work directly for the Shakari and thus much is expected from them. The Assamite Coordinator may give orders to the Shumseea via the Shakari and expect them to be followed.

Shakari

The Shakari are the hands of the Hulul. They speak with his voice, carry out his will, and strike down his enemies. They are the advisors and assassins for the Unconquered. To be among the Shakari is to be one of the most feared and capable Children yet left to the blood of the Ancestor. The Sultan is the first among the Shakari. He leads the council and is the right hand of the Hulul himself. It is he who leads the night to night affairs of the clan, all in the name of the Hulul; whose will he, in theory, makes so. The other Shakari follow the words and desire of the Sultan, as he is appointed and supported by the Hulul. That does not mean, however, the other Shakari do not get a voice. While the Sultan may be the first among them, he is still part of a council that oversees the entire clan. To become Shakari one must either be chosen by the Hulul himself or defeat one of the current Shakari in a challenge approved by the Council of the Shakari. Such challenges are not always combat. If the Unconquered defeats the challenged Shakari, they are accepted to their ranks.

- Requirement: Accomplish a specific task and requirements by the Council of Shakari and Hulul or Challenge a sitting Shakari to a challenge for his position and have it approved by the Council.
- Approval Level: Assamite Coordinator Approval
- Advantage: The benefits of being of the Shakari are determined by the Assamite Coordinator, as they are vast in nature. Examples include not only retaining the advantages of the previous ranks, but also gaining the aid of 8 Angels of Caine for a task each month, gaining access to a Pebble from the Mountain from an Unconquered Sorcerer for a month with a far more diverse list of Paths and Rituals, and having a group of Unconquered Viziers research something and gain great insight. They may raise the ranks of those in the Unconquered as well as lower it. Finally, the Shakari have direct communication with the Hulul himself. The Shakari and the Hulul as a whole set the direction for the entire clan.
- Disadvantage: The Shakari are the leaders of the clan. Any failure on their part can be viewed as weakness, and thus allow them to be subject to be challenged for their position.

Sultan

The title of Sultan is given to the first among the Shakari and the right hand of the Hulul himself. Similar to the Caliph position of the Assamites; the Sultan is assumed to speak with the Hulul's voice. While the Sultan is technically equal to the other Shakari in rank; they are expected to be the final decider in any divided decisions made by the Shakari Council. Only the Hulul may appoint a Sultan and only he may remove one.

The current Sultan remembers the night of old, when his clan's views, structure, and belief had merged with those of Islam and the Hashshashin. Hilel al-Masaari now reforges his clan in a new direction, in the way he remembers its glory. Now the Unconquered have become more focused, driven, and opinionated. All glory to Hilel al-Masaari, he who brought us the light of Allah and the Hashshashin. All Glory to the Shakari, the brothers and sisters who shall lead us to victory against Ur-Shulgi and Haqim! All glory to Hilel al-Masaari, Sultan of the Unconquered!

Hulul

The Hulul is the one and supreme leader of the Unconquered. Nothing is really known about the current Hulul. In the past it was a title that changed hands every century, as the previous Hulul would be diablerized by his successor. His badge of office is the blood in his veins, the blood of the Lasombra Antediluvian, stolen from that ancient long ago. The last Hulul vanished from the Sabbat in the wake of the breaking of the Tremere curse, and none but the Shakari can claim to have met his replacement, or where he found the previous Hulul to reclaim his blood.

It is believed that he is an ancient warrior of skill and wis-



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dom, and that he hides his identity so that the Herald cannot find him. Anonymity is the greatest tool of an assassin, and the Hulul makes use of every tool at his disposal. While this Rank is Assamite Coordinator NPC only, a PC in theory could challenge the Hulul, and should he win he would immediately return to NPC status. Only members of the Shakari may challenge the Hulul for the right and it is only approved by the Hulul.

- Requirement: NPC Only and Assamite Coordinator Approval. Must defeat the current Hulul and Diablerize him. Only the Hulul himself may approve the challenge to his title
- Approval Level: Assamite Coordinator NPC only.
- Advantage: The Supreme leader of the Unconquered. The benefits of being the Hulul are determined by the Assamite Coordinator as they are vast and beyond the scope of what PCs can do.
- Disadvantage: The Hulul will only exist for a maximum of 100 years and will then be diablerized by his chosen successor.



LOCATIONS

Hashshashin Alamut

<http://en.wikipedia.org/wiki/Alamut>

The Alamut used by the Hashshashin was once the base of operations for much of the clan during the nights of the mortal assassins existence. This Alamut is not to be confused with the Alamut of those loyal to Haqim. No, this Alamut was the legendary fortress of the Hashshashin that the clan used for their own doing. Since the collapse of the Hashshashin, their Alamut has fallen to disuse and wear. Not much of the great citadel remains. Though below it lies many secrets of the Hashshashin and the Assamites who rode with them. While once used as a base of operations by the clan in nights long past, this Alamut is much too dangerously close to the clan's alamut. It sits unused and forgotten, though rumors among the Unconquered is that this citadel should be the first step taking back the clan alamut, and that the Unconquered are moving even now to reclaim it. Soon, they whisper, the Unconquered shall be at the doors of the monster Ur-Shulgi and reclaim the old outpost of the clan as the first staging ground and base of operations for the Unconquered closest to their old home.

Masyaf

www.wikipedia.org/wiki/Masyaf_Castle

Another castle once controlled by the legendary Hashshashin, and once again with them followed the clan. Though tonight, Masyaf may be devoid of the Hashshashin of old, it is not devoid of the Unconquered. Masyaf remains the clans strong point in the middle east. Many of the Unconquered are brought for training there, and many among the clan believe it is within the halls of Masyaf they will make their next step to reclaim the Hashshashin Alamut. Tonight Masyaf holds much of the Unconquered leadership, resources, and history. It is the single most important place to the clan, and all of the clan would die defending it. Though much of the castle has fallen to disuse, the Unconquered have managed to use the under levels of the castle for their needs and have even indeed added their own recent additions to the underground. With the return of the Unconquered Alamut, Masyaf has become a training ground and second base of operations for the Unconquered.

The Monastery of Night (Tibet)

Among the many mountain ranges of Tibet lies a forgotten monastery. This monastery is home to the greatest assassins of the Unconquered. Though predominantly middle eastern, the Assamites have always had a great deal of contact with the east. One among them was a group of assassins from an age long since forgotten from what is now Tibet. These Assassins agreed to join and train the clan in their secret arts. When the great Schism happened, the Assassins of Tibet joined with their Unconquered brothers. To this night, the Monastery of Night remains in the hands of the Unconquered. Many of those who prove to be exceptional assassins are sent there for their training. Not much is known of who runs it or what that training is, but what is known is that the Monastery produces the greatest of the clan's assassins and it is the greatest honor to be allowed to go there.

Unconquered Alamut

Still, there are some of the kafir wise enough to trust not in the Curse, and still they seek to encompass our doom. The Unconquered ones sought to establish a second Alamut in the east, and were growing powerful when the Ventrue sent their mortal soldiers into the hills of the Northwest Frontier, which they called India. At last this second Alamut was abandoned, though great and terrible tales were told of the Thuggee who defended that place. The Marijava ghouls still serve Alamut well on occasion, though their loyalties may not be entirely trusted.

In recent nights the Unconquered have reclaimed their home of the Assamite Antitribu Alamut in India. The bloodline as a whole has moved its operations and base back to its ancestral home once more.



PATHS OF ENLIGHTENMENT

The Majority of the Unconquered follow the Path of Caine or Honorable Accord, though all the paths of enlightenment of the Sabbat can be found among them. There are however two other paths of enlightenment that are on the rise within the Unconquered. One of them is the distinctly Islamic path of Shara al-Sama (See Chaining the Beast for more details). The other is the newly adopted Path of Blood that was followed during the time when the main body of the clan was cursed (See the Second edition Assamite clan book). The path itself was structured around the system of beliefs and order of the Hashshashin. Distinctly different from the modern Path of Blood, as practiced by Ur-Shulgi, it has been renamed by the Hulul to the Path of the Hashshashin. Only members of the Unconquered may walk this path or expect to be taught it. It is not found or taught to those outside them.

The Path of Caine

The Path of Caine has always held a special place among the Angels of Caine. Largely developed by the Assamite Antitribu, the Path of Caine has its roots in the far more heretical Path of Blood. Searching for their own path and to adapt the beliefs of old to a more fitting perspective for the clan. Replacing Haqim as a central figure, Caine plays a central role in this path and among almost all of the Angels of Caine. There in truth two versions of the Path of Caine. One that is commonly practiced with a far more spiritual aspect. This Path of Caine tends to focus on Noddism and many of the paths followers are priests in the sabbat. The other path, the Path of Nod, seeks to emulate the Dark Father. Both seem to focus on Caine but through different means of doing so. The majority of Angels of Caine can be found on the Path of Caine or the Path of Nod.

For more information on the Path of Caine please see the white wolf book Chaining the Beast page 43-48. For more information on the Path of Nod see the Path of Caine entry in the white wolf book Player's Guide to the Sabbat page 86-88.

The Path of Honorable Accord

Second only to the Path of Caine in popularity, the Path of Honorable Accord is still a very popular path among the Angels of Caine. Among many of the cultures in the Angels of Caine is a strong sense of honor. Those among the clan who follow the Path of Honorable Accord tend to use the Khabar as a basis for their path. While by no means are the knights of the Angels of Caine gentle or nice, they do have some sense of honor, though others may not fully understand it. To the Angels of Caine who follow this path, honor and duty to the Sabbat and Clan are among the most

important aspects of their existence.

For more information on the Path of Honorable Accord please see the White Wolf book Chaining the Beast page 56-61.

Shara El-Sama

A rather minor path of enlightenment, the path of Shara El-Sama has a small but strong following among the Angels of Caine. The path devotes oneself to Islam as a means to temper the beast. By following the strict tenets of Islam and adapting them to the ways of a Cainite, a vampire hopes to find salvation in the eyes of Allah. Among the Angels of Caine, those among the Hashashin are most often to follow this path. While this path is a minority among the clan, its followers are among some of the most faithful and devout Angels of Caine. Though those who follow the path have a hard time doing so in the structure of the Sabbat, many of the followers of Shara El-Sama among the Angels of Caine turn to the Khabar to help guide them as well and justify their involvement with the Sabbat. While they may abhor the monstrous nature of the Sabbat, those Angels of Caine who follow this path seek to find ways to judge those in the Sabbat who are beyond redemption.

For more information on the Path of Shara El-Sama please see the White Wolf book Chaining the beast page 106-107.

The Path of Blood

The Path created by the Assamites has little to no place in the Sabbat. The Path of Blood teaches those who follow to emulate and worship the Assamite clan founder Haqim. As an Antediluvian this path is heresy in the Sabbat. Indeed, many of the Angels of Caine suspect that those of their elders involved in the Great Betrayal secretly still practiced the clan's path while living among the Sabbat. As a result, the Angels of Caine ruthlessly hunt those among their own clan in the Sabbat who might even consider still following this path. Still, there is likely some among the clan who continue to follow the path in secret. Among the Angels of Caine they refer to their Antitribu brethren who follow the Path of Blood as the Fallen Angels. There are even tales among the clan of a group of Angels of Caine tasked by the Huluh himself to purge the clan of individuals who may yet still walk this path.

As for those who follow the Path of Blood outside of the Angels of Caine and the Sabbat, the clan views them with about equal disdain. Though they are less harsh in regards to interactions. It is not entirely uncommon for Angels of Caine who follow the Path of Caine to share noddist studies with those who follow the Path of Blood. Promising to destroy one another later on...

For more information on the Path of Blood, please see the White Wolf Book Chaining the Beast page 35-39

The Road of Blood

The ancient Road of Blood was rumored to have practiced among clan Assamite in nights long since passed. Though those who practice the Path of Blood claim to follow the true path in its most ancient form; those who walk the Road of Blood claim it is they who follow the true version of the Path.

The Road of Blood has far less emphasis upon Haqim (though it still exists, he isn't worshipped by the path followers). Rather the Road of Blood focuses on being the Judges of the Cainite race. Seeking to consume the souls of those they judge unworthy under cainite law. These self imposed martyrs take the burden of another's soul to cleanse it for salvation in the afterlife.

Among the Angels of Caine this path is still viewed with great suspicion and malice. The Road still contains ancient ties to their clan as a whole. The Hulul has decreed the Road of Blood must be cut from the clan, as the Inquisition is unlikely to see it in any light other than heresy. Still, even with being lumped in with the Fallen Angels, it is far more likely there are members of the Angels of Caine who follow the old road then those that do the Path of Blood.

The Road is much easier to conceal within the sabbat; and thus harder for the clan to route out and cleanse.

For more information on the Road of Blood please see the White Wolf book Dark Ages: Vampire Storyteller's Companion page 22-23.

Path of the Hashshashin

The Hashshashin of the Angels of Caine have developed their own path of enlightenment among the clan and the Sabbat. Though unknown to the sect as a whole, the Path of the Hashshashin was developed around the precepts of the Path of Blood and the ways of the Hashshashin. The clan founder was removed from the Path of Blood and replaced with the concepts of being the perfect Assassin. Those who follow the path often take contracts from their fellow Sabbat for Assassinations. Indeed, there are many parallels to the Path and the Path of Blood practiced by the clan as a whole when they were cursed by clan Tremere.

The Path of the Hashshashin is unknown outside of the Angels of Caine, and they do not reveal it to outsiders. Only those of the clan who follow their ways may be given a chance to follow the path.

Path of the Hashshashin hierarchy of Sins (Conviction/Self-Control):

1:

Failing to assist or avenge a clanmate.
Revealing clan information to outsiders.

2:

Not killing a non-Assamite vampire when there is need to do so.
Placing personal desires or ambition over other matters.

3:

Failing to execute an assassination contract and surviving.
Failing to pursue blood or knowledge in the face of minor danger.

4:

Failing to pursue Kindred blood or knowledge of Caine when there is moderate danger.
Being disrespectful to clan elders.

5:

Failing to obtain Kindred Blood of a more potent generation than your own, though it may cost you your unlife.
Succumbing to frenzy.

The Path of Hashshashin was developed around the White Wolf book Clanbook: Assamite Second edition page 25 Path of Blood.



RI+AE

Tatarich mee-nel Haabar

(The Way of Khabar)

The priest gathers the Unconquered to him and in prayer he reminds them of their faith and dedication to the Khabar above all else. Each Unconquered follows the priest in prayer, pledging their life to the Unconquered, the Shakari, and the Hulul. It is a reminder of their vows and training.

- Effect: For the remainder of the night, the Unconquered who partake in this ritae gain a free retest on any challenge that would cause them to violate the Khabar.

Les Sem-Maana el Al Faa

(Venom of the Snake)

The art of poison and venom is synonymous with the Assassins. The Unconquered have adapted their rites and rituals when making poisons for their tasks. The Unconquered spends nights in prayer to whatever god he believes in and Caine, all the while preparing the proper mixtures for the poison he wishes to make and how it is to be delivered.

- System: Many of the Alchemical Weapons listed on page 26 are created this way, but that is not all that may be made. What poisons are allowed to be created and their effects are to be decided upon by the player and storyteller. It is encouraged to be creative and not an excuse to power game poisons.

El Raver mel al Hashishe

(Taking of the Hashish)

The Hashshashin were well known for their love of Hashish, as well as their use as a spiritual guide and aid. The Unconquered have taken this ancient art and adapted it into an Ignoblis Ritae. While not as potent as Khalif, it is far more common. Most are expected to smoke the plant, rather than feed off mortals to get the effect. It is often viewed as a form of weakness if an Unconquered cannot have the focus to control the circulation of his blood to gain the effect.

- Effect: The Hashish grants visions and insights to those who partake of it. It is not to be confused with Khalif, which is much more mystical in nature. What visions or insight the Unconquered vampire gets from this are largely left to the Storyteller to decide.

“La shay’ haqiqah, koulo shay’ moumkin”

(“Nothing is an absolute reality, all is permitted”)

This rite is the Unconquered ritual to officially induct someone in their ranks. Once an Angel of Caine achieves the rank of Bojha he undergoes this ceremony. This ritual is only performed by an Ustad or higher. The new Unconquered who has completed his training is summoned to a secret ceremony. All of the Bojha and higher of the area gather in this ceremony. As the initiate is called forth, they stand around a fire pit. The Ustad makes the new Bojha recite the Khabar. As he recites each, the Ustad performs an act to remind him of his oath. For Asabiyya the initiate is branded on his hand with the symbol of the Hashshashin from the fire pit. For Ikhwan the initiate bleeds his blood into a great chalice as do all others who are there. Together this is used in the recreation of a symbolic Heartsblood of the clan. For Muruwa the initiate undergoes a series of tattooing upon, which varies from group to group but always includes the words of the Khabar itself. For Hadd the initiate slices his hand with a sacred blade, spilling his blood upon the ground. For Taqqiya the initiate carves out his own tongue and tosses it into the fire. For Mumin the initiate must pray to his god while bowing before the fire pit and dips his arms in. He must not break his prayers and maintain control for this. And finally, for Umma The initiate follows his new brothers and sisters as they perform the vaulderie. After the Vaulderie is performed the new Bojha and those gathered perform a sun dance in unison. There are no real mechanics for this ritual, other than the individual trials themselves. It is largely for roleplay purposes.

The Mark of Khayyin

Many of the Angels of Caine are also followers of the Path of Caine. As such this rite was adopted into the clan as a means marking oneself of their accomplishments. The Angels of Caine who undergoes this rite marks his flesh with ceremonial tattoos cataloguing his kills upon his body. These tattoos take the form of tribal patterns and images and is only understandable by other Angels of Caine. The more tattoos an Angel of Caine has, the more prestige he is showing in his skills.

- Effect: These Tattoos are permanent and may not be removed except by the use of Ealamat Al-kayin. Additionally only Assamite Antitribu or those with the appropriate lore (Assamite Antitribu Lore x4) may understand and read their meaning.

Cakrasamvara Tantra

In Vajrayana or Tibetan Buddhism, Tantra is believed to be the path to Enlightenment, a focus of mind found through meditation, whether physical or mental. The highest forms of Tantra transforms sensual pleasure to a form of meditation. The Cakrasamvara Tantra (or “the Wheel of Great Bliss”, the quintessential of the “Mother” or physical Tantras of this class, takes the act of sex and the pleasure derived from it as the focal point of meditation. By focusing on the pleasure in the act of sex, participants achieve clarity of mind and an experience close to Nirvana. This ritual takes these principles and puts them into practice for Cainites. The priest first finds a partner who must be willing before proceeding in engaging in sexual activity which must also culminate in sexual union. They must engage in this activity for no less than half an hour. Due to the mystical nature of ritae, the participants experience sex as mortals would, their dead flesh able to experience physical pleasure again, regardless of whether they walk a Path of Enlightenment or not. Participants focus their minds and attention on this pleasure and, at the point of orgasm, experience a clarity of mind so powerful that they enter into a state of supreme calm.

- Effect: For the remainder of the night, participants in this ritual are +1 to all Self-Control or Instinct Challenges.

Kali-Ma

This Thuggee developed ritae comes from the rituals of their sect. Worship of the Hindu goddess Kali is a large focus among the Thuggee and this rite was developed to pay homage to their goddess. To be initiated among the Thuggee requires this ritae, as a victim is hunted down and his heart removed. Once removed the heart is cast into a fire while the priest recites prayer in Hindi to the death goddess. After Initiation Thuggee Angels of Caine still often perform this rite after any kill they can in worship to their goddess.

- Effect: This ritae allows a heart to be removed from any victim regardless of creature type. Meaning while removing the heart from a vampire does cause final death to the victim, the heart is preserved instead of turning to ash as normal. After casting the heart into a fire to their goddess the Thuggee Angel of Caine gains two bonus traits in all combats to the death for the remainder of the night.

Ealamat Alkayin

This Ignoblis ritae is known only to the Hulul and Shakari. It is only ever performed when a member of the Unconquered has betrayed the bloodline or brought great shame upon the bloodline as a whole. When needed though, the Shakari drags the individual, bound, before the entire Shakari Council to perform it. The Shakari ritualistically take a dagger and flay off any other tattoos the Assamite Antitribu may have. After, using a mixture of blood and tattoo ink, they place a mark on the palm of the one to be cast out of the clan. This new tattoo takes the form of a broken dagger. After this ritus has been performed, all Assamite Antitribu will shun the Cainite that has been cast out of the clan. This ritae is never used trivially. It is only for extreme cases where a member of the bloodline needs to be ejected from the clan and has no hope for redemption.

- Effect: This ritae will only function on Cainite's who have had "La shay' haqiqah, koulo shay' moumkin" cast upon them to be in the Unconquered hierarchy and only may be performed with the consent of the entire Shakari Council or the Hulul himself. Thereafter the tattoos that were flayed never return, the broken dagger tattoo is permanent, and all Assamite Antitribu who are in the presence of those who receive this ritae instinctively know they have been cast out from the bloodline and are not to be trusted. There is no way to reverse this ritae.



ABILITIES

Clan Impersonation

(Clanbook: Assamite Second Edition page 30)

With a successful Social challenge against a target, retested with Clan Impersonation, the vampire may convince his target that he is a member of another clan. Otherwise use as printed.

Blowgun

(Clanbook: Assamite Second Edition page 30)

Use as printed

Garrotte

(Clanbook: Assamite Second Edition page 30)

This is the ability retest for using the Garrotte Weapon.

Lore: Assamite Antitribu

This Version of the Lore: Assamite Antitribu ability overrides that of the main Assamite Genre Packet. Outsiders learning Assamite Antitribu Lore can learn levels 1 through 4; however, the 5th level must be taught to them by an Elder of the Clan (Coord Approval). Appropriately approved converts are privy to the full range of levels 1-5, but level 5 must also be taught to them by an Elder of the Clan (Coord Approval). Assamites Antitribu are privy to one stage higher, meaning level 1 is 1 and 2, level 2 is 3, etc. As a note: Assamite Antitribu PC's who have Assamite Antitribu Lore can glean knowledge of known members of the clan appropriate to their lore level. Meaning if you want to know if "X" Assamite Antitribu has "Y" rank, you should be able to learn that information. Faction-specific information of a different Faction is considered one level higher. Assamites learn Assamite Antitribu Lore at Out of Clan ratings, and likewise Assamite Antitribu learn Assamite Lore at Out of Clan ratings.

Assamite Antitribu Lore x1:

- Assamites can blend into any surrounding and are masters of stealth.
- Assamites work only for the blood of other vampires.
- All Assamites are addicted to diablerie.
- All Assamites in the Sabbat are "Feared".

Assamite Antitribu Lore x2:

- You know that the primary Assamite Disciplines are Celerity, Quietus, and Obfuscate, and that Quietus is unique to their Clan.
- You know that the Assamite Antitribu are called the “Angels of Caine” and the “Unconquered”, though you do not know the difference.
- The common Paths of Enlightenment for Assamite Antitribu are Honorable Accord and Path of Caine.
- You know that the Assamite Antitribu make up the core of assassins in the Sabbat as well as a good chunk of the Black Hand.
- You know Assamite Antitribu will embrace anyone from any ethnicity, if they feel they fit the cause. This is in stark contrast to the core clan, who tend to only embrace those of Middle-Eastern descent and often males only.

Assamite Antitribu Lore x3:

- You know the names of several famous Assamite Antitribu: Izhim Ur-Baal (Was one of the Assamites at the Convention of Thorns and rumored to have been a Seraphim of the Black Hand), Lady Verdais (Helped create the Sabbat paths of Enlightenment), Karif al-Numair (one of the first Assamite Antitribu, also at the convention of thorns and member of the Black Hand), Joe “Boot” Hill (Black Hand and Ductus of the Boot Hill Gang), Djuhah (rumored Black Hand Seraph and legendary warrior), Yazid Tamari (Black Hand, former temporary Seraphim who is viewed as one of the modern leaders of the Assamite Antitribu.)
- You know that the Assamite Antitribu never suffered from the Tremere curse laid upon their cousins.
- You understand that there are different types of Assamites.
- You know that many Assamite Antitribu follow a code known as the Khabar.

Assamite Antitribu Lore x4:

- You know the Sabbat Assamites are tied to the Black Hand in some way. Either they helped create it or they took it over at one point.
- You know the Unconquered views on the Laws of Haqim.
- You have heard that the recent surge of Unconquered to the Sword of Caine has come from some horror at Alamut.
- You know of a group of well-respected Angels of Caine called the Shakari that other Angels seek guidance from.
- You are aware that there are, in fact, multiple bloodlines of Assamites: Warriors, Viziers and Sorcerers, and you are aware that most Assamites which outsiders encounter are Warriors as Sorcerers are rare and Viziers even more uncommon.

- You have heard of the legendary home of the Assamites, known as Alamut.
- You know the seven towers of the Khabar.

Assamite Antitribu Lore x5:

- You know the rank structure of the Unconquered (including the Angel positions).
- You know that the Angels of Caine are the descendants of the original Unconquered, never educated in the history of their clan and therefore are devoted far more to their sect than their heritage.
- You know it was Yazid Tamari who held the Assamite Antitribu together (the remaining few Unconquered, the Angels of Caine, and the Black Hand Assamite Antitribu) and rallied them once more. You also know that Yazid is the Childe or grandchilde of Djuhah.
- You are further aware that Assamite Disciplines listed in the first level of Lore apply only to the Warrior caste. You know that the Viziers possess Auspex instead of Obfuscate, and the Sorcerers possess Sorcery rather than Celerity.
- You have heard rumor that Dastur Anosh (one of the Seraphim of the Black Hand) is an Assamite Antitribu.
- You have heard of an Assamite Bloodline that uses Animalism.
- You have heard of an Assamite Bloodline that uses Presence.

Assamite Antitribu Lore x6:

- You know it was Seraphim Jalan-Aajav who supported and spared the Assamite Antitribu destruction in the Sabbat when the elders of the clan defected in mass back to Alamut.
- You have heard rumor that the original Sorcerers and Viziers of the Sabbat that fled Alamut were destroyed at Charozin by the actions of Izhim Ur Baal to toss off the Curse of the Tremere.
- You know that Izhim Ur-Baal and Djuhah have not been heard from in over ten years. Many suspect they have returned to Alamut and serve Ur-Shulgi now.
- You know that the Black Hand, as it is known today, was created by the Assamite Antitribu. That is to say its structure and training was taken from the skills of the Assamites. (Time to buy some Black Hand Lore)
- You know that the Unconquered and the Black Hand share a strong alliance. That after the mass defection of the Assamite Antitribu elders of the Black Hand, the current Shakari and Hulul have formed an agreement with the Seraphim and the Regent of the Sabbat. It is even rumored that due to the defection in the first place, some sort of agreement was struck to earn this trust and support by the consistory.
- You know the details of Assamite Bloodlines.
- You know who the Sultan is.
- You know about the ritualistic diablerie of the Hulul.



SPECIAL WEAPONS

Blowgun

Bonus: 2

Negative Traits: Fragile

Concealability: Jacket

Damage: 1 Lethal (May use Poison or Drugs)

Garrotte

Bonus: 1

Negative Traits: Fragile

Concealability: Pocket

Damage: 1 Lethal

Special: Suffocation: Those grappled with a Garrotte will lose their ability to speak or breathe as long as they are trapped by it.

Punch Dagger (Katar)

Bonus: 2

Negative Traits: Short

Concealability: Jacket

Damage: 2 Lethal

Special: Armor Piercing

Tiger's Claws (Bakh Nagh)

Bonus: 2

Negative Traits: Short

Concealability: Pocket

Damage: 2 Lethal

Special: Speed

ALCHEMICAL WEAPONS

(Clanbook: Assamite Second edition page 26)

Plague Dust

The target loses three physical traits for the remainder of a scene or hour.

Bitter Dust

Use as Printed, though replace "Blood Agony" with Baal's Caress

Bloodwater Dust

Those affected by this dust must make a static physical challenge for each blood trait they possess currently in their system. On a loss, they lose that blood trait.

Accursed Dust

Those affected must make a static physical challenge for each blood trait they possess currently in their system. On a loss they lose that blood trait, and take 1 level of aggravated damage. This is the rarest of the alchemical weapons, and is not often handed out by the clan.

MERITS & FLAWS

Marijava Contact (1pt Merit)

See Clanbook Assamite Second Edition page 26. It requires Assamite Coordinator Approval to take this merit.

Schismatic Ally (2pt Merit)

Same as the Merit Unconquered Ally found in Clanbook Assamite Second edition page 26. Just replace the Word Unconquered with Schismatic.



Seven Year Training (2pt Merit)

Though once a common practice among the Assamite Antitribu, the art of training their childer for seven years has fallen to the wayside. You however are one of those rare few. A sign of prestige among the clan, Assamite Antitribu with this merit are up two Social Traits on all challenges with other Assamite Antitribu.

Thuggee (3pt Merit)

You were once a member of the Marijava revenant family, but were embraced into the Assamite Antitribu. As a quirk of the embrace you retained your Disciplines and weaknesses. Assamite Antitribu who possess the Thuggee Merit have the In-Clan Disciplines (Celerity, Obfuscate, and Presence) of the Marijava Revenant Family. Additionally they also suffer the Marijava weakness instead of their normal clan weakness.

The Sanguine Thirst (5pt Merit)

The power of the Blood Curse flows stronger in your veins than others. Though it might be considered a detriment, you have mastered this curse to a benefit. Pulling upon the uncontrollable desire and need for the blood of vampires it grants you a great focus and ferocity. Assamite Antitribu with this merit must work themselves just to the edge of a blood frenzy and at the last minute restrain their beast and use its power to strengthen them

Once the Assamite Antitribu has properly invoked his clan curse, he may make an immediate Self Control/Instinct Challenge at a difficulty of 5. Success results in the Assamite taking on a state known as the Sanguine Thirst. In this state the Assamite Antitribu gains several benefits. Firstly for the remainder of time he may not enter any frenzy via normal or supernatural means. Secondly, while in the Black Rage the Assamite Antitribu gains the following Physical Traits: Deadly, Vicious, and Ferocious.

While in the state of the Sanguine Thirst, an Assamite Antitribu may not use any shape shifting powers. Doing so immediately results in the Assamite Antitribu entering Frenzy. Additionally, to remain in the state of the Sanguine Thirst requires the Assamite Antitribu player throw a Self-Control/Instinct Challenge every round to maintain it at a difficulty of 5. Failure results in the immediate Frenzy of the Assamite. Finally if a non-Warrior Assamite takes this merit, they also gain the Warrior weakness permanently. A character may not have this merit and the merit True Berserk

Schismatic Enemy (1pt Flaw)

Same as the Flaw Unconquered Enemy found in Clanbook Assamite Second edition page 26. Just replace the Word Unconquered with Schismatic. You also must bid one additional social trait in all challenges with members of the Schism.

Disgraced (2pt Flaw)

See Clanbook Assamite Second edition page 27. You must bid one additional trait in all social challenges among the Unconquered.

Sabbat Enemy (2pt Flaw)

Same as the Flaw Silsila Enemy found in Clanbook Assamite Second edition page 27. Just replace the Word Silsila with Sabbat.

Shakari Enemy (4pt Flaw)

Same as the Flaw Du'at Enemy found in Clanbook Assamite Second edition page 27. However, instead of the Du'at, it is one of the Shakari leaders of the Unconquered. It requires Assamite Coordinator Approval to take this flaw.

Broken Antitribu (5pt Flaw)

For whatever reason the Tremere Curse still holds strong over you. Perhaps you simply didn't have the will or potency of blood to shatter the curse and become Unconquered. Regardless of the reason, Assamite Antitribu with this flaw still suffer the curse of the Tremere. Meaning any Cainite blood they imbibe causes aggravated damage to them on a one for one basis. Making it extremely difficult in the Sabbat to say the least. On the positive side, this does override the Assamite Antitribu base weakness.

WELL KNOWN ANGELS OF CAINE

The Hulul

Nothing is really known about the current Hulul. When the Unconquered attempted to return to Alamut the then Hulul was Nizzam al-Latif, the right hand of Izhim-ur Baal. In one night Izhim-ur Baal, first of the Unconquered, disappeared and so did the Hulul. When the Unconquered who would not bow before Ur-Shulgi returned, with them came a new cainite no one knew. He claimed to be the new Hulul, having drained Nizzam al-Latif on the foothills of Alamut so Ur-Shulgi could not claim the blood in his veins. None knew who this obscure warrior was or even what his name was. He simply said it no longer mattered and he was the Hulul. With the crown of their clan returned, the reorganization of the Unconquered began under the guidance of the Hulul. Those few have seen the Hulul claim he is a simple man who carries the weight of vast age and power about him. His thoughts seem very calculating and precise, as if he were a true master of the Jyhad.

With the threat of Moncada, the Hulul was forced to pass his mantle once again to another to avoid losing the blood of Lasombra to the enemy. If little was known of the previous Hulul, even less is known about the current one. He speaks only to the Shakari he has appointed to guide the clan into a new era.

Abd-Izhim Azrael, The Thrice Beloved

"There comes a time, Ventrue, when the game plays the players." These are the legendary words of Abd Izhim Azrael (known to a few as Izhim Ur-Baal) first of the Unconquered said at the treaty of Tyre. Since those nights, Abd-Izhim Azrael was second only to the Hulul in the Unconquered and was a Seraphim of the Black Hand. His name alone could bring fear to the enemies of the Assamites and undying respect among his own clan. Then in 1999 he simply vanished. None have heard or seen the legendary Abd-Izhim Azrael since. Many wonder what could have happened to the ancient. Surely he would not have returned to Alamut, for Ur-Shulgi would have slain him. If he wasn't with Alamut then where has he disappeared to? Some of the Unconquered say he is hiding among them, waiting for the time to reveal himself again and make his move in the Jyhad.

Though he would have much to answer for among the Chosen of Caine.

Yazid Tamari, Savior of the Unconquered

The one time temporary Seraph of the Black Hand, Yazid was the Assamite Antitribu the clan rallied behind when the elders left the Sabbat. It was due to the efforts of Yazid that the clan survived any backlash from the Sabbat for the defection of their elders. Working with Seraph Jalan-Aajav, Yazid saw to his clan's survival and growth. Tonight, with the return of Dastur Anosh, Yazid serves as a Seraph's second in the Black Hand. But his efforts and works are not forgotten by the Unconquered. Yazid remains the main contact between the Unconquered and the Black Hand.

Monty Coven, The Once and Forever Prince

Born as the son of Jamaican immigrants, Monty lived in the Hammersmith ghetto and came soon to despise everyone around him, the whites as well as every other immigrant. He joined gangs as soon as he hit puberty and his ruthlessness quickly ensured his rise to positions of leadership. He enjoyed the freedom of his work and continued until the local Sabbat paid attention to him. The Sabbat was establishing a beachhead in Coven's slum, and the young hoodlum seemed a perfect candidate for the Creation Rites. Monty rose from the earth and assumed a position in a pack, but proved an indifferent Sabbat member. It wasn't so much that he didn't enjoy the power - he did- or that he couldn't stomach the violence - he most certainly could. It was more the fact that a particularly tepid Vaulderie, combined with Coven's innate cynicism, left him cold to Sabbat ideology, despising the fact that now others told him what to do and when to do it (and not getting caught by humans).

When his pack was in London and stumbled across the severely weakened prince of the city (who had fought against an entire pack of Lupines before, despite awakening from Torpor only a few hours ago) he didn't hesitate. He hurled himself at the far older vampire and began to siphon his vitae. Since that time Monty Coven has grown in reputation and prestige among the sect. He quickly began to lead victory after victory for the Sabbat across Europe towards the Middle East. Until eventually he was awarded the position of Cardinal of the Middle East.

Reza Fatir, the Dark Angel

A skilled assassin who once served the forces of Alamut, Reza Fatir came to the Sabbat under very interesting circumstances. Sent to assassinate the ductus of 25:17, Ezekiel, the two Cainites fought for hours. In the end, Reza was so impressed by Ezekiel's fervor and prowess he swore allegiance to him. In doing so Ezekiel showed Reza the light of the Sabbat. Since that time, the Dark Angel has been one of the most fervent members of the Sabbat and eventually rose within the ranks of the Black Hand itself.

Tonight Reza Fatir still resides in Montreal with his pack. He leads the Black Hand of Montreal and is one of the paragons of the Path of Honorable Accord of the area. Always willing to speak to clanmates, Reza Fatir warns them of the lies and treachery of Alamut, and that one day they will have to return home to cleanse the blight of the Loyalists.

Joe Boot Hill, The Slayer of Wolves

Originally a texan gunslinger from the Wild West, Joe met his sire on a road, where he was so annoyed by him and his constant tries to involve him into an argument that he shot him. After his sire rose again and chided Joe for shooting at unarmed people in the middle of a conversation, Joe lost his temper and proceeded on shooting the strange man in front of him, until Bernad del Gabo lost his temper and tied Joe behind his horse and dragged him about half a mile through the landscape. After that, he fed him with his vitae, telling him that he would return after his wounds would have been healed. Afterwards, he embraced Joe and gave him the Creation Rites. Today, Joe acts as a Black Hand Dominion, having fought his way up in the Sabbat. He believes in the old laws of the West and still maintains a ghoulded horse retainer. The Sabbat within Mexico fears his wrath (the moniker "Boot" is a result of his admirable use of his own against troublemakers) and he is very fond of hunting werewolves.

Lady Veradis, The Dagger of Caine

One of the original warriors of Clan Assamite in the Anarch Revolt and a member of the Black Hand, Veradis was shocked and disgusted when she learned that Alamut would bend the knee before the Blood Curse and the Camarilla. In her anger, she cut away her ties with the Clan and joined the first Sabbat packs. Veradis also became one of the first agents of the reformed Black Hand, the sub-sect within the Sabbat that evolved from the Anarch Revolt. As she was well-versed in the doctrines of Alamut and the Black Hand, her knowledge of Noddism made her one of the teachers in the Black Monastery. She is perhaps the most famous and greatest paragons of the Path of Caine in the Sabbat.

Mitra, The Warden of the Covenant

Born a Prince and priest of Ancient India, the vampire known as Mitra is as much a mystery to the vampire world as to clan Assamite. Born during the campaigns of Alexander the Great, the boy Mitra was raised to be a leader both politically and spiritually. When Alexander's forces rode into India to claim the lands for his vast empire, the natives of the land rose to meet him. Mitra's father perished fighting off the invaders and his young heir lay wounded and dying. With Alexander's armies rode Cainites, one in particular a general named Tegyrus. The Assamite watched as

Mitra fought bravely and wisely. His natural skill and instinct to motivate his people and strategy intrigued the vampire. As he watched this boy lay dying on the field of battle with the Greeks, Tegyrus sought to preserve the boy and not let his skill fall to the wastes of war. And in doing so brought forth Mitra into the children of the night.

Horrified by what he had become, the young Mitra fled his sire into the wilds of India. Though he debated simply ending his existence he believed there had to be some purpose to his new found curse. So the young child vampire watched and learned. Living in the jungles Mitra became a great hunter and always from the shadows watched the society of the dead, learning what he could about what he had become.

For centuries Mitra spent his nights watching and learning; plotting his revenge against his own sire for what he had done to him. His legacy and destiny were stripped from him, and forced to live his existence as one of the Rakshasa. It was not until the late 18th century that Mitra did finally decide to reveal himself to any large gathering of Cainites.

Having fled their homelands in self-imposed exile; unwilling to accept the shame of thorns, the young Unconquered traveled to India to find a new place to call home. In time they created their own Alamut and lived in relative peace while trying to find their own path and way in the world. In this Mitra saw himself, and the desire in his own blood began to speak of wanting to be with his own after so many centuries of self-isolation.

On a cold summer night, Mitra ventured forth into the Unconquered Alamut. This unknown slipped past the guards and spoke only directly to the Hulul himself. What the two spoke of during that time remains unknown. But for a time Mitra was seen at the side of the Hulul and the Shakari guiding them and teaching them the history and ways of India. Some suspect that were it not for Mitra, the young Unconquered may not have survived. It is even said that it was Mitra who brought the Marijava into the ranks and service of the Unconquered. Regardless of the truth, what little is known is his name is carved into the records of those who chose to stay behind to defend the Alamut of the Unconquered until the bitter end from the Ventrue invaders.

In truth, when the Unconquered's Alamut fell, Mitra was brought into torpor by the final battle. He stayed and would have died, believing the Ventrue forces were sent and aided by his sire, but the Marijava intervened. Once he fell into torpor, the Marijava hid the body of Mitra in the lowest depths of the Unconquered Alamut. There he remained until being awoken.

Mitra is a young Indian boy perhaps in his late teenage years. His head and body are completely bare of hair; a mark of his divinity and royalty. His skin has blackened some from the curse of his clan, but not as much as most his age. He is often found in simple, flowing pants and loose tops, and often wears little to no jewelry.

Shankar

The Thuggee assassin was a legend among the clan. Rumors consisted of his disloyalty to Alamut for years, and that he in fact was Unconquered or Black Hand. With the reformation of the unconquered, Shankar proved their fears correct. He was one of the first to leave Alamut for the Sabbat. His many ties and contact among the Sabbat Assamites, and indeed the Black Hand help provide for safe transportation of those seeking refuge. Tonight he sits on the Shakari council. Shankar maintains the role of Assassin, and was the first of many to support Hilel al-Masaari's change of direction for the clan. As many among the Shakari are Muslim and supported the Hashashin in the nights long ago, many felt it natural to support what Hilel was preaching. Hilel spends most of his nights in conference with the rest of the Shakari, and rumors abound he is working on a project to bring in a family of Thuggee ghouls to the Unconquered. Many young Unconquered, who aspire to be great Hashashin turn to Shankar for advice, as the wise Thuggee has much wisdom to impart to those who will listen.



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Hilel al-Masaari, Sultan of the Unconquered

Many centuries have passed since Hilel al-Masaari ruled over parts of the Iberia peninsula as Sultan. Stories among the clan claim him to be the first Child of Haqim to embrace Islam, and to spread its teachings among the clan. Others tell that it was he who embraced the Hashashin ways and adopted them into the clan during the long night. His name has since fallen to legend and myth since he slipped away from the world. With the fall of Iberia, Hilel al-Masaari's last command was to help guard Alamut. Not the Alamut the Children of Haqim had called home, but rather the Alamut of the Hashshashin. This was to be the last post of a Sultan who had begun to lose his faith. Just as quickly as his star had risen, he faded from history. Then in 1999 the herald returned.

Hilel al-Masaari rose from Torpor during those early nights of the purge of his clan. He awoke to find everything he had worked for and everything he had helped build destroyed. He, like many others, saw the horror of Ur-Shulgi. Hilel al-Masaari knew that if this was Haqim's Herald, then Haqim had become a monster that must be destroyed. Like many elders, it took him many years to decide to act and leave his home, the Alamut of the Hashashin. Hilel ventured out into the world, to find those who had fled Alamut and Ur-Shulgi. Using the ways of the Hashashin, he hid among those who called themselves the Schismatics for a time. Hoping that this is where his Islamic brethren had fled, brothers against the nightmare that is Ur-Shulgi. Hilel would be disappointed. He watched as his brothers and sisters among the Schismatics lost their way. They had fallen to the Jyhad and embraced the ways of the Camarilla. They too had all but abandoned Islam or the ideals they claimed to preach. It seemed his brothers no longer wished to return home, to see the clan returned to the glory that it once claimed. Broken once more Hilel began to accept his fate. The clan he loved was no more, and the faith he so devotedly served seemed all but lost to him.

As Hilel made his way back to Alamut to die a martyr's death, faith or Allah himself intervened. On his stop in Damascus he met the most curious Cainite. He knew him to be a Child of Haqim, though he wasn't operating like any he had ever met. This Child was working with and running around with other vampires clearly not of his own clan. Vampires who didn't hide what they were. Intrigued, one night he confronted the young Assamite. He quickly learned of these so-called Unconquered. Those of the clan who had turned their back on Alamut not once, but twice. In them he saw devotion, hope, and most importantly faith. For a time he traveled with this Assamite and his pack, learning more of the Unconquered and the Sabbat. Though many of their ways disgusted his Islamic heart, they managed to get one thing right. The Antediluvians were coming and had to be destroyed, including Haqim himself. In the Unconquered he saw the spark of a fire. One that if he knew he tended to would erupt into a blaze like few others had ever seen.

Hilel bided his time among the Unconquered. Like the Schismatics, he hid among them, to learn about their claimed legacy and history. Over time he began to formulate a plan, and in the winter of 2020 he executed it. In one night Hilel al Masaari revealed himself to the Shakari and the Hulul himself. Rejoiced to have such a legendary Cainite join their cause, they were shocked at his next move. Immediately after making his presence known, Hilel challenged the current leader of the Shakari for the leadership of the clan. Forced to accept due the prestige of Hilel's name, the Shakari never stood a chance. The previous Sultan (aka the First among the Shakari) had been rushed to be given his title and burden, and was never entirely prepared for it. Though mighty, the Sultan had yet to understand the true power he wielded, nor did he have the age and experience of Hilel. And in one fell swoop Hilel al-Masaari fell upon the Sultan claiming the title for himself, and thus the leadership of the entire Unconquered as the will of the Hulul.

Since then, Hilel has quickly begun to reorganize the clan into his vision, into the ways he helped bring in to the clan in the first place during the birth of Islam.

The restructure of the clan has focused on the ways of the Hashashin. The Unconquered were to become the dread assassins they were once legendary for. Though Hilel makes sure that Islam is the dominant religion of the Unconquered, he allows for religious freedom in his clan. Much as the Children of Haqim once did. With the Black Hand, he sees the potential for a powerful ally, though those Angels of Caine who have turned their back upon the Unconquered are viewed with distrust at best and hatred at worse. Hilel drew a clear line in the sand, if you were a Child of Haqim you were either with the Unconquered or not. Though he did not stop those who chose to turn away, he demanded that his clan treat them no better than they would of any of those who were not of the Children of Haqim. Hilel's views and beliefs shape the direction of the Unconquered. He truly believes that it is the destiny of the Unconquered to retake their home and destroy Ur-Shulgi. Hilel also believes that the final nights are here and there is precious little time left. Though the Unconquered represent what he believes is the only pure form of his clan left, it is in the Sabbat he has placed his most faith. Though they are monstrous and disorganized, Hilel truly believes the sect is the best hope to defeating Haqim and the other Antediluvians. For now, Hilel manages the Shakari and his clan, the Unconquered, in a new direction. One that he truly believes is the correct way for the clan as a whole. Rumors persist that Hilel has devised a plan to use the various factions of the Children of Haqim in a united strike to take the war to Alamut, and that his first target is to retake his old home of the Hashashin Alamut. For now, Heliel restructures his clan and plans his next move in the Jyhad as the new Sultan of the Unconquered.

COMBINATION DISCIPLINES

Below you will find the example of Assamite Antitribu created combination Disciplines. Chronicles are free to allow these or not for use by their players.

Assamite Antitribu PCs are free to purchase them with storyteller approval and an appropriate learning method.

Non-Assamite Antitribu with these Combination Disciplines requires Assamite Coordinator Approval.

Breath of the Sandstorm (Quietus 5, Celerity 5)

Developed by the Unconquered of the Sabbat, this art allowed its user to quickly turn into a desert storm and pass upon the winds. The Assamites, lacking a natural form changing power for fleeing or infiltration, created this power to aid in their assassinations and stealth missions. The vampire focuses his Vitae to shift very quickly and change. The thin layer of vitae covers the vampire, breaking down his form to a smaller sand level and then with his powers of celerity causing the wind to quickly pick up and carry it away.



System: The vampire spends 1 Blood Trait, and the transformation takes three turns to complete. Additional Vitae can reduce this time by one turn per blood point spent. After such time the vampire turns into a sandstorm of sorts. They become immune to all physical attacks, being only vulnerable to sunlight itself. Additionally, the vampire may travel in this form, roughly at the speed of a strong wind. The form may enter or travel into a place sand could get into during a sandstorm.

XP Cost: 9

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Blood of Essence

(Quietus 5, Willpower 6)

In ancient times the mastery of the powers of Quietus were much different than during the modern nights. Before the refinement of Quietus and the creation of the Taste of Death, Assamites had the ability to store a Kindred's soul in a vessel to allow it to be later consumed by themselves or someone else. Though this art was lost to most of the clan, the art was preserved by the Unconquered as a means to both support the clan, and have a soul to interrogate later on for more information.

System: This power functions as per the Quietus Level 5 power found in Faith and Fire named Blood Essence.

XP Cost: 9

Trap of Vitae

(Obfuscate 5, Quietus 3)

During an assignment, an Assamite Antitribu often strews his escape route with tripwires, caltrops and other traps. The Assamite who has developed this power can leave far worse traps -- pools of his own acidic vitae, concealed by powerful Obfuscation powers.

System: The Assamite Antitribu places a pool of vitae (1-3 Blood Points worth) in a chosen spot and makes a Static Mental Challenge retested with Stealth at a difficulty of 10 to conceal the pool. Anyone stepping into the pool takes 1-3 Aggravated wounds, depending on the amount of vitae put into the pool. If the victim steps into it and is able to soak any of the damage, the amount



of blood remains equal to the original spent, to damage others who happen into the Trap. (Example: Farid creates a 3 pt. Trap, which Geoffrey stumbles into. The Ventrue, manages to win his soak challenge, leaving 3 pts for his unfortunate lackeys to stumble into.) A trap remains potent until sunrise. Despite the level of Obfuscate used, anyone with an Auspex equal to or greater than the Assamite Antitribu's level of Obfuscate spot the trap with a successful Investigation challenge.

XP Cost: 8

Running With Shadows

(Obfuscate 2, Celerity 2)

One of the most hindering parts of the discipline Obfuscate is the inability to run while maintaining the art. Normally Obfuscate fails when a Cainite moves faster than a walking pace, but the Assamite Antitribu have developed this technique to overcome this weakness. Combining the arts of Celerity and Obfuscate, the Assamite Antitribu have refined the art to a science and may remain hidden while running or moving at any speed.

System: This power costs 1 blood to activate for a scene or an hour. During that time the Assamite Antitribu's Obfuscate will not break if he is running, using celerity, or moving at any speed.

XP Cost: 6

THE WARRIOR'S MARK

With a cultural heritage focused on the art of Tattooing among the Assamite Antitribu Warriors; the bloodline has developed unique combination disciplines to generate these effects. Firstly the Unconquered Warrior must petition one among the blood who knows the ability to craft tattoos into undead flesh. This takes the form of the The Mark of Khayyin Ritus. Once obtained the Unconquered Warrior may be instructed in the various Tattoo Combination Disciplines by those who know them. Below are two examples of Tattoo Combination Disciplines. All other Tattoo Combination Disciplines require Assamite Coordinator Approval.

Tattoo of the Unconquered Blood

(Quietus 5, Vicissitude 2)

The first Warrior Mark Tattoo developed by the Assamite Antitribu is the Tattoo of Unconquered Blood. With it, the Unconquered Assamite may call upon the defiance of their own blood to shrug off supernatural effects of the mind for a time.

System: Those so marked may call upon the power of this tattoo once per night and spend 1 Blood and 1 Temporary Willpower and in doing so completely end one mind or emotion manipulating effect that they are currently under the effects of. This does not provide immunity to such powers, however in most cases the person using the power will be none the wiser. In the case of powers with an extended effect such as Majesty or Blood Bond, you may instead ignore the effect for one full turn. When that turn is up, you return to the control of any permanent effects, but temporary effects will require a new series of tests to reapply.

XP Cost: 10

Tattoo of the Stolen Life (Quietus 5, Vicissitude 2)

The second among the Unconquered Tattoo Combination Disciplines teaches the vampire how to hold off devouring a soul. Instead of consuming the soul of another vampire, the Unconquered Assamite stores the soul within his tattoo for a time. Thereafter that soul may be destroyed to grant the Assamite Antitribu a slight chance in the face of certain death.

System: When the bearer of this mark commits Diablerie, they may opt to forgo the usual power struggle and abandon the normal listed benefits for diablerie. If they do, they instead draw the soul into their mark and hold it there in suspended agony. The tattoo will narratively adjust and adopt qualities of the claimed soul appearing chained or bound. From then on if the Assamite were to lose a challenge that would result in their death, they may call upon this soul for a one time retest, similar to the Merit, Nine Lives (Laws of the Night Revised, pg 120). The Assamite may have multiple retests on this challenge from multiple souls. Once consumed in this manner, the tattoo reverts to normal and the Assamite must hunt once again. The Assamite may only claim and hold as many souls in this way equal to half their Permanent Willpower.XP Cost: 10



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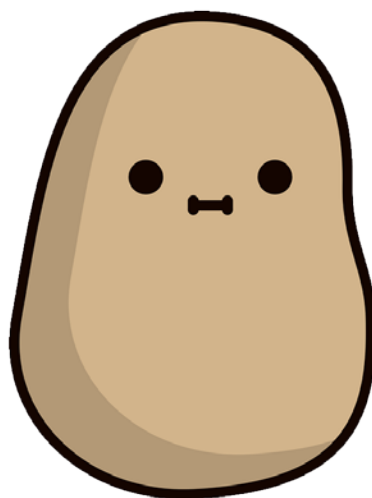
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Writers: Chase Jelliffe & Adam Sartori

Edited by: 2021 OWbN Team Documents

Layout Design: Marion Birdsell

Artwork: Caroline Berta, Tom Gordon & Royalty Free

Images



MARION BIRDSSELL | ANARCH SUB-COORD | MARKETING SUB-COORD | DOMINATIONBYDESIGN@GMAIL.COM

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