

The Children of Haqim



An OWbN Guide to Clan Assamite

Quotes

Thanks for all the hard work everyone put into this packet to make it happen! Also, special thanks to all the Assamite players of OWbN. You all rock!

Jesse Ditty

Assamite Coordinator, 2015-2019

Thanks for everyone's hard work to get this update out so quickly! I look forward to seeing the direction you awesome players take the genre.

Chase Jelliffe

Assamite Coordinator, 2020



The following document is for supplemental purposes only—no copyright infringement is intended. It is not intended for profit or official representation of White Wolf Publishing and/or their subsidiaries. Written information, including all names, abbreviations, and anything related to White Wolf's "World of Darkness" and "Vampire: The Masquerade" are copyright White Wolf Publishing. The creators, editors, and so on of this document do not represent White Wolf Publishing, in any capacity. The packets and guides are written and designed

by One World by Night (OWbN) and are written to specify modifications to the system provided in our work, as deemed necessary by the organization pursuant to White Wolf requests as part of Dark Pack guidelines. Portions of this material are copyrighted and trademarks of CCP hf., and are used with permission. All rights are reserved. For more information please visit <http://www.white-wolf.com> or <http://rpg.drivethrustuff.com>.



© 2017. This document was written by Jesse Ditty for use in One World by Night. For this reason, the individual currently serving as the Assamite Coordinator for One World by Night shall be considered a Licensor of this work (seen here: <http://owbn.net/assamite>). This work may be reproduced or redistributed in whole or in part without prior written permission in accordance with the below noted Creative Common Public License.

THIS WORK IS PROVIDED UNDER THE TERMS OF THIS CREATIVE COMMONS PUBLIC LICENSE ("CCPL" OR "LICENSE"). THE WORK IS PROTECTED BY COPYRIGHT AND/OR OTHER APPLICABLE LAW. ANY USE OF THE WORK OTHER THAN AS AUTHORIZED UNDER THIS LICENSE OR COPYRIGHT LAW IS PROHIBITED. FOR INFORMATION ON THE LICENSE FOR THIS WORK, PLEASE SEE:

<http://creativecommons.org/licenses/by/3.0/legalcode>

"Portions of the materials are copyrighted and trademarks of White Wolf Publishing AB, and are used with Permission. All rights reserved. For more information please visit white-wolf.com"

NOTE: THIS DOCUMENT IS FOR INTERNAL USE ONLY BY MEMBERS OF ONE WORLD BY NIGHT

The Children of Haqim

A OWbN Assamite Genre Packet

A Genre Resource Written for One World by Night

By Assamite Coord Team

[Summer 2017]

<u>Chapter One: Introduction</u>	<u>Page 4</u>
<u>Chapter Two: The Schism</u>	<u>Page 8</u>
<u>Chapter Three: Loyalists</u>	<u>Page 15</u>
<u>Chapter Four: Unconquered</u>	<u>Page 21</u>
<u>Chapter Five: Dispossessed</u>	<u>Page 23</u>
<u>Chapter Six: Haqim's Legacy</u>	<u>Page 27</u>
<u>Chapter Seven: Tools of the Trade</u>	<u>Page 31</u>
<u>Chapter Eight: Storytelling</u>	<u>Page 47</u>

Introduction

If you are genuinely interested in Assamite clan genre we cannot emphasize enough the importance of actually reading the Revised Assamite Clanbook. The intent of this packet is to parallel WW's revised Assamite Clanbook by providing a summary of Assamite genre based on WW's World of Darkness in conjunction with genre with in OWbN. The Assamite Clanbook (Revised) was very well-written and we urge players and storytellers alike to read it for a much more detailed overview of clan Assamite.

This packet is a genre resource for Clan Assamite in One World by Night. It contains material based off and referencing those created by White Wolf, and original material created and used in One World by Night. This document is a representation of all the collective support of Team Assamite and is enforceable as official OWbN genre. This packet supersedes and replaces all material presented in previous Assamite genre packets. This is a revision to clarify language used for previous Assamite genre packets, to revise and update the Assamite genre within OWbN, and to help move overall Assamite genre back to be closer to what was originally intended by White Wolf.

This is a living document and will be updated and changed as flaws are found throughout the years and as the Assamite genre continues to grow in OWbN.

This packet's overall goal is to give a tool to the Assamite Players and Storytellers of One World by Night. Assamite genre, like many others, is spread across numerous White Wolf books. This Genre packet will help players find the information they seek, detail the aspects used by One World by Night, and give insight on the Assamite genre and story that has been ongoing in OWbN. If a player or storyteller has any question regarding the content of this packet; they are encouraged to reach out to the Assamite Coordinator and their team.

History

The Assamite clan has a long and varied history. The full details of which can be best found in the Revised Assamite Clanbook and the Dark Ages Vampire Book Player's Guide to the low clans. While the entire history of the clan is not presented below (as it can be found in those books); we have presented the updated history that OWbN has used and presented it from an In Character telling.

The Childe's Choice

As told by Mahdal Abidiin of the Schism

"Welcome to my haven, Childe. Though not as spacious as many I've had and seen in the past, it serves its purposes well. What purpose is that, you ask? Quite simple, Childe."

"It serves as a place to let me teach you what you need to know in these final nights. I am Mahdal Abidiin, of the Vizier Caste, and part of the Camarilla. I have been sent by one who wishes all those new to the blood, and some who, while experienced in the lies told by our former enemies, need to learn what has transpired in these last few centuries that have so shattered what once was whole."

"I shall not begin at the beginning, boring you to tears of blood with tales of our ancient Ancestor, but I shall tell you of nights closer to your time, and the time of those who now do not know where to place their loyalties."

"Know that there are Four Sects. There is the Camarilla, which hides behind lies centuries old to protect humanity from both our kind and the other mortals. Which observes Traditions much like our own, which came from our Ancestor. I would also speak of the Ashirra, but that is something unique to our homeland and does not play a part in the grander scheme of our cause. For now, anyways."

"The next is the Sabbat, those who alternately lie and claim to speak naught but the truth in the same breath. Theirs is the path of destruction, of war and hatred never before seen in a group of the undead. Their obsessions with the Blood is beyond understanding, but their dedication is admirable only in that they are capable of so much destruction and have not brought about a second inquisition upon us all. Those of our family who have chosen this path hold true to a mockery of our ancient traditions, if they know of them at all."

"Then, there are those who claim Anarchy as their shield and cause. While certainly worthy of some respect, I have often seen their causes shift with the winds, and then they claim to want to tear down the system when things get hot under the collar. Martyrs are respected only for their rarity. Consider the Anarchs to be a group of such."

"And last, while not a sect in their own right, are the Independents. Known to your Elders as Autarkis. If an "Independent" arrives in your home city, and refers to himself as Autarkis, respect him for his wisdom. He has lived that long for a reason."

"Then, there are the factions, if I must use the word, within our collective Blood. Both you and I fall within the Schismatic movement. Let none outside our clan know of that word if possible, and should they speak it, pretend ignorance and inform your Elders. Our dispute is not for the mockery of the other Clans."

"We Schismatics believe in certain things. We chose our path away from Alamut because we could not bear the thought of placing anyone above the god's we worshipped. While many of us cling to Islam as our guiding principle, many others are Jews and Christians as well. Any who refused to submit to Ur-Shulgi and place Haqim above all else we placed our faith in. And so, each of us had to make that choice. Our Faith in God or our faith in Haqim. It was not an easy choice, but in the end, we chose exile over submission. It is true we still believe in the Laws of Haqim, for us though his teachings are our guiding principles to live our lives. It is not our religion and

faith that calls us. In our self-imposed exile, we needed those who would take us in, a new home if you will. The Ashirra were too close to our home to offer us any chance of a new beginning. No, we fled farther west until we reached the shores of the Camarilla. Tonight, the fate of all members of the Schism is linked to the Camarilla. We have made it our home in exile and support it as our Elders demand of us. It seems we have lived among the Camarilla for so long now there is a growing number of fledglings who have never known Alamut and only the ways of the Camarilla. I fear if we are not careful to remember who we are and our history, we shall lose our focus and faith that drove us here.

"Those who remained at our Clan's ancient home in the mountains seek the strictest path, and follow the harsh Path of Blood. They are those among our clan who choose to place Haqim above all others in their beliefs. It is they who serve Ur-Shulgi. They are still our family, even if we do not agree with them. For them there is no way but submission to Haqim and the clan's ancient war against all Kindred. I do not hate them, for they are of my blood. Theirs is the ancient ways of the clan. Never forget where we come from, but remember as well. Haqim left Alamut for a reason.

And then, there are those who simply chose not to choose. Those who have dispossessed themselves of the Split within our Clan. They are by far the largest group of our clan. Those who have chosen to remove themselves from the Jyhad. It is even said the legendary Fatima Al-Faqadi walks among them. Though they are by no means unified, they do seem to keep a loose connection with one another at times. Some do involve themselves in Kindred politics, but wish to have no place in the internal struggles of our clan. As with any of the blood, I respect their choice and leave them to walk their paths.

Finally, you have those who call themselves the Unconquered. They who have chosen the path of the beast, the ways of the Sabbat. When first our clan was cast down by the Tremere, it was they who could not accept it. They were the first to choose exile over submission. Theirs is a history that goes back nearly

five centuries. Never forget though, those of Haqim's children who walk among the Sabbat are some of the deadliest and violent kindred whom walk the earth. Tread carefully when you meet one, he may not have the same respect for you as you would show him.

"And lastly Childe, before we part ways for the evening, know that though I am of the Camarilla and thus I choose to place my faith in Allah above all else and have taken the Ivory Tower as my home... I shall instruct you in what you shall need no matter your choice."

*"After all, since you were embraced against your will, it is the only real choice you shall ever have."
"Choose wisely..."*

Of Alamut

As told by Fatima Al-Faqadi, Dispossessed

"What is there to say about our home we may very well never see again? I have heard stories of children being created in the final nights who have not known its glory. I fear in the time to come we shall forget what Alamut was and is.

Our clan has always been one that has been in need of a home. Even Alamut was created by Haqim himself to shelter us and give a place to which we could call our own. Many believe that the Eagle's Nest was modeled after the Hashashin castle of the same name. I find it far more likely that Alamut is the Eagle's Nest's most recent name, one that reflects the power Islam had over our clan.

In my time, I have seen not one but two Alamuts. The one the foolish Camarilla believe they found was simply a far more recent creation and house of the clan. It seems somewhere along the line the original Alamut was abandoned by the clan. Why, I do not know. But when the curse of the Usurpers came upon us we found her once again, and returned home.

Words cannot do justice to the glory of Alamut. Her halls could house the entire clan. The greatest resources, history, and defenses a Kindred could imagine. It was with great pain many of us left knowing we may never see her again.

While the loss of sacred Alamut as our home has saddened many of us, know this. Alamut is in your heart. It is not just a place. Alamut is more than that. Alamut is who you are. Never forget that and we shall never truly have left her."

All Glory to Haqim

As told by Thetmes, Loyalists

"The Final Nights are here and there is little room for debate any longer. Haqim has sent us his herald. Whether we agree with Ur-Shulgi or not is irrelevant. The message has been sent, and all those truly loyal to Haqim have answered.

For over a decade we have acted on the heralds wishes, knowing he speaks for Haqim. Ur-Shulgi is not our Eldest. We no longer require one, for our Father has returned. I understand the plight of my brothers and sisters. To be asked to give up all you believe in; to put Haqim in your heart first above all else is not an easy choice to make. Yet we all have had to make it.

Tonight, Alamut stands united and ready to stand against Gehenna with our Father. Two Antediluvians have risen and fallen since the return of the Herald. We are not sympathetic to any of our Brothers and Sisters who chosen not to stand with us. Indeed, we offer mercy to them and any Get of Khayyin who wishes to submit to Haqim's Grace.

We above all other clans know the truth of the world and accept it with fires of conviction needed to see it through. We will avenge the King and Queen. Just as Haqim first intended us to. Know that you are not alone. All here, the true sons and daughters of Haqim shall stand beside you united in our glorious father's holy war."

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 bow 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 kine.

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 Camarilla, 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 it 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 true. 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 Schismatics



"I was quite certain the Inner Circle would never make such a request of me without reason."

"You mean you say I needed a favor and jumped at the chance to hold a debt over me."

"That might play into it somewhat as well, yes"-

Tegyrius to unknown

In 1999, the Herald awoke and returned to Alamut. In doing so, with one fell swoop the Assamite clan was broken in half. Ur-Shulgi demanded complete obedience and devotion to Haqim above all else. Jamal, the eldest was the first to say the words "Haqim may have given me unlife, but Allah gave me life" and was slain for it, but he was not the last. As Ur-Shulgi began his purge of the clan of all those who would not submit to Haqim, his Childe Al-Ashrad planned to save his clan from decimation.

In secrecy Al-Ashrad with the aid of the powerful elder Tegyrius planned the exodus of the Assamite Clan from Alamut. Leaving the only home, they ever knew, the newly born Schism ventured into the unknown arms of the Western World.

In 2000, the Exiled from Alamut came into the arms of the Camarilla for protection and support. Many of the Camarilla, with tales of vampiric diablerie addicted murders in their minds, rejected the induction of the Assamites into the Camarilla. It was only with the political power of Tegyrius where the Assamites given the chance to prove themselves.

Since then the Camarilla has learned much of the Assamite clan. Far more than killers, the Schism was primarily made up of great scholars and sorcerers. Though some warriors were with them, they by far were the minority. For years, the Assamites fought for full acceptance into the Camarilla. Treated as second class citizens of the camarilla for eight long years, their break finally came.

Tonight, the Schism stands in full support of the Camarilla that accepts them as full members. Many among the clan have risen to prominence through politics and intrigue, and in doing so have risen the

entire status of the clan. The Schism even earned the rare Extremis boon over clan Toreador. A move they used to petition for a Justicar for their clan. Time will see if the neonates of the clan can rise up to claim their rightful place as a full clan in the Camarilla. For it is the young that hold the future of the Schism in their hands, not the Elders. For their part Al-Ashrad and Tegyrus continue to push the agenda of the Schism and politics of the Camarilla.

After over a decade of involvement with the Camarilla; those who chose exile from Alamut see a new phenomenon occurring within their clan. Members of the Assamite clan are being embraced who have never known Alamut but only known the Camarilla. A divide continues to grow between the two groups. Those that long for a home they were forced to leave and those whose home is the Camarilla. Some Elders of the schism fear the history and traditions of their clan will be lost in the coming years as the more and more are newly embraced in the clan. The Schism stands on the edge of finally gaining the acceptance they longed for, but perhaps at the price of their very identity. Only time will tell which direction the Schism takes.

In late 2016 Rumors quickly began to spread among the Schismatics that Haqim had returned to Alamut and had called the clan to return. Many of the schismatics claimed this rumor to be another lie from Ur-Shulgi created to lure them all to return to destroy them in one fell swoop. Still some spoke of members of even the Council of Scrolls who had returned to Alamut and been spared, claiming the rumors true. In public, the Schism denies these claims of a returned Haqim violently. When they are alone with those they trust closest among the clan they wonder...what if it's true...

Sect: Camarilla

Castes

Viziers

With more experience than any of the other Castes in the realm of politics and prestige, the Viziers have incorporated themselves seamlessly within the Camarilla. Following the Lead of the Eldest-in-Exile and the Vizier, this Caste has all but redefined the Clan in the eyes of the largest and greatest Kindred Sect. While Elders remember ruthless and brutal bloodshed during the Revolt,

Stereotypes

Loyalists: *"They have turned their back upon their blood. May Haqim forgive them, for I will not."*

Unconquered: *"They left the Lion's den and into the cave of jackals. While they may be family, remember who their new masters are now"*

Dispossessed: *"I understand their decision. Only with the support of the Ivory Tower can they achieve their goals. They are still my brothers and sisters. But they have made their choice in the Jyhad."*

many now recognize Clan Assamite as a beneficial -- and necessary -- addition to the Sect. After the exodus of the Gangrel, the Camarilla has come to recognize that most of the Children of Haqim, especially the "Scholars" are just as skilled at the political maneuvers and power-plays so common in the nightly life of the Camarilla.

The Viziers, having led the transition from the Mountain to the Camarilla, have continued leading the Schismatic Children within the Sect and Clan-in-Exile. With a different Clan structure and different procedures than were typical under the Mountain's rule, the Viziers have become a staple from which the

other Castes take their lead. Because of this, the Viziers hold the clear majority of Clan positions not specifically allotted to members of the other Castes. Viziers also account for the majority of position-holders within the Camarilla that deal with politics, such as that of Primogen. For their part, the Warriors and Sorcerers largely accept this, as the Viziers have usually enjoyed better inter-Clan relations with the other Clans and since this allows the Warriors and Sorcerers time to further their own pursuits in service to the Clan.

Sorcerers

Behind the Viziers and above the Warriors the Sorcerer claim the middle place among the schism. Mystics and religious gurus, the Sorcerers hold an odd position within the Schism. As the middle ground between the leadership of the Viziers and the fanatics of the Warriors, it often falls to them to settle disputes. In the Camarilla, the Sorcerers have risen to a position to challenge the Tremere on the monopoly of Blood Magic within the sect. For many years, the Sorcerers have offered an alternative to paying for the services to the Tremere. This is something that the Warlocks have not let go unnoticed. Now the Sorcerers continue to fight uphill as the right hand of the schism against the Tremere's efforts to undermine the progress of the Schism as a whole.

With Al-Ashrad as their leader, the Sorcerers hold prestige as their caste being the saviors of the Schism from Ur-Shulgi's wrath. Still, never a highly-organized group of individuals, the Sorcerers find themselves easily falling once more into their traditional role of support to the other castes. They offer their services to the Camarilla in exchange for boons to give to the viziers for the political needs of the Camarilla. They keep the warriors in check with powerful amulets and magics that subdue their curse for a time (see *Chaining the Beast under Path of Blood*). And in battle the Sorcerers offer their greatest support with the power of Heaven and Earth to support the warriors. While often not found directly in the battles of the Camarilla, their influence is still often felt from afar.

Among the Sorcerers, prestige isn't gained in battle prowess or through playing politics. Prestige among the Sorcerers of the schism is earned with steps upon the Ladder of Heaven. The more enlightened the sorcerer and the more covenants he has invoked earns him prestige among his peers in the caste. Though

forced to play the political game like all Assamites in the schism for rank in the Silk Road, many sorcerers also focus greatly on the prestige they can earn among their own. Those who are just starting out on their path to Heaven are known as Herbad. Those who conquered the first ladder of Heaven are known as Mobad. Finally, those who conquer the second ladder of Heaven and continue the endless climb to godhood are known as Dastur. Only those above them may grant the prestige to those who earn it.

Sorcerers who often act to much like either Warriors or Viziers often find themselves quickly losing the support of their caste. While Dur-An-Ki is not an art learned from a book, having guides along to the path to heaven is often essential in the climb. Those who forget their role within the clan quickly lose their guides along the path until they return to their sacred duty once more. To be a Sorcerer of the Schism is to walk a careful line and balance. Mastery of one's self and position within the clan is key to success for this caste of Assamites.

Warriors

The least common of the castes among the Schism, the Warriors may be few but they are proud. While those that claim membership in the Schism often have a hard time dealing with the curse of their blood and requirement to heed the words of the Viziers over their own; they do so in stride. The Warriors claim to endure the unendurable for their faith after ruling the clan for nearly five centuries. It is an almost quiet penance that the Warriors now bow their heads and heed the words of their Vizier brothers.

While understanding of their position within the Schism, the Warriors are no less proud than before. Centuries of Warrior tradition still follows in their wake. Few are foolish enough to play jest at their current status within the Schism. Though few in number, many have great strength granted to them by the power of their convictions of faith. While mostly of the Islamic faith, there are some warriors of Christian, Jewish, and other obscurer faiths in the Schism. But all believe devotedly in their religion; a fact none dare press, less they incur their wrath.

The warriors of the schism did retain their sense of honor and prestige with them into exile. Within the Warriors they still follow the titles of old. All who are new to the blood of the warriors are called Fida'i. Rafiq are those who have proven they can stand on

their own and have earned their place among their warrior brothers. Those among the Rafiq who consider holy warriors of their chosen faith rise to the title of Da'i. Finally, those among the warriors who have killed five or more vampires on their own are known as Ace among the Warriors. These titles are positions of prestige among the warriors and largely a role-play opportunity, but the warriors do often differ to those of higher prestige within the caste. For more information on the positions within the Warrior caste should read page 36 and 37 of the Revised Assamite Clanbook.

Background

The Assamites of the Schism tend to come from Middle Eastern stock. As religious refugees of Alamut, the majority of the Schism are Islamic. While Islam is the majority of the Schism's members' religion, it is not the only one. Jews, Christians, Zoroastrians, and other ancient religions of Mesopotamia can be found among them. After those of middle eastern descent, the next largest group of Assamites in the schism come from North Africa. The clan has never had a been plentiful with woman, and so a large section of the Schism reflects this. However, with over a decade the clan has begun to expand and grow. Unable to embrace from their mortals of their home regions, both westerners and woman are growing far more common among the clan. The few Elders of the schism who exist see this as a growing problem of the detachment of their clan from their history. For many others, they see it as the evolution of clan Assamite into what they must do to survive.

Organization

The schism is in theory lead by Al-Ashrad, Childe of Ur-Shulgi. It was he and Tegyrus who led the clan from Alamut into the waiting arms of the Camarilla. The members of the Schism have even grown to calling Al-Ashrad the Eldest in Exile, though he himself never claimed such a title. Though they brought the clan into the Camarilla, for many years both Al-Ashrad and Tegyrus disappeared from the public face of the clan. Leaving many to wonder what had happened and what direction they would take. In the lack of guidance, the Schism decided to re-create the Council of Scrolls to help govern the clan. A voice of the Eldest was even appointed to speak for Al-Ashrad.

Now, Al-Ashrad and Tegyrus have returned to the public face of the Schism once more to lead them. They are assisted by Rashad. Together, they are the Du'at, with Al-Ashrad as the Amr (Al-Amr), Tegyrus as the Vizier (Al-Wazir), and Rashad as the Caliph (Al-Khalifa). They adopted a ranking system of old and rewarded those in the schism with positions of authority based on their actions. While each Domain has an established structure, and so too does each region, the titles of Eldest are now fading. Once the current eldest of a region are gone, there will be no others in their place. Al-Ashrad deeming them unnecessary when the Law of the Eldest is clear. He who is older has the authority. Those who have earned their rank in the Schism have power over those beneath them and all fall under Al-Ashrad, Rashad, and Tegyrus.

Tonight, the clan organized itself into what they have called The Silk Road. A vast network of Assamites who claim the political arena of the Camarilla. They have gathered resources, Influence, and many boons to play the Jyhad of the Ivory Tower with. They are the structure of the clan in the modern nights, and it is they who play the games of the Camarilla and push the agenda of the clan. Those who earn status and favors of the Ivory Tower in turn win position within the Silk Road and thus the Schism.

The Council of Scrolls is a largely obscure body of Elders of the Clan that advise the Du'at and the Eldest of the Clan in various matters. Currently consisting of 15 Seats, the Council of Scrolls is the ultimate authority concerning mortal affairs and manages research, academic and magical, that the Children actively conduct. While the Du'at advise the Eldest of matters pertaining to their Castes, the Council of Scrolls advises on matters specific to the mortal world, Sorcery and achievement within the Clan as a whole. The Council provides "guidance" on matters of morality, regulates the study of Sorcery, conducts research and provides "guidance" to the Children as a whole, advises the Eldest and Du'at on matters within their purview and bestows Honors recognized by the entire Clan upon those Children so deserving. While no longer directly governing the Schism, they still approve those who wish to rise above the Master Rank and approve those to be taught how to Ascend the Ladder of Heaven who are not of the Sorcerer caste or of Clan Assamite.

Beyond the Silk Road lies three positions of great respect within the schism. These are the Iktihaam (the Storm) amongst the Warriors, the Thhul (the Shadow) amongst the Viziers and the Iasof (the Tempest) amongst the Sorcerers. There can only be one of each title at one time, and their powers are limited to their rank, age and prestige, but their titles demand respect, as they are the chosen agents of the Al-Ashrad, Rashad, and Tegyrius, and strike fear into the hearts of those who may have wronged the internal security and secrecy of the Clan.

Each title is proclaimed and granted by al-Ashrad, Rashad, and Tegyrius directly, and their titles hold enough weight to investigate any matter, no matter whom they investigate within the Clan and regardless of their rank. Their words hold much sway with the clan leadership, as they aid in the decision on whether an individual is deemed guilty or if they are deemed innocent. Should any Clan-mate impede their investigation within the Clan, it raises the ire of the Du'at directly. Amongst the three, the Iktihaam has the most power, as he can call upon the warriors at any time to aid him with his cause and can cross Caste boundaries if he so chooses to do so, while the others (the Thhul and the Iasof) are limited to their own Castes to investigate.

Those who impede the investigations of the agents of the Caste Leaders are certain to raise the ire of the Du'at, and suffer consequences for their actions. As punishment for those who would impede or interfere with the investigations of the agents of the Caste Leaders, the agents of the Caste Leaders could influence the offender's reputation (negative prestige) and even rank within the Schism. The agents of the Caste Leaders, through a majority vote, can award negative status to any Schismatic Assamite who interferes or impedes with their investigations. In the most serious of situations, the agents of the Caste Leaders, through a majority vote, and with the approval of the Caste Leaders (Coordinator approval) can strip the offender of a level of rank. Those who would thwart the will of the Du'at are not worthy of their respect and need to relearn the basics of the schism. Should the offender make amends for their conduct, the agents of the Caste Leaders, through a majority vote, can restore that which they took away. Similarly, for those who would assist the investigations of the agents of the Caste Leaders or prove to be a valuable resource, the agents of the Caste Leaders could increase the individual's reputation (positive prestige).

While the ability to approve an increase in rank is solely the province of the Du'at and the Council of Scrolls, this positive prestige is certain to influence the Caste Leaders as it considers the test to set before a candidate for a rank increase. Further, it is a sign to the rest of the clan of the respect the individual is owed due to their invaluable assistance.

In many ways, these titles are analogous to 'in-Caste' Archons, acting at the will of Al-Ashrad Tegyrius, and Rashad. They should be the ones you come to before you go to the Du'at, as they are the ones who will know the answers or the correct one to go to. These positions are granted by the Assamite Coordinator's office and may be a PC or an NPC

View on the Laws

The Law of Leadership: For many of the Schism there is only one Eldest, and he, the great and mighty Al-Ashrad, has chosen Exile before open war. Wisest of the Children of Haqim and whose true age is surrounded in mystery, Al-Ashrad lead the clan on self-imposed exile instead of death at the hands of Ur-Shulgi for being unwilling to relinquish their faith. And so, Al-Ashrad with Tegyrius at his side rules those that would follow him into Exile from Alamut, seeking passage into the Camarilla to bring a better tomorrow to the world. Wise is Al-Ashrad, for he spreads the 'old ones' across the globe to be his eyes and ears- Eldests of Countries, Regions and Domains, who keep the Laws sacred and keep the truth from being clouded in the deceptions the Camarilla can breed. All listen and follow his words. All follow Al-Ashrad.

Law of Protection: The mortals are our future and we shall not pervert them. We are not their teachers, but their guides. We are not their masters, but their humble watchers. We co-exist, not conquer. They are our wards and we shall honor them, even at their bedside while dying. It is the natural course of things to ensure that they are not twisted and corrupted by the Jyhad. We must make way for them, and for thousands of years we have adapted by watching them. They have shown us far greater truths about the world than any book or scroll.

Law of Destruction: Only the wise and mighty Al-Ashrad may lay you low. Accidents happen, but not often. He has seen too much fighting amongst the masses, too many so called 'Eldest of areas' decide that this right is reversed for them. No. This is false. It falls to the Eldest of us all, and should Haqim walk amongst us, it shall be he who this right is reserved for.

Law of the Word: Do not lie at any time to your brothers. Our basis, our continuing existence, and everything we have ever and will become shall be grounded on us telling each other the truth in all things, even if it makes us angry. Some say it is better not to speak at all, but then all you are doing is coveting a lie that has yet to be told. Speak plainly and speak truthfully, for all words are and can be heard if they are founded without falsehood.

Law of Judgment: Moderation... moderation... moderation. We have joined the Camarilla. It is our job, our duty and path to show them their errors. We are the judges of old, come to show and guide and be a voice of reason. Not all punishments should end in death. Not all judgments must be done immediately and at once. Are we not forgiving? Are we so impatient as to not show them the way, to see them repent, to let them see their errors? Or are we 'Assamites' and nothing more than the rumored 'dark skinned devils' the Tremere would have the Camarilla believe we are? We are Camarilla. We cannot kill without the rights to do so, and thus we adapt.

Ranks

Ranks in the schism are part of the structure of the Silk Road, an organization of Schism members started by neonates when the Council of Scrolls ruled over the Schism. Al-Ashrad and Tegyrus rewarded the members of the Silk Road by making it the structure for the whole of the schism. Those who have rank above the previous levels have authority and say of those beneath them. The highest ranks of the silk road are held by the leaders of the schism, namely the Council of Scrolls, Al-Ashrad Tegyrus, and Rashad. But the day to day running of the clan is left to the rest of the Silk Roads members. All Schism PCs who start with the Acknowledged Status Trait, automatically starts at the rank of Aspirant. To advance in rank for an Aspirant or Associate they must challenge a Master (who will then assign a task that must be accomplished before rank advancement is gained). Those of Master or higher, must petition to the Council of Scrolls and prove they are worthy. It is suggested that they have an Assamite of one rank higher than them to vouch for them. Of course, the Du'at can give and take Rank as well, but petitioning to them is frowned upon. To attain the ranks of Distinguished Master and above requires *Assamite Coordinator Approval*. The Rank of Master requires *Assamite Coordinator Notification*. Any below ranks (Aspirant/Associate) are *ST Approval*.

Aspirant (Tamih)

All those of the Schism who have claimed the Acknowledged status as of aspirant rank within the clan. This is the beginning rank for all schism members. They are expected to learn the ways of the clan, and mistakes are accepted as part of the learning process.

Associate (Zamil)

Associates of the Schism are those who have started to wet their legs in the arena of Camarilla Politics. The following are required as a base line for each caste:

- Warriors:** Quietus 3, Celerity 2, Obfuscate 2, Brawl 3, Dodge 3, Firearms 3, Melee 3, Investigation 3, Athletics 3, Survival 2
- Viziers:** Auspex 2, Allies 3, Contact 3, Influence 3, Resources 3, Retainers 3, Linguistics 2, Lore: Assamite 2, Lore: Camarilla: 3, Lore: Kindred 2, Academics 1, Expression 2, Politics 3
- Sorcerers:** Quietus 2, 1 Dur-An-Ki: Primary 5, Dur-An-Ki: Secondary 2, 10 Dur-An-Ki Rituals, Astrology 2, Theology 2, Meditation 2

Master (Ustath)

The Masters of the Silk Road are Assamites of the Schism whom have begun to distinguish themselves in the political games of the Camarilla. The following are required as a base line for each caste:

- Warriors:** Quietus 3, Celerity 3, Obfuscate 3, Brawl 5, Dodge 5, Firearms 4, Melee 4, Investigation 4, Athletics 4, Survival 3
- Viziers:** Auspex 3, Allies 5, Contact 5, Influence 5, Resources 5, Retainers 5, Linguistics 2, Lore: Assamite 3, Lore: Camarilla: 4, Lore: Kindred 3, Academics 3, Expression 3, Politics 4, Law 3, Leadership 2
- Sorcerers:** Quietus 3, 1 Dur-An-Ki: Primary 5, Dur-An-Ki: Secondary 5, Dur-An-Ki: Third 2, 15 Dur-An-Ki Rituals, Astrology 3, Theology 3, Meditation 3

Distinguished Master (Ustath Bariz)

Distinguished Masters of the Silk Road are those members of the clan who are the veterans of politics. They have risen above most others to shine in the political arena of the Camarilla and thus benefited the clan as a whole. The following are required as a base line for each caste:

•**Warriors:** Quietus 4, Celerity 4, Obfuscate 4, Brawl 5, Dodge 5, Firearms 5, Melee 5, Investigation 5, Athletics 5, Survival 5, Tactics 3, Stealth 2

•**Viziers:** Auspex 4, Allies 5, Contact 5, Influence 5, Influence 5, Influence 5, Resources 5, Retainers 5, Linguistics 4, Lore: Assamite 5, Lore: Camarilla: 5, Lore: Kindred 2, Academics 5, Expression 3, Politics 4, Law 3, Leadership 2

•**Sorcerers:** Quietus 4, 1 Dur-An-Ki: Primary 5, Dur-An-Ki: Secondary 5, Dur-An-Ki: Third 5, 20 Dur-An-Ki Rituals, Astrology 4, Theology 4, Meditation 4

Full Master (Ustath Kamil)

These are the true leaders of the night to night workings of the Schism. Below only Al-Ashrad and Tegyrus in rank, the Full Masters are the top stars of the Schism. While not necessarily the eldest, they are the best at playing the politics of the Camarilla. The following are required as a base line for each caste:

•**Warriors:** Quietus 5, Celerity 5, Obfuscate 5, Brawl 5, Dodge 5, Firearms 5, Melee 5, Investigation 5, Athletics 5, Survival 5, Tactics 5, Stealth 5, Subterfuge 5, Security 5

•**Viziers:** Auspex 5 Allies 5, Contact 5, Influence 5, Influence 5, Influence 5, Influence 5, Influence 5, Resources 5, Retainers 5, Linguistics 5, Lore: Assamite 5, Lore: Camarilla: 5, Lore: Kindred 5, Academics 5, Expression 5, Politics 5, Law 5, Leadership 5

•**Sorcerers:** Quietus 5, 1 Dur-An-Ki: Primary 5, Dur-An-Ki: Secondary 5, Dur-An-Ki: Third 5, Dur-An-Ki: Fourth 5, 30 Dur-An-Ki Rituals, Astrology 5, Theology 5, Meditation 5

Notable Members

Al-Ashrad, The Great: Childe of the Herald Ur-Shulgi and breaker of the Tremere curse upon the clan. An enigmatic figure, Al-Ashrad is the Moses of the schism. Together with Tegyrus he leads his clan from Alamut into the arms of the Camarilla. Unable to stand by and watch as Ur-Shulgi killed those who refused to renounce their faith in favor of Haqim; he chose exile. Since the Exodus of the schism, little has been seen of Al-Ashrad. For his actions, the grateful members of the schism gave him the title of the Eldest in exile. For his part, Al-Ashrad remained quiet for many years. Some say it was he alone who was protecting the clan from the wrath of Ur-Shulgi. Others claim he has been meeting with leaders of the camarilla behind closed doors since they arrived to make sure his clan would be accepted. Regardless, now Al-Ashrad the Great has returned to lead his clan once more as both the Eldest-In-Exile and the Amr (Al-Amr) of the Du'at. And once again, the schism rejoiced.

Tegyrus, The Lion of Alexander: An advisor the Alexander the Great himself, Tegyrus' name has been known the world over. While Al-Ashrad may be the leader of the Schism, Tegyrus is it's face and political powerhouse. While Al-Ashrad may have led the clan from Alamut, it was Tegyrus' network of contacts and boons that even got them into the Camarilla in the first place. Now the Prince of Dubai, Tegyrus has taken a far more active role in the Schism. Though both hold equal standing in the eyes of the schism, Tegyrus is often the more vocal and outgoing of the two Elders and holds the position of the Vizier (Al-Wazir) of the Du'at.

Rashad, Caliph of the Schism: While little is known of the leader of the warrior caste, he is known as a fierce warrior for the clan. Rashad is very much a traditionalist when it comes to how things are and how they should be. He leaves as much of the politics to Tegyrus as he can. He rules over the Storm and the Sharif with an iron fist and while he may seem harsh, he is just and as fair as possible. He stands as the Caliph (Al-Khalifa) of the Schism.

Loyalists



“Elijah Ahmed. Childe of Haqim. Blood of his blood of his blood of his blood. Rise Elijah Ahmed. Who gives you life Elijah Ahmed?”

“Allah gives me life”

“Young Allah? Are you certain, Childe of Haqim?”

“Haqim has stretched my existence, but it was Allah gave me life. He, Allah, is One. Allah, is He on Whom all depend. He begets not, nor is He begotten, and none is like Him.”

“Very Well. In the name of Eldest, I reclaim that which is rightfully his.”-Ur-Shulgi to Caliph Elijah Ahmed before his death.

Before 1999 the Assamite clan stood united, then in one night that all changed. Haqim had sent his herald, the father of the Assamites had returned. Waking to find the clan he knew drastically changed, Ur-Shulgi quickly went about restoring the clan to its former glory. With a wave of his hand he shattered the Tremere Curse upon the clan. The greatest Magi and Childe of Haqim had no patience for disobedience from Haqim. One by one, Ur-Shulgi summoned the leaders of the Assamite clan asking about their devotion to gods other than Haqim. One by One he slew them until only a handful remained.

In defiance of submission to Haqim, Ur-Shulgi’s Childe planned and executed the escape of the refugees that would become the schism. Many among the loyalists believe that it was Ur-Shulgi’s will alone that allowed them to succeed. With the clan leadership purged of those who were not loyal to Haqim above all else, the Herald had achieved his goal set to him by his sire.

After a decade of rule and largely silence the Loyalists have begun to stir. The Path of Blood has come into a resurgence among the Loyalists and all who follow Haqim are expected to follow it in time. Ur-Shulgi has commanded the Schism is to not be hunted down and destroyed. From what the loyalists gather, the Herald has far more important matters at hand. It seems the clan has been focused on re

starting the war with the Baali above all else. Strikes from Alamut in North Africa have been swift and deadly. It is said the Baali are in full scale regrouping from the assaults from the mountain. For the first time in millennia the Assamites have the Baali on the ropes once again.

For the most part, the loyalists spend their nights in quiet prayer and meditation trying to understand their master Haqim. For them he is a god, their father, and their Eldest. While those who have turned their back on Alamut fear the vengeance of the loyalists it never came. They fear each night when Alamut will finally move against them. The loyalists know better though. Those who have chosen a different path from Haqim but are of the blood shall be left to walk their own paths. Just as Haqim had let the first of the Dispossessed do. They are, however, not above the Judgment of the eldest.

The loyalists also spend much of their time traveling to the domains of vampires across the world. As Independents, they offer their services as hired killers to anyone who can afford the price. While blood is still accepted as a means of payment, the loyalists will accept anything that will benefit the clan. In this way, the Loyalists do not incur the wrath of the other clans for their holy war against their kind, but instead may carry out their holy mission one target at a time. This also allows the loyalists to find Kindred who are worthy of redemption in the eyes of Haqim. The Path of Blood teaches that salvation into Haqim's grace should be possible for all Kindred. Those the loyalists find worthy and accepting to Haqim, regardless of clan (save the hated Baali and Followers of Set), are brought to Alamut to swear fealty to Haqim.

The loyalists of Alamut believe a radically different tale of their clan founder than most of the rest of the clan. While the schism speaks of Haqim as the Judge of the Enoch appointed by Caine, the Loyalists claim a much darker history than the peaceful Assamites told in that tale. The loyalists tell a tale of Haqim the general who defended his King and Queen from the liar Khayyin. A great man who as a mortal fought Khayyin and his evil. Haqim the great who took the Vampire King and Queen's blood and became damned to stand against Khayyin and gain vengeance for his fallen liege. In this the Loyalists find their justification for their holy war against all Kindred of the world. In reality though, the clan is of no fools.

Stereotypes

Schism: *"They have all gone mad. They want to wage war upon the world for the glory of Haqim. I will not sacrifice my faith for that."*

Unconquered: *"They worship Haqim as a god, yet stood by when the world sought to destroy us. They lack true conviction and wisdom."*

Dispossessed: *"The Herald has forced all our hands. But still, we will not engage in a war Haqim never would have approved of."*

To make open war fare among the Get of Khayyin would be suicide for the clan. Instead they play the Jyhad like all others and in turn wage their secret holy war.

In 2016 Haqim returned to the Eagle's Nest. He has come to guide his wayward children directly once more. Haqim sent missive for all his children to return home once again to him, so they clan may be reunited. All those that do not, are considered Dispossessed as per his original decree on the matter. The Loyalists once again praise Ur-Shulgi for the return of Haqim and spend their nights devoting their faith and obedience to their returned father. For

Haqim has returned then the Loyalists are his personal army ready to act a moment's notice. Or so that's the stories the loyalists tell anyways.

Sect: Independent

Castes

Warriors

By and far the largest caste among the Loyalists are the Warriors. While many were devout Muslims, those that chose to remain in service to Haqim do so because their idea of subservience to the Viziers after five hundred years of rule was unbearable to them. In the Herald the loyalists see the clan undivided by internal conflict for the first time in centuries. The mountain is united, focused, driven, and above all else fanatically loyal to Haqim. The warriors travel the world now taking contracts by other kindred to slay other kindred. In this their holy work is done and Haqim's war continues. Tonight, the legendary Thetmes leads the warriors as Caliph of the Du'at.

Sorcerers

The Sorcerers of Alamut celebrate the return of Ur-Shulgi, from whom more than two thirds can trace their lineage too. They claim Ur-Shulgi is the most powerful and active vampire of the modern nights. As loyalists swear their lives to Haqim and his herald, Ur-Shulgi has shown the Sorcerers secrets to climbing the ladder of heaven long since lost to the clan. The ancient arts are reborn and the might of the Sorcerers has never been greater. For their part, the Sorcerers support their Warrior brethren in battle. Whether it be from the halls of Alamut or on the fields of battle turning the dark arts of Baali back, the Sorcerers have suffered very little with the rise of Ur-Shulgi.

Viziers

Contrary to the other castes, the Viziers who remain loyal to Alamut do so under a watchful eye. The majority of the Vizier caste decided to leave Alamut with the rise Ur-Shulgi. This mass defection has reflected upon the loyalists Viziers. The Viziers of Alamut are a caste defeated. They live under the watchful eye of the warriors. Viziers are often not allowed to travel outside the walls of Alamut, but when they do they are always escorted by a warrior. For their part, the loyalist's viziers take this in stride.

They worship Haqim like all other Assamites and spend their nights poring over ancient tombs and tablets for insight into Haqim. Ur-Shulgi has not shown any particular ire against the Viziers, but he also hasn't stopped the warriors from subjugating them. With Ur-Shulgi seemingly missing and the awakening of the old Eldest Nakurtum to lead the Vizier Caste, Haqim has returned them to their old status and named Nakurtum as the Vizier of the Du'at.

Background

As the majority of clan Assamite, the Loyalists unshockingly come from Middle Eastern mortals. As a result, it was impossible for even Ur-Shulgi to purge Islam from the clan completely. In truth, Muslims, Christians, and even Jews are allowed into the ranks of the Loyalists. However, each are tested and must prove beyond a shadow of a doubt they are loyal and worship Haqim first and foremost in their hearts. Only those who prove this can practice their religion, but they must only do so on their free time and away from all others of the clan. Women for many centuries were not allowed into the Assamite clan. In the most recent centuries more and more woman are seen being embraced into the ranks of the Assamites. Indeed, many female Assamites have proven too devout in their faith to Haqim and risen to become Assamites of legend.

With the call of Ur-Shulgi many formerly Dispossessed Assamites and Assamite Antitribu took his rise as a sign to return home. Upon doing so Alamut received the first real influx of non-Middle Eastern vampires it has ever seen. Those who once turned away from Alamut brought with them the wealth of culture of the world. While predominantly Middle Eastern, the loyalists now claim a few western vampires among their ranks.

Organization

Out of all the Assamite factions, the loyalists are the mostly highly organized and structured of them all. Ur-Shulgi leads the clan, but not as Eldest. That position lies only for Haqim himself, for whom Ur-Shulgi speaks. Underneath Ur-Shulgi sits the Du'at, or the leaders of the castes. The Caliph leads the Warriors, The Amr leads the Sorcerers, and The Vizier leads the vizier caste. In this orders and instructions are carried out through the clan. While appointed by Haqim, the Du'at may also be challenged for their position if Haqim approves of it.

Underneath the Du'at is the Council of Scrolls and the Silsila, the lieutenants and right hands of the Du'at. These are Elders of the clan appointed to carry out the will of the Du'at to the clan as a whole. They are the mentors and instructors to the younger generations of the clan. Beneath the Silsila in rank and authority are the lesser positions of authority in the clan.

The clan tonight moves as one voice and hand across the world. There is no room for disobedience to Haqim. While the Laws of Haqim are followed fiercely by the loyalists, it is the Path of Blood that takes precedence above all else. In the end though, all Loyalists must answer to Haqim, and thus his herald Ur-Shulgi.

Views on the Laws

Law of Leadership: Haqim is the Eldest. He is our founder. Ur-Shulgi is his herald, his voice, his spear. Ur-Shulgi leads us through his visions, sent to us by Haqim himself. Through him we shall see Haqim's true grand design. There are no leaders save HIM.

Law of Protection: Mortals need our protection from the Cainites. It is our duty to protect them from the corrupted leeches that walk this earth. The mortals may not know of us, but that make no difference. They are weak and we are strong, and that is why we were made.

Law of Destruction: We have shed blood, but it was Haqim's word that we should do so. They rebelled, try to run, revolted against the very reason of why we exist. Those that heard Ur-Shulgi's call fought and spilled the blood of their brothers and sisters, for it was Haqim's word that we do so. Now we wait for the cleansing once again. Until then, we shall watch our brethren from afar.

Law of the Word: To the letter! There is only the truth. All lies are punishable by death; so sayeth the Herald.

Law of Judgment: All Cainites are a cancer upon this earth. We have waited too long, sitting in hiding, sitting in wait. Haqim awakens and we shall put things right. Wipe them out- wipe them all out!

Ranks

The ranks of Aspirant, Associate, Master, Fida'i, and Rafiq requires *Assamite Coordinator Notification*. Anything above those ranks require *Assamite Coordinator Approval*. Advancement in rank also requires a successful challenge of a Master for those below that rank. A challenge may take any form and must be completed before advancement is allowed. For those of Master rank, they must challenge one directly above them instead and get approval from the Council of Scrolls.

Aspirant

A rank for the Viziers and Sorcerers of the clan. Aspirants are newly embraced or converted members of the Assamite clan. This is the first step all Assamites among the Sorcerers and Viziers must take in the structure of the clan.

Associate

Associates is a rank for the Viziers and Warriors. They have proven themselves capable of standing on their own and knowing the ways of the clan. To rise in the ranks of an Associate requires Sorcerers to have completely mastered Two Dur-An-Ki paths to advanced and possess eight rituals. Viziers who wish to become Associates must pass an exam by his Vizier Elders and they must possess four levels of ability in their chosen area study with a specialty as well. They should also have two other abilities associated with his study at level 3.

Master

Master is a rank for the Sorcerer and Viziers of the loyalists. These Assamites have mastered their field of study and even begun to instruct lesser educated members of their clan. To become a master, the Assamite must go before his peers among the Masters and petition for approval to join them. The masters will then test the student to see if he is worthy of the position. Should he pass their test he will be appointed the rank of master.

Distinguished Master

A rank of renown among the Viziers and Sorcerers. Distinguished Masters are those among the Masters who have risen above their peers. Those goes beyond simple specialization in a particular field, it complete mastery. Sorcerers who desire to become Distinguished Masters must have mastered at least

five paths of Dur-An-Ki to the advanced level and have twenty rituals. Viziers who desire to become Distinguished masters must have complete mastery of their ability to a level of five and a specialty. In addition to this Viziers should have at least five related abilities mastered to level five as well in association with their primary area of study. Once this is accomplished, the Vizier must also pass an approved test given to them by the Distinguished masters and petition the Council of Scrolls.

Full Master

The rank of Full Master exists for the Sorcerers and Viziers. These are the top members of the loyalists for their castes. They are the best of the best and are often Elders soon looking to join the ranks of the Silsila. To be risen to the level of Full Master requires the approval of the Full Masters in agreement. The Full Masters assign the test and tasks chosen to those seeking to join their ranks. Only once the Council of Scrolls are satisfied with the applicant's results will they decide if they rise to the rank of Full Master.

Emeritus

This position within the Viziers and Sorcerers is a rank of honor. Among the loyalists, it is used to distinguish Full Masters who have gone to torpor and yet to have risen. It is the only way one may be referred to as Emeritus.

Fida'i

This rank among the warriors is the beginning step for all those in the clan. These are newly embraced warriors brought into the fold of Alamut. The isa'I are expected to train and learn. They are often assigned a Rafiq to oversee their training and accompany them at all times outside of Alamut.

Rafiq

A Rafiq is a warrior rank for those who have proven themselves more than capable of supporting themselves. These are your rank and file warriors of the loyalists. To rise up and become a Rafiq requires the approval of three or more Rafiq.

Da'i

This warrior rank is something of a subdivision of the Rafiq. Those among the loyalists who pride themselves as the holy warriors of Haqim and the

Path of Blood are known as Da'i. To become a Da'i a Rafiq must walk the Path of Blood and be accepted by the Da'i as a whole for membership.

Ace

This warrior rank is granted to any Rafiq who kills five or more vampires on his own. These are the warrior elite among the warriors. While many of the Aces are also members of the Web of Knives, to be an Ace does mean one must also be a member of the web of knives. Aces are often viewed as actuals among the Web of Knives who see themselves as a league above all other Assamites.

Silsila

The Silsila are the chosen Elders of clan Assamite who serve the Du'at directly. To be appointed to the rank of Silsila is a matter of great honor. The Silsila are the masters of the Path of Blood and Laws of Haqim. They are Haqim's avenging angels. Only the Du'at may appoint an Assamite to the rank of Silsila.

The Council of Scrolls

Although Ur-Shulgi had originally disbanded the Council of Scrolls and many of their members had fled during the Schism, the return of Haqim has led to many councilors returning to Alamut. The Council of Scrolls fulfills their role of being masters of various scholarly pursuits and approve higher ranks of Viziers and Sorcerers. They also approve non-Sorcerers to learn Dur-an-Ki, but to petition this without presenting a good reason to why it is needed and not having Full Masters vouch for the individual would be seen as a great insult.

The Du'at

The Du'at are the chosen leaders of the castes appointed by Haqim himself. There is only ever one in each of the available positions to the castes. These Elders are handpicked by Ur-Shulgi to lead the clan and be Haqim's right hand. The current Caliph, leader of the warriors is Thetmes. The current Amr, leader of the Sorcerers is Amaravati, Childe of Al-Ashrad. The current position of The Vizier had remained unappointed since the start of the Schism. However, recently Nakurtum, Childe of Haqim, has awoken from Torpor and claims this position. Members of the Du'at may be challenged for their position and replaced if they defeat the current seat

holder. All such challenges are approved by Haqim himself. Members of the Du'at are Assamite Coordinator NPC only.

The Eldest

Before Ur-Shulgi the last Eldest was Jamal. The eldest by tradition is the oldest Child of Haqim active to lead the entire clan. The Eldest is the supreme master of Alamut and the clan. All are expected to follow his orders without questions. The Eldest may be challenged for leadership of the clan by one of the Du'at. This however irrelevant as Ur-Shulgi himself discarded the position of Eldest. Ur-Shulgi claimed the position was no longer needed as Haqim had returned and only he is the true master of Alamut. As a result, there is no Eldest of Alamut. For the true Eldest has returned, Haqim.

Haqim:

The founder of Clan Assamite, Haqim is the supreme leader of the clan. There are none greater or above him. All loyalists seek to become one with him and would gladly die for him. Some claim that Haqim is of the second generation having embraced himself of the Kings Blood and drank the soul of the Queen of Enoch. For his part Haqim has not been seen by the clan since the times of the Roman Empire. The return of his Childe and herald Ur-Shulgi meant he was soon to awaken and has chosen the Childe as voice to act his will to the clan. Since Haqim's return to Alamut few have seen or spoken with the former Herald.

Notable Members

Ur-Shulgi, the Herald: The child of Haqim awoke in 1999 and quickly took over the Assamite clan. Perhaps the eldest most powerful vampire active in the final nights, Ur-Shulgi quickly began a purge of the clan in the name of his father. Only those truly to devote to Haqim were spared. Since Haqim's return few have seen or spoken to the Herald and rumors persist that either Haqim destroyed his Childe or he has sent him on some other mission of importance.

Thetmes, Caliph of Alamut: The ancient gladiator warrior of clan Assamite has assumed leadership over the whole of the warriors. Thetmes was handpicked by Ur-Shulgi to be on the Du'at. Since his rise, he has overseen the clan's affairs as second only to Ur-Shulgi. It is even said he maintains contacts among the Schism and Unconquered by command of Ur-Shulgi in hopes of returning them to Haqim's grace one day. For his part Thetmes seemed to not support the purge of his clan and accepted the choices of his brothers. He however is wavering in his devotion and loyalty to Haqim. It is said, there is no greater warrior than Thetmes in the clan. So far, none have been able to prove otherwise.

Amaravati, Amr of Alamut: The Childe of Al-Ashrad, Amaravati chose to not follow his sire. Instead he quickly took the role he once held. As the leader among the Sorcerers of Alamut, much of Amaravati's time and resources is spent attempting to break the Baali curse upon the clan. It is said Ur-Shulgi himself appointed Amaravati to the position of Amr solely for this task. With his grandsire leading the clan Amaravati has come into a position of greater authority than he ever thought possible

Nakurtum, Vizier of Alamut: Direct childe of Haqim, Nakurtum was not only the founder of the Silsila, but the first woman to ever serve Alamut as the Eldest. Awakening from Torpor in the Modern Nights, Nakurtum was disappointed in the state of her caste post-Schism. She was added to the Du'at as the Vizier and now leads her caste.

Kaleemah, Shepard of the Lost: Known as the Shepard of the Lost, she was chosen by Haqim to guide those whom wish to return to the Mountain and provide advice to those who call Alamut their home once more. Rumor has it that she is of Ur-Shulgi's line but she does not speak of it openly. Where Thetmes is the honed blade of Alamut, she is the vengeful mother.

Unconquered



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 bow 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 kine.

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 Camarilla, 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.

For More Information on the Assamite Antitribu; Please see *“Angels of Caine: An OWbN Guide to the Assamite Antitribu”*

Stereotypes

Loyalists: *“Worse than the schism, these traitors turned their back on our blood centuries ago. They even seek the death Haqim. Slay the heretics wherever you find them.”*

Schism: *“They have embraced their bloodlust and most have seem to forgotten what our clan stood for. Still some of their elders recall. Everyone else you should avoid at all costs.”*

Dispossessed: *“While we were the first to leave Alamut, our brothers chose a different path and having done so fallen very far from Haqim’s grace.”*

Dispossessed

"I merely observe, Lucita. I do not judge. You could grant me the courtesy of doing the same"

-Fatima Al-Faqadi



The faction that are the lone wolves. They have decided to walk alone rather than run to the Camarilla or the Sabbat. The Dispossessed are easily the majority of Assamites within the Anarch Movement. This should NOT be confused with some sort of solidarity with one another, however. Each Dispossessed has joined for a reason that is all their own, and are as likely to be on opposite sides of conflicts within the Anarch Movement as they would be fighting for one another. They can be found amongst each of the political camps of the Anarch Movement, but whatever might be called a majority are a part of the Disloyal Opposition, seeking a new way of governance that no sect or individual clan has come up with so far.

Those that have joined with the Anarch Movement openly (and not all are open about their clan) have done so mostly due to relative youth, and often due to their chafing at the caste system of their sires. A few are also Muslim, who've left the Mountain for the same reason the Schismatics left, wanting to worship their own way and not a blind creature on the Throne.

In the history of the Assamite clan, the Dispossessed were the first Assamites to turn away from Haqim. As the clan left the second city, a group of them choose another path. As the rest of the clan moved to destroy the would be traitors it was Haqim himself who stopped them. The Eldest said only they had the right to choose their own way if they so wanted and thus should be left alone. Since those nights, the number of Dispossessed Assamites has risen and fallen. During the Dark Ages, the Dispossessed outnumbered the number of those Assamites loyal to Alamut. Tonight, to be dispossessed means something very different.

While to be Dispossessed means to walk your own path away from the clan, in the Modern Nights the term Dispossessed largely refers to those among the

clan who refuse to partake in the divide between the schism and the loyalists. With the rise of Ur-Shulgi the number of Dispossessed swelled. Once again, the Dispossessed return to being one of the largest factions of Assamites on the planet.

Tonight, there are roughly three different types of Dispossessed. The first and by far the largest are those Assamites Anarch movement. Either embraced into the sect or having chosen them as companion, the Anarchs claim a large portion of the dispossessed population. The next group of dispossessed are those who claim membership of the Autarkis. These Assamites have removed themselves completely from the Jyhad. They are often hermits who wish to be left alone to their own devices. They are members of no sect and wish to not be involved with clan affairs. Finally, the third group of Dispossessed are those who follow the Assamite hero Antara the Shepherd of Wolves. While small in number, the Followers of Antara continue to grow. Based out of Cairo, Antara has chosen to take no side in the dispute with his clan. He claims no allegiance to Alamut or the Schism. Rather, Antara claims allegiance to Haqim only and has sworn to defend Cairo to his last metaphorical breath. Without asking for it, some dispossessed flocked to Antara's banner as a champion of their clan.

To be Dispossessed among the Assamite clan does not mean to remove oneself from all involvement with the clan. Though the term can mean that; it does not exclusively mean that. The one common thing among all of the Dispossessed is that they refuse to take side in the dispute between the Loyalists and the Schism. As the nights go on the number of Dispossessed Assamites who grow fed up with the conflict within the clan continue to climb.

Tonight, the Dispossessed either scoff at or simply do not care of the claim of a returned Haqim. They turned their backs on the traditions of clan Assamite long ago and have no desire to return to zealotry.

Sect: Anarchs, Independent

Stereotypes

Loyalists: *"Haqim let the first of the Dispossessed chose their path. We respect our founders wishes."*

Unconquered: *"The only Cainites that are free of the Jyhad are dead. They delude themselves."*

Schism: *"A large portion of our family is among them. Try to bring them to our side, but if not respect their choice to remain outside the Jyhad."*

Castes

Warriors

Warriors are by far the most common caste found in the Anarch Movement, and work against the Sabbat, Camarilla, and independents who cause them issue, including other Assamites. Their caste flaw can make life in the Camarilla difficult, and have stuck it out with the Movement. The sense of loyalty they give and receive make them staunch supporters of the Cause when they hook up with the right gang.

Viziers

Viziers, when they do identify with the Anarchs, are most often found in the Disloyal Opposition. These are Viziers who would not follow any of the Assamite powers-that-be, and have gone their own way, finding succor amongst the Anarchs. With their obsessive natures, they often fall into niches such as Toreador, Brujah, and Malkavians often do, finding others to discourse with on alternative political theory, and when they can, attempt to implement it.

Sorcerers

Sorcerers are the rarest of all, and are often actually Autarks who look to find ways to study their magic as hermits, far away from the conflicts of the Jyhad. There have been tales of Assamite blood-sorcerers in the Movement, and there must have been in the past, but they're rare to the point of no one being able to name one in modern nights. That doesn't mean they don't exist, just that if they do, they don't go about advertising their Clan or Caste.

Background

The Dispossessed come from all walks of life. Some claim lineage from the first Assamites to turn from Haqim. Others are recent refugees from the mountain who couldn't bear the thought of fighting their own clan. While many do come from Middle Eastern Backgrounds as is tradition with the clan, many more come from other corners of the world. A Dispossessed Assamite can literally come from anywhere and be of any background

Among the Anarchs, the Dispossessed tend to be young Assamites of American descent. These vampires often know nothing of their clan history or care to now it. Some few Elder Assamites of the Anarch movement were among those who refused to return to Alamut when the Anarch revolt ended in failure. These few Elders are of Middle Eastern descent.

Those who follow Antara in the Dispossessed tend to come from the revolutionaries in the clan who also carry the history of Haqim in their heart. Many of these Dispossessed are of Egyptian descent and culture. As the years pass and more Assamites flock to Antara's banner, the diversity of their group continues to rise.

Organization

The Dispossessed have little to no organization to speak. Each member walks his own path and makes his own choices. The only structure to speak of often is that of Master and Student, or Childe and sire. Among the Anarchs they tend to follow the organization of their sect. The only Dispossessed to speak of with any sort of organization are those who follow Antara. Those Dispossessed who follow the Shepherd of Wolves accept Antara as their Eldest and leader. Below that there are those that have proven their loyalty to his cause (the Rafiq) and those who attempting to do so (Fada'i). The drive and goals of the Dispossessed who follow Antara seem to be choosing not to choose in the matter of the internal conflict within the clan, and doing whatever it takes to defend Cairo from the Followers of Set. As an elder and legendary member of the clan, Antara has attracted many young Assamites without ever asking for it. They seek his wisdom and guidance above all others. Word has quickly spread that even Ur-Shulgi himself dares not directly move against Antara and instead seeks to get him to come back to Alamut. For his part, Antara has refused the offer and said he will stand on his own and his word to defend his people. Principals many of the Dispossessed take a great deal of stock in.

View on the Laws

As with their view on leadership, their very nature would suggest following the Laws of Haqim are optional and change from one individual to another. Yet many a 'Dispossessed' have run into one dividing faction or another (Loyalist or Schismatic) and survived the encounter once to tell the tale that that nearly ended in their demise and reiterate the words "ignorance is not an excuse". Such harsh views upon the 'Dispossessed' often force them into hiding, rather than choose one side over the other. For many of the Dispossessed, if one Law is to be upheld then all of them are to be upheld. If such things are the case, then one must follow the Eldest and be led by them. For others, if this is the case, then they shall wait for the true Eldest to find them - even if it is Haqim himself.

Ranks

The Dispossessed have no real ranks or structure to speak of. The Dispossessed is a catch all term for any Assamite who chosen to stay out of the issue of the Schism with Alamut by choosing neither the Schism or Loyalists as their masters.

The only ranks to speak of among the Dispossessed are found among those who follow Antara the Shepherd of Wolves. Among his group there are two ranks. Fada'i, those who have recently come to the banner of Antara and yet to fully prove themselves in the elder's eyes. The second rank is that of the Rafiq.

Notable Members

Fatima Al-Faqadi, the Hand of Vengeance:

The legendary Assassin of the Assamite clan. This warrior woman of Islam only ever failed to fulfill one contract ever. Fatima was last seen before the rise of Ur-Shulgi on her way to collect her reward for slaying Cardinal Moncada. When Ur-Shulgi rose to power, Fatima never returned. Since that time few have seen her. Those that do claim she spends much of her time in a cave near her homeland in quiet prayer and meditation. When Fatima does appear from her isolation, it is in moments when she believes the answers she is seeking from Allah and Haqim might appear.

Antara, the Shepherd of Wolves:

Champion of Clan Assamite, Antara is a legend. The epitome of the Laws of Haqim and the ways of the Assamite clan, Antara rose quickly reputation among the clan. Before the rise of Ur-Shulgi it was Antara who saved the whole Clan Assamite by accepting the Tremere curse. While many at Alamut blamed him from their fall, in secret many more understood the choice he made and the burden he bore to save the family he loved from extinction. Shortly after Antara went to Cairo and never left. Having lived there since, the Assamite Warrior elder has vowed to protect his people and stop the Followers of Set at all costs. When Ur-Shulgi arose, he refused the call to return home, instead choosing to remain uninvolved in the conflict. His devotion to Haqim and neutrality in the affairs of the clan has caused many of the Dispossessed to seek him out as word of his defiance of Alamut grew. For his part, Antara doesn't mind and will happily speak with any of his clan who will listen to the words of wisdom he has to give.

Abdalkutra, The Voyager Caged: A member of the mysterious Inconnu and something called the Nephtali, the elder Vizier Abdalkutra has only recently returned to the world. Always a member of the Dispossessed, the Assamite elder seemingly disappeared from the world for a while. In truth, Abdalkutra had begun his path to Golconda. His current whereabouts are unknown, but he has been seen from time to time among the various factions of his clan. He seems to be travelling the world learning what has become of his clan and taking notes all the while.

Saqim 's Legacy

Bloodlines and Revenants

Bedouin Warriors

In North Africa a small, warrior off-shoot bloodline can be found. The Bedouin Warriors are a family of nomadic Vampires that hold to the traditions and beliefs of old. Due to these traditions, a Bedouin Warrior is rarely found outside North Africa or the Middle East. A few joined Ashirra, but none are known to be members of the Camarilla. As nomads, the Bedouin Warriors are Dispossessed Assamites who breed ghoul horses and seem to have Animalism as an In-Clan Discipline. Bedouin Warriors are Coordinator Approval in the OWBN R&U bylaws. For more information on the Bedouin Warriors, see page 42 of the revised Assamite Clanbook.

Byzantine Viziers

This Byzantine line of Vizier courtiers are a small bloodline of the Vizier caste. Numbering perhaps a dozen member, this line can be found only in the Middle East in the courts of the Ashirra. Byzantine Viziers replace Celerity as an In-Clan discipline with Presence. Byzantine Vizier Assamites are Coordinator approval in OWBN R&U bylaws. For more information on Byzantine Viziers, see page 46 of the Revised Assamite Clanbook.

Dark Ages Sorcerers

Elders of the Sorcerer line of Assamites mastered different In Clan Disciplines than those seen tonight. With the coming of the Tremere curse, the caste was forced to master the arts of Obfuscation over their supernatural Insight. As a result, all modern Assamite Sorcerers practice Obfuscate as an In-Clan Discipline. Only those Sorcerer's who were elders during the Dark Ages replace Obfuscate with Auspex for an In-Clan Discipline. To play a Dark Ages Assamite Sorcerer with Auspex in-clan instead of Obfuscate requires Assamite Coordinator Approval. See page 44 of the Revised Assamite clanbook for more information.

Shango

This Legacy of the Dark Continent is considered a leading clan of the vampire community of Africa. The Shango practice the Yoruba religion and the blood magic arts of Dur-An-Ki like the Assamite Sorcerers. The link between the Shango and the Assamites is unknown beyond similar disciplines and arts. The Shango play the pivotal role of advisors, witch doctors, and priests for Laibon. Shango do not have separate castes and are rarely seen outside of Africa. As such, Shango are Anarch Coord approval in OWbN. For more information on the Shango, please see Kindred of the Ebony Kingdom.

Marijava Revenants

The Marijava Family are descended from the leader of a Thuggee sect of robbers and assassins. The Family remained of Indian/Arab descent and avoid mixing with others outside of the culture. A Marijava ghoulish is only of Indian or Arab descent and completely secular. Rumored to have been bred by a secret cult that has long since collapsed, most members are highly trained assassins, thieves or professionals in some white-collar field. As Loyalists, the Marijava rarely leave Alamut. To play a Marijava Revenant or an Assamite embraced from one requires Assamite Coordinator Approval. For more information on the Marijava Revenants please see The Vampire the Masquerade Revised Storyteller Handbook and to a lesser extent Dirty Secrets of the Black Hand.

Kairouan Brotherhood

The Kairouan Brotherhood is a family created through experiments of Assamite Sorcerers on Tzimisce Revenants that are splintered around the world, with all three Castes struggling on how to make best use of the few remaining ones.

Orders and Organizations

The Sisterhood of the Erinyes

The Sisterhood of Erinyes is an order of Assamite women whom dedicated themselves to the Laws of Haqim and upholding their humanity to the highest level. The sisterhood was created by three Vizier seers, and some ways still maintains this past in the modern nights. While most members are not seers or even Viziers, they may still be found among them. The Sisterhood is largely found among the Schism, as their support and belief of humanity placed them directly against the fanatical genocide of Alamut. For more information on the Sisterhood of the Erinyes please see the Revised Assamite Clanbook page 56-57

The Web of Knives (Loyalist Only)

This elite order of assassins and warriors are the reason the Assamites possess the reputation they do. They are by and far the deadliest members of the clan. Web of Knives Assamites are trained as mortals for the clan, then trained for 7 years as a ghoul, then 7 more as a vampire before they are released from training. Many do not survive the training. Those that do are some of the most efficient killers in the world of darkness. As devout followers of the Path of Blood, all Web of Knives members are Loyalists and they only have members of the warrior caste. Though not very large in number, it does nothing to curb their arrogance and attitude of superiority over their other clan mates. Web of Knives Assamites are Assamite Coordinator Approval to play. For more information on the Web of Knives please read the Revised Assamite clanbook pages 57-59

The Leopards of Zion

The defenders of Judaism, the Leopards of Zion are an order of Assamites created to defend their people and religion. The comprised solely of radical Jewish Assamites who put their faith above all else and will do whatever it takes to defend its people. They have been known to be heavily involved in the affairs of Israel during its formation and even killing many vampires who supported the Third Reich during World War Two. Tonight, the Leopards are members of the schism. The reputation of the Leopards is such that even Ur-Shulgi has yet to challenge them, less he incurs their wrath. For more

information on the Leopards of Zion please see the Revised Assamite Clanbook pages 59-60

The Thousand Meter Club

More of a Social group of Assamites than an official order, the Thousand Meter club is for those assassins of the clan who are master snipers. To qualify for membership in the Thousand Meter club, an Assamite must kill a vampire target at a thousand meters away. For more information on the Thousand Meter club please see the Revised Assamite clanbook page 60.

The Ashirra

In the Middle East those Assamites who remain and are not necessarily loyal to Alamut are known as the Banu Haqim. These Kindred claim memberships in the Ashirra sect of the Middle East. The Banu Haqim are devout Muslims. When Ur-Shulgi awoke, the Banu Haqim choose to remain in their ancestral homeland and turned to the Ashirra for protection rather than the Camarilla. As the Ashirra is the sect of vampires that largely governs the Middle East, Ur-Shulgi has yet to move openly against them. Doing so would incur the wrath of an entire sect of vampires rather than one clan. Instead Ur-Shulgi sends his agents to disrupt the Ashirra wherever they are able. For more information on the Banu Haqim please see the book Veil of Night.

Diwa' Khan

This social custom and tradition comes from the Kurdish people and was adopted for centuries by the Assamite clan. The men of the clan will gather at places like Hookah bars or homes to discuss news or any important topic that needed to be talked about. The Assamites will do this while sharing tea, coffee, or more commonly the water pipe. Though exclusively an Assamite social gathering affair, rarely outsiders are invited by the clan to partake in the event with them. To be accepted into an Assamite Diwa' Khan is among one of the highest honors one might receive. For more information on the Diwa' Khan please see the book The Succubus Club: Dead Man's Party page 26.

Converts to the Clan

Those of the Blood not of Haqim are not beyond redemption. It part of the very beliefs of the Path of Blood to seek converts to the teachings of Haqim in hopes of salvation. While hardly common, members of other clans do in fact join the Assamite clan. This practice is almost exclusive to the Loyalists as they are by and far the most prolific followers of the Path of Blood; it not solely exclusive to them. Among the schism, they too sometimes offer recognition among their clan. Perhaps out of tradition to the old ways of the clan and their own situation of as religious refugees, the schism on occasion will offer official “membership” to their clan. Regardless of which Faction all converts to the Assamite clan require Assamite Coordinator Approval.

The Long Knives Retribution

Many Assamites who have joined the Camarilla have found themselves surrounded by comrades and have paid the price of a bit of their traditions to find acceptance willingly. Others have watched their brothers sell themselves to the Camarilla for safety with contempt. They have been shunned and forced to leave the path of blood, something traditionally viewed as a mark of honor within the Clan and have considered this as debasing themselves but have done it, loyal to their leaders. What they will no longer tolerate is the abuse of mortals at the hands of the Camarilla. This order is a group of Assamites who have banded together in secret to punish those guilty of crimes that the Camarilla refuses to address. The slaughter of the flock, cowards hiding behind the bodies of mortal men. This group has declared they have had enough and perform organized strikes against individuals most guilty of these crimes, Traditions of the Camarilla be damned. The elders of the Clan either do not believe such an Order exists or outright call them enemies of the Schism, to be killed for their treachery. Still, many quietly consider them defenders of tradition and even laud them as heroes. With Tegyrus calling for the removal of the path of Blood from all Schismatic Assamites, it is no wonder that rumors of this group are spreading. Joining this order is Coord Approval.

Locations

Below you will find some rather important locations for each of the factions of the Assamite clan. These places are controlled by the Assamite Coordinator (all accept Cairo which is controlled by the Followers of Set Coordinator). For interaction with any of these places, accept Cairo, you need Assamite Coordinator Approval. Interactions with Cairo require the Follower of Set Coordinator Approval.

Alamut

The ancestral home of the Assamite clan belongs exclusively to the Loyalists and Ur-Shulgi. The mountain fortress was constructed by none other than Haqim himself to give his clan a home after the fall of the Second City. Alamut is perhaps one of the best defended and hidden places in the world. A religious center for the clan, Alamut stands as the history and faith to Haqim of the clan. It holds many secrets, legends, and artifacts. From next to the Black Throne, Ur-Shulgi rules over the clan with an iron fist. Many of the schism long for the day when they can return to their home they were forced to flee. To many Assamites, Alamut stands for everything they have ever been taught or believe in.

In truth, there are two vampiric Alamuts. Some time before the fall of Rome the clan constructed another Alamut near the original and left it for their new fortress. Why the clan did this, few know. It was not until the Dark Ages when the Camarilla discovered Alamut’s location did the clan return once more to the original Alamut and abandon the old. Tonight, the second Alamut still has some loyalists in it to keep up the illusion of being the true Alamut, but the original Alamut is the home to the clan and always will be.

Dubai

The glory of the Middle East, Dubai is one of the fastest growing advanced cities in the world. Viewed as the resort paradise of the Middle East, Dubai was created with no western money, but only through the funds generated by the Middle East. Becoming a city central to the world it is unsurprising that Tegyrus of the schism took great interest in it. In one night, he and his supporters took the city for themselves and their clan. The idea of the Camarilla holding a city in a place so close to the power base of Ur-Shulgi and

the Ashirra simply could not be resisted. Tonight, Tegyrus rules Dubai as prince and the city is his central power base. Due to the dangers of proximity to the loyalists, many of the schism have flocked to the city to lend their support to Tegyrus. The Camarilla itself has even sent Archons to make sure the city remains in the hands of the Camarilla. For the schism, Dubai stands as a shining example of their growing political might and influence.

Cairo

Many of the Assamites find it odd that the ancestral home of the Followers of Set has become something of a rallying point for the Dispossessed. The Dispossessed have no formal structure or order, many are still involved in the Jyhad and simply want nothing to do with the politics of their clan. In Cairo, some of the dispossessed have flocked to the banner of Antara the Shepard of Wolves. Something of a hero of the clan, Antara calls any who would aid him in combating the Followers of Set and defending Cairo. Many dispossessed answer his call, and many more do so in hopes of learning at the feet of the legendary Assamite Warrior. For their part both the Schism and the Loyalists fear the growing power of Antara and his followers. Though neither would dare move against him openly in fear of drawing the ire of the other. For now, Antara leads the Assamites of Cairo in defense of the people, though his support is not unopposed entirely.

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.

Tools of the Trade

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

Garrote (Clanbook: Assamite Second Edition page 30)

This the ability retest for using the Garrote Weapon.

Lore: Assamites & Lore: Assamite Antitribu

Outsiders learning Assamite 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 are privy to one stage higher, meaning level 1 is 1 and 2, level 2 is 3, etc. As a note: Assamite PC's who have Assamite Lore can glean knowledge of known members of the clan appropriate to their lore level. Meaning if you want to know if "X" Assamite 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 AT Lore at Out of Clan ratings, and likewise Assamite ATs learn Assamite Lore at Out of Clan ratings.

Assamite Lore x1:

- Assamites are assassins that only work for Princes.
- 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

Assamite Lore x 2:

- You know that the primary Assamite Disciplines are Celerity, Quietus and Obfuscate, and that Quietus is unique to their Clan.
- You know that Assamites thirst unceasingly for Kindred vitae and that they have a reputation being both serial diablerists and professional assassins.
- You are aware that until recently, the Assamites had been placed under a curse by Clan Tremere which physically prevented them from imbibing Kindred vitae.
- You know that recently the Clan seems to have endured some sort of schism, and that a sizable portion of Assamites joined (or have at least made arrangements with) the Camarilla.
- You know that factions have been recently created within the Clan, one of which approached the Camarilla (Schismatics) for membership and is considered full members of the Camarilla now, though there are some who are still probationary. You are also aware that a Justicar may remove their probationary status (as of 2008) and the elders of the clan in the Schism have ordered it done.

Assamite Lore x 3

- You know that the curse upon the Assamites was created by the Tremere at the end of the First Anarch Revolt.
- You are aware that there are, in fact, multiple castes of Assamites: Warriors, Viziers and Sorcerers, and that each of them fulfill a different function within

the Clan hierarchy. You are aware that most Assamites which outsiders encounter are Warriors.

- 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 know that the Clan is traditionally ruled by the eldest among them, and that Assamites will generally defer to the eldest of their kind in each city.
- You know and can recite the Laws of Haqim (although you may not understand their meaning).
- You know that the Du'at are the three heads of the respective castes within the Loyalists: The Caliph (Warriors), the Vizier or Fikiri (Viziers) and the Amr (Sorcerers).
- You know that an Assamite's skin gradually becomes darker over time, rather than paler.
- You know the recent history of the clan and know of the Treaty of Tyre.
- You understand the meaning behind the Khabar.
- You know the different factions within the Assamites; Loyalists, Schismatics, Dispossessed etc.
- You are aware of some of the terms used to describe ranks of the various castes. (Fida'i, Rafiq, aspirant, master, etc...)
- You are also aware of who you might have to contact to go up in rank even if you do not understand who or what they are. (i.e. the council of scrolls, the Shakari, etc.)

Assamite Lore x 4:

- You know that 'Haqim' was said to be a judge for the other Clans and their unruly childer, and that some and some Assamites strive to carry out this imperative.
- You have heard of legendary Assamites such as: Izhim, one of the Four Seraphs of the Black Hand, present at the Convention of Thorns; Jamal, the former reigning eldest in Alamut, destroyed by Ur-Shulgi; Antara the Shepherd of Wolves, Fatima Al-Faqadi, and Thetmes, current Caliph of Alamut.
- You know that the Schism occurred with the return of Ur-Shulgi, who claims to be the chosen herald of Haqim. Since his return, the Assamites have split into

multiple camps. They are: The Loyalists, who follow Ur-Shulgi; the Schismatics, who follow al-Ashrad, the former Amr of the Du'at; the Antitribu, who have joined the Sabbat (also known as the Unconquered or the Angels of Caine); and the Dispossessed, who claim no part in the Assamite clan internal struggle.

- You know about the series of events in the First Anarch Revolt that led to the Tremere Curse and have probably read the Treaty of Tyre. You are aware that the Clan at the time refused to capitulate and join the Camarilla.
- You are aware that there are slight abnormalities inherent to each of the castes, similar to Clan flaws. You know that the Viziers tend to be maddeningly obsessive about their specializations, that the sorcerers seem to be constantly imbued with the aura of their blood magic, and that the warriors always show signs of diablerie (regardless of whether or not they have performed the deed).
- You have heard of the order of female warriors known as the Sisterhood of the Erinyes, and of the "Thousand- Meter Club," an informal grouping of any Assamites who have managed to kill other Kindred from a kilometer away or more.
- You know the history of "The Blood Curse" and the Tremere's part in it.
- You can determine who the prominent Assamites of each faction are (with a Static Mental Challenge).
- You know that they are free from the Tremere Curse.
- You have heard of an Assamite Bloodline that uses Animalism.
- You have heard of an Assamite Bloodline that uses Presence.
- You are aware of all of the terms used to describe ranks of the various castes.

Assamite Lore x 5:

- You are aware that the Antitribu made up the bulk of the Sabbat's elite fighting force, the Black Hand (time to buy some Sabbat Lore).
- You have heard of the Baali Wars and how the Children of Haqim apparently fought back infernalist forces bent on overtaking the Second City. You also know the story of how Ur-Shulgi originally appeared in one of these battles, and that he is said to have

single-handedly slain the entire Baali force at that time.

- You have at least heard, in passing, of famous Assamites such as: Djuhah, one of the four Seraphs of the Black Hand, and the former disciple of Izhim Ur-Baal; and Tariq the Silent, a serial diablerist who ranks amongst the most highly-sought Anathema of the Camarilla.
- You have heard the stories of how Haqim created each caste in the Second City, of how he founded Alamut from a solid mountain by striking it with his spear, and of how he eventually left, disgusted with his childer's bickering.
- You have heard of the Leopards of Zion, a uniquely Jewish Assamite order.
- You have heard of the Web of Knives, an elite secret assassination organization within the Clan, although you know little else.
- You know the history before "The Blood Curse", the time of the ancient world until the Dark Ages.
- You know the active members of your own faction and where they are located.
- You have heard of some of the most prominent members of other factions and where they are located.
- You know the details of Assamite Bloodlines.

Assamite Lore x 6:

- You know that prior to the lifting of the curse, Assamite sorcerers were said to have created a ritual whereby one could create a false diablerie through the ramification of accumulated blood, and this is why the warrior-assassins for so long accepted blood as payment for their services and tithed it to their Sires.
- You have also heard that it is from the Baali, not Caine, that the Assamites acquired their Clan curse.
- You have heard of the Heartsblood, a mystical well once rumored to be within Alamut. It is said that when any Assamite placed a drop of his blood into the Heartsblood, the entire well would bubble with similar vitae, and that skilled sorcerers could from this donation recall the blood of any Assamite who had used to the well.

• You know the history of the Beginning – the founding of the Clan.

- You know of the Path of Blood in its form claimed by some to be the pure form (Ur-Shulgi also claims that his modern version of Path of Blood is the true original form of the Path), called the Road of Blood. The Road of Blood differs greatly from the modern Path of Blood. The reasons for judging, diablerie, and relation to other children of Caine is completely different.
- You know the version of the Path of Blood practiced and developed during the time of the Tremere Curse. As the original version required Diablerie, the path changed to suit the role of the Children of Haqim after the Treaty of Tyre. Though practiced by a great many of the warriors during the 500 years of the curse, in recent times this variation upon the path has largely been abandoned.

Assamite Antitribu Lore x1:

- Assamites are assassins that only work for Princes.
- 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

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 stark contrast to the core clan, who tends 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 a group called the Shakari are leaders among the Unconquered.

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 what the Shakari are and about the ritual diablerie of the Hulul every 100 years.
- You are aware that there are, in fact, multiple castes 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 know the Unconquered follow a leader called the Hulul.
- You have heard of the legendary home of the Assamites, Alamut.

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 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 are aware the Unconquered are not as loyal to the Sabbat as they are to their clan.
- 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.

Special Weapons

Blowgun

Bonus: 2

Negative Traits: Fragile

Concealability: Jacket

Damage: None (May use Poison or Drugs)

Garrote

Bonus: 1

Negative Traits: Fragile

Concealability: Pocket

Damage: 1 Lethal

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

Punch Dagger (Katar)

Bonus: 2

Negative Traits: Clumsy

Concealability: Jacket

Damage: 1 Lethal

Special: Speed.

Tiger's Claws (Bakh Nagh)

Bonus: 2

Negative Traits: Short

Concealability: Pocket

Damage: 1 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.

Backgrounds

Web of Influence

(Schismatic Vizier Only)

Assamite Viziers may purchase the background called the Web of Influence. They may purchase a level of this background equal to their corresponding level rank in their clan. As the politicians, influence brokers, sages, and administrators of the Assamite clan, this has permitted the Vizier caste to accumulate a very involved web of influence worldwide between favors owed to them, information of blackmail material they possess, or powerful Kindred they have placed into positions of influence. As a result, Viziers can tap into this network for their own uses as they peruse their agendas for the greater glory of the clan.... but as the Vizier rises in rank and takes advantage of the network, the more they will be expected to contribute. The vizier is permitted to make a single request of the Web each month, but the vizier will be expected to explain how the request will better the Children (making one better an

accomplishing set tasks through Discipline tutoring is considered an adequate excuse, but you should be prepared to elaborate in some detail as to why it is necessary, especially with higher level or unusual requests). Use of this Background is in addition to any separate backgrounds the Vizier may have and indeed may add to them should a storyteller deem fit to allow it. To gain Ranks 1-2, are ST approval. Rank 3 is Coordinator Notify. Rank 4-5 is Coordinator Approval.

- May use 1 Influence, Allies, or Contacts Background as if they were their own. or Have one of the following cast on them via Dur-An-Ki for a scene or an hour: Wooden Tongues, Flight, Astral Cant

- May use 2 Influence, Allies, or Contacts Background as if they were their own. or Have one of the following cast on them via Dur-An-Ki for a scene or an hour: Hermetic Sight, Scent of Deception, Skin of the Chameleon

- May use 3 Influence, Allies, or Contacts Background as if they were their own. or Have one of the following cast on them via Dur-An-Ki for a scene or an hour: Unassuming Pose, Duality, Potency of Blood

- May use 4 Influence, Allies, or Contacts Background as if they were their own. or Have one of the following cast on them via Dur-An-Ki for a scene or an hour: Ghost Body, Perfect Clarity, Dual Thought

- May use 5 Influence, Allies, or Contacts Background as if they were their own. or Have one of the following cast on them via Dur-An-Ki for a scene or an hour: War Cry, Read the Heaven's Plans, Ripples on the Sea of Stars

Web of Iron

(Schismatic Warriors Only)

Assamite Warriors may purchase the background called the Web of Influence. They may purchase a level of this background equal to their corresponding level rank in their clan. To gain Ranks 1-2, are ST approval. Rank 3 is Coordinator Notify. Rank 4-5 is Coordinator Approval. The warriors expect and demand support from the Viziers and Sources to perform their martial duties for the clan. Sometimes this comes in the form of equipment from the Viziers or more mystical effects from a Sorcerer. A warrior with this background may use it once a month.

- May obtain some form of mundane equipment or Have one of the following cast on them via Dur-An-Ki for a scene or an hour: Elemental Strength, Hand of Flame, Deflection of the Wooden Doom, Incorporeal Passage.

- May obtain more specialized equipment to is less common or Have one of the following cast on them via Dur-An-Ki for a scene or an hour: Hermetic Sight, Scent of Deception, Centering, Donning the Mask of Shadows, Healing Blood

- May obtain rare equipment or Have one of the following cast on them via Dur-An-Ki for a scene or an hour: Potency of Blood, Dual Thought, Unassuming Pose, Warding Baptism, Lesser Trigger, Directing Ahriman's Lance

- May obtain mystical items and equipment or Have one of the following cast on them via Dur-An-Ki for a scene or an hour: Perfect Clarity, Call Down the Hunter's Moon, Apsu Portal, Seeing with the Skies Eyes.

- May obtain a truly unique mystical item or Have one of the following cast on them via Dur-An-Ki for a scene or an hour: Ghost Body, War Cry, Ripple on the Sea of Stars

Merits and Flaws

Marijiva Contact (1pt Merit)

See Clan Book 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 Clan Book Assamite Second edition page 26. Just replace the Word Unconquered with Schismatic.

Unconquered Ally (2pt Merit)

See Clanbook Assamite Second Edition page 26.

Schismatic Enemy (1pt Flaw)

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

Unconquered Enemy (1pt Flaw)

See Clanbook Assamite Second Edition page 26

Disgraced (2pt Flaw)

See Clan Book Assamite Second edition page 27. You must bid one additional trait in all social challenges among your faction of Assamites.

Silsila Enemy (2pt Flaw)

See Clanbook Assamite Second Edition page 27

Du'at Enemy (4pt Flaw)

See Clanbook Assamite Second Edition page 27

Sabbat Enemy (2pt Flaw)

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

Shakari Enemy (4pt Flaw)

Same as Same as the Flaw *Du'at Enemy* found in Clan Book 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.

Dual-Blooded (Coordinator approval)

(4-pt. Supernatural Merit and may only be taken at Character creation)

You are a throwback to ancient times: the way the Curse has changed you is proof that all three castes are somehow interconnected by ancestry and common Blood. You exhibit some of the Discipline affinities of a caste besides your own, effectively giving you four Disciplines for which you pay in-clan experience costs. If you are a warrior, you gain *Auspex*. If you are a sorcerer, you gain *Celerity*. If you are a vizier, you gain *Obfuscate*. Those Assamites who know what you are hold you in high esteem, and the more superstitious members of the clan consider you a good luck charm. However, this blessing does not come without an offsetting curse. You have manifested the blood-borne weakness of another caste in addition to that of your own, effectively giving you two clan weaknesses (note that this requires use of the optional caste weakness rules from the Revised Clanbook). Warriors receive the sorcerers' pierced concealment, sorcerers are cursed with the viziers' obsessive dementia, and viziers bear

the vitae addiction of the warriors. You may take this in conjunction with the Flaw: *Un-Broken* (see the Revised Clanbook), effectively giving you three clan flaws and a very interesting unlife. Only Assamite characters may take this flaw. It is available to Assamites of all castes and political affiliations, including *Dispossessed* (but not Assamite-sired *Caitiff*). Note: This merit does not allow for someone to gain *Sorcery* out-of-caste.

Un-aging (2 pt. Supernatural Merit and may only be taken at Character Creation)

Your skin does not darken, as does that of most Assamites. While this is of little advantage to the average neonate, it will become progressively more valuable as you grow older. Characters with this Merit have the same physical appearance as *Cainites* of other clans, that is, pale and lifeless, but they do not encounter the typical Assamite social difficulties after their first few centuries of un-life and they find passing as a member of another clan much easier.

Magical Addict (3- or 5-pt. Physical Flaw)

Whether through a weak will, a lingering anomaly from your mortal days or overuse of ritual components like *kalif*, you have become addicted to the alchemical psycho-active drugs that some sorcerers use to focus their blood magic. Going beyond a mere physical or psychological addiction, this dependence goes so far as to affect your very mastery of the powers at your command. Your competence with Assamite *Sorcery* is dependent on the frequency at which you cater to your addiction. If you take the Flaw at 3 points, you must bid two extra Traits on all challenges related to your blood magic when you are not under the influence of your substance of choice. For 5 points, you may not use any of your blood magic powers or rituals without the aid of your preferred chemical. You may not take this Flaw unless you have at least one basic Assamite *Sorcery* power. For the assistance of the terminally stupid, we'll say this explicitly: Role-Play your character's drug use, don't actually do drugs yourself.

Outcast (2pt. Social Flaw. Must be taken at Creation and is Coord Notify).

Taken from *Libellus Sanguinus* 3]

You have rejected the role of the caste into which you were embraced, choosing instead to define your own existence and follow the path of another caste.

While many Assamites take this course with few negative repercussions, you have managed to make enough waves to gain a certain amount of notoriety. Perhaps you made a public spectacle of your lack of interest in your heritage, or maybe you asked a mentor in another caste to take you as his surrogate Child. Whatever the specifics may be, you have shown your lineage a great deal of disrespect. Your sire refuses to acknowledge your existence, and all other members of your Embrace caste treat you with scorn. You are down 2 traits in all social interaction with your Embrace caste. This is a Social Flaw dealing with one caste; you are your new caste for all intents and purposes. (Members of your Embrace caste need to be informed of this flaw upon introductions, as you are known for what happened.)

*Un-Broken [taken from 3rd Ed Clan Book]
(3-pt. Supernatural Flaw and may only be taken at Character Creation)*

For whatever reason, the Tremere Curse was stronger in you than in most of your clanmates. This was no great liability while all of you were so afflicted. However, when Ur-Shulgi cast the Breaking, the great ritual's power did not fully cleanse you. You now share your caste's thirst for Cainite blood - but for you, the very substance you crave is still a poison. MET System: You take one health level of lethal damage for every Blood Trait of non-Assamite blood you ingest, although these Blood Traits 'do' enter your Blood Pool after the damage is inflicted. You may not use Fortitude powers or other supernatural abilities to reduce this damage. You gain one free retest on every Self-Control challenge dealing with the warrior caste flaw. The Law of Leadership:

Echoes (1- to 5-pt. Supernatural Flaw)

This flaw, appropriate for Assamite sorcerers, flows from the supernatural nature of these beings. It is degreed from 1 to 5 points and causes reality around the character to behave unnaturally. If taken for 1 point, the flaw's effect is barely noticed; milk curdles, water whirls in the other direction that it is supposed to, and similar effects. For higher levels, the effects are more distinct; smoke from a cigarette flows against the wind, or light breezes permanently accompany the vampire. At the highest levels, the flaw is quite severe; things start to levitate, doors swing shut, sweet tastes bitter, shadows fall in the opposite/wrong direction, and so on. This flaw

doesn't create things that don't exist, like hallucinations. It is reality's recoil from the magical essence of a vampire mage.

Warrior Weakness (3 pt. Supernatural Flaw)

All warriors may become addicted to the blood of other Cainites. Every time a warrior tastes Kindred vitae, the player must make a Self-Control test (verse 4 traits). If this test is failed, the character becomes addicted. From that point on, every time he encounters that Cainite's vitae, the player must make a Self-Control test again or the character enters immediate hunger frenzy. The warriors also suffer from stained auras- an inspection of a warrior's aura reveals signs of diablerie, even if the character has never so much as tasted Cainite vitae since his Embrace. The caste widely believes this to be a remnant of their Judge forbears' practice of ritual diablerie in the Second City. This staining is little problem among the Loyalist or the Antitribu, but can be a severe impediment to a warrior who seeks Camarilla acceptance. We have listed this Flaw as this has been known to spread over into the other castes.

Sorcerer Weakness (3 pt. Supernatural Flaw)

The sorcerers claim to have practiced blood magic since the nights of the Second City. Whether or not this is the case, they have been at the task long enough for it to mark them, even those who do not make extensive explorations of Assamite Sorcery. A sorcerer's aura always shows the distinctive signs associated with blood magic, and any observer with the ability to recognize auras will always see these markings. Any use of Aura Perception on a sorcerer reveals that he practices blood magic, even if the character has no knowledge of Thaumaturgy or Assamite Sorcery and even if the observer fails the Static Mental Challenge required to read the sorcerer's emotional state. All uses of Auspex or other supernatural perception on a sorcerer gain two bonus Traits. Any observer using supernatural perception to pierce a sorcerer's Obfuscate is considered to have one more level of Auspex than she actually has for purposes of comparative power levels. For example, a character with Aura Perception attempting to penetrate a sorcerer's Obfuscate treats his Auspex as if he knew The Spirit's Touch when comparing it to the sorcerer's level of Obfuscate

mastery. For those in and/or outside the Clan that learn Assamite Sorcery who are not of the Assamite Sorcerer Caste, it is recommended that they take this Flaw.

Vizier Weakness: (3 pt. Supernatural Flaw)

A vizier character has an Obsessive/Compulsive derangement that is related to the creative or intellectual Ability in which he has the most Ability Traits. When this derangement is active, it displays itself in subtle patterns in the vizier's aura. An observer who uses Aura Perception on the vizier while this derangement is active may make a Static Mental Challenge against a difficulty of the vizier's permanent Mental Traits. Success lets the observer know what the derangement's focus is. The observer must have at least one Ability Trait in Empathy to attempt this identification. Despite their protestations to the contrary, the viziers are mad- at least, by the standards of the game system. Every vizier finds himself caught up in the continuance of; is chosen pursuits to the exclusion of trivial concerns such as daily shelter or nightly nourishment. If the character has a particular area of expertise, he focuses

on it to the point of monomania. If there is no such focus for his nightly existence, he fixates on the minute details of routine tasks. This derangement flaw sometimes bleeds over into the other Castes, and as such is available to non- Viziers. It is recommended for all the Caste Flaws, that they not be allowed to be bought off as Haqim and the Baali's curses are much stronger than any one individual's will.

Nice Blood (2-pt Supernatural Flaw)

Somehow your vitae are not suited for the toxic effects of the Quietus discipline. It takes more effort to transform your blood into poisons and other offensive substances. All Blood point costs for appropriate Quietus powers are doubled, or their effects are halved.

Example:

Basic Quietus and Dagon's call (first intermediate) costs 2 Blood traits to active instead of one, while Baal's Caress and Taste of Death are dependent on the Blood traits spent. Each Blood point causes one Lethal to your opponent unless 2 Blood points are spent into it to transform the vitae into a more potent material.

Familiar Faces (4-pt Supernatural Flaw)

In your past, you diablerized an enemy of yours; after doing so, their blood still circulates in your veins for some strange reason and has never left, and will never leave. Anyone ingesting your blood will suddenly gain 'distinctive traits' from your old enemy (such as hair color, eye color, facial features, body structure, etc.) depending on the amount ingested from you. Embracing someone completely transforms the person into the person you once diablerized and ghouling someone changes the person in an extreme manner. Those drinking of you or ingesting your blood not through the Embrace or Ghoul (such as other kindred) would gain certain traits of the person depending on how much is taken:

- 1 Blood Point - Mannerisms, Gestures
- 2 Blood Points - Voice of Person
- 3 Blood Points - Hair, Eyes, Skin Color
- 4 Blood Points - Height, Weight
- 5 Blood Points - Entire mental and physical transformation.
- 6+ Blood Points - Residual memories remain for weeks.

Mind you, the effects only last as long as the Kindred has the blood in their body; until dispersed from them, they are transformed into the person you once encountered. If 6 Blood Points or more are taken, the residual memories of your enemy last for weeks even after the blood the individual has taken from you is spent. This Flaw can also be a slight blessing, and I say slight because it's all it is good for. It will discourage anyone who decides to drink from you and anyone who is to diablerize you will gain this flaw yet the person they change others to will be you. Like a disease, it is passed on by carelessness.

Minhit Dume (2-pt Supernatural Merit)

This Merit is allowed for Vizier Caste Assamites Only. They may purchase the Variant version of Quietus from the Book Lore of the Clans. This replaces the Viziers normal version of Quietus.

Hematus (2-pt Supernatural Merit)

This Merit is allowed for Vizier Caste Assamites Only. They may purchase the Variant version of Quietus from the Vampire the Dark Ages 20th Anniversary Edition. This replaces the Viziers normal version of Quietus.

Cruscitus (2-pt Supernatural Merit)

This Merit is allowed for Warrior Caste Assamites Only. They may purchase the Variant version of Quietus from the Vampire the Dark Ages 20th Anniversary Edition. This replaces the Warrior normal version of Quietus.

Sorcerer Quietus (2-pt Supernatural Merit)

This Merit is allowed for Sorcerer Caste Assamites Only. They may purchase the Variant version of Quietus from the Book Lore of the Clans. This replaces the Sorcerers normal version of Quietus.

Sectarian Ally (1-pt Merit)

See Lore of the Clans page 26

Thousand Meter Killer (1pt Merit)

You have one Bonus Trait when snipping, otherwise please see Lore of the Clans page 26.

Multiple Curses (3pt Flaw)

See Lore of the Clans page 26

Paths of Enlightenment

While by far the clear majority of the Assamite clan follows the paths of humanity, many others have chosen other paths of morality instead. Below you will find several paths of enlightenment either created by the Assamite clan or many of their members practice. By no means is this list all inclusive, it is simply the most common paths of enlightenment that can be found on various types of Assamites if they are on paths.

Path of Blood

The Path of Blood is the ancient morality path created and practiced by the Assamite clan. It's tenets emphasis devotion and loyalty to Haqim above all else. Well never particularly very common among

the clan, under Ur-Shulgi the path is seeing a rebirth among the Assamites. The Path of Blood is almost exclusively found among the loyalists of Alamut and those they have converted to the cause of Haqim. OWbN uses the most recent printing for the Path of Blood, which may be found in the book Chaining the Beast page. 35-39.

Road of Blood

This ancient path of enlightenment was created by the Assamites and some argue came before the far stricter Path of Blood. Rather than emphasis on the worship of Haqim, the Road of Blood plays emphasis on the Assamites role as judges of the damned. This Road is dedicated to the act of Diablerie same as the Path of Blood. However, the act is not done in attempt to gain oneness with Haqim, rather it is because the Assamite considers himself a Sin Eater, and the act will cleanse the soul of those they have judged. In the Modern Nights only a handful of Assamite elders and their neonate students practice and remember this Road. The Road of Blood was largely supplemented by the Path of Blood and has been on a downturn ever since. For more information on the Road of Blood please see the book Dark Ages: Vampire Storyteller's Companion page 22-23.

Path of Righteousness

A path from the Ancient Road of Blood, the Path of Righteousness was a deviation from the old Road of Blood. A small secretive group of followers, those who follow the Path of Righteousness are those who watch the watchers. Whereas the Road of Blood seeks to judge the children of Caine; those on the Path of Righteousness seek to Judge those on the Road of Blood. Their task is to root out corruption and lack of devotion to the Road of Blood itself. Wither or not the path survived to the modern nights is unknown, as they were never truly large and moved in shadows. For more information on the Path of Righteousness please see the book Dark Ages: Vampire Storyteller's Companion page 23.

Sharia El-Sama

This path of enlightenment is a set of beliefs and structure dedicated around the practice and belief in Islam. Kindred who walk this path devote their faith to Islam above all else. Any division of Islam can be found among those who walk the path. While the

path itself is largely found among the vampires of the middle east, there are a few Assamites of the schism who may be found upon it as well. For more information on Sharia El-Sama please see the book Chaining the Beast pages 106-107

Path of the Nomad

The Path of the Nomad was created in the Middle East by those of the Bedouin people. Largely confined to that area of the world and those who claim to be Bedouins, there are a few who choose to join with the schism. As such a few Assamites can be found on this, but by and large most followers are Nomadic dispossessed Assamites in the middle east. More information on the Path of the Nomad can be found in the book Veil of Night on pages 137-139.

Path of Community

The Civilized are more focused on the community rather than individuals. They seldom strive to exalt themselves, and when they do it is usually to benefit the community at large. It is more common in places with large populations, especially in Muslim lands. See the White Wolf books *Road of Humanity* and *Veil of Night* for more information.

Path of War

Where the path Sharia El-Sama preaches the devout side of Islam, the Path of War follows the devotion of the holy Islamic Warriors of old. Defenders of Islam, those who follow the Path of War have dedicated their beliefs to fighting for their beliefs and defending Islam at all costs. While most commonly found in the Middle East, a few of the schism warriors may be found on the path as well. For more information on the Path of War please read the book Veil of Night pages 140-142

Alternate Quietus

The Assamite signature discipline of Quietus has had many variations and alterations over the millennia. In the Final Nights, there has been a rumbling in the blood. Something ancient is stirring among the clan. Rumors have begun to spread of the eminent return of the Haqim. Something profound indeed has happened to the clan, as some of the blood have begun to discipline a change in their Quietus.

Below you will find the Dark Ages 20th Anniversary edition and Lore of the Clans versions of Quietus. In

OWbN this is being introduced via the merits Cruscitus for Warriors (Dark Ages 20), Hematus for Viziers (Dark Ages 20), Minhut Dume for Viziers (Lore of the Clans), and Sorcerer Quietus (Lore of the Clans) for Sorcerers. These are the Met conversions for this power. For more information please see the Onyx Path book Dark Ages Vampire 20th Anniversary Edition; as well as Lore of the Clans. These powers are Assamite Coordinator Approval and are only available to Assamites of the appropriate caste.

Cruscitus

(Vampire the Dark Ages 20th Anniversary Warrior Quietus)

•Blood Essence

This power allows an Assamite to create a vessel out of the heart of their victim. Creating a Debitum, this hearts blood contains the soul of their victim so their soul may be contained or diablerized later.

System: The player spends one blood point, spurring the speck of vitae to seep into the target's skin. Then make a Physical Challenge imposing a level of aggravated damage. As in diablerie, if the victim remains alert during process, she can fight back. Should a vampire fail the Challenge he must pause, but can continue again next turn. **Otherwise Use as Printed.**

••Scorpion's Touch

Fluff wise this power is the same to regular Scorpion's touch, as the Assamites blood becomes a potent poison.

System: This power functions as per normal scorpion's touch with the following addition. If a vampire falls to 0 traits, the vampire enters torpor and remains that way until his Physical Traits return to a minimum of 1. As a defensive action vampires and ghouls may spend a blood point to heal normally and completely purge the poison from their system before the effects take hold. This defensive action may be used reflexively with a successful Static Mental Challenge, retest Alertness. Without vampiric blood healing, trait loss from Scorpion's Touch is permanent. Characters with any form of regeneration regain lost traits after a day of rest.

Otherwise Use as Printed.

•••*Dagon's Call*

Fluff wise this power is identical to normal Dagon's Call.

System: To activate this power, the player spends one Willpower point and makes a Static Mental Challenge, retest Awareness. (difficulty equal to the vampire's current proximity to the target or the amount of time elapsed since she touched the target, whichever is greater). The player and target make contested Physical Challenge, the aggressor risking up to five Physical Traits. The target suffers levels of lethal damage equal to the number of traits risked on the Physical Challenge. To continue rending her opponent from within, the player may spend an additional Willpower each turn after the first, accompanied by further contested Physical Challenge, dealing another level of lethal damage until she is defeated in such a Challenge.

Otherwise Use as Printed.

••••*Baal's Caress*

This power is identical to the Baal's Caress as printed in *Laws of the Night Revised*.

•••••*Quicken the Mortal's Blood*

This power maximizes any mortal blood taken by an Assamite Warrior to maximum efficiency.

System: After quenching his thirst with mortal blood, the vampire can double the effectiveness of each blood point. This power converts one blood point consumed from a mortal into two.

Hematus

(Vampire the Dark Ages 20th Anniversary Vizier Quietus)

•*Blood Tempering*

The Vizier spreads her blood over an object with the intent of preserving it. Most often used for important relics and documents.

System: The item acquires a vampire's susceptibility to fire and sunlight, but it gains 3 temporary health levels. It also gains immunity to erosion by time or elements, such as wind and water, for a month. Once the health levels are depleted, the power ends and the object loses all vampiric immunities as well as

susceptibilities gained through this power. **Otherwise Use as Printed.**

••*Truth of Blood*

With a sample of a person's blood, a vizier can discern truth from lie.

System: At the start of the scene, the player spends a Willpower point. For each statement made by the target that the character wishes check for deception, the character makes a Static Mental Challenge, retest Subterfuge (difficulty equal to the target's Willpower). Successes indicates the degree of truth or falsehood that the questioner becomes aware of. Each level of success builds upon the last. For example, if you win four such Static Challenges, you receive all the results up to four successes.

1 Trait Risked: Intuitively know whether the target believes their statement is a lie, partial truth, or the whole truth.

2 Traits Risked: Intuitively know whether the statement is genuinely accurate and unadulterated, only partially so, or false.

3 Traits Risked: Intuitively sense the emotional reason (ennui, jealousy, anger) behind the target's statement.

4 Traits Risked: successes Intuitively understand the whole truth as the target consciously knows it, including information the target remembers, but does not understand.

5 Traits Risked Experience hazy visions of and receive veiled hints at information that the target himself does not have.

6+ Traits Risked: Intuitively know information that the target is not consciously aware of, or has lost due to supernatural influence like Dominate.

Otherwise Use as Printed.

•••*Cleansed in Blood*

The Vizier's blood washes over the target purifying it of any taints of manipulations that may be caused by the supernatural.

System: The subject spends a number of blood points equal to the level of an individual supernatural mind influencing power he wishes to nullify and makes a Static Willpower Challenge (difficulty equal to the level of the power +4). Powers that would push

the difficulty past 10 cannot be affected, and for inherent powers with no set level, the difficulty is 7. **Otherwise Use as Printed.**

••••*Ripples of the Blood*

The Vizier's blood allows them to send ripples and echoes of emotion on those who drink it or those they feed their blood too.

System: The player spends one blood point and makes a Static Social Challenge (difficulty 7 under normal circumstances, 5 if the character is presently feeling the imprinted emotion, 9 if currently she's experiencing a strong opposite emotion, retest Empathy). The subject's blood carries the imprinted emotion for 3 nights. Anyone who swallows the subject's vitae makes a Self-Control or Instinct Challenge for each blood point ingested (difficulty equal to the vampire's Hematus + 3).

Otherwise Use as Printed.

•••••*Blood Sweat*

A Vizier can force his target to feel an explosion of their own pride or remorse. The blood literally ripples out of the target and pools out before the victim.

System: Engage the target in a Social challenge retested with Intimidation. If the successful the player spends one to three social traits and the victim loses an equal corresponding number of Blood Traits. Additionally, for each trait spent the target is filled with feelings of regret and remorse. The strength of this effect also depends on the number of traits spent. With three giving the full effect.

Otherwise Use as Printed.

Minhit Dume

(Lore of the Clans Vizier Quietus)

•*Silence of Death*

Use as Printed

••*Ishtar's Touch*

Engage you target in a Physical Challenge to apply the poison or otherwise get them to ingest it. If you succeed the victim may not spend willpower traits to retest Mental or Social Challenges. This effect lasts for one night. **Otherwise Use as Printed.**

•••*Dagon's Call*

First, the challenge is the Assamite's Social traits versus the target's Mental traits retested with occult. Second, instead of inflicting lethal damage, each net success for the Assamite strips the target of temporary Willpower. If the Assamite spends a Willpower point and continues to succeed in tests even after the target has lost all her temporary Willpower, additional successes strip the target of one dot of permanent Willpower. **Otherwise Use as Printed.**

••••*Baal's Caress*

Weapons Coated in the Blood of the Vizier instead of converting the weapons damage to aggravated instead cause the target to lose one temporary willpower trait per strike and use. Additionally, should the victim lose all temporary willpower they are under the effects of the blood bond to the vizier for the next scene or an hour. If they are already Blood Bond to someone else they may instead make a static willpower challenge difficulty of 7 to resist the Vizier. **Otherwise Use as Printed.**

•••••*Taste of Bliss*

The range of this power is 10 feet per strength related physical trait they possess plus their potency rating (1-5). Make a Physical challenge retested with Athletics for all those effected. If you succeed the victims lose 3 temporary Willpower Traits.

Otherwise Use as Printed.

Sorcerer Quietus

(Lore of the Clans Sorcerer Quietus)

•*Silence of Death*

Use as Printed

••*Scorpion's Curse*

The Ward may be spotted with a Mental Challenge retested with Alertness at a difficulty of 12. The ward lasts for a number

of days, equal to her Occult dots before dissipating.

Otherwise Use as Printed.

•••*Dagon's Call*

First, the challenge is the Assamite's Social traits versus the target's Mental traits retested with occult. Second, instead of inflicting lethal damage, each net success for the Assamite strips the target of temporary Willpower. If the Assamite spends a Willpower point and continues to succeed in tests even after the target has lost all her temporary Willpower, additional successes strip the target of one dot of permanent Willpower. **Otherwise Use as Printed.**

••••Baal's Caress

Use as Printed

•••••*Taste of Death*

Use as Printed

Combination Disciplines

Below you will find a list of suggested combination disciplines. These are in no way binding, and in fact tools and ideas for storytellers to use. Games should feel free to allow or disallow them as they like. The rank levels are the suggested minimum rank the PC should be to obtain these techniques if they are learning them "from the clan" so to speak. It does not cover them being learned by any other means.

Blood Tempering

(*Fortitude 2, Quietus 4*)

Libellus Sanguinus 3 page 66

System: The player spends a Willpower point, and the character coats the item to be reinforced with her blood. The amount of blood used depends on the size of the item: One Blood point per foot of length. Armor requires three Blood points per extra health level it provides-- one additional health level may be bestowed per level of Fortitude possessed by the user of this power (to a max of plus 5 health levels).

A weapon's base damage rating is increased by one, and it is rendered unbreakable by any means short of supernatural power with a rating greater than that of the character's Fortitude or a truly massive mundane trauma (such as a landslide); a weapon may only be tempered by this power once-- i.e. multiple applications do not stack. Armor gains health levels and is likewise impervious to most harm (though the individual within it may still be wounded by the force that is transmitted through it).

This power may be applied to solid objects other than weapons and armor at the Storyteller's discretion. It cannot reinforce flexible items such as whips, leather armor or silk robes.

XP Cost: 8

Note: Assamite Coordinator Approval.

Draught of Souls

(*Auspex 4, Quietus 5*)

Libellus Sanguinus 3 page 65

System: This power may be used whenever a character successfully commits diablerie. The player makes a test, using his permanent Willpower points versus the victim's current mental traits. The victim may add plus one trait for every derangement he had. A successful test garners the diablerist 4 bonus point that must be spent to purchase or increase the diablerist's Abilities (this comes in lieu of the normal 2xp for diablerie, and cannot go above the 8xp per month rule in place for OWbN). These points cannot raise an Ability above the victim's rating, however. The retest for this power would be Self-Control or Instinct. This power also allows the diablerist to recall the victim's strong memories, although such recollections are left to the Storyteller to adjudicate. Stolen memories unfold hazily as from a dream, and should offer cryptic hints rather than plot-breaking insights. Vampires whose players lose this test pick up the derangement xxx, as the character is overwhelmed by an onslaught of disconnected images and hate from the victim's devoured soul. This power can only be used once per diablerie. In any case, win or lose, all the negative drawbacks of diablerie apply.

XP Cost: 9

Note: Assamite Coordinator Approval for Non-Assamites.

Mystic Sight

(*Auspex 2, Dur-An-Ki 2*)

Player's Guide to the Low Clans page 163

System: See Thaumaturgical Sight Tremere Clan Book Revised Page 47. There are versions of this that require other types of Blood magic; only the Assamite Sorcery version is available for use by Assamite sorcerers.

XP Cost: 3

Note: Assamite Coordinator Approval for Non-Assamites

Eyes of Blades
(Auspex 2, Celerity 2)

Libellus Sanguinus 3 page 66

System: At the beginning of a combat round during Blood expenditures, you may choose to activate Eyes of Blades by spending 2 Blood traits and 1 Willpower trait. This counts as activating Celerity for the round. The character may take no actions this round except defending against incoming attacks. However, he may defend against every attack that targets him using his full attention. The character may attempt to dodge or parry with their full Trait Pool against each attack. Physical traits bid and lost do not get crossed off until the end of the round. This power may only be used as for as many rounds as the character has perception-based Mental traits per scene.

XP Cost: 5

Notes: Assamite Coordinator Approval for Non-Assamites

Forced March/Long March
(Fortitude 2, Celerity 2)

Clanbook: Assamite Revised page 71

System: Use as Printed

XP Cost: 6

Note: Assamite Coordinator Approval for Non-Assamites

Retain the Quick Blood
(Celerity 3, Quietus 3)

Guide to the Low Clans page 163, MET the Anarch Guide page 61

System: Use as Printed in the MET Anarch Guide, other than the prerequisite disciplines.

XP Cost: 10

Notes: Anyone learning this power from an Anarch, requires Anarch Coordinator Approval. All other Non-Assamites require Assamite Coordinator Approval. That said, non-Anarch Assamites don't teach this power to outsiders.

Shadow Feint
(Celerity 2, Obfuscate 2)

Clanbook: Assamite Revised page 72

System: Use as Printed

Xp Cost: 6

Note: Assamite Coordinator Approval for Non-Assamites

Truth of Blood
(Auspex 4, Quietus 2)

Libellus Sanguinus 3 page 66

System: The character must have one point of the subject's blood to use this power, and it lasts for the duration of the scene or until the character releases the blood. The player makes a Mental Challenge—retest Subterfuge—for each statement that the player wants to examine with this power. The number of Mentals expended (up to 5) gives the character an extended Mental Challenge test. The number of successes in the test indicates the degree of truth or falsehood that the questioner becomes aware of.

One Success - The character knows if a given statement is a lie, a partial truth, or the whole truth.

Two Successes - The character knows the emotional reason (fear, pride, loyalty) behind any lie or partial truth, though not the full truth.

Three Successes - The character learns the whole truth as the target consciously knows it.

Four Successes - The character is aware of everything the target knows about the subject of the statement—even information that the target is not consciously aware of, remembered but did not understand, or lost to Dominate powers.

Five Successes - The character experiences hazy visions of the actual truth behind the statement—even receiving veiled hints at information that the target did not have.

XP Cost: 8

Note: Assamite Coordinator Approval for Non-Assamites

Baal's Sight
(Auspex 2, Sorcerer Quietus 4)

Lore of the Clans page 28

System: Use as Printed

XP Cost: 9

Note: Assamite Coordinator Approval for Non-Assamites

Eyes of Alamut
(Auspex 4, Quietus 5)

Lore of the Clans page 28

System: This is a contested Mental challenge retested with Awareness versus the target. To be detected, and if the victim has Auspex 4, they may make a Contested Mental Challenge against the user retested with Occult to notice. **Otherwise Use as Printed.**

XP Cost: 11

Note: Assamite Coordinator Approval for Non-Assamites

Honeyed Words
(Auspex 2, Presence 1)

Lore of the Clans page 29

System: The user must engage in a static Social Challenge at a difficulty of ten retested with Expression to use this power. Challenges related to persuasion, manipulation or interrogation gains a free retest in all such challenges. This power lasts for one scene or an hour. **Otherwise Use as Printed.**

XP Cost: 6

Note: Assamite Coordinator Approval for Non-Assamites



Nakurtum, The Vizier of Alamut, former Eldest.

Art by ProphetQueen on Deviant Art.

Storytelling

Rare and Unusual

Assamite Sorcerers	Coordinator Approval
Lore: Assamite 5+ & Assamite Antitribu 5+	Coordinator Approval
Bedouin Assamites	Coordinator Approval
Byzantine Vizier	Coordinator Approval
Dark Ages Sorcerers	Coordinator Approval
Marijava Revenants	Coordinator Approval
Shango	Anarch Coordinator Approval
Clan Friendship: Assamite	Coordinator Approval
Converts to the Clan	Coordinator Approval
Assamite Antitribu Viziers	Coordinator Notify
Loyalists	Coordinator Approval
Web of Knives	Coordinator Approval
Rank Advancement	See Individual Rank Sections
Non-Assamites with Assamite Combination Disciplines/Blood Tempering	Coordinator Approval
Kairouan Brotherhood	Coordinator Approval

FAQ

Q. This packet is a drastic change from the previous one. Why?

A. My intent with this packet is to provide updates from where the Clan was when the Schism happened up to now, looking forward. My intent is to show that things are moving forward and provide opportunities for storytellers to tell new stories with the same Clan. The packet is intended to allow a new player to read the packet and attain a passing familiarity of the Clan's genre and how it has evolved, serving as the sort of aid that packets are intended to serve as.

Q. So how does the new ranking system work?

A. You will see below a simplified index for each faction of Assamites which sums it up nicely.

Q. How does this affect Assamite Sorcery/Dur-An-Ki rarities?

A. It doesn't.

Q. What is the R&U procedure for X?

A. Same as it always was. The procedure remains the same.

Q. What happened to the Elders of Countries & regions?

A. The term of the "Eldest" of a region is slowly going away and will be replaced by Elders and high ranked leadership. This is intended to allow more leadership of the organization to be handled by PCs. Many of the Elders were already rank 5, so there was little need for both.

Q. How come Schism members are no longer called the Children of Haqim?

A. It is not in the best interest of an organization who intends to join the Camarilla to refer to itself to the agents of an Antediluvian, moreover, there's little reason that Loyalists would not refer to themselves as Children of Haqim. Instead, the rebranding of the Clan will be a matter largely handled IC by pcs.

Appendix 1, Ranks

Below is a fast an easy chart to use for all information on rank requirements.

Rank	Faction	Requirement	Approval Requirement
Aspirant	Schism	Starting Rank for all Castes	ST Approval
Associate	Schism	<p>•Warriors: Quietus 3, Celerity 2, Obfuscate 2, Brawl 3, Dodge 3, Firearms 3, Melee 3, Investigation 3, Athletics 3, Survival 2</p> <p>•Viziers: Auspex 2, Allies 3, Contact 3, Influence 3, Resources 3, Retainers 3, Linguistics 2, Lore: Assamite 2, Lore: Camarilla: 3, Lore: Kindred 2, Academics 1, Expression 2, Politics 3</p> <p>•Sorcerers: Quietus 2, 1 Dur-An-Ki: Primary 5, Dur-An-Ki: Secondary 2, 10 Dur-An-Ki Rituals, Astrology 2, Theology 2, Meditation 2</p>	ST Approval
Master	Schism	<p>•Warriors: Quietus 3, Celerity 3, Obfuscate 3, Brawl 5, Dodge 5, Firearms 4, Melee 4, Investigation 4, Athletics 4, Survival 3</p> <p>•Viziers: Auspex 3, Allies 5, Contact 5, Influence 5, Resources 5, Retainers 5, Linguistics 2, Lore: Assamite 3, Lore: Camarilla: 4, Lore: Kindred 3, Academics 3, Expression 3, Politics 4, Law 3, Leadership 2</p> <p>•Sorcerers: Quietus 3, 1 Dur-An-Ki: Primary 5, Dur-An-Ki: Secondary 5, Dur-An-Ki: Third 2, 15 Dur-An-Ki Rituals, Astrology 3, Theology 3, Meditation 3</p>	Notify

Rank	Faction	Requirement	Approval Requirement
Distinguished Master	Schism	<p>•Warriors: Quietus 4, Celerity 4, Obfuscate 4, Brawl 5, Dodge 5, Firearms 5, Melee 5, Investigation 5, Athletics 5, Survival 5, Tactics 3, Stealth 2</p> <p>•Viziers: Auspex 4 Allies 5, Contact 5, Influence 5, Influence 5, Influence 5, Resources 5, Retainers 5, Linguistics 4, Lore: Assamite 5, Lore: Camarilla: 5, Lore: Kindred 2, Academics 5, Expression 3, Politics 4, Law 3, Leadership 2</p> <p>•Sorcerers: Quietus 4, 1 Dur-An-Ki: Primary 5, Dur-An-Ki: Secondary 5, Dur-An-Ki: Third 5, 20 Dur-An-Ki Rituals, Astrology 4, Theology 4, Meditation 4</p>	Coordinator Approval
Full Master	Schism	<p>•Warriors: Quietus 5, Celerity 5, Obfuscate 5, Brawl 5, Dodge 5, Firearms 5, Melee 5, Investigation 5, Athletics 5, Survival 5, Tactics 5, Stealth 5, Investigation 5, Subterfuge 5, Security 5</p> <p>•Viziers: Auspex 5 Allies 5, Contact 5, Influence 5, Influence 5, Influence 5, Influence 5, Influence 5, Resources 5, Retainers 5, Linguistics 5, Lore: Assamite 5, Lore: Camarilla: 5, Lore: Kindred 5, Academics 5, Expression 5, Politics 5, Law 5, Leadership 5</p> <p>•Sorcerers: Quietus 5, 1 Dur-An-Ki: Primary 5, Dur-An-Ki: Secondary 5, Dur-An-Ki: Third 5, Dur-An-Ki: Fourth 5, 30 Dur-An-Ki Rituals, Astrology 5, Theology 5, Meditation 5</p>	Coordinator Approval
Du'at/Council of Scrolls	Schism	NPC Only	NPC Only

Rank	Faction	Requirement	Approval Requirement
Aspirant	Loyalist, Vizier/Sorcerer	Starting Rank	ST Approval
Associate	Loyalist, Vizier/Sorcerer	Sorcerers: 2 Advanced Paths, 8 Rituals Viziers: Pass Exam, Chosen area of study ability at 4, Specialization in Ability of chosen field of study, two associated abilities at level 3, Completed a Challenge by a Master	ST Approval
Master	Loyalist, Vizier/Sorcerer	Must Pass Test given by their Masters	Notify
Distinguished Master	Loyalist, Vizier/Sorcerer	Sorcerer: 5 Mastered Paths, 20 Rituals Viziers: Chosen Scholar ability at 5, Specialization, five related abilities to level 5, Pass test given by peers	Coordinator Approval
Full Master	Loyalist, Vizier/Sorcerer	Pass Test given by Full Masters	Coordinator Approval
Emeritus	Loyalist, Vizier/Sorcerer	Full Master who has entered Torpor	Coordinator Approval
Fida'i	Loyalist, Warrior	Starting Rank	Notify
Rafiq	Loyalist, Warrior	Approval of 3 or more Rafiq	Notify
Da'i	Loyalist, Warrior	Approval of the Da'i, Be on the Path of Blood	Notify
Ace	Loyalist, Warrior	Killed 5 or more vampires on their own	Coordinator Approval
Silsila	Loyalist	Appointed by the Du'at	Coordinator Approval
Du'at/Council of Scrolls	Loyalist	Appointed by Ur-Shulgi, NPC Only	NPC Only
The Eldest/Herald	Loyalist	There is only an Eldest in the absence of Haqim.	NPC Only
Haqim	Loyalist	Clan Founder	NPC Only

Appendix 2, Index

Introduction.....	4
History.....	4
The Child’s Choice	4
Of Alamut.....	6
All Glory to Haqim.....	6
The Tale of the Unconquered	6
The Schismatics	8
Sect: Camarilla	9
Castes.....	9
Viziers.....	9
Sorcerers	10
Warriors	10
Background	11
View on the Laws	12
Ranks.....	13
Aspirant.....	13
Associate.....	13
Master.....	13
Distinguished Master	13
Full Master	14
Notable Members	14
Loyalists.....	15
Sect: Independent	17
Castes.....	17
Warriors	17
Sorcerers	17
Viziers.....	17
Background	17
Organization.....	17
Views on the Laws.....	18
Ranks.....	18
Aspirant.....	18
Associate.....	18
Master.....	18
Distinguished Master	18
Full Master	19
Emeritus.....	19
Fida’i.....	19
Rafiq.....	19
Da’i.....	19
Ace	19
Silsila	19
The Du’at.....	19
The Eldest.....	19
Haqim.....	20
Notable Members	20
Unconquered.....	21

Dispossessed	23
Sect: Anarchs, Independent	24
Castes	24
Warriors	24
Viziers	25
Sorcerers	25
Background	25
Organization	25
View on the Laws	25
Ranks	26
Notable Members	26
Haqim 's Legacy	27
Bedouin Warriors	27
Byzantine Viziers	27
Dark Ages Sorcerers	27
Shango	27
Marjava Revenants	27
Kairouan Brotherhood	27
Orders and Organizations	28
The Sisterhood of the Erinyes	28
The Web of Knives	28
The Leopards of Zion	28
The Thousand Meter Club	28
The Ashirra	28
Diwa' Khan	28
Converts to the Clan	29
The Long Knives Retribution	29
Locations	29
Alamut	29
Dubai	29
Cairo	30
The Monastery of Night (Tibet)	30
Tools of the Trade	31
Abilities	31
Clan Impersonation (Clanbook: Assamite Second Edition page 30)	31
Blowgun (Clanbook: Assamite Second Edition page 30)	31
Garrote (Clanbook: Assamite Second Edition page 30)	31
Lore: Assamites & Lore: Assamite Antitribu	31
Assamite Lore x1:	31
Assamite Lore x 2:	31
Assamite Lore x 3	31
Assamite Lore x 4:	32
Assamite Lore x 5:	32
Assamite Lore x 6:	33
Assamite Antitribu Lore x1:	33
Assamite Antitribu Lore x2:	33
Assamite Antitribu Lore x3:	34
Assamite Antitribu Lore x4:	34
Assamite Antitribu Lore x5:	34
Assamite Antitribu Lore x6:	34
Special Weapons	35
Blowgun	35
Garrote	35
Punch Dagger (Katar)	35
Tiger's Claws (Bakh Nagh)	35
Alchemical Weapons (Clanbook: Assamite Second edition page 26)	35

Plague Dust:	35
Bitter Dust:	35
Bloodwater Dust:	35
Accursed Dust:	35
Backgrounds.....	35
Web of Influence (Schismatic Vizier Only).....	35
Web of Iron (Schismatic Warriors Only).....	36
Merits and Flaws	36
Marijava Contact (1pt Merit)	36
Schismatic Ally (2pt Merit)	36
Unconquered Ally (2pt Merit)	36
Schismatic Enemy (1pt Flaw).....	36
Unconquered Enemy (1pt Flaw).....	37
Disgraced (2pt Flaw).....	37
Silsila Enemy (2pt Flaw).....	37
Du'at Enemy (4pt Flaw).....	37
Sabbat Enemy (2pt Flaw)	37
Shakari Enemy (4pt Flaw).....	37
Dual-Blooded (Coordinator approval)	37
Un-aging (2 pt. Supernatural Merit and may only be taken at Character Creation)	37
Magical Addict (3- or 5-pt. Physical Flaw)	37
Outcast (2pt. Social Flaw. Must be taken at Creation and is Coord Notify).....	37
Un-Broken [taken from 3rd Ed Clan Book] (3-pt. Supernatural Flaw and may only be taken at Character Creation)	38
Echoes (1- to 5-pt. Supernatural Flaw)	38
Warrior Weakness (3 pt. Supernatural Flaw)	38
Sorcerer Weakness (3 pt. Supernatural Flaw)	38
Vizier Weakness: (3 pt. Supernatural Flaw).....	39
Nice Blood (2-pt Supernatural Flaw)	39
Familiar Faces (4-pt Supernatural Flaw).....	39
Minhit Dume (2-pt Supernatural Merit).....	39
Hematus (2-pt Supernatural Merit).....	40
Cruscitus (2-pt Supernatural Merit)	40
Sorcerer Quietus (2-pt Supernatural Merit)/Minhit Dume (2-pt Supernatural Merit)	40
Sectarian Ally (1-pt Merit)	40
Thousand Metter Killer (1pt Merit)	40
Multiple Curses (3pt Flaw)	40
Paths of Enlightenment.....	40
Path of Blood.....	40
Road of Blood.....	40
Path of Righteousness.....	40
Sharia El-Sama.....	40
Path of the Nomad.....	41
Path of Community	41
Path of War	41
Alternate Quietus.....	41
Cruscitus.....	41
•Blood Essence	41
••Scorpion's Touch	41
•••Dagon's Call.....	42
••••Baal's Caress.....	42
•••••Quicken the Mortal's Blood.....	42
Hematus.....	42
•Blood Tempering.....	42
••Truth of Blood	42
•••Cleansed in Blood.....	42
••••Ripples of the Blood	43
•••••Blood Sweat	43

Minhit Dume	43
•Silence of Death	43
••Ishtar’s Touch	43
•••Dagon’s Call	43
••••Baal’s Caress	43
•••••Taste of Bliss	43
Sorcerer Quietus	43
•Silence of Death	43
••Scorpion’s Curse	43
•••Dagon’s Call	43
••••Baal’s Caress	44
•••••Taste of Death	44
Combination Disciplines	44
Blood Tempering (Fortitude 2, Quietus 4)	44
Draught of Souls (Auspex 4, Quietus 5)	44
Mystic Sight (Auspex 2, Dur-An-Ki 2)	44
Eyes of Blades (Auspex 2, Celerity 2)	45
Forced March (Fortitude 2, Celerity 2)	45
Retain the Quick Blood (Celerity 3, Quietus 2)	45
Shadow Feint (Celerity 2, Obfuscate 2)	45
Truth of Blood (Auspex 4, Quietus 2)	45
Baal’s Sight (Auspex 2, Sorcerer Quietus 4)	46
Eyes of Alamut (Auspex 4, Quietus 5)	46
Honeyed Words (Auspex 2, Presence 1)	46
Storytelling	47
Rare and Unusual	47
FAQ	48
Appendix 1, Ranks	49
Appendix 2, Index	52