

Assamite Genre Packet

A Genre Resource Written for One World by Night

By Assamite Coord Team

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Objectives:

- This packet is a genre resource for Assamite Genre either printed by White Wolf, or recognized within OWbN.
- This document is a representation of the collective support of OWbN's council members, and thus enforceable as official OWbN genre. This specifically includes, but is not exclusive to, the caste ranking system listed here.
- This packet supersedes and replaces all materials presented in previous Assamite Genre packets.
- This is a revision to clarify past language used for previous Assamite genre packets and to revise and update Assamite genre within OWbN. This is a living document and will be updates and changes as flaws are found though out the year.
- Removes the WW copyrighted material that was used in the previous packet.

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Forward:

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 any particular 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. As a further note, with the release of the revised Assamite Clanbook and with OWBN's full acknowledgement of all such similar revised clan books, all prior WW genre publications for clan Assamite have since become considered non-viable for use in OWBN unless otherwise referenced or indicated in either the Assamite Genre or Sorcery Packets. This is done in the interest of promoting and maintaining a consistent understanding of Assamite genre within OWBN. We hope you enjoy!

“The Childe's Choice”

A brief account of the Clan Assamite *—by Sonic*

"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, Son of Haqim 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, that hides behind lies centuries old in order to protect humanity from both our kind and the other mortals. Which observes Traditions much like our own, which came from our Ancestor."

"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 believe that the Laws of Haqim call for moderation and consideration. After all, your Warrior brethren were created for that very purpose: to weigh evidence, to consider arguments when they are called for, and to keep other Kindred predations on the Mortals in check. These were the duties of your Caste originally. And now one of our Blood calls not for our ancient blood-right, but for a blood-fight. He is of the Loyalists, and I daresay the Ancient Fool shall bring about the end of our Clan. So many follow his beliefs, he coerces no one. He does not need to."

“Those who remained at our Clan's ancient home in the mountains seek the strictest path, and ended up believing the lies told so long ago. And then, there are those who simply chose not to choose. Those who have dispossessed themselves of the Split within our Clan. Respect all three sides Childe, for among one those three groups the future of our Blood lays.”

“And lastly Childe, before we part ways for the evening, know that though I am of the Camarilla and thus do I choose to be among those who counsel moderation of the Laws of our Ancestor. 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...”

This story is one of many that can happen to a young Fida'i when they are but newly embraced and just learning the ropes. This clan is filled with stories and tales and mystery. This clan is one of Scholars, Sorcerers and Warriors. They are poets and teachers. And sometimes they are judges for those already condemned.

If you want to join this family, be prepared for the unexpected. Do not think that you know everything that there is to know. Remember to always look over your shoulder... Because you never know what might be waiting.

Our History – An Introduction to Clan Assamite:

And so it began...

“Just as the Children of the Night acknowledge the duty of a leader to lead, they also acknowledge the duty of his followers to accept his rule. Just as the Children of the Beast acknowledge the need for a hunter to hunt, so too do they acknowledge the duty of the prey to be hunted. Yet our cousins reject their duty to submit to our justice, though they themselves cried out for us to render justice unto them.”

Some among them have said that our time is past, that there is no further need for us, that the city is dead and all would do well to abandon it before its final collapse. A grain of truth grows in this – we have tended to the threats without at the expense of vigilance within. But the fault is not our own, in large part, for that lies with those who would play their games of scepter, sword and lily with the mortals as their tokens. Have we further need for judgment simply because our kind has outgrown a single city? There will be other cities.

The crisis that confronts us tonight is one of duty. We know ours; our cousins made it plain in nights long past. And though they may scorn us, our charter of justice has never been revoked. We, then, must seek new ways in which to administer it, as the methods that we have pursued in the past are no longer the best tools for that trade. They tell us that the city is dying. We shall leave it to its death-throes, then. We will go forth into the war-torn lands, the deserts, the mountains, the harsh, barren places that no others would claim as their domain. There, we will preserve the memory of these nights against the ravages of time. We will watch, and we will study, and we will wait. And when the need for our justice once again becomes so great that we cannot stand idly by and watch our cousins' acts, we will come forth, and memory will be our spear.”

--Haqim

Alamut: (The Mountain, The Eagle's Nest)

***Note:** Alamut is under the Assamite Coord's control and to use any plots stemming from Alamut require the Coord's approval. The Coord also controls the three countries surrounding Alamut, which are also an approval (i.e. Turkey, Iran and Iraq).*

The Factions - A brief synopsis: Full background information on the individual factions of the clans can be found in Clanbook Assamite Revised.

Loyalist:

The faction that has stayed at the Mountain.

Schismatic:

Rejoice, you Children of Haqim, the next step has been taken. With leadership of Tegyrus and the guiding hand of The Voice, our time as being seen as probationary is coming to an end. The grand Conclave in November of 2008 held in Minneapolis, Minnesota in the United States, have been finally seen as full citizens within the Camarilla.

This is not a time where we can become slack in our diligence, however. We still have no speaker amongst the Justicariate, and we have many who have not taken the steps to be known as completely Acknowledged members of the Camarilla.

Unconquered: *(Further Clarification can be found in the Unconquered packet.)*

Those who created the Assamite Antitribu. Are they part of the Sabbat or separate? There are many debates about this. At one point, they were the ones who said 'screw the curse, we will not be held down by the usurpers (The Tremere),' and were highly revered by some members of the Clan while at the Mountain. The Angels of Caine spring from this faction.

Dispossessed:

"Mercy is sharper than any knife." -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.

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, 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 are the rarest of all, and are more often than not actually Autarks who look to find ways to study their magic as hermits, far away from the conflicts of the jyhada. 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.

The Laws of Haqim:

"Can a person really serve two masters? Al-Ashrad said yes; and that is one of the reasons why we left. Can one serve Haqim and their faith? Is there room enough in our heart for both? I like to think so for I do his work and HIS work." ~Jieeda Bint Zaire Ibn Nader, Voice of the Eldest, Childe of Tegyrus

The Law of Leadership: Honor the Eldest among you, for he is to rule my House when I am absent.

Loyalist: Haqim is our only 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.

Schismatic: For the Schismatic 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 took the mantle of Eldest soon after the death of Jamal. And so al-Ashrad rules those that would follow him into Exile from Alamut, seeking passage into the Camarilla to bring a better tomorrow to the world, to follow Haqim's true and righteous path. 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.

Unconquered: There is no Eldest. Jamal is dead and the Herald refuses to take the title. Even so, we would not follow the monster if he did. The Hulul is our Eldest. He is our warlord. He is our counselor. He is our brother. He will guide us in vengeance against the traitorous Herald and his ilk, and lead us in honor against the misguided followers of the Amr and their Khayyinite allies.

Law of Protection: Ward the mortals from Caine's descendants and treat with them honor in all things.

Loyalist: 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.

Schismatic: 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 Jihad. 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.

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

The Law of Destruction: Slay not those of the Blood, for that judgment is for the Eldest alone.

Loyalist: 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 a far.

Schismatic: 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.

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

The Law of the Word: Deceive not those of the Blood, for my House is founded on Truth.

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

Schismatic: Do not lie at anytime. 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. However... Lying to those outside the Clan is more than acceptable.

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

The Law of Judgment: Judge those of Caine's Blood and punish them, should they be found wanting.

Loyalist: 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!

Schismatic: 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.

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

Dispossessed on the Laws:

“Family quarrels are bitter things. They don’t go by any rules. They’re not like aches or wounds; they’re more like splits in the skin that won’t heal because there’s not enough material.” ~F. Scott Fitzgerald

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, as well as learning that they are but the few to the greater numbers of the Schismatic and Loyalists. 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 lead 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.

“Laws of Haqim? You mean the Laws that belong to fanatics? Yes, I know them, but I do not practice them. I find the Laws unfair to those of us who seek our own path, to find our own gain, to live in freedom from tyranny. Should I follow these Laws, I would be one of them, and I do not want to be one of anything save my own self-preservation. I have thought of rejoining the fold, but they do not as yet make a very good case, one side or the other. Perhaps I shall wait and see which side comes out on top and rejoin them then.”

The Khabar:

“...” - Tariq the Silent

Note: *The Khabar was practiced primarily by those with a strict adherence to the Path of Blood; while now mostly seen in the Loyalist faction, it is not unheard-of for those of the other factions to remember and honor the Khabar.*

The Khabar is not a Law or a Tradition, but a mindset of some Assamites still loyal to the Mountain, followed primarily by few remaining Silsila and devotees to the Web of Knives prior to them becoming Rafiq to keep the peace amongst their brethren as well as to become effective killers. The Khabar itself means ‘honor,’ and the few that still follow its tenets in conjunction with the Laws of Haqim are seen by those who do not share this ‘honor code’ as ‘docile monsters waiting to pounce’.

Its tenets mimic the Laws of Haqim, but shall never over power Haqim’s five sacred Laws (Destruction, Judgment, Protection, Word and Leadership). The Khabar is a Code of Honor that dictates to its user the intent of a killer to live amongst killers. The Khabar is not an easy Code to follow, and often its tenets conflict with those who lie upon their humanity and cling to it. Often the practice of the Khabar is followed by the ridding one’s body of the last remains of Humanity and embracing the Path of Blood. Just some have said there is ‘honor amongst thieves’, so does this code teach ‘honor amongst assassins’.

After the Breaking of the Clan, only a few who still follow Thetmes’s original teachings within the Web of Knives devoted themselves to such a code. Due to the Herald commanding that all contracts are null and void, Ur-Shulgi (and those close to The Shepherd) watches them closely for signs of faltering, as those who are close to the

Methuselah debate whether the Herald will allow the Khabar to persist or snuff out these devoted assassins in an instant.

The Khabar is broken down into the Seven Towers of the Master's Castle: Asabiyya (Loyalty), Ikhwan (Brotherhood), Muruwa (Honor), Hadd (Vengeance), Taqqiya (Secrecy), Mumin (Faith) and Umma (Community).

The Laws of Haqim vs. The Traditions: Where is the Line?

"So you have come to me troubled, Fada'i, and you seek assistance in incorporating our traditions and Laws into this new sect we have joined. You are not alone in these troubles, young one, and I will do my best to set you on the right road. I trust your knowledge of HIS Laws; you have been taught well, so to begin with, let us discuss the Traditions of the Camarilla."

"The first and foremost of these Traditions is that of the Masquerade. This most important Tradition is what has kept the Get of Khayyin around as long as they have been. Moreover, it meshes well with our own Law of Protection. We seek to ward the mortals from Caine's descendants and treat them with honor in all things. Unfortunately, the might of the Camarilla and the power of modern mortals are both such that it is only through the continued silence of the blood that the mortals remain safe. Mortals seek to control that which is unknown to them, or failing that, to destroy it. The Ivory Tower has grown so powerful in these modern nights that controlling it is virtually impossible, so knowledge of the existence of the Get of Khayyin can only lead mortals to attempt to destroy them. Such a war would have great cost to those we seek to protect. It is best for all involved if they remain unaware of our existence."

"Second is the Tradition of Domain, and only rarely do we find that HIS Laws are at odds with it. A Cainite's hunting ground is his own territory, and he rules it absolutely. In terms of the Camarilla, this speaks mainly of The Prince, and his right to rule a Domain. Only when said Prince has fallen afoul of The Law of Judgment do we find this an issue. Unfortunately, it is at this point that we find ourselves in trouble. If The Prince, presumably of Caine's Blood, is judged wanting, it is our obligation to punish him. How can one punish a Prince without breaching his Domain? The only advice I can give you on this matter, Fada'i, is to remember HIS laws, and if Judgement is to come down, then remember the rules of the Camarilla as well, "to kill a Prince, claim his praxis".

"The next three Traditions are rarely a point of contention. They are Progeny, Accounting, and Hospitality. As we of The Children of Haqim only sire with our Elders' Permission, Progeny rarely creates an issue. Nothing of our traditions or Laws prevent our new embraces from serving an Accounting, and rarely do we find issue presenting ourselves for Hospitality. It is with the Sixth and Final Tradition that we often find the most issue."

"Our Law of Judgment states that we MUST Judge those of Caine's Blood and punish them, should they be found wanting. Traditionally, this judgment often takes the form of death. Somewhat awkwardly, The Tradition of Destruction states that the right to kill a Kindred is reserved for The Prince alone. Perhaps more awkwardly, our Elders demand a certain level of discretion on our part regarding HIS Laws and the methods we take to follow them. It is not as though you can go to your Prince, explain to him that the Gangrel Primogen has been found wanting by your clan and as such must be killed. A legitimate reason must be found- always. To this, Fada'i, the best advice I can give is simple. The Law of the Word- Decieve not those of the Blood, for my House is founded on Truth- does not extend to the Get of Khayyin."

"Should you take only one piece of advice away from this old man's rant, young one, I hope it shall be this: in all

things, The Laws of Haqim take precedence. We have sought and found shelter within the walls of the Ivory Tower, and we must obey their Traditions whenever possible. That said, we live forever, and at some point you will find that HIS will and the will of the elders of the Camarilla will be at odds. I pray that you will have the courage and strength to do as Haqim demands of you when this day comes."

Aspects of Haqim – The Castes:

The three Assamite castes may be considered separate bloodlines for the purposes of sire-child relations – a warrior will always sire warrior childer, and a vizier will always beget viziers and so on – but all three castes are Assamites. Their vitae is indistinguishable except under the most acute observation. Arguably, the Assamites have no one caste that is “more Assamite” or “more Haqim’s” than the others, at least in matters of descent. Whatever the factors were that first defined the castes, they arose during the time of the Second City, perhaps due to differences between Haqim’s broods. All Assamites are childer of their Ancestor, born of his heart and cursed with his will.

*Note: *A* represents terminology used exclusively within the Assamite clan.*

Vizier:

(main description can be found in **Clanbook Assamite Revised**)

Viziers in the Camarilla: With more experience overall 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, many now recognize the Children of Haqim 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.

Nickname(s): Companion of Owls (*A*), Scholars, Artisans

Paths of Enlightenment: Typically on Humanity save the Antitribu

Disciplines: Auspex, Celerity, Quietus

Sect Ratio: 40% Schismatic, 35% Dispossessed, 20% Loyalist, 5% Antitribu

- The Byzantine Viziers (Coordinator Approval) (from page 46, 3rd Ed Assamite Clanbook)

One group amongst the Viziers was active in Byzantine politics during the empire's nights of prominence, and its survivors and their descendants still favor Presence over Celerity. Perhaps two dozen members of this courtier line exist in the modern nights, and they are largely confined to the Middle East, acting on their own agenda in the courts of Ashirra (they are considered Dispossessed).

The Ashirra, from the Arabic word for brethren, is the organization under which Islamic Kindred declare their faith in Allah, and which rules over Arabia and North Africa, beginning in the Dark Ages. Members of the Ashirra

believe that redemption for the Kindred was among the promises Muhammad made if they chose to follow Allah. While some Kindred are true followers of Islam, the vast majority of Kindred involved in the Ashirra follow Islam because it is convenient for them or to make it easier to operate in the Middle East. Like the Camarilla or Sabbat, the Ashirra is prone to power plays and political maneuverings.

To play a Byzantine Vizier:

This bloodline has the following in clans: Auspex, Presence, Quietus This bloodline is considered rare and unusual in OWBN, and is not commonly found anymore. Please work with the Assamite Coordinator's Office.

Warrior:

(main description can be found in Clanbook Assamite Revised)

Nickname(s): Reaper of the Whirlwind (*A*), Assassins

Paths of Enlightenment: Most Schismatic warriors follow Humanity, but it is not unheard of them following Path of Chivalry, while a significant number of Loyalist caste members follow Path of Blood. Among the antitribu, the Path of Caine and the path of Honorable Accord are the most common alternate systems of morality.

Disciplines: Celerity, Obfuscate, Quietus

Sect Ratio: 55% Loyalist, 20% Schismatic, 5% Dispossessed, 20% Antitribu

The Warrior's New Road:

"The boy he was at the beginning cannot see the boy he will be at the end; and yet our vision turns inward and we are allowed to look back through the time we have spent to see ourselves from the beginning to make our existence mean something in the end, in which we are not allowed to see..." – Kyoshi Ji Gumo.

The Warrior Caste itself has evolved in these modern nights in the Schism and been placed into subsections. These are seen, by many, as Castes within a Caste, but Elders see them as paths that are essential to the Clan itself as well as order within a Caste that are full of blood thirsty warriors. These Paths are seen as the Beginning, the Middle and the End; or the Ace, the Da'i and the Sharif. It is up to the individual warrior whether they follow one of these paths, but once followed; they must forever follow it or renounce all roads entirely.

-The Ace:

This once-badge of honor has evolved into a road not easily followed. Lead by the Elder Kyoshi, these brash and honor-bound warriors often come off as the very stereotypical 'Assamite of old'; bloodthirsty and ready to kill at a moment's notice. This is not far from the truth. The Ace are indeed battle-ready soldiers whose main duty is any forward assault over quiet manipulations. Many of these 'Aces' are or were cold-blooded killers. Many of the Clan frown upon them, but they have an essential purpose- and that is to deal out death whenever the Caliph commands it, and thus they are often referred to as 'the Caliph's Spear'. To become Ace, one must kill at least 5 opponents of equal or greater power than oneself.

-The Da'i:

Any Warrior who is sufficiently versed in a religion to be considered an ordained priest, or that religion's version thereof, is a Da'i (meaning 'summoner' or missionary). Most Da'i are Muslim, though a few Da'i hail from other religions. Da'i can also refer to any Rafiq who has advanced sufficiently far along an alternative Path of Morality and believed to be capable of teaching it to others (an in-game rating of 4 or higher on a Path of Enlightenment). In modern nights, this usage almost always refers to strict adherents of the Path of Blood.

In these modern nights, the Da'i is essential to bringing peace to the Warrior Caste, giving its members spiritual guidance and harmony whenever possible. Many of the 'Ace' class see these 'warrior priests' as weak and as far too 'humane beings'. Nothing could be farther from the truth, for they are the first spawning of the why Jamal martyred himself and thus they are often referred to as 'the Caliph's Soul'.

The Da'i are not currently led by any particular Elder, as their views are too expansive for one 'ordained priest' of any one particular religion or faith to lead them. To become one, one must simply approach the Caliph on the subject, if they dare.

-The Sharif:

This is a traditional Arab tribal title given to those who serve as the protector of the tribe and all tribal assets, property, land, wells, etc. Such a term in the Assamite Clan could be attuned to those who are 'protectors of the clan'. The 'Sharif' are often seen as 'the Caliph's Shield': those who keep the Clan in check; those who are tacticians, protectors, secret police, and watchers; and those who will ensure all Clan Secrets remain just that...Clan Secrets. The Sharif is led by the Caliph directly (until he can find an appropriate 'Judge' to lead them) as Clan affairs that they are most involved with fall under his privy entirely. Once an Appropriate 'Judge' is found, they shall be granted the title of 'Iktihaam' (The Storm).

There are no initial strictures needed to walk this road, only full devotion to the Clan before anything else. When the Sharif learn of the teaching of Clan secrets- whether it be disciplines, lore or the like- such information is placed into the Caliph's hands directly, and thus in the hands of the Du'at. The direst of results are the Ace and the Sharif working together, which is a terrible act in itself, for only death shall come from it.

- The Web Of Knives: (Loyalist Only) (Coordinator Approval)

"To keep the truth, one must spread a lie. To spread a lie, one must create order. To create order, one must have devotion to one's craft. To have devotion to one's craft, one must honor the craft as if it were a grown child." - Thetmes

- Bedouin Warriors:

North Africa is home to a small nomadic warrior line of Bedouin stock that practices Animalism and makes extensive use of ghouls and warhorses to maintain their dominion over the thinly-populated wastelands that they call home. These individuals hold no sectarian allegiance and are only nominally loyal to Alamut.

To play a Bedouin Warrior:

This bloodline has the following in-clans: Animalism, Celerity, Obfuscate, Quietism. This bloodline is considered Rare and Unusual in OWBN, and is classified as Rare. Please work with the Assamite Coordinator's Office

Sorcerer:

(main description can be found in Clanbook Assamite Revised)

Note: Assamite sorcerers are the same individuals that WW refers to as "viziers" in several of their earlier publications (ex: *Blood Magic: Secrets of Thaumaturgy*, *Laws of the Night – Revised*, et cetera) when they are describing the magic possessed by clan Assamite.

Nickname(s): Brother of Dragons, Magi (singular "Magus"); sometimes called "viziers" by outsiders

Paths of Enlightenment: Most sorcerers follow Humanity, though many are rather distanced from its higher aspirations by the end of their first decades of unlife. The caste boasts a moderate number of Path of Blood

adherents, mainly among the Loyalists. Those few who may have recently joined or had dealings with the Sabbat find the Path of Caine and the Path of Power and the Inner Voice particularly enticing, and a few Iberian sorcerers are rumored to pursue the Path of Night.

Disciplines: Assamite Sorcery (Dur An Ki), Obfuscate, Quietus

Sect Ratio: 35% Loyalist, 35% Schismatic, 25% Dispossessed, 5% Antitribu

Societies/Clubs/Bloodlines - not restricted by Caste: (Coordinator Approval)

- The Sisterhood Of The Erinyes

(main description can be found in Clanbook Assamite Revised)

To play a Sister:

Sisters believe in the personal standard of honor. Their interpretation of 'judgment' varies across the Sisterhood, running from the righteous to the malevolently gleeful. At least one Sister has been known to enforce her own personal ethics through character assassination, seducing her targets and then publicly humiliating them at some important social event. Most Sisters rank very high in Humanity and Conscience, and even though they can be of any Caste, their morals must be high as well as their general sense of justice, even if said sense is to 'let them eat cake' rather than to kill. It is also recommended that Sisters take Mentor and Allies as major backgrounds to represent the "Sisterhood." To be a Sister, it is recommended you work with the Assamite Coord on your background, to role-play the IC acceptance and to help make sure other PC's are aware of you.

- The Leopards Of Zion

(main description can be found in Clanbook Assamite Revised)

To play a Leopard:

A Leopard is an Assamite of staunch Jewish faith, faithful followers of the Schism, and who displays both willingness and ability to defend the Jewish people from outside supernatural threats. Not all Leopards are Assamites anymore, although non-Assamites are scrutinized and watched closely. Most Leopards have more recently descended from Amaris herself (most of them are liberated, former servants of Cainites the Leopards destroyed in 1967). To be a Leopard it is recommended to work with the Assamite Coord on your background, to role-play the IC acceptance and to help make sure other PC's are aware of you.

- Marijava Revenant Ghouls: (from DSBH)

Descended from the leader of a Thuggee sect of robbers and assassins. The Family does not mix with others, and have remained of Indian/Arab descent. A Marijava ghoul is only of Indian or Arab decent, and completely secular. They spy on just about everyone for the Tal'mahe'Ra, most being highly trained assassins, thieves or professionals in some white-collar field.

This Bloodline has the following in-clans: *Celerity, Obfuscate, Presence*

To play a Marijava:

There are two ways for the Marijava to come into play.

1. You are a descendant of the Marijava and therefore in your PC's background you were of that family line.
2. You play an actual Marijava Ghoul. As a Marijava Revenant Ghoul, you are the go-between for the Black Hand and the Assamites and must have approval to come into play as one from the Assamite Coordinator.

Assamite Clan Structure:

Although organizing vampires is much like herding predatory beasts, the Assamites maintained for millennia a hierarchy unsurpassed by any clan save the Tremere (and some would claim that the Warlocks cheated by coming into the vampiric world with an organization already in place). This structure has broken down under the strain of recent events, but both of the clan's major factions maintain enough of it that it is still worthy of examination. As a note, you may not write a major Assamite NPC into your PC's background without expressed permission from the Assamite Coord's office. example: you cannot say that you were Tegyrus's squire unless you've gained permission to do so.

Haqim - *The Founder of the Clan:*

Haqim is the Founder of the Clan, the font of wisdom and justice, who is the highest and ultimate authority over the Clan in all regards. Haqim is openly revered by the vast majority of the Children. A great deal of the Clan's internal struggle lies in the different interpretations of Haqim's Laws by the various factions. Both Al-Ashrad and Ur-Shulgi believe they have the Ancestor's wishes at heart and the Children on the Mountain and within the Camarilla each believe that they are following the wishes of this great figure. Many Children, faced with these unprecedented events often wonder when Haqim will return and guide them again. Many believe that He's been too long since his last appearance and wonder darkly what may have happened to Him.

Despite His absence, He is, and will forever remain, the ultimate authority within the Clan. Haqim, unlike the Antediluvians of the other Clans, is well known to the Clan through written records and those few Elders who remember Him themselves. Haqim, meaning "Wise" and related to the words for "Justice" and "Ruler-ship" has come to describe a leader who is, by all accounts, fair and just and who managed the Clan with wisdom and compassion, additionally serving as *the* exemplar of the Clan. As such, he is the summit of the Clan's structure and no one may claim to be his equal or superior. The position supersedes all Positions, Ranks, and Honor and is adhered to universally by all Children of all Factions. (*OOC: This is the Founder of the Clan and is a Coord NPC only*).

Ur-Shulgi - *The Herald*

From the Baali conflict of the second city – The blood began to flow into the cavern. Only a trickle at first, a few drops seeping down through the tunnels, gradually becoming a steady flow that left the surviving Children ankle-deep in cooling crimson. Then footfalls: light, almost noiseless, slow, as if those of a child tentatively making its way down the steep passages. Then a tiny figure, blackened and charred, its eyes burned from its skull, emerged into the flickering light of the single torch that a ghoul had managed to keep burning. “Haqim sends me,” it whispered, “I am Ur-Shulgi. And I am of the Blood.” Most of Ur-Shulgi's heritage and becoming are shrouded in the depths of time and the mists of forgotten history of the Clan, but one thing is for sure, his power is likened onto a god that only Haqim himself would be able to control.

After eons of rest, solitude and secrecy, the Herald arose in 1998, deposing the Eldest and Caliph, Jamal, and tossing him from the black throne and impaling him on a spear for all to see. Ur-Shulgi has claimed that Jamal refused to renounce Allah and has thus been "sent...to meet his young God." Jamal was the first Assamite to die in such a fashion, and many Schismatic Assamites still consider him a Martyr.

But Ur-Shulgi refuses to openly call himself the Eldest, referring to Haqim himself by that title. Many of the Assamites still loyal to the Black Throne refer to Ur-Shulgi as 'The Herald', 'The Shepherd' or 'The Ancestor's Voice', believing that Haqim speaks through him like a conduit to give them a future.

Not many are close to this being, as his mind is apparently closed like a vice around his thoughts, and only a chosen few meet with him directly, as he has abolished the Du'at with the leaving of al-Ashrad and Tegyrius. Ur-Shulgi has appointed Amaravati as his chosen Amr (see page 52 of the 3rd Ed. clan book), to help oversee the Magi that have remained behind and the secrets of Alamut. Amaravati is often seen with scores of Silsila (Keepers of the Blood) who were once direct subordinates of the Du'at, and it is rumored that Thetmes has returned to the mountain to do the Herald's bidding.

The Eldest:

"The 'Monster's' ascension to the throne was done illegally and without due cause. No challenge was issued, no debate brought into the processes, and no deliberation by the Du'at to advise the Eldest. I find him guilty of wanton destruction and spreading lies and conspiracy, thus breaking two of our Laws." –Tegyrius the Vizier

The Eldest began as an unofficial Honor granted to the Eldest of the Children of the Second City whenever Haqim chose to travel from the Second City. After the fall of the Second City, when the Children were in diaspora until Haqim established Alamut and made it the Clan's home, this Position then became formalized. Tonight and through the millennia during the Ancestor's absence, this Child serves as the ultimate authority of the Clan, out-ranking and holding authority over the entire Clan, excepting Haqim Himself. In truth, however, there are two Eldests, one for the Mountain and one for the Schism. Each theoretically commands all Children, but in reality only command those Children within their faction.

This Position is also reverently called "Old Man of the Mountain" or "Sheikh Al-Jabal" in Arabic, and the Children apply this moniker to either Eldest, emphasizing "the Mountain" to refer to the Loyalist Eldest specifically. The term "Old Man" or "Sheikh" is most often used in lieu of "The Eldest," although referring to "the Black Throne" (or "Al-'Arsh Al-Aswad") is another way to refer to this position. "Al-Sheikh" (The Eldest) and "Sheikh" (Eldest), however, are the terms used to refer to "The Eldest" and "Old Man," and are the most commonly used.

Before the Schism, the Elder Warrior Jamal, a devoted Muslim, held the Black Throne from 1494 until 1998 and was considered to be a successful leader of the Clan. In 1998, Ur-Shulgi decided to challenge the leaders of the Clan beginning at the top and since Jamal refused to renounce Allah, Jamal was "sent... to meet his young God." many Warriors still consider him a martyr, especially those within the Schism.

The Du'at:

The Du'at is a Council of the three leaders of the Castes. The Du'at serves as representatives of the Castes to the Eldest and advises the Eldest and the Council of Scrolls on matters dealing with the Children as a whole, each advising on their specific Caste. The Du'at, as a whole, serves as the Clan's first, direct high-level leaders, often associated with the highest Generals and Officials. The Du'at, possibly related to an Arabic word for "Summoning" outlines policy for the Children and directly enforces such policy within the Castes, most often relying on those holding positions below them, although taking a direct hand when matters important to the entire Clan were at stake.

The Du'at is also the authority in cross-Caste disputes. Formally forming approximately 2000 years before the common era, the Du'at began and continues to serve as the Eldest's most trusted advisers, offering the substantial accumulated knowledge of the Castes whenever necessary. The Du'at are the authority on matters of their Caste and each's respective areas of knowledge. The members of the Du'at are: the Caliph, who leads the Warriors; the Vizier, who leads the Viziers, and the Amr, who leads the Sorcerers.

Loyalist: *Ur-Shulgi refuses to acknowledge a new Caliph, Amr or Vizier among the loyalists, apparently preferring to allow its followers to sort themselves out without its guidance.*

Schismatic: *With the destruction of one member and the subsequent departure of the other two, it is unlikely that a du'at will be re-formed in the foreseeable future. Al-Ashrad currently seeks to restructure his followers into an organization more palatable to the Camarilla, and secret clan councils have no place in such a body.*

--The Caliph (Al-Khalifa):

The Caliph is the Leader of the Warrior Caste and is the Representative of the Warriors on the Du'at. In addition to Leading the Warriors, the Caliph is the Child who stands as Champion in matters of warfare and combat, representing the Children as a whole. As the most accomplished Warrior (at least in theory), the Caliph is the advisor in martial matters and is responsible for coordinating the offensive operations and capabilities of the Children and the defense of the Children as a whole, including its holdings and associated mortals, and serving as the Commander over the Warriors. Additionally, the Caliph serves as Attorney-General in matters of the Warriors and advises the Eldest, other members of the Du'at and the Council of Scrolls in matters of Judgment when necessary, although this is seldom required in the modern era and harks back to the Warrior's original roles as Judges of other Cainites.

Even though the Caliph is the Premier Warrior, rarely is the Caliph an expert in all things martial, though the Caliph does have access to one of the most experienced associations of Warriors in the World of Darkness, granting the Caliph to have any information that's needed quickly. A Child of the Warrior Caste wishing to become the Caliph must challenge the current Caliph in single combat, determined by the current Caliph. This combat may just as easily be strategy rather than martial, and the winner becomes the Caliph until defeated in a similar challenge. The challenger must be a Warrior who has a chance of victory over the current Caliph, and the Caliph is encouraged to refuse challenges from those who are not sufficient for the Position. The other Warriors of the Caste tend to know who is and is not an appropriate candidate.

Loyalist: *Currently, the position of Caliph is open following ur-Shulgi's destruction of the previous holder, and no one has yet stepped forward to claim it. However, several loyalist warriors have tentatively advanced themselves as possible claimants, and it seems to only be a matter of time before actual conflict erupts.*

Schismatic: *The Current Caliph is Dominus Ibn Lazus, Elder of Western Europe; he is still in Europe somewhere watching the North American Children, hunting a dangerous foe.*

--The Vizier (Al-Wazir):

The Vizier is the leader of the Vizier Caste and is the Representative of the Viziers on the Du'at. The Vizier is the premier Academic and Politician of the Children and advises the Eldest in all matters Academic. The breadth and depth of knowledge known by the Vizier Caste is beyond considerable and the combined influence of the Caste is staggering. The Vizier, while most often not an expert in *everything* is able to quickly gain whatever information is necessary for the Eldest, other members of the Du'at, and the Council of Scrolls when it's needed. While the Caliph serves as the Champion of the Children in single combat and as the Commander of the Children during war, the

Vizier is the Child who directs the academic and political efforts of the Children and often serves as the highest diplomat to the other Clans and Sects.

Tegyrius, the current Vizier, is attributed with easing the incorporation and inclusion of the Children of Haqim into the Camarilla and with smoothing over many of the old issues between the Elders of the Sect and the Clan committed during the Revolt. Traditionally, every 63 years, the Vizier is elected by a simple majority vote of the Vizier Caste. Many have speculated over the significance of the number 63, few seem to know for sure what significance it holds. Although there is no formal manner for a candidate to declare their interest, those Viziers who believe that they are the best suited to advise the Eldest and serve as the Caste's Leader usually let the Caste know a year or two before the vote.

Loyalist: *Ur Shulgi's distrust for the Vizier caste has left them without a Vizier in title. None are likely to be named.*

Schismatic: *The current Vizier is Tegyrius. He has held the title of Vizier for three consecutive terms, as well as one in the mid- 14th century. Tegyrius opposed ur-Shulgi's usurpation of the Black Throne on the grounds that it did not follow the proper precedents for a transition of the Eldest. He later followed al-Ashrad into exile, and is seen as the most likely candidate for an Assamite Justicar.*

--The Amr (Al-Amr):

The Amr is the leader of the Sorcerer Caste and is the Representative of the Sorcerers on the Du'at. As the Sorcerers of the Children of Haqim are amongst the oldest practitioners of Blood-Magic in the World of Darkness, the Amr is considered to be the most skilled, knowledgeable and potent Sorcerer in the World. The Amr is the Champion and Premier Sorcerer of the Children. In addition to advising the Eldest and Council of Scrolls on matters magical, the Amr is also the primary adviser of things supernatural, including Cainites and the other supernatural entities in the World of Darkness.

Every year, during the Vernal Equinox, the Amr is revealed through a Ritual of Astrological Divination that every Sorcerer within the Clan present participates in. As of the year 120 of the Common Era, Al-Ashrad has been synonymous with the position and few Children, Sorcerers or other Caste members can imagine anyone but Al-Ashrad, the greatest Sorcerer in the world, holding the position that he himself defined. The Amr advises the Children of Haqim and advises the Eldest in all matters Magical as well as coordinating the magical offensive and defensive capabilities.

Loyalists: *Amaravarti is the current Amr of the Loyalist faction, named such as she's al-Ashrad's child.*

Schismatic: *The current Amr is and has been for millenia is al-Ashrad, no other even his own sire has been called or named.*

The Silsila:

The Silsila, otherwise known as Shakari or the Keepers of the Blood, were once the direct subordinates of the du'at. The spiritual elite of the Children, this small warrior priesthood is composed of those whom the Du'at and the Eldest feel are the truest adherents to Haqim's teachings. Spiritually, their duties are the advancement of Haqim's Laws (and, depending on Alamut's political climate, the Path of Blood). However, they are also the keepers of Alamut's library and museum, and the core of its defenses, should the Mountain ever come under assault.

Schismatic: *A sizeable portion of the Silsila's score of members declared schismatic loyalty; none are known to have survived to the present night in the face of fierce Loyalist attacks.*

Loyalist: *All Silsila that remain are strong Path of Blood adherents, and continue their stewardship of Alamut to the present night, as they fulfill their role under ur-Shulgi's fanatical supervision. Their composition reflects the distribution of the castes within Alamut: Warriors make up the vast majority of the Silsila, with a handful of Sorcerers and only one (presumed) Vizier member.*

The Council of Scrolls:

"Those who rise up in front of us are not greedy, but they have the patience and wisdom to pursue the knowledge that is out there in this world. For we are vast in fields of study; just as vast as the great unknown, diversity is our strength and not our weakness." ~Makyron Sioned, Seat of Tongues, Schismatic

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.

As the body responsible for the preservation of Clan morality, the Council reviews petitions for promotion to the Rank of Master and higher and actively tracks each Child's progress through all Ranks. The Council also bestows high Honors upon those Clan members who perform admirably. It is known that to receive one of these honors is a great Honor indeed, akin to a mortal winning the Nobel Prize in their field. Consequently, Honors from the Council are rare indeed, though there is no doubt that a Child with such recognition earned it. The Council holds authority over the study of Sorcery to include Dur-An-Ki, Sihr, and all Sorcerous traditions.

Although the Council of Scrolls has authority to allow the teaching and learning of Sorcery to the other Castes and even to the other Clans, this is exceptionally rare for another Caste member and permission for the teaching of Sorcery has never occurred in living memory. Sorcerers who lend Sorcery through the use of Rituals such as Touch the Earth and Pebble from the Mountain is not considered to be "teaching," though attempting to lend Sorcery through any means (including the ones mentioned) to any outside the Clan is strictly forbidden.

Those who petition the Council of Scrolls to be allowed to learn Sorcery outside of Caste (Warriors and Viziers) will most likely never be so allowed by the Council ever and may be barred from being loaned Sorcery, even through an appropriate Ritual. If the Council determines a Child of another Caste worthy to know the secrets of another Caste, they will inform the Child directly. The Council of Scrolls and the Du'at harshly punish those who teach AND those who learn Sorcery without permission, especially those of another Clan who they typically require the Children to "restrain" for "remedial training".

The Council most often gives "guidance" as a whole, though the decision of a Committee or an individual Councilor is binding. A Session of the Council or a Committee or an Audience with a Councilor is an extremely formal matter. The smallest mistake often results in the petitioner being thrown out of Chambers or worse. Children take

great care to ensure that their presentations before the Council are not only of extreme importance, but work to perfect the presentation itself to show the care that they have taken in preparation.

The Council determines who is allowed to assume a Seat, and sets all agenda and rules and procedures (which only vaguely resembles modern procedures of order). Each Seat, when granting an Audience, uses their own rules and procedures- which may be the same or different than those of the Council. Children going before a Seat or the entire Council are rarely informed of these rules and procedures and should tread carefully lest they step amiss or inadvertently offend one of the Councilors of the entire Council. The Council maintains that the most deserving Children will quickly adapt to their rules and procedures.

For the first time in the Council's recorded history, three Warriors have taken Seats upon the Council. Even as the Viziers ascend to overall leadership of the Clan, so too are the Warriors becoming better-represented in the Council. The modern nights have seen the Clan undergo more changes than at anytime in the Clan's millennia of existence. (OOC: These are positions that are held by Coord controlled genre NPC Grand Masters Only).

Petitioning the Council of Scrolls:

Once an Assamite as reached a certain level, he/she must petition the council of scrolls to rise in rank. The Council will review their request and then arrange a meeting place for the test to occur. Now, there is no set format; each are individual as each Assamite. A player must meet the out-of-character requirements, and email the Council of Scrolls Subcoord or the Assamite Coordinator. They will then contact the player's STs to verify they meet all requirements and get permission to test the PC. It is really all depending on which Council member you petition for what your test will be like.

Schismatic Regional Leadership Structure:

Camarilla Membership:

Although the Camarilla has not authorized the Children of Haqim full membership in the Camarilla, granting them a Representative in the Inner Circle or a Justicar, the Children continue to make inroads with the Founding Clans and further prove their usefulness and benefit to the Camarilla. Although the previous several years has been a trying time for the Clan, as they have worked to overcome prejudices and preconceived notions, the recent results of the 2008 Conclave has proven to be an important step in the Clan's full incorporation into the Sect. With luck, the other Clans will realize the importance of having the Children of Haqim as allies, knowing all too well what the Children are like as enemies.

For the Clan's part, membership in the Camarilla is the best option for those who are aware of the goings-on of the Mountain and their more *extreme* view of the Laws and their interpretation. As the Children continue to seek full inclusion within the Camarilla, eventually the Clan will have to determine who their Representative to the Inner Circle will be and promote the most likely candidate for the Circle to consider as Justicar. Although the Elders have been rather quiet about how these new positions will be incorporated, many believe that the number of Grand Master Positions may be expanded by two in the coming years.

Currently, though, these two Positions are hypothetical and no Child of Haqim yet claims either. Whenever the Camarilla grants the Children of Haqim a Member of the Inner Council and a Justicar and the Children of Haqim recognize these two Positions as Grand Master Positions. (OOC: These are positions that will be held by a joint Camarilla Coord and Assamite Coord controlled genre NPC Grand Masters Only).

In-Clan Positions:

The Children, after their exodus from the Mountain, had to evolve their Clan structure to suit the widespread Domains of the Camarilla. Whereas the relatively loose nature of the Ashirra allowed the Clan to report regularly to the Mountain, and whereas specific missions were led by a specially-appointed leader for that specific task, the Children quickly realized that they needed to restructure. Although there are changes from time to time, it seems that the current structure has, for the most part, solidified as the most suitable structure for the Clan's needs.

With no central location housing the Clan's leaders in all, the Children have developed a system where different Regions and Domains are each led by an Eldest specific to that Region or Domain, who administer it under the auspices of the Du'at and Eldest. As mentioned above, the Children of Haqim consider holding a position very seriously and the Clan seeks to ensure that the best Child for the job is selected.

Eldest of a Continent (Continental Eldest)(*Sheikh Al-Qaara*):

The Eldest of a Continent or Continental Eldest is usually chosen by the Eldest directly after consulting the Du'at and the Council of Scrolls. The Continental Eldest is responsible for a huge geographic area, although they do not always conform to an entire continent. Asia has no fewer than two such Eldests at a time, and occasionally has three. They oversee the Regions in their areas and, through them, the Domains.

The Continental Eldest has significant influence within the Clan and is often the Eldest who speaks directly with the Eldest, Du'at and Council of Scrolls, though they generally delegate routine issues to the Regional Eldests, or even, occasionally, to the Domain Eldest. The Continental Eldests also form a Council for the Eldest, Du'at, and Council of Scrolls and advise these august bodies on issues relating to their areas. They often-times work alongside the Council of Scrolls to advance their various projects and facilitate the Du'at's and Eldest's access to the Children.

Despite its power, this position is largely an administrative position, although there hasn't been a decision that a Continental Eldest has made that the Eldest of Du'at have rescinded. The Continental Eldest is held by a Child of Haqim with the Rank of Full Master. Regional Eldests may not concurrently serve in a position within the Camarilla while holding the Position, for a Continental Eldest is far too busy to serve in both a Clan and Camarilla position. *(OOC: This position is controlled by the Assamite Coord).*

Eldest of a Region (Regional Eldest)(*Sheikh Al-Mantaqa*):

The Eldest of a Region or Regional Eldest is chosen by the Continental Eldest with input from their Advisers. These Eldests are responsible for guiding and teaching the Children within their Region and for overseeing any Domains within their Regions. The Regional Eldest adjudicates issues that arise between the Children of differing Domains, collaborating with the Eldests of other Domains if the issue involves a Domain from outside of their Region.

The Regional Eldest has a great deal of responsibility, working to ensure the efficient working of their Regions and working to ensure that issues do not have to be brought to the Du'at, Council, or Eldest, except in the normal procedures. The Regions are allocated due to the number of Domains within the area and other considerations, such as Sabbat, Anarchs, and Lupines in addition to major geographical considerations. The Regional Eldest is also responsible for the passing down of policy to those within their Regions and for managing the Eldests of Domains and other Children in their Domains.

Although their responsibilities are considerable, they are also allotted a significant amount of authority over their Regions and rarely have to request permission from the Continental Eldest to execute their Duties. The Regional Eldests have the same responsibilities and privileges of the Domain Eldests (see Eldest of a Domain, below), but are additionally allowed to withhold any of the powers of any Domain Eldest within their Region. The Regional Eldest and any Regional position created by the Regional Eldest supersedes any similar position of a Domain. Regional Eldests also act as a Council to the Continental Eldest about the affairs of the Children of their Regions and sometime convene in a Council to present their collective recommendations to this higher official.

Regional Eldests must be at least of the Rank of Distinguished Master, although occasionally a full Master will serve in particularly problematic Regions. Currently, the vast majority of Regional Eldests are of the Vizier Caste, as the Vizier Caste has become recognized for their leadership in the face of the Schism. Regional Eldests may not concurrently serve in a position within the Camarilla while holding the Position, for fear of the Eldest not being able to remain impartial enough to faithfully in both positions. *(OOC: Currently, this position is controlled by the Regional Sub-Coords under the guidance of the Assamite Coord)*

Eldest of a Domain (Domain Eldest or *Sheikh Al-Madina*): (Can be PC or NPC)

Requirements:

To achieve the position of Eldest of your Domain we ask that all of the blood report the following information:

- Your Name within the clan:
- Any aliases used publicly within the Camarilla:
- Your domain of residence:
- Your caste within our clan:
- Approximate age since embrace (also denote time spent as a ghoul):
- Any Clan or Camarilla titles you possess or believe you qualify to possess:
- Include any skills, kills, Paths, abilities, or experience that may warrant a ranking or title:
- Names and Aliases of the other Assamite's in your domain who agree for you to hold this position:

The Eldest of a Domain, or Domain Eldest is chosen by the Eldest of their Region to lead and guide the Children of the appropriate Domain. These Children are responsible for guiding and teaching the Children within their Domains and for promoting the Clan, maintaining and increasing the Clan's holdings and possessions and for encouraging positive relations between the Children and the other Clans. In general, only the Children of Haqim know who the Domain Eldests are, referring the members of other Clans to speak to the Clan's Primogen, who is generally publicly known to the entire Camarilla. The Eldest of Domain is responsible for any brothers or sisters in his area or Domain that he is accountable to. Any of the blood visiting a domain should make their presence known to the Eldest. Duties and responsibilities would be otherwise comparable to a Camarilla Primogen.

The Domain Eldests also advise the Regional Eldest on the conditions of their cities whenever the Regional Eldest requests the information. The Domain Eldests are responsible for disseminating Clan policy and other necessary information to the Children of the City and for recommending deserving Children to the Regional Eldest for Honors, Positions and to the Primogen for Children deserving Camarilla positions within the Domain. The Domain Eldest may serve as the Judge of the Children of the Domain and technically could hold the Power of Destruction over the Children of the Domain, although they execute this only with consent of the Regional Eldest (or higher authority). The Children are too precious to needlessly send them to their destruction.

The Domain Eldest, while appointed and removed by the Regional Eldest, must also obtain the approval of those in your domain; you may not claim to be an Eldest of the domain if you are the ONLY Assamite in your domain- there must be more than two others in the area. Since many Domains have a small population of Children, the Domain Eldest may concurrently hold this position along with the position of Primogen, as both positions serve to support and guide the Children, although it is considered more than insulting to not allow an eligible Child from holding one of these positions due to being power-greedy. This Position IS NOT the Clan equivalent to the Primogen Position. The focus and many of the powers and responsibilities of this Position greatly differ from that of the Primogen. This Position is not often held concurrently with other Camarilla Positions as these Positions are seen as serving the City and the Children may think that a Child who is both Domain Eldest and one of these Positions will have a difficult time being impartial enough to serve faithfully in both positions.

The grand majority of the Children of this Position are in the Vizier Caste. Although sometimes a Warrior or Sorcerer may hold the position, the members of these Castes generally allow a Vizier to step into this position when one becomes eligible. This ultimately serves to strengthen the Clan's ties to the Camarilla and allows the Warriors and Sorcerers to concentrate on more important issues relating to their Castes. The Powers of this Position are intended to be used only by PCs who are filling the appropriate Position, so as to encourage and foster unique and interesting Role-Playing opportunities.

Those who abuse these powers may find the Regional Eldest or a higher authority removing these powers or, in some cases, the Character abusing their authority. The Eldest of a Domain must be a Master (Rank 3) or higher Rank if held by a Warrior or Sorcerer. A Vizier may hold this position as an Associate (Rank 2). Priority to this Position is given to Viziers due to their overwhelming presence in the Camarilla and to the more pressing callings of the Warriors and Sorcerers, even if the Vizier holds a lower rank than the Warrior or Sorcerer.

The Storm, the Shadow and the Tempest

“You wish to hear a story? First, you will tell me yours...NOW!” – Dominus

The nights of the Silsila are gone, left behind in the dusty trail and footsteps taken from the Mountain. But now, more than ever, Clan security and secrecy is a must amongst the Camarilla.

Much like the ‘Ikthiham’ amongst the Warrior Caste’s Sharif, the Viziers and the Sorcerers also have their own secret policemen that subsequently work directly for the Caste Leaders (The Caliph, the Vizier and the Amr) within the Du’at. These are the Ikthiham (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 Du’at, 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 the Du’at 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 Du’at, 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 Ikthiham has the most power, as he can call upon the Sharif at any time to aid him with his cause and can cross Caste boundaries if he so chooses to do so (with the Caliph’s permission), 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 have the ability to influence the offenders’ 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 Child of Haqim 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 Du’at (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 the Du’at’s respect and need to relearn the basics of Haqim’s laws. 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 have the ability to increase the individual’s reputation (positive prestige).

While the ability to approve an increase in rank is solely the province of the Council of Scrolls, this positive prestige is certain to influence the Council 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 the Du'at. 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

Schismatic Rank Structure:

Obviously rank is more than the accumulation of points on a character sheet. Rank does not represent political connections within the clan, though this is often a benefit carried with high rank. Rank is a relative representation of the character's mastery over the role of their caste. For example, for a warrior to reach rank three or Master, they must prove not only that they can fight capably for the clan, but that they have the patience and clear thinking to plan meticulously and the wisdom to act in the best interests of the clan. A character embraced in-game should be regarded widely as a Mujannad (Recruit)/Student for years after their embrace. Also, unlike the Ventrue and Tremere, the Children of Haqim don't hide their rank structure from the rest of the Camarilla. Without Lore, the benefits and requirements of each rank are not common knowledge, but the Children of Haqim will not hesitate to address a Master by the title of Ustath in plain view of Kindred from other clans.

NOTE: If the Council of Scrolls may decide that a member is unworthy of the title he or she bears and remove such a thing from them; if this happens, they will be lowered to the rank that the Council deems appropriate and required to work towards gaining such title back. This could mean that such things you earned at that higher rank will be made so you are now unable to use such until you've earned your Rank back. Also, because you may meet the requirements to step up the ladder, does not automatically mean you will do so. The Council of Scrolls has the right to deny anyone their rank if they feel they are not worthy of such. It should also be noted that just because you have reached a certain rank does not mean that you cannot be subsequently reduced in rank due to IC actions you as your PC have taken. If your PC/NPC takes IC actions that the Council of Scrolls deems unworthy of your rank, they have the ability to strip you of your rank and any subsequent titles. This can also be done by recommendations of those PC/NPCs of higher rank than yours. The Elders take great value on the word of those who are above you.

Rank Approval:

Rank PC/NPC Approval Petitioning the Council of Scrolls

| Rank | PC/NPC | Approval | Petitioning the Council of Scrolls |
|--------|---------|---|--|
| Rank 0 | All PCs | Start at this level without Coord notification | NA |
| Rank 1 | PC/NPC | PCs may start with Coord notification | May not petition to go up in rank for 3 months |
| Rank 2 | PC/NPC | ST approval, Coord notification | May not petition to go up in rank for 6 months |
| Rank 3 | PC/NPC | ST recommendation, Subcoord approval, Coord notify | May not petition to go up in rank for 8 months |
| Rank 4 | PC/NPC | ST and Subcoord recommendation, Coord approval | May not petition to go up in rank for 13 months |
| Rank 5 | PC/NPC | ST and Subcoord recommendation, Coord approval. PCs must be active in multiple chronicles and on the IC lists | NA |

R0: Mujannad (Recruit) / Student (Talib):

The Rank of Mujannad or Student represents the first step a Child of Haqim takes on a journey that, with caution and good fortune, may last an eternity. Similar to the Accounting of the Camarilla, a Mujannad or Student is seen by their Sire and the Clan as being Untested and not yet ready to leave their Sire's side. The life of a Mujannad or Student is not easy, requiring constant striving under the tutelage of their Sire and possibly others, taking up the nightly life of a Mujannad or Student for years, possibly decades. The rigorous study that a Mujannad or Student undergoes includes a wide variety of lessons including the Structure, History, Culture, Customs, Traditions, and Taboos of the Clan and Caste. Lessons also include subjects that the newly Embraced Child's Sire deems important or beneficial for the Mujannad or Student. It is also customary for other experienced members of the Clan to seek out the Sire of a Mujannad or Student to offer their experiences and expertise to the new Child. It is considered a tradition to deal with the Sire before approaching a Mujannad or Student as they are still the responsibility of the Sire. A Mujannad or Student who performs well reflects well upon their Sire, as does a Mujannad or Student who performs poorly reflect as such. Where the Sire goes, the Mujannad or Student is not far behind. In modern nights, the Mujannad Rank is normally, with rare exception, tied to the period of Camarilla Accounting for Schismatic Assamites.

R1: Fada'i (Devotee) / Aspirant (Tamih):

The Rank of Fada'i or Aspirant represents the first step a Child of Haqim takes without the direct guidance and supervision of their Sire. Although the Child has shown their Sire and Clan that they are ready to take their place within the Clan and Caste, having been tested, they are still considered new and inexperienced by the Clan and Caste. A Fada'i or Aspirant may be approached, often by more experienced Children interested in teaching and guiding the Child, as they Devote themselves and Aspire to learn more and prepare to take their place within the Clan and Caste. Whereas a Child interacts with a Mujannad or Student through their Sire, a Child interacts with a Fada'i or Aspirant directly. Although they have earned more independence, the Clan as a whole, and their Caste specifically, watch over a Fada'i or Aspirant; and although they are no longer under their Sire's supervision, many continue to learn under their Sires of their own accord. During this stage, a Fada'i or Aspirant is still considered especially susceptible to malign forces and the dangers of the World of Darkness and are closely, although not obviously, monitored by the local Children.

R2: Rafiq (Companion) / Associate (Zamil):

The Rank of Rafiq or Associate represents a Child becoming an equal within the Clan and Caste. Granted nearly complete independence, a Rafiq or Associate has proven to the Clan and their Caste that they are responsible enough and trustworthy enough to pursue their own goals and agendas alongside the goal of benefitting the Clan and their Caste. A Child at the Rank of Rafiq or Associate is a Companion and an Associate to the members of their Clan and Caste, and have taken their place within. This Rank constitutes the majority of the Clan and is often the Rank sought by the more elusive and disconnected Children, as it grants independence and freedom without the obligations associated with the higher Ranks. The Children at the Rank of Rafiq or Associate form the backbone of the Clan and of their Castes, each serving the interests of the Clan and their Caste in their own way.

R3: Master (Ustath):

The Rank of Master represents the first Rank officially associated with leadership within the Clan. Although all Children are expected to exhibit the characteristics of a leader, a Master is entrusted with the responsibility of direct leadership over other Children within the Clan and their Caste. It is no accident that the Rank of Master is uniform

across all the Castes. The Children of all Castes recognize a Master as a leader and authority, as well as an example of a Child who has Mastered their responsibilities within the Clan and their Caste. In addition to leadership, a Master is expected to represent the Clan and serve as an example, generally at the Local (Domain) level, to both those within the Clan and those of the other Clans as well. Because of this, the Rank of Master is seen as the first Rank required to engage in politics, both within the Clan and Caste as well as between the members of other Clans. Masters are generally the most accessible leaders at the local level, and Children of lower Ranks often come to them for their expertise and advice. One of the responsibilities of a Master, arguably the most important responsibility of the Children of this Rank, is to instruct, teach, and advise other Children and guide them toward success within the Clan and their Caste. It should be noted that the word Master in Arabic, Ustath is the word used to refer to Professors and Intellectuals within Arabic speaking communities and is almost always added before the name of the Rank holder, both within the Clan and throughout the Arabic speaking world to show respect and admiration, especially by those who are not themselves Masters. A Master is also expected to lead the Children of their Domain on a tactical level during periods of war and peace, as they often have the best direct access to the Children of lower Ranks at the local level. Masters are often called upon by Distinguished Masters, occasionally by Full Masters, and rarely by even Grand Masters for guidance and advice within their fields of expertise. The negative attention of a Master is widely feared by most Children of Haqim.

R4: Distinguished Master (Ustath Bariz):

The Rank of Distinguished Master represents a Child of Haqim who has proven their ability to lead, and who has contributed significantly to the Clan and to their Caste, and who have Distinguished themselves accordingly. Where a Master leads the Clan on a Local level, a Distinguished Master is expected to work within multiple Domains on a Regional level. In addition to leadership, a Distinguished Master is expected to represent the clan and serve as an example, generally at the Regional level, to both those within the Clan and to those of the other Clans as well. Because of this, the Rank of Distinguished Master is seen as being required to engage in significant politics both within the Clan and Caste as well as between the members of other Clans. When the knowledge and experience of a Master leaves them unsure about or unable to address an issue, they most often turn to a Distinguished Master for their guidance and advice. A Distinguished Master shares in the cherished obligation to instruct, teach, and advise other Children and guide them toward success within the Clan and their Caste. A Distinguished Master is expected to lead on an operational level during periods of war and peace, as they often have the best direct access to the Masters, and through them, the Children of lower Ranks within their Domains, at the Regional level. Distinguished Masters are often called upon by Full Masters for guidance and advice on subjects within their fields of expertise. Distinguished Masters also often call upon the Masters of their Region, and occasionally of other Regions, for guidance and advice to better inform their decisions. The negative attention of a Distinguished Master is a thing greatly feared by most Children of Haqim.

R5: Full Master (Ustath Kamil):

The Rank of Full Master represents a Child of Haqim who has greatly proven their ability to lead, and who has contributed extensively to the Clan and their Caste, and who has Full Distinction accordingly. Where a Master leads the Clan on a Local level and a Distinguished Master on a Regional level, a Full Master is expected to work within multiple Regions Globally. In addition to leadership, a Full Master is expected to represent the clan and serve as an example, Globally, to both those within the Clan and to those of the other Clans as well. Because of this, the Rank of Full Master is seen as being required to engage in extensive politics both within the Clan and Caste as well as between the members of other Clans, and at times, other Entities. When the knowledge and experience of a Distinguished Master leaves them unsure about or unable to address an issue and they are unable to gain appropriate insight through the guidance and advice of the Masters in their Region, they most often turn to a Full Master for

their guidance and advice. A Full Master shares in the cherished obligation to instruct, teach, and advise other Children and guide them toward success within the Clan and their Caste. A Full Master is expected to lead on a strategic level during periods of war and peace as they often have the best direct access to the Distinguished Masters, and through them, the Masters and Children of lower Ranks within their Regions, Worldwide. Full Masters are often called upon by Grand Masters for guidance and advice on subjects within their fields of expertise. Full Masters also often call upon the Distinguished Masters of the World, and occasionally upon the Masters within any specific Region, for guidance and advice to better inform their decisions. The negative attention of a Full Master is a terrible thing to behold, let alone experience.

R6: Grand Master (Ustath 'Adhim):

The Rank of Grand Master represents a Child of Haqim who is defined by their ability to lead and who literally defines the Clan and their Caste. Where a Master leads the Clan on a Local level and a Distinguished Master on a Regional level and a Full Master Globally, a Grand Master leads works as the Universal and Ultimate authority within the Clan and their Caste.. A Grand Master not only leads and represent the entire clan and serves as an example, they literally define it for all Children of Haqim and Kindred everywhere, second only to the Ancestor Himself. Because of this, those of the Rank of Grand Master are seen as engage in politics both within the Clan and Caste as well as between the members of other Clans at the level of Methuselah and as dealing with any other Entities they so wish to engage. In the extremely rare circumstances when the knowledge and experience of a Full Master leaves them unsure about or unable to address an issue and they are unable to gain appropriate insight through the guidance and advice of the Distinguished Masters, Masters and other Children, worldwide, they most often turn to a Grand Master for their guidance and advice. A Grand Master shares in the cherished obligation to instruct, teach, and advise other Children and guide them toward success within the Clan and their Caste through their decisions and example. A Grand Master leads Universally and Ultimately, always, and have direct access to any Child of any Rank anywhere within their Sect. Grand Masters often call upon the Full Masters of the World, and occasionally upon the Distinguished Masters within any specific Region, and rarely even a Master within any specific Domain and even more rarely other Children for guidance and advice to better inform their decisions. A negative summons from a Grand Master is feared more by all Children of Haqim than the thought of facing the Sun itself!

- Viziers:

Vizier Rank Requirements: (for PCs)

| <i>Vizier Rank</i> | <i>Disciplines</i> | <i>Allies, Contacts, Resources, Retainers and Influences</i> | <i>Points spread between:</i> | |
|--------------------|--------------------|--|--|-----------------------------|
| | | | <i>Academics, Enigmas, Medicine, Computer, Crafts, Performance, Etiquette, Finance, Law, Occult, Politics, Science, Security, or Theology,</i> | <i>Lore and Linguistics</i> |
| Rank 1 | Silence of Death | 5 Total Levels | 5 (*) | Total of 5 levels |
| Rank 2 | Scorpion's Touch | 10 Total Levels | 10 (2 x *) | Total of 10 levels |
| Rank 3 | Dagon's Call | 15 Total Levels | 15 (3 x *) | Total of 15 Levels |
| Rank 4 | Baal's Caress | 20 Total Levels | 20 (4 x *) | Total of 20 Levels |

Rank 5 Taste of Death 25 Total Levels 25 (5 x *) Total of 25 Levels
 (*) = Must have Specialization

- Sorcerers:

Sorcerer Rank Requirements: (for PCs)

| <i>Sorcerer Rank</i> | <i>Disciplines</i> | <i>Sorcery Paths</i> | <i>Rituals</i> |
|----------------------|--------------------|---|----------------|
| Rank 1 | Silence of Death | Primary at 2nd Intermediate | 5 Rituals |
| Rank 2 | Scorpion's Touch | Primary at Advanced, 2ndary at 1st Int | 10 Rituals |
| Rank 3 | Dagon's Call | 3 Advanced | 15 Rituals |
| Rank 4 | Baal's Caress | 4 Advanced | 20 Rituals |
| Rank 5 | Taste of Death | 5 Advanced | 30 Rituals |

Theology, Astrology and Meditation must all be at equivalent levels for each rank
 (rank 1=1 each, rank 3=3 each)

Optional House Rule: *Astrology* may be used to predict future events. The player must spend 30 minutes looking at the stars (sitting out of play). After that time, the player spends an Astrology and makes a mental test against a difficulty ranging from 5 to 15, depending on the prediction. If the player wins his prediction test, they learn the likelihood of something happening on a scale of very likely to somewhat unlikely, and like any fortune-telling, it isn't an exact science and the details are left up to "interpretation". Storytellers may be as vague about a prediction as they deem appropriate. This application of Astrology may not be used if the stars are not visible.

- Warriors

Warrior Requirements: (for PCs)

| <i>Warrior Ranks</i> | <i>Quietus</i> | <i>Celerity or Obfuscate</i> | <i>Out of Clan Disciplines</i> | <i>Supporting Abilities: Player's Choice</i> |
|----------------------|------------------|------------------------------|--|--|
| Rank 1 | Silence of Death | 2 Levels | N/A | Total 10 (*1) |
| Rank 2 | Scorpion's Touch | 4 Levels | 1st Basic | Total 20 (*2) |
| Rank 3 | Dagon's Call | 6 Levels | 2nd basic, 1 at 1st basic | Total 30 (*3) |
| Rank 4 | Baal's Caress | 8 Levels | 1st Intermediate, 1 at 2nd basic | Total 40 (*4) |
| Rank 5 | Taste of Death | 10 Levels | 1 at 2nd intermediate, 1 at 1st intermediate, 1 at 2nd basic | Total 50 (*5) |

Note: Combo disciplines cannot be used to meet rank requirements.

(*) = Must have Specialization

Clan Prestige:

The following are considered prestige within the clan: Clan prestige can be used for in-clan social situations. It can be added on top of the rank you've earned in the Clan.

Du'at: (+5)

Reserved for members of the Du'at

Seat Holder: (+2)

Reserved for the Council of Scrolls

Seat Aspirant: (+1)

These are those who are seen as Assistants to a Council Member are seen as 1 prestige higher than their rank. (Note: Seat Aspirants are chosen by the Seat Holders alone).

The Storm, the Shadow and the Tempest: (+1)**Voice of the Eldest: (+3)**

This title had been granted exclusively to Jieeda for the past 5 years. However with the recent development of actions against her and those closest to her, she has removed herself from the position and a new "Voice" has been granted to Ishtar Rabi-at. The holder of this title is said, when needed, to speak the words of al-Ashrad directly, delivering judgments and punishments alike as well as detailing the will of the Eldest to the entire Clan. The holder of this title seen as 3 Prestige points higher as long as they are acting as 'his voice'.

Emertius (Viziers/Sorcerers only) (+1) and removes all former prestige up to and including prestige gained from rank. Coordinator Notification required

This is for those members of the clan who R5 and R6 who have decided to no longer participate in the affairs of the clan. This is only for NPCs and may not be taken by a PC.

See Assamite Clanbook Revised for the information regarding this prestige.

Using Prestige with in the Clan:

The Schismatics, while seemingly informal when speaking with each other, actually have a great deal of respect for those whom have earned the titles given to them. So while Prestige may seem semi-worthless in a world where "the Eldest shall lead" to some, it's actually a vital part of the clan and denotes how one should speak and interact with those around them. This makes the caste system seem all the more apparent and important when dealing with interclan issues. A Fida'i is often given a long leash which can easily be reined in by anyone of higher prestige. In such a case, one may add the amount of Prestige they have onto their total of Social Traits when speaking amongst others of their Caste. Outside of Caste, this number is lowered by 2. Apart from any 'mechanical dynamic', those of higher rank are often heard from first and their word is taken above those of lower station by the Eldest and the Du'at. But let us remember, he who is Eldest is simply...Eldest. It's best not to pull Prestige on such an individual, especially when it goes against the Laws of Haqim. he or the Eldest among you, for he is to rule my House when I am absent."

Removing Prestige:

While it is often the case that the Council of Scrolls grants and keeps track of Prestige within the clan, they are not the only ones who may do so. By the word of the Eldest himself can one (though rarely) be granted such a title.

Also, it is not unheard-of for the Vizier or the Caliph to also make such recommendations for those they find to excel in a particular field of study. It should also be noted that the Council of Scrolls, the Eldest in Exile, the Vizier, and the Caliph are the only ones able to remove prestige from an individual- the Council with a collective vote, and the Du'at with individual power. Such things being done by the Eldest himself is extremely rare. These rare cases usually mean that the individual is being stripped of his very name and the 'undoing begins' (this usually results in

the individual being stripped of all prestige so his name is stricken from the Council's records and then put to death). Such action by the Eldest is the highest dishonor a Clan member can receive to the point that, if once finished, if a Child of Haqim so much as utters the name of the dishonored individual, they too could join such a fate. It can also be noted that one may always "Challenge" the removal of Prestige, but doing so may denote a further punishment for possible breaches of the Laws of Haqim and such an action may cause the Challenger negative feedback from those in the clan.

Out of Clan Prestige:

Council of Scrolls issued prestige awards: It is possible to earn or award special clan prestige to individuals outside the clan, but this requires approval from the Council of Scrolls to be considered legitimate. This is also the only way an award can be issued to a non-clan member. Such a ruling by the Council can only be overturned by the Eldest himself.

Procedure:

A brother or sister must issue a request for special recognition of the individual. This recognition may be positive or negative in nature and should be fully outlined, with as much detail as possible. The request should be posted, PUBLICLY throughout the clan, and directly to the council. (OOC: We recommend you post to the IC Assamite list, and email the Assamite Coordinator as well) The public posting is expected to receive comments from others of the blood, and such comments will be reviewed by the Council in their decision-making process. Once the Council has come to a consensus on the request, a public announcement will be made indicating the results and noting the details of the award, if any. Note: frivolous proposals can result in chastisement from the Council for wasting the elders' time. This chastisement can go as far as issuance of a negative award to the requester. As such, most clan members are only likely to issue a request when they are confident that the request is warranted. If unsure, one should discuss the matter with other clan-mates before submitting an official request.

Positive Out of Clan Awards:

Positive awards are signs of a major accomplishment. One who is recognized will likely be known on sight or at least by reputation by most members of the Clan. They will be treated with respect and admiration for their accomplishments. People outside the Clan who earn such an award will in effect be considered a brother or sister, and granted all the rights and respect due to one of the Blood that has proven themselves. Even moreso, since they have started with the biases of one who is not of the Blood. The most Common 'Out of Clan Prestige' can only be translated from an ancient form of Enochian to "Not Thy Enemy". For those who are actually fluent enough, the translation could also be seen as "Not Food", "Not Prey", or "Not Hunt-worthy".

Negative Out of Clan Awards:

Negative awards are very severe when issued against a Clan member. Most brothers and sisters would rather avoid you than be seen with you, much less associate with someone who has done anything that would warrant direct attention of the Clan Elders. As for gaining favors or approval from the Clan or the Council, the blackballed individual can forget it. For non-clan members, this is the equivalent of marking a person an Enemy of the Clan. Specific details of the negative award will indicate how the person should be treated (i.e. killed at best chance, avoided as incredibly dangerous, or shunned and blackmailed at every opportunity). The most noted and common Negative Prestige given to non-clan members is known as simply "Düşman" (Turkish for "Enemy").

Honorary Titles:

The titles of master of "insert type" are honorary titles, and as such they do not give any bonus perceived rank. They

are to signify a recognition of great skills in a path or field. These titles can be given to more than one clanmate. To receive an honorific title, one must first be nominated by either a clanmate already holding the title or taken into consideration by the current holder of the respective seat of the Council of Scrolls governing it. The skills and accomplishments of your character will be reviewed and tested. To continue to hold this title one must be willing to undergo testing or other requirements laid out by the Councilor (Written updates as to what progress you are making in your field, ritual combat, subduing angry fire elemental, etc.) at any time to prove your character still has the juice. Furthermore, the Council of Scrolls may create honorary titles that they believe would be most appropriate to a character being awarded at any time. Note: These titles do not have specific requirements as the Assamite Team feels that they should not be cookie-cutter requirements, and each PC who qualifies for such a title should be rewarded based off their own merit.

Example of use:

Fatima

-Associate Sorcerer

-Master of Air

-Master of Flame

Warrior Accomplishments/Emphasis: Awarded by Coord NPCs w/ recommendations from the Subcoord/STs

- Master of Weapons
- Master of Tactics
- Master Smith
- Master of Security
- Master of Operations

Vizier Accomplishments/Emphasis: Awarded by Coord NPCs w/ recommendations from the Subcoord/STs.

- Master of Espionage
- Master of Linguistics
- Master of History
- Master of Lore
- Master of Mathematics

Sorcerers Accomplishments/Emphasis: Awarded by Coord NPCs w/ recommendations from the Subcoord/STs.

- Master Sphere of Fire
- Master Sphere of Air
- Master Sphere of Water
- Master Sphere of Earth
- Master Sphere of Spirit

Overall Accomplishments/Emphasis (open to any caste): Awarded by Coord NPCs w/ recommendations from the Subcoord/STs.

- Master of Strategy
- Master of Resources

- Master of Planning
- Master of Intelligence

Assamite/Assamite AT Clan Lore:

Outsiders learning Assamite Lore can learn levels 1 through 4; however, the 4th 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 levels 4 and 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 actually 1 and 2, level 2 is actually 3, etc. As a note: Assamite PC's who have Assamite Lore are able to 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 x 1:

- 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 the Clan follows a very rigid hierarchy and that it is centralized around a location known as Alamut.
- 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 the Khabar as words, not necessarily the deeper meaning.
- You have heard that Haqim is the Founder of the Clan, and that the clan is at war with all other Kindred.
- 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.
- You know the basic structure of the clan, and that they have different ranks and titles but not what they are.
- You understand the basic powers of *Quietus*.
- You understand that there are Castes and one of them has Sorcery.
- You know that Tariq the Silent is dead, actually very dead. Diablerized by Madame Guil, all that he knew, all that they thought he knew, all that they thought he was, died with him.

Assamite Lore x 2

- You have heard that the progenitor of the Clan is known as Haqim and that he has a unique relation to his Clan in contrast to other Antediluvians. You know that there is apparently more of a historical record following him, and he enjoys near god-like status within the Clan's ideology.
- You know that the ritual diablerie practiced by Clan Assamite is supposed to bring one closer to 'Haqim'.
- You are aware that the Assamites have developed their own Path of Morality, known as the Path of Blood, which a great number of them follow.
- 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 a given 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: 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. Someone named Al-Ashrad is the notable exception.
- You know the recent history of the clan and know of the Treaty of Tyre.
- You have an understanding of the meaning behind the Khabar.
- You know of the Assamite discipline of *Quietus*, up to Advanced.
- 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. (ie. the council of scrolls)

Assamite Lore x 3:

- You know that 'Haqim' was said to be a judge for the other Clans and their unruly childer, and that 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; 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 affiliation.
- You know that the Silsila are a group that was supposed to directly serve the Du'at as peacekeepers and interpreters of Haqim's laws.
- 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 familiar with the Council of Scrolls, although you do not know all of the positions and who fills them.
- 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 are aware that the Assamites have been credited with Embracing such historical figures as Mata Hari (although this is disputed by the Ravnos).
- You know the history of "The Blood Curse" and the Tremere's part in it.
- You know of the Elder and higher Assamite disciplines of *Quietus*.

- 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 know of the combination powers of the Assamite Clan.
- 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.
- You know and understand who the Council of Scrolls are and why they are in charge of everyone gaining ranks.

Assamite Lore x 4:

- 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; Fatima al-Faqadi, a famous high-ranking assassin among the Warriors; and Tariq the Silent, a serial diablerist who ranks amongst the most highly-sought Anathema of the Camarilla, and who served as a Dominion of the Black Hand.
- 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 know all of the major positions on the Council of Scrolls, and have heard of Sarah Schneider (Seat of Copper and Lightning), who was destroyed for her part in the Schism.
- 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 of what Combo Disciplines are and how to go about learning them or who to contact for such a thing.
- You know the details of Assamite Bloodlines.

Assamite Lore x 5:

- 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 heard that the Schismatics have digitally preserved the Alamut libraries, which ur-Shulgi ordered sealed, and that great magical defenses have been put in place to preserve them.
- 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 Truth behind Tariq and his duties. To perpetuate the lie and continue the "bad Assamite diablerie spree", that all of our crimes, our misdeeds, were blamed on this one man alone. By us.
- You know the history of the Beginning – the founding of the Clan.
- You know the true plans behind each of the factions and can recognize their members.

- You know where Alamut is located.
- 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 Lore x6:**

- You have heard a terrible rumor about precisely what Sarah Schneider discovered regarding the nature of ur-Shulgi, and you know about Nap-Sheptha, the grisly spirit that guards her remaining digital copy of the Assamite libraries.
- You have heard any and all extant stories pertaining to Haqim, his teachings and his life, and have probably read the entire corpus of his ascribed writings.
- You know the truth and not rumors behind ur-Shulgi and his design by Haqim.
- You now know Tariq's real purpose (see the Assamite Coord for details and or read their 3rd ed Clan Book).
- You know the actual inner-workings and interactions of the Du'at and the Council of Scrolls.
- You know the specific histories of the elders of the Du'at and the Council of Scrolls and the Eldest, including who has held these positions over the last couple of thousand years.
- You understand the significance of the number 63 in regards to the Vizier voting customs.
- You know how the Ritual to determine Amr is held (in general, they don't actually know the ritual).
- You know the inner workings of the Heart's Blood, what it can and cannot be used for.

Assamite Antitribu Lore x1:

- You know that the primary Assamite Disciplines are Celerity, Quietus, and Obfuscate, and that Quietus is unique to their Clan.
- You understand the basic powers of *Quietus*.
- 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, as long as 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 x2:

- 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 Assmaite 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), Djuha (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 know of the Assamite discipline of Quietus, up to Advanced.
- 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 x3:

- 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 how to Contact the Revanchist, most visible among the Shakari.
- 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 x4:

- 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 actually 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 x5:

- You are aware the Unconquered are not loyal to the Sabbat fully, but rather 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.

Assamite Antitribu Lore x6:

- You know the truth as to why the Unconquered have returned to the Sabbat. They view the core clan having fallen from Haqim's Grace and seek to destroy Ur-Shulgi. You even know that some of the Assamite Antitribu elders secretly fear that Ur-Shulgi is not acting of its own will and is in fact acting upon the will of Haqim. If that is true, then the Sabbat has been right all along about all of the Antediluvians, including Haqim.
- You know the Unconquered are attempting to unite the factions of the Children of Haqim (Unconquered, Angels of Caines, and the Schismatics) to make war upon Alamut to reclaim it. You have even heard rumors that they have sought out and gained the Black Hand as allies in this endeavour.
- You know why the Hulul is diablerized every century. (Time to buy some Lasombra Lore)

The Darkening:

It is the process that all Assamite characters go through. This determines their age and such within the clan. There are two factors that work into this “Darkening”: Age and Diablerie.

Below is a way that allows players to figure out “how old” someone may be depending on skin tone. This is not 100% accurate, as the above-mentioned factors apply.

Observer makes a Static Mental Challenge versus the Target's Social Traits.

Wins: Age within 20 years

Ties: Age within 100

Losses: Unable to determine.

Observer may use Assamite Clan Lore as a re-test.

An observer may use Assamite Clan Lore as a retest. Note: The specific lore is required for a retest, other “Kindred/Cainite” lores cannot be used for a retest, as it considered too insufficient to know what to look for.

The Assamite Darkening (the Actual Scale)

This is an in-game mechanic for the Darkening, which can be used in conjuncture with Clan Lore: Assamite to determine an Assamite's age by his skin tone. It also explains how to figure diablerie into the equation. This scale is to show the actual tone of the person's skin. This scale was made up in conjunction with actual stage makeup so that a player, if they wished to do so, may go out and actually get the makeup in question for use in game.

After an Assamite is embraced, they appear as any other Vampire in skin tone for 5 years (using standard paleness for humanity/path ratings)

After this initial stage, the Assamite returns to their pre-embraced skin tone plus one step for every Diablerie that they have committed.

After 50 years the Assamite darkens one step on the scale. Each diablerie whether it lowers their generation or not, darkens them one step further on the scale.

Example: An Assamite is 205 in age, and has Diablarized 3 times.

Darkening steps from aging (in multiples of 50) = 4

Darkening steps from Diablerie = 3

Total Darkening steps = 7

This would place her seven steps away from her pre-embraced color, making her a 07 on the darkening scale.

Scale:

| | | | | | | | | | | | | | | | | | | | | |
|-------------------------|----|----|----|----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|----------------------------------|
| 20 Obsidian Black | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 13 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 00 Pre- embraced skin tone |
|-------------------------|----|----|----|----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|----------------------------------|

Along the path, the Darkening appears as an increase in Melanin (like you are tanning) until later steps when it takes on a supernatural starkness. Depending on ethnic background, the Darkening can be gradual or drastic. A Caucasian will darken quite noticeably from one step to the next, while one of Nubian decent would darken quite gradually. The reason the Darkening can be noted in any racial background is it is a supernatural darkness. At its end, it achieves a darkness that skin tone cannot achieve naturally, and makes the fact that Al-Ashrad being pale all the more strange to the clan.

Clan Infiltrators: *Assamite Coord Approval*

"We have spent hundreds of years watching you, listening to you, talking like you and even being you. Do you really think we would be so fooled?" – Jalal ibn Jamal, former Caliph of the Schism.

This is a rarity among Assamites and they are sought out and destroyed upon their discovery. While Assamites are indeed capable of being infiltrated, it does not happen often because the knowledge, lores, skills, and general expertise is extremely hard to come by. Assamites are typically tight-lipped about their Clan and its structure to outsiders.

There are basic signs that Assamites use to be sure that those professing membership are actually of the Blood of Haqim. The signs include: each Caste's Aura, the skin coloration of their fellow clanmates, and their general lineage. Lineages are known and can be researched by many Vizier Mentors. Infiltrators into clan Assamite must be passed by the Assamite Coordinator before coming into play, both as this is such a rarity and so the Assamite Coordinator's Office can be sure of the validity of the infiltration. This includes those wishing to infiltrate the separate factions of clan Assamite. This does not mean that there cannot be infiltrators, but this is an explanation to something that is Rare and Unusual.

Adoption/Converts to the Clan: *Coordinator Approval*

"Yes, you have done Haqim's work, and you have emulated his Blood with your words, actions and deeds. But I will never... NEVER call you 'brother'. That right is reserved to those whose blood is pure and whose spirits are not greedy in their aspirations." – Dominus, the current Caliph of the Schism.

Many Children of Haqim have debated the validity of "this one has proven themselves" or "this one should have been embraced as one of ours." to their Elders. The grand majority of the Elder's response has been "if they were meant to be embraced into Haqim's lineage, they would have been. It was not their path, do not speak of this again." Such is the way of the clan. However there have been extremely rare instances where one has shown their worth, and turned aside that of their embraced family and followed the ways of Haqim. For that they have earned the name *Cousin*.

Converts need to do the following:

- Be recommended to the Council of Scrolls by an Eldest of Rank 3 or Higher for consideration in Conversion.
- Undergo a thorough and extensive investigation by the Council of Scrolls, Du'at and Eldest concerning the character's desire, willingness and motives for conversion.
- Know the Laws of Haqim and live by them.
- Be a Friend of the Clan (*Merit: Clan Friendship*)
- Perform and Pass the test(s) of the Council of Scrolls.
- Take the Merit: Code of Honor: Laws of Haqim

Possible Benefits

Quietus 5.

Assamite Lore at in-clan levels.

Membership on the IC Lists.

Is considered Family by the clan. (*Cousin*)

As a note: these items above have many parts, and it's up to the STs and the Coordinator to determine if the Character has accomplished everything that they are required to before an actual Conversion/Adoption to the clan happens.

Merits and Flaws

The following Merits and Flaws are from various sources. Some were created by the Assamite Coord Team, while others taken directly from the 3rd Ed Clanbook and better explained, and some were taken from the web site www.assamites.com. Assamite Characters may not have custom-created merits that mimic these as way to get around the appropriate regulation.

Dual-Blooded [Taken from www.Assamites.com and modified for OWbN] (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 [Taken from www.Assamites.com and modified for OWbN]

(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.

Rigorous Training [made by the OWbN Assamite Coord Team]

(2 pt. Social Merit *and may only be taken at Character Creation*)

“Seven plus seven” is not the traditional way the Assamites Embrace their progeny and raise them. This method of seven years as a Ghoul plus seven years as a Vampiric Fida'i was brought forth by the (at the time) Prestigious Warrior camp known as the Web of Knives. In some cases, this training technique flowed over into the other Castes as well as dwindled in the Warrior Caste. If this is the case, players that take the merit “Rigorous Training” are seen as one Prestige higher than their peers. But this merit comes with a slight Flaw. Due to their very nature, they are expected to act with much more honor and integrity than their supposed peers. In the Warrior Caste, this means that an individual with this Merit can be seen and treated like a Rafiq instead of a Fida'i and is expected to act appropriately or else receive more punishment, while in the other Castes this merit would make their peers expect much more from them than others who were Embraced and not put under such rigorous training. Such rigorous training is engrained into the individual, and for them to fail is seen as a large blemish upon them. While it allows the individual to be treated as though they are of a higher rank, they are not actually of a higher rank, and the individual should always keep that in mind when speaking to their peers or their betters.

As a note, this merit does not mean that you should be able to purchase items above your rank. Example: a R2 Sorcerer with Rigorous Training does not mean they can purchase R3 Sorcery.

Magical Addict [taken from 3rd Ed Clan Book]

(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 it yourself.

Outcaste Must be taken at Creation and is Coord Notify. [taken from Libellus Sanguinus 3]

(2 - pt. Social Flaw *and may only be taken at Character Creation*)

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 [adapted from Mage: the Ascension, Taken from www.Assamites.com and modified for OWbN]

(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 [taken from the Laws of the Night and further explained here]

(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 comes into contact with 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 [taken from the 3rd Ed Clan Book and further explained here]

(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: [taken from the 3rd Ed Clan Book and further explained here]

(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 his 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 [Taken from www.Assamites.com and modified for OWbN]

(2-pt Supernatural Flaw)

Somehow your vitae is 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 [Taken from www.Assamites.com and modified for OWbN]

(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 a 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 also 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.

Combination Disciplines:

We have included combos from several books to denote what we believe as the Assamite Coord team is appropriate for Assamite PC/NPCs to have. All combos that are listed with a * are Assamite only unless noted otherwise. Note: Just because it's listed here, does not mean that PC/NPCs are entitled to have such combo's.

***Blood Tempering** (*Libellus Sanguinus* 3 page 66) *Fortitude* 2, *Quietus* 4. 8xp.

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.

Draught of the Soul** (*Libellus Sanguinus* 3 page 65) / ***Drink the Mind** (*Guide to the Low Clans* page 160): *Auspex* 4, *Quietus* 5. 17 xp. *Loyalist and Unconquered/AT only****

See Tremere Arcane Compendium page 68 Drink the Mind. Tremere have a version that has Thaumaturgy instead of Quietus.

***Eyes of Blades** (*Libellus Sanguinus* 3 page 66) *Auspex* 2, *Celerity* 2. 5xp.

At the beginning of a combat round during Blood expeditures, 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.

***Forced March** (*Clanbook: Assamite Revised* page 71) *Celerity* 2, *Fortitude* 2. 6xp.

***Mystic Sight** (*Guide to the Low Clans* page 163) *Auspex* 2, *Assamite Sorcery* 2. 3xp.

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.

Quickened Instincts (*Guide to the Low Clans* page 163) *Auspex* 1, *Celerity* 2. 7xp.

Whenever a Vampire is attacked from ambush or fails to notice an incoming attack through natural senses, the player spends one Blood. The player may also spend an additional Blood to activate Celerity, although these may only be used for defensive actions. Once this power is activated, the character may respond to the attack as if he saw it coming, suffering none of the penalties for being surprised. This power may be consciously suppressed for a scene at no cost; however, it cannot be reactivated until the following scene.

Retain the Quick Blood (*Guide to the Low Clans* page 163/*MET: The Anarch Guide* page 61) (*Assamite: Celerity 3, Quietus 3 / Anarch: Celerity 5, Quietus 5*) 10xp.

There are two write-ups for this power. The MET version is listed in the MET Anarch Guide. The other presented is from the Dark Ages books, and is claimed by the Assamites. They are identical, except for one thing: the prerequisites. Why are they different? Well, the Assamites long ago shared this secret with the nascent Anarch Movement, and while it has survived into the modern day amongst the Anarchs, there are fewer practitioners to teach it to further generations. As such, it's more difficult for the current batch of Anarchs to suss out how to make this power work. In the hands of Clan Assamite, there are more teachers who have kept this power active, and have learned how to reduce the prerequisites of this power. *Anyone learning this power from an Anarch, or is not an Assamite, needs to have Celerity x5 & Quietus x5. An Assamite learning from an Assamite needs ONLY the Celerity x3 & Quietus x3. That said, non-Anarch Assamites don't teach this power to outsiders.*

***Shadow Feint** (*Clanbook: Assamite Revised* page 72) *Celerity 2, Obfuscate 2. 6xp.*

***Truth of Blood** (*Libellus Sanguinus 3* page 66) *Auspex 4, Quietus 2. 8xp.*

The Character must have one trait 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 versus the target's Willpower, retest Subterfuge, for each statement the character wishes to examine with this power. If successful, the character knows if the subject is lying, telling the truth, or speaking a partial truth. Information contained in memories erased with Dominate are fair game for this power. Thus, if you were asked about a meeting you had with a Ventrue Elder that used Forgetful Mind to erase the meeting and you said that it never occurred, it shows as a lie to this power. In this instance, you throw another Mental Challenge versus the target's Willpower to determine whether the lie was intentional or the results of Memory alteration. This power does not remove mental blocks or give the subject back their memories. It only allows the circumvention of the blocks to find the truth.

The Web of Influence and Knowledge

The basic idea here is to acknowledge that 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 as a whole (making one better at 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). We suggest to STs to put a cost to this similar to Mentor, 1 point per level/rank with a Max of 5 points. ***As a note: This is a way for a PC to justify being able to gain lores, but does not mean/supersede the approval process for rare lores like Baali, or Anarch lores.***

Rank 0: Student Companions of Owls are able to call upon the following resources at a time. **(Subject to ST approval)**

- Instruction in any mundane ability (Academics, Etiquette, Politics, etc.) to x3 and learn specialization
- Instruction in any mundane lore (Camarilla, Kindred, Assamite) to x1

Rank 1: Aspirant Companions of Owls are able to call upon the following resources at a time **(Subject to ST Approval)**

- Instruction in any mundane ability to x5
- Instruction in any mundane lore to x2
- Instruction in any unusual lore (Sabbat, Anarch, Camarilla clans) to x1
- Instruction in the most common languages of the world to facilitate the gathering of information and to improve the Vizier's ability to investigate people; Mandarin, Spanish, English, Hindi-Urdu, Arabic, Bengali, Portuguese, Russian, Japanese, Punjabi

Rank 2: Associate Companion of Owls are able to call upon the following resources at a time: **(Subject to ST Approval)**

- Instruction in an esoteric ability (Masquerade, Vamp, Sniping) to x3 and learn specialization
- Instruction in a mundane lore to x3
- Instruction in an unusual lore to x2
- Instruction in another supernatural lore (Wraith, Mage, Lupine) to x1
- Loaned a single type of influence up to level 3
- Instruction in less common languages; German, Javanese, Wu, Telugu, Marathi, French, Vietnamese, Turkish, Korean, Tamil, Italian, Yue(Cantonese)

Rank 3: Master Companions of Owls are able to call upon the following resources at a time **(Subject to Sub-Coordinator Approval)**

- Instruction in an esoteric ability to x4
- Instruction in a mundane lore to x4

- Instruction in an unusual lore to x3
- Instruction in another supernatural lore to x2
- Instruction in a rare lore (Sabbat clans, more common bloodlines) to x1
- Instruction in a basic level of the cardinal 8 disciplines (1 per month).
- Loaned a single type of influence up to level 5
- Instruction in uncommon languages; Min Nan(Amoy, Hokkien, Taiwanese), Gujarati, Pashto, Polish, Persian, Bhojpuri, Awadhi, Ukrainian, Malay (Malaysian-Indonesian), Xiang (Hunanese), Malayalam, Kannada, Maithili, Sudanese, Burmese, Oriya, Marwari, Hakka
- Instruction in any Quietus based Combo Disciplines

Rank 4: Distinguished Master Companion of Owls are able to call upon the following resources at a time: **(Subject to Coordinator Approval)**

- Instruction in an esoteric ability to x5
- Instruction in a mundane lore to x5
- Instruction in an unusual lore to x4
- Instruction in another supernatural lore to x3
- Instruction in a rare lore to x2
- Instruction in an exceptionally rare lore (dead bloodlines, Abyss, Noddist) to x1
- Instruction in an intermediate level of the cardinal 8 disciplines (one per 3 months).
- Loaned 2 types of influence to level 5
- Instruction in rare languages (any other language with 1 million or more speakers)

Rank 5: Full Master Companion of Owls are able to call upon the following resources at a time: **(Subject to Coordinator Approval)**

- Instruction in an unusual lore to x5
- Instruction in another supernatural lore to x4
- Instruction in a rare lore to x3
- Instruction in an exceptionally rare lore to x2
- Instruction in an exceptionally rare lore to x2
- Instruction in an advanced level of the cardinal 8 disciplines (1 per year).
- Loaned either 3 types of influences to level 5, or 1 type of influence to level 6
- Instruction in exceptionally rare or dead languages with less than 1 million speakers; Nu, Itonama, Kayardild, Ume Sami, Puelche, Muniche, Tinigua, Ter Sami, Taushiro, Yaghan

Credits

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Updated 2009 - 2010: Assamite Coord Team 2009-2010

Updated 2011: Assamite Coord Team 2011

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Extra Special Thanks to: The several players who've been a HUGE part in recreating this packet. Dylan G and Adam A have been instrumental in making sure that the Vizier section got flushed out properly and I couldn't be more happy with it. Thank you so much guys.

Over the last couple of years this has been a pet peeve of mine to get this completed so that we could get updates to the clan out to everyone. We've done I think a great job at making this happen. I really believe that we've done the best we could to clarify some of the things that needed to be clarified and took out the WW information that should have been removed. I've had a really great time getting help and input from the players and STs who've given us some great ideas for how to move forward.

I've also got another special thanks for everyone who has taken time to add to the making of the packet, and the editing and forming of the packet. Without your time and effort it would not have been able to happen.

Thank you,

Cheri Lynn Dupont-Shadrick

Assamite Coordinator

2002 - 2004

2009 - 2011