Clan Assamite

The history of the Assamites in the BAD chronicle is different than that presented in the core book and supplements.

In the BAD chronicle, the Assamites are one of two factions within an old clan called the Banu Haqim. While Assamites are playable, the Banu Ur-Shulgi faction **is not**.

The Assamites are an independent clan of assassins for hire.

Plural	Assamites
Pronunciation	AH-SAH-mite
Nicknames	Assassins, Judges
Antediluvian	Haqim
Sect	Independent
Disciplines	Celerity, Obfuscate, Quietus
Weakness	Due to the Tremere blood-curse, should an Assamite consume the blood of another Kindred, she suffers one automatic level of unsoakable lethal damage per blood point imbibed. Diablerie attempts result in automatic aggravated damage, one health level per point of permanent Willpower the victim possesses; the would-be diablerist gains no benefits (including Generation reduction) if he survives the process. In addition, Assamites must tithe some of the profits from their contracts to the Eayn (generally around 20 percent of all such earnings).
Other	• Assamites grow darker with age. • Assamites get 1 dot of Haven to represent access to the clan *malja*

The Banu Haqim (children of Haqim) were a fanatical group of religious vampires who believed that they were blessed by God to purge the world of kindred. From their middle-eastern stronghold of

Alamut, the Banu Haqim spread into northern Africa and eastern Europe, diabelrizing without restraint.

The Banu Haqim were greatly feared and soon this fear turned into action. The sects of Europe came together against the diabelerists. At first it looked as if the Banu Haqim would prevail, but their early victories were short-lived when the Tremere released a nuclear-bomb of a blood magic ritual, cursing them to be mortally allergic to the blood of other vampires.

The curse weakened the Banu Haqim but it also tempered them. Much of the clan spread out from their central strongholds in the middle-east at that point and its religious fervor began to fade.

During the 14th century, a group of Banu Haqim came together to form the Eayn al Hukam (Eye of Judgement). The Eayn practiced a version of the Banu Haqim faith but focused on cleansing the world of the wicked ("bad" vampires) a somewhat more selective approach as opposed to their previous incarnation. At some point the Eayn stopped limiting themselves to finding the wicked alone, and this is when they started to become assassins-for-hire.

When the methusula and childe of Haqim, Ur-Shulgi awoke in the Victorian era, the Banu Haqim were once again transformed. Ur-Shulgi railed against what had become of the Banu Haqim. He yearned to restore the true faith and demanded the children of Haqim rally to him, and the powerful elder offered what no other could: for those who joined him, he undid the Tremere blood curse.

Thus began the Schism of Haqim.

Those who chose to follow Ur-Shulgi call themselves the Banu Haqim but are referred to by everyone else as Banu Ur-Shulgi. They are free from the Tremere blood curse, suffering instead from an addiction to vitae. They have begun to build up their power once again mostly in their traditional strongholds in the middle-east. Their numbers are small however and it is only a matter of time before the sects once again turn on them.

Those who do not follow Ur-Shulgi call themselves the Assamites (though many also call themselves Banu Haqim). They still suffer from the Tremere blood curse. The Assamites are very loosely organized, to the point some might not even think they have much of a structure. At the heart of the clan is the Eayn al Hukam - they maintain a network of safe havens and supply redoubts (called *malja*) that all Assamites have access to (all Assamites get 1 dot of Haven to represent this). They also care for the *haqayiq*, the record of all deeds (assassinations) carried out by the Assamites. All Assamites must tithe a portion of any earnings (a minimum of 20%) to the Eayn and they must submit all proposed contracts to them for approval and if carried out, the result.

Assamite fledglings are called *Fida'i* while members in good tandaing are referred to as *Rafiq*.

Revision #1
Created 4 May 2024 19:52:16 by Genesis
Updated 4 May 2024 19:52:17 by Genesis