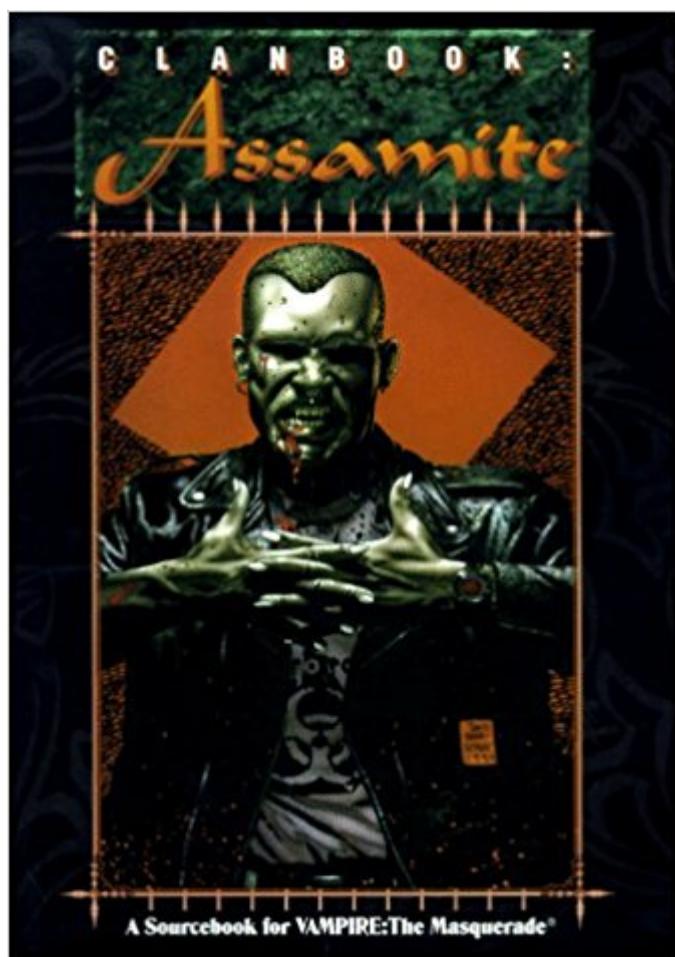


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Clanbook Assamite (Sourcebook For Vampire: The Masquerade)



Synopsis

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

Book Information

Series: Sourcebook for Vampire : the Masquerade

Paperback: 70 pages

Publisher: White Wolf Publishing; paperback / softback edition (December 1, 1995)

Language: English

ISBN-10: 156504214X

ISBN-13: 978-1565042148

Product Dimensions: 8.8 x 0.2 x 11 inches

Shipping Weight: 8 ounces

Average Customer Review: 4.1 out of 5 stars 20 customer reviews

Best Sellers Rank: #1,260,608 in Books (See Top 100 in Books) #52 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Vampire #134 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #14805 in Books > Humor & Entertainment > Puzzles & Games

Customer Reviews

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

If you like white wolf....mmmm...how about I phrase it like this...If you like 'OLD world' White Wolf, this is a must have. This clan book tells a great deal of clan history as well as tidbits of Canite history that are from a non Camilla / non western angle. My game group prefers the older version of the Assamites...(blood curse, titheing your sire, honor...) and within that breadth, this is a great clan book. If you prefer the new version of assamites within old world, that you want the other clan book. Neither is the wrong answer. you just have to decide, what do you want our of your game / assamites. The only thing I wish it had was better Merits / Flaws.

Excellent condition and good read

You have to have this to complete any clan book collections Some surprising stuff that's for sure!

It does a wonderful job of explaining The Clan Assamite

Very fast delivery and was just as described.

The Assamites, a clan of assassins hailing from Persia and Arabia, have long been characterized by negative stereotypes in the World of Darkness gamelines. The first edition clan book was filled with offensive remarks and stereotypes about Islamic culture and the Middle East. Clayton Oliver's revision of the clan was a very welcome change from all of that. The Assamites are detailed as being more or less like any other clan. The first chapter opens with telling us everything that we have been told about the clan is a lie, created in part by the western clans, and in part by the Assamites need to remain secret. We are given an extensive history of the Assamite's role in Middle Eastern history, from ancient Mesopotamia, Persia, Babylon, Carthage, Greece and Assyria to Byzantine era. Great detail is given to the Crusades, the back story being that the Crusades shattered the Assamite's relation to the west. From then on, we get some brief views of Assamite activities during the Ottoman Empire, the British invasion of India, the formation of the Arab States, and finally the modern era. The next chapter goes into detail concerning the Assamite's social structure. The main body of the clan, following an ancient Mesopotamian God-King Ur-Shulgi, is given great detail. With social ranks going from the Du'at (three leaders of the clan) to the Silsila (elder priest types) to the Fida'i (initiates to the clan). We also learn that there are three Assamite castes. The main caste, the warriors, are not the assassins that are always presented as Assamites. Indeed, the warriors were once judges and law enforcers, but slowly changed to warriors over time. And not all, or even most, are assassins. Indeed, they are body guards, soldiers, strategists, communications experts, technicians, smugglers, martial artists and bedouin lords. There are also two other castes. The sorcerers are blood magicians, drawing from ancient Hebrew, Mesopotamian, Egyptian, Arabian, Persian and Indian magics. They are just as potent and deadly as the Tremere. The other caste are Viziers, the scholars and artisans of the clan. Not only are they record keepers, scholars and historians, but also scientists, linguists, religious experts, artists, jewellers, calligraphers, storytellers, legal experts, journalists, Bollywood producers, politicians and so forth. Each gets a write up,

complete with advantages, weaknesses, clan disciplines and bloodlines, and even specific ranks and offices. We are then presented with the Laws of Haqim, which unit the Assamite clan and guide them towards their goals. Political factions, from the loyalists, to those who want to break with the clan, to the Sabbat and Camarilla members, to those who follow other paths (like the Israeli Leopards of Zion, all female Furies of Erinyes and the elite hashashyin of the Web of Knives) are explored. We are also treated with stereotypes about the "foreign" clans and other creatures of the night. The chapter closes out with some details on unique Assamite disciplines and merits and flaws. Not only do we get unique multi-discipline powers, but also higher level Quietus powers, unique Celerity and Obfuscate powers, a vizier-specific Auspex power and the all new Assamite sorcery discipline which draws on Mesopotamian and Persian blood magics. And of course, the book closes out with nine ready made Assamite templates (three for each caste, and one for each faction), several signature characters (some with stats) and an Assamite specific character sheet. Some of the more interesting templates included the archaeologist, character assassin, prophet of caine and witch-hunter (cool). Naturally, the signature characters included Fatima al-Faqadi (the Assamite signature character), but it also includes some really neat ones like Mata Hari (THE Mata Hari), Janni (an Israeli Assamite), Tegyrius (leader of the Schism who once rode with Alexander the Great) and Nar-Sheptha (a Babylonian sorceress bound into a series of CD-ROMS filled with magic lore), amongst others. All in all, I think this book has been extremely useful for the vampire setting, getting rid of some extremely offensive and prejudiced views from earlier editions and making vampire games fit better into a Middle Eastern setting. If you want to be able to play an Assamite with any depth, this book is a much needed supplement. Easily the best of the Clan books.

The new CLANBOOK ASSAMITE offers a wealth of information about this often misunderstood clan, challenging many long standing assumptions. It backs off things (like the duty to destroy other vampires) that made Assamites difficult to play with non-Assamite characters. Changes from the original CLANBOOK ASSAMITE include expanded roles for female and non-Middle Eastern Assamites. The Assamite belief that they may judge (and punish) other vampires receives a noble explanation here along with the Laws of Haqim which codify such duties. The ranks and factions of Assamite society are examined (antitribu included). The three basic Assamite castes (warrior, scholar and sorcerer) receive full treatment as sub-classes with their own discipline specialties etc. The book describes the ramifications of the Schism between Ur-Shulgi's followers and those of Al-Ashrad. The features are great: MET statistics, notable Assamites, character templates, discussion of clan disciplines, new discipline variations including an Assamite Sorcery path. Now the

bad news: IMO this is the hardest book in the new CLANBOOK series so far. It constantly assumes prior knowledge. For example, a summary of the Schism and explanations of terms like "Web of Knives" and "dispossessed" are only provided toward the end although they are mentioned throughout the book as if they're already familiar. Unexplained, specialized terms ("kalif") sometimes appear. (The original CLANBOOK ASSAMITE had a glossary at the beginning- an unfortunate omission here.) Ur-Shulgi and Al-Ashrad, meanwhile, are omitted from the notable Assamite section- despite mention throughout the book and despite the fact that an update of the character profiles in CHILDREN OF THE NIGHT was needed in light of the Schism. (You'd need familiarity with other books to recognize the picture of them on pg. 30.) Less scattered discussion of issues related to the Path of Blood (outlined in VtM's basic rules) would have been helpful. Some advice if this book overwhelms you: There's a shorter, more concise, (clearer) treatment of many of the main points in LIBELLUS SANGUINIS III: WOLVES AT THE DOOR (for VAMPIRE: DARK AGES) as well as an Assamite Sorcery path. (The new CLANBOOK ASSAMITE seems to be a needed update of that material for a modern setting.) There's background on the characters of Ur-Shulgi and Al-Ashrad in CHILDREN OF THE NIGHT but little about their roles in the Schism. NIGHTS OF PROPHECY has a good summary of the Schism (including Ur-Shulgi and Al-Ashrad) and other recent Assamite developments. BLOOD MAGIC: SECRETS OF THAUMATURGY has more paths for Assamite sorcery. Material about Islam and vampire characters in Muslim settings is provided in WORLD OF DARKNESS: SECOND EDITION (chapter on Arabia) and in the V:DA supplement JERUSALEM BY NIGHT . The original CLANBOOK: ASSAMITE also has a list of selected reading on the Middle East. Don't get me wrong. I recommend this book highly. It changed the way I viewed this clan. (I used to HATE Assamites, actually.) It's essential for Assamite character players and for Storytellers. It may take extra effort for those new to VtM but it's worth it.

The first edition is definitely still worth reading. Unlike the second it contains a short description of the very beginning. The First City makes the foundation for our Jihad. It is vital to understand the crucial role of Assamites in the world of vampires. The book includes the Khabar - essential rules for every Assamite's life. Unfortunately both had been skipped in the second edition. You also find aiming rules, special weapons, new merits&flaws and more. I won't consider the books to editions, rather they are two volumes of the Clanbook. If you have access to it, you should read it.

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