

vine progenitor- transitioning between life and death with ease, rousing corpses with their Vitae, separating the parts of their soul and journeying the grey depths of Duat.

Potence

Inhumanly strong, the Khabit are animated by more than just flesh, and their divine ghosts move with tremendous

force. Further, the Khabit can crawl

up walls and across ceilings with little effort.

Corpus

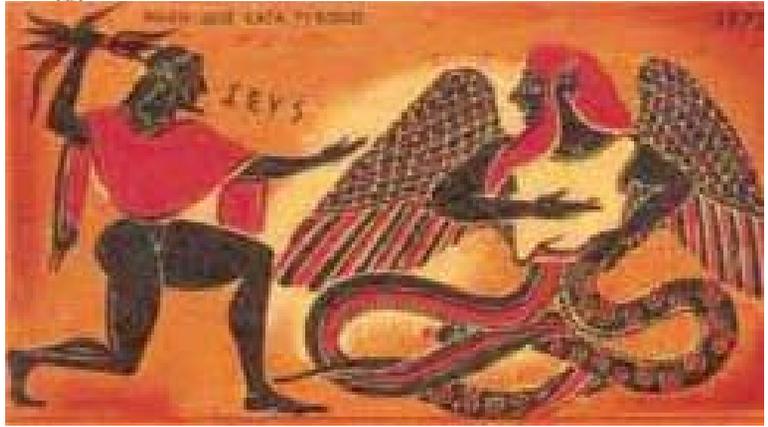
The Setites are banished from the world, like their spiritual progenitor, and can slip from this world into a netherworld with no form. Over time, a Setite develops a mastery of incorporeality and manifestation.

Khabit Curse

Aside from being especially susceptible to the Hatred of Ra (sunlight) as Setites, the Khabit have Dead flesh. While they take no Healthlevel penalties below Crippled, they cannot make a social roll with more dice than their current Bloodpool, subtracting the difference from the number of dice rolled. As their Bloodpool goes down, their flesh appears more tattered, rotten and desiccated –revealing their nature as corpses.

THE CHILDREN OF TYPHON

Unlike the Shemsu, the Children of Typhon arose mostly from the olive-skinned Ptolmaec Greek-Egyptians, and know Set as Typhon, the storm god of darkness, wilderness and snakes. In Mediterranean lore, Typhon's battled with Zeus in a perpetual struggle between Typhon's divine chaos and Zeus's divine order, leading to Typhon's



banishment from earth and heaven, and resulting in the calcifying stagnancy of this world. These Setites tend to be decadent vipers, pimping glamour

and exploiting lust. They spread Typhonic doctrine into Greece and Rome, venerating Bacchus, Mars and Pluto as different aspects of Typhon-Set. Initiates

are gradually drawn into the inner mysteries, and eventual worship of Set himself.

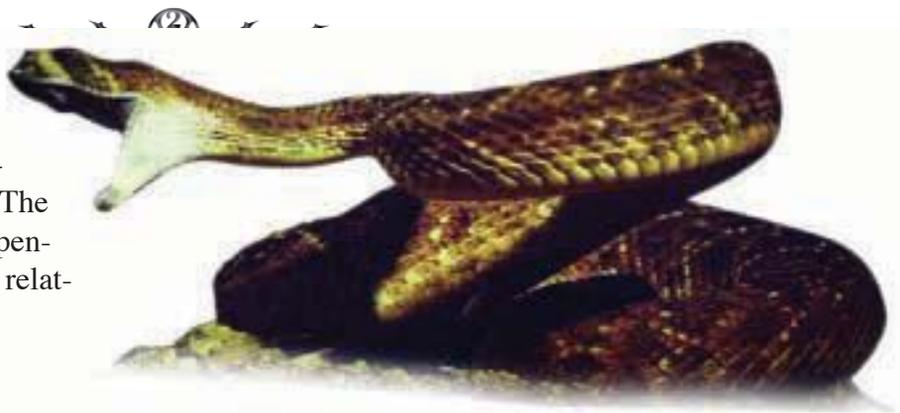
Often followers of the path of ecstasy, the Typhonic Setites are known to have silver-tongues, forked though they may be. The Children of Typhon are passionate seducers, brimming with the vigor

and virility of the Unliving and usually indulge in wine, mind-altering drugs and debaucherous sex in their worship of the Great Serpent. The Typhonic Setites have adapted well to the changing ages, though they still bear a Roman attitude to rival Caligula, and regularly sponsor blood-sport and gladiatorial pit fights for their entertainment.

To most Kindred, the Typhonians are the only face of the Setites they'll ever see. Since the nights of Alexander the Great, the Typhonians have dominated trade and travel outside of the Setite's homeland. They alone proselytize, bringing the wisdom of Set to the underbelly of every civilization. While the Shemsu Sutek and the Khabit hide away in their tombs and temples,



the Typhonic Setites charm their way into new societies and cultures, and often feel that they are the only Setites actively preparing the way for Set's return. The Typhonic Setites are the most overtly serpentine and certainly appear to be the most relatable of the three lines of Set.



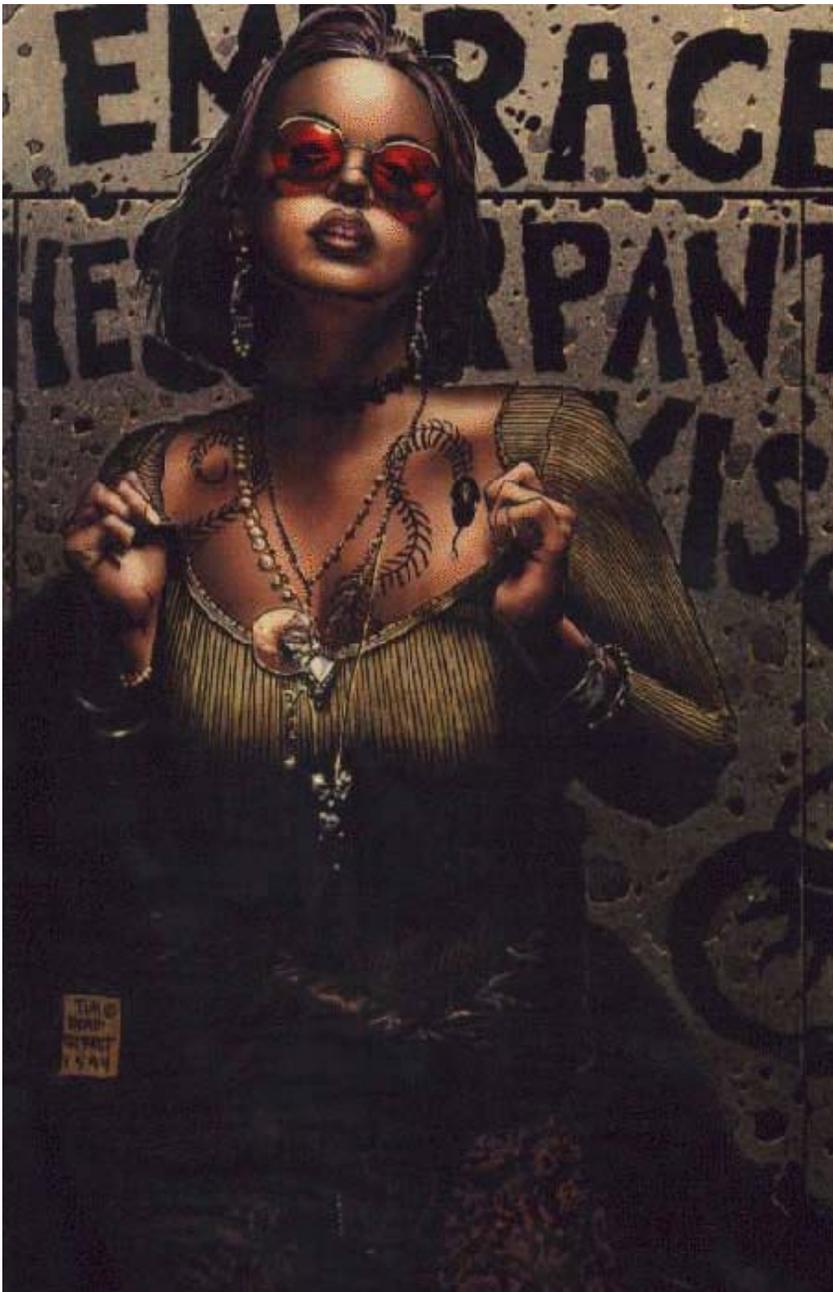
Disciplines

Serpentis

The real magic of Set is transformation. Through Serpentis the Typhonic Setites transform into creatures reborn in the likeness of their divine progenitor—becoming serpentine creatures of darkness.

Presence

Alluring and seductive, the Children of Typhon exude a powerful seductive pull on the emotions of others, enchanting and entrancing all in their Presence.



Corpus

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The Curse of Typhon

Aside from being especially susceptible to the Hatred of Ra (sunlight) as Setites, the Children of Typhon become easily addicted to the debauchery or drugs they ply. To avoid indulging this vice, the Setite must lose a Willpower point.



Ghul Djinn

Ancient Middle-Eastern lore told of the three sentient creatures of the world; Humans, angels and djinn. The djinn are strange earthly feral spirits, elemental creatures that held dominion over the earth before humanity. Arab folk tales say that the djinn were evicted from the world when Allah made man, and now they lurk at the fringes, stalking the waists of the night. Displaced from the sunlit world and discarded by God, the djinni nature is primal, brutal and ferocious, and few have any liking for mankind. Though a djinni may seem to be composed of an elemental substance, the Quran says that the djinn are made of smokeless-flame and are the fire of scorching winds. While man was made from solid clay, the djinn are ephemeral creatures that can appear as they will.

Three classes of djinn have been written of through the last era. Wicked and sharp-tongued, ifrit djinn hide in dancing flames, while marid djinn are enigmatic creatures of storms and the open-seas, and finally, the unclean

ghul djinn are dark bringers of illness, disease and death, the sick black of feces and, most importantly, the organic crimson of blood.

The ghul is a desert-dwelling, shapeshifting demon that can assume the guise of any person, a friend or even an animal, and lures unwary travelers into the desert wastes to slay and devour them. Those humans who've made themselves unclean, drinking the polluted-blood that houses the formless ghul, open themselves to possession by the foul spirit within and becoming Ghul (Kindred) themselves. No longer human, they're body's have died and they've been reborn in their own flesh as Ghul, not possessing the soul of man, but rather the ravenous and tainted spirit of blood. Roving the desert harbored in sandstorms, the Ghul-Djinn feel the draw of their glutinous bloody spirit at all times, an unending drive to gather the all the sickly red element into itself, strengthening the presence of the animating djinni within. Driven from the world by the day-lit eye of Allah, the Sun, life drains from the Ghul Djinn's human form as the spirit within flees this world. Over time, a Ghul Djinn's skin darkens, seared by the spirit within them, and the most ancient Ghuls are coal-black creatures.

The Ghul are Unliving creatures that emanate a foul aura of silence and death, souring milk and turning meat as they pass, and the Blood-demons feel a bond with their scarlet element, their mere presence casting a spiritual pull, whispering an influence over the vital fluid.

- All Ghul Djinn are addicted to vampiric blood (Vitae). Any time a Ghul Djinn tastes the blood of another Kindred, they must make a Self-Control roll (difficulty equal to the number of blood points ingested +3). If they fail this test, the Ghul Djinn becomes addicted to that vampire's blood and must make a frenzy roll the next time they meet. Moreover, all the Ghul Djinn are addicted to Diablerie, and must make a Self-Control roll (difficulty equal to the number of blood points ingested +3) every





The Ghul Djinn used to be a scattered fractious lot of waist-land raiders that terrorized the shepherds of the Fertile-Crescent since before the rise of Samaria. But, during the reign of the Babylonian Empire, a small militaristic cult of devout followers of Ashem, the Ghul Djinn profit of God, began a crusade to convert or consume all of their kind. By the Dark Ages, these Assamites had swept over the Middle East, having consumed their heathen Ghul Djinn brothers. If any non-believers survived, they went deep into hiding. The Assamites had purified the cradle of civilization from the affliction of the unrighteous Ghul Djinn, and it seemed to them that God was on their side; their holy war was manifest destiny and would extend to the whole world. As the Assamites began infiltrating the Kindred societies of Europe, they joined the sweeping social upheaval of the Anarch Revolt. Roomer has it that many Kindred Ancients found their end, not at the fangs of their own progeny as it would seem, but at the hands of the Assamite Jihad. But the breaking of the Anarchs and the rise of the Camarilla dealt the Assamites a crippling blow; the prolonged time the Assamites spent in Europe fighting by the side of the Anarchs lead some of the faithful to convert to the false religion and become Cainites, while a terrible Tremere curse forbade the devout Assamites from Diablerie. In the

turn in which they drink Vitae directly from a Kindred to keep from Diabarizing that vampire. Their astral aura carries the unmistakable stains of having committed the forbidden act, even if they have never actually engaged in Diablerie. This addiction makes even the Embrace a fearsome danger, and (aside from the Followers of the Ghul Djinn Prophet Hashem) Ghul Djinn have historically lead lonesome, violent Unlives, keeping far away from each other. After all, encounters between the Blood-demons often became a battle as each Ghul Djinn struggled to consume the other.

While the Djinni have been known to slip from the world, harboring in mystic hidden places (mountains that do not touch the ground, dark palaces that cannot be found) the Analects of Blood (the Quran of the Assamites) tells of the legend of the seven ancient Ghul Djinn who roam the deserts as red and black sand storms that ravage all they fall upon.



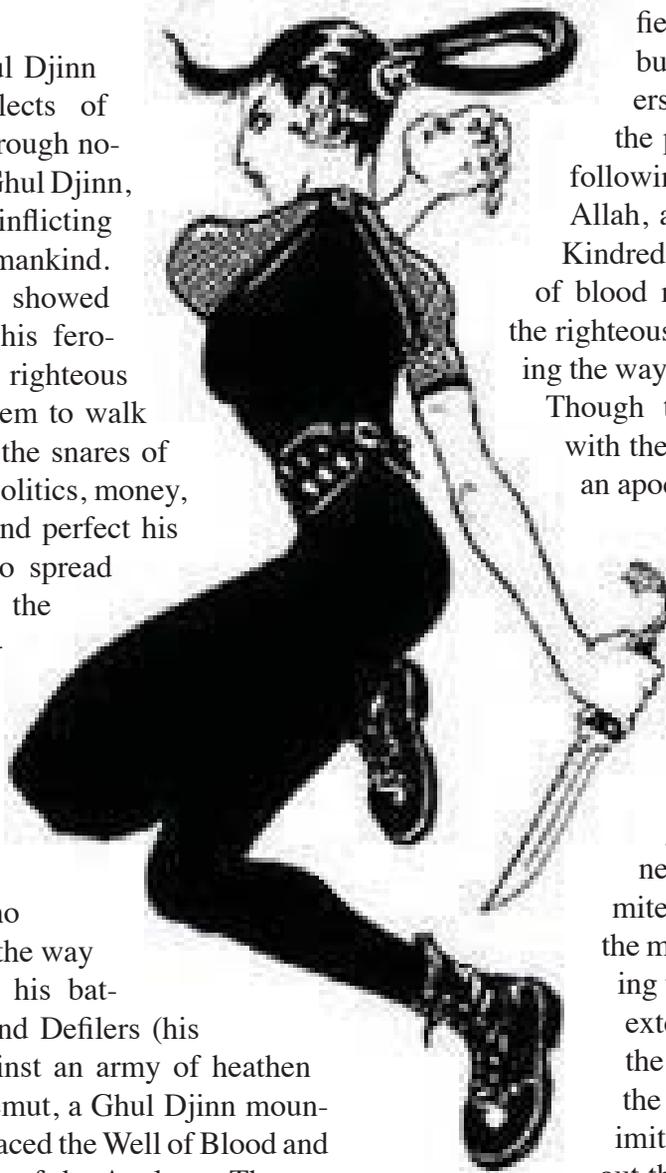
modern nights, the Assamites continue in their crusade to purify the world of the scourge of the Kindred.

desert, killing their victim without ever letting a touch of sacred blood touch the earth. The ban on involvement in the world of man is so strict and significant that most orthodox Assamites will not let a mortal set eyes on their face. Incorporeality is valued because of its obedience to their divine eviction.

Assamites

[Ashemites, Hashami]

Hashem is the ancient Ghul Djinn profit-savior of the Analects of Blood. Though he'd had a rough nobility, Hashem, like all the Ghul Djinn, was a debased creature, inflicting himself on the world of mankind. God came to Hashem and showed him 'the way' to perfect his ferocious nature and live as a righteous demon. God charged Hashem to walk lightly on the earth, avoid the snares of the human world (such as politics, money, and settlement), to know and perfect his place in this world, and to spread His teachings, gathering the Blood-spirit under the control of the righteous. Like the Babylonian savior Mythas, Hashem was a great warrior, and the Analects of Blood tells the tales of Hashem and the Seven Great Storms (who he alternately converted to the way of God, or Diablarised), his battle against the Ten Thousand Defilers (his single-handed crusade against an army of heathen Ghul), his discovery of Alemut, a Ghul Djinn mountain top Mecha, where he placed the Well of Blood and wrote the original scribings of the Analects. The Assamite holy-book forbids the tainting of mortals with the blood of the Djin though Hashem himself tested humans; those who did not resist the blood (and thus simply die rather than drinking) as a trial of human obedience to God, were transformed into Ghul Djinn by their failure of Hashem's test. Unlike the debased Kindred, Assamites do not seek to hold power over the son's of Adam. They make no permanent structures and are encouraged to hunt live-stock and lone shepherds in the



The followers of Hashem are fierce warriors and assassins, but most of all, they are crusaders, trying to purify the world of the perversion of the Kindred by following the path set for the Ghul by Allah, and by Diablarizing all other Kindred. To them, the power of spirit of blood must be concentrated within the righteous, and all Kindred not following the way of Hashem are just a disease. Though this cult has ancient roots, with the appearance of the Babylonian apocalyptic religion of Zoroastrianism and especially with the 8th century rise of Islam, the Assamite cult grew to encompass the old warrior bloodline of the Ghul Djinn, giving them a sense of purpose and an organized unifying goal to strive for that they'd never known before. The Assamites waged ancient wars against the most perverse of Kindred, joining the Salubri in their mission to exterminate the Baali, battling the horrid Rakshasa to the east, the Setites to the south, the Tzimitsce to the west, and rooting out the heathens of their own kind throughout the Middle East. By the Dark Ages, all other Ghul Djinn lines were had either converted and joined the fold or were Diablerized. In the modern nights, the Assamites are the Ghul Djinn.

The Analects of Blood is each Assamites guide to self-perfection and harmony with a world that they don't belong to, the day lit world of Adam. First learning its stories by re-writing its verses, word for word, in their own blood, each Assamite Childer eventually must