

SHA-WOMAN: OLD IBORIIS



The massive exodus of Iboriisi to the newly-dry and relatively habitable lands of Nrat-Tuan resulted in huge changes in Iboriisi society.

A decline in the number of carrion birds loosened the grip of the terrible Bird God religion and enabled new cults and a fuller emergence of old and secret groups to surface and fill the gaping holes in the social fabric.

The Sha-woman is one of these – forced to keep silent in a male dominated society, her group came into the open and demanded official recognition of her powers. Sha-women specialise in women: health, wellbeing, childbirth and rearing, spirituality and magic – all very different from the needs of men.

These women were always old, experienced, intelligent and versed in both medical and psychological matters. If you could not find a solution, you went to a Sha-woman.

Both loved and hated, these women suddenly became very prosperous and the fighting skills they normally practised as Iboriisi citizens became very valuable in protecting their new-found wealth.

DESERT HUNTER: South Iruσαq



Having ventured into the Southern part of Iruσαq within the past 300 years, the Iruσαqi government not only made treaties with the great city of Ssisao, but established new trading ventures to the satisfaction of both regions.

The huge deserts of Southern Iruσαq are very dangerous – and just one of these dangers has proven to be a profitable trading source – the giant desert crustaceans called hissuks, which make delicious eating providing they are prepared correctly. Desert hunters do good business by catching young hissuks and selling them to both Ssisao and North Iruσαq.

This Hunter's Robe always features the camouflage and armour, which more or less protect the Hunter from being ripped apart and consumed. Hunters must be extremely quick, skilful and daring.

To catch the monster crabs, Hunters make snares of red metal wire, and once caught, the hissuk is dispatched by hammering red metal stakes into its vital organs. Only the red metal, sourced from Iboriisi, can penetrate the carapace. The Desert hunters are convinced that it has magical properties, but since it has never been tested, this cannot be proven..



HIGH PRIEST OF THE SUN PARADOX: SSISSAO

The climate of the Southern part of Iruσαq is dry and hot. Much is desert, and life can be very short in such a climate. The religion which has achieved prominence in the city of Ssisao is one based on the ever-present Sun. Too much Sun and no water: you die. Too little Sun, even with plenty of water, and you cannot grow food: you also die.

The Sun Paradox is therefore a religion which attempts to ensure survival by means of the balance of light and dark. The sun is worshipped, but also must be controlled. The absence of sun is also worshipped because it brings relief from burning heat, but this too must be controlled. Sometimes the Great Sun Paradox is simply called the Balance.

The High Priest always wears Robes which feature light/dark contrasts and carries scales made of gold and basalt – symbols of the Balance. The religion itself is benign; there is no human sacrifice like that of the Iboriisi, and its teaching urges balance in the lives of its practitioners, to mimic the desired outcome of the balance of sun and darkness, and therefore help in its achievement.