Cinnamon Saracen

Quote: Greetings honored stranger, well met by sunlight. Sample my wares? Be careful, the depths and richness may be too grand for soft-tempered tongues...

HE WHO CONTROLS THE SPICE. CONTROLS THE UNIVERSE! " $\,$ $\,$ $\,$ $\,$ $\,$

The Experts say that "Spices are the dried grounds of bark, roots, berries, and other plant parts." Not so says the deep Dreaming. Spices are the very Land itself! Past the farthest reaches of the Kingdom of Sweets lie veritable deserts of spice – Deserts of rust colored cinnamon, dry river-beds of cloves, and plateaus of pungent Mace.

One family of far-flung fae, kin-folk to the ubiquitous Eshu, traverses these spicy realms on the regular. On their be-sailed wagons, billowy sails filled by sun-scorched sirocco winds, they pilot across the spicy dunes of seemingly uninhabitable lands. With a secret name (known only to themselves), these desert Nomads are recognized only by their sobriquet - the *Cinnamon Saracens*.

It is said that their secret name can only be gained if traded with the oddest of rare spices, hidden far away in the deepest heart of the farthest dreaming realms. It may be a rumor, true, but these spice-loving Fae love the rumors spread about them. In fact, many may even play up the mystique, if only to cement their other-wordly reputation. That mysterious true name they all hold for themselves? You can certainly get it... for a price.

Appearance: In both Mien, the Cinnamon Saracens are universally attractive bright-eyed entities of indeterminate origins. Their mortal Mien offers impression of somewhere in the middle east, what with dark skin, sharp features, and bright dark eyes, as well as the turbans and robes so many of their number sport. When asked, they simply smile. In Fae Mien they appear as statuesque folk, with rich spice-colored skin dusted with cocoa freckles. Their eyes glow with warm ambers or glowing crimson and are flecked with the deep rich colors of the spices they so love. In such a Mien, those soft sweeping sarong, turbans and the like, are constantly in movement as a soft wind wind plays around them, whether there is wind or no.

Lifestyle: Cinnamon Saracens are Explorers of the many many worlds that exist in both the Waking and Dreaming realms. While fetching spices and exotic herbs may be their main trade, any call to adventure quenches their thirst. They are Traders and hagglers and business-persons, and if anyone – mortal, fae, Prodigal, or otherwise – wishes to charter passage with them, he simply must pull his own weight to go adventuring with the best.

Childing Cinnamon Saracen are the most eager of the bunch. Their little tongues are all too excited to seek out new flavors (and surprisingly enough, get along extremely well with the unusually dour Fermet Childings).

Wilder Cinnamon Saracen have heard the call to adventure, and nothing will stand in their way.

Grump Cinnamon Saracen have slowed just a little, but rarely feel the need to stop. They have undoubtedly built huge trading empires in this world or the next, but still prefer dealing on the ground.

Glamour Ways: Cinnamon Saracens regain Glamour from the hustle and bustle of commercial spice trade. While clientele clamoring over a Middle-Eastern Spice-merchant's

wares may work, so does a modern coffee-shop with a gang of hipsters waiting for their decaf cinnamon mochaccino latte with clove-syrup and a dusting of cocoa and all-spice. The Cinnamon Saracens are nothing if not imaginative, and in this globalist universe, spice is life.

Unleashing: Cantrips cast by the Cinnamon Saracens, are unsurprisingly rich with the warm bouquet of spicy notes. The air is thick with cinnamon, cloves, juniper berries, mace... sometimes even darker notes of coffee, myrrh, or smoke can be detected. The air in the scene also gets warmer, as if a thick summer breeze just danced through...

Affinity: Time

Birthrights:

Celestial Compass: Cinnamon Saracen are creatures of constant movement. Their sailed and covered-wagons carry them across multiple dimensions, and the sun never seems to set on them. With such strong ties to the heat and deserts, as long as the sun (or any sun for those who travel far enough) the Kith can never be lost. Keep in mind that this doesn't automatically let them know where they are, but as long as there is enough daylight to light their path, they can at least know the way home.

Senses like a Hawk-Hound: Countless aeons of Fae trading has left the Kith with an unerring eye and nose for details. They are blessed with incredible senses that rarely prove them wrong. At character creation, each Cinnamon Saracen begins with a +2 to perception. When it comes to any roll that involves the sense of smell, this increases to +3, with taste a +4.

