

Abgal

Real education enhances the dignity of a human being and increases his or her self-respect. If only the real sense of education could be realized by each individual and carried forward in every field of human activity, the world will be so much a better place to live in. – A. P. J. Abdul Kalam

Quote: Of course the Greeks did it right, they had Alexander in their corner. But of course that wouldn't have meant dick if lil' Lexie hadn't of grabbed that pesky Achaemenid Empire in its entirety, which meant Greece would have been dependent on Aristotle, Lexie's mentor. You understand the paradox?

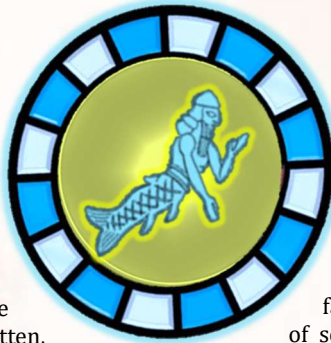
Abgal are arguably the oldest Apkallu (Persian Fae) still manifest in the modern world and are call-backs to Akkadian and Babylonian Empires long past. This all-male Khânevâde (Kith) is a long-learned one, and a kindly remember of the great flood, which they have historical evidence that ties their own histories together. While none of the Abgal was actually present during the deluge (at least not without the remembrance Background), their scholarly traditions and literary pursuits ensure that no piece of the Fertile Crescent's history is forgotten, no matter how ugly.

The Abgal are dreams of Mesopotamian sages and priests, who gifted man with blessings fit only for the Gods. Crafts, arts, and most importantly the *Me*, a moral code that ensured a lasting kingdom for man that rivaled anything the Old Desert Pantheons could create. Blessed with the *Me*, early man was able to build a Persian empire of trade, and knowledge that matters to the People of the Middle East even today. The Abgal were there to watch all of it.

The Abgal gather in small rivers and pools throughout the Middle-East, enlightening and teaching. While some scoff at the the thought of water in the deserts, the Abgal only laugh and seek to enlighten the nay-sayer with knowledge. Dubai, the U.A.E. Abu-Dhabi, there are still bright shining jewel-ports in the Persian crown. Water is as available and ubiquitous now as it was when they taught the Macedonians (those upstart Greeks) how to build aqueducts.

In the modern world of men, the Abgal host seminars in 5-star hotels and still serve as guides, priests, and lore keepers. They are familiar with thousands of years of law, history, and art, and will gladly share that knowledge (usually around the pool) with seminars, power-points, and allocutions. With lecture-subjects ranging from self-help to mechanical engineering, the Abgals live to share. This travel also allows this Khânevâde to seek out knowledge of the other realms of the Dreaming. The Abgal are a curious and gregarious troupe, who seek answers of what the was, is, and might become become. Many have knowledge of when the First-Born left this realm millennium ago. They are curious as to these "*Sidhe*" that have returned.

Appearance: In Qayd Qashra (Mortal Mien), the Abgal appear as large muscular men of Persian descent with strong faces and dark-smiling eyes. They are large; usually well over two meters, and wear professional but fun clothing. Their beards and hair are always well-maintained, with dark-curls and coppery-red highlights. Many Fae upon meeting them would think them a bear-pooka. They would be wrong. In Mok Qashra (Fae Mien) they grow even more hirsute and girthy and their long hair and



beards grow red and wavy. But then they have mermaid tails. They are great sweeping tails of sea-fish, with all the colors of the rainbow being evident.

Lifestyle: The Abgal are always on the move, whether through waterways or on Dubai-Airlines. Some are solitary and seek their pursuits in like fashion. Others still gather in little circles of seven individuals and tend to "Tag-team" businesses that they feel warrant their help. All tend to stay in touch with each other, and with the other Khânevâde of the Apkallu, and will come to their aid with just a call.

Bachche Abgal are inquisitive little book-worms with big-eyes and even bigger-questions. They often drive adults up the wall with the non-stop investigation. The Abgal encourage this behavior, and it's always a treat when an elder Abgal can't answer the questions. This way they can go find out together.

Pedar Abgal have found one area of knowledge that they specialize in. With this knowledge they seek the approval of both their own Pedarbozorg and the rest of the Apkallu as a whole. They seek to explore the world, finding answers and new questions both.

Pedarbozorg Abgal settle down to enjoy their slowing years. They usually find a niche as a company's idea-man, or consultant. They also serve the Apkallu as historians and judges.

Glamour Ways: Abgal regain Mok whenever they can inspire mortals through education or enlighten through anecdotes. Stories or tales that blossom already inquisitive minds are what ensure a refueling of the Abgal's magic.

Unleashing: Unleashings by the Abgal are accompanied by the smell of sea water, and a fresh breeze that rejuvenates the mind and senses.

Affinity: Actor

Birthrights

Land and Sea Legs (*Kopneni i Morski Noze*): The Abgal spends most of his time in the water but has no problem with the human form. It costs nothing to take this form, and it lasts indefinitely. In addition, the Abgal can also take the form of great fish. The species of the Fish matches the species of the tail the Abgal manifests, although things such as color and size are

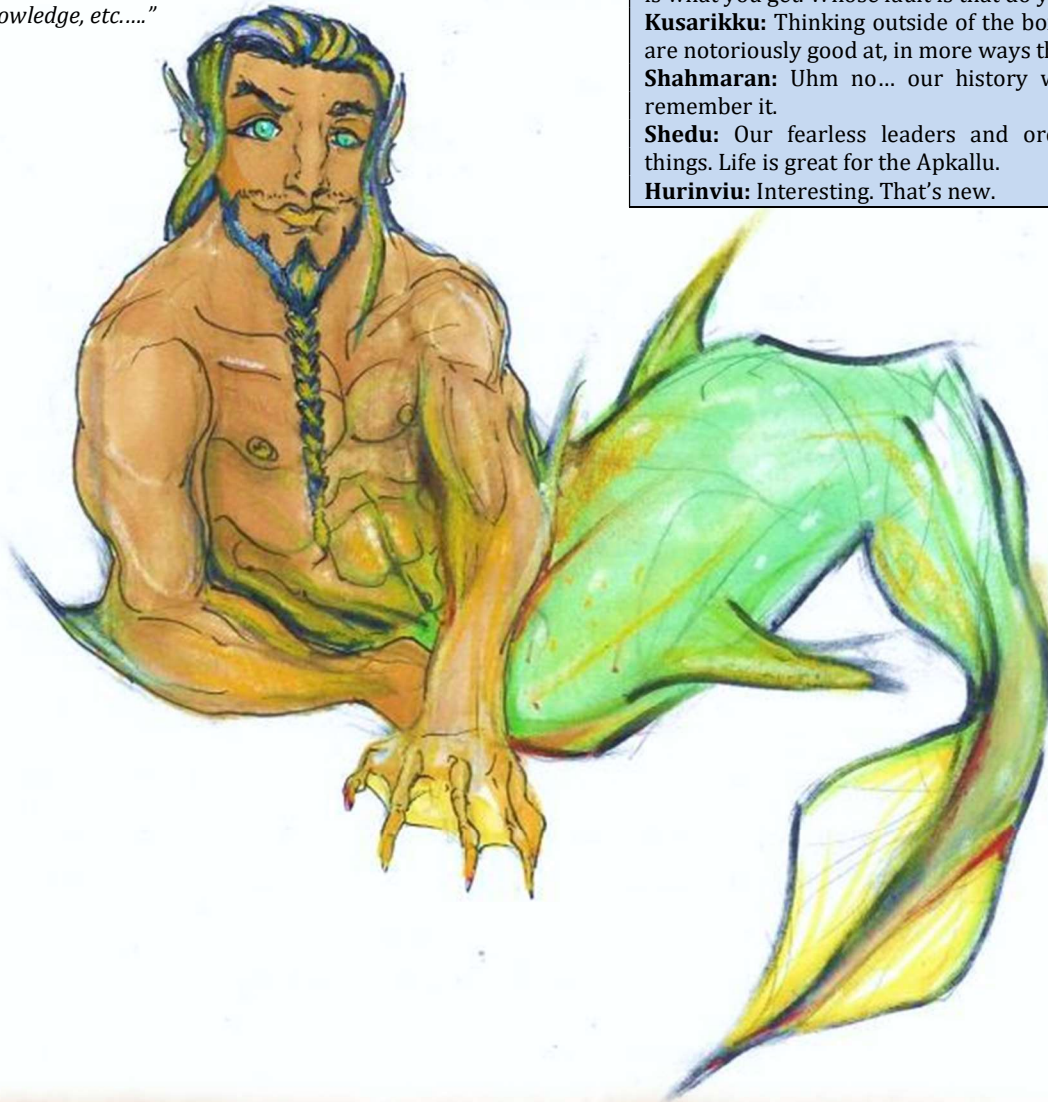
negligible. It is nothing for an Abgal to sport pink and yellow striped sturgeon tail, despite them not being native to the waters of his home-land.

Mind and Body (*Umot i Teloto*): The Abgal are born of Man's growth toward heaven, and as such are the best a man can get. At character creation they gain +2 dots of Strength (even above 5), +2 dots of Stamina (even above 5), and receive an extra dot in Intelligence.

Acumen (*Ostrina*): All Abgal have one area that they excel in, (science, history, languages, mathematics, etc....) and are able to add 3 to their dice-pool whenever a roll is required using that knowledge. They cannot botch this roll.

Frailties

Me (*Me*): The Abgal has a moral code that they must strictly adhere to. If they fail to live up to these components, then they lose one willpower a day until they can find restitution. Seelie, Unseelie, it doesn't matter. It is up to the player at Character Creation to craft out the exact details of the Me, but some aspects might be *"To always aid an ally, to never use initiatory force, to Never lie, Steal, hurt the innocent, be pushy with their knowledge, etc...."*



Inquisitiveness (*Ljubopitnost*): The world outside of the Apkallu's courts is a strange one, and the Abgal seek to explore it as much as possible. If the opportunity presents itself to study a new Kith, a piece literature concerning the Fae, or any other new situation involving the Dreaming, the Abgal must succeed on a Willpower roll (difficulty 8) to avoid exploring.

Born of the Sea (*na Moreto Roden*): The Abgal may be able to go for long periods on land, but that doesn't mean that they don't need their water. Every day, an Abgal must immerse himself in water for at least an hour. Be it a shower, a hotel pool, or hopefully a large body of natural water like the sea. The Abgal will take one health level of damage per day that he can't immerse himself thusly.

Dr. Jack Uannedugga "who was endowed with comprehensive intelligence", answers your queries with a smile

Apsasu: Such ferocity, derived of course from their loneliness. What they need is more time with us.

Girtablullû: We say they're unbalanced due to the Kisarukku's preference for...Never mind.

Humawa: Villains? Of course. That is what you expect, and that is what you get. Whose fault is that do you think?

Kusarikku: Thinking outside of the box is something that they are notoriously good at, in more ways than one.

Shahmaran: Uhm no... our history was great, that's how I remember it.

Shedu: Our fearless leaders and orchestrators of amazing things. Life is great for the Apkallu.

Hurinvii: Interesting. That's new.