

Apsasû

I've learned that sometimes when I'm angry I have the right to be angry, but that doesn't give me the right to be cruel.

Azgraybeby Josland

Quote: See the sign? It says "No Admittance", Jack-Ass. That means get the f*** away from the door, or I will escort you away piece-by-piece.

In ancient times, many of the Mesopotamians believed that their Gods would protect them from the outside world. With the Abgal teaching them, and the Shedû leading them, they would need a Khânevâde (Kith) just as mighty to protect their cities and kings. What they got for their prayers was the Apsasu. Also called *Femapsasatu* or *Shahmarans* (which heatedly irritates the Apsasu to be confused with their ophidian sisters), and many of the unenlightened call them Sphinxes. The same people rarely make the same mistake twice. The Apsasu are a bitter and angry Fae family that cares little for the squabbling and mewling disarray that is a mortal.

Disdain aside, they did serve as guardians of certain sanctified places. They protected abandoned temples dedicated to door-ways to other worlds, patrolled libraries that hold secrets man shouldn't know, and even in the South lands, there is a large and forbidding frozen Apsasu that holds Egypt in her capable hands. Their idea of protecting men was to protect him from himself. Fatally if necessary.

Today many men believe the world a smaller place. The most pretentious feel that they have unearthed all of the secrets of the Deserts. There are no longer the dangers of magic libraries in the desert or hidden temples dedicated to other worlds. Many believe the Apsasu are a relic of the past. To this the Apsasu laugh sardonically. There is always something to guard, and the hidden temples are still hidden for a reason.

Not all of the Apsasu want to stay in the desert, however, and for those who wish to participate in the affairs of the other Apkallu; they maintain their role as guards by serving as security and bouncers. They are inexplicably good at their professions and sometimes the other Apkallu cringe when they are witness to just how efficient the Apsasu can be.

Appearance: In Qayd Qashra: Shell (Mortal Mien) the Apsasu is a beautiful Arab woman with dark-skin, dark-eyes, and a stern expression on her face. Her body is lithe and lean, and if she can get away with it, refrains from clothing (next to impossible in some Arab areas, another testament to the Apsasu's hatred for the world of mortals). In Mok Qashra (Fae Mien), her face is still beautiful, but her hair has gold high-lights, and her eyes have the amber-gold glow of a great-cat. Her body is now that of a great-cat. While she still has the breasts and long fingers of a woman, the rest of her body is that of a panther, lioness or jaguar, complete with twitching tail. She can walk upright in this form, and has no penalties to balance, despite the awkward shape. In addition to the felid aspects, she also gains the wings of a vulture, her feathers the same coloration as her fur.



Lifestyle: Apsasu rarely congregate with others, and even more rarely with themselves. The occasional one may find herself joining a motley in the name of her service, but not as a friend (whether true or not, this is what she will espouse). If need be, and if asked by someone (not a friend mind) she will act as a body-guard or escort for a short while.

Glamour Ways: Apsasu gain Mok from not just protecting their areas, but by actively engaging with those who seek to explore said areas - *Tomb-robbers, archeologist, even thrill-seekers. For those in the modern context, that guy not on the list who really wants to get in to the club...*

Unleashing: Cantrips cast by Apsasu are accompanied by a blast of hot dusty wind accompanied by the faraway calling of a great cat and the flapping of wings.

Dokhtar Apsasu are pessimistic and mean, with a talent for dirty-fighting that is often unexpected. They are anxious to discover themselves, and to seek out a place to guard.

Mâdar Apsasu go on quests to find magical places to guard. The number of such places is dwindling however, and no two Apsasu will guard the same area. These maidens find other ways to slake their protective thirst and seek out Shedus to safeguard.

Mâdarbozorg Apsasu are wise, judicial beings, and cranky as hell. Years of lonely safeguarding have made them paranoid, and dozens of snooping mortals turned away has left them bitter and jaded.

Affinity: Nature

Birthrights

Gift of the Sentry (*Hadiat Min Alharis*): An Apsasu cannot be diverted from her mission. She gains a +2 Willpower to any roll used to resist distraction or misdirection and she gains an additional 2 dots to Dexterity at Character creation to assist her in maintaining her role.

Hard Beauty (*Aljama Alslb*): The Apsasu are true beauties, whether they choose it or no. They gain two extra dots in Appearance at character creation, and even when they scowl, it endears them to the other sex.

Flight (*Tayaran*): Apsasu are creatures of the hot winds and dry desert air and sport great vulture wings that allow

them to soar with the Siroccos. Apsasu can fly at 5 x their dexterity rating, in meters, per round.

Frailties:

Man's bane (Laenatan Min Alrijal): The Apsasu don't bother to hide their disdain of men and suffer penalty on all social interactions with them. This applies to all mortals and outsider Fae alike with differing degrees of penalty. Mortal women are a +1, Fae Women are a +2, Men are a +3, and Fae Men are a +4. Other Persian Kith are exempt from this unless they do something to deserve the Apsasu's ire.

Sworn to Guard (Alyamin Lihimaya): If an Apsasu doesn't have a place or a person to safeguard, then they are at +2 difficulty on all their Willpower rolls, until they find something.

Riddle (Laghaz): For some reason, probably a geas imparted long ago and forgotten by all (well probably not to the Abgal) the Apsasu is subject to riddle contests. Anyone can challenge the Apsasu to one of these conflicts. If the Apsasu wins, then she is free to deal with the challenger as she pleases with no fear of retaliation. However, if the target wins, then the Apsasu is forbidden to harass, harangue, or harm him in any way, and

must let him go peacefully (even if into her guarded area). If she attempts to do him harm then she gains a permanent point of Qayd (Banality). If she botches during the challenge, which leads to her loss, then she is bound to the winner, and must now guard him. This is the Dreaming equivalent of pissing in her cheerios, and many an Apsasu would rather eat herself alive then suffer at the hands of a man thusly.

Tira - Protection of the Apkallu, spits in disgust and answers your bullshit question...

Abgal: They know absolutely jack about our shared history, instead focusing on Babylonian bull-muck mythology.

Girtablullû: Damn, these girls got the fire. Don't ever get on their bad-side (any more than you usually are).

Humawa: They should quit their whining. They are big, bad, and capable of a shit-ton of damage. What's to complain about?

Kusarikku: I really want to hate them; I just can't seem to do it.

Shahmaran: At least some of us care about the truth; the Snake-girls just seem to make it more poetic.

Shedu: While I hate their smug faces, I understand why they are in charge, and have a grudging respect for them.

