

## **Ibriy**

### **Main occupations**

Caravaneers, merchants, riverboat tenders, traders, and money changers

### **Human**

Their skin color ranges in the tan to olive shades and hair tends to be black or dark brown, and curly hair is most common. Their eyes are most often brown, gray or hazel, but blue or green eyes are not unusual. The Rhennee are wiry and short, with males averaging about 5' 6", but they are exceptionally strong for their build.

### **Society**

The Ibriy earn their living primarily through transportation of goods, passengers, exchanging money and raising and selling horses. They are mostly nomadic in nature, though more and more are settling down in urban areas to setup up shops and metal works. When they travel by riverboat, called a "kelek", they used assorted vertical colors on their sails to indicate historical references among their tribes. They also use the same colors on their wagon covers and banners.

The Ibriy have a very original and characteristic folklore. The traditional male costume is white with a large black belt and tall black or white hat. The female costumes are diverse and employ a large amount of embroidered artwork.

In terms of music, the Ibriy have a complex folklorw with the "heroic epic" playing an important part. The Ibriy are known for fast and complex dances and creating and utilizing wind and drum instruments.

The faith of the Ibriy, Habrit, is interwoven with their culture. Their god, Hashem, is in everything they do, see, taste and hear. They are secretive in the many inner workings of their religion, but are enthusiastic to talk to non-Ibriy about their faith. As a culture they are a very tight knit society and rarely intermarry with other human races due to the *Laws of Purity* that are only known to the Ibriy.

### **Mysteries and rumors**

The Ibriy say that they are the original inhabitants of the land now known as the Five Kingdoms, but that has never been proven.

### **Language(s)**

Common, Tradespeak and Leshon (Ibriy language)

### **Society organization**

Tribes are divided into camps

Tribal chief: Darpan

Camp chief: Hashdarpan (Governor)

Guards/sentries: Trabach

Six Tribes

1. Yukar (Gold and silver smiths)
2. Nivik (Riverboat tenders)
3. Ulcha (Horse and mule traders)
4. Genez (Wealthy merchants and trading post operators)
5. Debarim (Caravaneers, blacksmiths and entertainers)
6. Atarah (Priests, scholars and professionals)

### **Religion**

Habrit ("The Covenant")

Type: Monotheism

Deity: Hashem

Priest: Kodesh

Assistant priest: Segan

Religious Text: *Mikra* ("Holy Tablet")

Places of Worship: *Shakhen* ("Dwelling tent")

Religious holidays: New Harvest celebration

Day of Confession

Festival of Renewal (New year)