

The Dreamer Vigil

The following is an article on the culture of the [Iromakuanhe](#) and the [Iromakuanhe Astral Commonwealth](#).

Introduction

Given to them by the Sand Dreamers shortly before being reborn, the Dreamer Vigil is a way of life that focuses on self-improvement and enlightenment, frequently using dreams as metaphors for many of the things in life. The faithful are encouraged to do acts of kindness, helping those in need, feeding the poor and teaching the ignorant. Among many things, they are told to wander, both across great distances in the known world, and in the mind, to acquire a greater understanding of who and what they are. Hopes and dreams are seen as sources of inspiration, ambition, and encouragement towards those goals. In a different light, despair and nightmares are seen as a form of warning, punishment, and realization to those who veer from their goals. Contradictory to this duality of ideas, dreams are also associated with the limited perceptions of the universe inherent in all beings, from which all must strive to awaken from, and from which shed the restrictions in their thinking.

After leaving the changed [Iromakuanhe](#) to sleep for eternity, a small group of Makuori have elected to remain in contact with the [Iromakuanhe](#) through their semi-conscious dreams. The ability to contact the few Sand Dreamers that have elected to remain partially awake in their Dream Chapels and Dream Cathedrals is a great boon to the people of the [Commonwealth](#) and is a source of a sense of security. Few other races can claim that they can communicate directly with the beings they venerate. Though the race enigmatic beings do not view themselves as divine beings, the Iromakuanhe treat them with reverence and view them as what saved them from the ruinous Datalri, and themselves. The Makuori, when contacted, appear as graceful, ethereal semi-humanoid figures that hover gently above the ground. They speak in soft, echoing voices and tend to have slight parental complexes towards the [Iromakuanhe](#). As most of them are well over tens, if not hundreds, of thousands of years old, and possess an unfathomable wealth of wisdom to share, so long as the people are willing and embrace the Dreamer Vigil fully.

A sense of humility and gratefulness is embedded in the psyche, and drives the Iromakuanhe people to shed their mistakes and those of their ancestors by seeking enlightenment. The goal is not to abandon physical form or the cycle of life in similarly minded religions, but rather to free oneself from the past and the flaws and mistakes it holds, and leave this life knowing that only growth was followed in his wake. In their time alive, the concept of bringing happiness to others far outweighs the notion of a legacy. History has taught the Iroma that nothing lasts forever, and that empires of all kinds chafe the rebellious and crumble in time.

Ideology

Death and Beyond

At death, Iromakuanhe shed the physical portions of themselves and join the Makuori in their Eternal Dream, hoping to awaken alongside them when the time comes. Most fallen Iromakuanhe are unable to communicate with the living, but instead content themselves to share in the paradisaical fantasies the Sand Dreamers occupy themselves with. Though, people who lead somewhat cruel, destructive, or potentially evil lives are said not to be retrieved by the Makuori, instead, they stay with their bodies, left to die in with their physical shells. Also, It is believed that at least some part of the physical body must be brought to a Dream Chapel before the Iromakuanhe can fully shed his or her physical form. Though such metaphysical concepts cannot be explained or proven, it remains a popular notion among the Iroma.

Holy Scriptures

The Iromakuanhe also have several holy books, detailing history, faith and the principles of their philosophies, which they study feverishly for the most part. The most famous of these is the Book of Dreams, a text that explains the concept of Dreamwalking, the interpretation of dreams and the pathways one may take on the road to enlightenment. It is more of a practical tome than a deeply spiritual one.

Meditation

The Book of Dreams contains a section dedicated to certain meditations that help [Iromakuanhe](#) relax or become focused to their tasks. These meditations are usually held in one on one, or held in groups with a leader guiding the meditation. Meditation are to be lead in silence, otherwise focus is broken.

Jafar Meditation

Jafar Meditations the most common sort of meditation, it is a group task where one is simply sitting on a comfortable surface, eyes closed, while having some sort of ambient sound in the background. These meditations are usually done after a speech, lesson, or anything which a meditation lead will want his people to remember or focus on. These sort of meditations are even done in common work-places by a group people who wish to focus on the task at hand.

Bahbi Meditation

Sometimes called, a Solo-Jafar, this is simply a Jafar-styled meditation which performed by one's self. It usually carries a focusing/relaxing effect that gets someone ready for the day, or focused on a job at hand.

Ahni Mediation

“You see, Ahni Meditation is where you would either find a comfortable position, or stance and remain that way in silence. Then I would try to relax you through massage, or some sort of touch therapy. Of course, it can take the form of sex, but I am not skilled enough with the Ahni style to really keep it at a level of 'Meditation' to do that.” - [Mu'Tasim Farouk](#)

Ahni Meditation is usually misread as sexual intercourse by some [Iromakuanhe](#). However, Ahni Meditation is a one-on-one meditation that includes close personal contact between two people. The lead, usually a [Dream Consorts](#) or other follower of the vigil will massage or perform simple touch therapy on the receiver. This usually is a form of meditation that a person will undergo to loosen extreme amounts of stress, pain, or heartbreak. It can go as far as sexual intercourse, however, this usually only an area that a Dream Consort can keep on a level of meditation.

Ruh Meditation

Unlike other meditations, Ruh Meditation is a listening meditation, which is done by one person, by themselves. It can be done in any position, as long as the eye's are closed. At this point the meditator will focus most of their senses into their ears and horns, to catch certain sounds or properly receive and remember instruction.

Abu'Nal Meditation

Often in the use of hunters and soldiers, Abu'Nal meditation is often a focusing meditation. Like a Jafar or Bahbi meditation, it starts with calming the mind, but also clearing it. Then, the person performing the meditation focuses on shedding all but instinctual factors, making them become more suited for combat. However, most Stewards will advise against this sort of meditation, because with out proper training or mastery, it may cause a person to do something they regret.

Schools, Orders and Sects

Among the various elements of the Vigil are certain schools of thought and religious sects which exist as smaller divisions in thought among the whole of the faith. The various organized sects, defined as established ideological groups within the Vigil have been something of a minority compared to larger, but shorter-lived spiritual movements movements, an orderly opposite to the more organic and evolving structure of the main Vigil. Many sects come to power in smaller communities, and inversely, some settlements are founded when a sect wishes to more permanently establish itself by moving its population to a locale more receptive to their ideals.

Famous Sects:

- [Raedhemites](#)
- Children of Dreamfire

Orders are structured faith-based societies which exist to serve a purpose among the [Iromakuanhe](#) society, with a variety of different purposes and histories for each. They often integrate themselves into the various agencies of the [Commonwealth](#), for the purpose of improving the quality of the care that can be offered to the people. For example, by coupling faith-based social aid initiatives with better funded secular agencies, [Iromakuanhe](#) society has managed to create an effective, if slightly awkward social service platform which leaves few people behind. Most famous of these orders are the [Temple Guard](#), [Dream Consorts](#) and Shrinekeeper orders.

Famous Orders:

- [Temple Guard](#)
- [Temple Euphorians](#)
- [Dream Consorts](#)
- Dream Priesthood
- Dream Teachers
- [Shrine Keepers](#)

Schools are societies which follow the teachings of a guru, or great teacher, and the mastery of a discipline which was started by such an individual. Varying between the martial arts all the way to traditional artistry, performance and the pursuit of unconscious mental perfection, Schools offer individuals pathways by which they can explore themselves. Unlike Sects, schools rarely come equipped with any religious dogma, though they tend to have their own traditions, stories and philosophies.

Famous Schools:

- [Ghen School](#)
- [Dravdis School](#)
- Ztheir School

Places of Worship

Dream Cathedrals

The greatest of all religious edifices erected in reverence to the Dreamer Vigil are known as Dream Cathedrals, massive structures of glass, chitin and stone. The tall, arching, organic shapes and use of vibrant colour reflect the ethereal dream-like connections between the revered spirits of the Dream Sleepers and the [Iromakuanhe](#), as well the towering resolve with which they will defend them.

The spacious interiors of these edifices are decorated in bright silks, while seating is comprised of thousands of soft mats strewn about the floor. Most services are done with the attendants sitting cross-legged or on their knees and shins.

Dream Convents

Homes of the [Dream Consorts](#), [Iromakuanhe](#) who are mastered in the Ahni Meditation style. Like Temple

Guard, they are well learned in the ways of the Vigil, however, they do not go into combat. Dream Convents are usually mid-sized places, that are extremely well decorated. Most rooms having wide range of colors from relaxing blue to intense reds. There is usually a lack of furniture, moreover a large amount pillows for clients of the consorts to rest while they undergo the touch therapy of the consorts.

Base Shrines

While not as large as Dream Cathedrals, Base Shrines are usually small areas or rooms dedicated to the cause of keeping the Vigil strong in areas that are near any churches or cathedrals. These areas are usually adorned with small charms that pay homage to the Makuori, with small statues that have small scraps of silk adorned on them. The term 'Base Shrine' comes from the fact that these kind of shrines are usually found in outposts, forts or bases.

The shrine itself was rather well decorated, showing how much care it had received before Habeem's tragedy. There was a small lamp sitting at the center of the room, pillows cast around here and there for sitting and meditation. The front of the room housed a shrine for all the saints, but the center of attention focusing on Mu'Klamal, the Saint of Wrath, and of Mazerin. Each saint had a small statue dedicated to them, but Mu'Klamal's armored figure stood taller and larger than the rest. It was obvious that Mu'Klamal, being the Saint of Mazerin, would know the best guidance for anyone living on the harsh world. - Base Shrine in Fort Jariaz

Makuori Saints

While they will not acknowledge the title of 'Saint', the Makuori who guide the [Iromakuanhe](#) are referred to as Patron Saints. As such stories of their former exploits, and excerpts of their advice can be found in the Book of Dreams. The sixteen Saints of the Makouri each have their own story, and their own patronage, making each one unique amongst the group. Some Saints stayed with the [Iromakuanhe](#) to share knowledge, to warn and advise, or to guide on the right path so that people would not make the same mistakes they may have made in life.

Ruh the Old

- Names: Ruh the Old, Saint of Wisdom, The Elder, Guide to the Eternal Dream, The Highest Saint.
- Virtues

Stern hands are guiding hands. Respect is true to those who have lived long enough to deserve it.

- Vice: Rebellion
- Appearance: Ruh is an ancient looking saint, his face wrinkled by his time in life. He has a snow white beard that is neatly trimmed and a heavy set of hair which wispily swings in the wind of dreams. He often appears in a set of heavy robes.
- Story: Ruh was a Makouri who held himself as a guide to those around him. Yet, his wisdom was never known until the ancientness of his age. He would offer advice to any who wanted, and shunned those who lacked enough discipline to listen intently. At his death, his only request was that those who knew him remember him fondly. In a way to assist the leaders of the world, and

those who needed support in command, Ruh stayed with his people as spirit to guide them. He also took the responsibility to guide those who had died into the Eternal Dream.

Fanir the Fast

- Names: Fanir the Fast, Saint of Resolution, The Quick-Witted, The Runner
- Virtues

The lax accomplish nothing. Haste of the body is waste of the mind.

- Vice: Compulsiveness
- Appearance: Fanir is a young saint, his face angled slightly, as if built for speed. His hair is blasted backwards, in a bright orange style. He often appears in a set of tightly fitting peasant's clothing, with a [scarf](#) around his neck.
- Story: When Fanir was still in the world of the living, he was a young warrior of the Makouri. He was well known for cutting through the enemy quickly, killing fast. However, his work was brutal, and sometimes wild to where he would lash out at others in his swings by accident. One day, he was approached by his superior, and the superior challenged Fanir to a duel. Reluctantly, the Makouri accepted, and the two fought, but three times Fanir was outsmarted and knocked to the ground. His superior advised him that his weakness was his speed, that his mind must be as fast as his body. What his superior did not expect, was Fanir's quick-learning. Fanir adapted quickly to a slower, more focused style, and had his superior on the defensive. However, the compulsiveness of Fanir had not been remedied, and he ended up killing the Officer. The rest of his days, Fanir lived with the blood of his comrade on his hands.
- Blessing

"Let your hands move in harmony with your mind."

Jafar the Stalwart

- Names: Jafar the Stalwart, Saint of Protection, The Unbreakable One
- Virtues

He who builds only walls, has no allies. The Gullible suffer the pains of all.

- Vices: Naive/Distrust
- Appearance: Jafar is a tall, adult Makouri, his face is structured, and handsome. He is bald and hairless with the exception of his thin brown beard. He usually appears donned in a warrior's robe and a shield.
- Story: Jafar was a guard of a royal noble in the days he lived in. However, he was very cold to those around him, believing that with no one close to him, he could not be hurt. This was not the case, as his noble's estate came under attack by a massive band of marauders. When the other guards fled, and Jafar was left to his own, none feeling loyalty to stand with Jafar or the Noble. He held them off, but was brutally wounded in the process. If it wasn't for the kindness of one of the noble's servants, Jafar would have died. It was then and from that day forward that Jafar made loyalties and friendships with many of the guards and people around him.

- Blessing

“Even during the darkest times, persist, and your walls stay strong.”

Mu'Klamal the Wrathful

- Names: Mu'Klamal the Wrathful, Saint of Destruction, The Breaker, The Frozen Saint, Spirit of Mazerin, The Knight of the Tundra
- Virtues

Retribution is for those who deserve it. Eye for an eye, coin for a coin.

- Vices: Rage/Hate
- Appearance: Mu'Klamal always appears with a holy looking helmet obscuring all aspects of his face, he also wears a thick of blanchd white armor.
- Story: Mu'Klamal was an infamous general of his day, whose rage in battle was never matched. His anger caused the destruction of entire civilizations, causing pain and suffering across the lands. Yet, one day his anger led to the death of his beloved wife, killing her out of his blinded rage. From that day forward, his rage burned eternally and he could not bear to release it on anyone, but those he found deserving and guilty of it. That horrible rage drove him into his own death as those who feared him, betrayed him. His skill in battle allowed him to kill many of his mutineers before he himself was overwhelmed.
- Blessing

“Become one with your emotions; control them, direct them, and never fall to them.”

Ahni the Loving

- Names: Ahni the Loving, Saint of Creation, The Lover, The Mother
- Virtues

Love is made with the heart, not the body. Pain in the heart is the worst pain of all.

- Vice: Lust
- Appearance: An almost naked, dark-complexioned woman. Her only covering is the long white sash that wraps loosely around her body. Her hair is a long, flowing blonde color. Her eyes, blue.
- Story: A Makuori who treasured any sort of physical contact, Ahni would enjoy extremely close 'personal relations' with any man she found appealing. She longed to find a mate who would love her in the same way that she could love him, and she figured that her approach would find that love she wanted so dearly. As a result of these intimate relations, Ahni bore many children, becoming a mother with her own little army of kids. It was soon, that she realized her love had been given to her for her children, to care and nature them. She did as such, stopping her practices in finding a true love to care for them. However, it was said that she longed for heart-felt love til the end of her days.
- Blessing

"Bring your heart forth, and find the one to share your dreams with."

Bukor the Wealthy

- Names: Bukor the Wealthy, Saint of Currency, The Furnished
- Virtue

One cannot eat coin to live. Possessions are valuable, life is precious.

- Vice: Greed
- Appearance: A tall, lanky Makuori, draped in heavy white garments and a thick robe. He is bald, but has a prominent brown beard.
- Story: Bukor was a wealthy noble of the old age, who found money to be the most beautiful thing he possessed. His greed and selfishness drove him to want more and more until a group of bandits broke into his estate and stole all the money and things he owned. As a result, he ended up becoming a poor beggar on the streets, asking for money. It was not until he was found by a Makuori known as Jafar, the current day Saint of Protection, that he found his wealth again. Jafar searched out the bandits who stole Bukor's money, defeating them, and returning Bukor's possessions to him. From there on, Bukor shed what was left of his greed, and spread his wealth to all the poor and needy.
- Blessing

Open your eyes to see the true worth of your actions, and judge the values of your results."

Parolov the Brilliant

- Names: Parolov the Brilliant, Saint of Knowledge, The Learned One
- Virtues

Knowledge is power. The limits of success are a thing of the mind.

- Vice: Ignorance
- Appearance: A short man, with a rather large forehead. He is dressed in a white, flowing tunic, and is sometimes witnessed carrying a book. His will glasses rest idly on his nose, and is sometimes occupied with pressing them back up.
- Story: Parolov was one of the most brilliant Makuori in the world. He dedicated himself to learning about everything around him. It is said that he came up with the majority of theories that modern day scientist use today. Unlike most Saints, Parolov never experienced total despair in his life to want become a Saint, he only wanted to spread his knowledge.

Abu'nal the Mighty

- Names: Abu'nal the Mighty, Saint of Strength, The Mighty One
- Virtues

A strong arm is a match for a strong mind. The weak can fight one, the strong, two.

- Vice: Weakness
- Appearance: A massive Makuori, said to stand over eight feet tall, and with long red hair blazes upward into a thready explosion. He wears nothing but a cloth wrapped loosely over his midsection.
- Story: Abu'nal was known for his incredible strength, and unnatural size. It was told that he moved mountains with his own arms, and defeated armies with weapons purely improvised. He was never defeated in battle, for he never exposed his weaknesses.

Yetsava the Beautiful

"That's alright, many people are not. Yetsava is the Saint of Beauty, who looks down all forms of prejudice and vanity. She is there to make sure that we stay together as a people, and not find a way to separate ourselves through petty judgment. Knowing that, you shouldn't be worried about simple conflicts of social interest." - Mu'Tasim Farouk

- Name: Yetsava the Beautiful, Saint of Beauty, The Irrestible
- Virtues

Care of ones appearance is care of ones life. A beautiful face cannot build a ship.

- Vice: Vanity
- Appearance: Yetsava appears in the finest robes available, her figure tightly wrapped in them. Her beauty is so great it is supposed to entrance men and women. However, this is the only constant, her form changes to match each individual's on definition of beauty.
- Story: Yetsava was once a Makuori noble of intense beauty and prestige, she would bask in the stares and awe offered by those who envied her. She so revered, that she believed herself to be a goddess. One day, she was approached by an ugly old beggar, who asked for food to help him through the night. Instead of helping the man, she had him thrown into the streets and beaten. Later that day, when out for a stroll in the markets, she was ambushed by thieves and beaten half to death. Broken, battered, and robbed of her beauty, Yetsava was forced to walk the streets as a beggar, unrecognizable for her bruises. A week of begging left the former Goddess nearly dead, until she was happened upon by the beggar she had cast out before. Out of kindness, the poor man helped her, giving what little food and care he could. When Yetsava healed fully, her beauty recovered, and she left the care of the old beggar to return to her life as a goddess. From then on, she used her beauty to inspire aid for the homeless and the weak, and to show that every thing, beautiful and ugly, can offer kindness, love, and support.

Dahbi the Able

- Name: Dahbi the Able, Saint of Skill, The Jack, Master of None
- Virtues

Lack of weakness is a strength. Broad experience is the path to success.

- Vice: Uselessness
- Appearance: Short and stout, Dahbi has a thick, trimmed beard. His large amount of hair usually

obscures his eyes. His clothing consists of a white pair of trousers and shirt, with a gray apron.

- Story: The most reliable pair of hands in his time, Dahbi was a well-learned craftsman, a gifted scholar, and a person who was never caught in need of help unless he absolutely needed it. For most of his life, he learned different trades and put them to use. However, in mirroring way to his brother Bahbi, he never mastered any of his skills.

Bahbi the Professional

- Name: Bahbi the Professional, Saint of Mastery, The Mastered
- Virtues

Practice makes perfect. Building a house is one thing, doing it right is another.

- Vice: Inefficiency
- Appearance: Unlike his brother, Bahbi is tall and thin. He wears the decorative white robes of a merchant. His chin is cleanly shaven and is also bald, his eyes seem to constantly judge those he visits.
- Story: Bahbi was known for being an authority in the fields he studied. Unlike his brother, who learned enough to be self-reliant, Bahbi learned crafts to their tiniest details. His works were known throughout the worlds, and made him renown. The Master's craft was built to last, especially in the fact that most of his work can still be found scattered throughout the Nuocr, one of these works being the infamous armor of Mu'Klamal.
- Blessing:

"May you achieve the greatest success in all that you do."

Malakai the Artisan

- Name: Malakai the Artisan, Saint of Expression, The Artistic One
- Virtue

Beauty is in the eye of the beholder. A picture is worth a thousand words.

- Vice: Underconfidence
- Appearance: A thin Makuori, with green eyes, heavy and curly short brown hair. His clothing often changes, not one style being exactly the same as before. It is usually has very flashy sort of wear.
- Story: A gifted artisan, Malakai led artistic and cultural movements with the stroke of a brush. His works were considered as the highest class, and to own one of Malakai's masterpieces meant a sign of status. Yet, an artist's expression is not always one to be appreciated. When the Artistic One was commissioned to make a statue of Mu'Klamal, one of the greatest warmongers in history, he sculpted a statue that covered the beautiful detail of the General's armor. The Statue's face, however, was not covered by the famous helmet, and showed the face of an ugly monster. Out of rage and disgust, Mu'Klamal murdered the outspoken artist, and then burned and destroyed all of the artisans's art.

Ghaliya the Physician

- Name: Ghaliya the Physician, Saint of Health, The Healing One
- Virtue

Sickness is a trial, meant to be overcome to live. Those who eat dirt, are meant to feel like mud.

- Vice: Unhealthiness
- Appearance: Ghaliya appears as a mature woman, dressed in heavy white robes. She usually has a bag under her arm, which she kept most of her medicines during life. Her hair is in a bun, and her eyes usually seem like they search one constantly.
- Story: Ghaliya was one who cared for many, her medicines cured untold diseases, and strengthened masses. Her knowledge and foresight into the works of the body saved many, including Jafar when the bodyguard was suffering from his one-man stand against raiders. By the end of her own life, she had saved countless people, and extended the lives of many others.

I'Timad the Bard

- Name: I'Timad the Bard, Saint of Speech, The Charming One, The Leader, Wanderer
- Virtue

Warmness of words are the bladeless weapons of war. Inspiration can not be forced into people.

- Vice: Ineloquence
- Appearance: I'Timad appears a charming man, usually donned in an Eyr Ranr's traveling clothes. His hair is styled masterfully and his eyes slant slightly.
- Story: I'Timad was born walking, as he traveled near his entire life. As a bard, he sang songs, and romanced the hearts and minds of everyone he met. He never truly placed a part of himself into society, always moving from village to city, city to village, affecting the world in his own special way. On word alone, he supported himself, and made those around him follow his every step. In the old age of his life, everyone knew the name of I'Timad and the glory of his presence long after he left his last stop, and was never seen again.

Mirza the Harvester

- Name: Mirza the Harvester, Saint of Agriculture, The Farmer, Spirit of Hlarai, The Bountiful Saint
- Virtue

The right hands can make any seed growable. Patience yeilds bounty.

- Vice: Gloom
- Appearance: Mirza usually wears white wrapping similar to farmhands and cattle ranchers. His hands are often calloused and rough, his hair is messy and his eyes a burning red.
- Story: A bountiful farmer and agriculturalist, Mirza knew the meaning of work and it's difficulties. Through most of his life, the Farmer grew his own crops with time and patience. He could take any soil, with any seed, and make something sprout from it, given enough time. Even during famine

and drought, Mirza was always seen with a smiling face, and a happy demeanor, due to always knowing that things would improve at one point and that all he would need is to wait it out.

Muna the Nomad

- Name: Muna the Nomad, Saint of Survival, The Driver, Spirit of Maekardan, The Fiery One
- Virtue

The sun and danger rarely come from different directions. Pictures tell a thousand words, ones eyes tells thousands.

- Vice: Cowardice
- Appearance: A tough looking woman, Muna is often wearing white robes that can be identified as what is usually worn in Sund Wakir caravans. Her face is slightly round, her eyes intense, and floating stance always appearing ready.
- Story: Muna was never caught off guard whenever it came to the challenges she faced. In the nomadic tribe she belonged to, Muna was a collection of survival tips and traveling knowledge. Even in a fight, she seemed to hold her own plenty enough. She rarely backed down, even when facing something as feared as deathly, metal visage of Mu'Klamal.
- Blessing:

"May you be aware of every evil that would rise against you."

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