

# TI MALICE



**“The spider’s web: She finds an innocuous corner in which to spin her web. The longer the web takes, the more fabulous its construction. She has no need to chase. She sits quietly, her patience a consummate force; she waits for her prey to come to her on their own, and then she ensnares them, injects them with venom, rendering them unable to escape. Spiders – so needed and yet so misunderstood.” – Donna Lynn Hope**

**Quote:** Of course, I’m after your gold. But I feel that this kind of pirating is far more pleasant. You know what I am after. Would it be better that I thirsted for your very heart’s-blood? Or that I was stealing your soul, or your name, or some other such nebulous concerns? Just say ‘thank you’ and I shall take your treasure and call it a day.

The tales of Kweku Ananasi- fat, sassy and greedy spider God of the Ashanit, traveled across the waves to the new world, twisting and evolving as tales do. By the time they reached the Fiefdom’s of Bright Paradise, Kweku Anansi had evolved into a new deity that matched the plight of those who carried these stories. Long gone was the simple hungry greed of a bloated Spider Trickster. This was Ti-Malice, a Loa-deity who works hard, thinks hard, and enacts Machiavellian stratagems to sate his hunger for wealth.

Like many of Africa’s Dreaming population, there are children who carry the name and the blood of that deity. The Ekwu, the Nyar Viruze, and the children of Ellegua Eshu. Across the Varied Dreaming lands of the Caribbean, the Ti-Malice represent another such family. They carry on the legacy of hard work, *smart* work, and each taking great draconian measures to achieve their wealth.



## TONTON BOUKI’S:

The sassy laziness of Kewku Anansi may have been somewhat transmogrified into the stoicism of the Ti-Malice, but it wasn’t completely overwritten. Ti-Malice had a foil, a frenemy of sorts, in the person of Tonton- or Uncle-Bouki. Tonton Bouki was trickster as well, and just as greedy as Ti-malice, yet he was too fat and sassy to put in the good work to achieve it. The Ti-Malice Jumbee claim descent from their patron, but they recognize another offshoot of the family that claim descent from that lazy old uncle of theirs.

The Children of Ellegua Exu, the world-travelling ubiquitous Eshu Kith, are understood by the Ti-Malice to be Tonton Bouki’s lazy and impetuous descendants. The Ti-Malice call them Tonton-Bouki’s, as in they are his wayward Get, and for their part the Eshu haven’t said anything contrary to the appellation.

These two families have an old and tumultuous relationship. Both are eager and greedy for treasures and such, and both have a history in the Fiefs as long as the Fiefs have been the Fiefs. There are always clashes between the two over this and that, though they rarely end in bloodshed.

Creepily astute, maddingly productive, but not without the trickster charm of their forebear, the Ti-Malice can be found journeying throughout the Fiefs, always in pursuit of their coveted treasures. This treasure may take different forms dependent on each individual. Some prefer monetary assets, while others prefer magical treasures, or even stories and names. There are always arduous adventures a plenty in these pursuits, and the Ti-malice welcome them all.

**Appearance:** In both Mien, the Ti-Malice are dark-skinned and bright-eyed bandits with a winning smile and smooth demeanor. In the Quashie Poppy-Show (Mortal Mien), they are stout of body, with a rather short, but muscular frame. Their faces are kind, and their expressions genuine.

In Jumbee Poppy-Show (Fae Mien), this changes little. Their skin was dark, but now takes on a warm reddish mahogany glow. Their eyes are still kind, but now 4 more peak out from their faces. The smiles are still genuine as well, despite the rows of sharp teeth. It should also be mentioned that the Ti-Malice have a spidery form they can adopt, an arachnid pit-form all glittering jewels and quick darting limbs, though the face can be recognized as the Ti-Malice’ original.

**Lifestyle:** Ti-Malice have the most basic of agendas. They are greedy, and manifest that greed by chasing after their treasure. They are extremely successful in that endeavor, and no few of them grow into the most celebrated, or feared, of pirate royalty to better find those treasures. They, perhaps more than any

Jumbee, do wonderfully well in the real world, where their quest for success catapults them into positions of leadership and status.

*Beenie Ti Malice*, from the moment of chrysalis, know exactly what they want. Their thirst for their much-coveted treasures launches them out of the house early and their first Go-A-Foreign begins.

*Boasie Ti Malice* thrive in the real world. It is hard out there, but their quick minds, winning smiles, and rare gift of giving 150% to achieve a goal is not only encouraged but sought after. Many achieve great rank in the Fae or Mortal worlds as early as their teens.

*Dan Dada Ti Malice* sit in the midst of their spoils, like a great dragon and its horde. The Roots (Seelie) among them seek a place to hide it for the next Ti-Malice to come along, while the Bandalu (Unseelie) contemplate a way to take it with them.

**Glamour Ways:** Ti Malice refuel their Myal (Glamour) with the acquisition of new treasures. This doesn't quite extend into simply the tangible gold or jewels squirreled away under an X on a map however, but the acquisition of new friends and allies, and the stories told, and names and titles achieved from their mortal constituents. While the majority of the Family is Bandulu, they are far more beneficial than most surmise.

**Unleashing:** Sankey cast by the Ti Malice are accompanied by ripples of shining gold and silvery light that plays across the scene. But there is also the creepy sensation of strange skitterings across the skin, as if thousands of tiny invisible spider legs were crawling over the body.

**Affinity:** Prop

### Birthrights

**All the Treasure:** The Ti-Malice are after one thing and one thing only, Treasure. This might be monetary wealth, or something more nebulous, but in the end that is all that matters. At character creation, they receive free dots in the appropriate background ratings to reflect this treasure- be it resources, allies, fame, actual Treasure (the magical kind) or some other more nebulous background, whatever the Ti-Malice is hungry for. The number of dots is according to Seeming, with *Beenie*, getting one free dot in appropriate background, *Boasie* two free dots, and *Dan Dada* 3. In addition, any roll made to actively pursue their Treasure, get 1 free dice to add to the pool.

**Spider-Poppie-Show:** The Ti-Malice are descendants of a spider God, and they boast a form to match. Adopting the form of a large pit spider, as big as a small car, they receive boosts to physical prowess in this form. There is a + 2 to stamina and strength both and a +3 to dexterity. In addition, any other creatures that see this form must succeed on a Willpower roll or else run away babbling incoherently. Children of Tonton Bouki, however, unfortunately, are immune to this effect.

### Frailties:

**Greedy:** As been stated over and over again, the Ti-Malice like their treasure. However, sometimes this search blinds them to everything else. If a Ti-Malice sees something they want, or has an opportunity to add to it, whether it belongs to another or no, they must succeed on a willpower roll or try to get it however they can. A botch means that they will assume Spider-Poppie Show and bloodshed will ensue. The difficulty of the willpower roll is based on Seeming, with *Beenie* a difficulty 7, *Boasie* a difficulty 8, and *Dan Dada* so late in their lives, a difficulty 9.

**Tonton Bouki's:** The Ti-Malice have some obvious problems with descendants of Tonton Bouki- the Eshu kith as others understand them...all social rolls involving the Eshu are at a -2 difficulty. However, it gets worse. if the Ti Malice ever loses face in front of the Eshu, or the Eshu ever shows them up or humiliates them, they are at a +2 difficulty until they can somehow again save face

If this frailty ever interacts with the *All the Treasure* birthright, however, it is only a -1 difficulty.

**Madame Captain Aleka MacNancy, on a quest for more filthy lucre, calls out all those Jumbee she's journeyed with.**

**Aycayia:** "I know a few, I've kissed a few, I call a few by name!"

The water ladies are what they are, and what they are is a good time. I have no quarrels with them. Mostly because they are after none of the things I am. Better for all of us that way.

**Chickcharney:** Even a creature as wise and celebrated as I am has need of council. Before I Go-a foreign, I always ask for their blessings and advice.

**Ciguapa:** Bad news. Don't get distracted by their sweet whistles and come-hither eyes. Many of our brothers and sisters have been lost searching out the Treasures of the Ciguapa.

**Mëtminwi:** I know spiders, I know darkness, I know long skinny snatching family with midnight smiles and Dog-heart eyes. The Mëtminwi aren't any of those things.

**Tonton Bouki's:** The children of Tonton Bouki, the bastards that they are, represent an older, less enlightened, view of our world. Let them scramble for stories and challenge each other for recognition.... It avails them nothing. I don't need their recognition or their stories; I have plenty on my own thank you.

**Merfolk:** Deep down with Davey-Jones, are all sorts of mysteries. The children of Dagon are just one of those mysteries. Keep your distance and keep your manners about you. They are as hungry as the Tiburone and as mercurial as the Fenky-Fenky.

**Ananasi:** There are...cousins of a sort, who claim kinship with our Arachnid nature. Let them claim such. One treasure you can never have enough of is dupes, I mean family.

**Nuwisha:** The same could be said of the Were-Kaiyotes if you can believe it, who claim our Patron is a face for their butt-sniffing ancestor. Play up this relationship and go adventuring with them. Luckily, they prefer the trip and not the prize waiting at the end. It's the damnedest thing.

