

VARGOMORA

"It is worse to stay where one does not belong at all than to wander about lost for a while and looking for the psychic and soulful kinship one requires"

Women Who Run with the Wolves: Myths and Stories of the Wild Woman Archetype— Clarissa Pinkola Estés,

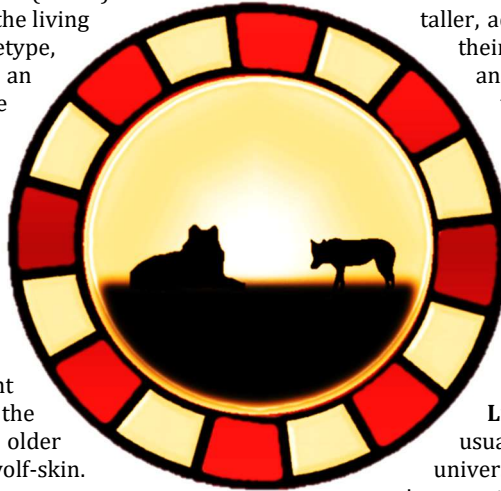
Quote: You don't belong here. You are trespassing. Any further and I will send out my Matron to deal with you. She is far less forgiving than I.

Beyond Srogi (Unseelie) and Sheka (Seelie) but perhaps a bit of both, the Vargomora are the living embodiments of the Wolfwoman Archetype, and enjoy the fear and respect such an archetype ensures. Colloquially called the Wolf-hags (though never in the Vargomora's earshot) this all-female Krew (Kith) are created not born. When a kinain female (sometimes one from another Krew or Kith, already undergone chrysalis) becomes disillusioned, angry, or hurt by the outside world, they retreat both into themselves and the wild places. Only this certain type of rugged and independent women can inherit the mantle. Deep in the wild places, they are approached by an older Vargomora who presents them with a wolf-skin. Thus, another Vargomora is created.

Like the Swan Mays, Selkies, and numerous other Skin-Changers, this wolf-skin is the catalyst for the Vargomora's Fae existence. With it, the Vargomora can transmogrify her body into any number of wolfish forms. Yet only the rarest of females gets this opportunity, and only those who already possess a Vargomora's mentality get the chance.

Once she receives and accepts the wolf-skin, the budding Vargomora is brought into a training period that will last the rest of her matron's life. There are only ever two of the Vargomora together in such relationships. Such relationships exist in any number of dynamics. Mother/daughter, elder/younger sisters, lovers, matron/retainer, teacher/student, even master and slave for the worst of the relationships. Once a matron feels her undoing fast approaching, she will finish her training, present the younger with her own precious wolf-skin, and the cycle begins anew.

Appearance: The Wygląd (Miens) of the Vargomora changes little. The Świecki Wygląd (Mortal Mien) is always female, and always rustic looking. They are handsome in their own way, strong looking, and determined. They always have that one scrap of wolf fur somewhere on their person in one form or



another. In their Wróżka Wygląd (Fae Mien) they are taller, adding a foot or so to their height, and their faces have gone decidedly more animalistic, with coarse hair, dark eyes with no discernable whites, and thick sharpish teeth meant for tearing and ripping (what some might understand as Glabro). There is still that same wolf fur on their person, but now it is obvious what it is. Of course, it must be mentioned that there are also the numerous other forms available, to be listed below.

Lifestyle: A Vargomora life is one usually set in stone. There are almost universally two of them, an older matron serving as a teacher, steward, and mother, and the younger one there to learn and aide. One day the older one will pass from this world, and the younger one will grow to fill her role and pass her "mother's" skin to young in perpetual cycle to last the ages.

As far as a Vargomora's relationship with the other Polish Krew, the Wolf-Hags serve as an outsider family. They are far wilder than their fellows, and few have any real dealing with them. Still, if approached with respect and contact is made (without crossing any boundaries) the Vargomora might send one, the other, or both of their number to aid a troupe of fellow Polish Wróżka (Changeling).

It should be noted, however, that multiple couplets of Vargomora can absolutely join forces, journeying across the lands to form an army of their own. Many of these couplets will also ally themselves with other Hags if need be. Such alliances are rightly feared.

Niewiniątko Vargomora are rarely a thing, as many of their number are loath to bring a Child into the family. Those that do exist are due to extraneous circumstances in which the Elder saw



no other option. Even then, there can only ever be two skins together.

Odwrotny Vargomora work as helpful retainers in the relationships. In good relationships that might mean plenty of learning with harsh but fair love. In bad relationships, it might mean that the younger of the pair is treated as little more than a slave.

Wytrawny Vargomora serve as matrons of the dual relationship. They offer sound advice in good relationships but appear as petty slave drivers in bad relationships.

Glamour Ways: Upon becoming a Vargomora one of their numbers can only gain Czar (Glamour) from wild the fountains it hidden deep in the wild places of Poland. They can no longer gain it from mortals as they once did. Even if they were once another kith, their previous methods of refueling magicks are now null and void.

Unleashing: Cantrips cast by the Vargomora are accompanied by the thick rich perfume of deep animal musk and freshly upturned loamy earth. There is also the unsettling feeling of being watched, and even judged, by unseen eyes.

Affinity: Nature

Birthrights:

Wolf Scent (*Wilk Woń*): Like the wolves they can transform into, the Vargomora possess uncanny olfactory abilities. No matter what form they wear, they have a +3 to all perception rolls based on smell. This is always active and can never be turned off.

Wolf Strength (*Wilk Siła*): Upon first receiving and donning the Wolf-Skin from her Matron, the young Vargomora accepts her future. With this future, however, comes the blessings of a stronger body. This is now their default form, akin to the Glabro, with an animalistic appearance and extra physical abilities. They now have a +1 to all physical attributes.

Wolf Bodies (*Wilk Ciała*): Though the Vargomora can't count themselves a number to any of the varied Werewolf Tribes known as Garou, they can choose between many of the Werewolves varied forms. but learn more though their training (and dependent on Seeming).

- ❖ *Odwrotny Vargomora* learn how to transform into a large dire wolf, the size of a pony, with a +2 to all physical attributes and a -1 difficulty to all perception rolls.
- ❖ *Wytrawny Vargomora* can assume the above, but also can adopt a bipedal wolf-headed beast a little over 3 meters high, with large grasping claws capable of the fine manipulations of fingers but also capable of slicing through enemies with ease. This form gains a +3 to all physical attributes and a -2 difficulty to all perception rolls.
- ❖ The base form of a simple common wolf isn't to be found in the Vargomora, though they may learn magics to make themselves appear far less threatening than they truly are.

Frailty:

Bound to the Land (*Przywiązany Do Ziemi*): Even if they hailed from the numbers of another Krew or Kith, upon acceptance of an offered Wolf-Skin, their existence is changed, and the rules of a Vargomora are the only that apply. From that moment, they can only gain Czar from wild sources found in nature. The Freeholds, raptures, revelries, and other means of Glamour procurement open to other Dreaming born creatures is anathema to them. Worse yet, the Werewolf Families are notoriously territorial about said places. It is the wise player who invests some background points into a Glade or such.

Skin (*Skóra*): Though it should go without saying, it will be said. The Wolf-Pelt that governs a Vargomora's existence is as prone to being lost, stolen, or destroyed as any Selkie's, Swan May's, or other Skin-Changing Fae, and a Vargomora has the same fear of loss of self if anything should happen to it. With no skin to bequeath, there can be no one to inherit it, and thus the line will be as undone as that poor soul who lost it.

Mean Old Ladies (*Wredne Stare Kobiety*): No Vargomora, regardless of her age or seeming, is made for this world. They are meant for the wild places, and the gentle subtle politicking of mortals is simply a waste of time. For every wolf form that they learn, they are up that level of difficulty to any social rolls. In game terms, it means that at character creation, a Vargomora is at a +1 difficulty to all social rolls. Upon learning how to pull that Dire wolf form raises that to a +2 difficulty. *Wytrawny Vargomora* who can assume that bipedal form over 3 meters tall are at a +3 difficulty to all social rolls.

Lady Bona Dagmuta, on an errand from her Mistress, takes a moment to explain why she has little love for the other Krew.

Boginki: I do not think that they are good. They steal babes from the cradle, and happiness from the mother's hearts. They are pretty to look at, but their hearts are ugly.

Mūra: They are liars and thieves. They take blood and leave only nightmares. They are also afraid of us, which is good.

Ognik: They chase after their mad dreams, but sometimes, their dreams are too mad, and they leave the madness in the wake. That is bad.

Sudenicy: There are good Mothers, there are bad mothers, and there are the Sudenicy. I will not tell you the difference.

Smętek: Life has been unfair to these little broken-legged Goblins. Still, they have grown hard and strong. We all should take note.

Stolemē: They are evil, but not more-so than anything else evil. If they are enemies, then fight them like so. If not, then overlook them. They are nothing to worry much about.

Żiburinis: They are good friends. Sometimes, our territories cross and we become enemies. When such happens, we go to war. They are strong and wise, and they have gifts to frighten us. They win much. They are good enemies, but even better friends.

Guślarz: Many seek our secrets. Few live long enough to discover them.

Wilkołak: We do not have blood ties. They are not our allies. They are not our friends. Do not confuse our families.

Skin-Dancers: There are pretenders to the Wilkołak families, who claim me as kin. They come to barter in the name of blood ties. They do not last long.

SARKR: The Aes-Gods of the North have their own skins - wolf and other. They are not blood.