

CURUPIRA

“Hell is not hot, or cold. Nor is it deep below ground, or somewhere in the sky. Instead it is a place on Earth filled with sucking bogs, disfiguring diseases, and millions of tiny flesh-eating creatures. Hell is a jungle, and it is monstrously green.” This Green Hell— *Greig Beck*,

Quote: *Nothing, just an unsettling feeling that you are being watched...

The Curupira Calli (Kith) are protectors of the jungles, forests, rivers, and all the animal life in the Empire of Dusk. They are infamous for their stealth, feared for their battle prowess, and whispered about by outsiders to the realm. Their skills of evading pursuers are legendary, and their rapport with the wild beasts is magical. Few could hope to best them on their own turf.

After their chrysalis, an unusually chaotic affair in and of itself, they take to the wild places. There they live amongst the animals, serving as caretakers and custodians of the unspoiled jungles and forests of their domain. They will only interact with mortals if needs must, usually to punish those mortals who take more than their fair share of the jungle, or hunters who hunt indiscriminately.

That being said, they are also a good-hearted Calli who enjoys a good drink, a good smoke, and a good story with friends. If an outsider can prove that he respects the forest around him, he can earn the Curupira's trust and win a friend for life. It is only the plunderers of nature who have anything to fear.

Appearance: Both the Curupira's Inahual (Mien) are wild looking and disheveled. The Tlacaxayaque (Mortal Mien) has long hair and tattered clothing if they bother to wear it at all. There is something dangerous about their expression. The Teohua (Fae Mien) is shorter, rarely over a 1 and ½ meters, and their skin grows greenish - from a dark forest-green almost black to a bright lime tint, with hair virulently orange or red. The most telling feature of the Curupira is their feet, which face backwards. Regardless of how unwieldy this looks, it does nothing to diminish their agility.

Lifestyles: The Curupira have little love for the mortal side of things - wild animals get the most of their care and attention. Only those who others who venture into the wild places have any truck with them. However, this can mean, mortals, Fae, or other-magical folk that call the jungle their home. Yet as

THE CURUPIRA, THE CIGUAPA, AND THE CAIPORA

There are many similarities in these three varied families. The Ciguapa are a, all-female tribe of the Changelings in the Caribbean, likewise whistling and tricky, and also complete with backwards feet and difficult to catch. But they are all-female, and blue, and still out there in the Caribbean stirring up trouble.

The Caipora were (are?) a quiet all-male tribe of the Amazon, who likewise protected the animals and rode around on Javelina's and hunted the hunters. However, they weren't green and didn't have backwards feet. They haven't been seen in some years, leaving some wondering if they are still around. Or perhaps, they yet exist in that Dark Warm Jungle, even better at hiding than the Curupira.

long as they are respectful, they will fare just fine.

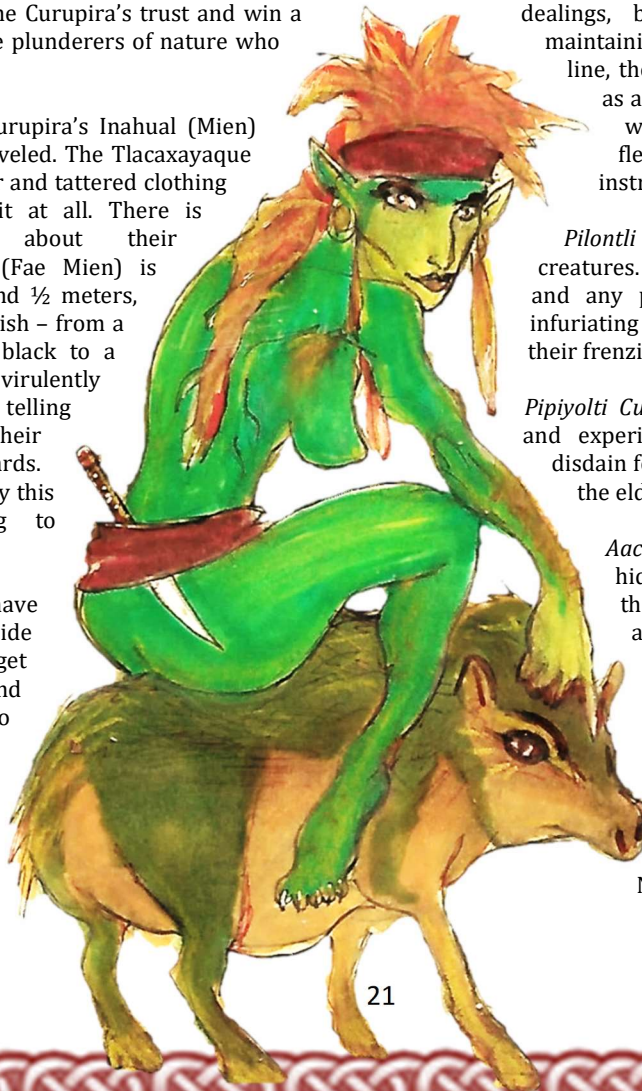
With other Calli, they are still renescent to have any real dealings, but understand the importance of maintaining kinship. Yet if they should get out of line, the Curupira will punish them the same as any mortal. The only exception to this is when an Elder Curupira will take a fledgling Curupira on for a time of instruction and discipline (hah!),

Pilontli Curupira are maddening little creatures. They refuse to listen to their elders, and any punishments are dismissed with an infuriating laugh. Only the wild places can still their frenzied spirits.

Pipiyolti Curupira are a bit tempered with time and experience. They still have their healthy disdain for authority, but now understand what the elders tried to teach them.

Aacini Curupira are old and wise sages, hidden deep in the darkest recesses of their domain. The world of men and Calli alike has no appeal for them, so they turn their back on the world altogether... venturing further and further into the jungle, until they fade away from this world altogether.

Glamour Ways: Curupira regain *Mahuiztli* only from hidden glades deep in the Jungle, much like their *Nunnehi* cousins...



Unleashing: Though there isn't any actual physical effects, Nomiuh cast by the Curupira are strangely chaotic and unnerving. They carry a strange feeling of time happening in reverse. Understanding conversations turns difficult, walking brings vertigo, and watching the world around is a testament to confusion.

Affinity: Actor

Birthrights:

Whistle (*Apito*): The Curupira have a special means of leading others astray. With a point of Mahuiztli spent, and a special High-pitched whistle- activated by a Performance + Greymare roll, difficulty of the victim's willpower, they can drive a victim to a maddening fear. Those affected will run away screaming and babbling, for a number of hours equal to the successes of the Curupira's roll. The Victims themselves can hope to forgo this effect. With a successful Willpower roll of their own, difficulty 8.

Animal Speech (*Fala de Besta*): Each of the Curupira can communicate with all the animals of their domain. From mosquito to their beloved javelinas, a successful Animal Ken roll, difficulty 7 allows for enough communication to provide the Curupira with any information the beast can provide. Remember that animals don't necessarily communicate the same way humans do, and the Curupira understands this.

Untraceable (*Indetectável*): The Curupira has many enemies, but few are able to catch them. This is not only due to their backwards feet (itself a sign of their skills). Their scents are muddy and difficult to pinpoint, they break no twigs nor bend grass in their passing, and other means of tracking simply grow more difficult. Any rolls for tracking or hunting them down are always at a +2 difficulty.

Frailties:

Territorial (*Super-Protetor*): The Curupira are sensitive about their solitude. They are doubly sensitive about their protected expanse of wilderness. They can even grow violent if they feel either are disrespected. It takes a willpower roll, difficulty 8 to

not instantly attack those souls not offering proper respect in a means the Curupira feels proper.

If the roll should botch, or worse yet, if someone causes an animal suffering needlessly, the Curupira will shift to Iztlacateteo (Unseelie), or if already Iztlacateteo - Oc (Thallain or double-unseelie). They will stop at nothing to ensure that such contempt for the natural order will happen again.

Spirit of the Jungle (*Espírito da Selva*): As they are so intrinsically tied to nature and the wilds, only natural wild Glamour can sustain them - the Mahuiztli of hidden wild places. The wise player would look at the Freehold background...

Ka'akupe rides atop her Javelina and answers your questions from afar...

Alux: Corn Folk? If that is all you know of them, then you are stupid. They are gatekeepers of the dead and run with ghosts.

Boto: Too much fun makes you fat, stupid, and lazy. The Boto are proof of this.

Carbunclo: I know where they keep their magic places and I'm not telling you.

Centzo Totochtin: We are scary, they are terrifying.

Civatateo: Everybody treats them like princesses, the truth is that they are Ezzo.

Huitzilin: Despite their bright colors, they are servants of a dark god. Blood is all they understand, that and sweets... it's odd to think about.

Muki: Who?

Pombero; I would say that most of the Calli are my enemies, but that would be a lie. The Pombera are always fun. They will steal drinks and smoke and chocolate and bring it to me here in the forests. They are good friends.

Quinametzin: They were punished for a reason. I cannot say what it was, but they are still struggling to make amends. It must have been serious.

Saci: There are many times that I get blamed for their tricks. I do not like it.

Xan: It is easy to call them monsters, they look like such. But they are perhaps the best of us, the kindest, and most caring. Don't judge them on appearances.

Tlacique: We have crossed paths. They were respectful, so I let them go. Others Ezzo not so much.

