

Kooshdakhua

(Murder-Otters)

Region: the Far North, Wapsu of the Tlingit Tribe

"Fun is our middle name!"

"No, 'Fun' is your middle name. Mine is 'Angelica' remember?"

"Oh. Right. Sorry."

Bear in the Big Blue House – *Pip and Pop the Otters*

Quote: (Read in your mother's voice) "Wah! I'm afraid of the water! A Crab will bite my nipples and a Salmon will swim up my butt!"

In the cold and frozen waters of the Far North, the Wapsu (Thallain) Family of Kooshdakhua dance and play to their heart's content. They are the Land-Otter-People, able to shift between the otter and human form at a whim. They aren't malicious (at least most of them) like the other Wapsu, and are happy enough simply spending their lives in play. Of course, their play may get too rough sometimes, and no few outsiders may get muddle-urlded in the play.

Gathering in groups called lodges, they are more prolific than perhaps any Northern Tribe. The reason for their numbers is simple, they don't undergo Chrysalis like so many others. Each of the Kooshdakhua was invited to play once upon a time, and with the right attitude towards play (and surviving the play), they were invited back and back again. Eventually, a slow joyful metamorphosis takes place, and one day without even realizing, a new Kooshdakhua was brought into a Lodge. Perhaps that Kooshdakhua was a mortal, or perhaps they were a Changeling Soul of a different Gundohgi waiting for their True Chrysalis. It's hard to say. The Kooshdakhua certainly won't put in the work to find out.

In the old days, the Kooshdakhua would simply steal a baby for those kinds of purpose, but things are different now. Some would say they are far more fun. Never confuse Fun for Safe, however, as the Kooshdakhua are far more dangerous than the other Wapsu. Not due to evil intent or raw-consuming hunger, but because they simply want to have a good time. Everybody caught in their "Fun" may not be coming back from it.

Appearance: The mortal Dunakadv (Mien) of the Kooshdakhua appears as tall and slender, with far more hair on their arms and legs than their fellows. Their faces have small dark eyes, long whiskers, and a smile more playful than malicious. Their Fae Dunakadv form appears even taller, with the long thick tail and face of an otter. Smooth fur, usually still wet, covers their whole frame. They also have their other form, that of a large and sleek otter. Those that manifest as Sea otters can weigh up to 110 pounds, while their river otters siblings can weigh up to 75 pounds.



Lifestyle: The Kooshdakhua spend their days fishing, swimming, and frolicking. Of course there is probably actual work they have to do; their Wapsu cousins are always coming bitchin about the Kooshdakhua not doing any. "Screw 'em." Of course those same cousins always need help, they're always asking for this favor, or that person disposed of, ... if the Kooshdakhua gets bored enough, they might even help.

Younglings (Perturbed) Kooshdakhua aren't evil, but that doesn't prevent the Younglings from being loud, over-bearing, boisterous and obnoxious. They are also the easiest to trick, "No way, it's like Hide & Seek! You just hide this Body good enough to make sure nobody ever finds it!"

Brave (Prowler) Kooshdakhua rarely outgrow their loud, over-bearing, boisterous and obnoxious behavior. They are just as eager to play and just as loathe to work. They may have also discovered the allure of sexuality, and many obnoxious cat-calls (in any number of voices) are coming to the object of their desires.

Elder (Miser) Kooshdakhua mostly maintain the same eagerness throughout their lives, but now their time is growing short. Many head Lodges, and propose myriad games and adventures, whose winners will invariably be their successors. But then again, that might have to wait til a later day...right now there's more fun to be had.

Glamour Ways: Kooshdakhua refuel their Medicine with the fear of drowning, of being eaten by water monsters, or simply fear of the deep in and of itself. Whenever a mortal is reticent to go out on the water, the Kooshdakhua replenishes their magic. The worst of the lot will simply drag a person out there and playfully hold them under, feeding on the panic.

Unleashing: Songs of Power (Cantrips) cast by the Kooshdakhua are accompanied by the smell of that Kooshdakhua's favorite water source (the briny perfume of the ocean for sea otters, the muddy perfume of fresh lakes and streams for river otters).

Birthrights

Built for Swimming: The Kooshdakhaa are born in, and of, the waters –both fresh and salt. Living on the waters has hardened their bodies into sleek, strong, and speedy monsters, capable of olympic-level feats of aqueous skills. They are at -3 to any physical rolls while in the water, and receive no penalties from the depths of the ocean, and are immune to all but supernatural cold. In addition, those of the Sea otters variety receive an extra str+2 & dex+1 for free at character creation, while the river otters receive a dex+2 & str +1. It should also be stressed, that for a point of Medicine spent, they can adopt the form of an ordinary (but largish) otter.

Raven's Trick: The Kooshdakhaa have one last playful party-trick that is always a lot of fun. They can copy the voice of anyone they hear. It takes a successful Cha + Per roll, difficulty 7. While this may seem a boon for others, the Kooshdakhaa rarely do anything overly clever with it aside from mocking people in their own voice, or insulting someone in a loved one's voice. Again, not overly clever.

Frailties

Work is Boring: Any work at all isn't playing, and the Kooshdakhaa has no time for it at all. Any actual work that they have to do (not including being tricked into work disguised as play by a cleverer wit) demands a successful willpower roll difficulty 7. Even after the successful roll, however, they still won't enjoy it, and any rolls to perform those tasks will be at a +2 difficulty.

Fun Times: If someone were to ever be able to survive the Harsh Play of the Kooshdakhaa, or even simply go along with the pranks with grace and a smile, then that person would forever be considered a friend to the whole of that Kooshdakhaa lodge. They are now off-limits from any harm, including their vicious pranks. If another Kooshdakhaa attempts to harm that individual, that Kooshdakhaa is banned from any and all Lodges for being a "Sore-Loser." They don't last long on their own. For those blessed with off-limits however, they have endeared themselves to the whole of this Wapsu-Tribe, which brings its own set of caveats (and possible invitation to join the ranks).

Neesie Qimmiq, Youngling Wapsu of the Squirrel Butt Lodge, will only tell you what she thinks of the others if you play in the water with her. "MARCO"!

Ask-Wee-Da-Eed: Bad news? I guess. But it's too cold up here for them to fart their bad-luck at us. If I ever head down their way I'll worry.

Adlet: Hah. They really want us to think that they are related to the Wayav Ginili? Hah. More like they're related to their own butts!

Mekumwasuck: "Bleagh! Look at me, I'm a butt with a football butt-face!" More like a butt- with a butt-ball face.

U'tlun'ta; I think it's fun that they can copy voice, I wish I could too. Oh wait! I can. Only I don't sound like a butt when I do it.

Pukwudgie: A lot of fun. But they don't like to go swimming with us as much. Looks like I might just have to go visit one of these winters, to ensure that we can go swimming with them.

Qallupilluk: I don't see what the big deal is. They smell like oatmeal cookies, and give us candy when we go visit them in the water. What's the big deal?

Wechuge: If you see one coming, "Swim, Forrest, Swim!" They may not look it, but their butts are faster than you'd think. And if they catch you, they shove icicles in your eyes, and make you eat your own butt while they eat your heart. It's true, I saw it"

