

Tūrehu

"Translation can never do more than the approximate, so we shall, at least, be gloriously inaccurate."

Guardian of the Dead — *Karen Healey*,

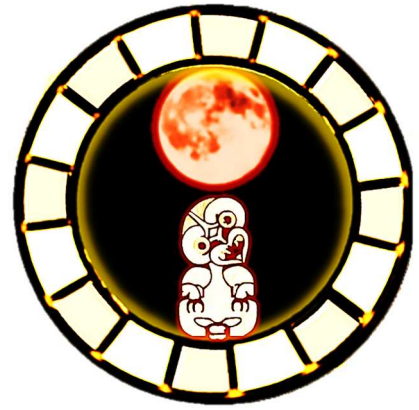
Quote: none...

It is a difficult prospect to understand the mysterious Tūrehu of New Zealand. This Maori Kadugo (Kith), also known as Ngati Hotu, Patupaiarehe, Pakepakehā, Ponaturi, & Urukehu, are perceived to be everything from albino dwarves, red-skinned giants, and even taloned blood-thirsty Vampires in some tales. Their ability to disappear in the twinkling of an eye, their fiery red-hair and gift for music also had some thinking them Clurichauns.

While none of the above are true, especially the Clurichaun part, there are some truths to be found in all those descriptions. They are remarkably pale – nigh Albino, they can be large of stature; they do have talons and a penchant for warfare – if not being bloodthirsty. They also have fiery red hair, a gift for music, and an ability to disappear in the twinkling of an eye.

The Tūrehu represent one of the oldest of the Kadugo, and the most reluctant to deal with outsiders – even other Kadugo. Their lairs are in the wild-places, and they have ties with only certain mortal Whanua (Mortal and Kinain Relations). Their ways are inscrutable to outsiders, especially those without the knowledge or history of the Maori people.

Appearance: The Kino Lau of the Tūrehu, when they can be seen, are unremarkable Maori-folk. The Iki Kino Lau (Mortal Mien) is perhaps paler than most, with a few coppery notes in their hair, but nothing to highlight their magical nature. Their Nui Kino Lau (Fae Mien), however, is a tall beast of a creature- upwards of 3 meters, with long slender limbs and sharp features that remind some of Tolkien-esque Elves. Their skin is a pale yellowish cream-color that drastically juxtaposes with the



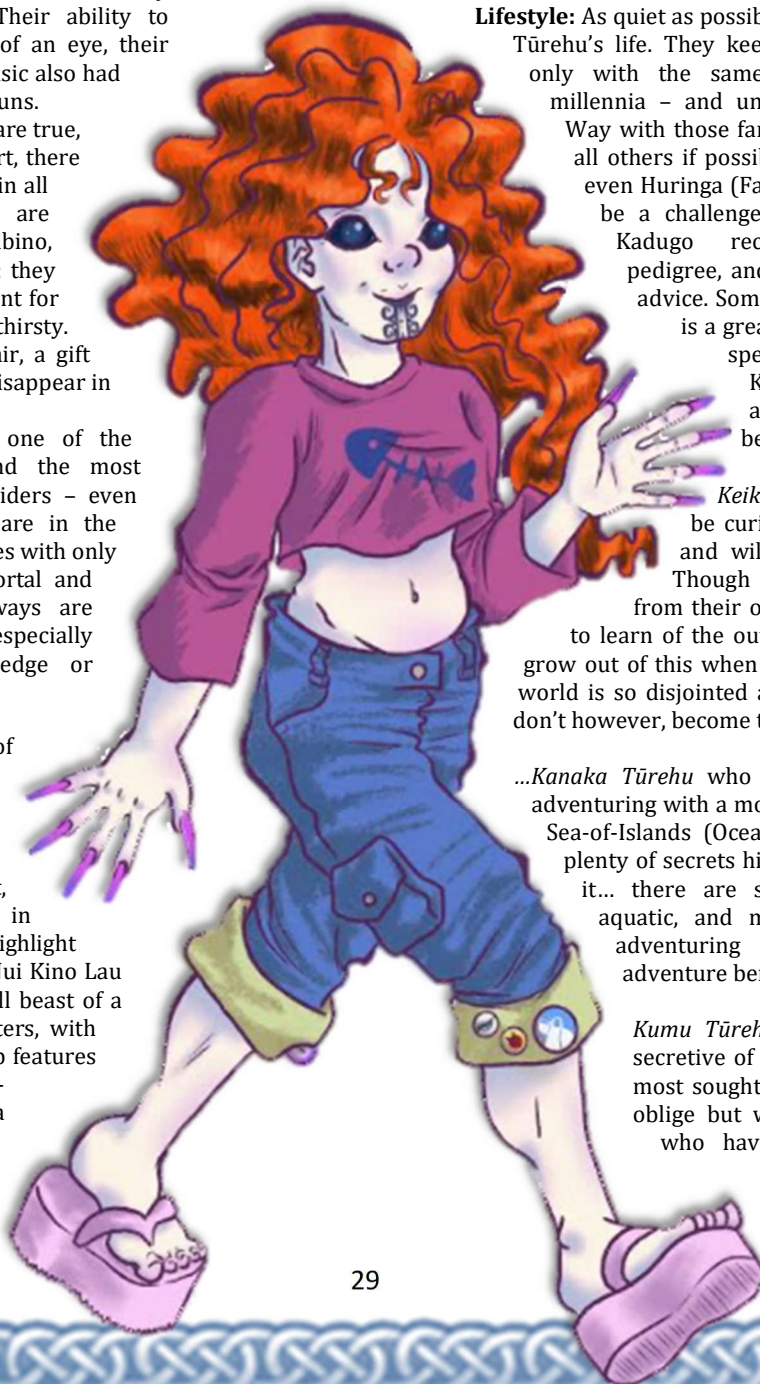
bright red or indigo Tatua that covers their bodies and faces. Their hair is a brilliant fire-engine red, and their eyes glow with an ancient dignity that outweighs even the Keltoi-Sidhe ... they can be quite a sight. Or not, if they don't want to be seen that is.

Lifestyle: As quiet as possible – this encompasses the Tūrehu's life. They keep to their own, working only with the same mortal bloodlines for millennia – and undergoing the Changeling Way with those families as well. They avoid all others if possible and stay well clear of even Huringa (Fae) politics. This proves to be a challenge, however, as the other Kadugo recognize their ancient pedigree, and often come to them for advice. Some few will even grant it. It is a great honor to have a Tūrehu speak to you, and even the Kūhiki (Unseelie) know it and will be on their best behavior.

Keiki Tūrehu may sometimes be curious of the other Huringa and will follow them unawares. Though it may mean scolding from their own Kadugo, it is worth it to learn of the outside world. Most quickly grow out of this when they see that the outside world is so disjointed and broken. The few that don't however, become the rare...

...*Kanaka Tūrehu* who can be convinced to go adventuring with a motley of other Kadugo. The Sea-of-Islands (Oceania) is a big place, with plenty of secrets hidden across it, and under it... there are stories of Tūrehu being aquatic, and many of these are from adventuring Kanaka out for an adventure beneath the waves...

Kumu Tūrehu are perhaps the most secretive of their lot but are the ones most sought out for advice. They will oblige but will only speak to others who have earned their respect. When dealing with other Kadugo, they will



only speak to their Kumus.

Glamour Ways: The Tūrehu regain their Mana only from positive interactions with their favored Mortal Whanua- who are usually Kinain, and who probably Enchanted (if not privy to other magics) and best understand the Tūrehu's need for secrecy. The smart player should invest in the Dreamer Background to best represent these relationships.

Unleashing: Mele cast by the Tūrehu are accompanied by waves of sweeping powerful music that washes across the scene alongside a strange cool and grey mist that hinders sight.

Affinity: Nature

Birthrights:

Impenetrable Mien (*Uruhanga Kopare*): It's not invisibility, but it comes close. The Tūrehu like to keep every aspect of their life a Secret, even their very existence, and have a magical means of going unnoticed. With a point of Mana spent, and a successful Dexterity + Stealth roll Difficulty 7, the Tūrehu seemingly vanishes in the twinkling of an eye.

Most people forget about them, and even those watching suddenly lose sight of them. This isn't invisibility mind, the Tūrehu just slips under the radar and can't be picked up again. Only those with supernatural gifts of Perception- such as Auspex or the like - can attempt to catch a peek. Even then, they must actively know to look - that in itself presents a challenge.

Night-Folk (*Iwi-Po*): Not that they are giants in any real sense, but they are larger than most, and gain some physical benefits of their size. At Character creation, the Tūrehu receive 3 free additional dots to allocate to physical abilities, in any way that makes sense - even if above 5.

Also, in some small blessings, due to their vulnerability to light and flames, all the Tūrehu can see in the dark as well as others see in the light.

Song-Gods (*Waiata-Atua*): The Tūrehu have unparalleled skills of music-making, inherent even before their chrysalis. Each gain a +3 to any Performance rolls if music, singing, or songwriting is involved, and they can never botch any such rolls. Also, each of their number can instinctively play any and all instruments. Many of their number has a favorite of course, but all are open.

Frailties:

Night-Folk (*Iwi-Po*): The stories have the Tūrehu marching about in the early misty morning, or at twilight - unencumbered by the bright light of the sun. There are also stories of them being turned away by the red-hot flames of a torch.

Both are true. The Kadugo are susceptible to extreme light and heat. There are difficulties to all rolls depending on lighting. On cool cloudy grey days, when the sun is barely visible behind the overcast sky, it might be a +1 to any rolls. Under cover of a blazing-high-noon sun, it can be a +3 difficulty.

The same goes with flames- a small campfire for cooking might be negligible, but a roaring bonfire 5 meters high will be a +3. In addition, any damage done from heat or flames is not only considered aggravated but counts as double.

Nikau, wary at first, sees you're not a threat, and continues to do her cousin's nails...

Aikanaka: Big blokes, alright, but bitter and mean bastards. I reckon it's all the long-pig. It drives you bonkers is why...

Adaro: They act like assholes, even when you've won their friendship. I think that's what they want, to be understood that way. Why so much the assholery? Not sure. I suppose it's to keep up their reputations.

Aria: Bad news, these ones. It's best to keep away from anywhere they hang about. 'Asking all civil like for beer', bah - it's just a ploy.

Fe'e: Good lads, patrolling the water like they do. Still, not to brag or nothin', but I think I could take them in a fight if push comes to it.

Kakamora: Whole fleets of them, out there; and here truth tell. Out in the bush they are, hiding and scheming. Always keep your wits about you, there's no telling when they'll strike.

Keiki-Pua'a: Out Hawaii way, they have children of a great big horny pig God. Good for a lot of things, these children are, but they can take it too far. Sometimes all it takes is a loud enough "NO!" They respect your boundaries, but you have to say it Big enough for them to hear.

Mū: Who? I thought that place crashed a long time ago.

Tipua: Oh. Yeah. About that. I'm well aware, see, but it's better to watch the others squirm.

Vatea: Like the pig-boys, but *No* won't work.

Veli: Red hair, hard to catch, good at music. Are you sure that you aren't talking about us?