

# SUDENICY

**“Who doesn't respect and value his past, is not worth the honour of the present, and has no right to a future.”**

— Józef Piłsudski

**Quote:** And on her 18th birthday she will embark on a great adventure and meet her true love, but not before having her heartbroken by a dark prince disguised as a shining knight.

With one hand holding the strings of each person's fate, and the other on the spinning wheel of Destiny, the Sudenicy are much more than the Fairy Godmothers of legend. The Sudenicy are veritable Goddesses of Fate, akin to the Norns of the North and the Moirae Adhene to the West. This Aeons-Old Krew (Kith) are one of the most powerful in the Kingdom of Beautiful Amber, as well as one of the most feared- *and for good reason.*

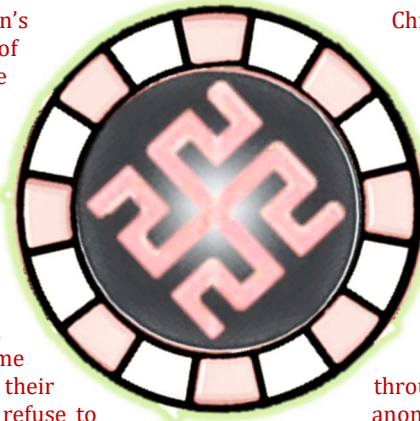
Their insight into the beyond is without peer, and their judgements are always sound and well-received (though not without some dread). It is small wonder that they also serve their Kingdom as keepers of the law, though many refuse to hold any titles.

Always female, and always gathered in groups of three, they are also known as Sudzenici, the Sudice, the Narucnici, and dozens of others. Their name all stems from the same concept - “They Who Judge.” As judges, they serve as their Kingdom's Stewards of the Law, if not the Queens. Be it Srogi, Sheka, Fae, mortal or otherwise, if it interferes with the Magical worlds or something these queens hold dear, then it is under their jurisdiction.

**Appearance:** No matter their Mien, the Sudenicy are beautiful in the way that only Goddesses can be. Their Świecki Wygląd (Mortal Mien), is tall and statuesque with a grace that defies the mortal condition. The Wróżka Wygląd (Fae Mien) is the same, save for a slight sharpening of the ears. Traditionally, they wore only white, but today sport whatever they wish. However, if pomp and decorum are called for, many will wear the traditional white and gold coverings... especially the veils that covered their faces.

**Lifestyle:** The Sudenicy live both lives, mortal and Odmience (Fae), in ways that better their community. As mortals, they inevitably find themselves in positions of power: Lawyers, politicians, even law enforcement. Within these roles they protect and aid humanity as best as they are able. Amongst their fellow Fae, they perform similar roles, though they are a bit more reticent about the affair. They never advertise who they are (though many already suspect) and try to aid the others from a distance if not completely incognito. The Kingdom of Beautiful Amber is a large place, and none should be fully aware of what the Realm itself expects of its denizens.

The only exception to this is if they are invited to the birth of a new child. If they are pleaded with, and if their own Augury sees fit, they may make a Decree (see Birthright) at the



Christening. This works both ways, however, and if they deem it necessary, they may also ensure that the newborn has a hard life.

*Niewiniątka Sudenicy* (Also called Daughters) are perfectly poised little princesses. They say little but see much.

*Odwrotny Sudenicy* (Also called Mothers) have become a tour de force as they make their way throughout the Kingdom. They try to remain anonymous as much as they are able, but clever enough Folk will always see them.

*Wytrawny Sudenicy* (Also called Grandmothers) are matronly, stately, and lose none of their beauty in their elder years despite a few greying hairs. They are the most mysterious of their number, and purposely stay hidden.

**Glamour Ways:** The Sudenicy regain their Czar whenever a mortal accepts their Fate, whatever that may be. An unexpected realization that a wrecked car may be part of the plan, or an angry youth who finally acknowledges the sudden death of a parent. What matters is that the mortal receives the Fate set out for him and moves on with their life.

**Unleashing:** There are glimmering sparks and showers of glitter that rain down from above whenever a Sudenicy casts a cantrip, there is also heard the chimes of tiny silver bells. Those in the know will be pleasantly reminded of scenes from *Don Bluth* movies. You know that you love it.

**Affinity:** Time

**Birthrights:**

**Fairest (*Najpiękniejszy*):** There is certain unnatural splendor with the Sudenicy, that catapults them from the realm of attractive Fae into the dizzying heights of Goddesses of Beauty. At Character Creation, each of the Sudenicy gains +2 to Appearance, even if well above 5.

**Dealers of Fate (*Opiekunowie Losu*):** The Sudenicy are tied to the concept of *The 3*, the Maiden/Mother/Crone, the Fates of

Mythology the world over. They have special investments in all arts that portend the future and they are skilled in many forms of divination. Any Changeling Arts that seek to foretell the future, such as the Soothsay Art, or any other magics, are always set at a difficulty 6. However, some fates won't reveal themselves without a fight, and often multiple successes are demanded –despite the lower difficulty. Keep in mind that there is a stipulation for this Birthright below.

**Birth Blessings (*Błogosławieństwa Narodzin*):** Though they are at the beck of Fate, and can never command it, there is one special circumstance when they have more of a say in the affairs of another's life. At the christening of an infant, be it mortal, future Changeling, or something else entirely, the Sudenicy can spend one point of Willpower, a certain amount of Czar, and make a quick simple decree about the child's future. The amount of Czar spent is contingent on how many aspects of the decree are needed.

*"She will be Fair of Face,"* needs only 1 point of Czar, but *"Before his 20<sup>th</sup> year, he will find himself at sea, which is his first true love, but later a dark princess disguised as a helpless damsel will try to ensnare his heart"* needs 5.

That decree will inevitably come true for the child.

However, every Sudenicy plans well in advance of such gifts, and not every child receives one. They often have a way of coming true in ways that no one, not even the Sudenicy could foresee... none of their number will ever utilize this Birthright carelessly. Again, keep in mind that there is a stipulation for this Birthright as well below.

#### **Frailties:**

**Veiled (*Zawoalowany*):** Though it's true that the Sudenicy are the fairest in the realm, there are times when they must hide their appearance. They once covered their faces to better cement the mystery that is Fate. Today, they cover their face when making proclamations.

Both of those above Fate-Dealing and Divination Birthrights are contingent on the Sudenicy being able to cover her face. If she cannot conceal her eyes from others, then the difficulty for the roll rises by 3, and any 2's on any such rolls count as botches as much as the 1's.

**Battling Fates (*Walka z Losami*):** The Birth Blessing Birthright may seemingly ensure a baby's good fortune (or difficult life) dependent on Sudenicy's proclamations, but there are just as many others who would change the course of Fortune. When two opposing Fates are dictated by two different sources (and it happens more than you'd think) it is up to the two forces to intervene. For the Sudenicy, that means actively steering certain aspects of the Baby's life to meet certain criteria.

For every aspect of the proclamation that doesn't come true, the Sudenicy gains a permanent point of banality. For this and many other reasons, the Birth Blessings of the Sudenicy aren't regular affairs at every birth.

#### **Good Lady Zoja, who grants no wishes, eloquently pronounces her esteemed opinions.**

**Boginki:** They are Goddesses, no matter how dark they might be, and deserve more respect than they've been given.

**Mūra:** Proof that we can never be too careful.

**Ognik:** If you can persuade them, let them attend to your mortal affairs, they are wonders with financing. But, of course, you must first pact them into honesty.

**Smętek:** Their father was a demon prince, and that makes them royalty in their own way. Treat them with this regard, and you will have a surprising ally.

**Stolemë:** I do love them, despite their tantrums. They have the most to offer.

**Vargomors:** I would prefer not to speak of the Wolf-Queens.

**Żiburinis:** A delightful addition to our Grand Kingdom alone, they are a family that no other region can claim.

**Norns:** The North has their 3, but they are too cold to share bread.

**Moirae:** The Greeks have their 3, but they are too alien to share words.

**Huirnviu:** The Wyld Realms beyond have their own children- and their working of Fate is for them to judge alone.

