It always gives me a shiver when I see a cat seeing what I can't see. - Eleanor Farjeon

Quote: Ooh... that steam feels good yeah? So what were you saying?... Never mind I don't care. Bring me my milk now.

Every good Slavic household had a Banya – a bathhouse or Sauna. A good sweat was important for health, social cohesion, and maintaning traditional culture. There were also magical implications involved in the steam that arose in these areas. Soothsaying, healing, even curses and blessings were kit and parcel within these liminal spaces.

One Plemya (Kith) of Russian Fae were intrinsically tied to the Banya. A tribe of Cait-Sith, the Korhorushy were born of the mists that the bath-houses brought. While there a few of females in the Tribe, the majority of the Plemya are strapping boys. These magical felines utilized all the magics of the Banya. They were skilled in blessing, cursing, healing, and above all divination.

However, they were also exasperatingly obtuse. A fairly Zima (Unseelie) Tribe, the Korhorushy would certainly bless those that were on their good list, but would also cause untold misfortune for anyone that ignored the Cat's creature comforts. Picky in the extreme, an Korhorushy is ruled by particular cravings. Not getting these particulars can spell disaster. They are also incredibly limited in attention. Most can't concentrate on task for more than a few minutes at most. Still, to those that are on their good-side, there can be no greater ally than the lucky sauna-cat.

Appearance: The Lik (Mien) of the Korhorushy is usually darkskinned, often handsome, and always scrawny. This is reflected in both cat and human forms. The Okovy Lik (Mortal Mien) boast tight thin muscles (especially amongst the rare Female Korhorushy) and unruly hair or fur. Big pale eyes and crooked smiles are the norm, and even the faces of the cat form seems to grin mischeviously.

The Karlik Lik (Fae Mien) is much the same, except the skin or fur seems to lighten and fade slightly. The large eyes grow even paler, and the hair or fur to white and de dang no fe Life idylli arour Mousir

hair or fur if darker fades to grey, if lighter fades to white. The elfin smile mouth grows wider and decidely more crooked. There is an air of dangerousness about the Korhorushy that no few other Plemya find endearing.

Lifestyle: The life of the Korhorushy is an idyllic one. In Cat form they can wander around a farm to their heart's content. Mousing if they want, lounging if they want. The oldest farms know the old ways, and the picky diets (see Frailty Below) aren't really a problem to wise home-steads.

> Even if the Korhorushy walks around on two-legs, there are plenty of avenues for livelihood to be had. Most Karlik (Fae) courts know of the Korhorushy's Soothsaying abilities, and even the Zima are loathe to cross the mercurial ways of the Cats. Yep, life is good. However,not all Korhorushy can make it out to the farm-lands, and the rare few city-born Cats have a much harder time of it... make of that what you will.

Zuitbotschnick or Kitten Korhorushy are good to go. From the moment of chrysalis, they know what they want. Heaven help those who can't give them what they want.

Zverinyy or Moggie Korhorushy get into a nice rhythm. Hopefully they have found a nice farm that appreciates them, and most of these old farms have a nice sauna somewhere on the property.

> Serebro or Grey-Whisker Korhorushy are hard to find. They migrate to a secret spot on their farms, look on their own private little world, and relish in all that they have created.

Glamour Ways: Korhorushy regain Zhivost' whenever their household enjoys some much-needed relaxation. While the bath-house or sauna is the usual stomping grounds, anywhere the Korhorushy's chosen family can kick off their shoes, stretch out, and chillax works just fine. Unleashing: Cantrips cast by the Korhorushy are accompanied Far Away (Daleko): Not only can the Korhorushy transform by waves of mist that swirl around the scene. The temperatures of the mist alternate, between scalding hot and eerily cool. The perfume of wet wood and old ashes can be detected in the mist, and far away tinkling can be heard.

Affinity: Scene

Changing: It costs one point of Zhivost' for a Korhorushy to turn from a cat into a human (But not to turn back). It also costs one point of Zhivost' for the Korhorushy to turn to mist.

Birthrights:

Mist Form (Tuman Vid): Fairy Tales tell how the Korhorushy can turn invisible, walk through walls, or even teleport from scene to scene. These stories are rife with colorful anecdotes of blood-thirsty monsters cursing this one and that one with impunity. The truth of the matter is no less wondrous, but far more palatable. For one point of Zhivost' the Korhorushy can transform into a small floating mist, no larger than a car tire. The Korhorushy can control the speed, direction, and even the temperature of the mist (From icy cold to scalding hot [dealing one point of lethal damage per turn]) and can float against wind or rain with no hindrance. This form can be maintained for a number of turns based on seeming.

Zuitbotschnick can maintain the form for 3 x their stamina rating in turns, Zverinyy for 2 x stamina rating and Serebro for simply their stamina rating. Afterwards, the Korhorushy is shunted back to cat form. However, while in the bath house ...

Bath House Born (Banya Ponyatyy): The Korhorushy are born and bred from the magic of Spas and Saunas. Any Willpower rolls, Greymare rolls, or Cantrips cast while in a bath house are made at a -3 difficulty. In addition, changing forms (either to the cat form, human form, or Mist form) cost no Zhivost'. The Korhorushy's mist form can also be maintained indefinitely.

Also, for some reason lost to Russian antiquity - any soothsay rolls made by an Korhorushy while in the Bathhouse automatically receive one success. Any sooth-say rolls made by an Korhorushy while in the Bathhouse on New Year's Eve automatically receive three successes.

Frailties:

Picky Eaters (Razborchivyy Yedoki): Despite their love for their adopted farm and house-hold, the Korhorushy are notoriously picky about their desires. Some will only eat the raw meat of black roosters while in cat form and will only partake in black bread soaked in hot milk while in human. Each Korhorushv has for certain their own short list of foods that they will eat. and a long list of foods that they just won't stomach. Luckily, most farms that adopt an Korhorushy quickly figure out the rules.

Any time an Korhorushy is forced to eat anything not on the list they must roll their willpower difficulty 8. A success means that they throw it back up and harangue their adopted household until the farm makes reparations. A Failure means a temporary point of Okovy (banality) and they harangue the household. A botch means a permanent point of Okovy and Korhorushy curses the family for the next season. Korhorushy's don't play around when it comes to their food.

their bodies into mist, but the senses and brain-power of the Plemya is as fleeting and ephemeral as a fog. Not that they are forgetful or stupid, just preoccupied with something else entirely. Any action that takes more than a few turns to accomplish (According to seeming with Zuitbotschnick being 3 turns, Zverinyy 5 turns and Serebro 8) takes a willpower roll difficulty 6 to stay with the task.

The roll must be remade after each subsequent turn after the Seeming's limit with (Zuitbotschnick after 3 turns, Zverinyy 5 turns and Serebro 8) with a higher difficulty each time. Failure means that the Korhorushy wanders off to pursue some other more exciting ends. Combat, thankfully, is exciting enough for most Korhorushy that they don't have to worry about this during a fight.

Vova kicks back in the sauna and entreats you for a rundown on his Plemya Friends, Hopefully it won't be long. Dvoverie: Boring.

Kikkimora: Boring. Their face is cool though. Chicken-heads. Hah. I made a joke.

Leshiye: Don't gamble with them and you'll be fine.

Likho: You do every gods-damned thing they tell you, and you'll be fine.

Morozko: As kindly as they are, they never seem to visit my sauna. Oh well. Their loss.

Polevik: Did we just become best friends?

Poludnica: Tiggle Bitties and a breakfast spread of the Gods. They should be my favorite. Not-so. They're just so dang clingy. Rarash: Who? OH. You mean my dinner.

Rusalki: Who? How long is this going to take?

Ved: GAWD! You're so boring.

Vily: Like, seriously. This is so pointless. Do you know how many Russian Karlik there are?

Vodyanoi: There's like, a hundred or something... Zmei: You're boring. I'm bored. This is boring. I'm leaving.