



I'd like to be
Under the sea
In an octopus' garden
In the shade
He'd let us in



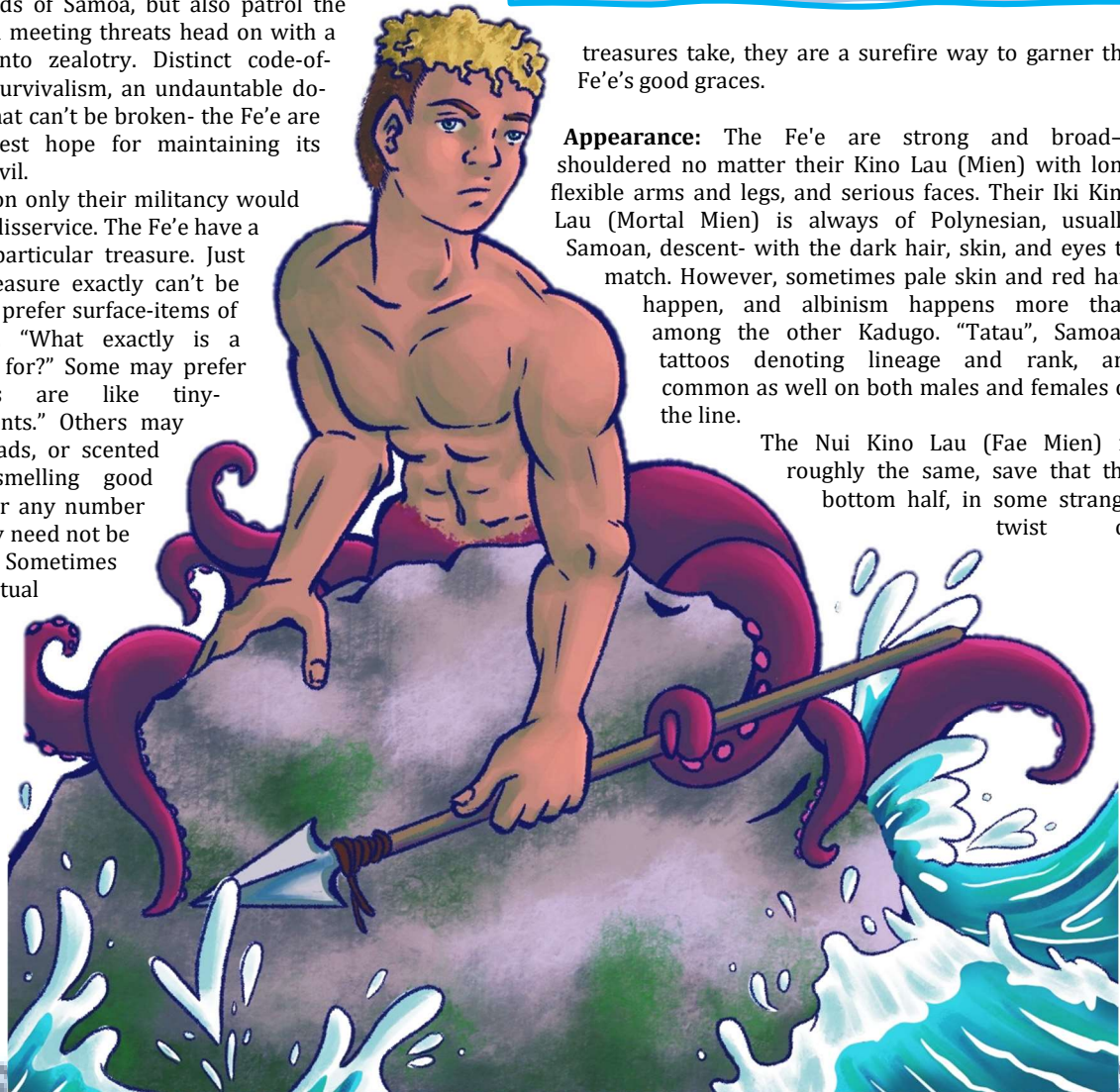
**Knows where we've been
In his octopus' garden
In the shade**

Octopus' Garden- *The Beatles*

Quote: Halt! Who travels here without my permission? Be prepared to defend yourself... This? It's a doll's head. Look, you can brush the hair. *It's really neat.* I've got 23 of them. Do you want to see?

The FE'E are a militant force elite deep beneath the waves, with a domain covering the whole of Oceania and beyond. Half-cephalopod, half well-formed Fae, and all-warrior, Their Kadugo (Kith) is named for their Father-God. This Samoan war-deity manifested as a storm-controlling octopus with tentacles well over 75 feet and a beak that could eat a shark whole. As protective as this God was of his mortal flock, his Huringa (Changeling) children are twice as resolute in the same. Serious, if not dour, each of their number, both Male and Female hold themselves to the ideals that their Father espoused - or their semblance of it any rate. They diligently protect the Islands of Samoa, but also patrol the whole of Oceania meeting threats head on with a strength nigh unto zealotry. Distinct code-of-honors, rugged survivalism, an undaunting do-or-die stoicism that can't be broken- the Fe'e are the Huringa's best hope for maintaining its borders against evil.

Yet to focus on only their militancy would be doing them a disservice. The Fe'e have a soft spot for a particular treasure. Just what kind of treasure exactly can't be quantified. Some prefer surface-items of nebulous utility. "What exactly is a shore-horn used for?" Some may prefer cutlery- "Forks are like tiny-Poseidon's Tridents." Others may pursue doll's heads, or scented candles (still smelling good under the sea) or any number of items, and they need not be all like items. Sometimes they may be actual treasure-jewels and Spanish doubloons from some long-drowned pirate-ship. Very rarely they are Treasures (as in *Capitol-T* background). No matter the form such



CECAELIAS

The Tlingit Tribes of the Northwest tell of a special Tribe of Nunnehi- the Octo-People - or Cecaelias. These half-octopus braves were serious, but kindly folk that fought evil beneath the waves. Though they only came to the surface on the rarest of circumstances. There are stories of the Raven-God Kuthku having unhappy interactions with a female of their Family. It wouldn't be too much of a journey for the Fe'e, whose range covers the whole of the Pacific if not more, to deal with Nunnehi of the Western Coasts. But those stories are for the Nunnehi to tell if they are willing.

treasures take, they are a surefire way to garner the Fe'e's good graces.

Appearance: The Fe'e are strong and broad-shouldered no matter their Kino Lau (Mien) with long flexible arms and legs, and serious faces. Their Iki Kino Lau (Mortal Mien) is always of Polynesian, usually Samoan, descent- with the dark hair, skin, and eyes to match. However, sometimes pale skin and red hair happen, and albinism happens more than among the other Kadugo. "Tatau", Samoan tattoos denoting lineage and rank, are common as well on both males and females of the line.

The Nui Kino Lau (Fae Mien) is roughly the same, save that the bottom half, in some strange twist of

mermaid-like physiology is that of a squid, cuttlefish, or octopus- with all the coloration and textures found in nature, and many times found outside of nature.

Lifestyle: From the moment of their Chrysalis, the Fe'e have full schedules. They are quickly brought into the fold with their origins and pedigree explained as they are sent into the fields (jellyfish fields?). They understand it is their job to protect their mortal kinfolk, to serve the needs of the Huringa, to hunt for evil any under the waves, and seek out means to better emulate their War-God Father. Hopefully, this doesn't mean too much time on Land.

In their spare time they work with their treasure. Be it adding to it, cleaning it, or simply looking at it. It is their pride and joy, and every one of their number delights in showing it off - be it to those mortal kinfolk, the remaining Kadugo, or even other Fe'e.

Keiki Fe'e have things explained early - there are no secrets as to what's expected from them. They also begin to develop a love for a certain kind of treasure- and begin to amass their budding horde.

Kanaka Fe'e are some of the fiercest warrior elites in the whole of Oceania. ***Their Treasure-Horde is great, you should totally see it.***

Kumu Fe'e have less and less reasons to come to the surface, everything they need is squirreled away in hidden little grottos- there they while away the hours petting at their beloved treasure.

Glamour Ways: Fe'e regain Mana in multiple ways. One is when they successfully guard their mortal kinfolk from evil. Another is when they can show off their beloved Horde to outsiders- and the Outsiders generally appreciate such and can admit it. Though these outsiders should be careful not to like it too much, the Fe'e are territorial about their beloved treasures.

Unleashing: Mele cast by are the Fe'e are wracked with a strange fishy smell, not exactly unpleasant, and the rumbling of close thunder- both underwater and on land. Puddles of chimerical salt water can be seen on land, and wispy currents of darker water can be seen when undersea. For particularly successful Mele (Cantrips) that bring multiple 10's, there appear rows of ring-shaped bruises, hickies if you will, both real and chimerical across the limbs and back of onlookers. Though not painful they are noticeable.

Affinity: Prop

Birthrights:

Deep Body (*Loloto le Tino*): The Fe'e are children of a War God and are blessed with some of his powers. At Character Creation, each gain a +3 to the Brawl Ability for free- up to 5. When in the water, they gain a +3 to all Dexterity rolls involving movement.

In addition, for a point of Mana spent, the Fe'e can transform into a great Devil-Fish- an Octopus, Squid, or Cuttlefish - up to 8 feet long with tentacles twice that. This form grants a +1 to Str and Dex both, and has all the abilities of such; *Poison clutches, sharp beak, ink cloud, camouflage, etc...*

Frailties:

Land Legs (*Fanua O Vae*): While the Fe'e may have heightened Dexterity in the water, land presents a problem. While on land walking about on their two little legs, all Dext rolls are at -3 dice.

Treasure (*Oa*): The Fe'e have their collections - all the odds and ends that make them smile. But they can be as attached to it as any Dragon and that Dragon's horde. There are no hard and fast mechanics for the relationship to their beloved collection, but all Fe'e will be protective, even violently so, and hurt if an outsider mocks it. Storytellers and Players both should take time to create not just the Horde, but what it means to the Fe'e who loves it.

Vasa Aitimi, admiring his plastic spoon collection, shares a couple thoughts of his lesser cousins among the Huringa.

Aikanaka: Meat-eaters, I get it. But when it's long-pig, we've got beef. That was a meat-joke. You're welcome.

Adaro: They're mean. But down here? I'm meaner.

Aria: Bad news, these girls. Poison.

Kakamora: Don't underestimate them, they travel in packs, and can swim better than you'd think. If you can color-change? Turn white, it scares the hell out of them. Gods know why, but it does.

Keiki-Pua'a: Obnoxious dude-bros with all the tact of a, well, a boar. They get tiresome, real quick.

Tipua: There's something frightening about their purpose. They are there to judge, and you know it, but knowing that they could be there, and you don't know it... fear is a powerful motivator... best be good all the time, hey?

Tūrehu: Large, strong, fast, and quiet. If they were aquatic, they'd be something to fear. Instead, they fart around on their little island, while we take care of the rest.

Veli: I don't think I've ever seen one, or if I did, I over-looked them. If I did, nothing happened, so I guess I didn't miss much.

Mer: Too caught up in their own preening and prettying to matter. The rest of the world has passed them by, and for good reason.

Murdhuacha: Evil bastards every one, and it is a mistake to confuse out two tribes. People rarely make the mistake twice.

Nunehi: Different lands, different customs, same respect for the natural world. It's good to have allies.