

GERASI วิญญาณยักษ์

The belly is an ungrateful wretch, it never remembers past favors, it always wants more tomorrow.

One Day in the Life of Ivan Denisovich— Aleksandr I. Solzhenitsyn

Quote: Thanks for the invite, I sure am happy to meet with my neighbours. Dinner smells, great, I sure hope you cooked enough. What? It's vegan? Oh. Well don't worry, I am sure I can get my meat somehow...

The Gerasi's name means "The Giant Ghost" in Malaysian. In many ways, ghost is appropriate. The Chrysalis for the Gerasi is a haunting affair, as they are born from the death of their previous life. The pre-chrysalis mortal Gerasi starves to death in an unspeakably miserable ending. In those first moments of dying, however, new strength and power floods their limbs, and the hunger takes over. It takes some time to fully grasp what this new existence means, and many unfortunate mortals may be caught in the feeding frenzy...

Luckily, someone or something is there to indoctrinate this fresh new Athurakal (Changeling) Perhaps it is another Gerasi, or another Hantu (Kith), Orung Bunain or Chinthe are remarkably gregarious. Most times, however, a Faithful Hound from the mortal life undergoes a similar Chrysalis- and they always know more than the Gerasi himself (see Birthright below).

With new existence, and overwhelming hunger driving that existence, the Gerasi set out to meet the world through new eyes. It is the lucky village that welcomes them back with food enough. The old stories claim that the Gerasi were bringers of plagues arriving with their hounds and destroying the village. This isn't strictly not untrue of course, the Gerasi aren't not Suanggi (Unseelie) after all, or at least not most of them. Those claims of plague were simply due to lack of food for everyone. A Gerasi will eat their fill anyway. It's a tragedy that the village couldn't keep up, but so it goes.

Appearance: The Hyang (Mien) of the Gerasi is large, thick, and happy – eerily so. The Bumi Hyang (Mortal Mien) smiles at everyone, no matter what, and in that smile is the contentment of a hungry man about to eat a large snack. The Hantu Hyang now reveals the reason for the eeriness of the smile. The Teeth are large and mismatched, sharp and serrated. The body grows larger, much larger, with thick cords of obscenely disproportionate muscle that undulate under greyish skin. It should also be noted that every time a Gerasi is seen, regardless of Hyang, there is his ever-loyal hound close by.

Lifestyle: Much like the Chinthe, the Gerasi can be proffered ample opportunity to serve as guards and soldiers – both by mortal and Fae communities. As long as the food keeps coming, they perform admirably. Few places can afford to keep them on, however. For the rest of them, they spend their time hunting in the wilds with their loyal hounds.

Muda Gerasi are excited for life (they did escape death from starvation after all) but are more excited for the next meal.



They can be eager, happy, and downright pleasant. Unfortunately, they can also be the same while they are eating mortals.

Sembrono Gerasi have settled into their roles, be it alone in the wilderness, or with a community. Things are going great for them, and they're only getting better. That is, as long as there is food to be had.

Kawakan Gerasi are the biggest, nicest, and hungriest of the Gerasi. As they get larger with age, The eldest of the Hantu can rise upwards of 4 meters (just over 13 feet). Needless to say, it takes a lot of food to keep them satisfied.

Glamour Ways: Gerasi regain Weth with the generosity of food freely offered by mortals. Note that it takes plenty of actual food (as per their frailty below) to justify the magic involved, and the mortals offering the food must truly be happy to share.

Unleashing: Cantrips cast by the Gerasi sound like the baying of hounds, smell like roasting meat, and often-times puts a crippling hunger in the belly of onlookers

Affinity: Nature

Birthrights:

Older and Stronger (*Lebih Tua Dan Lebih Kuat*): The Gerasi gets larger, stronger, and hungrier with age. At Character creation, they gain extra strength based on Seeming. Muda gain a +1 to the Str rating, *Sembrono* a +2, and *Kawakan* +3. In addition, they can never botch a survival roll if out actively hunting for food.

Ghost Hounds (*Anjing Hantu*): The Gerasi have a strange relationship with an ever-present Hound. Perhaps the Dog was a loyal pet before chrysalis, or perhaps it showed up immediately after and explained a few things to the budding Muda. However it presents itself, all Gerasi have a special Dog that hunts and eats and plays with them. This is reflected in the Chimera background. At character creation, every Gerasi begins with 2 free background points to be spent on the chimerical dog. Under no condition, will a Gerasi ever eat a dog.

Frailites:

Stronger and Hungrier (*Lebih Tua Dan Lapar*): The Gerasi gets larger, stronger, and hungrier with age, true, but that

hunger is a turbulent affair that few can keep up with. Every Gerasi needs to eat at least 3 times as much food as their mortal counterparts if not more. There is also a meat quota based on Seeming. Muda must consume 3 kilos (6.67 lbs.) of raw meat a day, Sembrono must consume 6 kilos (13.25 lbs.), and Kawakan 10 kilos (22 lbs.).

If a Gerasi can't get their meat fix, they must make a willpower roll difficulty 8. A Failure means that they will start looking at the neighbours with an ugly smile, a botch means that they will go after anyone, even eat their friends and family

Kraisee, frolicking with his dog, fills you in on the other, less cool, Spirits about...

Chinthe: Big boys, and girls. I like them. Good to hunt with. Better to party with. They always bring an extra bag of crisps for me.

Jenglot: Blood? Offered? I understand completely. Still, I'm more loved than they are, and that's sad for them. Still, that just means more for me.

Mambang Air: I like to fish, and sometimes I take more than my fair share of the catch. But I explain my situation, and offer to clean up a stretch of beach after... me and them have an understanding.

Mariamman: Nope.

Nang Tani: I'd make a joke about the bananas, but it wouldn't be funny and I'd feel guilty after. They are good girls. Better than most of us. Better than me, that's for sure. I wish them happiness.

Orang Bunian: Royalty? I guess. But they also spend too much time with witches and wizards. I'm not sure I can trust a king with his nose up a sorcerer's butt, if you know what I mean...

Pelesit: Speaking of sorcerer's butts... don't think I won't eat a bug. I prefer bigger game, but I'll fry these little boogers up just the same.

Otta-saunk: Fun to hunt, fun to make fun of, impossible to eat.

