

# SIKOYOY

The cure for anything is salt water: sweat, tears or the sea. Some of the natural world is appealing, some of it is terrifying, and some of it grosses us out. Modern people don't want to be dropped naked into a swamp.

Paul Bloom

**Quote:** Go away. You're ugly and you don't belong here.



Alongside dark and foreboding riverbanks, or nestled in fetid swamps, exists the most chthonic of Kapatiran (Kith) claiming allegiance to the Aswang (Filipino Supernatural Society). Anywhere else in the world, the Sikoyoy (also known as Magindara or Sirena ) would be simply sequestered as mermaids. They live in water, they are part fish, and they try to

snatch up sailors. Yet in the Philippines they know that the Sikoyoy are far darker

than the Merfolk, and can prove far more dangerous than even the Thallain Murduahca.

The Sikoyoy are keepers of primal spots of unwieldy Primal Glamour: Sinkholes in reality where the reaming, the real world, and the realms beyond all intersect. These nexus' are manifest scattered across the world, but only the Sikoyoy are aware of Filipino ones and how to guard them. Usually appearing in or around water, the Sikoyoy shield these areas with a fervor bordering on Religious frenzy.

Mortals that draw too close are warned, Lewenri (Seelie) Sikoyoy will drag the prey under and let them go, a terrifying warning to stay away. Aghoy (Unseelie) Sikoyoy may not let the mortals go at all. Other creatures besides mortals don't get the benefit of a warning at all, even from the Lewenri. Exceptionally attractive creatures may be pulled under, but for different reasons...

**Appearance:** In Rupa Bassit (Human Mien) the Sikoyoy appear as breathtakingly stunning Filipino men with long muscular limbs, or jaw-droppingly beautiful Filipinas with large dark eyes. There is always something ethereal about their appearance, despite their clothing being perpetually muddy and wet. In Rupa Diwata (Fae Mien) their beauty is even more pronounced, with their skin taking on a wet sheen and their eyes glowing cold and distant.

The bottom half of a Sikoyoy is some sort of fresh-water swamp animal but varies from individual to individual. Some have fish akin to conventional mermaids; others have snakes, crustaceans, or even the muscular legs of frogs or water lizards. For those with piscine tails, for one point of Kahali-Halina (Glamour) spent, they can transform that tail to appear scaly for fish, green and rubbery if tadpole, crusty and brown for crustacean, and so on, but still functional legs.

**Lifestyles:** The Sikoyoy rarely engage with the other Aswang, or even the other Kapatiran. Most don't even bother

## LUBOG SIKOYOY

Some few Sikoyoy called *Lubog Sikoyoy* (literally, deep Sikoyoy) take their animal form from creatures of the deepest ocean trenches. They are monstrosly other and hypnotically-beautiful in their alien nature. Flashing lights along thick chitinous plates, color changing tentacles, or translucent skin with prismatic light showing through complete with glowing organs add a sense of exotically-gorgeous-otherness to these bizarre Fae creatures.

While there isn't much difference in game terms between them and their more terrestrial siblings, their lack of life on land guarantees a certain cold distance when engaging with the dirt-dwellers.

conversing with themselves. Although they might be coaxed to serve as guides, brujas, or hedge-witches if a decidedly pretty face asks them for help.

*Baguhan Sikoyoy* are one of the few who seek out company. This is due to their unfamiliarity with their plight. An older Sikoyoy will find them, train them for a short period of time, and then set them out to find out their place in the world. This is also when they discover a Nexus point of their very own to guard.

*Ligaw Sikoyoy* have set up shop, far away from a local community, but not so far enough that they don't make a name for themselves. They have a Nexus of their very own, guard it viciously, and are starting to understand some of its secrets.

*Matanda Sikoyoy* retire from this world early, sick of pollution that destroys the natural world, and disgusted by the pathetic mewling of other sapient creatures that beg for help. They leave through their Nexus to seek out new worlds beyond. Their Nexus isn't unguarded for long, however, new *Baguhan* will soon find the Nexus and claim it as their own.

**Glamour Ways:** Due to their close ties to their watery and swampy Nexus', the Sikoyoy can only gain Kahali-Halina from such watery magic places. Luckily, these areas are scattered across the Philippines. In rivers, swamps, or even deep in the oceans (For the Deep Sikoyoy) With most of the Philippines consisting of thousands of scattered swampy islands with hundreds of square miles of ocean between the magic is never too far off.

**Unleashing:** Anting-Anting (Cantrips) cast by the Sikoyoy are accompanied by the smell of brackish water and mud, and the eerie feeling of being watched and judged. Anting-Anting by the Aghoy usually come with a strong sense of being in the wrong place at the wrong time, and the uneasiness of knowing that one doesn't belong.

**Affinity:** Nature

**Birthrights:**

**Nexus Between Worlds (*Ituro sa Pagitan ng mga Mundo*):**

All Sikoyoy have access to a certain magical and wet nexus between worlds. Sikoyoy can cross between it and the myriad worlds of existence. In Game terms, it counts as 1 free dot in the freehold background at character creation, but also a Trod. In addition it allows for access to the other worlds (that changing breeds call the umbra), and the difficulties for crossing the gauntlet, mists, veil, etc. in these areas are always at a level 5. In addition, any Anting-Anting cast in this area are always at a difficulty 6.

**Splendor of the Water (*Gara ng Tubig*):** The Sikoyoy have an unearthly beauty and grace that is hard to hide. They gain 2 free dots to appearance at character creation, even if above five. In addition they can take the form of their aquatic animal for one Kahali-Halina spent. When walking on land, they can also spend a point to gain the use of legs.

**Frailties:**

**Pretty Faces (*Magandang Mukha*):** Sikoyoy are suckers for attractive people. For everyone they meet with an appearance of 3 or higher, they are at a +1 difficulty to willpower rolls in resisting requests made by that person. If the individual in question has an appearance higher than 5, then they are at a +3 difficulty. If they should ever botch these rolls, then they will attempt to kidnap that person and drag them down to their watery homes...

**Bound by Water (*Nakatali sa Tubig*):** The Sikoyoy need the water in a way few others can even begin to realize. They can only cast Anting-Anting when immersed in water. They can only gain Kahali-Halina when in the presence of those watery Nexus points. If exposed to overly polluted water, they take damage from it as if exposed to cold iron. Worse yet, for every few days (equal to stamina) that they are separated from their nexus at all, they gain a point of temporary Karaniwan (Banality). For every day that they are separated from water at all, they gain a point of lethal damage. For this reason and others they remain aloof in their watery homes far away.

**Sampaguita** scowls at you, obviously perturbed at your presence, but relates her feelings of the other Kapatiran none-the-less.

**Kapre:** Loud, obnoxious, and ineffectual. They smell like smoke and need a bath.

**Duende:** I dislike them twice in their life and hate them twice.

**Nuno:** I respect them, that is more than I can say for the others.

**Santelmo:** All the enthusiasm of a toddler, with half the reasoning.

**Tikbalang:** There are few that deserve a good drowning more than these horse-headed liars.

**Tamawo:** Someone needs to sit on the throne and be seen. It might as well be the ones with the least amount of intelligence.

**Wakwak:** At least you know where their priorities lie.

