

# ŽIBURINIS

**"That I may love and respect my mother, father and old people; that I may protect their graves from rending and destruction; that I may plant oaks, junipers, wormwoods and silverweed for their rest in cemeteries. Those who do not love and respect their bearers will await hardship in their old age or will not grow old at all.**

*A "Lithuanian Prayer"*

**Quote:** Hey, you guys want to see something really scary?

The Wild Places of Poland have a guardian equally as wild. The Žiburini is a skeletal master of fear and confusion who kindly and chaotically watches over mysterious lost freeholds in the Kingdom of Beautiful Amber. As loved as they are feared, the Srogi (Unseelie) Krew (Kith) is welcomed when they arrive, but a great sigh of relief is loosed when they leave.

Their origins are shrouded in mystery, with Fae scholars arguing whether they are Wróżka-Fae, Widmo-Ghost, or something far older. Some say that they are the ghosts of fallen enemy soldiers, recruited by the Polish Dreaming to protect its own magic essence. Others cite them as the wrath of the wilds despoiled by human greed. What little folklore they have stems from Lithuanian oral traditions, but it is Poland that boasts the greatest number of the erstwhile Tribe.

Their role seems to be the only unifying factor in deciphering these mad skeletal creatures. With an equal number of both boys and girls in the Krew (and it is difficult to notice in their Wróżka Wygląd), each one of them finds a secret hidden pagan site, of ancient energy, somewhere upon chrysalis. Their own nature convinces them to watch over these areas, and to scare off any would-be ne'er-do-wells.

The reason for these holy sites is as nebulous and uncertain as their own origins. Yet the Žiburinis themselves pay little attention to such banal topics as numbers, origins, or the like. They are too busy having fun and scaring mortals, all of which ensures enjoying a job well done.

**Appearance:** In both the Wygląd, the Žiburinis are tall, comically so, with

somewhat crooked limbs and a stiff unruly gait.

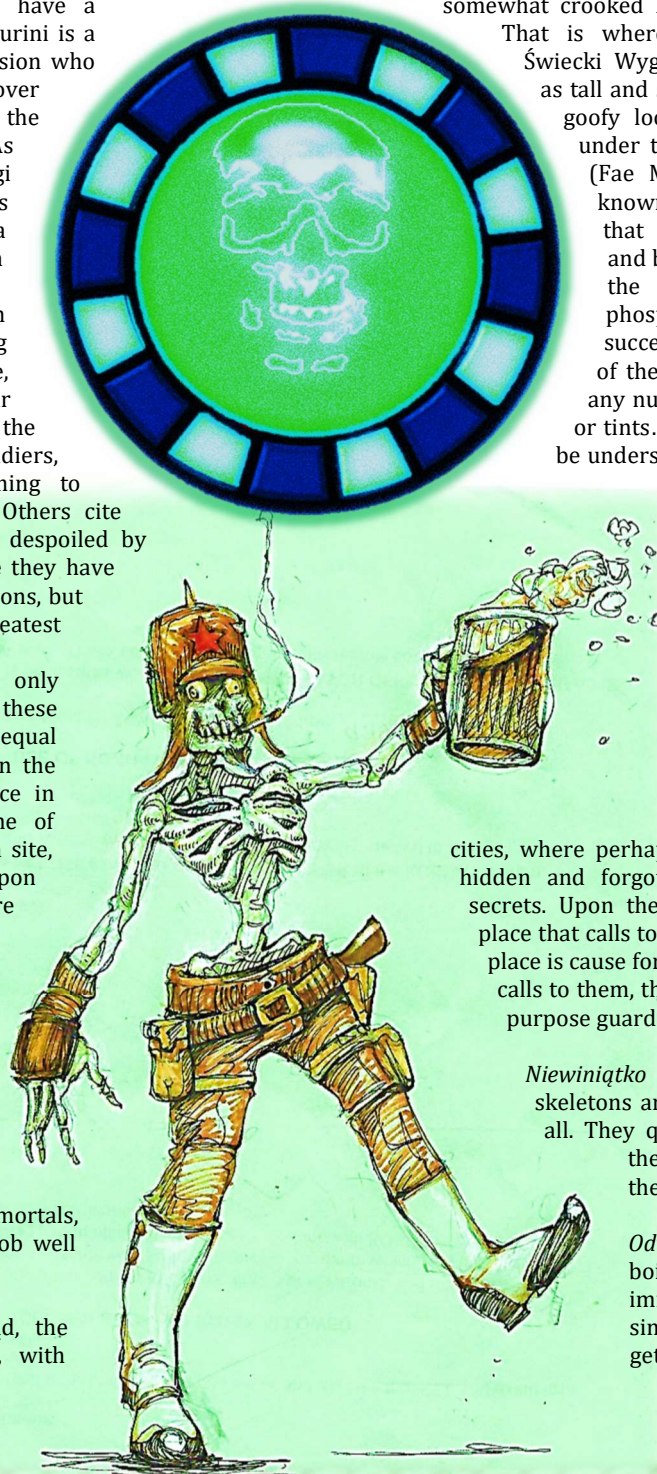
That is where the similarities end. The Świecki Wygląd (Mortal Mien), manifests as tall and skinny men and women, with goofy looking faces and dark circles under the eyes. The Wróżka Wygląd (Fae Mien) is how they are most known – as burning green skeletons that glow dimly during the day and burns brightly at night. Most of the time they glow a milky phosphorescent green, but with a successful willpower roll (difficulty of the local gauntlet) they can glow any number of hues, pitches, shades, or tints... some colors that have yet to be understood with human eyes – some *colour out of space* type stuff.

**Lifestyles:** the Žiburinis can be found all over the region, acting in any sort of roles. Though many prefer to remain a little outside of the main hubs, living in the wild places they deign to protect. Though no few of them can be seen living it up in the

cities, where perhaps there may be found some hidden and forgotten store of ancient pagan secrets. Upon the moment of chrysalis find a place that calls to them. (Or perhaps finding the place is cause for the chrysalis?) Once the place calls to them, they understand it be their true purpose guarding until their final days.

*Niewiniątko* Žiburinis are tiny little skeletons and are the most frightening of all. They quickly throw themselves into their newfound purpose with all the eagerness of youth.

*Odwrotny* Žiburinis are loud, boisterous, and enjoy their roles immensely. Sometimes they may simply want to walk away, and get a job selling shoes or



something, but then spies a meddling mortal waiting to be scared... and all the fun sets in again.

*Wytrawny Żiburinis* know that their time is growing short, and secretly want to retire someplace warm and quiet... Italy? Greece? Someplace where there aren't a lot of clothes, ya know? But then spies a meddling mortal waiting to be scared... and all the fun sets in again.

**Glamour Ways:** Żiburinis regain Czar whenever somebody is scared away from the old wild pagan holy areas under protection. They're good at it too.

**Unleashing:** Cantrips cast by Żiburinis smell like ozone and smoke with just a whiff of sulfur. there's also flashes of pale yellowish green light that swirl across the scene. It should also go without saying, that such unleasings are creepy at the least, blood-curdingly horrific at most.

**Affinity:** Nature

### Birthrights

**Boo! (Boo!):** The Żiburinis are naturally scary anyway, with their eerie glowing skeleton form and all, yet they can really let loose if need be. With a point of Czar spent, their face goes like Ahh, and their voice gets real deep like Whoah and then they glow all super bright and it's like gaah. All onlookers must succeed on a willpower roll, difficulty of 5 + the Żiburinis charisma. If they succeed, they are at a +1 difficulty to all rolls for the rest of the scene; if they fail they go into a catatonic fugue and can do nothing but gawk and drool for the rest of the scene. If they botch they will babble and scramble about, trying desperately to get away from the scene. Every hour they must make a willpower roll again to try to calm down, with each roll being 1 less difficulty.

**Hallowed Spot (Święci Tajnik):** Upon chrysalis a Żiburini feels a call to find a certain hidden locale where some secret power awaits protection. This could be a treasure, a freehold, a fount of great-mystical energy (the kind mages or werewolves use, etc...). the Żiburini's new live revolves around this site/treasure/secret, etc. They can use it as they fit but must ensure its safety.

In game terms, this manifests as a +3 to any applicable Background rating that fits. Be it resources, treasure, freehold, secret... etc. The Żiburini can also spend more background points to raise the level of this, but that just may mean more things are trying to come after it...

### Frailties:

**Fugly (Fugly):** No Żiburini is much to look at. Skinny faces, thin lips, wide gawking eyes... it's even worse in their fae mien. At Character creation, not a one of them can have an appearance rating higher than 1 in mortal mien, and when seen for who they truly are in fae mien, they have no appearance rating at all.

**Hallowed Spot (Święci Tajnik):** Though they have a cool little secret thing, area, freehold, whatever, it comes with a price. They are bound kit-and-parcel to that secret, and their very

Wróżka existence is dependent upon it being safe. If at any time, harm of such befalls their secret, the Żiburini will take chimerical damage at a means somehow equivalent. This is as nebulous as it sounds, and no Żiburini even really knows what it means, only that they're scared of it.

If the object is ever destroyed, the Żiburini loses their very Fae nature, and is thrust into the body of an ugly banal human with no secrets whatsoever.

**Zeke draws a line that you can't cross, but otherwise is delighted to answer any questions you may have.**

**Boginki:** Not a little more than mermaids, but definitely not the Goddesses they claim to be. If they stopped taking themselves as seriously, they might be fun. I don't see that happening any time soon, though.

**Mūra:** Evil and creepy little bastards who'll drink blood just as quick as they'll make out with you. Well, I don't have blood, so it looks like we win this round,

**Ognik:** They can glow. I can glow. They are quick. I'm quick. They can pass through solid-objects. I can.... Uh... pass my hand through my rib-cage. Okay. They win.

**Sudenic:** Not a one of them showed up to my Quinceañera, I'm still butt hurt about that.

**Smętek:** Poor little boogers. There's not that many demons around, at least not like their dad, and it must be hard to be so damned pathetic, ya know? Still, I like to act scared when they walk by- it makes them feel a little bit better about themselves.

**Stolemē:** Put some black-berry jam in a water balloon (it takes a little funnel and a lot of patience, but it's worth it) and keep it on stand-by. I don't think they're smart enough to figure out what I have, but they want it none-the-less.

**Vargomora:** They travel with the Wilkołak, or that's what I heard, and that's more than enough reason to say 'no thank you'.

**Wilkołak:** Speaking of, Be respectful and polite... but we still gotta hold our ground. They aren't supposed to be where we are if you catch my meaning...

**Spring-heels:** I get the appeal, but if that's all you *can* do... doesn't that get a bit boring?