

# Kusarikku

**Medical training taught me the art of breaking down the complex maze of stories, symbols and rituals into clear systems. You could say that it helped me figure out the anatomy and physiology of mythology and its relevance in a society more incisively. How is it that no society can, or does, exist without them?** – Devdutt Pattanaik

**Quote:** Calm down, friend. It'll all work out all right. Let's just take a moment and think outside of the box....

The Kusarikku are a rare breed of the Apkallu (Persian Dreaming Creatures, akin to Changelings). This All-male Khânevâde (Kith) was built by the Persian Gods for great things and reveled in in that greatness. Yet they were also designed for more moderate means. One of the original manifestations of the Kusarikku was a charm used to sooth a crying child. They are simultaneously mighty warriors without peer, and the calmest of Individuals: the defenders of *Me*, and serene guides to escort out of life's maze of chaos. Their tranquil natures and honest intentions are a benefit to themselves, the Apkallu, and even the many mortals who require their aid.

They claim kin-ship to Tiāmat-the Drowned Queen but were vanquished for reasons lost to antiquity. Regardless of past evils, their calling was amongst the benevolent Apkallu. It is true that they especially enjoy combat, relishing in their unhindered ability to utilize the full amount of their strength. Yet after battle, many will take their enemies out for drinks. They are contradictions, but happy ones.

This all changes however, if the Kusarikku gives into their darker passions during combat, (*see Frailty below*). In these rare times, the Kusarikku may seem inconsolable. These darker passions are the sole fears of the Kusarikku. While they are open about all aspects of their lives, laughing about their sexuality (*most, for reasons again lost to antiquity, prefer their own*) and even getting excited about some of their failures (*being magically trapped inside a maze, or being defeated in combat*), it is the thought of becoming violent that drives them to the imagined perfection that they hold themselves to. While they can help mortals and other Fae with their own problems, and do so with great humility and caring, they cannot help themselves in overcoming their insecurities. They perpetually live in a world of card-board, afraid that the sight of injustice will make them snap. Luckily, this rarely happens, and the Kusarikku are free to make the most of their blessed lives.

**Appearance:** In all Qashra (Mien) the Kusarikku appears as a swarthy and hirsute beast of a man: a *Bear*, by any stretch. In Qayd Qashra his eyes are bright, his smile honest, and his gaze that of one who has seen great beauty. In Mok Qashra, this face is still the same, save that it is the face of a great and mighty bull. The standard Minotaur of Greek legend (*but don't tell the Kusarikku this*) the Beast has large golden eyes, smiling from the face of an austere looking bovine. The head is crowned with thick curly reddish gold hair and a massive pair of long metallic horns, with a span easily as broad the beast is tall. The horns deal str+6 points of damage on a successful head-butt maneuver (Ath+Dex difficulty 8). The top half of the body is that of a man, save that it is reddish gold in color, and thick with



muscles. His bottom half is that of a bull with a twitching tail with a healthy shiny coat of fur. Shiny coppery hooves (str+3 damage) complete the Kusarikku's handsome form. While clothing is appropriate, the Kusarikku would prefer to accomplish all acts sky-clad. A trait that some find a little awkward.

**Lifestyle:** The least one can say to describe the Kusarikku is that they are Heaven's doormen. Their very nature is that of ridding the mazes, metaphorical or no, that afflict the world of man.

They are removers of obstacles, and protectors of *Me*, and enjoy their roles with a gusto rarely equaled. They love that they are in the Apkallu, and work well with even the dourest of the Khânevâde (even going out of their way to be extra nice to the Girtablullû).

*Bachche Kusarikku* are sly and clever little boys. They are aware of their natures, and relish in what that means to themselves and their allies. Quick to explore the world around them, and the world within themselves, it is their curiosity that gets them and their young friends into trouble. Trouble they very happy in getting back out of.

*Pedar Kusarikku* easily come into their own. They see nothing that can discourage their calm natures and so seek out exploit to test their mettle and take their allies or lovers (sometimes one and the same) on whirlwind adventures.

*Pedarbozorg Kusarikku* don't calm in their twilight years. They remain as loyal, steady and calm as ever. They may be saddened by past happenstances in their life and may even occasionally shed a tear for past lovers, the future is still a special place for them.

**Glamour Ways:** Kusarikku regain Mok whenever they help a poor mortal think his way out of a conundrum, show a new avenue of exploration, or simply offer sage advice.

**Unleashing:** Cantrips cast by the Kusarikku are accompanied by dizzying wave of claustrophobia, or a strange sense of vertigo, but also a heady wave of elation. There may also be golden flares of light that play across the scene.

**Affinity:** Nature

**Birthrights:**

**Understanding:** With a Mok point spent, and at least 3 turns spent in quiet contemplation, a Kusarikku can gain insight into

a given problem. While this isn't an answer out of the blue, it does provide a clue that hasn't been considered before. The Kusarikku will use this knowledge to anyone who warrants help, but never for selfish or corrupt means (if someone utilizes this to undermine *Me*, the Kusarikku must roll his willpower in accordance with the "Of Justice Born" Frailty below).

**Strength of the Auroch:** Kusarikku are born of Heaven's protectors, and as such gain the strength to accomplish things long thought impossible in modern times. At character Creation, they gain 3 additional dots of Strength for free, even if this takes them over 5.



**Knowledge of Portals:** The Kusarikku is never lost and will always know their way through an area. Even Mazes rarely slow them down, and they will instinctively know the way to escape. If the exit of an area is a supernatural or magic one, then the Kusarikku must roll his Perception at a difficulty of the traps' magic (Level of Sphere, Discipline, Gift, etc, used to create it). If he succeeds, his insight supersedes the trap and he automatically knows the exit. If he fails, he laughs merrily at such a clever trick and continues searching.

**Frailties:**

**Of Justice Born:** The Kusarikku cannot handle injustice. While not a Kith born of rage, they still have it in their hearts and will find a way to show it if need be. Whenever they witness something that assaults the *Me* They must make a Willpower roll (difficulty of the injustice perceived) to avoid destroying such evil. Those that succeed begin planning on how to best address the injustice. Those that fail, resort to violence. Those that botch the roll, frenzy in a blood-soaked berserker fit of orgiastic annihilation.

**Tranquility:** Hurting anything or anyone is anathema to the Kusarikku, who pride themselves on their tranquil nature. If a Kusarikku rages thusly, he is down 2 dice on all rolls until restitution is resolved. He must go on a quest to absolve himself of his anger, and only after resolution is to be had, can he be back to normal. This doesn't include normal combat, or even the taking of a life, but only truly giving into their dark passions. Even the most violent of the Kusarikku, those that might be considered Unseelie (if such a terms matters to the Apkallu) subscribe to this credo.

**Manny the Manly, bellows with a hearty laugh, and shares some secrets that you might not realize**

- Abgal:** I only wish their stories had a bit more fluff.
- Apsasu:** *Rrawr*, fire of the tiger in every one of them. Glad they're on our side.
- Girtablullú:** I admire their honesty, and I respect their strength.
- Humawa:** Friends to the end, despite the stories and rumors, which incidentally, I don't believe. The best the Apkallu have to offer.
- Shahmaran:** I only wish their stories had a bit more crunch.
- Shedu:** Smart, Strong, and almost as sexy as we are.
- Aurochs:** The Abgal tell us of the Moon's children long ago. Match-makers they were, taking care of a budding humanity. They were said to hail from Egypt and helped the Wolf-Changers breed true. Sound like good folks. Were they born of our Kin, I wonder) What became of them?