

Alux'o'b

**The Indians worked together for their common good, and no sacrifice was too great for their corporate well-being...
An Aztec would have been horrified at the naked isolation of an individual's life in our Western world'**

The Aztecs of Mexico' – George C. Vaillant

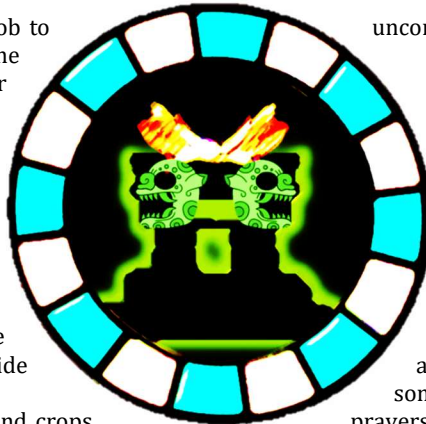
Quote: You left me honey, you left me maize, you left me Mezcal. But you forgot my SMOKES! You better get me a pack of Luckies real quick, or you're going to regret it later!

Some may erroneously assume the Alux'o'b to be simple grain or crop spirits, akin to the kindly crop fairies of European folklore, or variation of Inanimae. Those figures are quickly taught never to assume. Neither men, nor Calli (Kith), is safe from their violent ways, and if they feel that they are slighted, they will ensure that the offending party never makes the mistake again. Even in recent years, at an Elton John concert in the Chichen Itza ruins, lack of respect caused the whole stage to collapse until restitution was made, and the Alux's pride placated.

The Calli hold dominion over the fields and crops, watching from afar and blessing the farmers in any way that they can. They protect it from evil, and entreat the ghosts and old gods to do the same- serving as intermediaries into the modern world. Each of the Alux has their own Kahtal Alux – a tiny house in the middle of the field, no higher than a meter tall, that the Alux work their magics. Even today in the modern world, these structures can be found across the Empire of Dusk.

Though a nominally Melahuac Tribe (Seelie), the Alux'o'b, singular Alux are a dark Calli. They are suffused with the dark energy of Choquizcali - The House of Weeping- one of the many meso-american underworlds. Half ghost themselves, some Fae hold that the Alux'o'b are angry spirits of the ancestors, who weren't propagated with enough sacrifices to still their wrath. There may be some truth in this. They demand respect and proper sacrifices to quell their wrath and brook no disrespect.

Appearance: In both Inahual the Alux'o'b are shortish figures with blunt features harkening back to the original peoples of the land, Aztec, Mayan, Olmec, or even older Tribes. The Tlacaxayaque (Mortal Mien) is rarely over a meter and ½, and never over 2 meters. They favor traditional clothing if able and are



uncomfortable raring anything modern.

The Teohua (Fae Mien) is even shorter, just under a meter, with long thick limbs, and a hard cold expression on their face. If it wasn't for their scowls, they might put one in mind of a shorter and angrier Keltoi-Boggan or the like.

Lifestyles: The Alux'o'b serve a special niche in the Ayauhcalli. They balance not only the mortal world and the world of the Calli but are also tied to the ancestors and Gods. There is always someone to call on them. Mortals offering prayers for the ancestors to intercede, or prayers to the old Gods for supernatural aid. The Gods and ancestors themselves demanding better tributes, and the other Calli with their many desires... It is no small wonder that the Alux'o'b might be a little cranky.

Pilontli Alux'o'b are miserable little things. They hear the call of the Next worlds, and the cries of the ghosts, and it hardens their hearts. They may grow stronger for it, but at what cost?

Pipiyolti Alux'o'b find an area in the mortal world to call their own. There is a plethora of old farmlands scattered across the region that boast a Kahtal Alux to call home, and they move right in.

Aacini Alux'o'b are even more miserable than they were in youth if such can be possible. The Choquizcali is calling, and the Alux'o'b know that the journey must be made soon. They will leave their Kahtal Alux behind in the hopes that another Alux will find it waiting.



Glamour Ways: Alux'ob regain Mahuiztli with both the offerings left for them in their Kahtal Alux, but also with the proper respect and reverence that farmers have for the fields themselves. Whenever mortals serve as stewards and caretakers of the land (not just for the crops), the Alux'ob can refuel their magicks.

Unleashing: Nomiuh Unleashings cast by the Alux'ob smell like fresh corn being roasted, accompanied by an easy warm breeze that brings the promise of something better. However, with a successful Greymare + Perception roll on the part of the viewer may detect slight screams of anguish and torment hidden underneath all those niceties.

Affinity: Nature

Birthrights:

House of the Alux (Kahtal Alux): Every Alux owns their own structures, houses, in the middle of their fields. These Kahtal Alux serve as a repository for offerings from the farmers maintaining the field, and also serve as a meeting place if any other Calli need come calling. In game terms, the Alux begins with a Freehold Background rating of 1 at Character Creation. They can spend more, of course, to create a larger structure if they so desire.

Ties to the Ancestors (Lazos con los Antepasados): The Alux'ob know the way to the Underworld. With a point of Mahuiztli Spent and a successful Dexterity + Greymare roll, (Difficulty of the local gauntlet) they can journey through the shroud. The difficulty for this roll, if in their own Kahtal Alux, is always 1 lower. They can also journey to the mythical Dark Kingdom of Gold (at a difficulty 10) to find a pathway. They aren't considered outsiders to these underworlds if they deal strictly with local Wraiths or the spirits of Ancestors (who see them as one of their own). Those Wraiths from foreign lands (such as those from Spain and the like) may feel differently...

Invisible (Oculto): The Alux'ob don't enjoy being bothered at all, and especially don't like being bothered for anything they deem trivial. One way to ensure their solitude, even when in their Kahtal Alux is act like nobody's home. One trick they've learned for this is turn Invisible. A successful Dex + Stealth roll, difficulty 7 is enough. Though this might seem impressive, they can still be seen by the psychically sensitive, by magical means of sight, and can still be sniffed out by heightened senses of smell or the like...

Frailties:

Your Name is Disgruntled (Tu Nombre está Descontento): Not that they are always angry, or even cranky, but the Alux'ob are a bit more serious than other Calli. This doubly true if they feel that they are slighted- and they get slighted easily. Whenever they feel that they are disrespected, they must succeed on a willpower roll or retaliate in a way that fits their dour sense of justice... Sometimes this justice can be fatal.

There is a slew of reasons why they may take offense, with the difficulties of the willpower roll rising accordingly. Lack of

proper offerings to them in their field might be a difficulty 7. Knocking over the Kahtal Alux might be a 9. Doing so on purpose is always a difficulty 11 (and what Alux would even bother with the roll, "kill that bastard what knocked the house over!" they cry).

One act that always demands a roll, though only at a difficulty 6, is when their name is spoken out loud. Good Neighbour, or honored guest are some euphemisms that serve instead. The kind Alux might mention it in meeting a new person. The clever Farmer learns quickly - *no Alux likes to have their name called.*

7-year switch (Cambio de Siete Años): In a strange holdover from ancient times, Every 7 years an Alux will switch courts-changing Melahuac (Seelie) to Iztlacateteo (Unseelie) or vice versa, and then back again 7 years later.

Chantico, who prefers to be addressed as "Friend" allows for some gentle reminders on the rest of the Calli- needy as they are.

Boto: The House of Weeping isn't a party. I feel that they know this, and is why they cling so desperately to parties in this life.

Carbunclo: I understand their secretive ways. Too many would take their wealth if they could. I won't though. I don't care.

Centzon Totochtin: They are old bloody gods, whether they are understood to be that way or not. It is foolish to dismiss them as mere drunkards.

Civatateo: I will not speak of them now. I will not speak of them later. I will not speak of them at all.

Curupira: I believe that we could be allies if our paths ever cross. I don't think the paths ever will.

Huitzilin: Sacrifices of blood and honey serve them. Sacrifices of corn and honey work for me. We have different gods, but gods have similar tastes.

Muki: As we to the fields, and the Curupira to the wilds, so they could be to the underground. Instead they mope and whine and mewl for a friendship never coming. It would be tedious if not so infuriatingly pathetic.

Pombero: As lusty as the Boto, as ineffective as the Saci, as forgettable as the Muki.

Quinametzin: They sinned. Now they must atone for those sins. I wish them luck.

Saci: Their tricks are not clever; their jokes are not funny. They are foolish children who are not long left for this world. They will be forgotten and replaced by something else, and none will remember them at all.

Xan: Allies, children of a kinder god. Blood is something that all the Calli understand, but they understand more than most.

Fastachee: To the North are Old Gods of the fields, perhaps blood-kin to us. Perhaps not.

Pumpkin-Heads: There are also the Gourd-Top gods of blood. I hear the Dead tell of sacrifices offered to the Gourd-Top gods. It is frightening, even to me.

Mimicquez: They call from the House of House of Weeping, demanding tribute from mortal kin who has long forgotten them. I will leave offerings later, if only to soothe their anguished hearts but little.