

# Ognik

**"Greed may do your bidding, but death serves no man."**

Six of Crows — Leigh Bardugo,

**Quote:** Spare Change? Are you asking me for spare change? For what? Food? Cup of Coffee? Cigarettes? Dog FOOD! How about this, you give me your spare change, and I won't destroy the pitiful scraps of your earthly existence.

The Ognik are sometimes thought to be the damned souls of greedy mortals. They certainly look and play the part. They are Will-O-the-Wisps, Limniades, able to transform into an airy ephemeral ball of light and float about – easily confusable with a ghost. They are also obscenely greedy, hoarding their secret treasures and coveting the resources of others like some damned spirit that can't let go of their lost lives. Of course, the Ognik balk at such parallels. Not the ghost part, they think that funny. No, the Ognik are disgusted with being confused for a mewling whining human who cares overmuch about finances.

The mortal masses disgust the Ognik, who in Will-O-the-Wisp fashion leads them astray. The worst of their Krew (Kith) are particularly Srogi (Unseelie) and lead wayward mortals to their demise. The Sheka (Seelie) are less murderous, but still disdain interaction with the human spectrum. This revulsion, however, will not dissuade the Ognik from pursuing mortal wealth, which is always in demand.

Traditionally the Ognik were to be found in the swamps and bogs, protecting the buried treasures they procured in life (as if they were ghosts). Nowadays there are far more clever ways to guard their vast resources. - be it actual treasure buried somewhere distant and remote, other countries are only a flight away, or liquid assets hidden through Internet backdoors, shadow companies, or other means too nebulous to recover. Bitcoin is every bit as sought after as gold.

**Appearance:** The Ognik are slight and tiny figures, no matter their Mien. Their Świecki Wygląd (Mortal Mien) is that of a hunched and miserly looking scrooge. Their faces are pinched, their eyes beady, and their nose sharp. Their fingers are always longer than usual and twitching as if they were subconsciously grabbing something up. The Wróżka Wygląd (Fae Mien) is much the same, save that they grow smaller, just over a meter, and their skin glows a soft pearlescent shimmer. Their finger grow even longer, and their eyes even smaller. They also have their Orb form, a basketball sized sphere of light that shines and shimmers all the colors of the rainbow.

**Lifestyles:** Ognik go to great lengths to protect their material goods, and this is reflected in their lifestyle. Among the mortals they so disdain, they have different avenues. The more Sheka of their Krew hordes their wealth and are the most miserly of the bunch. The Srogi openly flaunt their wealth if only to impress investors with promises of similar financial gain. Of course,

they later lead these investors to ruin, but such is the risky way of all business ventures.

When dealing with other Fae, they are slightly less worried about money. They've found that their fellow Uzurpator (Changelings) are too vapid to worry about what's important. They may let their hair down and relax but are still tight bastards when it comes to picking up the checks.

*Niewiniątka Ognik* are miserable little pissants. They would try to bully others out of their lunch money, but their small bodies ensure that won't happen. Instead, they wheedle and schmooze, and always come out with a few *Zloty* more than when they started.

*Odwrotny Ognik* seek to prove themselves. The respect of their elders means the world to them, and each wants to make a name for themselves (at least in their own community). They have the smarts, they have the heart, and most of all, they have the same greed that afflicts them all.

*Wytrawny Ognik* are the worst of the lot. Years spent conniving, hoarding, and scheming has garnered them a sizable fortune. However, they are soon faced with the knowledge that they can't take it with them. They will take this time to find a secret hiding place to squirrel away their wealth. If they can't take this treasure to the next incarnation at least they know that nobody else can have it.

**Glamour Ways:** The Ognik regain *Czar* whenever a mortal covets their treasures. This may be easier said than done if the Ognik is the kind to appear penniless to better secure their fortune.

**Unleashing:** Unleashings cast by the Ognik bring with them whole scores of invisible hands touching, caressing, and feeling around in the pockets of onlookers. Sometimes these hands are almost invisible out of the corner of the eye.

**Affinity:** Prop

**Birthrights**

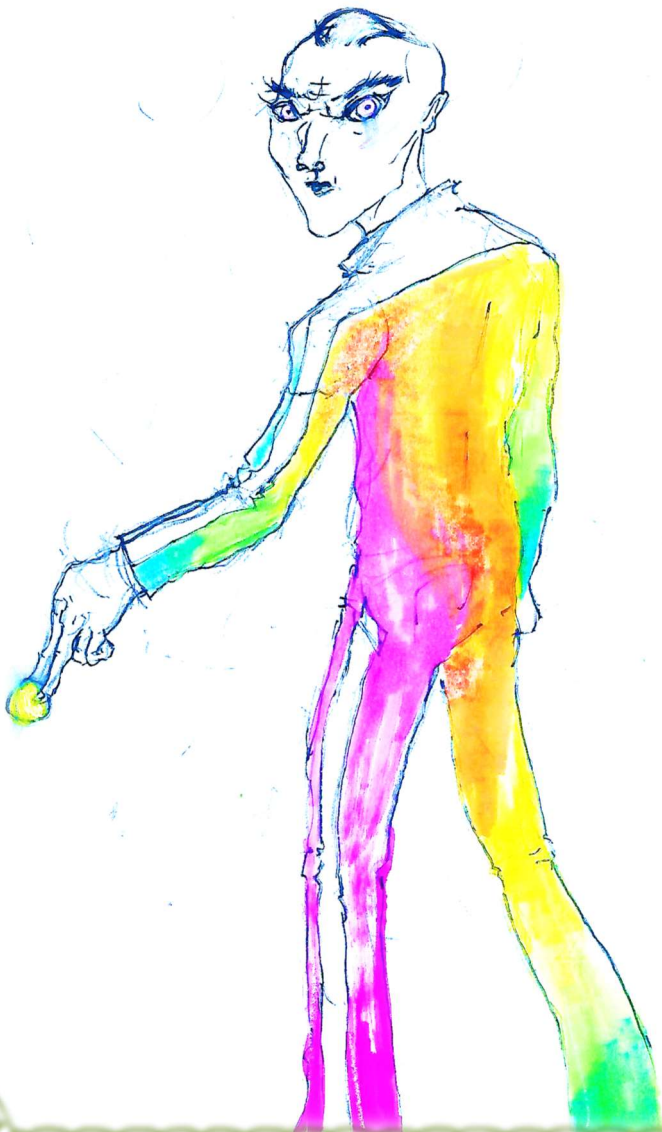
**So Shiny (*Bardzo Jasny*):** Other of the Limniade families of Will-O-the-Wisps and the like may have extra speed or the ability to pass through walls. Not so the Ognik. However, they have a power that may be even better.



The hypnotizing glimmer of coin that drives the greedy of the world, is also the source of the Ognik's power. For a point of Czar spent and a successful Charisma + performance roll (difficulty 8) the Ognik's orb form glows a shifting array of colors and hues that mesmerizes an onlooker. It requires a successful willpower roll, (Difficulty 8) to look away. Those that don't meet the required difficulty slowly follow the Ognik wherever he leads them.

**Precious Treasures (Cenne Skarby):** The Ognik's existence revolves around their hidden caches of treasure, usually material tangible goods, bust sometimes soft assets. This manifests in them having free extra points in the Resources Background, dependent on Seeming.

*Niewiniątko* Ognik gain 2 extra dots, *Odwrotny* Ognik gain 3, and *Wytrawny* 4 - even if above 5. Keep in mind that just because they have access to such resources doesn't mean that they spend it, and many hoarders go to great lengths to protect it, even if that means they bury it, never touch it, and seemingly going penniless.



#### **Frailties:**

**Greedy (Żądny):** The Ognik are powered by greed and live a greedy life. Sometimes however, this greed may find them making stupid decisions. If given an opportunity to better increase their wealth, they must succeed on a willpower roll to not pursue it. The base difficulty is usually set at 6, but dependent on how grand the treasure is, it may be higher.

However, there are also modifiers to the difficulty based on seeming. *Niewiniątko* Ognik are at difficulty of +1 *Odwrotny* Ognik are at a +2, and a *Wytrawny* +3

Further still, in a standard set down by their stories, coins strewn in their path will have to be collected and counted. if any such currency is thrown at them, the base difficulty of their willpower roll starts at 8. Luckily, this is a stipulation from the old ways, and fewer and fewer modern folk know of it.

**Edmunda fingers twitching, is very busy. His time is important, so you'll need to offer some incentive in exchange for his opinions...**

**Boginki:** I can float in the air, well above their little waterways. They don't scare me.

**Mūra:** Too many resources spent on food, and litter, and stupid toys with bells on them. I don't have time for a cat.

**Sudenicy:** They never came to my christening, they never sent me a check for my birthday, so what the hell do I care?

**Smętek:** Gross little demon spawn with all the future of a maggot. I almost feel sorry for them.

**Stolemë:** Happier than a pig, chucking mud and filth at each other. Bah, leave them to it. At least they're out of our hair.

**Vargomors:** I heard that they deal in exotic werewolf weaponry. I wonder how much such a weapon might bring on the open market?

**Żiburinis:** I know that they guard treasure, if only I could get close enough to get at it. The way it stands now I simply end up pissing myself when I cross over into their territory.