

# PITSEN

**"People dread silence because it is transparent; like clear water, which reveals every obstacle—the used, the dead, the drowned, silence reveals the cast-off words and thoughts dropped in to obscure its clear stream. And when people stare too close to silence they sometimes face their own reflections, their magnified shadows in the depths, and that frightens them.**

Scented Gardens for the Blind—Janet Frame,

**Quote:** Please, go away. There is nothing for you here. It is only cold rocks and dry grass, but it is mine and I do not want you here.

The shyest of the Jijig Süns (Changelings), the Lagyeri (Kith) of Pitsen are shapeshifting giants of the wilderness with little love for chaos. They are famous in many areas, ranging from Siberia to Turkey despite their shyness, and many Fae families across Eurasia speak highly of them. The secretive Pitsen themselves say very little.

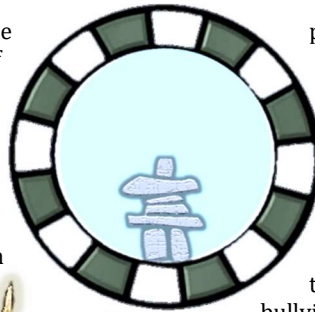
Happy to live their lives in peaceful solitude, the Pitsen do serve as stewards of the wilderness in a way that few of the other Lagyeri comprehend. From the dryness of the Gobi into the cold mountains, there are numerous wellsprings of magic that too many greedy souls would hope to hoard for themselves. The Pitsen tirelessly work in the quiet to ensure that such magic founts flow freely.

Luckily, the Pitsen's ability to change into animals allows them a modicum of stealth. Many would-be magicians who seek to plunder a seemingly abandoned magic-spring overlook the large shaggy mountain goat over there. That magician rarely makes the mistake twice.

**Banner:** Yellow

**Appearance:** Both Pitsen Bag (Mien) are large and rough looking. In Khün Bag (Mortal Mien) the Pitsen is a rustic looking and heavily framed beast of a person. The folklore described them as peasants, and the Pitsens coarse, swarthy exterior promote this stereotype. The Khüch Bag (Fae Mien) is the same as the Khün, though considerably larger, upwards of 3 meters. their skin grows darker, the color of rich wood, the hair grows coarse and shaggy, and thick horns jut from a heavy brow.

**Lifestyle:** The life of a Pitsen is one spent in peaceful solitude. They like the quiet and calm, without the chaos that others invariably bring. Although a lonely



pitsen might could make friends with a mortal what lives on the periphery of the wild places, as long as both parties maintain a sense of quiet decorum. This kind of relationship also extends to the Pitsens dealing with the other Mongolian fae.

*Zaluu Pitsen* are extraordinarily sensitive and shy creatures. In spite of, or due to, their large size, they are often the targets of bullying.

*Zorigtoi Pitsen* strike out on their own, leaving the world of people behind - that being either fae or mortal.

*Mergen- Pitsen* have been around the block enough to know that others - be they mortal, fae, or other -just aren't worth the trouble. It takes a lot of coaxing from others to get them away from their beloved wild.

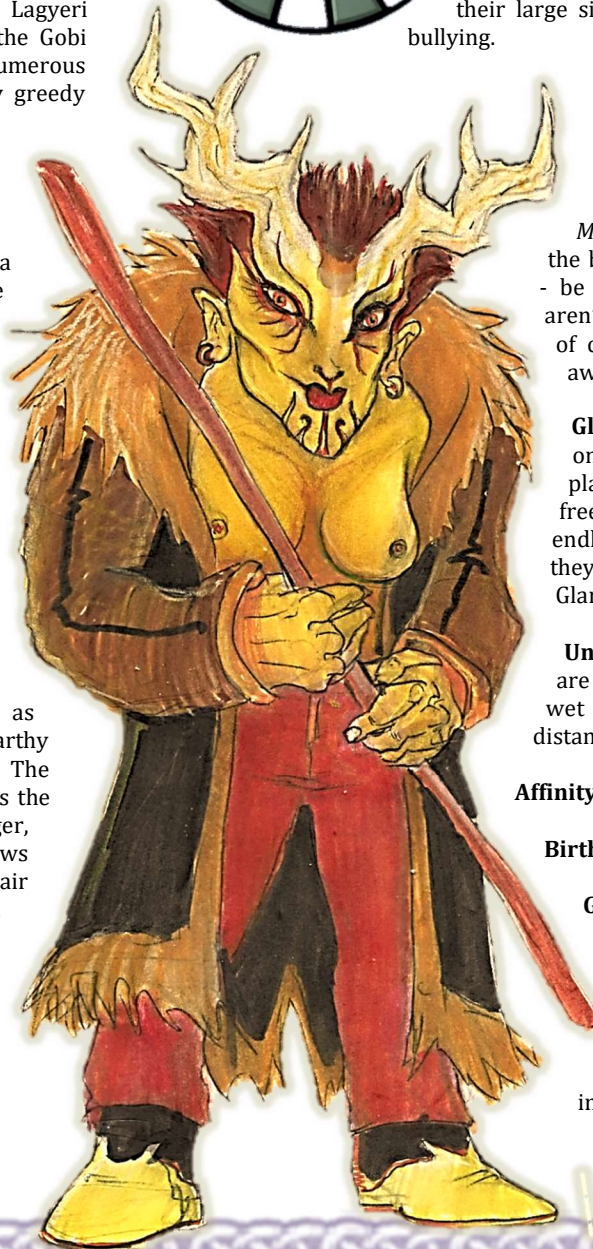
**Glamour Ways:** The pitsen can only gain Khüch from the wild places. There are a bounty of such free flowing founts of magic in the endless expanses Pitsen roam, but they are hard to find. Pitsen can refuel Glamour there and there alone.

**Unleashing:** Cantrips cast by pitsen are accompanied by the smell of cool wet grass in the evening, and the distant calls of wild animals...

**Affinity:** Nature

**Birthright**

**Giant (*Avarga Tom*):** The Pitsen are giants, larger in body than even the Ipotane, and thus gain the strength that goes with it. At character creation, every Pitsen gains 3 extra dots of physical attributes, to be spent in any way that makes sense.



**Wild Shapes (Zerleg Khelbertei):** The stories tell that of a Pitsen's role as keeper of the wild and the animals therein. In truth, the Pitsen more than watched over the beasts of the wild, they could become them. For a point of Khüch spent, the Pitsen can transform into any of a plethora of animals. Bears, Tigers, mountain Goats, and large eagles are the usual go-to, but any local animal is possible. It should be noted that the form of wolves (sacred to the Gods) and Foxes (a symbol of the Underworld) are usually avoided. There are no changes to attributes in the animal forms.

### Frailties

**Shy (Ichimkhii):** The Pitsen have no love for the loud, overbearing, chaotic, and onnoxious world outside of the wilds. If forced to act amongst anywhere there is a gathering of others besides animals and their own numbers, (including mortals, fae, or others) all rolls are at a higher difficulty based on size. One or two quite Erlen Khan may be a +1 difficulty, a small mortal family may be a +2, a Group of Celtic Pooka and Satyrs throwing a shindig would be a +4 or higher. This does not include that one aforementioned friend that lives on the edge of

the wild places, however. Such relationships are usually quiet affairs that please everyone.

**Bound by the Wilds (Zerleg Baidlaar Khülegdsen):** As stated with their revelry, the Pitsen can only refuel their Khüch from the hidden founts of the steppes. No freehold, no Oboo, no mortal dreamers can ever suffice.

### Och eyes you up, ensuring you mean no harm, and then begins expressing her opinions...

**Almas:** They should be wild. They should be our friends.

**Bichura:** They choose the chaotic life in a mortal household, and dance in the chaos like flames. Let them to it.

**Erlen Khan:** Liars. And good ones. If you do the opposite of what they say, your life will be a good one.

**Ipotane:** We can do horses. They can't because they are horses. It's strange that way.

**Boo:** Only the wildest of the Speakers-in-Dreams are our friends. They rest we chase away.

**Anda:** They were good friends when they were here.

**HUrinviu:** I once met a hare. I don't want to do so again.