

# STOLEMĚ

**"For thousands of years, it had been nature--and its supposed creator--that had had a monopoly on awe. It had been the icecaps, the deserts, the volcanoes and the glaciers that had given us a sense of finitude and limitation and had elicited a feeling in which *fear* and *respect* coagulated into a strangely pleasing feeling of humility..."**

The Pleasures and Sorrows of Work— *Alain de Botton*

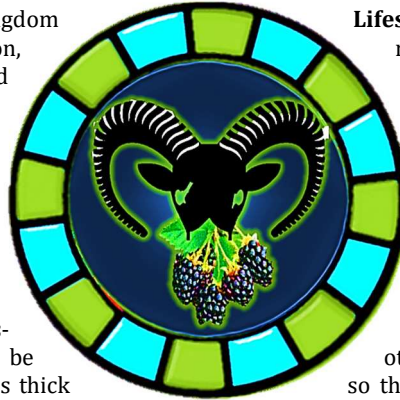
**Quote:** I tell you what, it sure is a great day out here in the woods, isn't it? Blue sky birds singing...Yep, nothing can spoil such a... Hey, HEY! Pick up that can and throw it away before I pick you up and throw you away!

The northern landscape throughout the Kingdom of Beautiful Amber is a rocky and torrid region, with large swatches of twisted forest, hard unforgiving soil, and dense with huge boulders. The stories of the Kashubian peoples in that region tell of how the StolemĚ created such landscapes in their battles. They battled evil and monsters of course, but mostly each other. Their prodigious size, giant's strength, and penchant for uprooting trees when angered showcase some truth in these stories.

Also called Ispolini, Stolemy, and other cross-cultural variations, the StolemĚ of today can be found all over Poland, particularly in rural areas thick with green vegetation. Perhaps they are making up for all the damage they did to the rocky North, or maybe they simply enjoy the quiet. Either way, they have a special disdain for the cities.

If not immersed in the comforts of the wide open and green expanses of the natural world, the StolemĚ grow cranky and irritable. Of course, they are naturally prickly, but being removed from their beloved forests takes it to a whole new level. The other Krew (Kith) respect this, and when the Odmience (Changelings) need gather with them, they are sure to take it out to the wilds. All the better to put their favorite giants at ease.

**Appearance:** The StolemĚ are giants, and it is easy to see this. Their Świecki Wygląd (Mortal Mien), is shaggy, with big teeth in a small smile, large beetle brows over beady little eyes. and a large body, halfway between too much fat or too much muscle, and it is always hard to tell which. The Wróżka Wygląd (Fae Mien) is much the same, only more. Their hair is even shaggier, sometimes even so much as a frizzy lion's mane wrapped around their skull. Their teeth are larger but in a small mouth. Their eyebrows are just as shaggy but their eyes are even smaller. Their bodies follow suit, upwards of 3 meters, with hairy limbs as large as tree trunks hanging off their thick bodies.



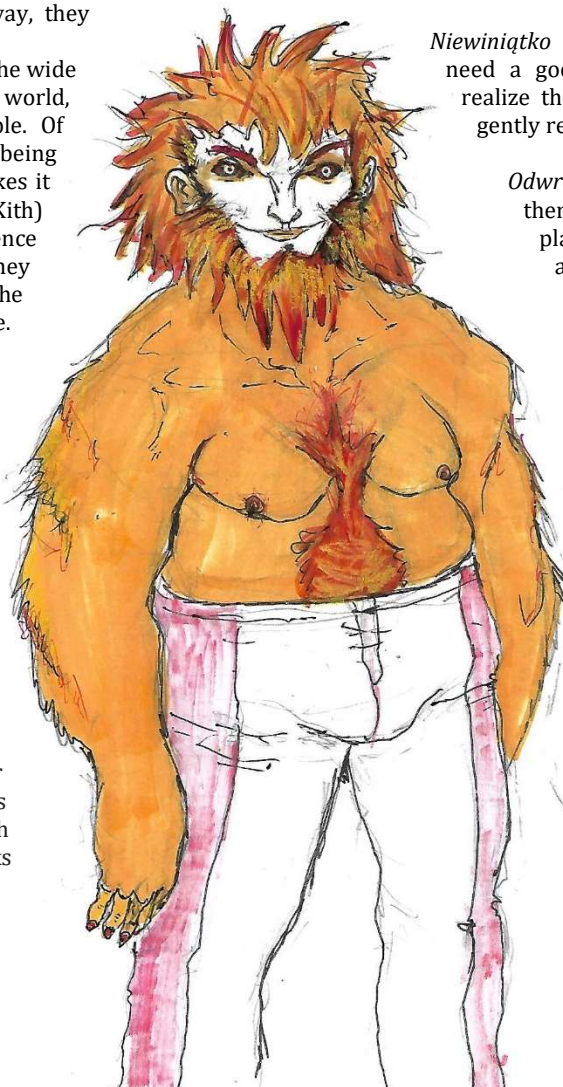
**Lifestyle:** StolemĚ aren't Srogi (unseeleie), no matter how irritable and angry they get, but they certainly aren't Sheka (Seelie). They are probably a safe mix of both. Their lives are spent in peaceful contemplation out in the wilds. That is until someone pisses them off (which happens more than they'd like to commit) and they fly into a frenzy. Frenzy in their case means lobbing whole chunks whole of earth at any and every one that can be seen. The other Krew may understand this, but not so that many mortals, who have many times called the police on that crazy guy in the woods throwing rocks around.

*Niewiniątko StolemĚ* are good kids, they just need a good outlet. Sometimes they don't realize their own strength and need to be gently reminded of it.

*Odwrotny StolemĚ* are happy to be out there in the world. They find a nice big place, big enough for them at anyway, and spend as much time there as possible. Of course, sometimes action calls them away, but it's nice to have somewhere to come back to.

*Wytrawny StolemĚ* are grizzly old boogers with many a tall (no pun intended) tale to tell of their youth. Hopefully nobody naysays it too much, their temper rarely cools with age.

**Glamour Ways:** StolemĚ regain Czar from time spent enjoying their dark forest homes, and whenever mortals do the same. The dark glens and rich forestlands of the Kingdom are breathtakingly beautiful, and there are usually no shortage of mortals to bask in them.



**Unleashing:** Cantrips cast by the Stolemë are accompanied by slight rumblings in the dirt, trees shaking, and the perfume of rich loam and fresh upturned earth. Sometimes, the dirt rains down on the heads of onlookers, seemingly falling from nowhere.

**Affinity:** Nature

#### **Birthrights:**

**Earth Strength (*Siła Ziemi*):** Like all giants, the Stolemë inherit physical prowess upon Chrysalis. At Character Creation, each Stolemë gains +5 free dots to be allocated amongst the physical attributes in any way that makes sense, especially above 5.

**Turn into a Rock (*Zamienić się w Kamień*):** The story goes that when threatened, or trying to hide, that the Stolemë can transform their flesh and bone into cool grey stone. The truth is a little less fantastic people simply overlook them. If in a natural setting, with earth and trees about, the Stolemë simply needs a successful stealth roll, difficulty 7 to cause onlookers to simply overlook them. Someone searching for the Stolemë without mystical or magical powers to see the invisible simply walk on by. Those who do have such powers can spot them if their level of "Magic-Sight" is higher than the Stolemë's Greymare rating.

#### **Frailties**

**Triggered (*Rozsierdzony*):** The Stolemë are generally good natured, but often let their emotions take over. Whenever pressed with anything that would otherwise annoy anybody else, the Stolemë must roll their willpower, difficulty of how offended they are (not how offended they should be). If they fail the roll, they fly into a frenzied rage, and chuck any handy materials at anyone present. This usually involves rocks and the like, and couple with their abundant strength, can do a lot of damage.

**That Country Life (*Życie na wsi*):** As stated above, the Stolemë love their wilds, but hate anywhere else. They get especially irritable if not in their forest home, and by irritable, we mean twitchy, paranoid, and angry. They also lose some of their abilities. When immersed in an area without trees, fresh earth or crisp clean air to breath, all rolls using their Str rating are at a +2 difficulty. In addition, they will be even nastier than they usually are, especially when considering their Triggered Frailty above.

**Blackberry Allergy (*Alergia na Jeżyny*):** In one of the most obscure of Dreaming-Given Frailties, the Stolemë are magically allergic to the fruit, thorns, or wood of the Blackberry vine. It is treated as cold iron, and no magic of the Krew can soak it.

**Jurek lies back in the tall grass, and happily lets you know what to expect from the other Krews...**

**Boginki:** Murderous, but if you don't go into swimming in their areas, you should be safe.

**Mūra:** It is a shame. They are awfully fluffy to be so evil.

**Ognik:** Gold? GOLD! That is all they ever think about. There is plenty more to life than some stupid yellow rock.

**Sudeniczy:** Everybody needs a fairy godmother, and they are some of the best.

**Smętek:** Poor little devils. So many of us were born to great Krews, and they got so little.

**Vargomors:** We like the wild, they are the wild. It is best not to piss them off. I also heard that they each have a harem of werewolf lovers...

**Żiburinis:** We do not scare so easily... but these Monsters can make us pee our pants. They're great!