

# WANDJINA

## Quote:

The Wandjina are the mysterious dream-born who led the Aboriginals to Australia. They are the most powerful and mysterious of all the Australian Fae and represent all the blessings that the Ancestor Creator Beings bestowed upon the Outback. They are the equivalent of the Tuatha de Danaan to the Celtic Yuuri (Fae), or the Celestial Bureaucracy to the Shinma. They were guides to the Mokole, the Bunyip, and the original Speakers-In-Dreams among the Mortals. According to the Sun-Downers, what the Yuuri are to the mortals, the Wandjina are to the Yuuri.

With the world changing however, the Wandjina have taken a step back. They know that it isn't their time anymore, and that mortals and Changelings alike must make their own paths. They have seen the death of the Bunyip, and they mourned. They see the Mokole preparing for the next cycle, and they understand. This is the way of the Wandjina.

Some few look to the Wandjina and wonder about the mysterious denizens called Narguns, a term understood by outsiders to be synonymous with Adhene. Are the Wandjina then, some kind of True Yuuri, a long-lived Family from the deepest recesses of the Dreaming? No answer can be forthcoming, especially from creatures as quiet as the Wandjina. When other Australian Kiths are asked, the answer is just as fleeting.

**Appearance:** Rarely seen among mortals, no one is quite sure what their Bwoka ak Humbug (Mortal Mien) looks like. They are only ever seen in Bwoka ak Yuuri (Fae Mien). They are tall, close to 3 meters, and thin, almost to the point of being emaciated. Their skin is the color of light soil, and they have no hair. Their eyes are large, soulful, pitch black, and are far more expressive than a mortal's. Their faces are soft, with small noses, small ears, and tight little mouths little more than a slit on their face. Though this doesn't stop them when they do smile. Wandjina male or female, rarely sport clothing.

**Lifestyle:** Now a days it is rare for someone to see a Wandjina at all they will ally with motley of Australian Fae, even with Whitefella's, but will never be the leader. The most they will do is to help from behind the scenes.

They may point things out with a long bony finger but will never say something. They may serve as guides but will never lead the way. They may even help in decision making but will never cast a vote.

**Ariá:** The Wandjina, as the outsiders that they are, are the only ones who can truly really tell the difference...

- ❖ *Dionae Wandjina* smile the least.
- ❖ *Araminae Wandjina* sometimes smile, sometimes scowl
- ❖ *Apollaie Wandjina* smile more than not.

**Glamour Ways:** Wandjina gather Kwaba from the Song-lines that flow across the Aboriginal landscape. In a manner perhaps to the Nuhheni gathering Kwaba from the Earth itself.

**Unleashing:** Cantrips cast by the Wandjina are accompanied by what can only be described as synesthesia. The taste of music, the smell of magic, the color of time, and a heated magic that

can only exist in the Deepest recesses of the Dreaming. These play across the scene and the senses.

**Affinity:** Time

**Birthrights**

**Song-lines:** The Wandjina are able to utilize the Song-lines to travel across the Land. A Song-line (*also called dreaming track*) is the similar to a Trod, and the routes are marked by 'creator-beings' of the Dreamtime. The paths of the Song-lines are recorded in traditional songs, stories, dance, and painting. While the Wandjina didn't create these Lines, they know just how to manipulate them. By standing on a Song-line, and humming, a Wandjina can instantly teleport anywhere along the Song-Line that they want to go. Others will just see them vanish from sight.

**The Land sees all:** The Wandjina are preternaturally attuned to the world around them. They can Subtract 2 from any Perception roll made (to a minimum of 3) and can see through illusionary magic by making a roll of Perception + Alertness, difficulty 7. This birthright always functions normally. It is also impossible for a Wandjina to botch a Stealth or Alertness roll.

**Frailties**

**Mute:** Wandjina are unable to speak, but can gesture, and many communicate with sticks, drawing remarkably details pictograms in the dirt.

**Humbug's Curse:** Muck like the Sidhe, the Wandjina aren't truly creatures meant for this world. The taint of Humbug affects them more strongly than it does other Baijini (Kith). Each temporary point of Humbug (Banality) that the Wandjina gains becomes two points. If a Wandjina must make a roll at a difficulty equal to their Humbug (or a roll that's resisted by Humbug), treat it as one level higher. While this may mark them as something other than Adhene (who don't suffer from Humbug) it should be noted that Wandjina are something other entirely. Besides, no simple labeling or text-book pigeon-holing of the Celtic persuasion can capture the majesty of perhaps the oldest Yuuri Creatures in existence. The Wandjina *are*, and no Smart Australian Fae will tell you any different.

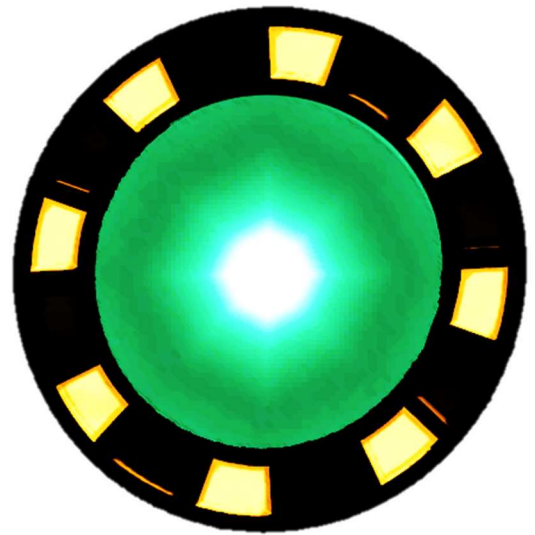
## Palari points at you and smiles.

Adnoartina:  
Eer-Moonan:  
Kurreah  
Muldjewangk:  
Nadubi:  
Ningauis  
Quinkin:  
Sun-Downers:  
Yara-Ma-Yha-Who  
Yowie:  
Huirnvui:  
Star Children:  
Speakers-In-Dreams:

\*Some of the Language Groups of Australia hold the Wandjina to be extremely sacred. Photos, drawings, or other means of dictating the creature's appearance may be understood as breaking a geasa.

**In respect, there will be no art.**

**Gods Bless.**



May the Fire be in our Whole Being  
In our legs and in our feet.  
Enable us to walk the Earth  
With Reverence and Care.

So that we may walk in the ways of goodness and truth  
And be protected from walking away from what is truth

*Credited to Binnumi Binnumi — Aboriginal Elder*