

# Nadubi

**"This is night, Diddykins. That's what we call it when it goes all dark like this."**

Harry Potter and the Order of the Phoenix—*J.K. Rowling*,

**Quote:** Oi, best be careful walking all alone out here in the afterdark; mighty fierce night monsters are about.

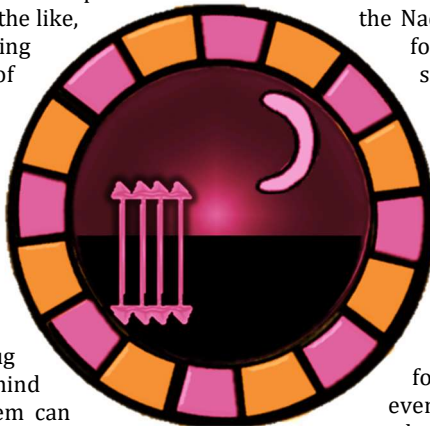
While there are a good handful of Australian Spirit Beings worthy of being called monsters and the like, with all sorts of blood-drinking, flesh-eating bogie-beasts, only one of them is worthy of being called Ngayurnangalku (Thallain). The Nocturnal Nadubi are an old Tribe of spiky-fleshed cannibalistic murderers that have plagued the backroads since the beginning. Their cannibalistic nature isn't due to some Dreamtime decreed mandate for survival, the Nadubi just enjoy killing and eating.

Capable of casting a Kwaba (Glamour) even over their usual Bwoka ak Humbug (Mortal Mien), their true form is hidden behind a tall-handsome stranger, and many of them can even pass for the ubiquitous Eshu Kith. When their true form is revealed, however, there is no hiding their genuine monstrous nature. Of course, these twisted beasts enjoy the fear that such an appearance causes, but no Glamour is gained that way. Only with a successful gank of their bony protrusions allows them their much-needed Kwaba.

Prowling the back places of Australia, their numbers are fewer and fewer every night. Some get caught by others. Some hunt themselves, hoping to thin the competition. While a good majority of them are male, the few females seem to do better. Perhaps their mortal victims are less wary of the smiling Sheila on the dark road. Whatever the case, those of the Tribe that do survive are the monsters clever enough to cause some concern, and the wise Spirit Beings of the other Tribes should keep an eye out for strangers.

**Appearance:** In Bwoka ak Humbug (Mortal Mien) the Nadubi are tall and handsome fellas, with dark-skin, bright eyes, and wide smiles. There is nothing overly threatening about them, despite them only being seen at night.

In Bwoka ak Yuuri (Fae Mien), with a successful point of Kwaba Spent per night, they appear much the same. They may be a bit taller, and their eyes brighter, with just a bit of a pointed tip to the ear. If someone didn't know any better, they might assume they were an Eshu or the like.



However, without that point of Kwaba spent (or the Nadubi letting their guard down), their true form is revealed, a tall figure with menacing smile full of sharp teeth, covered all over with thick lengths of bony spikes and spine jutting out from all over their body, especially on the knees and elbows. Bits of blood, flesh, and other detritus all clinging to the spikes in a great gory display of leftover meals. To see through this disguise takes a successful Greymare roll, difficulty 9.

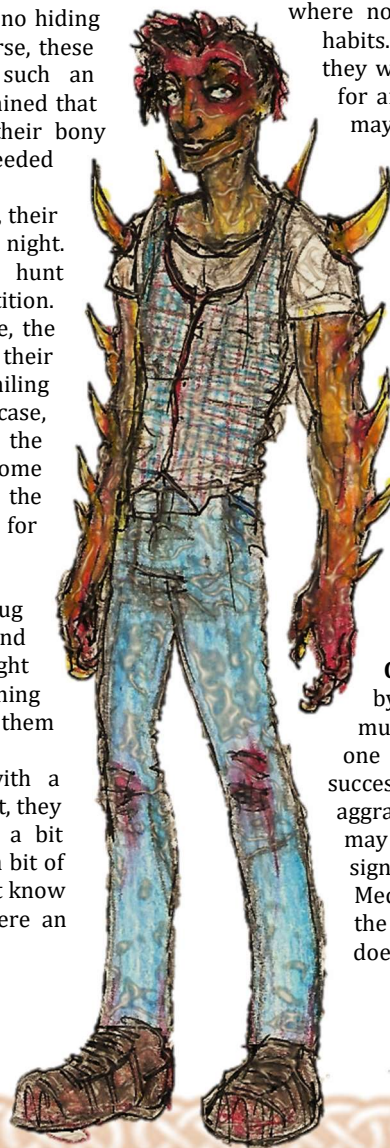
**Lifestyle:** The life of the Nadubi is great for them. They don't care for others and will even eat members of their own Tribe. They may choose to live in small backwater towns, where nobody really questions them or their nocturnal habits. They feed from who they like, gaining Kwaba as they will, and if things get too hairy, they will head out for another small town. If they are really brave, they may even try to pass themselves off as Eshu, all in the hopes of eating a few Yuuri.

*Biny (Perturbed) Nadubi*, if they aren't eaten outright by their elders, are some of the scariest of their number. Too many good-hearted mortals want to take care of the little tykes, unaware that they just might be the next meal.

*Tjiki (Prowler) Nadubi* are hungry, eager, and hopefully clever enough to not get caught.

*Gorah (Miser) Nadubi* have had enough experience on the road to not shit where they eat... Some of the scariest stories in the Outback about strange disappearances and unsolved murder cases may just be the oldest of the Tribe.

**Glamour Ways:** The Nadubi can only get Kwaba by draining it out of living creatures. To do they must stab someone – mortal, Yuuri, or other, with one of their numerous spiny appendages. Every successful gank refuels one point and deals one level of aggravated damage. It is Chimerical, so while mortals may get physically ill from such wounds, they show no signs of it. Local Spirit-Workers, Wise-Folk, and Medicine People, however, know the exact cause of the victim's malady. It goes without saying, that this doesn't endear them to the other Spirit Beings.



**Unleashing:** Cantrips cast by the Nadubi are painful, as if tiny invisible pins are pricking the skin. There is no actual damage, but it's uncomfortable nonetheless...

**Affinity:** Actor

**Birthrights (Endowments):**

**Night Senses:** The Nadubi are creatures of the darkness, and as such have acclimated to the inky blackness of the Bush at night, far from the city lights. They can see in pitch black as easily as others can see in the bright light of day. In addition, all Perceptions rolls that involve the sense of smell are at a -2 difficulty while the sun is gone.

**Spikes:** While they can spend a point of Kwaba to hide their spines and spikes, their true form is covered with thick bony barbs and long sharp protrusions. They can drain Kwaba with only a touch, as has been said, but can also deal massive amounts of Chimerical damage if used in combat.

Each deals Str +2 points of lethal damage, and every Nadubi has at least a few on his or her person at any time (Dexterity rating x 2). They can be broken off and wielded like a dagger or chucked like a throwing knife – though they don't drain Kwaba with this method. If a Nadubi runs out, they can produce another one with a point of Kwaba. With a good night's rest, however, they all should grow back just fine.

**Frailties (Vulnerability):**

**Allergic to Fire:** The Nadubi are nocturnal and are at a +2 difficulty to all rolls in the day. Yet the light of the sun isn't their only bane. Fire, no matter how small the flame, can drive them off. When faced with a flame, they must succeed on a willpower roll, difficulty based on the size. A Match might be a difficulty 6, but a raging bonfire could be a 9 or even a 10. If they fail the roll, they take off running into the darkness to find a safe spot to hide. In addition, any damage received from fire counts as

triple what it would do to anyone else and is considered lethal as well as chimerical.

**Kwaba Drain:** As previously Stated, the Nadubi can only refuel their Kwaba when they stab someone and drain it out of the wound. No other source of Magic be it from Freeholds, spiritual founts in the Bush, or even Tass and the like can fit the bill.

**Nullah, meeting up with you after sunset, has a few good words for the other Spirit Beings.**

**Adnoartina:** It's better not to head up Uluru way, the Lizard Wizards have it locked up tighter than a Goanna cooch.

**Eer-Moonan:** Spiky hunters? Really?

**Kurreah:** Sure there's a lot of us are bad-like, but only these ones are bad enough to worry me.

**Muldjewangk:** Taste like Mud.

**Ningauis:** We bump heads with them the most, both of us nocturnal and all. They're hard to catch and twice as hard to trick.

**Quinkin:** Long-legged dipshits who only think with their third legs.

**Sun-Downers:** I've met a few after sunset, they're quicker than you'd think, smarter I mean. Still, it's hard to gauge motivations when you can't make out two words of what they're saying.

**Wandjina:** The others may keep their mouth shut about the old-ones. I won't. They're a bunch of weird buggy asses who gawk and stare and point at you with their long creepy fingers.

**Yara-Ma-Yha-Who:** Little boogers, it's like if somebody sucked out all the joy I feel for being a killer and replaced it with lazy.

**Yowie:** A little slow, only thinking wise. If it's a physical chase, I'm screwed.

**Bunyip:** I'm glad they're gone.

**Gumagan:** Proof that there is always something bigger and meaner than you in the bush.

**Rokea:** Proof that there is always something bigger, meaner, and hungrier than you in the water.