

ADNOARTINA

**I climb up the stalk and plant the bean - The universe is a machine
That has awoken from a dream - The universe is a machine
Invisible Face – King Gizzard and the Lizard Wizard**

Quote: Oi there Mate, glad you're enjoying the view up here, but you're off the path you are... you should head back the way you came, you might get hurt up here.

The Adnoartina, or colloquially called the Lizard Wizards, are an altruistic family of reptilian Yuuri (Kith) that share a common ancestor. This primordial God/dess, also called Adnoartina, was a chthonic protector of Uluru (the proper term for Ayers Rock). His many many descendants, likewise, serve as protectors and wards of similarly magic places scattered across the Never-when.

Unlike other Kith, either White-feller, or Aboriginal, the Adnoartina aren't born of mortals who undergo a chrysalis. Rather, they are born as lizards; goannas, monitors, Skinks, large geckos, even the odd legless lizards (Pygopodidae). The chrysalis that carries them from mundane lizard to Changeling is marked with a visitation from their Ancestor deity, who charges them with their protectorate. The rest of their Chrysalis is much the same as other Kiths, however, excepting for maybe the gift of a human meat-suit, which brings no end of frivolity. "Hey guys, look! I have hair in the dumbest places! Human bodies are stupid!"

Appearance: In all Bwoka (Mien), the Lizard Wizards are happy, smiling, and unblinking creepers. Their **Bwoka ak Humbug** (Mortal Mien), aren't ugly mind, simply different looking and a bit bug-eyed. In Bwoka ak Yuuri (Fae Mien) the bug-eyed thing makes sense. They are lizards, after all, with big googly, staring, reptilian eyes that seem to see everything around them. Their limbs are long and lean, and they have a tail that seems to whip around of its own accord (which it absolutely does).

Of course, it's important to mention, that the true form of an Adnoartina is that of a largish Goanna, monitor lizard, or something similar. They are Blue-tongued, long-tailed, fat, and sassy. It is only with a point of Kwaba spent that they could adopt their humanoid frame.

Lifestyle: An Adnoartina is quite content to slowly bask in the sun if need be. They much prefer to do so in their lizard form, but if needs must, they will take on human form to serve their purpose as caretaker and guardian of the special places. If the call to adventure does rear its head, then they will sigh, pack their bags, and head on out. The quicker they get it done, the quicker they can head back home.

Biny Adnoartina, just hatched from egg and chrysalis, are backwards little bastards. The whole human thing is new, as is all the things that humans do. Walking on two legs, talking to

others, opening a can of beer... all of the fun stuff that makes humans so interesting.

Tjiki Adnoartina have grown into their roles nicely. They have made friends and discovered how much they love human food (bird eggs are even better cooked).

Gorah Adnoartina are wise, benevolent, and know that soon their Father/Mother will be calling them back to the next world. They have made all due preparations, and hopefully have a replacement to guard their protectorate.

Glamour Ways: The Adnoartina regain Kwaba whenever they are part of mortals honoring the old ways. That includes not only traditional dances, songs, and festivities, but also humans simply following the rules and showing respect for local customs or traditions.



Unleashing: Whenever an Adnoartina casts that cantrip, dusty powdery red ochre comes out of nowhere and coats the whole scene. There is also a pungent reptilian musk, not unlike overripe cucumbers, and a strange bright reddish light, like the sky at sunset.

Affinity: Nature

Birthrights

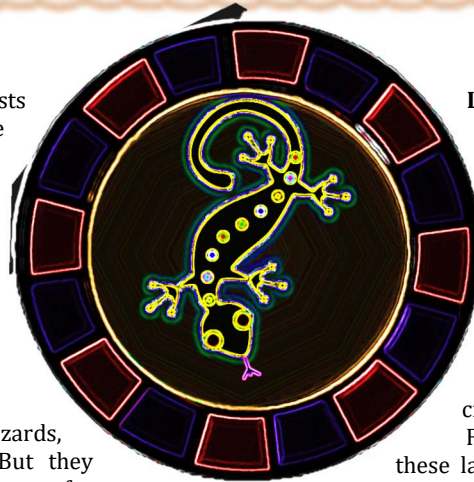
Human-Suit: The Adnoartina are lizards, monitors, goannas, that sort of thing. But they understand that the hands, two legs, and pretty faces are important in conveying important information to the mortal-folk. It costs a point of Kwaba to wear the human-suit, but nothing to switch back. The stats as created during character creation represent this form. The stats for the lizard are -2 to Str and Sta and a +1 to Dexterity (those human-suits are slower).

Crossover: As the Lizard Wizards are naturally tied to the ebb and flow of Australia's natural pools and rivers of magical energy, it is remarkably easier for them to switch back and forth between realms. For a point of Kwaba spent, and a successful Willpower roll (difficulty of the local gauntlet) the Adnoartina can cross over into any of the myriad realms. The Shadowlands, the Umbra, the Dreamtime, all are relatively easy. However, it must be stressed that crossing over only places them in the nearest of the Realms - shallows in the Shadowlands, the near-Dreaming, the Penumbra, etc... Any realm worth visiting is worth journeying to.

Butt-Brain: There are numerous tales concerning the primordial Adnoartina's magical tail, and how it outsmarted opponents. His/Her children are no different. Every Adnoartina's tail literally has a mind of its own for some purposes. At any time an Adnoartina casts a cantrip, their tail can do the same simultaneously. It can be the same cantrip, or something completely different. The tails know the same arts as their bodies but share a Kwaba pool. The Tails perform their own bunks, however, strange twitching dances and erratic whipping that only the Dreamtime can read.

Frailties:

Wild one: The Adnoartina are lizards, born and bred, that just so happen to have a human body. In that, some aspects of the modern human escape them. At character creation, no Adnoartina can purchase any points of academics, computer, drive, politics, etc... no abilities that any animal born and raised in the wilds could possess.



Land Ward: While the Adnoartina can come and go as they please, they do have a Dreamtime connection to certain regions. At character creation, every Adnoartina picks a particular place that serves as their protectorate. The original Deity Adnoartina deity had Uluru; His/her children might have a specific expanse of scrubland, a particular forest, or even a certain song-line that crisscrosses the Land.

Failure to protect the magic inherent in these lands means an accrual of one point of temporary Humbug (Banality) per week until the magic can be restored. If after one season, the magic isn't restored, the Humbug becomes permanent, and the Adnoartina must journey to meet an ancestor in the Dreamtime and petition them for another area to protect. Keep in mind, that this ancestor may very well simply eat them and be done with it.

Rusty Earl, warning you not to get too close, offers a few tasty tidbits about his fellow Baijini...

Eer-Moonan: If you stay out of their way, you'll be straight.

Near as I can tell, however, every way is their way. Best to be sneaky-sneaky like, then, if you're heading through the bush.

Kurreah: Wear your Sunday best. Slide right up behind em and give em a big hug. They'll treat you like family. Nah, probably not.

Muldjewangk: Only catch what you can eat. If you savvy my meaning.

Nadubi: A quick stricken match is all you need to keep at bay.

Ningauis: Our heroes... the whole lot of them.

Quinkin: Nothing against good loving, mind, but these folks get a mite boring. Not much for adventurous, I mean.

Sun-Downers: Best of mates, if'n even you can't make out a word edgewise.

Wandjina: Sometimes it's better to smile nice and shut your gob.

Yara-Ma-Yha-Who: Vampires? I suppose. Not quite, but it's close enough.

Yowie: It's a shame that they're so afeared of their own shadow. They'd make good strong mates if they'd show up to the party.

Keltoi-Si': Attractive folks, I'll give them that. But a little too caught up in their own affairs to see the big picture.

Eshu: Good mates but count your fingers after they've passed though. Chances are you're missing a couple.

Gumagan: They're out there, kin and all. Keep a healthy respect, and a healthy distance. They're bigger than you and won't think twice to eat ya if you're not careful.