

NINGAI

**"Sometimes the smallest things are so damn unforgivable.
Maybe because they aren't small—they only seem that way to someone else.
The Never-Open Desert Diner— James Anderson,**

Quote: **none, just the hushed scampering of tiny, clawed feet...*

In the mangrove swamps of Melville Island, just off the northern coast, the Tiwi people whisper of the Ningai- the Small Ghosts- that prowl the night. Modern zoologist, however, will tell you of the Ningai too, a tiny genus of marsupial, in the Dunnart family of Dasyuridae. In a way, they are both right.

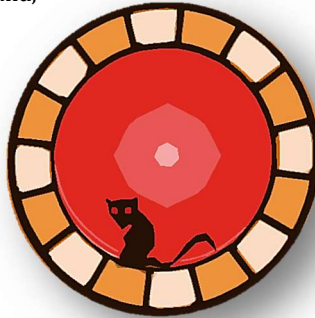
The Ningai are a transforming race of Dreamtime Spirit Beings, small in stature but quick and stealthy. They are shy but have a long history of aiding the Tiwi people when they could, playing parts in their Religious ceremonies and initiation rites. However, the world is full of large realms, and Australia is a bigger realm than most. The small quiet nature of the Ningai allows them no small amount of covertness, and many of their number have become the best of thieves, spies, or even assassins if needs must.

Yet at the end of the day, most of their number would be content to go back to Melville Island, and spend quiet time with their Kinain Tiwi people. The Ningai are little creatures, and their little moments are what truly count.

Appearance: The Ningai are shortish creatures no matter their mien. Bwoka ak Humbug (Mortal Mien) is rarely over 1 and ½ meters, a sort of slipped seeming in some ways.. They have small eyes, a small mouth, and thin twitchy faces. In In Bwoka ak Yuuri (Fae Mien) they are even shorter, rarely over a meter, with short fuzzy fur all over their thin frames. They have those same thin features, but now are decidedly rat like. A twitchy tail with a tuft of fur peaks out from behind them, and the females of the group have skin pouches on their tummy.

They also have their Dunnart form, a tiny marsupial mouse no bigger than your thumb, covered in that same fur. Browns, greys, russets, whites, reds, tans, blacks - any and all colors can be found in their short fur, with no two of their number bearing the same patterns.

Lifestyle: Reclusive is one way to refer to the Ningai's life. Even before their Chrysalis, they were reticent creatures, shy and inconspicuous. Their fairy existence merely reflects that timidity. However, that same shyness allows them mastery in both stealth and spying. While their mortal lives are spent back on Melville



Island, their Yuuri lives are spent journeying all over Australia, if not the world.

Biny Ningais are shy little beasts, oft overlooked. They don't say much, but they see a lot.

Tjiki Ningais know how to get in and get out quickly. Whole gangs of them can be hiding in an area the size of a couch, and nobody would be the wiser...

Gorah Ningais are there and have been for a long time. But how would you know?

Kwaba Ways: The Ningai refuel their Kwaba whenever mortals gather to eat. It needn't be anything overly special but must entail at least 3 of the *large-folk* sitting down together with everyone involved actually eating. Whenever the mortals eat the Kulama - a usually poisonous Yam, the Kwaba is doubled.

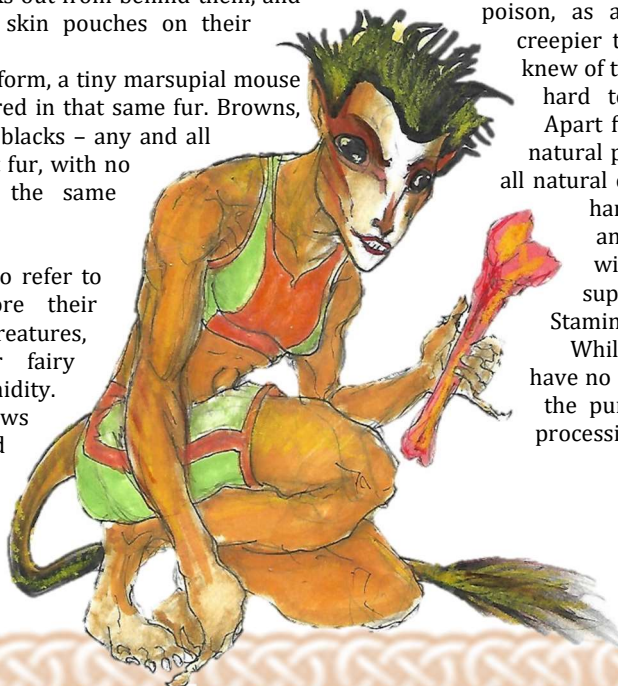
Unleashing: Cantrips cast by the Ningai are accompanied by the creepy sensation of tiny, clawed feet scurrying under the clothes and over the skin. There is also a squishing underfoot, and the smell of cold wet mud.

Affinity: Prop

Birthrights:

Immunity: The Celtic Sluagh are masters of supernatural poison, as are the were-spiders, and other creepier things prowling the night. If they knew of the Ningai, they would work extra hard to find a strong-enough poison. Apart from cooked food, which acts as a natural poison, the Ningai are immune to all natural or man-made poisons, and a good handful of magic ones too. All natural and manmade one can be imbibed with no effect, while those supernatural ones need a successful Stamina roll (diff 7).

While their Marsupial Mouse form may have no Stamina, they can still utilize it for the purposes of their cute little bodies processing these other Poisons.



Marsupial Mouse: The Ningai, for a point of Kwaba spent, can transform into a Dunnart. When in this form, the Ningai is quick and agile, gaining a +5 to Dexterity. They can quickly climb up trees, rocky cliffs, or other impediments, and can hide in the smallest of places. In addition, when in this form, all Stealth rolls are at a -2 difficulty. They can never botch such a roll.

However, they are also weaker, with no Stamina or Strength rating. The Ningai, unlike the Pooka, can transform thusly in front of others, but deigns to do so in front of mortals... they don't need to see that kind of thing.

Frailties:

Raw: While they can imbibe toxins and venoms without batting an eye, there are some things that can poison the Ningai like no other. They can only eat their food raw, as anything cooked wracks their body with horrible pain. At any time the Ningai puts something in her mouth that has been heated, she must roll her Stamina difficulty 8. A success means that she can choke it down quickly enough but must vomit it out later. Failure means she takes a full point of aggravated damage, both real and chimerical.

Nocturnal: The Ningai are creatures of the darkness, and have a harder time working under the bright light of day. Any rolls made during the day are at a +1 difficulty, and any rolls made in full light of the sun are at a +2 difficulty.

Kardinyarr, scraping the meat off a bone, hints at a couple of mysteries you might not have known.

Adnoartina: They know a lot of somethings that we don't, and that is enough reason to show some respect. That they eat us when we aren't paying attention? That is even more reason.

Eer-Moonan: I could say something about them being great hunters, and it would be true. Yet they are also Assholes, which is twice as true as the first statement.

Kurreah: I get it. Scary. But also beautiful in their own way, like a thunderstorm, or a large fire. Monsters don't have to be monstrous to be scary.

Muldjewangk: Gross? Absolutely. Scary? You bet. Sneakier than even we are? A hundred times Yes. They also are manipulative, greedy, and hungry for chaos. If this doesn't make you think twice about going down to the water, than you aren't very bright.

Nadubi: Very few of our Tribes I would consider actually Evil. The Nadubi are and are happy about it.

Quinkin: Just because they're big... ahem, doesn't mean that they are scary. Many of our own Tribe has been protected by going to these Stickmen for safety, healing, and...uhm, *Succor*.

Sun-Downers: They have more secrets than us, but you'd never know that from the way they keep jawin' on. They only let you see what they want you to see.

Wandjina: You shut your whore mouth.

Yara-Ma-Yha-Who: A lot of our tribes do the blood-drinking thing, some of our Tribes regret it, some enjoy it. Only one tribe doesn't care either way...

Yowie: Too large to see us, too timid to do anything even if they did.

Zoogs: What are you talking about, man?