



AGOGWE

"A baby leopard is still a leopard."

Until the agogwe helped to repel the Empire of Mupalan, few humans were even aware the race existed. Even since that time, the agogwe avoid cities and other sources of human civilization.

Personality

The agogwe are a reclusive race, which leads many to believe that they are shy and inoffensive. This is a carefully cultivated lie. The truth is quite the opposite; agogwe are fearsome warriors, and those that know them best often describe them as "humanoid weasels."

Physical Description

Agogwe appear to be small, shaggy humans with dark skin and long, curved claws. They use the claws to burrow through the earth and construct temporary shelters for themselves. As a nomadic culture, they do not build permanent settlements.

Despite their small size and lack of strength, the agogwe crave hand-to-hand combat, and rarely use weapons. They prefer to attack from ambush, tearing away at foes and then retreating back into the bush. They often burrow underground and wait for enemies to pass overhead, clawing at the ankles of their foes and then retreating when opponents offer any sort of resistance.

Relations

The agogwe have good relations with the wakyambi and the Kitunusi. They are on neutral terms with most other races and cultures, though they are more comfortable amongst rural folk than city-dwellers.

Alignment

Despite their viciousness, agogwe are good at heart; they also have a strong tendency toward chaotic alignments.

Food

Agogwe are strict carnivores, and have trouble digesting vegetable matter. They are willing to eat any non-sentient animal or monster, and though they have been known to spice their food, they rarely cook it.

Language

Common, though the agogwe dialect contains many words from Elven and Kordo.

Names

Agogwe always take the names of Nyamban beasts or magical beasts, and it is impossible to tell if a particular name is male or female. Some common agogwe names include Boman, Buraka, Chimiset, Guiafairo, Kerit, Kongomato, Lau, Malakala, Mngwa, Mokele-mbembe, Mulilo, Ninki-nanka, Nsui-fisi, Nunda, and Susabonsam. Agogwe indicate clan affiliation by placing the word ole', meaning "child of," and their clan name at the end of their personal name. Clans are always named after local landmarks, and are not specific. For example, Chimiset ole' jiji would mean "Chimiset, child of the waterhole clan," but the clan name does not indicate which specific waterhole is being discussed. There could even be several unrelated jiji clans, each of which is named after a differing waterhole.

Adventurers

Until recently, few agogwe have taken up a life of adventuring. Recent events with the Mupalanese have forced many agogwe from their traditional homes.





AGOGWE RACIAL TRAITS

- **Ability Modifiers:** +2 Dexterity, -2 Strength.
- **Size:** Small.
- **Base Speed:** 20 feet.
- **Burrowing (Ex):** Agogwe can dig through soft earth with a burrowing speed of 10 feet. They cannot dig through clay, hard-packed earth, or stone.
- **Claws (Ex):** Agogwe have hardened claws that, while designed for burrowing, make effective weapons. An agogwe's claw attack inflicts 1d4 points of damage and is subject to all the usual rules affecting natural weaponry.
- **Saving Throw Bonus (Ex):** Agogwe have a +1 racial bonus on all saving throws.
- **Skill Bonus (Ex):** Agogwe have a +2 racial bonus to Stealth checks.
- **Speak with Animals (Sp):** Once per day, an agogwe can use *Speak with animals* as a spell-like ability to speak with a burrowing mammal (a badger, fox, rabbit, etc.). This ability is innate to agogwe. It has a duration of one minute. The agogwe is considered a 1st-level caster when she uses this ability, regardless of her actual level.
- **Automatic Languages:** Common and Kordo.
- **Illiterate:** Agogwe are illiterate by default. They must spend 2 skill points to gain the ability to read and write any language they are able to speak.
- **Bonus Languages:** Daka-Kara, Daka-Alif, Dwarven, Elven, and Gnome.

