



# WAKYAMBI

**"Until the snake is dead, do not drop the stick."**

The wakyambi (wahk-YHAM-bee) are a unique race known as the "sky people" due to their arboreal lifestyle. They live in the trees of the blda Rainforest, creating intricate homes high above the ground.

## Personality

Wakyambi are compassionate, benevolent, and nurturing. They also have a habit of patronizing and lecturing others, something that few find endearing.

## Physical Description

The wakyambi appear as tall, black-skinned humanoids with pointed ears and a long, fleshy tail. Wakyambi hair is usually black at birth, but turns gray and then white well before they reach old age. Wakyambi eyes can be a variety of colors, but are most commonly violet.

The wakyambi hate restrictive clothing. They make what clothing they wear from spider silk and leaves, and tie their belongings onto their bodies with vines so as to keep their hands and tails free for swinging through the trees of the blda Rainforest.

The wakyambi are not a warlike people, but are merciless when provoked. Their favored weapons are the whip and the barbed spear.

## Relations

The Wakyambi view all the other races as children to be nurtured and protected, though they do not make this common knowledge. Other races and cultures tend to take a dim view of wakyambi meddling, though both the diminutive sprigs and the agogwe like them.

## Food

The wakyambi are strict vegetarians, and have trouble digesting meats. Calabash gourd is a staple of their diet, though they will eat virtually any fruit or vegetable. Though most foods are eaten raw, the wakyambi are skilled at the creation of soups, stews, and other prepared foods.

## Language

Common. Kordo has greatly influenced the wakyambi dialect of Common.

## Names

Wakyambi names show influences from many different languages and cultures. Some common wakyambi names include:

- **Male Names:** Amani, Asante, Bwana, Chaga, Ghali, Kijana, Popo, Pupa, Rafiki, Roho, Simba, and Zuri.
- **Female Names:** Aminia, Aziza, Fara, Hawa, Imani, Jani, Johari, Maisha, Malaika, Malkia, Marahaba, Nadra, and Uboro.

## Adventurers

Wakyambi take up adventuring to right wrongs and solve problems. Wakyambi adventurers tend to be very idealistic.







## WAKYAMBI RACIAL TRAITS

**Ability Modifiers:** +2 Dexterity, +2 Charisma, -2 Constitution, -2 Strength.

**Size:** Medium.

**Base Speed:** 30 feet.

**Climb Speed (Ex):** Wakyambi have a base climb speed of 20 feet. This gives them a +8 racial bonus to Climb checks.

**Arboreal Agility (Ex):** Wakyambi are exceptionally agile when moving through trees. They gain a +4 racial bonus on Acrobatics checks made to balance or move through treetops and can move through tree branches and foliage without penalty to their movement speed. Additionally, they can use the Acrobatics skill to move through treetops as if they were on solid ground.

**Saving Throw Bonus (Ex):** +2 racial saving throw bonus against enchantment spells or effects.

**Low-Light Vision (Ex):** Wakyambi can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

**Keen Senses (Ex):** Wakyambi gain a +2 racial bonus to Perception checks.

**Automatic Languages:** Common and Kordo.

**Illiterate:** Wakyambi 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-Alif, Daka-Kosa, Draconic, Goblin, Kordo, and Sylvan.

**Alignment:** Wakyambi are either neutral and impartial, or tend toward chaotic and good alignments. Few exhibit any lawful or evil tendencies.

