

# AZIZA

**“Even as the archer loves the arrow that flies, so too he loves the bow that remains constant in his hands.”**  
*Nigerian Proverb*

**Quote:** Remember the adage my friend, of giving a fish, or teaching to fish. Will you go hungry tomorrow to be full tonight?

The Dahomey people of modern-day Benin once claimed the most beneficial of Emere to watch over them. Every bit the little people of fairy antiquity, the Aziza were a good-natured Akuko (Kith) that watched and guided their favorite families. They helped the mortals hunt, provided them with healing herbs when they were sick, and even brought them gifts during celebrations.

The Aziza are still beneficial, but today prefer to let mortals handle their own affairs. They have their own lives in the tops of silkwood trees, or deep in underground lairs, and choose not to over-extend themselves in the goings-on of others. Even in their mortal lives, they choose to maintain some distance between the busyness and politicking of the world of humans. To get caught up in such is to lose some of the easy contentment of a nice magical life.

This also extends to the other African Fae. It is important to realize that as kind, and sometimes even soft-hearted as they are, to meddle over-much in the affairs of others is to lose oneself. They leave that kind of interaction to the Neiterkob, whose need are obviously more invested in the well-being of others.

## THE MODERN AZIZA FOR MODERN MYTHMAKING

Traditionally, the Aziza were simply hairy little Good-Folk who lived in the trees and aided mortals. But time and modern convention have crafted them in a new light. Recent interpretations have garnered them gossamer wings and the ability to glow with soft multi-colored lights. With such attention, it was little time before the Dreaming started crafting modern Aziza to match the stories.

Aziza who prefer a more traditional stance of closely aiding mortals may boast the old look, while modern Aziza who let mortals handle their own affairs may have some the newer look. Here then, are the modern embellishments that more and more new Aziza are sporting...

**Wings (1 Point Flaw / 3 Point Merit):** Like the same on C20th, page 188, save for a difference in cost, (as they are almost kit and parcel of the new Aziza) the wings of the Aziza are usually a gossamer dragonfly esque set that shine opalescent in the sunlight.

**Glow (2 Point Merits):** With a successful willpower roll, and a point of Bilongo spent, the Aziza can glow any one color (picked at character creation). The light is soft, reminiscent of moonlight, and is only visible in the dark. It makes little difference in the long run but is a clever enough conceit on its own



**Appearance:** The Aziza Umomo are bright-eyed, thin-limbed, and shortish. The Bopha Umomo (Mortal Mien) appears like every other Dahomey person, though much shorter than usual, but always with a clever knowing smile. The Bilongo Umomo (Fae Mien) is even shorter, rarely over a meter tall. Their body is also covered in rich lustrous fur, and their eyes all shine with a rainbow of colors. It should also be mentioned that many of them have recently begun to sprout large insect wings, and no few have of them have even begun to glow the same bright colors as their eyes.

**Lifestyle:** As benevolent as they are, the Aziza are content to sit and watch their beloved mortals fail or succeed as needs must. They rarely intervene in the mortal spectrum during the modern age, acting only under the direst of emergencies – to save the mortals from supernatural threats or the like. Instead of interceding, they instead serve as kindly extended family members, or friends-of-friends who sometimes offer sage advice. To the rest of the Emere, the Aziza may be more active in inter-Akuko affairs, but not by over-much. If they join a motley of other Families, they may well lend a hand, but may also simply let others try as best they can.

*Ingane Aziza* are infuriatingly cute little bastards with bright, chubby cheeks, happy, toothy smiles, and all the joys of youth. Even the dourest of the Emere still can't help but smile stupidly when they see the endearing antics of these cherubs.

*Asendle Aziza* have traded their chubby cheeks for quick wits. Now graced with ample opportunities to explore the world, many seek out other Emere to go adventuring. All the better to form an honest opinion of the Empires.

*Omdala Aziza* come back from adventuring, they climb up their silkworm tree, and watch. They watch over their favorite mortals, they watch over the other Emere, and they watch for whatever else comes along. If needs must, they may be roused from their watching to participate, but only if.

**Glamour Ways:** The Aziza regain Bilongo when a mortal tries their best and succeeds. They gain double Bilongo, however, when a mortal tries, fails, but tries again with a new tactic.

**Unleashing:** Cantrips cast by the Aziza are rife with an abundance of healing herbs and plants that seem to spring up underfoot. The air grows warm and fragrant, and the colors seem to shift and brighten around the Aziza, as if light was dancing around them and them alone.

**Affinity:** Actor

### Birthrights

**Wild Masters (*Awon Oluwa Igbe*):** Masters of the wild world in a way that few modern Emere are, the Aziza gain supernatural interaction with the plants and animals of their natural surroundings. At character creation, every Aziza begins with 5 free dots to allocate between the Animal Ken, Survival, and Stealth ability ratings, in any way that makes sense, up to 5. In addition, any perception rolls made are always at a -2 difficulty (down to 4). Any perception roll using a sense of smell is always at a -3.

**Nimble Feet (*Elẹse-Elẹse*):** Nobody is faster than the Aziza, as least as far as they'll tell you, and their quick feet and clever fingers are capable of truly stunning feats of agility. At character creation, each of the Aziza begin with 1 free dot of Dexterity, even if it takes them over 5.

### Frailties:

**Little Things (*Ohun Kekere*):** Yes they are quick, and yes they are clever, but they are also tiny. The Aziza are slight little Emere, just shy of 3 and ½ meters tall in mortal mien, and rarely over 1 meter in Fae mien. They all suffer from the short flaw as found in Changeling. Also for some Dreaming-given reason, many misjudge their ages. Most mortals always think that they are far younger than they are, and even some of the other Emere dismissing them due to their "Ingane status" even if the Aziza in question is Omdala.

### Behanzin sees you struggling, he beckons from the branches of his silkworm tree. He smiles and begins...

**Abatwa:** They are large. In spirit. Remember this, and you won't have to lie.

**Ekwu:** No matter how large their house, I still feel cramped inside...

**Gnolls:** Dangerous in more ways than you'd think.

**Kimbasi:** Say "Please" and "Thank you" and ask what gifts they like before you visit. You'll be fine.

**Negoogungogumbar:** It is good to have enemies. It is even better to have big strong enemies that are hard to fight. We are lucky.

**Nieterkob:** Always helpful with plenty of advice that I don't need. I have plenty of advice of my very own, thank you.

**Nyar-Viruze:** I don't understand them. Are they wild animals or housecats? I see them playing with too much politics to be wild.

**Ogo:** It is a sick sad world out there and the Ogo lick the sickest and saddest parts of it.

**Tokoloshe:** They would be good villains if they were anything more than dumb animals.

**Yombi:** No matter how bad it gets in the world of the Emere, there are always the Bakhna Rakhna to make the day better.

