

NEITERKOB

At the remotest antiquity there was one man resident on Oldoinio eibor (white mountain) who was superior to any human being, and whom the Engai (heaven, supreme being, god) had placed on the mountain. — *Ludwig Krapf, 1854*

“An empty pot makes the loudest noise.” – Kenyan Proverb

Quote: Of course, you could do it your way. But I'd like to try a little something called “the right way.” Watch and see what happens.

Somewhere between the Gods, the Angels and the Old Fae, are the Neiterkob. Ancient Geniuses of the Maasai peoples, each of these brilliant guardian entities wields a special insight to better serve the mortal spectrum. They were tasked by the supreme deity Engai in instructing the new humans of earth and have done so with great skill over the millennia. They have tried their best. It's not their fault if the modern humans won't listen.

Every individual Neiterkob has a commitment to a mortal, or group of mortals – be it a single child, a family, or even a whole village. The Neiterkob acts as the caretaker, and if anything should befall that person/s, then the supreme deity Engai will ensure the Neiterkob shares that fate.

While the majority of the Neiterkob still frequent Kenya and Tanzania, the Neiterkob aren't restricted by the boundaries set forth by upstart cartographers. They travel across the breadth of the world, and every corner of the Land of Ancient Stories has seen one of these Emere. Almost as widespread as the Eshu, the Neiterkob enjoy such exploration as means to teach themselves about the world, and by extension, all those humans under their care.

Appearance: The Umomo of the Neiterkob are remarkably like each other. The Bopha Umomo (Mortal Mien) is a tall and bright eyed Maasai figure. Their Bilongo Umomo (Fae Mien) is taller, usually about upwards of 2 and ½ meters, and their eyes are two glowing orbs in which can be seen the secrets of heaven if someone cares to look.

Lifestyle: The Neiterkob are always close to both the mortals and their fellow other Akuko (Kith). As the leaders (often self-described) of whatever group they travel with, their wisdom and insight ensure mutual success. Few would dispute that they are good at what they do, and the wise motley of Emere (Changelings), and mortals, goes along with what the Neiterkob “Suggests.”



Ingane Neiterkob are enthusiastic to go and save the world. Every day is a new idea, and the overly eager little pups can't wait to try it.

Asendle Neiterkob are no less eager, but now have seen enough setbacks to temper that enthusiasm with some grounded sense.

Omdala Neiterkob have had their fill of adventure and can retire. They head up the mountains, to await their last great adventure in the thereafter. If any still journey up there for advice it will be gladly given, but only if asked for.

Glamour Ways: The Neiterkob regain Bilongo whenever a mortal wisely "heeds" their advice and is successful for the heeding.

Unleashing: Cantrips cast by the Neiterkob carry with them the smell of cool, fresh mountain air. Some might call it brisk air, others icy. There is also a strange music heard from far away, that is always just this side of familiar, though none can remember what it is exactly.

Affinity: Fae

Birthrights

Great Minds (*Akili Kubwa*): Chosen by Engai and gifted with plenty of insight to better instruct mortals, the Neiterkob are gifted with keen insight and quick wits. At character creation, each Neiterkob gain +3 free dots to mental attributes, to be allocated in any way that make sense. In addition, when it comes to Initiative rolls, they always begin first if they so choose. Though the clever ones often wait.

Heaven listens (*Mbingu Husikiliza*): Not only do these clever Emere begin with keen wits, but they also have the ear of those in high places. Any rolls that include dealing with good-aligned, Gods, spirits, ghosts, or especially the beloved good ancestors are at always at a -1 difficulty. Also, with a successful perception roll, each of them can rudimentally understand any language spoken by anybody, living, dead, or otherwise. The difficulty is based on how primal, exotic, or removed the language is from their own.

Frailties

Overseer (*Mwangelizi*): From the moment of their Chrysalis, each of the Neiterkob is given someone or someones to watch over. In a flash of insight, the heavens decree that the chosen

person or persons is forever and inextricably linked to the Neiterkob's own fate. All the success that the person or person has, the Neiterkob will enjoy the same, as well as the heartache. It is up to the Neiterkob to ensure the former.

Many Neiterkob share some of the responsibility and keep their distance, staying high on the mountains and guiding from afar like quiet guardian angels. Some Neiterkob are nagging uncles and aunts, forever giving unwanted advice. Many utilize their Asendle years to gain some experience in the world at large and hope to bring that back. Some pour themselves into mortal affairs and do it by ear.

Koinet smiles his impossibly wide smile and offers impossibly helpful advice on his fellow Akuko.

Abatwa: It is all too easy to overlook them, no pun intended. Remark on their grandness and have a friend for life.

Aziza: Let them come to you in their own good time. If they have something to offer, let them offer it in their own way.

Ekwu: As much as you want to, do not offer to help them with domestic affairs. Instead, ask how you can best help. Chances are, they'll ask you to enjoy some wine well away from the household. That will give you time for relaxation and let them to do what they do best.

Gnolls: Hyenas? Yes. But also powerful witches. Others may have forgotten; it would behoove you to remember.

Kimbasi: Of course they are goddesses. Old Goddesses of the Sea. But we are old gods of the mountain. Don't let them forget that.

Negoogungogumbar: Evil? Nothing in this world is truly evil. At most, they are simply tests set by the Most-High God to strengthen our resolve.

Nyar-Viruze: I am not a militant man. I have been in a few bouts of fisticuffs, of course, but nothing overly warlike. That is why I so appreciate the lion-queens.

Ogo: A bit vexing but ignore them and they will go and rut with something else.

Tokoloshe: I take back what I said about the Negoogungogumbar.

Yombi: The wisest of us, the strongest, and most importantly, the happiest. Treat them with respect and deference, and perhaps some of their luck will rub off on you.

Eshu: Descended from a God of the crossroads? Perhaps. That doesn't mean that they won't filch your superpower when they stop for a visit.

Oba: Wonderful keepers of their own little worlds. However, there are far more worlds that they do not keep. Do not rub this in, however, they have a rather difficult time in understanding.

Aithu: They spend so much time trying to be evil, that they spend little time accomplishing anything else.