**AGOGI**

*“Self, unimportant.” - a common agogi courtesy and acknowledgment ritual (similar to “you're welcome”)*

 Mountains of muscle and seemingly gruff, the agogi cut an imposing figure to those unfamiliar with the species. However, the altruistic society of the agogi means that they are a supportive and valuable part of any settlement that welcomes them. Rather than believing in the virtue of benevolence or having a secret agenda of ingratiation, the agogi believe helping others and being useful to their community strengthens themselves as much as their neighbors and will eventually raise them up as equals among other races.

 The altruistic drive of the agogi sometimes works against them, as they can be deemed unfit for leadership and passed over for high ranking positions. This is factually untrue, but rather propaganda of other societal forces in order to remain in power over a race viewed as monstrous and uncultured. Communities have found themselves in difficult situations when the agogi felt as though they are not equals, resorting in united strikes in skilled professions or in extreme cases, a mass exodus from a city.

HUGE AND HUNGRY

 Hairless, the Agogi's leathery skin is studded with tiny bumps that act as sensory aids. Their colors are reminiscent of pointillism contrasts, often comprised of two to three colors. The most common colors are various shades of green, rust, black and mustard. Some have been found with rarer tones that included gold, red and white. In old age, the skin becomes mottled and hangs loose. Their jaw line is extremely wide, with the corners of their mouths almost reaching their temples. At first glance, the Agogi seem toothless, but their tiny serrated teeth are actually underneath a gum flap which is lacerated during feeding to produce their signature toxic red saliva. Besides aiding in swallowing food , their saliva poisons enemies with a combination of venom that lowers blood pressure and virulent bacteria. While Agogi do have claws present on their hands and feet, they are too stunted to be of any effective combat use. They also feature a small, vestigial tail.

 One feature of the Agogi that gives most other races a reason for pause is their lack of culinary discretion. With only a few taste buds in the back of their throat, the Agogi can eat almost anything, with some communities living almost entirely off carrion and their own dead. Agogi lead communities often have a monthly feasting festival, with an emphasis on fresh offerings. This festival doubles as a ritual for pastoralists (a druidic circle of agogi) and eating competition.

COMMUNISTIC ALTRUISTS

 Good, neutral, and even some evil agogi pursue the accumulation of wealth in order reinvest a sizable portion in their chosen community to raise up all others. Whether it's sponsoring apprenticeships or building communal buildings like feast halls and baths, agogi believe helping others become better members of society increases their own chances of prosperity as well as raises their social ranking among others. By taking advantage of the training and resources offered by the community, the poor will eventually contribute more themselves. Needless to say, this idea is heavily scrutinized by aristocratic and some religious societies, causing them to sequester agogi populations to city slums and levy heavy taxes in order to slow their prosperity despite their extreme work ethic.

 Raising children of any race is a biological drive for them, as agogi hope they will imprint on them and assist their community when capable. As such, agogi orphanages or private nannies are becoming extremely popular in even the staunchest human-centrist cities.

SACRED NAMES

 The Agogi believe that knowledge of one's true name is a very sacred trust. When an agogi shares their name with an individual, there is an exchange of gifts called namestones, typically a textured gem or other mineral. Agogi keep someone's namestone in their dual-chambered stomach, as the weight and texture remind them of their namefriend's constant presence. Recently, the exchanging of names has sometimes involved physical intimacy. Some agogi feel this cheapens the ritual, as the ritual should be exceedingly rare compared to the frequency of sexual contact. Because of this, an agog will exchange his or her name with any gender or race they feel is worthy. An exchanged name will typically happen only a handful of times in an agogi's life. This is as close as traditional agogi come to marriage, as their communal norms extend to relationships, causing the pious to deem agogi “promiscuous.”

 As a namefriend to an agogi, your deeds are an extension of them. Like how a parent would feel the pride (and sometimes shame) of their children's actions, so is the bond between an agogi and their namestone friend. The drawback to becoming an agogi's namefriend is since your deeds now reflect on them, if a namefriend commits an act the agogi feels is nefarious (or in the case of evil agogi, embarrassing) enough to warrant an end to their association, the agogi might kill their disgraced namefriend to reclaim their sacred name.

 Today, Agogi adopt honorific names in order to be individually identified by other races who have issues telling them apart (a problem other Agogi do not have). These honorific names typically allude to their aesthetic characteristics, chosen profession or a feat they have accomplished and wish to be known by. Some have begun to adopt honorific names that reference their bloodline or status in society, which is a new concept to the Agogi introduced by humans and other races.

AGOGI PERSONALITY

 Since the mouth is the most dangerous part of the agogi, they have a societal impulse of being laconic, speaking concisely to the point of bordering on terse. Some agogi hide their mouths with veils or mud muzzles, forcing them to speak softly and quietly to avoid breaking the covering. since it is the most dangerous part of their body. This care to avoid threatening facial and verbal cues is another reason why the namestone is so important. With it, agogi can have full communication with their bonded without opening their mouths.

AGOGI TRAITS (5E)

**Ability Score Increase.** Your Strength score increases by 2, and your Wisdom score increases by 1.

**Age.** Agogi reach maturity around age 13 and rarely live longer than 75 years.

**Alignment.** Most agogi tend towards neutral good. Their altruistic society means that they are driven by helping others, serving their chosen community.

**Size.** Agogi are powerfully built reptilian humanoids. With most around seven feet tall and weighing over 300lbs, they push the limits of most conventional housing. Your size is (barely) Medium.

**Speed.** Your base walking speed is 30 feet.

**Bite**: Your massive mouth serves as a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Extreme Omnivore**: You require more food than other Medium creatures to support your massive body, raising the daily requirements to avoid exhaustion to four pounds of food and two gallons of water. However, you can consume nearly anything that can provide sustenance, gaining an advantage on saving throws against disease, ingested poisons, mutations, and becoming nauseated or sickened.

**Dual Chambered Stomach**: An agogi can swallow objects to spit out later, storing them in a thick, pouch-like chamber that protects against sharp objects, their own digestive juices, and blocks the *Detect Magic* spell from detecting magic items being stored internally. The capacity is equal to a pouch (as per Adventuring Gear), holding up to 1/5 cubic foot/6 pounds of gear. “Retrieving” a stored item is an action (albeit a disgusting one), while swallowing is a reaction in the case of stored water or potions.

**Lexical Difficulty**: You can speak, read, and write Common and Draconic.

**VARAN SUBRACE**

**Carrion Scent:** Youhave a natural ability to sniff out carrion. This functions like the scent ability, but only for corpses (including undead) and badly wounded creatures (creatures with 25% or fewer hit points).

**Sprinter**: You gain a +10 ft. racial bonus to your speed when using the dash or disengage actions.

**Toxic Saliva**: You can envenom your bite or a weapon that you wield with toxic saliva. Applying venom in this way is a reaction. The venom uses the following stats: Agogi Saliva: Injury; save 8 + your Constitution modifier + your proficiency bonus; A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your toxic saliva, you can’t use it again until you complete a short or long rest.

**AVANI SUBRACE**

**Swimmer**: You are able to swim at your normal movement speed instead of half speed, and you have Expertise on all swim checks instead of your normal Athletics proficiency.

**Amphibious**: You can breathe both air and water.

**Deep Sight**: You are specially adapted to the lightless depths of the oceans, but not to air-filled environments. You have darkvision of 120ft while underwater, but do not gain this benefit out of water.

AGOGI TRAITS (PATHFINDER)

**+4 Strength, -2 Dexterity, -2 Intelligence, -2 Charisma** *Agogi are mountains of muscle, but they are reserved and their culture doesn't have higher education.*

* **Medium**: Agogi are Medium creatures and have no bonuses or penalties due to their size.
* **Normal Speed**: Agogi have a base speed of 30 feet
* **Bite**: Agogi have a natural bite attack, dealing 1d4 + 1–1/2 times their Strength bonus. The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.
* **Extreme Omnivore:** Agogi can only go without food for one day before suffering starvation effects. However, they can eat nearly anything that can provide sustenance, gaining a +4 racial bonus on saving throws against disease, ingested poisons, mutations, and becoming nauseated or sickened.
* **Dual Chambered Stomach**: An agogi can swallow objects to spit out later, storing them in a thick, pouch-like chamber that protects against sharp objects, their own digestive juices, and blocks the *Detect Magic* spell from detecting magic items being stored internally. The capacity is equal to a belt pouch holding up to 10 lb. or 1/5 cubic ft. of items. “Retrieving” a stored item is a standard action (albeit a disgusting one), while swallowing is a free action in the case of stored water or potions.
* **Sprinter**: Agogi gain a +10 ft. racial bonus to their speed when using the charge, run, or withdraw actions.
* **Toxic Saliva**: A number of times per day equal to their Constitution modifier (minimum 1/day), an Agog can envenom their bite or a weapon that they wield with their toxic saliva. Applying venom in this way is a swift action. The venom uses the following stats: *Agogi Saliva*: Injury; *save* Fort DC 10 + 1/2 your Hit Dice + your Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.
* **Carrion Scent**: Agogi have a natural ability to sniff out carrion. This functions like the scent ability, but only for corpses (including undead) and badly wounded creatures (creatures with 25% or fewer hit points).
* **Lexical Difficulty**: Agogi start with their racial language of Draconic only and can only learn up to three other languages, one of which must be Common.

FURTHER CONTENT TO BE EXPLORED:

*Namestone*

A magic item the Agogi stores in their stomach that allows them to communicate with their namestone friend telepathically.

*Pastoralist or Pastoral Druid*

Agogi specific druid class that focuses on support and creating bonds with the adventuring party.

*Ritual Gorging*

Racial feat (or maybe class ability for pastoral druid) that allows the Agogi to consume a single meal equal to 80% of their body weight per month in return for magical effects. They cannot consume any other food, including potions, during that month.