

Korobokuru

We, the Korobokuru, are a proud and resilient people, living in harmony with the rugged lands of Mupalan. Our small stature belies our strength and determination, as we thrive in the wild, away from the trappings of civilization. Our villages are nestled in nature, where we hunt, farm, and share stories around the campfire. Though often misunderstood by outsiders, we cherish our traditions and the bonds we share with the natural world. Our connection to the land and our cultural heritage define us, making us unique among the peoples of Mupalan.

Physical Description: Korobokuru are dwarf-like humanoids who live in the barren lands of Mupalan, away from people and civilization. They typically reach about 4 feet (1.2 meters) in height, with hands and legs longer in proportion to their bodies. They are usually bowlegged and have big blue, green, or brown eyes. Their ears and noses are small, with large round nostrils. Most often, they have thick blond or light brown hair, and males also grow small beards. Female korobokuru can also grow small whiskers below their chins.

Many korobokuru appear unkempt and wild. They usually wear simple clothes, consisting of shirts and trousers or kimono. Their clothes are often intricate but clean. They rarely wear jewelry, but sometimes wear small amulets and decorate their hair with flowers.

Subraces: A variety of korobokuru known as ishikorobokuru are adapted to live in colder climates, and are found in northern Mupalan especially near Feldorheim.

Personality: The people of Mupalan often have a poor opinion of the tribes of korobokuru, assuming they are wild, rude, and boastful. Typically, this stereotype, while sometimes true, is mostly wrong. Korobokuru do not like it when someone speaks ill of their society. While most korobokuru do not leave their village, they commonly tell stories around the campfire about other people and gather treasures in their daily lives.

Combat: Most korobokuru are peaceful and do not seek conflict. Favorite weapons of korobokuru living in the Northern Wastes include the axe, club, knife, spring bow (similar to a light crossbow, largely used for deer hunting), and sword.

Society: Korobokuru live in small villages and engage in hunting, mining and farming. Most korobokuru prefer their isolation, but there are korobokuru travelers, bodyguards, thieves, and adventurers among human societies.

Homelands: Korobokuru can be found across Mupalan, where they try to live close to nature. They live in small villages, where they grow vegetables, hunt, and fish.

Each village is independent but often maintains friendly contact with each other.

Usually, each village is ruled by a chieftain and two deputies; they are all elected tribal elders. These three leaders declare laws, judge people, and punish the guilty. However, these three leaders are beholden to the feelings of ordinary korobokuru, as represented by the other elders. The death penalty is not applied in korobokuru society; usually, punishments involve pain, both physical and psychological. These include beating, maiming, and exile.

Many korobokuru women bear blue tattoos on their hands and faces, which many outsiders, especially those further south in Mupalan, find hideous.

Life in korobokuru society is quite hard, taken up with basic survival. They spend their little leisure time telling each other stories around the campfire, dancing, and singing.

Religion: Korobokuru practice shamanism and worship many gods of nature. Korobokuru society does not have priests at all, as all religious services are performed by heads of their households. However, some members of korobokuru society have magical powers like wu jen, although the korobokuru call them "tusu". Tusu often fulfill the role of shamans and are almost all female.

Relationships: Many other races find korobokuru primitive and wild, and they in turn appear aloof, treating all races with suspicion. They especially hate goblinoids.

Adventurers: As a rule, korobokuru rarely leave their villages and explore new lands. Korobokuru adventurers usually go wandering because of need or orders from their tribe, although this task is very weighty.



Korobokuru Traits

Ability Score Modifiers: +2 Constitution, +2 Wisdom, -2 Charisma

Size: Small

Type: Humanoid (Korobokuru)

Base Speed: 20 feet

Languages: Korobokuru begin play speaking Common and Dwarven. Korobokuru with high Intelligence scores can choose from the following: Elven, Gnome, Goblin, Orc, and Sylvan.

Hardy: Korobokuru receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Stability: Korobokuru receive a +4 racial bonus to their Combat Maneuver Defense (opposed Strength checks in the Alluria Campaign Setting---see House Rules section) when resisting a bull rush or trip attempt while standing on the ground.

Weapon Familiarity: Korobokuru are proficient with axes, clubs, knives, and spring bows (treat as light crossbows).

Keen Senses: Korobokuru receive a +2 racial bonus on Perception checks.

Survivalist: Korobokuru receive a +2 racial bonus on Survival checks.

Nature's Bond: Korobokuru have a deep connection with nature, granting them a +2 racial bonus on Handle Animal and Knowledge (Nature) checks.

Wild Resilience: Korobokuru gain a +1 natural armor bonus due to their hardy and rugged lifestyle.

Cultural Heritage: Korobokuru receive a +2 racial bonus on Craft (weaving) and Perform (dance) checks, reflecting their intricate clothing and cultural practices.

Subrace Trait

Cold Adaptation: Ishikorobokuru (subrace) gain cold resistance 5. They get this trait instead of Wild Resilience.

