

K'ojin



Summary

Known as the “peaceful mountains,” K’ojin are renowned for their larger-than-Elven stature and good nature. This race of giants has prospered into a vast, thriving culture. Though K’ojin generally do not actively seek out warfare, they exhibit immense strength on the battlefield when pressed. Usually, K’ojin wield very large melee weapons, but can also be adept mages. K’ojin culture centers around family, storytelling, and recordkeeping. As they gain experiences, their tall bodies become covered head to foot in literary tattoos, which serve as personal records relating to their connection with each other, the Eldest, and their life experiences.

Costume Requirements

Note: In order to play a K’ojin, a player at Lands of Exile must follow a few costuming requirements. Optional costuming is NOT required to play the race, but rather a suggestion based on how K’ojin look in this world.

Required Costuming:

- ♦ **Physical height** of five feet ten inches or taller (5’10” or more), OR costume in a way that would make you seem that height.
 - ♦ **Runic Tattoos:** Runic tattoo designs are restricted to the K’ojin alphabet, which is provided in the lore write up. Please see the **Legends and Cultural Practices** section in the write up for more info on how to design your bodily tattoos.
 - **Tattoo Restriction:** New characters cannot come into game as a previous K’ojin Elder with the forehead tattoo.

Optional Costuming and Aesthetic:

- ♦ **Clothing:** Recognizable style elements for K’ojin include: Natural type clothing, such as furs, leathers, bone, and earth tone colors and fabrics. K’ojin are often seen with writing implements and books.
- ♦ **Stance:** K’ojin tend to carry themselves with upright posture, making them seem even taller than they already are.

Physical Description

Average Life Span: 200-300 years

K'ojin tower above almost all other races, including many Orcs. Although their height is notable, their bodily runic tattoos are legendary. Different than the cosmetic woads of the more territorial Wylde Elves, K'ojin markings tell stories, paint verbal pictures, and define the individual on which they are drawn. Because K'ojin culture is centered around literature and the written word, these tattoos always use K'ojin script. Pictographic drawings, as often seen on Humans, are not used; although K'ojin occasionally will incorporate simple design work meant to clarify their runic narratives.

Daily clothing for a K'ojin consists of furs, hides, bone, natural fibers, and similar materials. Metal is reserved mostly for weapon-making, and not usually incorporated into clothing or armor. Practicality is the tenet of K'ojin dress, and they tend to not spend more time than needed to make an item useful, often leaving raw edges and simple, but effective, seams and knots. It is obvious when a K'ojin has traded for an item they wear, as it will exhibit the intricate, decorative work of Dwarven or Elven mastercraft.

TEMPERAMENT

Although the generosity and welcoming of the K'ojin are well-known, few people realize that they actively shun aggressive martial conflict. No other race seems to morally despise warmongering more than the K'ojin, while even the relatively aloof Mana Elves will strike first if deemed necessary. However, it is important to note that keeping this tenet does not conflict with their desire to protect, and other races often find this dichotomy difficult to understand.

While K'ojin are the least territorial race, partially owed to other races being more lenient due to the welcoming nature of K'ojin, their tempers often create conflict around them. K'ojin are well known for having straightforward and gregarious personalities, which, coupled with their stature, can put strangers to their ways into a defensive position.

A common phrase to hear, when asking a K'ojin to describe affection, is, "The love from a K'ojin is shown by the strength of their swing." Sparring, roughhousing, and arguing are often seen as forms of endearment to those a K'ojin cares for. It is much more dangerous to be ignored by one, for a common K'ojin insult reads, "I care not for your health", which manifests as a K'ojin having a lack of concern for your life and whether you continue to live it.

Because of the tragedy and loss brought by the Age of Fire, many more K'ojin take up weapons in pursuit of defending those weaker than them - which is to say, almost everyone. The aversion to war is never lost, but a distaste for something far greater has taken over - the thought of losing the ones they love to evil, by doing nothing.

CURRENT & PRESSING CONCERNS

K'ojin clans were not excluded from the sweeping tragedy of the dragonfire. However, because of their miscibility and organization, many settlements were able to save more members overall, when compared to other races. Throughout the exodus, K'ojin escape parties also welcomed other lone travelers into their ranks, saving many members of other races as well.

The loss from fleeing the mainland has reminded K'ojin why they abhor war. K'ojin tend to hold a grudge against the Exiled races, due to seeing them as instigators in the Third War. K'ojin came to the Exiled Lands expecting to again defend themselves from encroaching Exiled races. However, many are learning that in the Lands of Exile, things may not always be as they seem. K'ojin keep close to those they trust and are valiant defenders of the small settlements and camps they join.

Post-exodus from the mainland, the few K'ojin Elders that remain have a difficult time keeping in contact with others of their race, much less their clan, and as such, many traditional rituals are now in danger of being lost forever. K'ojin all throughout the Exiled Lands are attempting to learn and share any knowledge retained by survivors. Many ancient texts, records, and important artifacts were lost or left behind, leaving many K'ojin feeling disjointed and isolated from their culture and ancestors. Now, the trade of information and knowledge has become currency in the Exiled Lands.

GOVERNMENT STRUCTURE

Aside from the mainland wars, K'ojin have always attempted to live side by side as neighbors in peace. A Council of Elders in each settlement provided guidance and leadership. Traditionally, the 8 eldest of the community were named Elders, and created the Council. Upon the death of an Elder, a replacement was named. The replacement was immediately taken to a tent, where they would experience a mentally and physically taxing ritual called "Transference". It is believed that the wisdom from the prior generation would flow into the next, resulting in a seamless transition of knowledge and leadership ability.

RELIGIOUS BELIEFS

Due to the heavy influence of K'ojin literary traditions, Ordin factors highly into K'ojin societies, but any of the six Eldest can factor into K'ojin worship.

Most K'ojin spiritual traditions are centered in their cultural practices.

LEGENDS & CULTURAL PRACTICES

K'ojin script (*see next page*) is seen as one of the more efficient ways to prepare documents, and many Sanctum Elven records are written in K'ojin runic text. Recordkeeping and storytelling are some of the most valued K'ojin social activities, emphasized by their tattooing practices. Sharing experience through the word is seen as a way to strengthen ties within the community, as well as to welcome those from outside it. Because of the diversity of those who pass through K'ojin settlements, knowledge is often used as a form of trade. K'ojin believe that the more you know about a stranger, the less of a stranger they become. K'ojin runic tattoos are the most important individual and cultural aspect of their lives, evolving from birth through death. The content of the tattoos is personal, but the locations on the body are generally the same.

The birth tattoos are typically placed at the nape of the neck, on either the front or back. This birth tattoo consists of three runes: the first rune of their clan, the first rune of their name, and the first rune of their family name. Any spouse a K'ojin takes has their partner's birth runes tattooed directly under their birth runes. As a K'ojin ages, the entirety of the chest and the back are where stories, events, and names of great importance can be written. Children and significant societal members are all added.

The arms and legs display any titles, professions, and skills an individual collects throughout their lives. It is also not uncommon for mages to tattoo their spells onto their arms, which gives them a sense of power coursing through their veins, bringing them closer to understanding their own capabilities in magic.

Very old or accomplished "champions" of the K'ojin have their entire life story written on their backs. Only the greatest K'ojin rune writers are employed to apply these narratives, as the runes used are tiny, and require high skill with the smallest needles.

The most sacred bodily location for runic tattoos is the forehead. Whenever an Elder is chosen to lead a community, their new title is inscribed there, and they will forever be known as an Elder, both in life and in death. Any K'ojin using the forehead location for a tattoo without first becoming an Elder is disgraced and shunned from society.

K'ojin Runic Script

[You may download this as a PNG \(image\) or SVG \(Vector\) file on the downloads page.](#)

K'ojin Runic Text

for Lands of Exile LARP

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EXTERNAL RELATIONS

It is said that K'ojin are the largest race, in both height and heart. Most K'ojin homeland clans met travelers and strangers with open arms, as they loved to hear and record stories from all races. At least a portion of a K'ojin settlement was always kept immaculately prepared for guests. In the Exiled Lands, K'ojin are almost always welcomed by other races, and integrate well into the fragmented refugee camps.

During the Third War, K'ojin were allied with the High Elves and comparatively made up the smallest percentage of front line fighters. Even so, K'ojin involvement saved thousands of lives by offering aggressively defended safe havens for Allied civilians and injured troops inside their settlements. It is rumored that no villages under the care of K'ojin protectors were ever breached.

K'ojin are avid lorekeepers, and often trade knowledge with Mana Elven scholars. Of all races, K'ojin were readily welcomed to pursue education within Mana Elven cities.

ADDITIONAL INFORMATION

Additional information is available to supplement character creation and is only meant as an example of possible lore for your character. You are free to use the following lore for inspiration, but are also encouraged to invent your own based on the main description of the race!

Selected Subpopulations of K'ojin

Mountainous Regions

The Do'or Ramast – “The First People”

Preferring the high, snowy, and cold mountain peaks, their communities and settlements stretched across two, even three different summits. They used fire pyres to communicate in times of great emergency. Their runes are typically white or gold colored. Using both colors simultaneously is reserved for leaders/Elders of their clans.

The Kuulu – “The Brotherhood”

Family is everything. This clan is wildly defensive and protective of all family members, children especially. They are also avid historians, creating and maintaining libraries for all friendly people to use. They proclaim themselves as protectors of

knowledge and are excellent storytellers. Their runes are always black to imitate ink on scroll.

The Du'ul Ramor – “Those That Ride Beasts”

These people have mastered the art of taming wild beasts and use them in their everyday lives. Giant mountain goats or other large beasts have been taught over many generations to instinctively follow this clan with loyalty. These K'ojin tended to wear furs to cover most of their bodies, because they lived in the coldest regions of the mainland. Their runic tattoos are various shades of blue.

Volcanic Regions

The Brek – “Challenger”

This clan is by far the most prideful of all the K'ojin. Instead of combat, they prefer to prove their prowess through challenges of skill and strength. Settling in warmer climates, they are accustomed to extreme heat. Their runes are white and red.

The Jor – “Fire”

Straying from the norm, these K'ojin have mastered the mixed manipulation of both Earth and Fire magic, creating molten balls of energy to heat their steel. They are some of the greatest blacksmiths of their race, being able to heat metals to extremes that remove greater amounts of impurities. They widely trade their crafts with other races, and it is not uncommon to see stolen arms in the hands of Trolls or large Orcs. Their runes are a mix of red and yellow.

Plains and Hills Regions

The Angliha – “The Graceful People”

The Angliha are known as some of the most graceful and light-footed K'ojin. They boast both the fastest and the most artistic of their race, and Angliha artists are often contracted for extensive tattoo work for other clans. They are also often employed as messengers to carry important documents over great distances. Their greatest pride is in the length and fantastical braiding styles of their hair, and it is a great honor to have at least mid-back length locks. They use all manner of runic tattoo colors to identify themselves as Angliha.

The Mamet – “The Hunters”

The Mamet groups house some extremely skilled hunters. Proficient with ranged weapons, including rock hurling, they provide meat to all friendly groups across the open plains and forests of the mainland. Their tattoos use a mixture of dark greens and

browns to blend into their environments.

The Sumanra – “The People of Mysticism”

The Sumanra clan has taken a liking to Mentalism magic. In the past, the eldest of the clan’s mages created great wards that prevented the invasion of their lands. For K’ojin, they are surprisingly secretive, and tend to hoard information to keep it out of the wrong hands. Permanently warded areas made by ancient Sumanra people are rumored to exist on the mainland. They use royal purple to tattoo themselves. Elders of the clan use a mixture of royal purple and silver.

Rivers and Ocean Regions

The Colmoranmoset – “Fishermen of Deep Blue”

These K’ojin have a passion for fishing, sailing, and coastal habitation. They are adept swimmers, and in some rare cases, proficient with water Magic. Their communities are typically built as floating platforms, giving them constant access to their food source. When in need of freshwater, they consult an experienced water mage to separate the salt from seawater, and the salt is then sold for income. The rune colors they use are mixes of marine blues and greens.

The Guuljuun – “Makers of Earth”

Although most K’ojin have an affinity for earth magic, the Guuljuun take this to the extreme. They are the undoubted masters of its intricacies and perform fantastical feats with ease. K’ojin from this clan have been contracted in the past to create gigantic fortresses and castles for kings and other rulers. Though, contrary to this, they have taken a liking to living simply, using mud and rock to house themselves, believing that this brings them closer to their element. Their runes are strictly dark brown, and simple but defining.

Nomadic

The Utol – “The Wayfarers”

These K’ojin follow in the Wind Fae’s footsteps and practice Wind magic. Not much is known about daily routines or how they live, because they move weekly, and their encampments are always out of sight. They are skilled survivalists, and it is rumored that they traffic information for the right price. Rumor has it that an Utol’s rune color will tell you what kind of information they harbor, though the exact type of information to color coordination is unknown to outsiders.

The Tocah – “The Traders”

Perhaps the jolliest of all the K’ojin, they wander the lands like their brethren, the

Utol. This diverse clan includes bards, merchants, collectors, and inventors. They find the road to be the best place for them and they only stop for nightly festivities. They travel in caravans with their livestock, wagons, and families selling goods, learning about strangers, and generally bringing good cheer everywhere they go. Their runes can be any color or color combination and display a shimmering or glittering sparkle. Tocah K'ojin will also accommodate any disgraced or rejected member of their race or any other (save for those that have dishonored the sacred Elder marking place on the forehead).

Lands of Exile