



KOROK

A **korok** is an oblong piece of hollow wood with tiny, stubby limbs that is given sentience by magic. Although koroks technically have no face, each one crafts a mask out of a large leaf to wear as though it was a face.

Koroks are animated entirely by mysterious means, with no functional organs or any need to eat or drink—though they still need rest. They don't even have proper mouths, with speech and other sounds emanating mysteriously from their insides. Strangely koroks make a jingling sound when they walk, suggesting there might be something inside those otherwise hollow bodies.

MYSTICAL ORIGINS

According to legend, koroks were originally created millenia ago by the Great Deku Tree. Their purpose at one point was to spread plant life across the entire world. This legend suggests that every tree which still grows can trace its ancestry back to a seed planted by a korok. Regardless of whether or not this is true, modern koroks are indeed magical creatures seemingly unrelated to any other races, and they retain an oddly deep knowledge of plants and the natural world.

Whether or not koroks still serve their legendary purpose, they are still created through mysterious means by the Deku Tree. Koroks themselves are created at the level of maturity they will seemingly always be, and do not have any distinction between adult or child—nor male and female, though some koroks adopt genders anyway.

According to some, millenia ago koroks once had a more hylia-like appearance — and some believe these koroks are no different from kokiri.

TIME IS RELATIVE

Although koroks can seemingly live forever, none among them seem to remember the distant past. Even koroks themselves do not seem to know for certain if they die of old age. Some folks seem to believe a korok just quietly disappears one day.

PUZZLES & PLAYTIME

A korok tends to be optimistic, curious, altruistic, excitable, energetic, and playful. Because a korok has few needs or obligations, one tends to live a simple and carefree life.

Koroks have no real need to take care of themselves, so long as they stay safe from monsters. Koroks even have magical flight and invisibility which help keep them safe from such threats.

Most koroks like to spend their time creating puzzles for others to solve, or play games, Hide-and-seek is a particular favorite. The timeless perspective of a korok makes it easy for them to remain patient in one hiding spot for ages.

KOROK NAMES

Korok names tend to be rather short, rarely consisting of more than two brief syllables. Koroks don't have gender differences and this is reflected in their names. Examples include Aldo, Chio, Daz, Drona, Elma, Hestu, Hollo, Irch, Kula, Linder, Maca, Makar, Oakin, Olivio, Pepp, Peeks, Natie, Rown, and Walton.

LINEAGE DETAILS

Size. A typical korok's height averages about 3 feet, although the rare giant korok has a height of around 8 feet. Your size is Small. If you have the giant korok heritage, your size is instead Medium.

Age. A korok is magically created and doesn't age. A korok might live to see over 100 years, but seems to lose its oldest memories over time. One usually retains a childlike innocence throughout its entire life.

Alignment. Koroks strive to populate the world with trees, preserve life, and eagerly help anyone who needs it. They have a strong tendency towards all forms of good.

Diet. As a korok, you have no need for food and water, nor do you have the organs to digest anything. You can still benefit from potions and other magic items, though.



LINEAGE TRAITS

As a korok, you have the following traits:

Fey. Your creature type is fey, not humanoid. You are unaffected by anything which only affects humanoids.

Ability Score. Increase your Constitution or Charisma by 2.

Little Legs. Your walk speed is reduced by 5 feet.

Natural Armor. Your body is a form of wood. While you aren't wearing attire, your AC equals 12 + your Dexterity modifier, but any fire damage you take is maximized.

Timeless. You can camp without food, water, or shelter. You are immune to any effect that ages you.

Korok Leaf. As a bonus action, you can create a *korok leaf*, which takes the shape of a large leaf about two feet tall. If your hand leaves the *leaf*, it abruptly withers into nothingness.

As an action, you can swing the *leaf* to create a line of strong wind 5 feet wide and 20 feet long, which persists until the start of your next turn

Hide-and-Seek. You are proficient in the Stealth skill.

Korok Magic. You know the *druidcraft* cantrip. Once you reach 3rd level, you can cast *invisibility* on yourself once, and regain the ability to cast it this way when you finish a long rest.

Languages. You are proficient with Deku and Hylian.

Heritages. The Great Deku Tree seems to have created several types of koroks, each leaning towards their own purpose. You have one heritage of your choice from spirit of the forest, korok savant, and giant korok.

SPIRIT OF THE FOREST

Some say koroks were created to spread tree life throughout the world, and are solely responsible for many of the forests throughout the world. Some koroks carry on this legacy dutifully, while many others play carefree in the expansive forests that now cover so many corners of the world. Spirits of the forest are by far the most abundant form of koroks.

Ability Score. Increase your Dexterity score by 1.

Cultivator. You have advantage on any ability check made to identify or cultivate plants.

Korok Leaf. While holding your korok leaf with one hand, as an action you can fly a distance up to 30 feet. The leaves rotate rapidly to keep your body aloft, like a helicopter. If at the start of your turn you're airborne due only to this fly speed, you can continue to hover in place indefinitely, but to fly again you must use this action again. You can use this action a number of times equal to your PB, and you regain all uses when you finish a long rest.

You Can See Me? You can use the Hide action even if you are only lightly obscured.

KOROK SAVANT

Unlike many koroks, savants take to a particular area of expertise—whether it be playing an instrument, brewing potions, running a shop, or something else entirely. It is unknown if these koroks are intentionally designed this way by the Deku Tree, or if they take to it of their own free will. Makar and Hollo are both korok savants.

Ability Score. Raise either your Intelligence or Wisdom by 1.

Second Guess. When you fail an ability check using Intelligence, Wisdom, or Charisma, as a reaction you can reroll the d20 and use the new result if it is higher. You can't do so again until you finish a long rest.

Esoteric Knowledge. Inborn with knowledge from the Great Deku Tree himself, you inherently have proficiency in the Wilderness skill plus one more skill of your choice from Arcana, Lore, Medicine, and Performance.

Tool Proficiency. Many korok savants adapt to a particular profession. You have proficiency in any one tool of your choice.

Forgotten Language. You can read, write, and speak a language called Ancient—the old language of the Great Deku Tree.

GIANT KOROK

Rarely, a korok is created at several times the normal size, often resembling a tree in some superficial ways. This giant korok is more physically formidable, but it lacks the special traits other koroks have. Hestu is a giant korok.

Ability Score. Increase your Strength by 1.

Big Steps. Your walk speed increases by 5 feet, reversing the decrease from Little Legs.

Expand-a-Band-Band. When determining how many items you can carry, treat your Strength score as being 5 points higher.

Hardwood. Covered in wood thicker than most koroks, you shrug off attacks with surprising ease. Your maximum hit points increases by 1, and increases by an extra 1 each time you gain a level after 1st.

