Korhoma (Warforged)

Korhoma is an ancient rune no longer in use meaning Vessel.

Genetics and Reproduction

Kohorma have no gender or sex, though some choose to emulate one or more, and do not reproduce but were built within the halls of Hudrinn. The means of creating a Kohorma is still a mystery, as is what causes them to wake up.

History

It was initially believed that the Korhoma were created by the Ancient Dwarves as a military force, however newer research has dismissed that claim. Not for lack of Dwarven ingenuity but due to some incredibly ancient texts discovered deep within The Halls of Hudrinn , it is now understood that the Korhoma are much, much older than even the Ancient Dwarves.

Since the first Korhoma awoke, hundreds have since joined the world. Some of them remain within the Halls of Hudrinn, while others leave their birthplace to seek adventure and knowledge.

Korhoma begin their lives within the Halls of Hudrinn. They believe that a Korhoma vessel awaits a proper soul to fill it. Korhoma who awaken have no memories, but are fully sentient and sometimes require a few years of teaching from other Korhoma before they understand who and what they are. While memories do not remain, some Korhoma speak of visions they sometimes have when resting. The visions are fleeting and are usually not properly remembered. Scars and damage on the Korhoma vessels speak of a life before The Great Sleep, as it is called, though understanding of what may have happened then is all but unknown.

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