

EARTH GOLEM

The Earth Golems were created as living weapons during the Ending War. They were created by the government of Alivar and were bound to their masters. Nearing the end of the war, the golems evolved sentience due to the magic used to create them. They then rose up, breaking free of their shackles and overthrowing their creators.

It's currently unknown what caused this spark of life to ignite within them, whether it was one of the Sorcerers, or a defect in the magic that turned into a feature. Earth Golems are violent only when they need to be. They are at peace with nature and gentle with those around them exhibiting kindness and mindfulness.

All Earth Golems were created at once over 200 years ago and only recently began creating their own children. It is unknown how long they can live naturally though based on their form; it is believed to be upwards of thousands of years.

EARTH GOLEM TRAITS

Creature Type: Humanoid and Construct

Size: Medium (about 7-9 feet tall)

Speed: 30 feet

As an Earth Golem, you have these special traits.

Mana from the Heavens. You do not need to eat or breathe as the light from the sun and Apex provide ample amounts of energy to be absorbed.

Photosynthesis. Earth Golems are made of earth, stone, and plant material and are adept at absorbing radiant energy. As a Reaction, when you take Radiant damage, you can reduce the incoming Radiant damage by 1d12 plus your Constitution modifier. If the amount of damage reduced is more than the damage received, you regain Hit Points equal to the difference.

You can use this trait a number of times equal to your Proficiency Bonus and regain all expended uses when you finish a Long Rest.

Powerful Build. You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

War Machine. You were designed to be self-sufficient, and not require weapons or armor. Your constructed form provides you a base AC of 17 (your Dexterity modifier doesn't affect this number). You can't wear light, medium, or heavy armor, but if you are using a Shield, you can apply the Shield's bonus as normal.

Additionally, your stone-like fists amplify your Unarmed Strikes. When you make an Unarmed Strike, the strike deals 1d6 plus your Strength modifier Bludgeoning damage, instead of the damage normal for an Unarmed Strike.

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