

HANIWA

"I am the decider! I am the dying breath of the lost world. I will not forsake the traditions of old."

— Paxau

Hewn from clay as sentient guardians for the tombs of ancient rulers, haniwa were vessels created to bear the souls of loyal warriors, their spirits housed within undying clay bodies to act as vigilant sentries to hallowed ground. As the centuries waned, the haniwa spirits were thought to have passed from the world, leaving their clay shells behind—empty vessels standing in the cool darkness of forgotten tombs. However, the magic of the haniwa endured. Long dormant, the haniwa began to reawaken over the last century, emerging into a new world after being displaced by millennia from their origin.

FINDING PURPOSE

Most haniwa, newly reborn, have no memory of their former selves or original task, their hallowed grounds long since plundered or buried beneath the soil of an ever-shifting realm. As such, haniwa often become wanderers, seeking purpose and fortune in an alien world. It isn't uncommon to see haniwa find purpose through devotion to a cause, practice, or order, often working as clerics, paladins, and monks. The few haniwa WHO retain some memory of their past life now find themselves serving a grander purpose than protector of a tomb: they are guardians to the memory of a world no one else remembers. These haniwa are the final stewards of an ancient dynasty, a living record of its culture, wisdom, traditions, and way of life.

HANIWA TRAITS

As a haniwa, you have the following traits:

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Age. Haniwa are created fully formed and do not grow or age. The maximum lifespan of a haniwa is unknown, and they can't be magically aged.

Anatomy. You have two arms and two legs.

Size. Fashioned in a disparate variety of shapes and sizes, you can be as short as 3 feet or as tall as 7 feet. You are Medium or Small; you choose the size when you select this race.

Speed. Your walking speed is 30 feet.





Creature Type. You are a Construct.

Clay Companion. Over the course of a long rest, you can fashion a quasi-sentient clay companion. Your companion can take whatever shape you wish but must use the **giant weasel**, **hawk**, **mastiff**, or **mule** stat block. Its creature type is Construct, and it also gains your Soul Shell trait. Your clay companion understands you, and you can use your bonus action to command it to take any action. In combat, absent commands from you, it takes the Dodge action. The companion disintegrates into shapeless clay when it is reduced to 0 hit points or when you use this trait again.

Grave Guardian. You are blessed with innate magic of protection and consecration. You can cast the *earthen uppercut** and *sanctuary* spells with this trait. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

*See page 281

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Soul Shell. Your soul has possessed a Construct, imparting the following benefits:

- You don't need to eat, drink, or breathe.
- You have **advantage** on saving throws you make against disease and to avoid or end the poisoned condition on yourself.
- You can receive the benefits of spells that restore hit points that don't usually affect Constructs, like *cure wounds* and *healing word*.

Spirit Ward. Your weapon attacks are considered magical for the purpose of overcoming resistances and immunities.

Tombkeeper. You gain proficiency in the Religion and Perception skills.

Languages. You can speak, read, and write Common and one other language that you and your GM agree is appropriate for your character.