

Haniwa

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

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 were 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. Thought to be long dormant, over the last century, the Haniwa began to reawaken, emerging into a new world, 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 and vegetation 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 finding meaning

through devotion to a cause, practice, or order, often finding work as clerics, paladins, monks, and artificers. The few Haniwa that 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.



Type: Construct (Living Construct)

Speed: 30 feet

Living Construct Traits:

- Haniwa are constructs with the living construct subtype.
- Haniwa do not need to eat, drink, or breathe.
- Haniwa cannot heal damage naturally but can be healed through spells like *cure light wounds*, *cure moderate wounds*, and *cure serious wounds*.
- Haniwa are immune to disease, poison, sleep effects, paralysis, and stunning.
- Haniwa are not subject to critical hits or nonlethal damage.
- Haniwa do not age and cannot be magically aged.

Grave Guardian: You can cast *sanctuary* and *protection from evil* once per day each as spell-like abilities. The caster level for these effects is equal to your character level. The saving throw DCs are Charisma-based.

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

