

MASTER OF GOLEM

ORIGIN

A subclass for the sorcerer

HERE'S THE STORY OF THE GOLEM MASTERS

Abandoned and forgotten the golem masters took the magic in the world and gave it life. They used anything from diamonds and gold to clay and dirt to build their creations. Until one day the old ones were killed off by the gods that didn't want to give life and the teachers were gone forever. The only way to awaken the power is to find the book of golems with there are only a few in existence but found will give the power to create life.

GOLEM COMPANION

Starting at 1st level you can create a small golem by you side that is always half your HP and has +1 to your AC. (the golem does scale with the character) if the golem dies or is lost you can create a new one by spending an amount of clay equal to 3 copper or after a long rest.

CLAY HEALING

Starting at 1st level you can heal the damage that your golem took before it dies and gain a +1 to your armor class until the end of your next turn. Can be only performed again until after a short rest

GOLEM RESISTANCE

Starting at 3rd level when your golem is summoned you are immune to to being charmed, exhausted, petrified and poisoned until the golem is destroyed

ARMOR OF THE GOLEM MASTER

Starting at 6th level you can conjure your golem to invelope you and increase your AC by 3 and whoever is around you within 15ft gets a +1 to their armor class which lasts for one minute and can only be used after a short rest.

GOLEM AUGMENT

Starting at 10th level you can gain access to absorb your golem in different ways such as:

Head of the golem: gain 60ft of dark vision and +5 to your perception/investigation roles. This lasts until you take a short rest.

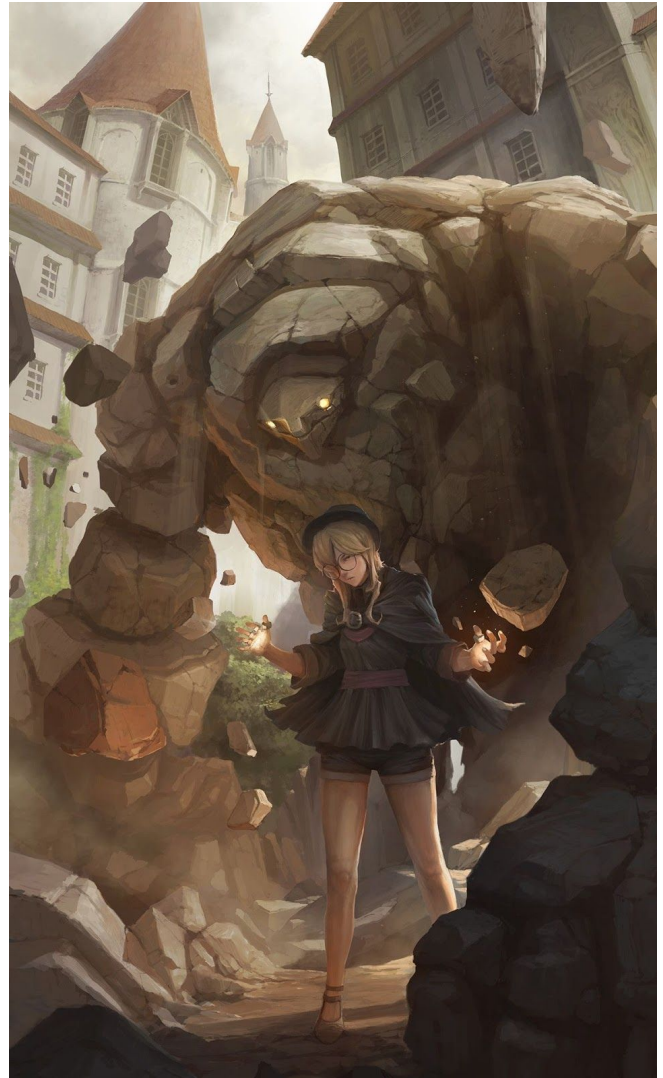
Torso of the golem: gain advantage on CON saves and checks. Lasts until you take a short rest.

Legs of the golem: gain 20ft of movement per round and gain featherfall.

Each augment can only be used one at a time and cannot be used again until you take a short rest.

MASTERS CREATION

Starting at 18th level you can use an action to consume your golem completely and gain its AC, Attacks and immunities and abilities but keep your HP and stats until you are reduced to 0 or disable it. Can only be used once per day



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