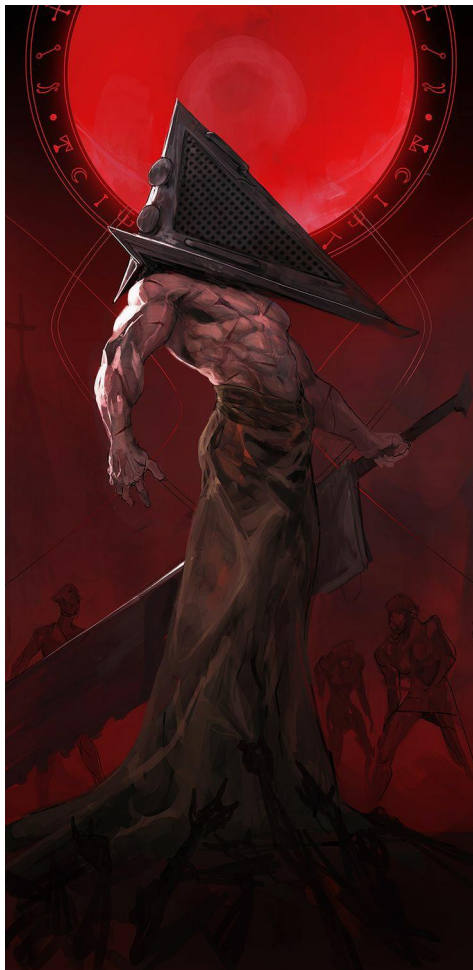


public pyramidhead race
(beta testing)

The Red God exist in a different parallel realm, and in this realm there are monsters that kill anything and The there are two Gods the Red God and the Yellow God and they can merge but when they do there name is Silent One for it is the strongest and most powerfulness being in the there Realm but inorder fir that to happen both keys need to merge and they would need to be command to do it otherwise they will fight. The Red God is a being that punishes the damned those who have a great sin and unforgivable sin. The Red God is relentless and chases the target till death there is no point in trying to kill it because its never really dies the only way is to hide and wait for you he cant see very well for he has a pyramid tor a head. And in this realm there are two fazes one of them where the monster hunt and the other is peaceful unless you meet a human, in this realm the monsters doesn't always exist the only time they can is when the siren goes off then every thing goes black then things go twisted and when its over the siren will go off and they will disappear.



Description: In order for him to enter dnd you must have the red god rilic other wise he cant enter your world

Race Stats: +6 strength +8 con

Race info: immortal

size: 6'2

Major resistance: fire, poison

Slight resistance: Slashing

As this race you have special race lv powers

Lv.1 when you are defeated in battle you will reappear in 2 turns unless she is completely unconscious.

Lv.5 as you are the Red God you judge people and their sin Judgment (when you use this ability to a single target roll a charisma throw and that target has to make a wisdom saving throw above or equal to your roll, if that target fails the saving roll they have disadvantage on everything towards you and the child)

Lv.10 You are extremely strong and can rip the flesh off of living things by Rip and tear (when used you grab a target then the target has the chance to do a dex. or con save to get out or Dodge the grab if they failed the dodge they have to make a dex save against your strength roll if they fail even that, you have them by the throat in the air after that you have to make a strength roll to rip off their flesh)

Lv.15 your skin is extremely tough from all the fighting you been through +2 Ac

Lv.20 you are an unstoppable killing machine and will pursue any threat until they are dead, you can only delay the inevitable (you can't be stopped anymore by anything you will be summoned no matter what happens unless the child is completely unconscious and if you are defeated you come back stronger until the threat is dead +5 strength)

Draw backs: Can not physically be in the world without the relic in position of a humanoid in order to summoning him, also he cannot ever go into a church, also if anything hurts the holder he will appear even if it's the slightest amount of pain that hurts the holder of the relic, also he can't harm those without an unforgettable sin by Red God standards, also he has to obey the humanoid with the relic, and if the holder is completely unconscious he will disappear.

Up sides: the holder is immortal but when the holder's life points hit 0 she will be completely unconscious.

Details: When the Red God is summoned a loud Siren will happen then darkness then he will start to appear

Holder controls Red God to a point don't forget Red God is a being all on its own so he has an option to, and if you go against him he is less likely to help you unless the holder demands it even then he will find a way to practically say "Fuck You" in a way

And to explain those he can harm im sorry im to lazy to write over an essay of sins that qualify ima simply put it its a sin that is major such as killing but he cant kill someone who just stole or lied to it has to be something that you can replace or get back ever and no that doesn't work for family heirlooms because its an object that Can be returned

P.S the Dm controls the humanoid and you control pyramidhead :)

Red Gods relic



yellow gods relic

