

Golem

Creation

In the frigid heart of the Land of Iron, where the mountains held the secrets of time and the air crackled with an ancient energy, a tale that would forever become part of the folklore in the hidden corners of this land. [The Land of Iron](#) was known for its skilled ninja and unyielding warriors, but within its frozen expanse, a different kind of guardian emerged.

Deep within the hidden valleys, where the chill winds howled through the mountainous terrain, there lay a cavern shrouded in perpetual frost. This cavern was known as Frostspire Cave, and within its icy depths, a recluse cryomancer dwelled. He had spent decades studying the ancient art of ice manipulation, drawing power from the very stone and ice that defined the Land of Iron.

The First Golem

This man, driven by a vision of safeguarding the Land of Iron, embarked on a journey to uncover the mythical Frostheart Crystal—a legendary gem believed to hold the essence of the land's resilience and strength. After years of perilous quests, he finally laid eyes on the crystal, hidden deep within the heart of the Frostspire Cave.

With the Frostheart Crystal in his possession, he set to work. Carving the crystal with the intricate symbols of the Land of Iron's heritage, he channeled his mastery over cryomancy into the stone. As his hands moved with practiced precision, the very essence of the Land of Iron infused the crystalline structure, birthing a colossal figure—the Stone Ice Golem known as Jötunn.

After the success of Jötunn's grandeur, he decided to create a family of smaller golems, each representing different aspects of the Land of Iron's frozen beauty. Utilizing the residual energy from the Frozen Heartstone and infusing it into carefully selected shards of the Frostheart Crystal, he crafted a diverse array of smaller golems. These smaller golems, collectively known as the Frost or Ice Golems, embodied the essence of the Land of Iron in various forms. Some resembled rocks infused with ice,

DROP #8	Gold Enriched Fabric 1-2 _(30%)_
DROP #9	Ryo 500-1000 _(70%)_
DROP #10	Gold 1-5 : (50%)



A smaller Ice Golem engaged in combat, with an unknown outcome...

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