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THE
SLAYER'S
GUIDE
TO

TITANS



Gareth Hanrahan



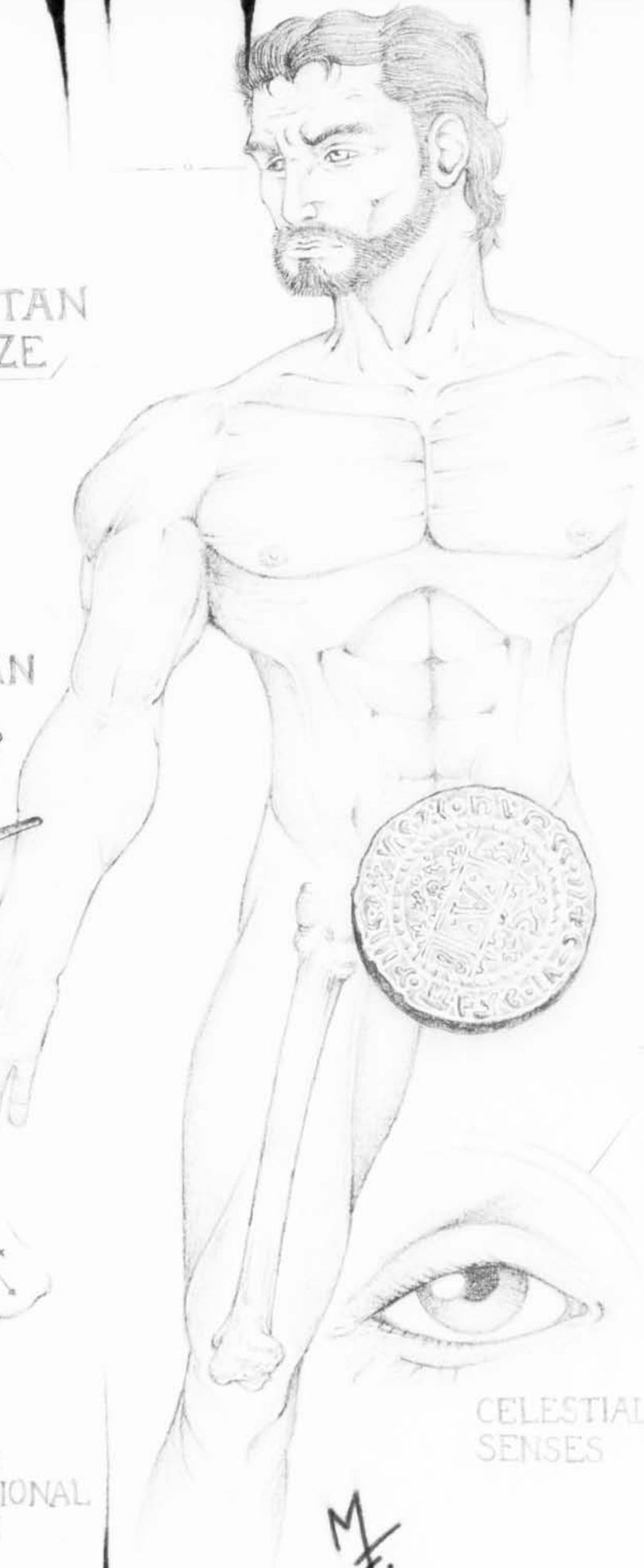
TITAN
SIZE



HUMAN
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SUPERIOR
PROPORTIONAL
STRENGTH



CELESTIAL
SENSES

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The Slayer's Guide To Titans

Gareth Hanrahan

Contents

Introduction	2
Titan Physiology	4
Habitat	7
Titan Society	10
Methods of Warfare	19
Roleplaying with Titans	23
Scenario Hooks and Ideas	27
The Tomb of Axeros, the Shattered God	30
Licences	32

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INTRODUCTION

Their name has become a synonym for size and might. Wielding one of their weapons has become a famous test of strength for mortals. Their innate magical abilities rival the ancient dragons themselves. Physically, they contend with golems and giants. In matters of intellect and scholarship, their learning and lore are renowned throughout the world. In beauty, they are terrible as the storm and beautiful as the dawn.

They are the Titans. They are powerful beyond reckoning, more skilled than any other race – but still, they bend their knees and serve.

Titans as presented up until now are curious anomalies. While they are obviously inspired by Greek myth, they do not fit into the game as well as other Grecian imports like nymphs or centaurs. They seem to be outside the celestial hierarchy, and are more human and less alien than most other outsiders. Some are the universal archetype of good, others are just as rapaciously evil – but all suffer from terrible rages and fits of emotion. Finally, and most curiously of all, they are said to be “masters of their own fates” – but despite their vast power, the titans seem to have little impact on the world.

What are titans? Where do they live? Any one has the power to challenge a kingdom, or shatter an entrenched fortress, but they rarely act for the goals they claim to cherish. Why? Who rules the titans?

This book attempts to answer these questions. Where possible, it draws on the knowledge of the titans themselves, and reveals previously unknown facets of the race. In other matters, the titans are strangely silent, and mortal scholarship and speculation must fill the gaps. They are a proud and mighty race, but there are shadows in their past that they do not care to investigate.

Herein, you will learn the secret histories and destiny of the titan race. You will learn how they fight, and why. You will learn how to battle them – but even in the Slayer’s Guide to Titans, we make no guarantees about killing them.

Even the Gods failed at that task.

THE SLAYER’S GUIDES

This series of supplements, designed for use in all fantasy-based d20 games, takes an exhaustive look at specific monster races, detailing their beliefs, society and methods of warfare. Typically, these will be the races all but ignored by Games Masters and players alike who pay little heed as countless thousands get slaughtered during the acquisition of new levels and magic items.

TITANS – IN THE SHADOW OF THE GODS

This book delves into the history and nature of the titans. Within, the ramifications and uses of their vast powers are explored, as well as tactics for battling titans (and battling against titans). Players can use the information contained within to call upon these mighty powers, while Games Masters will be shown a place and purpose for titans within a campaign. The book also contains several variant types of titans and half-titans, as well as some magic items and spells unique to titans. Finally, in addition to scenario hooks for using titans in any game, a short campaign structure centred on Titan characters is included.

Titans are astonishingly powerful creatures (out of all the monsters in the Core Rulebook III, very few are their superior in sheer power). As such, slaying such mighty entities is secondary to exploring how they can fit into a campaign without overwhelming everything else in the game.

Titan Feats

Several new titan-only feats are presented later in this book. The Games Master may simply give these feats to all titans (making the creatures even tougher), replace some of the titan’s usual feats with these special feats, or give the feats only to advanced titans. Optionally, other powerful creatures like giants or dragons can obtain these feats, but player characters should normally never be allowed titan feats.

The Guardian of Dor-Hithlum

The town of Dor-Hithlum has no walls, no moat, and only a small garrison of guards. Still, it is said to be the best protected of all towns in the land. This tale is told to every new recruit to the town guard on his first day on the job.

Once, there was a young guard, just like you, all brave and true and eager and greener than pea soup at sea. He was so nervous he could barely hold his spear. He jumped at every noise, and every strange noise was a thousand orcs descending on the city. Eventually, his commander grew tired of the recruit's constant alarms, and took the matter in hand.

'Rufus,' he said (for that was the lad's name), 'you're a good boy. Really. Dab hand with the poking end of a spear and all, but for the love of the gods, stop worrying. This town is safe, and I'll show you why.'

The commander brought Rufus to the hill that lies at the heart of Dor-Hithlum, and showed him a small door set into the side of the hill. 'If anything happens to threaten the town, run down here and knock, and tell the door your tale.'

Rufus nodded, and scrunched up his face until he'd memorised the way to the door. He practised until he could find the door in the dead of night. The other guards were no longer disturbed by Rufus' constantly sounding the alarm, and they soon got used to the sound of Rufus charging down the lanes to the door in the hill.

One night, Rufus was convinced he'd seen a dragon soaring in the thermals over the city. He rushed to the hill and hammered on the door. 'There's a dragon coming to devour us all' he shouted. 'An elder red wyrm, hungry for human flesh!'

From beyond the door, a voice that shook the hill spoke, saying 'It is a small and sickly wyvern, pay it no heed.'

Much relieved, Rufus went back to his post. He watched for another hours, feeling the cold seep into his toes, until he saw figures creeping over the planes towards the city. He ran back to the door and shouted 'An orc army descends upon the city, intent on pillage and rape!'

From beyond the door, the voice responded, saying 'It is but four lost kobolds, more interested in your middens than your maidens. Go back to your post.'

Rufus returned to his station atop the watchtower. As the first blush of dawn touched the eastern sky, his head nodded to his chest, and he slept, and dreamt. After his watch, he walked sheepishly down the lane to the door in the hill.

He knocked timidly. 'It's me again. I dreamed that a lord of the under-realms was arising, and bringing with it twenty legions of fiends to ruin the kingdom and bring about an age of darkness. I expect you'll tell me it was just some undigested cheese.'

The voice replied. 'No, that is quite real.'

Rufus squeaked. 'Then we are doomed.'

'No, little guard, for this is my watch' said the voice.

Then the hill opened, and the guardian of Dor-Hithlum came forth.

Rufus never worried again.



TITAN PHYSIOLOGY

Curiously, the vast majority of research into the physiology and history of titans comes from other races. While titans are famed for their learning, and have delved into all sorts of arcane subjects with insatiable curiosity, they do not study themselves. The material here is compiled from the writings of various human and elven sages.

Titans are human. Not merely humanoid in shape, like an orc or elf. They are not even simply human in appearance, like a nymph. Physically in all respects other than size, titans are human. A titan skeleton has exactly the same bones as a human one of the same age. Internally, every vein, sinew or organ in the human frame is replicated precisely in that of a titan. The two races are even interfertile, and can conceive half-titan children without the need for magic (well, size-altering spells are something of a necessity).

Despite this supposed link, titans are unlike mundane races in several important ways. Titans very rarely suffer from illness or infirmity. Every titan child is born perfectly healthy and well-formed. Every titan youth grows up strong and tall and handsome. They live for centuries without resorting to live-extending potions but even the oldest titans age well and never have to complain about aching joints or lose their wits. Physically, titans are as perfect as any race has a right to be.

All titans are extremely strong. While male titans may delight in battle and feats of might, the strength of titans is inborn, and even an elderly titan scholar can wield a gargantuan maul with ease. The muscles of titans never lose their vigour. In appearance, all titans are as beautiful as the best of humanity. Titans have the same range of skin colours and other traits as humans.

Titans stand twenty-five feet tall on average. Their bodies are proportioned as those of humans, which can be extremely disconcerting. While giants are somewhat lumpy and ill-made and would rarely be mistaken for human even if shrunk down to normal size, titans are so human in appearance that their size often appears to be an optical illusion. The figure outlined against the sky might be a human standing on a hill or a titan standing on the horizon.

Titans may never fall sick but they do need to eat and rest. If allowed to indulge their appetites, titans can strip a countryside bare in a matter of days. They love to feast and a titan dinner party involves literally lakes of wine and mountains of food. If they must, though, titans will restrain themselves and eat sparingly, consuming only the products of their own farms or creating food with magic. Starvation or thirst cannot kill a titan – a titan entombed in rock for centuries will grow very weak and thin, and may wish for death, but the unfortunate titan's natural connection to life and force of will can sustain his mighty body indefinitely. Similarly, titans do not need to sleep and can rest just by mediating for a few short hours per night. Some titans do enjoy sleeping and slumber for whole seasons at a time.

THE TITAN AS ARCHETYPE

The physical similarity between titans and humans has led many philosophers to believe that one race is an offshoot of the other. Some believe that titans are a transformed or exalted form of humanity, humans given strength and power through a divine blessing or powerful spell. The leading theory, however, is that titans are the prototypical form on which humanity is based. 'Titans are masterpieces of creation, each one lovingly formed and forged by the divine craftsman,' according to one writer, 'we are but afterthoughts compared to them, cheap and flawed copies of their perfection.'

This theory explains many of the traits of the titans; that every one is reflected in diminished form in humanity. With study and training, a human may learn to wield magic, while titans can use magic with astonishing ease. Titans resemble the most perfect humans physically, and titans think as humans do – or, more accurately, as humans would if given centuries of life and a deep understanding of philosophy. Much of the art and culture of titans is a rarefied and more beautiful form of human society. Even the darker aspects of titan-kind find their origins in humanity – the emotions of titans are like those of humans, but titans' feelings run much deeper. The rage of a titan shatters mountains and the sorrow of a titan can fill a river valley with tears.

The vast majority of titans resemble humanity, but a few rare examples are perfected versions of other species. Sages believe that once, in the dawn times before recorded history, every creature had a corresponding titanic species. While many intelligent races would argue that it is perfectly in keeping with the nature of humanity to multiply quickly and exterminate other species, this

still does not explain why almost all known titans are human-like ones.

Asking the titans themselves about this matter is fruitless. The few titans who answer questions about their nature display little interest in the idea of links between their race and other, lesser species. They dismiss such speculation as childish foolery, in the same way a parent might smile and nod and ignore a child's fancies. Titans find the lesser species either charming and lovable or aggravating and despicable, but would never admit to any sort of close kinship with humans.

The Titan Mindset

Imagine a river in the forest. The river is fast-flowing, streaked with white water, and it brings life to the lush forest. As the river cascades through the green lands, it rushes past all sorts of animals. The animals drink from the river, are nourished by it, but also fear it, and can be drowned if the river floods to excess. The river is ever-changing, every moment is a new flow, a new dance of swirling water, but at the same time the river is eternal, outlasting the brief lives of the animals.

The titans are that river. Greater and fundamentally different to other creatures, they rush through life with the unfettered joy of flowing water. Titans, even evil ones, are quick to laugh, quick to fight, and quick to forgive. As a race, they are almost entirely without fear, for there are few dangers that can threaten them. To a titan, the world is a playground. Good titans find it is easier and more pleasant to be kind and generous to the smaller creatures in the playground than it is to conquer them. Evil titans act more as bullies and like nothing more than applying a nice satisfying beating to the weaker denizens of the playground.

That is not to say that titans are frivolous and childlike. They do approach life with the wonder, joy and occasional malevolence of a child, but they are not without maturity and caution. No titan is weighed down by worry for long, and they never lose hope. Titans consider themselves the proud firstborn children of the universe, and like any heir apparent, they try to prove themselves worthy of power and glory at every opportunity.

Titans are fundamentally chaotic. Titans may strive towards goodness and heroism, or glory in their darker impulses. While the former are more numerous than the latter, they share a common paradox that is almost unique to titans; every instinct in the titan's soul pushes them towards good or evil, but they are still quite capable of acts that would horrify a celestial or be incomprehensible to a demon. Other outsiders are wholly and completely good or evil, without even the possibility of the other. The only



other folk who behave in this manner are races created by magic from the flesh of others, where the commands imprinted by magic must battle with the inherent traits of the original form.

All this results in a chaotic wilfulness in the heart of every titan. They often shy from the demands of good or evil, as they often prioritise their own emotions over abstract concepts. Just as titans are enlarged and perfected versions of humans, the feelings of titans are deeper and more intense versions of human emotion. If a titan succumbs to depression, the black mood can last for months. If a titan is angry, its wrath is more terrible than a flight of dragons. These emotional outbursts are not simply titan-sized mood swings, they are the only way the titan's suppressed chaotic desires can escape the pressures of being essentially good or basically evil. Basically, a titan will always follow his good or evil alignment with his soul, but they'll shout and scream about it sometimes.

Titan Rages

While all titan emotions run deep, the fury of a titan is so deep that it connects to the universe. When a titan becomes angry, the elements clash and churn. The anger of a titan is heralded by storms and earthquakes. Screams of rage are carried on hurricane winds, and titan fists shatter mountains and cast down buildings. Titans sometimes



Titan Rages

Titans sometimes enter a rage during combat. A titan can choose to control its anger, retaining its ability to use spell-like abilities, but gaining a +4 bonus to Strength and Constitution, a +2 bonus to Will saves, and suffering a -2 penalty to Armour Class. If a titan gives into its anger, it rages like a 15th level barbarian (+6 bonus to Strength and Constitution, +3 bonus to Will saves, -2 to Armour Class). A titan cannot use his spell-like abilities other than Quickened *chain lightning* while in this greater rage. A titan can rage up to three times to day.

Titan Depression

A depressed titan is a miserable mess. He finds himself unable to think of anything other than his problems, and his apathy roots him to the spot. Whilst depressed, the titan suffers as if affected by a *slow* spell, and suffers a -4 penalty to Will saves and Wisdom-based skill checks. Would-be assassins beware though, as a depressed titan will usually snap out of his misery at the first sign of danger and fly into a rage at any tormentors.

Titans and Music

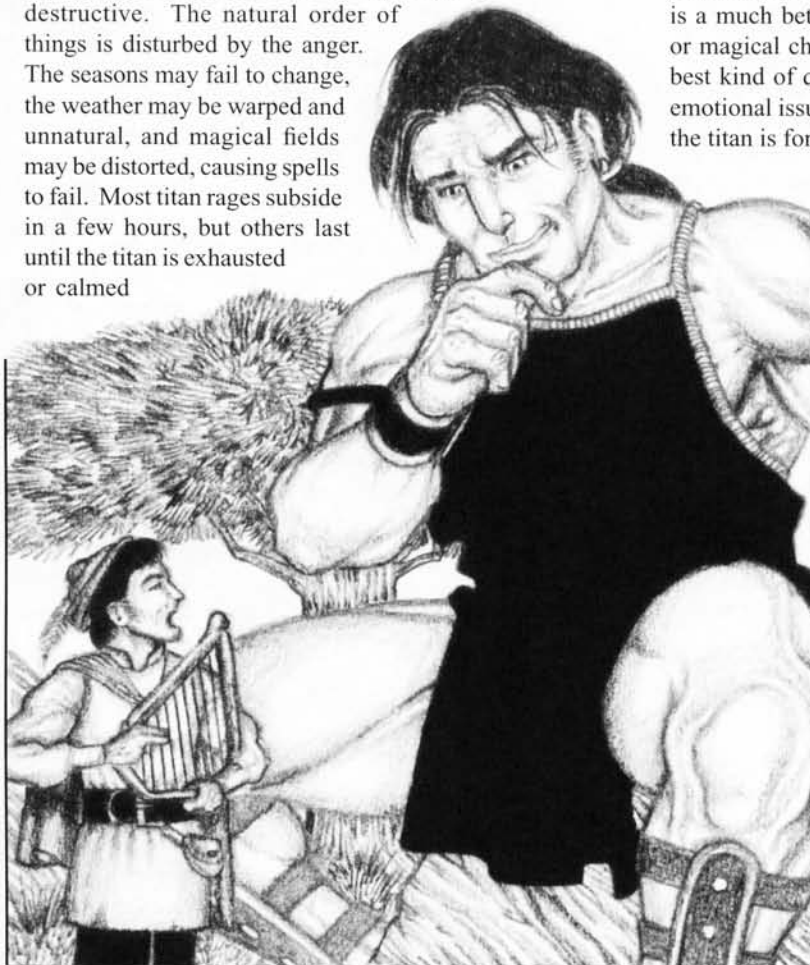
The strong emotions of titans make them especially sensitive to music. Bards can try to calm or provoke a rage in a titan, or even provoke a fit of melancholic depression. A character attempting to do this must succeed in three Perform checks in a row. The DC for these checks is 15+ the titan's current Will save. Titans dislike being manipulated in this manner, and may try to stop the performer from continuing.

channel their anger through magic, hurling vast fireballs born of frustration or irritation.

Good titans try to travel out into the wilderness when the rage builds, but even if no-one is directly injured by the rage, the sheer force of anger can be destructive. The natural order of things is disturbed by the anger. The seasons may fail to change, the weather may be warped and unnatural, and magical fields may be distorted, causing spells to fail. Most titan rages subside in a few hours, but others last until the titan is exhausted or calmed

down. As titans are almost indefatigable, this can take a very long time.

Nations troubled by a troubled titan often have to deal with the problem. Slaying the titan is one solution, but rarely a practical one. Dealing with the source of the titan's anger is a much better alternative. As there are few physical or magical challenges that a titan cannot overcome, the best kind of quandary to throw at a titan will deal with emotional issues that he cannot understand, or deeds that the titan is forbidden to do by the gods.



Titan Senses

Many huge creatures consider small things beneath their notice. Hydras ignore anything too small to be a satisfying meal, and giants trample through villages (considering them to be a form of weed). Titans may stand five times taller than humans, but they are even more aware of their surroundings than their shorter kin. Titan senses are astonishingly keen, capable of spotting the smallest anomalies or dangers. They can see everything that transpires from where they stand to the far horizon, and can hear the whispering of burrowing animals deep underground. The only problem is that titans do not always pay close attention to their keen senses, as they concentrate on a turbulent emotional issue or arcane conundrum rather than their surroundings.

HABITAT

The majority of titans encountered by mortals are free titans. This is both because free titans are more numerous than their dutiful kin, and dutiful titans rarely travel to the Prime plane and often disguise themselves while on a mission. The Prime plane is a favoured residence for free titans, although they can be found throughout the cosmos. They stay away from the realms of the gods, preferring pristine elemental wildernesses or vast, cosmopolitan extraplanar cities. Titans tend to adopt the language and culture of wherever they settle, while retaining links with their own race via meetings on the astral plane.

Free titans have been encountered in a bizarre variety of situations. Some free titans simply walk the planes, battling evil and indulging themselves in equal measure. Others settle in isolation, pursuing their own projects. These projects can take centuries to come to fruition, such as;

- † Saving the demiplane of memory from collapsing into the Negative Energy plane.
- † Protecting the dynasty of King Olethros from all dangers, as repayment for a favour centuries ago.
- † Assembling a collection of art so beautiful and glorious, it enlightens the soul of anyone who looks at it.
- † Finding true misery – not merely personal unhappiness, but bringing the limitless desolation of the gods to all living things.

Whatever a titan does, it will be vast in scope. Titans have the sheer power and lifespan to accomplish any task they set their mind to. The free titans may not attempt to shift the balance of good and evil, but there is little else they cannot do – if they choose to. Many free titans do not exert their power for any great purpose; they just wander around looking for entertainment and distractions.

HOME AND GARDEN

The home of a titan is invariably a work of art. Shelter and comfort are secondary concerns to a titan. Titans living in a city or near a community will build homes that resemble the finest dwellings of the aristocracy, adapted to titan needs. Such buildings will obviously be larger, but also airier, more open to the earth and sky (titans always include indoor gardens or courtyards). Titans delight in especially impressive and improbable constructions. They construct their homes themselves using a combination of magic and craftsmanship, bringing in mortal artisans and experts if required. They demand the highest level of skill, and make nigh-impossible demands. The reward for such service is very great, but even greater is the prestige that comes from satisfying a titan patron.

Without mortals to impress, titans prefer to dwell in open villas carved of white marble, or tall towers of black granite. Titan homes do not blend into the landscape like those of the elves, but the buildings are never ugly or inharmonious. Instead, titans build homes that complement the land. Titan homes stand in the spray of waterfalls, atop the highest peaks or in the heart of the greenest forests. In each case, they reflect and dominate the beauty of nature.

The ranger raised his hand, a signal to halt. 'The woods ahead are the domain of a powerful king,' he said.

'A king?' I scoffed. 'Out here in the wilderness? What subjects does he rule over? Squirrels and toads?'

'Ssh! You'll draw his wrath.'

'I've put up with enough of your nonsense, old fool. Now-'

'ONE CAN BE A KING WITHOUT SUBJECTS. ALL THAT IS REQUIRED IS A CROWN AND THE BLOOD ROYAL.'

A veil was torn from my eyes, and I looked up at a mighty figure. I looked up into the noonday sun, into the face of a god. Witless, I fell to my knees.

'THESE WOODS ARE MY DOMAIN INDEED' boomed the titan's voice, 'BUT YOU ARE WELCOME HERE.'





The room's geometries focus the mind, making it easier to enter breach planar boundaries. The room contains a single large throne for the titan, ringed with a ten-foot high bench for fellow travellers or observers. Carvings on the wall mark the locations of various astral fortresses held by the titan race. Finally, and most importantly of all, the room is equipped with multiple traps to protect the titan's secure point of return.

All titan homes are surrounded by a lush and beautiful garden. The plants there are often magically enlarged to five or more times normal size, making the garden more of a jungle for most creatures. Titans also weave spells into the living plants themselves, creating a constantly renewing cloak that hides the home from discovery. Blending this mystical hedge into the vegetation makes the concealing magic very difficult to detect or penetrate. Titans can make their homes in the most well travelled and thoroughly known farmland, and not be noticed for centuries.

TITAN DEFENCES

Every titan dwelling includes two special rooms. The Room of Glory Reflected is located at the heart of the building, adjacent to the bedchamber. This chamber contains all the chief treasures of the titan, all the items associated with joy, power and glory. Magical devices of surpassing power may be found here, along with pieces of fine art and mementoes of great accomplishments of the titan. If the titan owns personal weapons such as a maul, they will be stored here too. Every Room of Glory Reflected also contains a titan-length mirror, a testament to the beauty and ego of titans.

Titans attach less importance than mortals do to possessions, so they rarely use lethal force in defending their homes. The mystic hedge keeps wandering mortals out, while most other defences just amusingly incapacitate the intruder. It is only the innermost traps, which protect the titan's sacred rooms, that bring the full force of titan magic to bear on enemies. Titans can use the following spells as spell-like abilities, cast as a 20th level sorcerer. They may only use them on their own permanent abode.

The Room of Shadows Brightened is a meditation chamber, used when the titan is uses his *gate* ability.

Mystic Hedge

Abjuration

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: Special

Range: Close (25 ft. + 5 ft/level)

Effect: An area of vegetation up to one mile in radius.

Duration: One season (D)

Saving Throw: None

Spell Resistance: No

This spell can only be cast on plants that have been specially prepared and grown from seedlings by the caster. *Mystic hedge* is essentially cast by teaching the plants how to generate various spell-like effects, and thus takes between a month and a season to cast the first time. The length of time depends on the intelligence and growth rate of the plants. Renewing the spell (see below) takes a much shorter time, and has a casting time of one hour.

Mystic hedge creates an effect identical to *nondetection* through its area of effect. Furthermore, anyone trying to enter the spell's area of effect must make an Intuit Direction or Wilderness Lore check equal to 15 + the caster's level – if failed, the traveller is deflected without realising it, and bypasses the area.

The spell must be renewed every year. If the same plants are making up the *hedge*, the casting time is only one hour. However, if the plants were destroyed, the spell must be recast fully.

Note: Titans may use this spell as a spell-like ability once a month.

Material Component: 1000 gp worth of diamond dust.

Curse of Irony

Transmutation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 6 rounds

Range: Close (25 ft. +5 ft/level)

Effect: Up to 200 sq. ft/level

Duration: Until discharged

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell detects the presence of thievery with its area of effect. If a character uses any of Disable Device,

Disguise, Forgery, Hide, Jump, Move Silently or Pick Pocket skills with the intent of disturbing any of the caster's possessions, the spell triggers. The *curse of irony* begins by granting a +5 Competence bonus to all of the above checks. However, the DCs for all checks are secretly increased by 10, as the spell exaggerates the effects of success. For example, a character who succeeds at a Jump check may leap over a pit, but jumps so high in the process that he smashes into the ceiling.

The spell triggers a second time if the thief removes an item from the *curse's* area of effect. The thief is struck by a polymorph effect that transforms a part of the body associated with a skill into that of an animal. For example, the thief who triggered the *curse* by jumping might have his legs turned into frog legs.

The *curse of irony* is cast by inscribing a glyph somewhere within the warded area. If the glyph is destroyed, the spell is removed.

Note: Titans may use this spell as a spell-like ability once a month.

Titanstroke

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Unlimited

Effect: 5 ft. emanation from a point

Duration: Until discharged

Saving Throw: None

Spell Resistance: No

When *titanstroke* is cast, the mage must specify a targeted point. This area around this point is affected by an *alarm* spell. When the alarm is triggered, the caster may immediately make a single melee attack on the creature who triggered the alarm. This melee attack is made through the spell, so distance is irrelevant. From one perspective, the caster makes a melee attack on empty air. From another perspective, there is a sudden blast of kinetic energy within the area of effect. Only normal damage is transmitted via the spell – other effects of a successful attack, like poison or damage from weapon qualities like *flaming* are not transmitted. Evil titans are especially fond of this 'defensive' spell.



TITAN SOCIETY

Titan society may seem straight-forward, but its current state is rooted in their enigmatic, aeon-long history. As far as the titans themselves are concerned, they have always been here. The few titan scholars who have commented on the matter use the metaphor of the river. 'Animals are born of the earth, while the river is born of the sky. Animals live and die, but the river is both eternal and always changing. One does not look for the spring from which a horse arises, nor does one look for the mother of a river. The question is not one that may be answered'. Scholars delving into the history of the titan race must start from the present and work back.

All titans are either in the service of a deity, or else live in relative isolation. The latter titans are bound by oaths not to interfere overmuch with the rest of the world. While it is logical to assume that the more powerful races would be carefully watched by the gods, the titans are especially close to them. Strangely, titans do not worship the gods. They may serve, but this service is much closer to the relationship between a knight and his lord.

The origin of the relationship is linked to the origin of titans. The sage Korrimi of Aelthos has written the most comprehensive work on the ancient history of titans, although his book, *Primordius*, is often questioned and challenged by other loremasters.

There are those who will call my words heresy, for I write of a time before the Gods. Those beings we refer to as Titans are the lost children of this time, and their forefathers ruled where the Gods rule now. The hierarchies of the heavens can and have been swept away in the flood of years. Though the clerics and their paladin dogs may bring their cleansing fires to my tower, they cannot ignore this truth. The doom of all that exists. The future is incarnate in the shining flesh of the Titans. They herald the changing of the ages and the fall of the Gods! After summer comes winter, after winter, summer! The Titans are but children held hostage to the current age, and when they come into their inheritance, you shall burn as I burn!

- from the preface to Korrimi's *Primordius*

THE ELDER TITANS

Korrimi uncovered a long-lost myth cycle that appeared to refer to titans. The myths spoke of the titans as terrible, ferocious monsters that wreaked havoc and

devastation across the face of the new-born world. These primordial beings existed before the current gods, and spawned many of the evils that still trouble the world. To distinguish these titans from the current breed, Korrimi referred to them as the Elder Titans.

These Elder Titans ruled the cosmos for uncounted aeons. Perhaps in protest at the constant pain inflicted by the Titans, the universe gave birth to fugitive divine spirits. These spirits fled from the Elder Titans, and hid in secret places until they had grown strong enough to do battle. The clash between the young spirits and the Elder Titans was the first war in the heavens. The myths tell of the sparks from clashing swords setting the stars afire, and that the noise of the battle still echoes in each peal of thunder.

Through valour and determination (and one section cryptically refers to 'soul's treachery'), the spirits defeated the Elder Titans. Both sides suffered massive casualties, but the spirits were victorious. The surviving spirits became the gods. The few Titans who did not die in battle and were not captured were put to the sword. The corpses of the titans were rendered down



into primal matter, which the gods then used to remake the universe.

The Great Debate

As some of the new gods worked to heal the wounds inflicted by the Elder Titans, others worked to hunt down the survivors and destroy all the legacies left by the tyrants. The monsters spawned by the Titans were driven into the darkness. Their vast palaces, built of suffering and torment, were torn down piece by piece and thrown into the void. In the innermost chambers, the gods found the last legacy of the Elder Titans – their children.

The offspring of the Elder Titans were but newborn entities. They shared the divine power of their parents, that much was certain. What troubled the gods was the possibility that these new titans would also grow into cosmic horrors. Defeating the Elder Titans had cost the gods the greater part of their strength; victory in a second war, even against the younger titans, was far from certain. Many of the gods counselled that the younger titans must be destroyed now, while they were too young to resist. Others wished to find another path, one that would distinguish the acts of the gods from those of the Elder Titans.

This was a time before Good and Evil. While the actions of the Elder Titans can be considered despicable and vile in retrospect, the myths insist that at the time there was no conception of right and wrong then. Gods of light and dark fought side by side. It was only in that great debate over the doom of the younger titans that good and evil came to define themselves. Those who are accounted good argued that the younger titans be spared, while evil pressed for their slaughter.

Neutrality too arose in this debate. Some of the Elder Titans had survived the war, and had vanished from the universe by fleeing to the Far Realms. One day, neutrality warned, these Elder Titans might return. By leaving the younger titans alive, the gods would have hostages to bargain with should the need arise. It was this argument that won out, and the gods agreed to spare the younger titans.

The titans smiled and laughed and crawled amid the ruins, for they were yet as children.

Fosterlings of the Gods

The good deities took the titan children and fostered them, as a knight today might foster the son of a rival

lord. The titans knew nothing of their heritage, and were never told from whence they came. Through careful guidance and divine power, the gods prevented the titans from growing up in the image of their parents, instead creating the race of titans known today. This reshaping of the titans' potential was the first act of life-shaping undertaken by the gods, and thus the titans served as the model and template for a great deal of life created after that.

As all creation was rebuilt, the titans served as champions and stewards to the gods. As kin to the life that the gods created, the titans acted as mediators between the gods and the fearful new races. Many of the earliest legends of mortals actually refer to titans when they speak of gods – and many misunderstandings between religions and the objects of their veneration arise from the Titan's imperfect understandings of the words of the gods.

With their great power, the titans could sometimes accomplish tasks that no other servant of the gods could even attempt. For a time, every deity had one or more titan warriors in his service, to whom was entrusted the most dangerous and difficult missions. The titans walked where celestials and demons feared to tread. They were so effective that many gods, both evil and good, cursed the resolution of the Great Debate, and wished that they had murdered the infant titans before they grew to mighty adulthood.

After many ages, and several generations of these new titans, some good titans grew weary of fighting for the gods, and asked to be released from servitude. Fearing that the taint of the Elder Titans was showing itself, the gods refused. The titans bowed, and vanished. A year and a day later, they returned bearing the still-living head of one of the chief powers of evil. The titans had won a great victory for good, without the aid of the good deities. Unable to refuse their request after such a feat, the gods granted those titans who asked for it, whether evil or good, the boon of freedom.

Free and Dutiful Titans

Not every titan left the service of the gods. Many continued to serve out of duty and love. The long centuries of celestial conflict has worn the number of these titan servitors down, and they are far rarer now than they were in the dawn times. They are still among the greatest warriors for good or evil in all the planes, and are still sent to do what is accounted impossible for any others. They are called dutiful titans, for they



have not shirked from the task appointed to them by their foster parents.

The titans who left now roam freely through the planes, although many have settled on the Prime Material plane. Most have tired of battling the forces of the outer planes, and have little interest in the cosmic struggle. Their innate decency means that good titans will not turn their faces from injustice, but neither will they go out of their way to seek out and destroy evil. Conversely, evil titans have retired from the greater struggles for selfish reasons and will be more likely to ignore a demonic crusade than join it. Free titans submerge themselves in the thrill of life, pursuing their own path through existence.

The call shall come from the places beyond light, and they shall answer. The mighty will weep, for blood will out and their favoured children will turn on them with spears of hate and hammers of woe. They shall dig graves six fathoms deep, and mark them with the wreck of cities.

- from Korrimi's *Primordius*

According to prophecies unearthed by Korrimi, the Elder Titans shall wait in the Far Realms until the end of time. Then, a second war will be fought between the Gods and the Elder Titans, a war that will be decided only by the choice of the younger titans.

DUTIFUL TITANS

The gods of good fostered the first titans. Many titans still serve their divine masters faithfully. These titans, the greatest warriors of the gods, are called the dutiful titans. They reside on the higher planes, basking in the celestial light, except when dispatched on missions. They share the same joy in life as their free brethren, but dutiful titans have tempered this joy with a higher purpose.

Emanations and Agencies

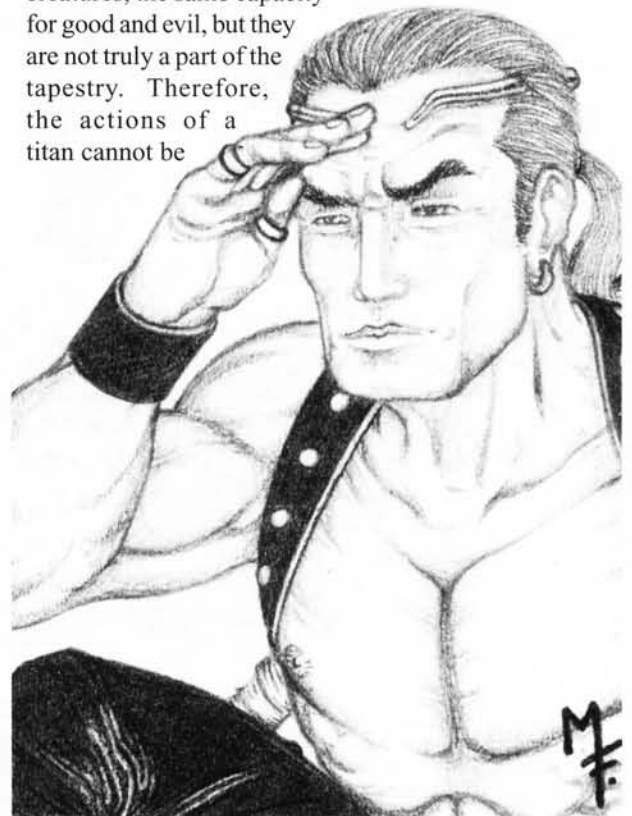
The true value of the titans is not in their magical might or physical strength, but is in their essential nature. All the other servants of the gods are technically *emanations* of the gods. They were created from the stuff of that god. Their will is solely the will of that god. They are in many ways aspects of that divinity, just as avatars are.

Deities can therefore sense the presence of the servitors of their rivals. If a solar – a celestial, a servant of the powers of good – travels from the higher planes to the lower, the evil deities will sense the solar's passage.

The solar carries with it the light of good it was created from. Evil forces may not be able to precisely identify or locate the solar, but the disturbances in the fabric of reality can be detected.

Mortal creatures may partake less of the essence of a deity, but they are still created beings. Long ago, the gods shaped more creatures and this act left spiritual traces in all that lives. If a mortal is acting as a servant of a god, these spiritual traces become excited, visible, manifest. Mortals may perceive them as the aura of a paladin, the magic of a cleric, or simply as saintliness and piety, but evil deities feel these traces as lesser vibrations in the cosmos. The war between good and evil – from one perspective, anyway – is a vast tapestry of light and dark threads, constantly moving and intertwining. The gods are competing weavers of this tapestry. They stand on opposite sides of the tapestry, but can see where the other weavers are currently working by changes in the threads. Some threads, which represent outsiders, are always a certain colour. Other threads are dyed by their actions, dark or light.

Titans are unique. Their essential nature predates the tapestry, for the first titans were born before the current creation. Titans have the same spiritual traces as other creatures, the same capacity for good and evil, but they are not truly a part of the tapestry. Therefore, the actions of a titan cannot be



The fields stretched off in infinities of green. Every blade of grass seemed to vibrate with an intense internal vitality, a significance beyond mere matter. Not even the titan's vast weight could crush the life from the grass. It stood straight and proud after his passage.

He entered the temple. White light from the marble pillars buffeted him. He pressed on to the centre and knelt on a velvet pew the size of a cottage. The god seated at the heart of the chamber inclined a head. 'Atamar' it said, 'there is corruption in my temple. Even now, traitors taint my most holy sanctums and open the way for the devils to come forth.'

The titan stood. 'By dawn the traitors shall be as dust beneath my sandals. The corruption shall be rooted out, and the way upheld against all comers.'

'You know your duty better than your god, Atamar.'

perceived in the same way as the actions of other creatures.

If an evil titan went to the celestial planes instead, the deities of good would see no shift in the tapestry. The effects of the titan's actions can still be seen; for example, if the titan slew a host of angelic minions, the gods of good would certainly notice their servants being killed. However, until the titan shows its hand, it is effectively invisible on a divine level. Dutiful titans are therefore the agents and spies for both the celestial and abyssal realms.

The Cost of Duty

Dutiful titans dwell in fortresses – luxurious, beautiful fortresses, but fortresses nonetheless. They train constantly in the arts of combat, but also in stealth and deceit. They rarely study arcane matters, but their close working relationship with the gods usually grants them considerable divine magic. They are outside the divine hierarchies and so rarely have any special duties on the outer planes. The exceptions are titans with special posts, such as cupbearer of the gods, or titans with cosmic duties.

The lives of dutiful titans are more austere than those of free titans. Many higher planes are free of the opportunities for indulgence and distraction offered by the material planes. Dutiful titans also do not meet in astral gatherings very often, as leaving their home plane without good reason is considered a risk. Most gods are served by only a single titan (although once, long ago, a deity's symbol could grace a whole legion of titans).

When a matter arises outside the upper planes that requires intervention, it is weighed and considered by the gods. Every divinity has a host of servants and agents, from *questing* miscreants to faithful clerics or

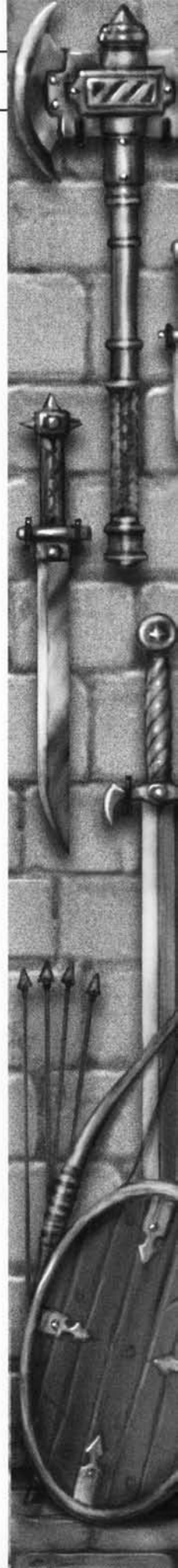
paladins to celestials, but all of these cause disturbances that can alert the enemy. Titans, however, cannot be detected as quickly. Furthermore, the vast power of titans ensures that they can carry out any mission.

Not every crisis calls for a titanic response. There are very, very few dutiful titans and the loss of any of them is a tragedy. Titans are also unsuitable for many missions. A good titan's sympathy is boundless, making them unable to carry out certain harsh tasks that may be required for the triumph of good. Evil titans are often too capricious to be trusted with vital missions on behalf of their evil masters. All titans can be distracted by their emotions or lack the understanding needed for success. However, where a crisis calls for secrecy, speed and vast power, there is no better choice than a titan.

Dutiful Titan Missions

Sent singly or in small groups of no more than half a dozen (drawn from the armies of multiple deities), titans travel secretly to the plane where their quarry resides. Dutiful titans are often even more powerful than their free cousins, taking multiple levels as a cleric, but using these powers reveals their presence. Dutiful titans therefore rely on their innate abilities, strength and cunning for the most part. While free titans rarely carry more than a maul and a handful of javelins, dutiful titans are girded with the finest arms and tools that the forges of heaven and the nine hells can make.

Titan missions are always vast in scope. A titan will not be sent to slay a single monster or turn back a small army. It is only when a whole continent, a world, or even all that is comes under threat that the gods let slip the titans of war. Titan agents have slain kings who turned to evil, carried repentant demons out of hell and



Atamar slammed his maul into the horned skull of the sixth pit fiend. The demon staggered backwards and fell back down the fiery shaft that had opened in the floor of the temple. Atamar leapt forwards to the brink of the pit. From deep below, a billion eyes glittered in the fires of the underworld and looked back at the titan with pure hatred. They began to climb towards him. In a few minutes, they would be upon him, and then upon the world.

There was no way out. He raised his maul and smashed it into one of the temple walls. Tons of stone tumbled around him. He rained blow after blow on the temple until it began to crumble. The sheer mass of falling rock would choke the passage to the underworld.

He laughed. Perhaps there was a way out. Maul in hand, roaring a challenge, the titan Atamar jumped into the abyss.

stolen the most perfect plans of the heavens from the dreams of the celestial court.

Dutiful titans travel secretly, disguising themselves using *polymorph* and other magics. They often draw on the resources of the faithful by pretending to be pilgrims or clerics from a far-off land. Titans may also recruit agents of their own, either openly (revealing themselves as a dutiful titan servant of a god to other followers of a god) or secretly (hiring or otherwise convincing adventurers to aid them). These missions are exceedingly dangerous. Ideological opposites to a dutiful titan hate them more than anything else, as they represent a dangerous and highly undetectable insurgence into their territory. Whenever the presence of a dutiful titan is discovered, hordes of enemies will descend immediately. If a titan's veil of secrecy is lost, not even their vast powers can defeat all the enemies that will pour out of the woodwork to assassinate them.

FREE TITANS

Free titans have sworn oaths not to interfere with the balance of good and evil. This oath is not as restrictive as it may sound – titans consider anything that only affects a continent or so to be so small as to be excusable. Free titans no longer dwell in the realms of the gods, and no longer serve in the armies of good or evil.

The Oath of the Free Titans

Before the Free Titans were released from the service of the gods, they were required to swear an

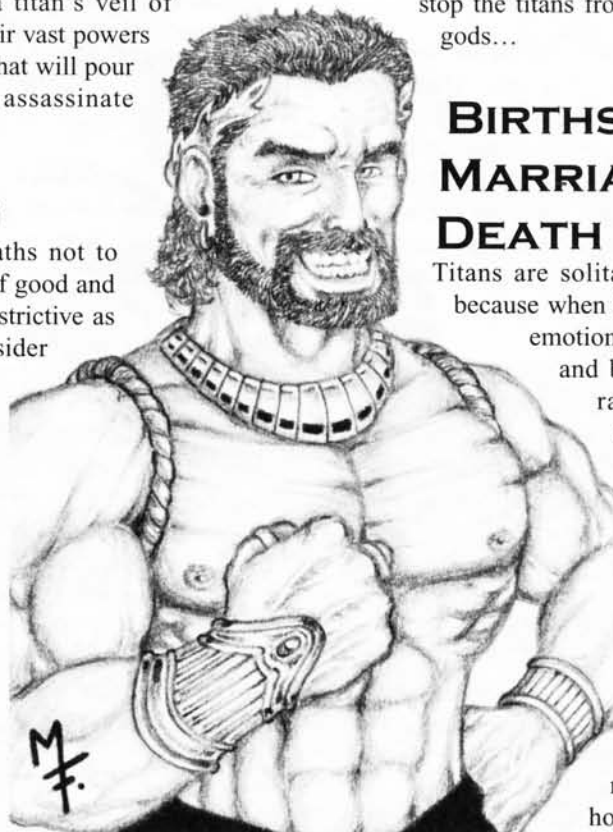
oath to ensure they did not upset the balance between light and darkness. The oath specifically forbids the Free Titans from slaying gods, from attempting to invade or destroy the outer planes, and from overthrowing the established churches of darkness or light. While the gods feared that rogue titans might spark another great war, they also did not wish to prevent their former servants from doing following the essential tenets of good or evil. The final oath was a complex and confusing mass of restrictions and exceptions. Transcribed, it fills a dozen great volumes in the celestial and abyssal libraries. The penalty for violation is to suffer the same fate as Prometheus (see the Scenario Hooks and Ideas chapter).

Some whisper that the true reason for the oath was to stop the titans from getting a taste for killing gods...

BIRTHS, MARRIAGES, AND DEATH

Titans are solitary creatures by necessity, because when two titans are together, their emotions tend to play off each other and both will end up in a blind rage or some other excess of emotion within a few months. Titans only meet physically for short periods, such as feasts, when their too-strong feelings are positive and short-lived.

The few titans who are relatively stable together form couples, and raise titan children. Such households are rare, and less



than a quarter of all titans grow up with two parents. With their lust for life and strong emotions, titans fall in love quickly, and there are great numbers of half-titans and titans left in the care of their non-titan parent.

The birth of a titan is celebrated by the world. Omens and bizarre events herald the event, and the region around the birth will be blessed with fertility and joy for seven years. Furthermore, in an ancient compact, the gods promised each titan a divine birth-gift. While this was intended to aid the titans as they served the gods, the compact still holds true for free titans. Every titan child is visited by an avatar of a god within seven years of its birth and receives a unique blessing. While waiting for this blessing, the infant titan will be cared for by summoned elementals or *geased* servants most of the time.

Single titans rarely have the patience to wait for the two centuries or so that it takes a child to grow to maturity. One of the chief sources of new dutiful titans is from titan infants left abandoned on the doorsteps of the gods.

Titans who raise their children together often marry, according to the customs of local mortals. The titan race as a whole has no such tradition. Titans concentrate on the festivals and regalia of marriage, and pay little heed to the vows. Such rules are for little mortals.

The death of a titan is a blow to the entire race. Every titan has a ward placed on him by a god on his seventh birthday that will trigger on their death, alerting the other titans that one of their kin has died. Within three days, several dozen titans will assemble in ethereal form in one of the ancient titan fortresses. The soul of the dead titan will be present – if it can be found. The assembled titans will celebrate the life of the fallen, and discuss the question of *resurrecting* the dead titan. The soul will be consulted about what it wants. However, merely wanting to return to life is not enough. One titan, Terminus, holds authority over the passage of all titans, and he may choose to deny the resurrection.

There are no such gatherings for dutiful titans, as their souls are held by the god they serve. If the soul of a free titan is captured before it can be brought to the astral gathering, the assembled titans will make war upon the soul's jailer. Worlds have been shattered and planes burnt to ash in the wrath of the titans.

CLOTHING AND TOOLS

Titans favour loose, airy clothing that do not impede their movement, and show off as much of the titan's physique as possible. Fashions vary among individual titans, although impressing and overwhelming mortals is something of a constant. Some titans who find mundane robes too informal wear ornate robes decorated with alchemical and astronomical symbols. Even when a titan is wearing nothing more than a loincloth, the garment will always be of the finest material and manufacture possible.

Golden jewellery is another passion of titans. Very fine jewellery is one of the few things that matches and reflects a titan's innate beauty, and the making of such items accounted among the highest crafts by them. When worn by a titan, every facet of a gem glitters, and precious metals gleam as if hot from the forge. A titan's jewellery always bears a particular symbol unique to that titan. The symbol resembles a god's holy symbol, and may be mistaken for such.

Other possessions of titans are also of the finest quality. Titans are accomplished craftsmen in their own right, but each titan tends to specialise in a particular field. When they can, titans exchange gifts among themselves, trading the fruits of their labour for the masterworks of another titan. Otherwise, they must seek out sufficiently skilled mortal smiths and crafters.

The most famous tools of the titans are the legendary weapons of the titans – the maul, the mattock, and the javelin. The creation of these weapons is a difficult and lengthy process that can only be performed by a titan, but the results are weapons that bring the full divine might of the titan to bear on the enemy. These tools are described fully in the Methods of Warfare chapter.

TITAN MAGIC

While lesser races must study and train their minds to wield arcane magic, titans use spells naturally. They have a vast arsenal of inborn magical abilities, which they learn to use from infancy. Titan parents tend to set up circumstances to look after their children, as they themselves often wander off after a while, and return infrequently. Many titan children are raised on the outer planes or in pocket dimensions, and tended to by powerful spirits or even gods themselves, to prevent the youth from running amok, *levitating* playmates and throwing *fire storms* like spit balls. Those who insult a titan sometimes find themselves pressed into service as babysitters for a few weeks, a fate that teaches politeness very effectively.



The demonspawn twitched its wings in irritation. 'Fangbreak!' it swore, 'there's no sign of anyone here.'

'Perhaps the invader is a wizard,' suggested the second spawn.

'Pah! I don't smell any arcane stench. He must have run into the under-ruts. You stay here – I'll hunt him down.'

The second demon hissed in irritation, then flew upon and perched on a spire. It grumbled to itself, rubbing its claws over its scales and picking at the roof tiles.

'Your kind should know that there are powers other than the arcane.' The demon screeched and spread its leathery wings, but the maul swatted neatly it off the spire. The now-visible titan scraped the demon-paste off his maul with distaste. 'And the divine.'

The titan concentrated. His gigantic body twisted and shrank. His handsome features sprouted fangs and a pair of wings sprouted from his back. 'Fangbreak,' he muttered experimentally. 'Fangbreak!'

Most of the innate abilities of titans are expressions of their superhuman willpower and force of personality, which allows them to instinctively impose aspects of their will on reality. Titans create magical effects such as *charm monster* or *invisibility purge* without even thinking about it. Titans also have a deep connection to nature – it was, after all, built around them – and can command plants and animals. This connection to nature manifests most strongly in the titan's ability to *summon nature's ally* three times per day, and most titans scan their surroundings for interesting things every few minutes. Some titans grow entranced by nature, and spend whole weeks just meditating in the wilderness, occasionally summoning creatures to discuss natural philosophy with. They often adopt a particular plant, or a nest or burrow, and use their vast powers to nurture and protect their new pet. Travellers who discover a colony of astonishingly fat rabbits, or a tree that has waxed unusually large would be advised to leave it well alone, lest they disturb a titan's experiment.

Titans can invoke *etherealness* three times per day and *gate* once per day. They become *ethereal* to bypass obstacles that they do not want to crush, like cities. Their ability to *gate* is of far more importance to them. The titans maintain several strongholds on the astral plane. Once, these fortresses were constantly manned by titan watchers, and were used as meeting places and marshalling points for the whole race. In latter days, the strongholds are mostly abandoned, but titans do meet astrally for great councils and feasts. Fearsome guardian beasts and deadly traps protect the strongholds. These defences were designed to turn back foes that even a titan might fear, so few have dared to try to steal the lore and treasures held within the fortresses.

Titans who primarily abide on the astral plane have learned one trick that is unique to the race. After

aeons of working closely with the gods, the titans have observed how spells are granted to worshippers, and how divinations such as *commune* work on the far side. Titans on the astral plane can intercept the channels of faith between a cleric and a god. The titan cannot grant spells directly to the cleric, but he can masquerade as the god when the cleric asks the god's advice using a spell such as *commune*. The titan can also follow the channel of faith back to identify which cleric or which god was involved. Intercepting a channel can be dangerous for the titan – if the titan interposes himself when the god begins to 'transmit' the pure divine energy of an uncast spell, the titan is blasted by the direct, undiminished and unfiltered essence of the god. This inflicts 1d10 points of damage per level of the spell on the titan. If the spell has the lawful descriptor (such as *dispel chaos*) then the damage is 1d12 per spell level. This damage cannot be avoided. If the god is granting multiple spells to the cleric, the titan takes the damage from all the spells at once. Titans rarely use this ability, but it can be extremely useful when on clandestine missions against deities.

TITANS AND ARCANE MAGIC

All titans have a natural knack for the arcane arts. Free titans are more likely to master arcane spellcasting than dutiful titans, but few titans bother to spend the time required for a thorough study of magic. Some titans just get by on a patchy knowledge of magical theory, but with the vast intelligence and even vaster power of a titan, this sloppy approach is just as effective as the most carefully prepared incantations of a mortal archmage. Many dutiful titans are also high-level clerics, and some free titans are powerful sorcerers or, more uncommonly, wizards.

Titan spellcasters generally do not spend time preparing spells unless they know they will require them in the near future. A titan met in a chance encounter is unlikely to have a full spell arsenal prepared, relying instead on sheer physical might and innate abilities for protection. Given advance warning of danger, though, a spellcasting titan will prepare a terrifying number of offensive magics. Titans prefer spells that increase their own abilities, such as *bull's strength*, *bear's endurance* or *greater magic weapon*.

Like any wizard, titans must record their spells. Titans dislike spellbooks, seeing them as a rather dull and overly regimented human innovation. Some titans carry leather satchels containing dozens of loose scrolls or ornate marble slabs with the spells engraved on them in gold. Other titans prefer to weave their spell libraries into the landscape around their home. A mountaintop might be carved to contain the formula for a spell, or the trees of a forest carefully cultivated and grown to be legible. Particularly artistic titans often use this method, hiding their most potent spells in plain sight – assuming the reader is twenty-five feet tall and reads languages that have been forgotten by mortals for ten centuries.

When titan wizards travel, they do bend to necessity and use spellbooks. To protect their secrets, titans make their spellbooks with immensely heavy covers and very powerful springs in the spine. Opening a titan's spellbook requires a DC15 Strength check, and unless the book is held open, it will snap shut violently. More than a few titans use pressed thieves as bookmarks.

TITAN METAMAGIC FEATS

Scale Spell (Metamagic, titans only)

The titan's spells are titan-sized.

Benefit: All the dimensions of the spell are multiplied by five. For example, if a spell normally affects a cube sized 10ft. x 10ft. x 10ft., the Scaled Spell affects a cube 50ft. to a side.

A Scaled Spell uses up a spell slot three levels higher than the spell's actual level.

Thunder Spell (Metamagic, titan only)

The sound of the titan casting the spell echoes through the landscape like divine thunder.

Benefit: Thunder Spell can only be used on spells with Vocal components. The sheer noise and fury of the



spellcasting makes enemies quail. Targets of the spell must make a Will save instead of the normal saving throw for the spell if the target's Will save bonus is lower than the save that should be used.

A Thunderous Spell uses up a spell slot one level higher than the spell's actual level.

Unfettered Spell (Metamagic, titan only)

The titan imbues the spell with the natural joie de vivre of the titan race.

Benefit: The spell gains the Chaotic property. Lawful targets suffer an extra 1d6 points of damage if struck by the spell, and have a -2 sacred penalty to all saving throws against the spell.

A Joyous Spell uses up a spell slot two levels higher than the spell's actual level.

TITANS AND DIVINE MAGIC

As discussed earlier, titans have a unique relationship with the gods. Titans (especially) can take cleric levels, but they do not pray for spells as mortal clerics. To a titan, divine spells are not blessings from a higher being, but are merely tools given by a superior to aid in a task. With this intensely pragmatic attitude towards divine magic, titans use spells in different ways to mortal

clerics. Spells like *quest* or *raise dead* are not holy sacraments to a titan; they are merely another magical effect. Titans get away with abuses of clerical power that would send a mortal running for *atonement*.

A titan requesting spells may sound almost blasphemous to a devout mortal cleric. Titans grumble for spells, they shout at the sky, they may even scream insults at their patron deity if pressed. Titans have been familiars of the gods since the beginning, and familiarity breeds contempt. Not all titans are disrespectful, and some have composed exquisite and uniquely personal prayers and hymns that are used by both mortals and titans today.

The wellspring of sympathy in a good titan's heart is bottomless. Titans cannot bear to see suffering, and they use their clerical magic or innate abilities to bring relief to those in need. There are countless stories of giants suddenly appearing to cure a plague, lower a flooding river, or heal injuries inflicted by a battle. It does not always stop there. The combination of the titan's pity and casual attitude towards divine power often leads titans astray. Just as some titans adopt a particular plant or animal, others have taken a great interest in a village or town. There are some hamlets where no one is sick, no one is ever injured, and no one ever dies of anything other than old age. The titan protector of the hamlet uses divine magic to heal all ills.

Such utopias never last. Once the rumour of such perfection get outs, the village is besieged by adventurers, thieves, jealous nobles and clerics, inquisitive mages and hateful evil-doers. While the titan can defeat all these invaders, the constant vigilance is never worth it. Either the titan must keep outsiders from entering the chosen village, or try to grant healing to all who ask for it – and not even a titan's power is enough to heal all the woes of the world. A titan will not give up on a project, but the frustration may result in a titanic rage that destroys all that the titan was trying to protect.

Conversely, evil titans are often incredibly inured to inflicting suffering on mortals. Whilst deities may ignore this for a while, woe betide an evil titan that decides to truly set himself up as a god to a town of mortals. Such pretenders to the divine throne will quickly find that a disproportionate number of paladins and celestial creatures are working against him, as the gods of good concentrate on deposing the impostor. Of far worse impact to the tyrant, he will also find evil



creatures conspiring against him, as the evil gods are even more protective of their status than goodly ones.

TITANS AND THE COSMOS

Some titans have inherited aspects of their ancestors, giving them divine authority over a portion of reality. These titans do not have a divine portfolio per se, but they do have a 'cosmic function', a unique ability that has significance to all creation. These positions are hereditary, and are referred to as titles. If a title falls vacant, it may either vanish from the universe, or be claimed by another titan who defeats all challengers.

Some of the famous titans who possess these powers include Kronos, who keeps the course of time steady; Terminus, who rules over the death of titans and gods; Persimae, mistress of scythes; and Aethros, keeper of the gates of shadow.

The holders of cosmic functions each have a 'cosmic power', a unique special ability. These abilities are similar to the special powers possessed by deities. Kronos, for example, can cast or counter any time-related spell at will, such as *haste* or *time stop*. Any scythe blessed by Persimae becomes a +5 *vorpal scythe*.

METHODS OF WARFARE

Whether titans are kind, persecuting, genial or vindictive, they are anything but peaceful. For a race possessed of vast intellect and ancient wisdom, they take an unseemly joy in smashing their foes into small red stains. Titans smile as they charge into battle and laugh at every blow.

Free titans rarely pick their battles – there are few creatures that can threaten them, so the titan is free to enter into any brawl encountered. Dutiful titans are more careful and try to avoid needless fights, but the titan battle-lust is very hard to resist. Most fights are of little concern to a titan, as they can be certain of victory in almost every circumstance. Given a choice, titans prefer to battle in rocky, uneven terrain where they can use their strength and size to their advantage, leaping from peak to peak and hurling huge chunks of stone. Open plains are their second choice, where the titan has freedom of movement.

An appreciation for low comedy is part of the titan character. Titans rarely annihilate a defeated foe. Instead, they humiliate the enemy. Magic-wielding titans like to use *curses*, *geases* and amusing *polymorph others* to force the titan's plaything to always speak in rhyme or give away all wealth, or transform into a rather ugly swamp-donkey. They may also find themselves dangled over precipices, used as a backscratcher or handkerchief (or worse), abandoned on top of unclimbable trees, or dumped on far-off shore or an obscure backwater plane. Titans despise hubris and egotism (in other races, anyway) and delight in inflicting ironic punishments on others. Whimsical as these humiliations are, they may teach the defeated enemy a lesson or two and will certainly reinforce the titan's terrifying reputation. Evil titans have also never heard of taking a joke too far, and whilst rarely butchering defeated opponents outright, will often 'forget' that they sealed a paladin in the midden ten years ago...

Titans against Huge Monsters

When facing a single large foe, a titan simply charges to the attack. As the titan runs, massive javelins Quicken bolts of *chain lightning* rain down on the enemy. If the javelins and lightning bolts fail to penetrate the enemy's defences, the titan prepares for a slightly more difficult encounter than usual. It is only if the mighty maul of the

titans proves ineffective against the monster's hide that the titan actually worries.

The titans' ability to travel to the ethereal plane is their best defence. If a titan finds himself fighting a foe that he cannot handle, he immediately slips away to the ethereal and *cures* himself. The titan then prepares for battle properly, concealing himself with *invisibility* and quickly formulating the best use of his magical abilities. The titan then returns to the material plane and resumes his assault with redoubled ferocity.

Flying creatures present something of a challenge to titans. The usual tactic is to *levitate* several boulders into the air. The titan then leaps from boulder to boulder, using *levitate* and *polymorph* if necessary to ensure the boulders are not overburdened. Once the flying creature comes close enough, the titan jumps into the sky, catches hold of the flyer, then grapples the beast down to the ground. Burrowing creatures are dealt with in a similar manner – the titan grabs the tunneller and pulls the monster out of the ground using sheer brute force.

Titans against Small Groups

Titans are more cautious when facing a handful of apparently weak foes than they are when battling a single giant monster or a host of foes. Few beasts short of a tarrasque can challenge a titan and armies are nothing more than neatly arranged targets. If a single mortal attacks a titan, though, that mortal must be an archmage or a legendary warrior. Battling such impressive enemies does not scare a titan – if anything, they see it as a compliment and measure themselves by the strength of their enemies – but titans will use whatever magic and cunning they have at their disposal to win.

Ideally, the titan seeks to bring the fight down to the basest level of sheer might. If the enemies are not seeking the titan's death, a good titan may offer a compromise and suggest they hold contests of strength and skill instead of trying to kill each other. Titans adore sports, although there are too few titans for fair games. If the matter comes to lethal combat, *greater dispel magic* can instantly strip mortals of the magical gear they rely on. An adversary can also be sure that he will face a great many attacks from the titan's *chain lightning* ability.

Again, titans will use their *etherealness* ability to move in and out of danger. Titans like to grab a foe and drag him or her off to the ethereal, either as part of a divide-and-conquer strategy or to question the enemy privately.



Titans against Armies

One thousand mortal soldiers against one scion of the gods – the odds are not good for the mortals. Devastating as the magic of the titans is, it is their psychological impact that shatters the will of their mortal foes. Titans play with their foes. Being toyed with by a titan sends a human's mind back to childhood. Such gigantic figures, holders of incomprehensible powers and wisdom, terrible and unstoppable – just as a child cannot conceive of defeating its parents, so too do human soldiers blanch at the idea of fighting a titan.

For their part, most titans have few compunctions against judicious use of devastating spells like *fire storm* or *meteor swarm* and compound this confusion by dividing the mortal army with elder elementals *summoned* in their midst and by casting *maze* on brigade leaders. Striding through the shattered ranks of the enemy army to find and pick up the opposing general is another favoured tactic. Most titans prefer breaking wills to breaking bodies.

Mattocks of the Titans, in concert with *invisibility* and *persistent images*, can remake the land in a matter of hours. One army, intent on stealing the treasure of the titan Kreuzos, camped for the night on the border of her domain. They awoke to discover that she had dug a vast trench fifty feet deep all around the camp and not a single sentry had noticed the earth being shifted.

Titans against Gods

It is in the nature of titans to do the impossible and to kill that which cannot die. Titans are beings of almost divine power and in their blood flows the essence of the elder titans, who slaughtered the nascent young gods in ages past. While dutiful titans are loyal servants of the gods and free titans have sworn oaths not to interfere, the gods remember the lethal nature of the titans. Three times since the reign of the gods began, titans have slain a god.

Mighty as the titans are, they could not hope to contend with the gods in open warfare if it were not for two advantages. Firstly, the cosmic powers held by some titans rival those of the gods and draw upon the same divine authority. By careful use of these abilities, the titans can force the gods to come down from their Olympian thrones and engage in pitched battle – and when a titan can close with a god, their second advantage comes into play.

The poison known as malichorde is derived from the blood of the titans. Its manufacture is a secret known only to a handful of them, and no-one else. It is a vile, black-hued venom that stalks the very life from the veins

of its victims. While malichorde is lethal to all creatures, it is unique among poisons for it is doubly potent against the gods. The titans coat the points of their javelins and the barbs on their mauls with the poison when they battle deities. Malichorde is so incredibly rare that none actually currently exists – the secret of its manufacture is the only evidence of its existence, and this secret is protected fanatically by the few titans that know of it.

TITAN COMBAT FEATS

Maul Sweep (general)

The titan swings a maul in a huge arc, sending foes flying.

Prerequisite: Power Attack.

Benefit: The titan may choose to make a sweep attack as a full-attack action. This attack strikes all foes within reach in a 180° arc. The titan makes a melee attack at its highest base attack bonus with a –4 penalty on all creatures within the arc. Creatures struck by the attack only suffer half the normal damage for a melee attack from the titan, but must also pass a Balance check at a DC equal to the damage dealt or be knocked down.

Embed (general)

The titan drives a foe into the ground with the force of the blow.

Prerequisite: Power Attack.

Benefit: The titan may choose to make an embed attack as a full-attack action. This melee attack strikes a single target. The target must be at least one size category smaller than the titan. If the attack hits, the target is driven deep into the ground. If the ground is soft (mud, earth, sand etc), the creature must make a Strength check at a DC equal to half the damage inflicted to prise itself out of the ground. If the ground is hard, then the creature must make a Strength check at a DC equal to the full damage inflicted by the attack.

Driving Blow (general)

The titan sends a foe flying with a hit from a maul or other melee weapon.

Prerequisite: Power Attack.

Benefit: The titan may choose to make a driving blow attack as a full-attack action. This melee attack strikes a single target. The target is sent flying by the blow. The target is flung back a number of feet equal to half the damage inflicted, and must make a Reflex save (DC 25) to avoid taking 1d6 points of falling damage per full 10 feet he is thrown back. If the character is airborne when struck, or is two or more size categories smaller than the titan, the distance is doubled.

FIGHTING TITANS

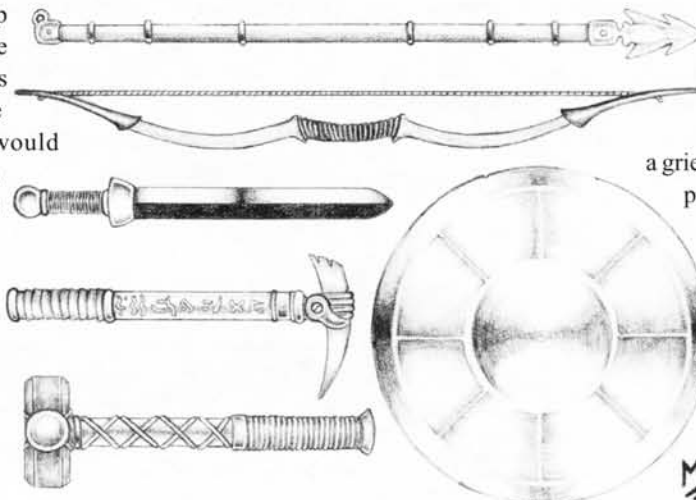
Killing a titan is a feat worthy of story and song. Defeating an archmage or high cleric is a task for heroes, slaying a mighty giant is challenging and dealing with a creature with innate magical abilities and defences requires skill and cunning. A titan combines all these dangers and more besides. There are few stories of victories over titans, but a few principles can be determined.

The chief weakness of titan-kind is their emotions. A titan in a rage or deep depression is far more vulnerable than a titan in full control. Learning the history and especially the sorrows and hates of a particular titan is a necessity for defeating that titan. Psychological warfare is the only arena where a mortal can be superior to a titan. Dolorous songs do more than dolorous blows to hurt a titan and a bard can be more effective than any warrior.

In combat, it is best to appear as unthreatening as possible. For all their vast power, titans are not especially resilient. Their resistance to damage can be overcome by any lawful weapons. If a titan believes that his foes are no threat to him, he will gleefully charge in, hurling javelins and swinging his maul. It is in this charge, in this terrifying barrage of titanic blows that the would-be slayer must strike. *Invisible* assassins striking from behind with enchanted weapons, mighty-thewed warriors hacking from the front, spell casters throwing lightning and other blasting spells – they all have one chance. Once the titan's overconfidence is shaken, it will retreat (probably to the ethereal plane) and return healed and prepared. If the titan survives the first clash, it will most likely be victorious. Weapons with the *ghost touch* ability can strike at a fleeing titan and may provide the vital advantage leading to victory.

If a titan is slain, the murderers must take care to hide their identities and trap the titan's soul. There are many powerful beings who are offended by the death of a titan and would take terrible revenge on the slayer if precautions were not performed.

Those few who have the talent and the bitter hatred needed to learn the skills follow the path of the titanslayer.



TITAN WEAPONS

The chosen weapons of the titans are the product of powerful rituals that could only have been created by a race that understood both the natural and supernatural arts. True titan weapons cannot be forged by brute force of spells, although poor replicas can be made using mortal magic.

Maul of the Titans

The most famous weapon of the titan race is the maul, a heavy mallet with a five-foot long handle and an octagonal head three feet in diameter, which has a metal core. The maul is made of oak wood, with twin spirals of iron and silver twining around the hilt and up into the head of the weapon. Most mauls have a gold disc on either side of the head bearing the titan's symbol.

To create a *true maul of the titans*, the titan weaponsmith begins with an oak sapling. The sapling must be carefully nurtured and hardened, by being treated with alchemical potions. Once the sapling is strong enough, the titan must bring ingots of purest silver and iron to the base of the tree. The two spirals of silver and iron are created by partially melting the ingots and letting the tree grow up through the cooling metal. The metal is pushed into the core of the trunk, which will form the handle of the maul.

Once the tree is ready, it is uprooted. The roots are removed and the base of the trunk is carved into the head of the maul. The remainder of the iron and silver ingots are heated, placed atop the head and allowed to slowly burn down into the wood, where the metal core eventually reaches and fuses with the end of the metal spirals. The end result is a weapon of surpassing strength that can withstand being used by a mighty titan.

It takes at least three centuries to make a *true maul of the titans*. A titan only owns a single maul, so the loss of a weapon is a grievous blow (one which often provokes a rage).

A *true maul of the titans* acts as a +5 *anarchic greatclub* of Gargantuan size that deals triple damage against inanimate objects and has a critical multiplier of x3.



Mattock of the Titans

Huge digging tools, the mattocks of the titans are heirlooms of the titan race, dating back to a time when the titans aided the gods in rebuilding the universe. Mattocks are made from ashwood, adamantine and dragonhorn. The ash tree must be fertilised with dragonsblood taken from the same dragon as the horn. The horn itself must be submerged in a cauldron filled with acid, adamantine and essence of earth elemental for a year and a day. Once the ash has produced a suitable branch, the horn must be lashed to the wood with the dried sinews of giants.

All titans are still trained in the use of these mattocks, although they are rarely used in modern times. Fast and powerful digging skills are a point of pride – and a titan in a fury sometimes takes frustration out on the unfeeling ground instead of feeling people. Angry titans dug vast ravines and pits.

The most ancient *true mattocks of the titans* have dug deep into the foundations of the universe and have absorbed some strange properties. Clods of primordial clay, the very stuff from which matter is created, can be found in the cracks and joints of these ancient mattocks. At least one mattock broke through the walls of creation and tiny fragments of nothingness cling to the digging edge.

A *true mattock of the titans* acts as a +5 *anarchic adamantine warhammer* of Huge size that has a threat range of 19-20. It may be used by a titan to loosen or tumble earth (a 15-foot cube every 10 minutes) or smash rocks (15-foot cube every hour).

Titanic Javelins

These deadly missiles of the titans are forged from copper and steel. Ancient blessings of the thunder wrap lightning around the flying javelins and they strike with the force of thunderbolts. The heads of the javelins are made of a form of obsidian that is compressed by titan strength until it is as strong as diamond. When a titan hurls a javelin, the air shrieks in fear and the impact shakes the ground.

The javelins are twelve feet long and exceedingly strong. Tiny hooks on the shaft of the javelin dig into the body of

the target, making it harder to remove the weapon from a wound. The butt of the javelin is flat, like the head of a nail. Hunting titans carry a half-dozen or more javelins. They can quickly make a rudimentary but very secure cage by driving the javelins into the ground around a prisoner by striking the bases of the javelins with a maul.

Titanic javelins are basically Huge +3 *thundering, shocking burst javelins*. Titans rarely leave these javelins lying around once used, and will only carry two to six *titanic javelins* at any one time.

OTHER TITAN WEAPONS

While the maul and javelin are more than adequate for reducing foes to pulp, wandering free titans have adopted other mortal weapons to their needs.

Titan Sword and Shield

Few titans have the discipline for proper sword and shield fighting, but their raw power and enthusiasm for battle more than makes up for any shortcoming in their skill. Titan shields are made by infusing the reflection of the moon in a still pond with steel, while their swords are forged in the traditional method, but edged in mithral.

Titan swords are *huge short swords* +3, with the *holy* and *anarchic* properties. Titan shields are *huge shields* +3. Titans can put travellers on a shield and then hurl it great distances, but travellers are advised to hold on tight.

Titan Bows

Titans favour large bows – ones almost as tall as the archer. These mighty bows must be carved from a single piece of wood. Suitable trees are exceedingly rare in nature, so the titan must often shape the wood using magic or *summon nixies* to liaise with the tree and ask for permission to carve it into a bow. Such alterations or negotiations commonly take at least a century to come to fruition.

A titan bow is a +3 *gargantuan mighty composite longbow* (+10 *Str bonus*).

Name	Damage	Critical	Range Increment	Weight	Type
Titan Sword	2d6	19-20/x2	—	30lb	Piercing
Titan Bow	2d8	x3	300ft	30lb	Piercing

ROLEPLAYING WITH TITANS

Titans are basically gods for the budget-conscious Games Master. They are nigh-immortal, supremely powerful, often engaged in mysterious or incomprehensible plots and have a habit of interfering in the lives of mortals. In a game with a pantheon of active, boisterous, rather shortsighted gods, like the gods of Greek myth, the titans may be ironically redundant. However, in a game where the gods are inaccessible and remote, titans let the Games Master introduce divine beings without worrying about theological issues. In some campaigns, it might be perfectly reasonable for an adventuring party to encounter a god sitting by a river, moping over some mortal girl he is infatuated with. In other campaigns, it would be unthinkable. Titans can stand in for the god in the latter case. They have all the necessary attributes of the god, but do not conflict with previously established godly behaviour.

Like gods, titans should never be mere monsters to be slain. Each titan is unique and should have a unique adventure built around it.

At low to medium levels, titans are plot devices, *deus ex machinas* that might be used by the Games Master to rescue a good-aligned party who are in over their heads or to hand the players an epic quest. Using titans in such a fashion is dangerously unsubtle, the equivalent of having the clouds part, a god peek his head down and say "You there! Go west! Towards the adventure!" If used too often, it robs the players of their free will. Even low-level characters can be keystones in a titan's plan – a magical stone found by a character at the beginning of his adventures might turn out to be part of the heart of Axeros sought by the titan Kyr (see the chapter titled The Tomb of Axeros, the Shattered God).

Higher-level characters can interact with titans on a much more equal level. While the characters are still far less powerful than the titans, they can tackle the same sort of plots and challenges that a titan can. A great cleric might speak with a titan as a representative of his god, or an arch-druid might be taken into the confidence of a titan engaged in difficult natural research. At levels where characters are becoming masters of their chosen disciplines, titans represent the next step up, a degree of skill and puissance that verges on the divine. High-level characters can be significant allies of titans, meet them on the field of battle, or find themselves deeply involved in a titan's schemes.

TITANS IN YOUR GAME

Titans are larger than life. They are never restrained or dull. A titan is not merely angry, he is in a towering elemental rage, clawing at the sky, shattering the ground and out-shouting the thunder. When a titan desires peace and quiet, she abjures all noise, damming a river to halt a waterfall and driving all birds in a hundred miles away so that their songs do not disturb the silence. Given their sheer power and rarity, titans should be encountered only a handful of times in a campaign. Every encounter should therefore be deeply memorable. The easiest way to do this is by exaggeration of emotion and action.

In other areas, too, titans should be impressive and awe-inspiring. Do not throw essentially meaningless descriptive words around; only so many things can be "beautiful" or "incredible" before the words lose all meaning. Instead, the descriptions should be concrete as well as amazing. Do not simply call a titan "huge", but provide comparisons, describing how the titan towers over a castle wall or how the titan's spells make the air crackle, hiss and shudder. Lavish attention on the titan's equipment and clothing (the creatures do not carry much of either, so the Games Master can afford the time to make the description memorable).

Humans born to the power of gods, or divinity tempered with human frailties, titans stand astride the boundaries between the orders of being like colossi. Titans have a long, developed history and a colourful culture, but they are still creatures that cannot be lightly put into a game. Adding titans to a game world is not like adding just another nasty fanged monster to a dungeon – the mere presence of titans should have an impact on the past and future of the world. Beings of such power deserve respect.

OTHER TITANS

Like many beings of puissance, such as dragons, titans can breed with other creatures, resulting in half-titans and other titan-blooded breeds. There are also several very rare types of titan who are not at all like the magnificent giant-like common titans.

Half-Titans

The lust of titans is second only to their rage. Titans have a great appreciation for beauty, especially that of attractive humanoids. Although magic is involved in most of these relationships, the fact that titans were the model on which other races were based means that titans can sire or bear cross-race children comparatively easily.

Half-titan children are taller and more handsome than normal. They share in their titan parent's strength and vitality. Half-titans often excel at the magical arts, but even if they do not



follow the arcane or divine paths, they manifest some of the innate gifts of titans as they reach maturity. These gifts come after the most difficult time in a half-titan's life – during adolescence, the emotional fury of the titan race consumes the half-titan, immeasurably deepening or intensifying emotions. If half-titans survive teenage bouts of depression, angst and anger (exaggerated to godlike proportions), they usually become figures of great fame and renown.

Creating a Half-Titan

'Half-titan' is a template that can be applied to any humanoid. The creature's descriptor changes to 'extraplanar'. It uses all the base creature's statistics and special abilities except as noted here.

AC: Natural armour increases by +4.

Size: If the base creature is Medium-size or smaller, the creature's size increases by one step (i.e. Tiny creatures become Small-sized, Small become Medium-sized, etc.), see *Core Rulebook III* for details of increasing size by adding a template to a creature. Also note that the change in size only occurs on the child's seventh birthday, and the creature reaches his full size during his adolescence.

Special Attacks: Half-titans retain all the special abilities of the base creature. Half-titans with a Charisma score of 10 or higher possess the following spell-like abilities, using their level as the caster level, as specified in the table below. Unless otherwise indicated, the ability is usable at will. All these abilities are cast as spells by a sorcerer of the character's level. Each ability may be used a maximum number of times per day equal to the character's Charisma modifier.

Level Abilities

1-2	<i>Levitate</i>
3-4	<i>Invisibility</i>
5-6	<i>Invisibility purge</i>
7-8	<i>Charm monster</i>
9-10	<i>Persistent image</i>
11-12	<i>Chain lightning</i>
13-14	<i>Fire storm</i>
15-16	<i>Word of chaos</i>
17-18	<i>Etherealness</i>
19-20	<i>Gate</i>

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +8, Dex +2, Con +4, Int +2, Wis +4, Cha +2.

Skills: Same as the base creature.

Feats: Same as the base creature. Half-titans have access to titan-only feats.

Climate/Terrain: Any. Half-titan children of dutiful titans are sometimes brought back to the parent's home plane.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +5.

Treasure: Double the base creature.

Alignment: Half-titans are always chaotic.

Advancement: By class.

Titanic Creatures

Some believe that titans were used by the gods as templates for the rest of creation. Humanity, the most numerous race, would have been created from the most common form of titan. If this theory is correct, then there must be other forms of titan that were the model for other forms of life. These other titans are known as titanic creatures.

Titanic creatures dwell mostly on the outer planes. Unlike titans, they never entered into the service of any of the gods – and also unlike titans, they are bound by no oaths barring them from making cosmic war. Still, no force has yet managed to bind a single titanic creature. If such a thing happened, the worlds would tremble.

Creating a Titanic Creature

'Titanic Creature' is a template that can be applied to any humanoid. The creature's choice changes to 'outsider'. It uses all the base creature's statistics and special abilities except as noted here.

HD: Double base creature.

Size: The creature's base size increases by two steps, to a maximum of Colossal-sized (i.e. Tiny creatures become Medium-sized, Medium creatures become Huge-sized, etc.), see *Core Rulebook III* for details of increasing size by adding a template to a creature.

AC: Natural armour increases by +13.

Special Attacks: Titanic creatures retain all the special abilities of the base creature. They gain the following Supernatural spell-like abilities, usable at will: *invisibility*, *invisibility purge*, *levitate* and *persistent image*. Titanic creatures with an Charisma score of 10 or higher gain the following supernatural spell-like abilities, usable 3/day: *chain lightning*, *etherealness*, *fire storm*, *greater dispel magic*, *hold monster*. All these abilities are as the spells cast by a 20th level sorcerer.

Special Qualities: Titanic creatures gain the class abilities (spell-casting, rage, monk abilities, *lay on hands* etc) of any one class as if they had 20 levels in that class. For example, a titanic wolverine might have the class abilities of a 20th level barbarian.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +12, Dex +2, Con +6, Int +2, Wis +4, Cha +2.

Skills: Same as the base creature.

Feats: Same as the base creature. Titanic creatures have access to titan-only feats.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +12.

Treasure: Double the base creature.

Alignment: Any.

Advancement: Same as the base creature or by class.

ELDER TITANS

The progenitors of the titan race were as far beyond titans as titans are beyond humans. Nightmarish creatures, they laid waste to creation as they fought vicious and incestuous wars between themselves. The elder titans had abilities and divine portfolios similar to those of the gods. However, where the gods are generally creative influences upon reality (or at least interested in domination rather than utter annihilation), the elder titans were fundamentally destructive – not necessarily evil, but bitter, selfish, hateful and gluttonous.

All the elder titans were slain or driven out of the universe into the Far Realms at the dawn of time – or so the annals of the cosmos claim. Still, there are shadows in the depths of suns, and some mages whisper of strange warps in the weave of magic, as though some great forces were hiding beyond the spaces men and gods can perceive.

TITANSLAYERS

The enmity of many deities for the titans is legendary, so it comes as no surprise that they have inspired the creation of an elite corps of mortal warriors trained in the arts of murder. Titanslayers learn to master a set of techniques and fighting styles specifically designed to destroy titans. Once equipped with hell-forged blades and lethal dark magics, these titanslayers hunt down their quarry. Sometimes they even win.

Strangely, the gods of good also have their own titanslayers among the faithful. The titans

were sired by beings of hideous evil and the gods fear that their blood may run true. Ancient prophecies suggest that the titans may one day side with the returning Elder Titans in a war that will end all life and shatter the planes into oblivion. The titanslayers train in preparation for the apocalyptic day when they will be called upon to slay the former champions of the gods.

Titanslayers are chosen from among the most loyal servants of the gods. Their training begins with simple giant-hunts, where they learn to defeat opponents many times their size. Once the art of killing has been mastered, the prospective titanslayer studies mystical disciplines and the past exploits of other slayers. Each battle with a titan is carefully analysed and studied, searched for that one error on the titan's part that led to victory.

There is no final test to determine if a titanslayer has completed training. The only meaningful measure of success is the death of a titan, and titans are so rarely encountered that not every slayer can be pitted against one. Instead, they go to vast monasteries once they feel ready, where they hone their skills and wait for the call.

Hit Die: d10

Requirements

To qualify to become a titanslayer, a character must fulfil all the following criteria:

Alignment: Any, but most will be fervent followers of their alignment. They will be deeply holy or despicably evil.

Base Attack Bonus: +12

Skills: Climb 6 ranks, Diplomacy 6 ranks, Knowledge (religion) 6 ranks, Knowledge (titans) 6 ranks, Perform 6 ranks.

Feats: Blindfight, Dodge, Improved Critical, Sunder

Special: Favoured enemy (outsiders: chaotic)

Class Skills

The titanslayer class skills (and the key ability for each) are Balance (Dex), Climb (Str), Concentration (Con),



ROLEPLAYING WITH TITANS

Level	Attack	Fort	Ref	Will	Special
1	+1	+0	+0	+2	The Bigger They Are...
2	+2	+0	+0	+3	...The Harder They Fall
3	+3	+1	+1	+3	Psychological Warfare
4	+4	+1	+1	+4	Blade of the Divine
5	+5	+1	+1	+4	Creation's Shadow

Diplomacy (Cha), Gather Information (Cha), Jump (Str), Perform (Cha), Search (Int), Spellcraft (Int), Spot (Wis), Tumble (Dex). See the Skills chapter of *Core Rulebook I* for more details of skills.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the titanslayer prestige class.

Weapon and Armor Proficiency: Titanslayers study the use of titan weapons and gain proficiency in using mauls, warhammers and javelins. They gain no additional armor proficiencies.

The Bigger They Are...: At 1st level, titanslayers master techniques for fighting giants and other large creatures. When fighting a creature larger than the titanslayer, the creature's attack modifier due to size is doubled. For example, a Large creature fighting a titanslayer suffers an additional -1 penalty to attacks. In addition, the character receives a +1 dodge bonus when specifically fighting titans, as his intensive training has taught the titanslayer exactly how to avoid their devastating attacks.

...the Harder They Fall: At 2nd level, the titanslayer learns to inflict lethal damage on titans. Careful study of titan anatomy and practise at striking large targets combined with special chants and runes designed to disrupt the titan's magical energies make the titanslayer's attacks especially

damaging. The titanslayer gains a sneak attack of +2d6, usable only against titans. This sneak attack stacks with sneak attack abilities from other sources, but only in respect to fighting titans.

Psychological Warfare: At 3rd level, the titanslayer gains an understanding of how to manipulate the emotions of a foe. This is especially effective against titans, preying on their rages and sorrows. The titanslayer gains a +2 insight bonus to Bluff, Diplomacy, Intimidate and Innuendo checks made in combat, which doubles to +4 when fighting titans.

Blade of the Divine: At 4th level, the titanslayer becomes imbued with divine energy, gaining a +2 sacred bonus to all attacks on titans. The titanslayer's melee weapons gain the *axiomatic* special ability for as long as they are held. Evil titanslayers will have an unholy bonus rather than sacred.

Creation's Shadow: At 5th level, the titanslayer can project an antimagic shell to counter enemy spells and spell-like abilities. The field is identical to the spell *antimagic field*, but only has a duration of 1d4+1 rounds. Also the field only extends a few inches around the titanslayer, and so others may not be protected by this ability. The titanslayer can project the field as a reaction to a spell being cast at the character – the titanslayer may make a Reflex save (DC of 15 + the spell's level). If the save succeeds, the shell is projected before the spell strikes the character. This ability can be used a number of times per day equal to the titanslayer's Constitution modifier.

K'sia twirled her tail nervously as she watched the titan kick over another part of the castle wall. She had arrived too late for the lord of the castle – his broken body lay by the gates, blasted apart by a single blow from the titan. Still, he had called her and his heirs would pay her fee.

They would not dare refuse, not after what they were about to witness.

The tiefling vaulted out of her hiding place and charged towards the titan. He turned towards her, his handsome golden face smiling even as he hurled a meteor swarm at her. She drew on the shadow in her soul and the meteors vanished just before they struck her.

'Keep smiling, you big, holy bastard' thought K'sia as she drew her knives and leapt towards his face.

SCENARIO HOOKS AND IDEAS

*'A paladin, an archmage and a master thief walk into a bar.
The titan steps on it.'*

Titans make excellent player characters in any campaign where the Games Master is feeling self-destructive and insane. Obviously, they are far, far, far more powerful than almost any other race, therefore balancing titan characters with those from other races is a difficult prospect. An extremely high-level game filled with experienced and powerful characters might be able to support a titan, though, and one could make an interesting replacement for a fallen character.

Trying to balance a titan with other characters is almost impossible. Rather than attempt this, it is suggested that titans only be allowed in story-oriented games where the power of an individual player character is secondary to the player's input on the evolving story. A free titan might get drawn into adventuring out of a desire to do good and find excitement without breaking the oath of the titans. While titans do not generally associate with lesser creatures, high-level characters are mighty enough to be treated as equals. Dutiful titans would never be found on such a trivial task as clearing out some old ruin, but might find themselves on a mission along with other powerful servants of their master.

Another option is to run an all-titan campaign. This bypasses most questions of balance (on a party level, at least) and allows the games master to tailor adventures to the particular demands of the characters (taller doors, for example). To distinguish the characters, the Games Master should consider changing titan advancement from being based on Hit Dice to based on levels. Another option is to start the players off

with younger titans (around 15 Hit Dice) and let the characters take levels in classes as they adventure.

Free titans are almost always found alone or in pairs, which limits their suitability as characters. One possibility is to run a one-off game, perhaps set at the astral fortresses maintained by the titans, or a titanic war on some rogue god or on the outer planes.

The missions of dutiful titans can work as an excellent campaign structure. A small group of titans, each serving a different deity (and therefore each possessing unique powers, quirks and goals), is sent to carry out a mission. They must act secretly at first, but can cut loose with all their titanic power when the going gets tough. Dutiful titans are slightly Grecian high-fantasy spies and theological operatives; deep-cover agents with sandals and sorcery.

Titan campaigns are best suited to episodic play where a game session does not necessarily have many connections to the sessions before or after. In a normal game, the players might spend one session researching the location of a lost temple, another session getting there, and two more sessions exploring the temple and dealing with the curse of the faithless that strikes them there. The scale of the titan game means that most challenges will be quickly resolved, one way or the other. In one session, the titans might be trying to prevent the City That Floats In Dreams from falling into nightmare; next week, they are investigating a smuggling ring who are sneaking souls out of purgatory and selling them to devils.

The following scenario hooks are a titan-sized selection of plot ideas and adventure seeds. Few of these will pit characters directly against titans, because only very high-level characters have a chance of defeating a titan. Most of these ideas, therefore, centre on roleplaying or challenges that can be tailored to adventurers of any level.

'Our situation is desperate – the Hunger has consumed six worlds this past night alone. Those touched by it are driven to eat all that they see. Men eat their families, dragons their hoards, dwarves gnaw the very stone until they all either choke to death or turn on their own flesh. Can you stop it?'

Eon glanced at his companions – dark-cloaked Oneiros, the lord of dreams; the threefold form of Carimos, servant of the Wild; the hulking shape of Atkan. Titans all, the best of the best.

He smiled at the worried face of the god.

'We'll need mauls. Lots of mauls.'



RED DREAM RISING

A titan, poisoned in a battle with a demon, retreats to the material plane where he falls into deep, tormented sleep. The titan is on the edge of a rage – the demon defeated him through guile and every atom of the titan's being now wants nothing more than to return to the lower planes and splatter the demon. As the titan sleeps, this unchecked rage leaks out of his mind and spreads to his surroundings, infecting animals and people with a terrible blind rage. The adventurers must locate the injured titan, discover the nature of the poison and find a cure before angered monsters, demonic hunters and their own furious tempers destroy them.

TOO GOOD TO LAST

A young titan with powerful clerical powers takes a town under her protection. Now, her magic provides food for the town. She frees all the criminals and cures all ills. However, she also encourages the townfolk to ignore their feudal masters and to take up the study of philosophy and art instead of toiling in the fields or workshops. The town quickly becomes a centre of learning and enlightenment – but it all depends on the titan's care and protection. If she leaves, what will happen to the town?

THE ART OF WAR

Two titans are engaged in a dispute about art and decide to call in an arbiter to resolve their differences. They locate the greatest expert on the artform they can find and spirit him away so he can consider the question. The expert in question is also a famed and skilled military general – who was in command of an army when he was abducted. While the titans care nothing about the war, the army want their general back, because without him they will lose. A small group must be sent to recapture the general or solve the aesthetic conundrum before invading forces crush the defending army.

SON OF THE EARTH

A great earthquake rocks the land. Characters investigating deep underground discover a deep rift has been torn open in the stone. At the base of the rift is a slightly curved wall, a mottled wall that is slightly giving and warm to the touch. It's an egg, a dragon's egg, the size of a city. A titanic dragon's egg, in fact. Its hatching will shatter the land above. A cabal of wizards suggest that the egg could be transported out to another plane, but someone will have to travel deep into the tunnels and place a talisman at the far side of the egg, so that the wizards' spells will encompass the entire egg. It must be done quickly, before it hatches.

DARK INHERITANCE

One of the characters begins to suffer from bizarre dreams and impossible flashbacks. At the same time, there are reports of strange celestial appearances. The character discovers that he was, long ago, a titan in the service of an evil deity. He joined the free titans, but was still troubled by vengeful solars and lillends who hated him for his triumphs against good while he was a dutiful titan. The titan's god offered to hide him from the celestials by transforming him into a mortal and erasing the memory of his previous life. Now, the god has been badly beaten by his holy adversaries, the protection is broken, and the former titan is a marked man. Can the character recover his titan heritage before the celestial hunters find him?

PROMETHEUS RENEWED

Legend holds that a titan named Prometheus once stole magic from the gods and gave it to mortals. As punishment for this crime, the titan was chained with adamantine bonds to a rock. An eagle flies down each day and plucks out Prometheus' liver. The titan heals quickly enough to survive until the next day of torment.

A powerful sorcerer believes that the gods captured Prometheus before he gave away all the secrets of magic. Rescuing the titan is almost impossible, for his bonds are unbreakable and his place of torment is deep within the Abyss – but each day, his liver is carried away by the eagle. If a portion of this liver could be retrieved, the sorcerer could grow a *clone* of Prometheus, and use alchemical devices to try and pry the arcane information from the fallen titan. He may even be able to discover the secret formula of malichorde poison from the Prometheus' mind...

The eagle feeds the liver to its nest of fledglings on the slopes of a celestial mountain. The sorcerer needs someone to bring home the liver.

WELLSPRINGS OF LIFE

There are places where things grow and breathe and live more intensely than elsewhere. The most dense and lush parts of the forest; green oases in the depths of the desert, districts of cities that are constantly full of parties and noise; reefs in the ocean that swarm with thousands of fish. Vitality arises from these areas, which were once cradles for the first creatures created from the flesh of the elder titans. The gods blessed these areas to nurture this early life.

The titans remember these wellsprings. They drink from the raw life-energy that bubbles up here, feeling the life

THE TOMB OF AXEROS, THE SHATTERED GOD

Axeros was – or is – a god of *meaning*. The light of Axeros illuminated truth and granted clarity. Those who looked upon the face of Axeros *understood* everything – the nature of the universe, their place within it, the reasons behind everything. It all made sense.

Sadly for the sanity and serenity of all living things, Axeros was slain by an assassin from the halls of chaos. The assassin struck at the god again and again with a deadly blade. In a desperate attempt to defend himself, Axeros transformed himself into a colossal statue. The assassin's blade bent and chipped against the stone.

The assassin's mace, on the other hand, shattered Axeros into a billion shards. His mission completed, the chaos assassin tried to flee – but he was caught and killed by Axeros' titan servant, Kyr. The titan sensed that some small part of Axeros' soul had survived the assassination attempt and he vowed to rebuild his master. Most of the shards of Axeros floated in the ruined void that had been his realm, but many had fallen through portals into other planes. Reconstructing the god would be a heroic, almost impossible task... one fit for a titan.

THE SHARDCLOUD

The number of pieces of Axeros that float in the void was once estimated to be in excess of the number of stars in the sky. All known pieces of the statue have been gathered into a single place by Kyr; a swirling cloud hundreds of miles in diameter. The fragments of statue range from fist-sized to pieces of dust so fine as they can be inhaled by an ant. All the little shards of stone contain a fraction of the power of Axeros.

For aeons, Kyr has toiled to rebuild the god. From his flying tower, he searches the cloud for pieces of the statue that fit together. When he finds two matching pieces, he cements them together with *sovereign glue*. He has reconstructed several large sections of Axeros – most of the god's head, a hand, the genitals, both feet and several pieces of the torso. Still, the work is not even a third done.

The various completed sections of Axeros have begun to manifest divine powers. The throat, mouth and tongue of the statue have displayed oracular abilities, shedding light on conundrums and making obscure prophecies. The eye of Axeros has opened three times in the last millennia alone to shine new light on an intractable problem. Finally, from the genitals of Axeros, Kyr has drawn forth seed and magically sired several demigod children.

These children have been raised by Kyr as champions of Axeros, sent in search of the portions of the statue which fell into portals long ago. Most of the remaining lost sections are large and heavy, and contain a significant portion of the god's power. Divination spells developed by Kyr allow these sections to be traced across the planes. The champions have travelled to hundreds of realms seeking the broken remains of their dead father. Other demigods and servants occupy towers similar to Kyr's. The towers fly around the borders of the Shardcloud, searching for matching chunks of rock and bringing them to the Unfinished Gallery where Kyr and a small army of craftsmen lovingly restore Axeros.

THE TOWER OF KYR

Kyr's home is a floating tower carved of white stone. It is scaled for a titan – the steps leading up to the front door are taller than a man and the door itself is thirty-six feet high. Most of the time, the Tower floats at the edge of the Shardcloud, but Kyr has been known to take his home with him when he travels.

Ground Floor - Entry

This large chamber is little used by the titan, who leaves his tower only on rare occasions. Six large marble chests stand against the walls. Three chests contain magically preserved food and drink, the others contain clay amphorae full of healing potions and other emergency supplies. In the centre of the room, held down by engraved brass struts, is a *well of many worlds*. Kyr's demigod allies travel through this portal to other planes when adventuring in search of portions of their father.

The stairs up to the next level of the tower are protected by a permanent *prismatic wall* that can be suspended at will by Kyr or anyone bearing a holy symbol of Axeros.

1st Floor - Dining Room

This room is dominated by three huge crystal windows, which look out onto the Shardcloud. Kyr's guests must endure the blind stare of the dead god as they each. There is no kitchen or pantry in the tower; the titan either conjures the food with a spell or has it brought up from the *well*. The floating chairs

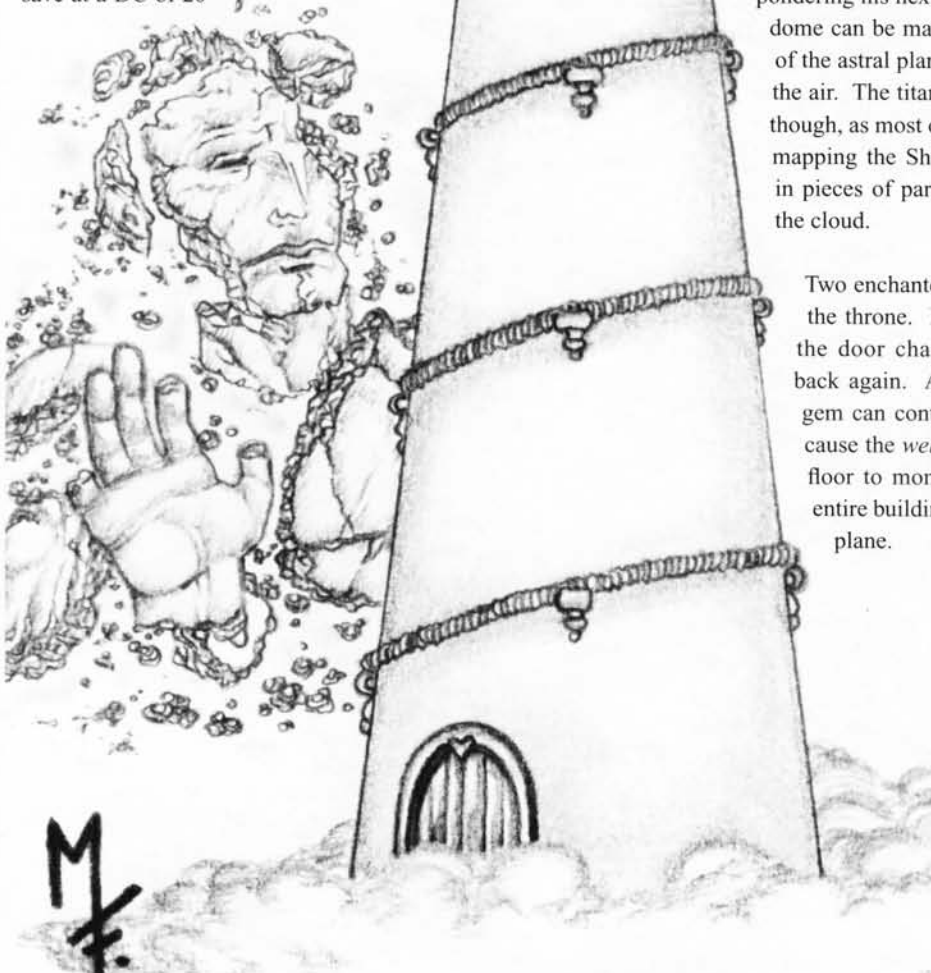
around the oak table were a gift from a djinni friend of Kyr and can change their size and height on command.

2nd Floor - Workroom

Here, Kyr works to repair Axeros. A third of the room is open to the Shardcloud, and dozens of lenses, mechanical arms, probes and nets poke out into the void. These complex tools allow the titan to work with pieces of stone smaller than his pores without fear of losing part of the god. Half-completed projects and pieces of artwork hang on the walls. Buried beneath parchments and machine parts is Kyr's cot, a surprisingly humble bed for such a glorious being.

3rd Floor - Room of Glory Reflected

The walls of this room are carved of a blood-red stone that coils and congeals around the golden treasures that glisten here. While Axeros may only value that which is true, his servant also values that which is beautiful. Anyone who enters with the intent to steal from Kyr must make a Will save at a DC of 20



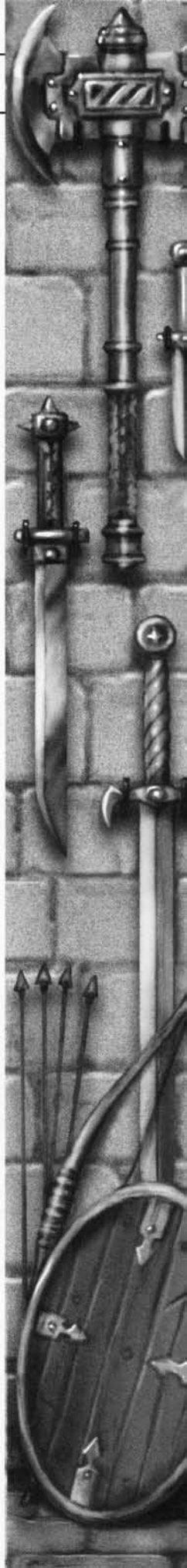
a trap – Kyr's mighty maul will leap off the wall and smash the intruder, automatically striking as a +5 *anarchic greatclub* dealing 4d8+16 damage.

The greatest treasure in the room lies in a silver tabernacle. When Kyr repaired Axeros' mouth and eye, the god awoke and prophesied that the light from the eye would reveal to any who looked upon it the meaning of their life. Kyr trapped the light within the tabernacle. If anyone were to open the tabernacle, they would discover the meaning of their existence. For a thousand years, Kyr has resisted the temptation to open the tabernacle himself – part of him fears that once the god is restored, his life will be meaningless, but another part of Kyr fears that if he were to look, he would discover that he has wasted his life on a task that is not his meaning.

Pinnacle - Room of Shadows Brightened

The ceiling of this room is a clear crystal dome. From his throne, Kyr looks out at the Shardcloud, pondering his next move in the grand puzzle. The dome can be made opaque, which causes a map of the astral plane to appear in silver traceries in the air. The titan cares little for the astral plane, though, as most of his thought is concentrated on mapping the Shardcloud. The floor is covered in pieces of parchment bearing sketch maps of the cloud.

Two enchanted gems are set into the arms of the throne. If the left-hand gem is touched, the door changes from opaque to clear or back again. Anyone touching the right-hand gem can control the flight of Kyr's tower or cause the *well of many worlds* on the ground floor to momentarily widen to draw in the entire building, bringing the tower to another plane.



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TITANS

Rivals to the Gods

Titans have become the archetype for size, beauty and might. They are powerful beyond reckoning and more skilled than any other race – but still, they bend their knees and serve. Some are the universal archetype of good, others are just as rapaciously evil, but all suffer from terrible rages and fits of emotion.

Finally, and most curiously of all, they are said to be “masters of their own fates” – but despite their vast power, the titans seem to have little impact on the world. What are titans? Any one has the power to challenge a kingdom, or shatter an entrenched fortress, but they rarely act for the goals they claim to cherish. Why?

Who rules the titans?

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