**Rite Publishing Presents** 

# The Secrets of the Iron Titan





By Steven D. Russell



Rite Publishing Presents:

# The Secret of the Iron Titan

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### Dedication:

To Duane Russell, the greatest engineer and father ever.

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"The cyborg would not recognize the Garden of Eden, it is not made of mud and cannot dream of returning to dust." — Donna Haraway

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#### Citizen Qwilion,

You have requested my report about my transformation into an iron titan after having been permanently maimed in the War of the Shifting Shore by the mythic clay golem, Emet the Titanic Instrument of the Gods. I send it now, hoping you will disseminate it to others who have been injured as I have, been born into a prison of their own body, or to artificial beings such as androids and the ironborn. I want to show them that life does not have to end here and that through the power of clockwork constructs, magic, and craftsmanship they can transcend their current challenges as I have.

Captain Timothy Woodman of the Dreadnought Free Company

I was not always an Iron Titan, once I was a man like any other; I was a ranger in the service of the Circle of Heroes, and a member of the Questors Society. I had a wife, a child, and an amazing family. This all ended the day I ran afoul of Emet, the Titanic Instrument of the Gods, during a battle on the edge of the Fey Court of the Solstice King on the primal world. We had traveled there physically via the plane of Dream, using Auberyon's own nightmares to sneak our way in, but his ally the Jak of Diamonds had set Emet as a guard. In the battle each of my limbs were torn from my body, and Ι was beaten into unconsciousness, were it not for my die hard attitude I surely would have perished. Only one of our companions escaped, however, taking my body with him back to the city of Questhaven.

The problem with fighting a clay golem is that it leaves cursed wounds, that are



#### An Iron Titan emulating an Iron Golem

extremely difficult to heal and when it came to Emet, his colossal size and hallowed origins, having been crafted by Our Grand Wright in Heaven himself, doomed the efforts of even the high priests of Questhaven to failure. And so I would have remained a near dead, and disabled quadriplegic if it were not for my companion, Craftheart.

Craftheart is an ironborn, and he had long been working on a way to enhance his nature, to "grow" if you will as a construct in the same way that the stonewarden gargoyles and jotun giants grow as paragons of their races. However, seeing first hand my frustration and despair at the challenges presented to me, he perceived a way to take his dream to improve himself and help me instead. And so after a short discussion I jumped at the call to become the first Iron Titan.

Craftheart later joined me as the second, and many others have followed, some of whom I wish had not.

### Adventurers

Many of those like me, maimed in combat or crippled since birth, latch onto the new mobility and great utility of life as an iron titan, and charge head long into the life of an adventure. Yet while many of us are noble seeking to give back to society for the second chance that becoming an iron titan has given use, others are quite bitter at our treatment both before we became titans, but also for treatment we receive afterwards, as many of fellows are revolted at the blending of mortal and machine into a singular being. Still others become death seekers unwilling to commit suicide, they seek a cause or a situation that has a high risk of resulting in their destruction.

The created races that choose to "enhance their design" as an iron titan, often have the same motivations though I have never encountered a death seeker amongst them, and their bitterness is at the mistreatment of artificial beings.

I believe many in Questhaven are drawn to this lifestyle because either like me it was their original lifestyle as adventurers live a life of violence and are the most likely to encounter injuries that cannot be healed by the hallowed might of the priesthood, or they are simply thrilled to be able to do something as exciting and entertaining as adventuring and especially those who have never had mobility before love the travel and trailblazing nature of this life. The created races, like my friend Craftheart, simply see it as one of the best ways to test and prove the builds they have designed for their new form.

## Characteristics

We Iron Titans are as varied as our builds, but there are a few traits that we share between us besides out artificial nature. We all have a link to our creator, and can be controlled by them, though most are set free or can overcome this control, its mostly used for our own safety early on in our life though early on some did try to pervert its use, much to their disappointment and ultimately grisly deaths at the hands of their creations.

We are deeply introspective about the nature of our soul, be it someone such as myself who wonders what part of our humanity we have lost by becoming primarily a machine, or be it the musings of the androids and ironborn who wonder at the fundamental nature of what it means for a machine to have a soul.

Many of us also suffer from an inability to experience the pleasure of physical mating, as well as a number of other sensory experiences such as the taste of food. Additionally, the process of transformation into an iron titan is not only irreversible but also very painful and traumatic. Even more traumatic are those that are transformed without consent or against their will.

The created races struggle with something even further that we do, as less value is placed on the existence of androids, ironborn, and other artificial races, when compared to the value of a human, giant, or other natural races. Killing or destroying one of them may or may not be treated as murder. Though it may not show itself as open bitterness, how we are treated and viewed by society affects us deeply.

# Alignment

I used to believe that due to our enforced obedience to our creators and our mechanical nature that we were bound to serve the axiomatic forces of this world. But over time I was disabused of this notion, we are as unbound as any wizard or fighter I have known, we chose to serve the forces of chaos, law, balance, good, or evil for our own benefit and at our own peril.

Some see me as an iron knight, a ranger who has taken up a greater calling to help those who have been crippled or maimed by life. To show them life is simply a challenge that they can overcome if they are willing to accept the risks, and this may be true, however I have met an iron titan calling himself Steffen Augustine, who seeks to replaces all mortal life with the melding of man and machine regardless of how you feel about the process.

# Religion

Iron titans tend to fall into two categories those who have great faith in the divine and despise them and hate them for the lot the gods have left for them in life and those of us who worship the deities whose portfolios grant sovereignty over craftsmanship, magical constructs, metals, self-improvement, and war. I myself give praise to *Our Grand Wright in Heaven* who presides over beasts of burden, bulls, crafts, cities, constructs, draft horses, forges, gorgons, golems, great mortal endeavors, hard work, mules, and oxen. For I could not have spread the wondrous invention of Craftheart to all who have



#### Steffen Augstine

benefited from it, were it not for that encounter with Emet, the Titanic Instrument of the Gods. For I truly believe that the gods work in ways well beyond mortal keen.

This however is only what is most common amongst us and is by no means true of all the iron titans, as the aforementioned Steffen Augustine is a follower of *Our Lordly Brother of Cunning*. While Iowan Alphasmith, who has often be referred to as "The Man That Was Used Up" as a black satire of the battles with The Last Warlord gives open praise to *Our Reaper of Death and Rebirth*.

## Background

While some of us, like the androids and ironborn, were created, the iron titans all have a creator of the artificial races, this person may be one and the same or they may be different people but for the iron titans this creator often serves as mentor and guide, if not many of the iron titans find support within the Dreadnought Free Company finding others like themselves with which they can share their burdens and a potential place of employment. We enjoy the companionship of others of our kind and the Dreadnought Free Company is but one of several groups that have banded together, such as the Iron Tyrants of Augustine or Alphasmith's War Machines.

Regardless of whether it is creator or mentor these beings teach us about the skills and abilities we can develop, one can learn on one's own but it is a much harder and lonely life, and often one born of slavery or some form of emergency transformation. For while the created races may chose this life, many of us come to this life through trauma and strife. Beyond this the backgrounds that bring us to the life of an iron titan are as varied as any warrior or wizard.

## Races

While the vast majority of iron titans tend to be humans and ironborn, a few androids. dwarves. stonewarden gargoyles, jotun giants, and half-breeds have joined our ranks. Our numbers are fewer in societies that place a great deal of value upon aesthetics and pleasures of the flesh such as elves, halflings and wyrd. Cultural barriers such as a distrust or hatred of science and magic also cause iron nights to hide their nature by transforming into other forms. But we get along best with the created races that see us as brothers or as paragons of their ideals.

### Classes

As with the various races, we iron titans seem to get along best with those who

embrace the principles of science and magic, and I consider my alchemist and machinesmith friends amongst the most favored of companions. Though it is a generality, we most often run afoul of those with a divine view as their sometimes fanatical conviction and belief in the "natural" state of being and that we are defiling the temple of our bodies, and risking the very nature of our souls. Personally I think these devout soldiers of the gods just don't like to admit that there are some things even their hallowed might cannot heal.

# Role

Within adventuring companies, and especially the Questors Society, my brethren and I often serve as shock troops, trusting in our iron nature to allow us to endure any danger. We don't like taking needless risks though, and prefer a plan and often will make changes to our nature to fit the role we can fulfill best. With our ability to take on different forms, we often serve as driver and transportation for our companions and with our ability to build and customize our talents as we advance we can often serve as a jack of all trades to overcome some deficiency our group possesses.

# Iron Titan Base Class

#### Hit Dice d10

**Class Skills** The iron titan can choose any 10 skills to be class skills but it takes a -4 penalty on Acrobatics, Climb, Escape Artist, Sleight of Hand, Stealth, and Swim checks

**Skill Ranks per Level** 2 + Int modifier.

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Class Level	BAB	Fort Save	Ref Save	Will Save	Natural Armor	Construction Pool	Max Attacks	Special
					Bonus			
1st	+1	+0	+0	+0	+2	3	2	Ironborn, Construction Builds, Construction Flaws
2nd	+2	+0	+0	+0	+4	4	2	Focus Plate
3rd	+3	+1	+1	+1	+4	5	2	Construction Builds
4th	+4	+1	+1	+1	+4	6	2	Overdrive
5th	+5	+1	+1	+1	+6	8	2	Construction Builds
6th	+6	+2	+2	+2	+6	9	4	Renewable Energy
7th	+7	+2	+2	+2	+8	10	4	Construction Builds
8th	+8	+2	+2	+2	+8	11	4	Overdrive
9th	+9	+3	+3	+3	+8	13	4	Multiattack, Construction Builds
10th	+10	+3	+3	+3	+10	14	4	Reconstruction
11th	+11	+3	+3	+3	+10	15	5	Construction Builds
12th	+12	+4	+4	+4	+12	16	5	Overdrive
13th	+13	+4	+4	+4	+12	17	5	Construction Builds
14th	+14	+4	+4	+4	+12	19	5	<b>Steel Freedom</b>
15th	+15	+5	+5	+5	+14	20	5	Construction Builds
16th	+16	+5	+5	+5	+14	21	6	Overdrive
17th	+17	+5	+5	+5	+16	22	6	Construction Builds
18th	+18	+6	+6	+6	+16	23	6	Metal and Lubricant
19th	+19	+6	+6	+6	+16	25	6	Construction Builds
20th	+20	+6	+6	+6	+18	26	6	Indestructible

# Jable: Iron Jitan Base Class

#### Weapon and Armor Proficiency

Iron Titans are only proficient with their natural weapons and weapons created by their construction builds (such as the cannon construction build). Iron titans are not proficient with any type of armor or shield. Due to its magical nature an iron titan cannot not gain the benefit of an armor bonus, regardless of the source.

#### **Ironborn (Ex)**

For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), iron titans count as both humanoids and constructs, and gain the ironborn subtype.

This categorization indicates their partial, but not complete, artificial nature. Iron titans are, in essence, beings with the outer body of a construct but the inner workings of an organic creature (the character's race). An iron titan's outer body is largely composed of metal. It counts as a ferrous creature for the purpose of *rusting grasp* and similar spells and effects that affect creatures made of metal.

The iron titan's physical appearance is up to the titan, but it always appears as some sort of fantastical humanoid constructed creature made of some type of iron (or other metal if it has one of the material composition construction builds). This control is not fine enough to make the iron titan appear like a specific creature. The iron titan also bears a prominently placed glowing rune that is identical to a rune that is identifiable with its creator (Knowledge [arcana] DC 20). While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such

# Healing and the Iron Titan

An iron titan can be raised (and resurrected), is disabled at 0 hit points, goes unconscious as normal, and does not die till it reach its constitution score in negative hit points. An iron titan can heal damage on its own, and can be repaired via exposure to positive energy such as that done by channel energy and conjuration (healing) spells or through the use of the Craft Construct feat (or Create Ironborn feat). The iron titan can also be healed through spells such as *make whole*. An ironborn titan with the fast healing special quality still benefits from that quality.

as *alter self* or *polymorph* (although *invisibility* does conceal it as long as the spell lasts).

All iron titans have an innate connection to their creators. An iron titan must make a Will save (DC 10) to disobey any direct order it receives from its creator. The iron titan automatically succeeds at this save if the order would destroy it or is suicidal in nature. Otherwise, anything goes. An iron titan's creator can choose to forgo this control at any time, and once he does so, his hold over his creation is forever broken.

This control only serves to add some color and weight to an iron titan's background. The save Difficulty Class is low enough that high-level characters can ignore potentially harmful instructions most of the time.

#### **Natural Armor Bonus (Ex)**

The number noted here is the iron titan's natural armor bonus. If the iron titan's base race has a natural armor bonus add it to this amount (even though this would normally not stack).

#### **Construction Pool (Ex)**

The value given in this column is the total number of points in the iron titan's construction pool. Points from this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the iron titan. Whenever the titan gains a level, the number in this pool increases and it can spend these points to change theses abilities. These choices are not set. The iron titan can change them whenever he level (and gains a through the Reconstruction class feature).

#### **Maximum Attacks (Ex)**

This indicates the maximum number of attacks that the iron titan is allowed to possess at the given level. If the iron titan is at its maximum, it cannot take construction builds that grant additional natural attacks. This includes attacks made with weapons.

#### **Construction Builds**

Each iron titan receives a number of construction build points that can be spent to give the iron titan new abilities, powers, and other upgrades. These abilities, called construction builds, can be changed whenever the iron titan gains a new level, but they are otherwise set. Some construction builds require that the iron titan be of a specific level before they can



# *Iron Titan's chose their cosmetic appearance.*

be chosen. A number of construction builds grant the iron titan additional natural attacks. Natural attacks listed as primary are made using the iron titan's full base attack bonus and add the iron titan's Strength modifier on damage rolls. Natural attacks listed as secondary are made using the iron titan's base attack bonus – 5 and add 1/2 the iron titan's Strength modifier on damage rolls (if positive). If the iron titan only has a single natural attack, the attack is made using its full base attack bonus and it adds 1-1/2 times its Strength modifier on damage rolls made with that attack, regardless of the attack's type.

Construction builds are grouped by their cost in construction build points. Construction build points cannot be saved. All of the points must be spent whenever the iron titan gains a level. Unless otherwise noted, each construction build can only be selected once.

At 1<sup>st</sup> level iron titan starts with the free construction builds limbs (arms), Limbs (legs) and slam (1d8 medium).

At every odd level after 1st the iron titan gains access to new construction builds (though it still has to pay the points to gain them). At 3<sup>rd</sup> level shatter weapons, At 5<sup>th</sup> energy attacks, At 7th rend, immunity, animated object, and flight, At 9th burrow, reduction. damage grind, iron prison, engulf, pound, breath weapon, cannon, rockets, and Large, At 11th furnace interior [burn] and fast healing, At 13th Huge (upgrade from large), damage reduction (upgrade), At 15th fists of and lightning, thunder mithral composition, 17<sup>th</sup> adamantine At composition, At 19th quake.

#### **1-Point Construction Builds**

The following construction builds cost 1 point from the iron titan's construction build pool.

*Bite (Ex)* An iron titan's maw is full of razor-sharp teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). If the iron titan already has a bite attack, this construction build allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite.

*Claws (Ex)* An iron titan has a pair of vicious claws at the end of its limbs, giving it two claw attacks. These attacks are primary attacks. The claws deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The

iron titan must have the limbs construction build to take this construction build. This construction build can only be applied to the limbs (legs) construction build once. This construction build can be selected more than once, but the iron titan must possess an equal number of the limbs construction build.

*Climb (Ex)* An iron titan becomes a skilled climber, gaining a climb speed equal to its base speed. This construction build can be selected more than once. Each additional time it is selected, increase the iron titan's climb speed by 20 feet.

*Cold-Iron Composition (Ex)* The iron titan's natural attacks and grapple deal damage as cold iron weapons, overcoming damage reduction just as a cold iron weapon would. It also gains a +2 bonus to all saves vs. spells and supernatural abilities. The iron titan cannot possess any other material composition builds (lead composition, mithral composition, etceteras).

*Compression (Ex)* The iron titan can reconfigure itself so it can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

*Darkvision (Ex)* The iron titan gains Darkvision out to a range of 60 feet.

*Find Target (Su)* Once per day, an iron titan can find a specific creature within 1 mile, which it does as if guided by *discern location*. The iron titan must have seen or be holding an item from the specified creature for this ability to function. This ability functions for 24 hours or until the subject is found whichever comes first.

*Improved Damage (Ex)* One of the iron titan's natural attacks is particularly deadly. Select one natural attack form and



An Iron Titan with Improved Damage Pincers.

increase the damage die type by one step. This construction build can be selected more than once. Its effects do not stack. Each time an iron titan selects this construction build, it applies to a different natural attack.

*Improved Natural Armor (Ex)* An iron titan's hide gains heavier plates, giving it a +2 bonus to its natural armor. This construction build can be taken once for every five levels the iron titan possesses.

Lead Composition (Ex) The iron titan and its attended equipment becomes immune to divination spells and effects cast to derive information about it. Detect magic, detect poison, detect thoughts, detect evil and similar spells fail to reveal any information about the iron titan or the objects it carries. Furthermore, the iron titan is invisible and inaudible to scrying, arcane eyes clairaudience, and clairvoyance. Equipment attended by the iron titan and its equipment cannot be located by *discern location* or *locate object.* If the iron titan delivers a dose of poison via the reservoir build, its DC increases by +1. In addition the iron titan is no longer subject to any rusting spell or effect. The iron titan cannot possess any other material composition builds (iron composition, mithral composition, etceteras).

*Low-Light Vision (Ex)* An iron titan gains low-light vision, enabling it to see twice as far as a human in conditions of dim light.

*Magic Attacks (Su)* An iron titan is infused with magic, allowing it to treat all of its natural attacks as if they were magic for the purpose of overcoming damage reduction.

*Passenger (Ex)* The iron titan's form is suited to serve as a combat-trained mount. The iron titan must be at least one size category larger than its rider. Iron Titans can also choose for this to become a shell; Otherwise the passenger is immune to all attack forms except for mind-affecting, negative energy, and death effects, although the subject gains the benefits of the iron titan's defensive abilities. All other attack forms affect the iron titan first, and any effect left over after the iron titan is destroyed is then applied to the passenger with all appropriate saves and resistances applied. The shell does prevent line of effect for all the passenger's abilities, except to the iron titan, and it does not block line of sight.

The iron titan can put a willing or helpless passenger inside as a swift action, and can expel any passenger as an immediate action (they land in the nearest open space within the iron titan's reach) a passenger can exit as swift action, or be allowed to enter as a move action.

If you are at least 9<sup>th</sup> level, possess the slam and grab construction builds you can spend an additional 3 construction build points the iron titan gains an ability similar to swallow whole. If the iron begins its turn with a creature grappled using its slam attack, it can attempt a grapple combat maneuver check to put the creature in the shell. A creature put in the shell this way keeps the grappled condition, but can attempt to cut its way free with a light slashing or piercing weapon. The amount of damage needed to cut free is equal to 1/10 the iron titan's total hit points. The iron titan's AC against these attacks is equal to 10 + 1/2 its natural armor bonus. If a shelled creature cuts its way out, the iron titan loses this ability until it heals this damage. Alternatively, the shelled creature can attempt to escape the grapple as normal. Success indicates that it has opened the shell, where it can attempt to escape or be shelled again.

Pincers (Ex) An iron titan gains large pincers at the end of one pair of its limbs, giving it two pincer attacks. These attacks are secondary attacks. The pincers deal 1d6 points of damage (1d8 if Large, 2d6 if Huge). Iron titans with the grab construction build linked to pincers gain a +2 bonus on CMB checks made to grapple. The iron titan must have the limbs (arms) construction build to take this construction build. Alternatively, the iron titan can replace the claws from its base form with pincers (this still costs 1 construction build point). This construction build can be selected more than once, but the iron titan must possess an equal number of the limbs construction build.

Pull (Ex) An iron titan gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the iron titan makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the target of the attack is pulled 5 feet closer to the iron titan. This ability only works on creatures of a size equal to or smaller than the iron titan. Creatures pulled in this way do not provoke attacks of opportunity. The iron titan must have a reach of 10 feet or more to select this construction build. This construction build can be selected more than once. Its effects do not stack. Each time an iron titan selects this construction build, it applies to a different natural attack.

*Push (Ex)* An iron titan gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the iron titan makes a successful

attack of the selected type, it can attempt a free combat maneuver check. If successful, the target of the attack is pushed 5 feet directly away from the iron titan. This ability only works on creatures of a size equal to or smaller than the iron titan. Creatures pushed in this way do not provoke attacks of opportunity. This construction build can be selected more than once. Its effects do not stack. Each time an iron titan selects this construction build, it applies to a different natural attack.

*Reach (Ex)* One of an iron titan's attacks is capable of striking at foes at a distance. Pick one attack. The iron titan's reach with that attack increases by 5 feet.

*Resistance (Ex)* An iron titan's form takes on a resiliency to one particular energy type, which is usually reflected in its physical body (steam breath for fire, icy breath for cold, and so on). Pick one energy type (acid, cold, electricity, fire, or sonic). The iron titan gains resist 5 against that energy type. This resistance increases by 5 for every 5 levels the iron titan possesses, to a maximum of 15 at 10th level. This construction build can be selected more than once. Its effects do not stack. Each time an iron titan selects this construction build, it applies to a different energy type.

Self-Destruct (Su) An iron titan can destroy itself (rendering it dead), in a powerful explosion as an immediate action. Creatures within 5 feet per iron titan class level suffer 10 points of damage per iron titan class level. A successful Reflex save (DC 10 + 1/2 the iron titan's HD + the iron titan's Con modifier) halves the damage.



#### Spark

*Skill Focus (Ex)* An iron titan gains Skill Focus as a bonus feat. This construction build can be selected more than once.

*Slam (Ex)* An iron titan can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (2d6 if Large, 2d8 if Huge). The iron titan must have the limbs (arms) construction build to take this construction build. This construction build can be selected more than once, but the iron titan must possess an equal number of the limbs construction build.

*Spark (Su)* Once per day as a swift action, an iron titan can launch an arc of

electricity at a nearby creature. This ranged touch attack has a range of 20 feet with no range increment and deals 2d6 points of electricity damage plus one additional point per iron titan class level (max +10). In addition, whenever an iron titan makes a check to maintain a grapple, it can use its spark attack against the creature it is grappling as a free action. The iron titan can use this ability an additional time per day by spending an additional 1 construction build point (maximum 3/day).

#### **2-Point Construction Builds**

The following construction builds cost 2 points from the iron titan's construction build pool.

Ability Increase (Ex) An iron titan can be built so that it is stronger, gains faster reflexes, or becomes more resilient. Increase the iron titan's Strength, Dexterity, or Constitution by +2. This construction build can be selected more than once. It can only be applied once to an individual ability score, plus 1 additional time for every 6 iron titan level's possessed.

*Cursed Wound (Ex)* The damage an iron titan deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by an iron titan must succeed on a caster level check (DC 11 + the iron titan's HD), or the healing has no effect on the injured creature.

*Energy Attacks (Su)* An iron titan's attacks become charged with energy. Pick one energy type: acid, cold, electricity, or fire. All of the iron titan's natural attacks deal 1d6 points of energy damage of the chosen type on a successful hit. The iron

titan must be at least 5th level before selecting this construction build.

*Grab (Ex)* An iron titan becomes adept at grappling foes, gaining the grab ability. Pick bite, claw, pincers, or slam attacks. Whenever the iron titan makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the iron titan grapples the target. This ability only works on creatures of a size one category smaller than the iron titan or smaller. Iron titans with this construction build receive a +4 bonus on CMB checks made to grapple.

*Head (Ex)* An iron titan gains an additional head. The iron titan does not gain any additional natural attacks for the additional head, but the additional head does allow the titan to take other construction builds that add an additional attack to a head (such as a bite, gore, or breath weapon). This construction build can be selected more than once.

*Immunity (Su)* An iron titan's body becomes extremely resilient to one energy type, gaining immunity to that type. Pick one energy type: acid, cold, electricity, fire, or sonic. The iron titan gains immunity to that energy type. This construction build can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. The iron titan must be at least 7th level before selecting this construction build.

*Limbs (Ex)* An iron titan gains an additional pair of limbs. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the iron titan's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The iron titan does not gain any additional natural

attacks for an additional pair of arms, but it can take other construction builds that add additional attacks (such as claws or a slam). Arms that have hands can be used to wield weapons, if the iron titan is proficient. This construction build can be selected more than once.

Poison Reservoir (Su) The iron titan has a reservoir that can be filled with two doses of poison, a potion, alchemyist infusion, holy water, or similar liquid as long as the liquid would not harm the lead limbs (for example, alchemist's fire and acid cannot be used). The iron titan can deliver the dose to a target as a melee touch attack or as part of a claw or slam attack. It can only deliver up to one dose a round. Filling this reservoir is a fullround action that provokes attacks of opportunity.

This reservoir can magically refill itself with poison. Whenever the iron titan's natural attack hits, the target can be poisoned (this is still limited to one dose per round). The save DC for this poison equal to 10 + 1/2 the iron titan's HD + the iron titan's Con modifier. For 2 additional construction build points, this poison deals Con damage instead. The iron titan must be at least 9th level before selecting this construction build.

**Iron titan's poison**—*type* poison (injury); *save* Fort negates; *frequency* 1/round for 4 rounds; *effect* 1d4 Str damage; *cure* 1 save.

*Powerful Blows (Ex)* An iron titan inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks. The iron titan must possess the slam construction build to select this construction build. The iron titan must be at least 9th level before selecting this construction build.

*Rend (Ex)* An iron titan learns to rip and tear the flesh of those it attacks with its claws, gaining the rend ability. Whenever the iron titan makes two successful claw attacks against the same target in 1 round, its claws latch onto the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the iron titan's Strength modifier. The iron titan must possess the claws construction build to select this construction build. The iron titan must be at least 7th level before selecting this construction build.

Shatter Weapons (Ex) Whenever a character strikes an iron titan with a manufactured weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken condition. The iron titan must be at least 3rd level before selecting this construction build.

*Trample (Ex)* An iron titan gains the ability to crush its foes underfoot, gaining the trample ability. As a full-round action, the iron titan can overrun any creature that is at least one size smaller than itself. This works like the overrun combat maneuver, but the iron titan does not need to make a check, it merely has to move over opponents in its path. The creatures take 1d6 points of damage (1d8 if Large, 2d6 if Huge), plus 1-1/2 times the iron titan's Strength modifier. Targets of the trample can make attacks of opportunity at a -4

penalty. If a target forgoes the attack of opportunity, it can make a Reflex save for half damage. The DC of this save is 10 + 1/2 the iron titan's HD + the iron titan's Strength modifier. A trampling iron titan can only deal trampling damage to a creature once per round.

*Trip (Ex)* An iron titan becomes adept at knocking foes to the ground with its bite, granting it a trip attack. Whenever the iron titan makes a successful bite attack, it can attempt a free combat maneuver check. If successful, the target is knocked prone. If the check fails, the iron titan is not tripped in return. This ability only works on creatures of a size equal to or smaller than the iron titan. The iron titan must possess the bite construction build to select this construction build.

Weapon Training (Ex) An iron titan learns to use a weapon, gaining Simple Weapon Proficiency as a bonus feat. If 2 additional construction build points are spent, it gains proficiency with all martial weapons as well. Note, when using a manufactured weapon, if the weapon precludes using natural attacks (e.g. is held in a hand normally used for claw attacks), then it can't use the ones the weapon blocks. Otherwise, the iron titan gains its full weapon attacks (as per its base attack bonus), and it treats all other natural attacks as secondary attacks (as such they suffer a -5). Manufactured weapon attacks plus natural attacks still cannot exceed the iron titan's maximum number of attacks.

By spending an additional point on a weapon it is proficient with an iron titan can make this weapon a part of its body (treat as a locked gauntlet), and gains an internal sheath, gaining the benefits of the Quick Draw feat with this weapon.

#### **3-Point Construction builds**

The following construction builds cost 3 points from the iron titan's construction build pool.

*Burrow (Ex)* An iron titan gains thick and gnarled claws, allowing it to move through the earth. The iron titan gains a burrow speed equal to 1/2 its base speed. It can use this speed to move through dirt, clay, sand, and earth. It does not leave a hole behind, nor is its passage marked on the surface. The iron titan must be at least 9th level before selecting this construction build.

Damage Reduction (Su) An iron titan's body becomes resistant to harm, granting it damage reduction. The iron titan gains DR 5 that can be bypassed by magic weapons. The iron titan must be at least 9th level before selecting this construction build. At 13th level, this protection becomes DR 10 that can be bypassed by adamantine weapons or weapons with an enhancement bonus equal to 1/3 the iron born titan's class level by spending 2 additional construction build points.

*Furnace Interior (Ex)* An iron titan gains a gated internal furnace. It can try to shove a grabbed opponent up to two sizes smaller than itself into its interior by making a successful grapple check. An opponent thrown into the furnace interior is trapped as a metal grating closes over the opening in the same round. A trapped creature automatically takes 2d6 points of fire damage each round. Escaping the creature's interior requires a successful Strength check (DC 30) to bend the bars. Alternately a trapped creature can escape by dealing at least 25 points of damage to the bars (AC same as the Iron titan). Note, the iron titan's damage reduction and hardness applies to all attacks against the bars.

An iron titan's furnace interior can hold creatures as swallow whole. The iron titan must be at least 11th level before selecting this construction build.

If three additional construction build points are spent, an iron titan gains the burn special attack that deals 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 the iron titan HD + the iron titan's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning iron titan with natural weapons or unarmed attacks takes fire damage as though hit by the iron titan and must make a Reflex save to avoid catching on fire. This ability can be suppressed as a standard action.

If 3 additional construction build points are spent, an iron titan gains the heat shimmer special defense, the intense heat radiating from the iron titan's body creates a wavering shimmer in the air that makes it difficult to see clearly. This functions as a *blur* spell (CL 8th), except it cannot be dispelled.

*Grind (Ex)* If an iron titan makes a successful grapple check razor-sharp gears and blades emerge from its body to grind and slice its foe. The damage dealt is equal



#### Furnace Interior and Weapon Training

to the natural attack chosen at the time this ability is taken plus 1-1/2 times the iron titan's Strength modifier. The iron titan must be at least 9th level before selecting this construction build.

*Iron Prison (Su)* As a swift action, an iron titan can throw some of its iron parts at a creature within 30 feet—it must make a successful combat manure check. If it does these pieces of iron magically duplicate and form a cage surrounding the struck creature causing it to be grappled by the prison. Each round, the cage makes a combat maneuver check to deal the damage of one the iron titan's natural attacks (chosen when this ability is taken), using the iron titan's CMB. If the check fails, the target is still grappled but takes

no damage. The target can escape the grapple normally, or can break out of the iron prison by dealing 15 points of damage to the prison, which has the same AC, DR (or hardness), and saves as the iron titan itself. Damage to the prison has no effect on the iron titan. The iron titan can only have one iron prison active at a time. If it wishes to create a second one, it (or some other creature) must first destroy the existing one. The iron titan must be 9th level before selecting this build.

*Immunity to Magic (Ex)* An iron titan gains SR equal to 5 + its iron titan level. It can suppress this as a standard action. At 9th level the base SR increases to 11. At 13th level it becomes immune to spells or spell-like abilities that allow SR. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows an iron titan (as the *slow* spell) for 3 rounds, with no saving throw. Iron titans lose any immunity or resistance to electricity it possesses.
- A magical attack that deals fire damage breaks any slow effect on the titan and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the titan to exceed its full normal hit points, it gains any excess as temporary hit points (to a max equal to its maximum potential hit point total) that last for 1 hour. An iron titan gets no saving throw against fire effects.
- An iron titan is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

*Engulf (Ex)* The iron titan can change an engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The iron titan merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the iron titan, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save (DC 10 + 1/2 the iron titan's HD + the iron titan's Str modifier) to avoid being engulfed-on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, and they are trapped within the iron titan's body until they are no longer pinned, and can be subject to furnace interior, burn and grind special attacks. The iron titan must be at least 9th level before selecting this construction build.

*Pound (Ex)* An iron titan can slam an opponent that is at least two size categories smaller than itself into the ground, wall, or other nearby solid surfaces, dealing slam damage (see slam construction build) when it makes a successful grapple check. Also, the pounded creature is stunned for 1 round; a Fortitude save (DC 10 +1/2 the iron titan's HD + the iron titan's Str modifier) negates this additional effect but not the damage. The iron titan must be at least 9th level before selecting this construction build.

*Transform (Su)* The iron titan can take an alternate form of a vehicle, an animal, or as a vermin of its size as a full round action. The specific form is chosen when the build is applied, and cannot thereafter be changed, though the cosmetic appearance of the form can be altered to suit the titans desires (a roller is still a roller but it could look like a carriage or a juggernaut), though it still bears the rune on iron titan somewhere upon its form, and it is obvious the titan is made of metal. A transformed titan can remain in an alternate form indefinitely. An iron titan for its animal or vermin form can select an evolution (See the Eidolon in the Pathfinder Roleplaying Game: Advanced Player's Guide) that form would possess as a construct build with the same point cost. This is a polymorph effect.

- **Bipedal** This allows for an alternate forms such a tyrannosaurs rex or a giant ape, construct builds that would be lost in this form their points can be spent upon other construct builds, once these points are assigned the are always the same for this form as they cannot thereafter be changed, hence you could exchange a slam attack for claws.
- **Digger** When in digger form, an iron titan gains a burrow speed equal to the base creature's highest speed and loses any climb, fly, and swim speed it had plus any other burrow speed it has. Its land speed is reduced by half. The digger can burrow through stone. When the titan burrows, the tunnel immediately behind it fills up with the earth that it is burrowing through. This seals the tunnel behind it. In this form the iron titan gains tremorsense 60 ft., and gains a gore attack as a primary attack with its drill. When charging this deals double damage upon a successful



#### Transform (Flyer)

attack. Construct builds that would be lost in this form their points can be spent upon other construct builds, once these points are assigned they are always the same for this form as they cannot thereafter be changed. You must be at least 6<sup>th</sup> level to select this alternate form.

• **Flyer** When in flyer form, the iron titan gains a fly speed equal to double the base creature's highest speed and loses its land, burrow, and swim speeds plus any other fly speed it has. It flies with average maneuverability in this form. A titan in this form gains a new single primary ramming attack, which does damage as a slam plus 1-1/2 times its Strength bonus, upon a successful attack the titan takes the same damage it deals subtracted by its natural armor

(though not its bonus Damage Reduction). When charging this deals double damage upon a successful attack. It cannot use its ram attack with any other attacks in the same round. Construct builds that would be lost in this form, their points can be spent upon other construct builds, once these points are assigned they are always the same for this form as they cannot thereafter be changed, hence you could exchange a slam attack for bite attack. You must be at least 6<sup>th</sup> level to select this alternate form.

- **Quadruped** When the iron titan is in quadruped form it loses its free construct builds and gains bite, limbs (legs) x2 instead. Construct builds that would be lost in this form their points can be spent upon other construct builds, once these points are assigned they are always the same for this form as they cannot thereafter be changed, hence you could exchange a slam attack for claw attack.
- **Roller** When the iron titan is in roller form, its land speed is doubled. The iron titan loses its climb, fly, and swim speeds plus any other land speed it has. A titan in roller form gains a new single primary ramming attack, which does damage as a slam plus 1-1/2 times its Strength bonus. When charging this deals double damage upon a successful attack. It cannot use its ram attack with any other attacks in the same round. A titan in roller form loses any previous trample attack and gains a new one. The damage from the trample is one size category higher than the slam attack it gains in this form plus 1-1/2times its Strength bonus. The trample DC is Strength-based. In roller form the titan cannot be tripped.
- **Serpentine** In this form the iron titan can take on the form of an iron cobra or an anaconda. In this form it loses its

free construct builds and gains bite, climb, reach (bite), tail, and tail slap instead. Construct builds that would be lost in this form their points can be spent upon other construct builds, once these points are assigned they are always the same for this form as they cannot thereafter be changed, hence you could exchange a slam attack for improved damage bite.

Swimmer When in swimmer form. the iron titan gains a swim speed equal to double the titan's highest speed and loses any burrow, climb, fly or land speed. In this form the iron titan gains tremorsense 60 ft. plus it gains a new single primary ramming attack, which does damage as a slam plus 1-1/2 times its Strength bonus. When charging this deals double damage upon a successful attack. It cannot use its ram attack with any other attacks in the same round. In swimmer form the titan cannot be tripped. If an aquatic animal form is chosen it also loses its free construction builds and gains bite, improved natural and swim armor.  $(\mathbf{x2})$ instead. Construct builds that would be lost in this form their points can be spent upon other construct builds, once these points are assigned they are always the same for this form as they cannot thereafter be changed, hence you could exchange a slam attack for improved damage bite.

#### **4-Point Construction Builds**

The following construction builds cost 4 points from the iron titan's construction build pool.

Animated Object (Ex) The iron titan is treated like an animated object rather than a normal creature. It loses any damage reduction and immunity to magic it possesses, but gains a hardness of 10. The iron titan must be at least 7th level before selecting this construction build.

- Energy Attacks Energy attacks deal half damage to the iron titan. Divide the damage by 2 before applying the iron titan's hardness.
- **Ranged Weapon Damage** Iron titans take half damage from ranged weapons. Divide the damage dealt by 2 before applying the iron titan's hardness.

Breath Weapon (Su) An iron titan learns to exhale a cone or line of magical energy, gaining a breath weapon. Select either acid, cold, electricity, or fire. The iron titan can breathe a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per HD it possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to 10 + 1/2 the iron titan's HD + the iron titan's Constitution modifier. The iron titan can use this ability once per day. The iron titan can use this ability 1 additional time per spending day by an additional 1 construction build point (maximum 3/day). The iron titan must be at least 9th level before selecting this construction build.

*Cannon (Ex)* The iron titan gains a shoulder-mounted cannon that has a range increment of 100 feet and deals 1d6 points of bludgeoning and piercing damage on a hit for every 2 HD the iron titan possesses, with an x4 critical modifier. The cannon's magazine can hold up to 1 cannonball for every HD you possess (and is full when you select this build for the first time). Reloading a single cannonball into this

magazine is a standard action for the iron titan (Rapid Reload can reduce this to a move action), while loading a cannonball into the cannon itself to fire it is a swift action; this allows the iron titan to take two shots per round with the cannon as a fullattack action in combination with this swift action. Cannon balls are always recoverable. The iron titan must be at least 9th level before selecting this construction build.

If 2 additional construction build points are spent, an iron titan adds its Dex modifier to the damage dealt by its cannon.

If 2 additional construction build points are spent, when the iron titan confirms a critical hit with a natural attack, it can make one cannon attack against that target as a free action (as long as the cannon is loaded).

Fast Healing (Su) An iron titan's body gains the ability to heal wounds very quickly, giving it fast healing 1. The iron titan heals 1 point of damage each round, just like natural healing. Fast healing does not restore hit points lost due to starvation, thirst, or suffocation, nor does it allow the iron titan to regain lost body parts (or to reattach severed parts). Fast healing functions as long as the iron titan is alive. This fast healing does not function when the iron titan is not on the same plane as its creator. This healing can be increased by 1 every round for 2 additional per construction build points spent (maximum 5). The iron titan must be at least 11th level before selecting this construction build.

*Fists of Thunder and Lightning (Su)* An iron titan's fists strike with the power of a thunderstorm. For any given slam attack,

the iron titan can choose whether that attack uses lightning or thunder. A lightning attack deals an additional 3d6 points of electricity damage, and the resulting flash blinds the target for 2d6 rounds, a successful Fortitude save negates the blindness (DC  $10 + \frac{1}{2}$  the iron titan's class level + its Con modifier). A thunder attack deals an additional 3d6 points of sonic damage, and the resulting thunderclap deafens the target for 2d6 rounds, a successful Fortitude save negates the deafness (same DC). The iron titan must be at least 15th level before selecting this construction build.

*Flight (Su)* The iron titan gains a fly speed equal to its base speed. The iron titan's maneuverability is perfect. The iron titan's fly speed can be increased by spending additional construction build points, gaining a 20-foot increase to fly speed for each additional point spent. The iron titan must be at least 7th level before selecting this construction build.

*Large (Ex)* An iron titan gains in size, becoming large size. The iron titan gains a +8 bonus to Strength, a +4 bonus to Constitution, and a +2 bonus to its natural armor. It takes a -2 penalty to its Dexterity. This size change also gives the creature a -1 size penalty to its AC and on



Huge Haunted Iron Titan with Fists of Thunder and Lightning

attack rolls, a +1 bonus to its CMB and CMD, a -2 penalty on Fly skill checks, and a -4 penalty on Stealth skill checks. It also gains 10-foot reach. Any reach construction builds the iron titan possesses are added to this total. The iron titan must be at least size Medium to take this construction build. The iron titan must be at least 8th level before selecting this construction build.

If 6 additional construction build points are spent, the iron titan instead becomes Huge. The iron titan gains a +16 bonus to Strength, a +8 bonus to Constitution, and a +5 bonus to its natural armor. It takes a -4 penalty to its Dexterity. This size change also give the creature a -2 size penalty to its AC and attack rolls. a +2 bonus to its CMB and CMD, 10-foot reach, a -4 penalty on Fly skill checks, and a -8 penalty on Stealth skill checks. Its reach increases to 15 feet. Any reach construction builds the iron titan possesses are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Large. The iron titan must be at least 13th level before selecting this option.

*Rockets (Ex)* The iron titan gains a shoulder-mounted rocket launcher. As a standard action, an iron titan can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 1d6 points of fire damage and bludgeoning damage for every class level the iron titan possess to all creatures in the area (Reflex DC 10 + 1/2 the iron titan's class level + the iron titan's Constitution modifier halves). An iron titan can carry a maximum of five rockets. Its core can replenish fired rockets at the

rate of one per 12 hours, crafting new rockets from scrap metal and other collected components used in the construction process. The iron titan must be at least 9th level before selecting this construction build.

*Quake (Sp)* As a standard action, once per day, a huge iron titan can stomp its two front feet down, creating a ripple of destruction in a 60-foot cone. This effect is otherwise identical to *earthquake* (caster level equal to the iron titan's class level). The iron titan must be at least 19th level and be size huge before selecting this option.

#### **8-Point Construction Build**

The following construction build cost 8 points from the iron titan's construction build pool.

Mithral Composition (Ex) The iron titan gains DR 10/silver (magical weapons with a significant bonus that can normally overcome DR 10/silver do not overcome this damage reduction). In addition the iron titan's base speed increases by 10 ft. plus it reflects all gaze attacks and is immune to gaze attacks as well. Thus, a creature with a gaze attack that actively gazes at the iron titan must save against its gaze attack. suffering the own consequences of a failed saves, even if it would normally be immune. The iron titan's natural attacks and grapple deal damage as mithral weapons, overcoming damage reduction just as a mithral weapon would. If the iron titan has the animated object construction build it loses this DR and instead gains a hardness of 15. The iron titan cannot possess any other composition builds material (iron composition, lead composition, etceteras) and must be at least 15th level before selecting this option.

If you possess the immunity to magic construction build and spend an additional 7 points the iron titan gains the reflect spells ability. As a free action once every 1d4 rounds, an iron titan can align its internal structure to enhance its resistance to magic for 1 round. During this time, the iron titan reflects spells (even spells that function differently against the iron titan as described in its immune to magic ability) as if under the effect of a *spell turning* spell.

#### **12-Point Construction Build**

The following construction build cost 12 points from the iron titan's construction build pool.

Adamantine Composition (Ex) The iron titan gains DR 10/adamantine and becomes immune to all precision damage including sneak attacks and critical hits. The iron titan's natural attacks and grapple deal damage as adamantine weapons, overcoming hardness and damage reduction just as an adamantine weapon would. If the iron titan has the animated object construction build it loses this DR and instead gains a hardness of 20. The iron titan cannot possess any other composition builds (lead material mithral composition, composition, etceteras) and must be at least 17th level before selecting this option.

#### **Construction Flaws**

Iron titans can gain more Construction Points (CP) for its pool by applying flaws, which hamper the iron titan but provide additional CP to spend on construction builds. You cannot select more than 2 flaws. These choices are not set. The iron titan can change them whenever it gains a



#### Faithbound Iron Titan

level (and through the Reconstruction class feature).

**Brittle (Ex, +1 CP)** The iron titan gains vulnerability to cold, and loses any immunity or resistance to cold.

**Clunky (Ex, +2 CP)** Treat the iron titan as though it had the staggered condition, and loses any benefits from *haste* or similar effects.

**Faith-Bound (EX, +1 CP)** The iron titan cannot attack any creature that openly wears or displays the holy symbol or unholy symbol of the deity to which the iron titan is dedicated unless that creature first attacks the iron titan.

**Flammable (Ex, +1 CP)** The iron titan gains vulnerability fire, and loses any immunity or resistance to fire. **Fragile (Ex, +1 CP)** Whenever an iron titan takes extra damage from a critical hit, it must make a Fortitude save (DC 10 +1/2 the iron titan's HD + its Con modifier) to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round. It loses any immunity or fortification against critical hits.

**Glitches (Ex, +1 CP)** The iron titan gains vulnerability to electricity, and loses any immunity or resistance to electricity.

**Haunted (Ex, +2 CP)** The iron titan is haunted by a malevolent spirit. It takes damage from positive energy as if it were

an undead creature, healed by negative energy, and can be detected by *detect undead* and loses any immunity or resistance to positive energy and divination magics.

**Slower (Ex, +1 CP)** One of the iron titan's movement modes decreases by -10 ft. and loses any benefits from *expeditious retreat, haste,* or similar effects.

**Sunlight Dependency (Ex, +1 CP)** The iron titan gains most of their energy from light. In areas of darkness, they gain the sickened condition.

#### **Focus Plate (Ex)**

At 2<sup>nd</sup> level an iron titan can detach a small piece of natural armor from its body which reduces its natural armor bonus by 1 while it is detached. This "focus plate" can be enchanted just as a suit of armor can be with magical armor special abilities (though not enchantment bonuses) when the small piece of plate is reattached it grants this special ability to the iron titan, so long as the iron titan does not possess the immunity to magic special ability.



#### Huge Iron Titan in Overdrive

#### **Overdrive (Su)**

At 4<sup>th</sup> level an iron titan, once per day, as a standard action, can take on new characteristics. This grants the iron titan any construction build whose total cost does not exceed 2 construction build points for one minute per iron titan class level. This can only grant one construction build with this effect, even if that construction build can be taken multiple times.

This can grant a construction build that allows the iron titan to spend additional points to upgrade that construction build. This effect cannot be used to grant an upgrade to a construction build that the iron titan already possesses. The iron titan must meet any prerequisites of the selected construction build. This effect does not allow an iron titan to exceed its maximum number of natural attacks.

At 8<sup>th</sup> level the iron titan gains an additional use per day and can choose to activate it as a move or standard action plus it can grant any construction build whose total cost does not exceed 4 points.

At 12<sup>th</sup> level the iron titan gains an additional use per day and can activate this ability as a standard, move, or swift action plus it can grant any two construction builds whose total cost does not exceed 6 construction build points.

At 16<sup>th</sup> level the iron titan gains an additional use per day and can activate this ability as a standard, move, swift, or immediate action and it can now upgrade existing construction builds.

#### **Renewable Energy (Ex)**

At 6<sup>th</sup> level the iron titan no longer needs to breathe, eat, or sleep (though it can still chose to do so).

#### **Multiattack (Ex)**

At 9<sup>th</sup> level an iron titan gains Multiattack as a bonus feat if it has 3 or more natural attacks and does not already have that feat. If it does not have the requisite 3 or more natural attacks (or it is reduced to less than 3 attacks), the iron titan instead gains a second attack with one of its natural weapons, albeit at a -5penalty. If the iron titan later gains 3 or more natural attacks, it loses this additional attack and instead gains Multiattack.

#### **Reconstruction (Ex)**

At 10<sup>th</sup> level the iron titan can once per day perform a ritual that takes one hour and consumes materials worth 1,000 gp. At the end of the ritual the iron titan's form shifts and transforms. This instantaneous effect allows the iron titan to change any of the titan's construction builds (including those of any alternate form granted by the transform construction build) by allocating its construction pool on new construction builds.

#### **Steel Freedom (Ex)**

At 14<sup>th</sup> level the iron titan gains immunity to bleed, disease, paralysis, poison, sleep effects, and stunning.

#### **Metal and Lubricant (Ex)**

At 18<sup>th</sup> level the iron titan is no longer subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage. It is also not at risk of death from massive damage.

#### **Indestructible (Ex)**

At 20<sup>th</sup> level an iron titan becomes nearly impossible to destroy. The iron titan may gain the adamantine composition and/or fast healing construction builds for free. The iron titan's fast healing continues to restore hit points even if it would normally be dead or destroyed, though the iron titan is helpless unless above -1 hit points. It can only be permanently destroyed if reduced to negative hit points and then decapitated using an adamantine vorpal weapon—alternatively, *miracle* or *wish* can be used to slay the iron titan while it is at negative hit points (This ignores immunity to magic).

# Feats

#### **Ability Focus**

*"He could not resist burning in my furnace."* 

#### **Prerequisite**: Special attack

**Benefit**: Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

**Special**: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

#### **Awesome Blow**

#### "I sent the giant flying."

**Prerequisites**: Str 25, Power Attack, Improved Bull Rush, size Large or larger

**Benefit:** As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

# We Can Rebuild Him

You can transform a living creature or a dead one into an iron titan if you possess the Craft Construct or Create Ironborn feats. The cost is 5,000 gp. If this is done the character is essentially recreated, reassign states according the creation method used, replacing all class levels with class level of iron titan, reassigning skill points, reselecting feats, determining a new hit point total. A dead creature is brought back to life with two negative levels which can be removed as if the subject had been returned to life with raise dead.

The GM is encouraged to provide new equipment via the wealth by level charts as if the player had created a new character, replacing the characters previous equipment as if it had been recycled by the hallowed might of the God of Artifice, including the subject's spellbook if any.

A GM could use this as a form of impromptu resurrection if a character dies near the unawakened outer shell of an iron titan, or perhaps all the party could be returned as iron titans after a total party kill.

#### **Choke Slam**

"Taking the foul thief by the neck and slamming him to the ground, I brought about his death."

**Prerequisites:** Grab, 10 ft. (or greater) reach

**Benefit:** When you successfully grapple your opponent with your grab special ability you deal 1d6 points of additional damage and can choose to knock the opponent prone.

#### **Directional Lashing**

#### "Going up!"

**Prerequisites:** Flight, Fly 13 ranks

**Benefit:** Once per day as part of an attack action, any creature you touch is affected as if it were standing in an area affected by a *reverse gravity* spell (no save), except you choose the direction of gravity. If you have at least 17 ranks in fly you can use this feat an additional time per day.

#### **Expel Creature**

"I projectile vomited him right into the holy warrior who was charging me." **Prerequisite:** Engulf, Furnace Interior or Swallow Whole (passanger, or transform) **Benefit:** Once per round as an immediate action you can hurl a foe you swallowed or one within you furnace interior as an improvised thrown weapon (-4 to the attack roll.). The expelled creature takes normal slam damage based on your size plus 1 and a half times modifier plus Str the vour acid damage of your swallow whole ability (or fire damage from furnace interior), and any foe the flung creature strikes takes this same amount of damage. A creature that for example is expelled off a mountain takes this amount of damage the appropriate falling damage or whichever is greater. You can hurl the opponent up to five range increments. The size of the range increment is 10 ft. per Size Category above medium you possess.



### Extra Construction Builds

"More than meets the eye."

**Prerequisites** construction build class feature

**Benefit** Your construction build pool increases by 1.

**Special** This feat can be taken once at 1st level, and again at 5th, 10th, 15th, and 20th.

#### **Fast Launcher**

"I sent it right at them as I was moving forward"

**Prerequisites:** Construction Build (Rocket), BAB +14, Dex 13

**Benefits:** Three times per day you can launch a rocket as a move action. You can do this in addition to launching one as a standard action.

#### **Greater Pull**

"Transforming into an elephant, the druid thought himself safe, till his companions felt me dragging him right over them." **Prerequisites:** Pull, Improved Pull, Str 13

**Benefit:** You gain a +2 bonus to the free combat maneuver check granted when you use the pull ability. This ability now works on creatures one size larger or smaller than you. If a creature pulled in this way would be moved into a solid object or creature, the victim and the barrier suffer damage based on your size (Medium 1d6, Large 1d8) plus one and a half times your

Strength modifier; if this damage destroys the barrier, the victim's motion continues.

#### **Greater Push**

"Shoving him into the wall, I felt joy as he nearly went through it."

**Prerequisites:** Push, Improved Push, Str 13

**Benefit:** You gain a +2 bonus to the free combat maneuver check granted when you use the push ability. This ability now works on creatures one size larger or smaller than you. If a creature pushed in this way would be moved into a solid object or creature; the victim and the barrier suffer damage based on your size (Medium 1d6, Large 1d8) plus one and a half times your Strength modifier; if this damage destroys the barrier, the victim's motion continues.

#### **Improved Burn**

"He pierced my burning iron torso with his elegant sword, and brought back only a hunk of slag."

**Prerequisites:** Burn, Ability Focus (burn)

**Benefit:** When you are hit with a manufactured weapon, that weapon takes fire damage as though hit by your attack, and the creature wielding it must make a

Reflex save (DC 10 + 1/2 your Hit Dice + your Constitution modifier) to avoid catching on fire.

#### **Improved Engulf**

"I rolled right over him" **Prerequisites:** engulf **Benefits:** You can engulf as part of a move action and increase your engulf DC by 1.

#### **Improved Natural Armor**

"Her blade would normally have pierced me."

**Prerequisites**: Natural armor, Con 13

**Benefit**: The creature's natural armor bonus increases by +1.

**Special**: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

#### **Improved Natural Attack**

"She did not expect the strike to have so much force."

**Prerequisite**: Natural weapon, base attack bonus +4

**Benefit**: Choose one of the creature's natural attack forms (not an unarmed strike). The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

**Special**: This feat can be taken multiple times. Each time it is taken, it applies to a different natural attack.

#### **Improved Pull**

"Thinking they have all the time in the world, their company failed to hurry, that is until they finally noticed I was bringing them to my great maw much faster than they expected."

#### Prerequisites: Pull, Str 13

**Benefit:** You gain a +2 bonus to the free combat maneuver check granted when you use the pull ability. The distance you pull a victim closer in a round with a successful check set by this ability is doubled. For example, 5 ft. becomes 10 ft..

#### **Improved Push**

"I shoved her back quite further than was normal; I believe one would call it surprising."

#### Prerequisites: Push, Str 13

**Benefit:** You gain a +2 bonus to the free combat maneuver check granted when you use the push ability. The distance you push a victim farther in a round with a successful check set by this ability is doubled. For example, 5 ft. becomes 10 ft..

#### **Inescapable Grip**

"She ran relying on her slippery nature to elude others' grasps. She did not elude my steely grip."

**Prerequisites:** Grab, any other supernatural or spell-like ability

**Benefit:** When you attempt to use your grab ability to grapple an opponent, your magical nature attempts to dispel (as described in *greater dispel magic*, CL equal to your Hit Dice) any *freedom of movement* spell or magic item that grants immunity or bonuses to Combat Maneuver Defense or Escape Artist checks (this includes enhancement bonuses to Strength

and Dexterity scores). If the dispel check succeeds, the spell is dispelled before you make your grapple check (magic items are suppressed for 1d4+1 rounds). You can use this ability a number of times per day equal to your Charisma bonus (minimum 1/day).

#### **Massive Blow**

"The force of my attack sent the charging jotun giant back, flying through the air right into his companions."

**Prerequisites:** Str 30, Awesome Blow, Power Attack, Improved Bull Rush, size Huge or larger

Benefit: As part of an attack, you may choose to subtract 4 from your melee attack roll and deliver an awesome blow. If you hit a corporeal opponent smaller than yourself with an awesome blow, your opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 20 feet in a direction of your choice and fall prone. You can only push the opponent in a straight line, and the opponent cannot move closer to you than the square in which it started. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 2d6 points of damage plus your Strength modifier, and the opponent stops in the space adjacent to the obstacle.

#### **Massive Stomp (Combat)**

"I threw my weight around, and they all fell down."

**Prerequisites:** Size Large, Strength 19 **Benefits:** You can stamp your foot or slam your fist on the ground (as a standard action), causing it to shake. Make a combat maneuver check against all creatures one or more sizes smaller than your character within 10 feet. If you are bigger than Large, increase the area creatures are affected within to 10 ft. per extra size category. Creatures whose CMD you exceed with this combat maneuver check fall prone. Creatures with ranks in Acrobatics can make an Acrobatics check (DC equal to your Combat Maneuver Check) to avoid this effect. If you possess at least 10 Hit Dice, you can perform this action 3/day as a move action. You can do this in addition to performing it as a standard action.

#### **Massive Strikes**

"My blows threw the enemy into turmoil." **Prerequisites:** Trample, Ability Focus (trample), size Huge or larger

**Benefit:** As a free action, you may choose to subtract 4 from your Armor Class for 1 round and when you successfully hit with a melee attack, your opponent must make a Reflex save (DC 10 + 1/2 your Hit Dice + your Strength modifier) or become flatfooted for 1 round. An opponent that fails its Reflex save against your trample attack is knocked prone in addition to becoming flat-footed for 1 round.



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