

DEITY PAST OF THE TITAN

A titan is a deity made by other dieties, but not by natural means. Titans are manufactured, crafted, built, or adopted into divinity, and are rarely organic in anatomy. These titans often demonstrate their own domains and elements in their form. Despite being made into divinity, these dieties still seek to go out and acquire followers on their own.

Dieties of this type are typically made to resemble a particular mortal race, and take on most of the noncultural features of them.

CREATED FORM

At level 1, you choose a particular substance from which you were made a deity. If your idea for your substance is not an exact match to those below, you may use a similar one (for example, a figure of marble could be treated like one made of stone). This grants you benefits at levels 1, 6, and 20.

- **Cloth.** Light and agile, titans of cloth are often haunting or lightning-fast. Your movement increases by 10 feet, and you gain another cantrip from the deity spell list.
- **Love.** Nondeity by birth, you were an orphaned human, or another sentient creature fallen on hard times but offered compassion while young. Now you extend similar consideration to others. You gain Healing Word, and it is a deity spell for you. You may cast it once between long rests without expending a spell slot. When you do, treat it as if it was cast with a 1st level spell slot.
- **Metal.** Forged of incredible material, you seem nigh-indestructible. Your AC when you are not wearing armor is 14.
- **Stone.** Your legends fuel your power. You may use your Charisma instead of your Strength when calculating your carrying capacity and making Strength (Athletics) checks. You have advantage against effects which would grapple you, knock you prone, or move you.
- **Wood.** You have a great affinity for nature. You gain proficiency in animal handling, nature, and survival.

ELEMENTAL HERITAGE

At level 1, you choose a damage type. Whenever you expend a spell slot to cast a spell to make a damage roll of this damage type, you add one additional damage die of the chosen type to the damage roll against one creature.

Starting at level 10, this damage bonus applies to all damage rolls you make instead.

Whenever a titan ability gives you resistance to a damage type, if you already have resistance to that damage type, gain resistance to a new damage type.

AMASSING POWER

At level 6, the substance you chose at level 1 begins to shine forth in your powers more prominently. You gain the benefits listed below for the substance you chose.

- **Cloth.** Your swiftness improves. As a bonus action on your turn, you may use one of the dash, disengage, or hide actions.
- **Love.** Your aspirations in forgiveness demonstrate in your medicinal powers. Whenever a spell you cast heals someone, add your Charisma modifier to the healing.
- **Metal.** Your craftsmanship and divinity grant you increased durability. You gain resistance to fire, poison, and psychic damage.
- **Stone.** You become utterly indomitable. You gain resistance to nonmagical bludgeoning piercing, and slashing damage.
- **Wood.** Your memory uses that of the ancients. When you fail a skill check, you may expend a spell slot to pass it. You may also use this ability once between long rests without expending a spell slot.

ELEMENTAL CHAMPION

At 10th level, your champion improves. You and your champion each gain resistance to the damage type you chose at level 1, and, whenever your champion makes a damage roll, add one additional die of any die rolled to it. The damage type for this die is the damage type you chose for your Elemental Heritage.

CREATOR'S PROTECTION

Starting at 14th level, once between long rests, as a reaction to being hit by an attack or failing a save, you may reduce the damage by half, as your divine parents step in to shelter you.

EXCELLENT FORM

At level 20, the substance you chose at level 1 demonstrates the pinnacle of its power. You gain the benefits listed below for the substance you chose.

- **Cloth:** You are quick as the wind, and nearly formless. As an action on your turn, you may cast Invisibility without expending a spell slot. When you do, treat it as if you cast it with a 2nd level spell slot.
- **Love.** Your healing and affection are boundless. You gain Mass Cure Wounds, and it is a deity spell for you. You may cast it once between long rests without expending a spell slot. When you do, treat it as if it was cast with a 5th level spell slot.
- **Metal.** Your mighty form shelters your allies. Allies within 10 feet of you have half cover, and your AC when you are not wearing armor increases to 17.
- **Stone.** As a bonus action on your turn, you may attack a creature, as long as that attack is an unarmed strike. If you hit, the damage die for this attack is 1d6 and
- **Wood.** You have the great knowledge of the deepest druidic circles. When you gain this ability, and at the end of each long rest. You may select a druid spell. It is a deity spell for you until you select a new spell with this ability.