



SOULFORGED - Thayan Warforged

SoulForged are Thayan models of the Forged race, animated through complex arcane and divine magics. Built to be powerful combatants, they are most often used as bodyguards, soldiers, or assassins. The ruling Zulkirs of Thay consider the process of animating a SoulForge a state secret (like many other aspects of their magical society), and will wage war to protect that secret. What is known about the process is that it involves lengthy magical rituals and the efforts of the divine servants of Kossuth to bind the soul of an unfortunate individual to the armored body.

SoulForged are renowned for their combat prowess, their size, and their single-minded focus. They make steadfast allies and fearsome enemies. The Red Wizards use SoulForged for bodyguards ([Thayan Knights in Lords of Darkness](#) or [Complete Warrior](#)), while the Thayan government uses them for commandos and elite soldiers. Often they are used as slavers and slave monitors ([Thayan Slaver in Unapproachable East](#)) by rich Thayan merchants, but the most feared are the SoulForged holy slayers devoted to the worship of Kossuth ([Black Flame Zealot in Unapproachable East](#)).

Personality: SoulForged usually conform to a military temperament - grim, direct, and to the point, even more so than other Forged races. Orders from their superiors are seldom questioned, and never disobeyed. Even amongst SoulForged somehow freed from their service, his hard-edged personality is seldom lost. All SoulForged know their place within Thayan society, and although they may be given authority over a great variety of matters, they remain an enslaved race, both by the laws of Thay and by the dictates of their deity, Kossuth, who requires strict and difficult service. Black Flame Zealots hunt down heretical SoulForged who show signs of aberrant thinking and ideals (see Religion below for Kossuth details).

Physical Description: SoulForged appear as massive humanoids molded from a composite of materials, much like other forged races, although the materials used are often darker in nature – obsidian, black metals, darkwood, and the like. Flexible plates connected by fibrous bundles make up the body of a SoulForged. Etchings, enameling, and other stylized embellishments are often added to the SoulForged, especially as they advance and become more powerful. These embellishments emulate the tattooing that is common throughout Thay and often include flame/fire colors and styling (in veneration of Kossuth). The overall effect is dark and striking to look at. The burning soul within the SoulForged makes them rather warm to the touch, especially when the SoulForged is maintaining physical activities. In damp environments, the SoulForged often seems to have smoke and steam wisps around its body.

The process of animating the SoulForged is a closely guarded secret. It involves expensive materials, master craftsmen, complex rituals, and the immolation of a living being. The life essence of this being who is burned alive is what animates the SoulForge. Generally, this process strips all recollection of the former life - purified by flame, but sometimes a lingering flicker of the past life emerges (a nervous habit, unexplained twitch, strange phobias, or other mannerisms). These aberrant behaviors are acceptable when it does not interfere with their function, as their creators know that the SoulForged were animated by the life force of some being. However, the SoulForged who somehow regains or retains actual memories are destroyed as soon as the traits start to surface. The Thayans do not want any vengeful or spiteful reincarnates with an enhanced body of a SoulForge. Unlike standard warforged races, SoulForged do identify with a particular gender, coming from their bound 'life-essence', and can even develop romantic interests at times, even with the obvious physical limitations. SoulForged have a vast array of modifications and enhancements available to them. The Red Wizards (or Clergy of Kossuth) go to great lengths to empower their guards with the best their magic has to offer.





Relations: SoulForged have very dim views of most races other than their Mulan masters from Thay. The strict castes common to Thay dictate that some races are exclusively slaves, while others are just inferior to their masters (see FR Campaign Setting p. 205 or Unapproachable East p.148). The SoulForged are even more rare and fall into a new category altogether. They are essentially slaves or otherwise considered property, but they are often afforded considerable authority or power to act on behalf of their master, sometimes even as commanders for their master's forces.

The SoulForged Clerics of Kossuth are another case. They are independent and fully empowered beings of the priest caste, but essentially they are enslaved to the Church itself and consider the upper clergy (or agents of Kossuth himself) as their masters. Kossuth worshipers are afforded cordial relations, while they treat non-believers with disdain or even open hostility.

Outside of Thay, SoulForged are mostly unknown. Even when they are seen, they simply behave as typical bodyguards, and most folks think them to be simple constructs, rather than an actual race with independent thought. It remains to be seen how the SoulForged can deal with other races and cultures over time.

Alignment: SoulForged are generally lawful-neutral. Thayan society is structured and has several castes, and the SoulForged were designed distinctly as an order following soldier race. Thayan society is bent towards cruelty and vicious behavior and many SoulForged follow evil alignments. However, they are perfectly capable of independent thought and moral speculation, most choose not to wrestle with ethical ideas otherwise.

Religion: SoulForged generally venerate Kossuth the fire lord, as his divine power plays a part in their animation. Privately, SoulForged often believe that they are superior worshipers of Kossuth, as they have already been purified by flame, both in their physical body's forging and by the immolation of their previous body. SoulForged who have been freed from Thayan society sometimes learn of other religions and worship other deities, but it is fairly rare, as the Black Flame Zealots track down and destroy such heretics. All holy texts for Kossuth are written in Ignan, and it is not permissible to translate the texts into other tongues.

Languages: SoulForged speak Common and Mulhorandi (regional language of Thay). As bonus languages for high intelligence, SoulForged can choose Draconic (to better understand their Red Wizard masters) and Ignan, the elemental fire language used in the worship of Kossuth.

Names: Sometimes SoulForged have typical Mulan names given by their current master, yet more often the SoulForged have simple codified names or numbers that identify them. Regardless, SoulForged have a distinct sense of identity, and they often keep private self-appointed names that they share only with those that they become close with.

Dogma of Kossuth

(From Forgotten Realms Campaign Setting p.244)

*Those fit to succeed will do so.
Kossuth's faith is innately superior to
all other faiths, particularly that of
Istishia. Fire and purity are one and
the same. Smoke is produced by air in
its jealousy. The reward of successful
ambition is power. Reaching a higher
state is inevitably accompanied by
difficulty and personal pain of some
sort. Kossuth sends his pure fire to
cleanse us all and temper our souls so
that we can achieve a pure state.
Expect to be tested, and rise to the
challenge, no matter what difficulty
and pain it brings. Those above you
have proven their worth and deserve
your service. Guide others to
Kossuth's pure light so that he may
reforge all life into its essential form.*

*And from the flames
As chance would have it
The SoulForged will come into light
And from the flames
As chance would have it
The SoulForged, the stainless will rise
-- Blind Guardian - The SoulForged --*



SOULFORGED Racial Traits

SoulForged have all the typical warforged traits (listed) and some extra traits.

Living Construct Subtype (Ex): A living construct is a created being given sentience and free will through powerful and complex creation enchantments. Living constructs combine aspects of both constructs and living creatures, as detailed below.

Features: A being with the Living Construct Subtype has the following features.

- A Living Construct derives its Hit Dice, base attack bonus progression, saving throws, and skill points from the class it selects.
- Unlike other constructs, a Living Construct has a Constitution score.
- Unlike other constructs, a Living Construct does not have low-light vision or darkvision.
- Unlike other constructs, a Living Construct is not immune to mind-affecting spells and abilities.
- Immunity to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.
- A Living Construct cannot heal lethal damage naturally.
- Unlike other constructs, Living Constructs are subject to critical hits, non-lethal damage, stunning, ability damage, ability drain, and death effects or necromancy effects.
- Living Constructs can be affected by spells that target living creatures as well as those that target constructs. Damage dealt to a Living Construct can be healed by a *cure light wounds* spell or a *repair light wounds* spell, for example, a Living Construct is vulnerable to *disable construct* and *harm*. However, spells from the healing sub-school and supernatural abilities that cure hit point damage or ability damage provides only half their normal effect to a Living Construct.
- A Living Construct responds slightly differently from other living creatures when reduced to 0 hit points. A Living Construct with zero hit points is disabled, just like a living creature. He can only take a single move action or standard action in each round, but strenuous activity does not risk further injury. When his hit points are less than zero and greater than -10, a Living Construct is inert. He is unconscious and helpless, and he cannot perform any actions. However, an inert Living Construct does not lose additional hit points unless more damage is dealt to him, as with a living creature that is stable.
- Living Constructs can be raised or resurrected.
- A Living Construct does not need to eat, sleep, or breathe, but can still benefit from the effects of consumable spells and magic items such as heroes' feast and potions.
- Although they do not need to sleep, a Living Construct wizard must rest for 8 hours before preparing spells.
- Most Living Constructs are crafted from a variety of materials such as metals and woods, amongst other materials. Because of this unusual physical construction, most Living Constructs are vulnerable to certain spells and effects that normally do not affect living creatures. Most Living Constructs take damage from heat metal and chill metal as if wearing metal armor. Likewise, most Living Constructs are affected by repel metal or stone as if wearing metal armor. Most Living Constructs are repelled by repel wood. The iron in the body of most Living Constructs makes them vulnerable to rusting grasp, taking 2d6 points of damage from the spell (Reflex half; save DC14 + caster's ability modifier). Likewise most Living Constructs take the same damage from a standard rust monster's touch (Reflex DC 17 half). Spells such as stone to flesh, stone shape, warp wood, and wood shape affect objects only, and thus cannot be used on the stone or wood parts of Living Constructs.
 - SoulForged, like standard Warforged, conform to all these construction traits normally. Other types of Living Constructs such as Modrons, Inevitables, or other varied creatures may or may not have specific vulnerabilities based on construction material and may have other vulnerabilities not addressed here.

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+2 Constitution, -2 Charisma: SoulForged are resilient and powerful, but their difficulty in relating to other creatures makes them seem aloof or even hostile, and their design styling adds to the effect. As SoulForged are animated by a distinct life force, they do not have the typical Wisdom reduction of other Forged races.

Medium: As medium living constructs, SoulForged have no special bonuses or penalties due to their size. SoulForged base land speed is 30 feet.

Skill Bonuses (Intimidate +2, Listen +2, Spot +2): The dark materials and overall styling of SoulForged, as well as the overall imposing nature of the SoulForged grants them a +2 racial bonus to Intimidate checks. The SoulForged were inherently designed as bodyguards or defenders, and as such, they continuously survey their surroundings granting them a +2 racial bonus to both Listen and Spot checks.

Soul Fire (Su): The burning soul within a SoulForged makes them quite warm or even hot to the touch. This 'Soul Fire' grants the SoulForged resistance to fire (5/Fire), and additionally grants them a +1 racial bonus to saves vs. fire-based spells and effects. These bonuses increase by 1 step for every 5 character-levels. For example, at 1st level the bonus is +1 Fire Saves and Resistance 5/Fire; at 5th level the bonus is +2 & 10/Fire, while at 10th level it is +3 & 15/Fire. Normal considerations for worn and held equipment are maintained - but if the equipment is specifically subjected to fire damage, this protection does not apply. The heat that a SoulForge produces, while hot, it is not sufficient to cause damage to equipment or other individuals.

Composite Plating (Ex): The plating used to build a SoulForged provides it a +2 armor bonus. This plating is not natural armor and does not stack with other effects that give an armor bonus (other than natural armor). This composite plating occupies the same space on the body as a suit of armor or a robe, and thus a SoulForged cannot wear armor or magic robes. SoulForged plating can be enchanted just as armor can be. The character must be present for the entire time it takes to enchant him. Composite plating also provides a SoulForged with a 5% arcane spell failure chance, similar to the penalty for wearing light armor. Any class ability that allows a SoulForged to ignore the arcane spell failure chance for light armor lets him ignore this penalty as well.

Light Fortification (Ex): When a critical hit or sneak attack is scored on a SoulForged, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Slam Attack (Ex): A SoulForged has a natural weapon in the form of a slam attack that deals 1d4 points of damage.

Automatic Languages: Common, Mulhorandi. **Available Bonus Languages:** Draconic, Ignan.

Favored Class: Fighter or Cleric of Kossuth (clerics of other deities are not Favored)

Level Adjustment: +1 (game-mechanic differences from normal Forged: No Wisdom Penalty, Skill Bonuses, Fire Resistance & Save bonus, Extra Language Choices)

Original Source: **EBERRON CAMPAIGN SETTING**, altered

