

TITAN, CLASSICAL

Source: 1e *Deities & Demigods*.

Note: This version of the classical titans tries to nod to the real-world mythology of the titans, the Gygaxian version of them in DDG and to the 4e cosmology, resulting in- in some cases- an interesting new blend unlike any of the sources. Coeus is a great example of this- in DDG, he is described as the greater titan of fear, but as far as I know, Greek myth refers to him as the bearer of the north and not as especially connected to fear. I have tried to mix the lores together like a smoothie, hopefully making a tasty new confection.

The classical titans are distinct from the elemental titans related to giants, and claim that their imitators were crafted by the Primordials to attempt to mimic some of the “true” titans' puissance. Most of the classical titans are disdainful of their elemental counterparts as well as of the gods themselves.

The titans claim to be the antecedants of the deities, but few other accounts agree that this is the case. Their own tales declare that they were born of the primal chaos before even the Elemental Chaos and Astral Sea pulled apart and that the timeline of the universe has changed multiple times, with the titans as the sole witnesses aware of such cataclysmic events. According to the titans, the integrity of time itself was long ago destroyed by one of their number, who has been lost to the entropy between timelines.

A classical titan appears as a gigantic humanoid. Though some of the multiverse's greatest craftsmen are titans, most go naked and rely on their own physical puissance to defend themselves from harm.

Claimers of Myth? The titans claim many roles in myth- the origin of many life forms, the gift of fire and other technologies to sentient creatures, fathering deities and so forth- but it is impossible to know the truth of the matter, given their claims of a timeline rewritten over and over again. (Indeed, they even claim that entire worlds exist in some timelines and not in others.) Various scholars support or oppose the titans' claims, but none can truly be certain as to their veracity.

Unique Individuals: Each classical titan is unique, and they are all related in a great family. If any creature were to slay a titan, it would earn the instant and undying enmity of the rest of them (save those who might be the enemies of the killed titan). Only the mightiest entities can face one titan in battle, much less a group of them. The unnamed, generic classical titan stat block represents the younger offspring of the more powerful titans.

Classical Titan

Huge immortal humanoid

HP 325; **Bloodied** 162

AC 41; **Fortitude** 45; **Reflex** 40; **Will** 41

Speed 8

Level 29 Brute

XP 15,000

Initiative +16

Perception +20

STANDARD ACTIONS

(mbasic) Titanic Punch * At Will

Attack: Melee 3 (one creature); +34 vs. AC.

Hit: 4d12+20 damage.

(melee) Forceful Blow * At Will

Attack: Melee 3 (one creature); +34 vs. AC.

Hit: 4d12+20 damage, and the titan pushes the target up to 5 squares.

(melee) Stomp * Recharge 5 6

Attack: Melee 2 (one creature); +32 vs. Fortitude.

Hit: 6d12+20 damage and the target falls prone.

MOVE ACTIONS

Fade Away (teleportation) * Encounter

Requirement: The titan must be bloodied.

Effect: The titan turns invisible until the end of the encounter or until it attacks, then teleports up to 10 squares.

TRIGGERED ACTIONS

(close) Curse of Tarterus * Encounter

Trigger: The titan is reduced to 0 or fewer hit points by an enemy.

Attack (Immediate Interrupt): Close burst 10 (the triggering enemy); +32 vs. Will.

Hit: The target is subject to the curse of Tarterus. While subject to the curse, the target suffers a -5 penalty to escape checks and to saving throws against effects that include the immobilized, restrained or slowed condition. In addition, attempts to open locks that hold the subject of the curse, such as the lock on a cell door or manacles on the target, also suffer a -5 penalty. The curse lasts until removed by an appropriate ritual, such as *remove affliction*. The ritualist's skill check must meet a DC of 35 to end this curse.

Str 30 Dex 15 Wis 22
Con 25 Int 23 Cha 26

Alignment unaligned

Languages Supernal

Epimetheus

Level 30 Soldier

Gargantuan immortal humanoid

XP 19,000

Also called Hindsight or Afterthought, Epimetheus is Prometheus' brother. Of all the titans, he is the one who is most foolish. In some mythologies that favor the titans' version of history, Epimetheus was responsible for giving good traits to all the animals, but when humanity's time came, he found that he had none left (leading his brother to grant them fire and innovation).

HP 273; Bloodied 136

Initiative +19

AC 46; Fortitude 43; Reflex 43; Will 39

Perception +13

Speed 8

STANDARD ACTIONS

(basic) Fist * At Will

Attack: Melee 3 (one creature); +38 vs. AC.

Hit: 3d10+22 damage.

Thoughtless Creation * Recharges when first bloodied

Effect: Epimetheus creates four creations of Epimetheus in unoccupied spaces within 10 squares of him. These monsters take their turns immediately after Epimetheus. These creations do not add to the xp value of the encounter.

MINOR ACTIONS

Threatening Grimace * At Will

Epimetheus marks each enemy within 2 squares of him.

TRIGGERED ACTIONS

(close) Curse of Tarterus * Encounter

Trigger: Epimetheus is reduced to 0 or fewer hit points by an enemy.

Attack (Immediate Interrupt): Close burst 10 (the triggering enemy); +33 vs. Will.

Hit: The target is subject to the curse of Tarterus. While subject to the curse, the target suffers a -5 penalty to escape checks and to saving throws against effects that include the immobilized, restrained or slowed condition. In addition, attempts to open locks that hold the subject of the curse, such as the lock on a cell door or manacles on the target, also suffer a -5 penalty. The curse lasts until removed by an appropriate ritual, such as *remove affliction*. The ritualist's skill check must meet a DC of 36 to end this curse.

Str 31 Dex 15 Wis 7
Con 25 Int 25 Cha 26

Alignment unaligned

Languages Supernal

Creation of Epimetheus

Level 30 Minion Soldier

Medium immortal beast, magical beast or humanoid (construct)

XP 4,750

Created by Epimetheus from lumps of clay, these creatures might resemble any normal beast or humanoid or be unique and strange looking. Sometimes Epimetheus grants his lumps of clay to favored mortals, but regardless of who creates the creature, there is a 60% chance that it will not treat its creator as an ally.

HP 1; a missed attack never damages a minion
AC 46; **Fortitude** 42; **Reflex** 42; **Will** 42
Speed 7

Initiative +25
Perception +23
Darkvision

STANDARD ACTIONS

(mbasic) **Basic Attack * At Will**

Special: The creation of Epimetheus' basic attack may be a claw, bite, slam, weapon or other, depending on its form, but its mechanical effects are the same.

Attack: Melee 1 (one creature); +35 vs. AC.

Hit: 19 damage.

TRIGGERED ACTIONS

(melee) **Creator's Advantage * At Will**

Trigger: A creature marked by the creation of Epimetheus' creator makes an attack that does not include the creator as a target.

Attack (Immediate Interrupt): Melee 1 (the triggering creature); +37 vs. AC.

Hit: 19 damage.

Str 27 **Dex** 27 **Wis** 27
Con 20 **Int** 2 **Cha** 10

Alignment unaligned

Languages understands creator

Coeus, the Fear from the North Level 31 Artillery

Gargantuan immortal humanoid

XP 23,000

Coeus, the Fear from the North, is known for both exploring forbidden lore and for gifting it to ambitious members of irresponsible lesser races. In mythologies that revere the titans, he represents the north and the search for knowledge; in those that have suffered the scourge of his "gifts," he is the Bearer of Forbidden Lore, the Hermit Who Teaches Poison and the Fear from the North.

HP 214; **Bloodied** 107

Initiative +x

AC 43; **Fortitude** 42; **Reflex** 43; **Will** 45

Perception +x

Speed 8

TRAITS

Terrible Power * Aura 5

Creatures in the aura lose immunity to fear.

STANDARD ACTIONS

(mbasic) **Bastard Sword (weapon) * At Will**

Attack: Melee 3 (one creature); +36 vs. AC.

Hit: 4d10+17 damage.

(close) **Terrifying Visage (fear, psychic) * At Will**

Attack: Close blast 5 (each enemy in blast); +36 vs. Will.

Hit: 4d10+7 psychic damage and Coeus pushes the target up to 6 squares.

(ranged) **Mortal Terror (fear) * Encounter**

Attack: Ranged 20 (one bloodied creature); +36 vs. Will.

Hit: The target falls to 0 hit points.

MOVE ACTIONS

Fade Away (teleportation) * Recharges when Coeus is first bloodied

Effect: Coeus turns invisible until the end of the encounter or until he attacks, then teleports up to 10 squares.

TRIGGERED ACTIONS

(close) **Curse of Tarterus * Encounter**

Trigger: Coeus is reduced to 0 or fewer hit points by an enemy.

Attack (Immediate Interrupt): Close burst 10 (the triggering enemy); +32 vs. Will.

Hit: The target is subject to the curse of Tarterus. While subject to the curse, the target suffers a -5 penalty to escape checks and to saving throws against effects that include the immobilized, restrained or slowed condition. In addition, attempts to open locks that hold the subject of the curse, such as the lock on

a cell door or manacles on the target, also suffer a -5 penalty. The curse lasts until removed by an appropriate ritual, such as *remove affliction*. The ritualist's skill check must meet a DC of 38 to end this curse.

Skills Arcana +31, History +31, Nature +30, Religion +31

Str 29 **Dex** 14 **Wis** 31

Con 22 **Int** 32 **Cha** 22

Alignment unaligned

Languages Supernal

Equipment bastard sword

Prometheus

Level 32 Controller

Gargantuan immortal humanoid

XP 27,000

Prometheus is the brother of Epimetheus. In contrast to his brother, one of Prometheus' titles is Forethought. Prometheus claims that it was he who gave many technologies to the civilized humanoid races, including fire, the domestication of animals, medical lore and the cultivation of plants.

HP 288; **Bloodied** 144

Initiative +19

AC 46; **Fortitude** 44; **Reflex** 44; **Will** 46

Perception +27

Speed 8

STANDARD ACTIONS

(mbasic) Fist of Prometheus * At Will

Attack: Melee 3 (one creature); +37 vs. AC.

Hit: 4d10+18 damage.

(close) The Gift of Fire (fire) * Recharge 5 6

Attack: Close blast 5 (each creature in blast); +35 vs. Reflex.

Hit: 3d8+12 fire damage and ongoing 20 fire (save ends).

Life from Clay * Recharges when first bloodied

Effect: Prometheus creates four creations of Prometheus in unoccupied spaces within 10 squares of him. These monsters take their turns immediately after Prometheus. These creations do not add to the xp value of the encounter.

TRIGGERED ACTIONS

(close) Curse of Prometheus * Encounter

Trigger: Prometheus is reduced to 0 or fewer hit points by an enemy.

Attack (Immediate Interrupt): Close burst 10 (the triggering enemy); +35 vs. Will.

Hit: The target is subject to the curse of Prometheus. While subject to the curse, the target gains vulnerable 30 fire, cannot gain immunity to fire and suffers a -10 penalty to saves against ongoing fire damage. The curse lasts until removed by an appropriate ritual, such as *remove affliction*. The ritualist's skill check must meet a DC of 38 to end this curse.

Skills Arcana +31, Nature +32

Str 30 **Dex** 16 **Wis** 33

Con 24 **Int** 30 **Cha** 27

Alignment good

Languages Supernal

Creation of Prometheus

Level 32 Minion Soldier

Medium immortal beast, magical beast or humanoid (construct)

XP 6,750

Created by Prometheus from lumps of clay, these creatures might resemble any normal beast or humanoid or be unique and strange looking. Sometimes Prometheus grants companion creatures to especially faithful mortal followers.

HP 1; a missed attack never damages a minion

Initiative +26

AC 48; **Fortitude** 44; **Reflex** 44; **Will** 44

Perception +23

Speed 7

Darkvision

Immune fire

TRAITS

Dangerous Enemy * Aura 2

An enemy that starts its turn in the aura is slowed until the start of its next turn.

STANDARD ACTIONS

(mbasic) Basic Attack * At Will

Special: The creation of Prometheus' basic attack may be a claw, bite, slam, weapon or other, depending on its form, but its mechanical effects are the same.

Attack: Melee 1 (one creature); +37 vs. AC.

Hit: 20 damage.

Str 27 **Dex** 27 **Wis** 27

Con 20 **Int** 2 **Cha** 10

Alignment unaligned

Languages understands creator

Atlas, Strength Personafied Level 34 Elite Brute

Gargantuan immortal humanoid

XP 78,000

Atlas is said to be so strong that there is nothing that he cannot lift, bend or break. Legends claim that he has even held up the world itself.

HP 760; **Bloodied** 380

Initiative +19

AC 46; **Fortitude** 50; **Reflex** 46; **Will** 46

Perception +31

Speed 8

Saving Throws +2; **Action Points** 1

STANDARD ACTIONS

(mbasic) Atlas' Fist * At Will

Attack: Melee 3 (one creature); +39 vs. AC.

Hit: 6d12+14 damage.

One-Two Punch * At Will

Effect: Atlas uses *Atlas' fist* twice.

(melee) Stunning Blow * Recharges when Atlas becomes bloodied

Attack: Melee 3 (one or two creatures); +37 vs. Fortitude.

Hit: 6d12+40 damage, and the target is stunned (save ends).

(melee) Hurl * Recharges when Atlas uses *one-two punch*

Attack: Melee 3 (one creature); +37 vs. Reflex.

Hit: 6d12+14 damage, and Atlas slides the target up to 30 squares. Then make the following secondary attack against each creature adjacent to the target.

Secondary Attack: +35 vs. Reflex.

Hit: 4d10+13 damage, and the target falls prone.

Feat of Strength * At Will

Effect: Atlas makes a strength or strength-based skill check with a +100 bonus.

MOVE ACTIONS

Fade Away (teleportation) * Encounter

Requirement: Atlas must have less than 150 hit points remaining.

Effect: Atlas turns invisible until the end of the encounter or until he attacks, then teleports up to 10 squares.

TRIGGERED ACTIONS

(close) Curse of Atlas * Encounter

Trigger: Atlas is reduced to 0 or fewer hit points by an enemy.

Attack (Immediate Interrupt): Close burst 10 (the triggering enemy); +37 vs. Will.

Hit: The target is subject to the curse of Atlas. While subject to the curse, the target suffers a -10 penalty to Strength-based ability and skill checks and to saving throws against effects that include the weakened condition. The curse lasts until removed by an appropriate ritual, such as *remove affliction*. The ritualist's skill check must meet a DC of 40 to end this curse.

Skills Athletics +45, Endurance +32

Str 50 **Dex** 14 **Wis** 29
Con 30 **Int** 29 **Cha** 26
Alignment unaligned

Languages Supernal

Kronos, King of the Titans Level 37 Elite Controller

Gargantuan immortal humanoid

XP 126,000

Kronos was once the king of the classical titans; some claim he remains their ruler, while other sources say that he has been overthrown by his descendants.

HP 668; **Bloodied** 334

Initiative +23

AC 51; **Fortitude** 50; **Reflex** 48; **Will** 51

Perception +28

Speed 8

Saving Throws +2; **Action Points** 1

STANDARD ACTIONS

(mbasic) Sickle of Kronos (weapon) * **At Will**

Attack: Melee 3 (one creature); +42 vs. AC.

Hit: 6d8+18 damage.

(melee) Titanic Blow * **At Will**

Attack: Melee 3 (one or two creatures); +40 vs. Fortitude.

Hit: 6d8+18 damage, and Kronos slides the target up to 5 squares and the target falls prone.

(ranged) Lava Ball (fire) * **At Will**

Attack: Ranged 20 (one creature); +40 vs. Reflex.

Hit: 4d10+13 damage, and the target is slowed and takes ongoing 20 fire damage (save ends both).

Volley of Lava * **Encounter**

Effect: Kronos uses *lava ball* three times.

MOVE ACTIONS

Fade Away (teleportation) * **Encounter**

Requirement: Kronos must be bloodied.

Effect: Kronos turns invisible until the end of the encounter or until he attacks, then teleports up to 20 squares.

TRIGGERED ACTIONS

(ranged) Rightful Rulership (charm) * **Encounter**

Trigger: Kronos becomes bloodied.

Attack (Immediate Reaction): Close burst 10 (each creature in burst); +30 vs. Will.

Hit: The target is dominated (save ends).

Miss: The target is dazed (save ends).

(close) Curse of Tarterus * **Encounter**

Trigger: Kronos is reduced to 0 or fewer hit points by an enemy.

Attack (Immediate Interrupt): Close burst 20 (the triggering enemy); +40 vs. Will.

Hit: The target is subject to the curse of Tarterus. While subject to the curse, the target suffers a -20 penalty to escape checks and to saving throws against effects that include the immobilized, restrained or slowed condition. In addition, attempts to open locks that hold the subject of the curse, such as the lock on a cell door or manacles on the target, also suffer a -20 penalty. The curse lasts until removed by an appropriate ritual, such as *remove affliction*. The ritualist's skill check must meet a DC of 45 to end this curse.

Skills Bluff +36, Diplomacy +36, Intimidate +36

Str 32 **Dex** 21 **Wis** 30

Con 30 **Int** 30 **Cha** 37

Alignment unaligned

Languages Supernal

Equipment sickle

