

TITAN HEART

Gabe Hicks

Divine will produces the massive titans, greater than even the giants. As the children and creations of deities, titans are filled with magic so powerful that they require enormous forms to contain it.

When a titan's blood mixes with that of a humanoid, there is a chance for the smaller being to gain the ability to channel the titan's magic by altering their form. This power transfer occurs if a titan deems a humanoid worthy of wielding their power, or if the lesser creature makes the behemoth bleed in battle and lives to tell the tale. A burst of flame or surge of wind from a Titan Heart sorcerer commands fear and respect.

Your character could be the chosen herald of the titans, a survivor of a cataclysmic titan battle, or even the descendant of another Titan Heart sorcerer.

ANCIENT KNOWLEDGE

Starting at 1st level, you are proficient with martial weapons and can speak, read, and write Primordial. Knowing this language allows you to understand and be understood by those who speak its dialects: Aquan, Auran, Ignan, and Terran.

TITAN HEART FEATURES

Sorcerer Level	Feature
1 st	Ancient Knowledge, Titan Manifestation
6 th	Strength of Magic, Toughened Grace
14 th	Titan's Will
18 th	Ancient Colossus

TITAN MANIFESTATION

You can physically embody your connection to titans for a short time as your form takes on aspects of your origin titan. If that titan is a kraken you may grow fish scales all over your body; if that titan is the child of a deity, you may take on an heavenly glow or manifest large horns. As an action, you assume the form for up to 1 minute. It ends early if you are knocked unconscious or if you choose to end it early as a bonus action. While in this form, you gain the following benefits:

- Your size increases to Large.
- Your AC increases by 2.
- When you make a melee weapon attack, you can use Charisma, instead of Strength or Dexterity, for the attack and damage rolls.
- Your weapons and equipment grow to match your new size. While these weapons are enlarged, your attacks with them deal 1d4 extra damage.
- Your spells and melee weapon attacks deal double damage to objects and structures.

While your Titan Manifestation feature is active, you also know and can cast the *blaze*, *cataclysm*, *daybreak*, *glacier*, and *quake* spells as sorcerer spells. These are special primordial spells described below.

You can use this feature twice. You regain both uses when you finish a long rest.

STRENGTH OF MAGIC

Starting at 6th level, you can use your Charisma modifier instead of your Strength modifier for Strength checks and saving throws, as your magical connection to the titans grows stronger.

TOUGHENED GRACE

Also starting at 6th level, while transformed by your Titan Manifestation feature, your total bonus to AC from that feature increases to +4 and you can attack twice, instead of once, whenever you take the Attack action on your turn.

Additionally, you can use your Titan Manifestation feature three times, regaining all uses when you finish a long rest.

TITAN'S WILL

Starting at 14th level, you can choose to grow to either Large or Huge size when you use your Titan Manifestation feature. If you become Huge, the bonus damage for your weapon attacks increases from 1d4 to 2d4, and your walking speed increases by 10 feet.

While you are Huge, you can expend a spell slot and stomp the ground as an action, releasing a wave of destructive energy. Each creature within 20 feet of you must make a Constitution saving throw against your spell save DC, taking 2d6 thunder damage per level of the spell slot you expended and getting pushed 10 feet away from you on a failed save, or taking half the damage and not getting pushed on a successful one.

ANCIENT COLOSSUS

Starting at 18th level, you have advantage on Strength checks and saving throws while your Titan Manifestation feature is active.

In addition, when you cast a primordial spell available to you through your Titan Manifestation feature, the spell is cast at a minimum of 3rd level, even if you only used a 1st- or 2nd-level spell slot to cast it. If you spend a sorcery point to increase the level of a primordial spell that was cast using a spell slot of 1st or 2nd level, treat the spell's effects as if you had used a 4th-level slot.

You can also unleash the full strength of the magic you draw from the Titans. When you cast a spell that deals damage to one or more targets while your Titan Manifestation feature is active, you can choose to deal maximum damage instead of rolling dice. You must declare that you are using this benefit before you cast the spell. Your Titan Manifestation feature ends immediately after the spell is resolved.

PRIMORDIAL SPELLS

Primordial spells are channeled by titans and passed down to those with a hint of their magical ability. Most humanoid spellcasters who attempt the spells fail with catastrophic results. Just as titans themselves are connected to ancient magic, sorcerers blessed with titan blood can grasp it for a moment when they grow to the size of a titan.

You know and can cast the following spells while your Titan Manifestation feature is active.

BLAZE

1st-level evocation

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

Your body ignites in magical flames, leaving you and your equipment unharmed but burning those that approach you. When a creature gets within 5 feet of you for the first time on a turn or starts its turn within 5 feet of you, it takes 1d8 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

CATACLYSM

1st-level evocation

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, the attack deals an extra 1d8 psychic damage and the target must make a Wisdom saving throw as crackling energy surrounds it. On a failed save, the target has disadvantage on the next attack they make before the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can increase the damage by 1d8 for each slot level above 1st.

DAYBREAK

1st-level evocation

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

A tiny radiant sun appears above your head and fires a beam of energy toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 fire or radiant

damage (your choice) and must succeed on a Constitution saving throw or be blinded until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

GLACIER

1st-level evocation

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

The moisture in the area coalesces and momentarily solidifies into a chunk of ice at a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw, taking 1d12 cold damage on a failed save, or half as much damage on a successful one. A creature who fails the saving throw also has its speed reduced to 0 until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

QUAKE

1st-level evocation

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

The ground within a 15-foot-radius area of a point you choose within range begins to rapidly shake. The area becomes difficult terrain for the duration. When a creature enters the area for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or fall prone. As an action, you can move the quake's origin point to another spot within range.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius for the area of effect increases by 5 feet for each slot level above 1st.

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