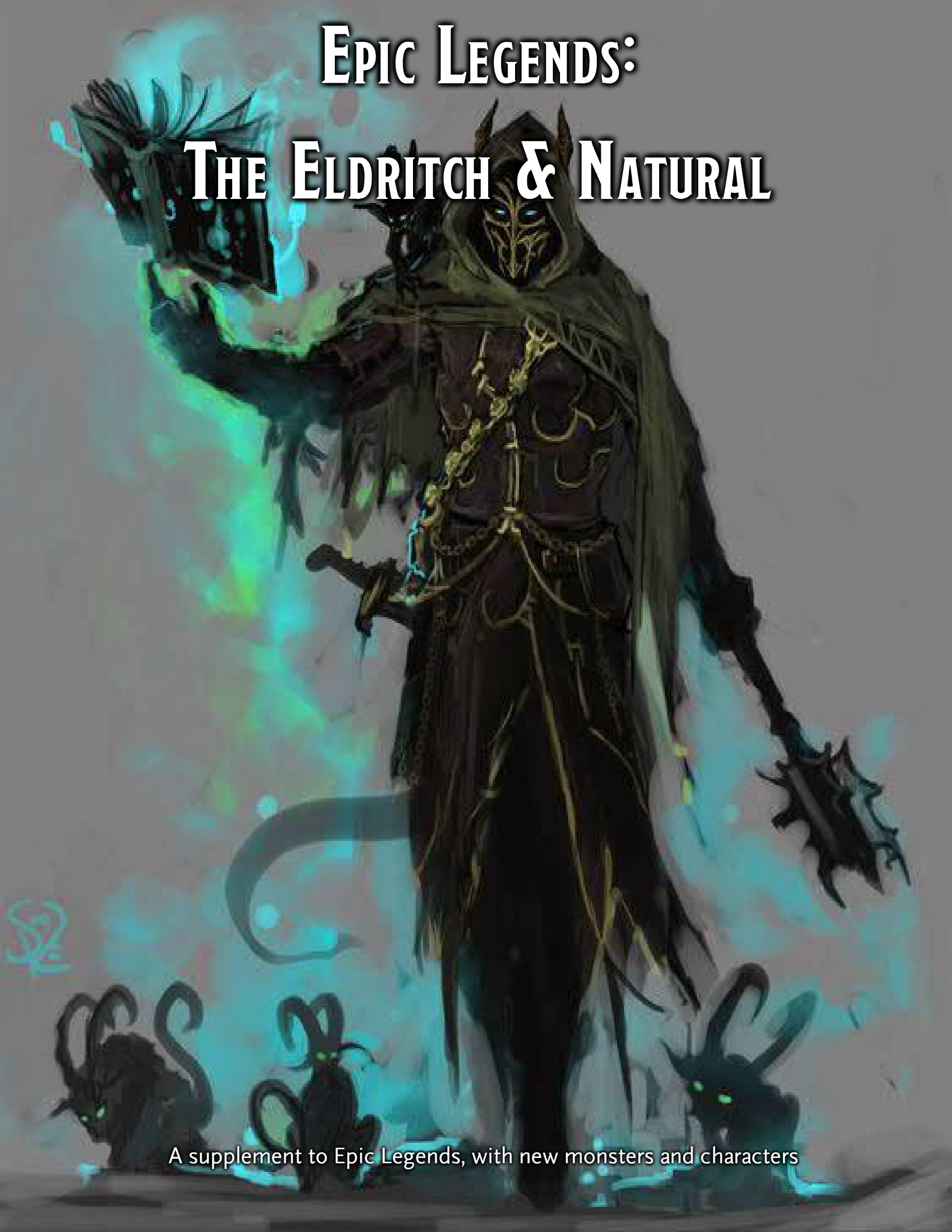


EPIC LEGENDS: THE ELDRITCH & NATURAL



A supplement to Epic Legends, with new monsters and characters

Introduction

This is the final supplement of Epic Legends to be released in this short span of time, and will mark the beginning of the age of occasional publishings and hopefully acquiring new writers for the game. Truly, it will be a dim age. But worry not, for I shall still release the sequel to *Expedition Into Greyland* in the near future, once I've had enough time to enjoy my own creation personally.

Do not feel dread in your hearts, my good friends, for I will return to you, better and stronger than ever. I promise you that. But for now, how about we dive into the Eldritch, and Natural?

This supplement is here to introduce new monsters to the game, to spice up encounters, and bring more variety to the fairly small list of monsters in the base game. In addition, there will also be a new Character Template, the Ranger, protector of the wilderness.

Without any further delay, onward!

- Viktor S, your friend and worst nightmare

Art Credits

Cover - Halycon450, DeviantArt

1: Monsters

Though it may appear that Epic Legends has plenty of monsters, I must disagree with you on that, as I see the bestiary to be a bit lacking in terms of horrid beasts the players can battle I came up with a couple of new ones while writing my own setting Hybordia, and I think these freaks will work quite well in other games too.

Pseudo-Demons

Sometimes, when demons start feeling dread of death, they will find a mortal woman, and defile her, creating a Pseudo-Demon. These creatures will then find more people to defile with dark magics, and create more Pseudo-Demons to serve the kin of their demonic primogenitor.

Kankars

These red monsters are about 6 feet in height, and are immensely strong. They were birthed for a war in the ancient times, by a dark queen who gave her daughters to be defiled by a demon commander. This birthed an army of Kankars, who then killed the royal legion, and destroyed the civilization overnight. They were destroyed by a wave of magical energy, leaving the remnants to wander the land in small bands, looking for a way to reproduce, to fill their purpose long lost.

No. Appearing: 2d10

AC: 1

HP: 6d8+6

Attacks: Any axe, any sword

Attack Bonus: +5

THACO: 19

Morale: 97%

XP Value: 1,500

Torture Cherubs

Once the children of a loving mother, when these people reached adulthood, their demonic father's seed began sprouting, and they grew wings, becoming what their father calls the Torture Cherubs. These monsters wear sacks to hide their faces, and they torture and mutilate children, making them new Torture Cherubs. They can fly with their wings, up to 30 feet per turn.

No. Appearing: 3d6+2

AC: 3

HP: 5d6+8

Attacks: Torture devices (2d6+4)

Attack Bonus: +4

THACO: 18

Morale: 93%

XP Value: 1,450

Pseudo Fairies

These creatures are, as the name suggests, demon spawn in the form of fairies. They appear far more insect-like, are larger in size, and have sharp stinger claws. They kidnap people and cocoon them in a ball of demonic mucus that turn them into new Pseudo-Fairies, which a player character can escape with a magic save. They move in swarms and are not as strong as the other three variations of the Pseudo-Demons. They can fly up to 50 feet in a turn.

No. Appearing: 6d6+1

AC: 4 (-2 to ranged attack rolls due to size)

HP: 7d4+14

Attacks: Sting Claws (2d6+1d8 poison damage)

Attack Bonus: +4

THACO: 20

Morale: 85%

XP Value: 1,250

Gorgon

Once a beautiful elven woman, whose mind was corrupted by greed and paranoia, and who eventually twisted into a hideous monster, cursed by the gods for her sins. Indeed, Gorgons are all too dangerous these days. The light of the gods has abandoned these beautiful maidens into snake like beasts with hair made of snakes, and their gaze can turn anyone into stone, if they fail a petrification save. This can be undone with 20 hours of uninterrupted praying.

No. Appearing: 1-2

AC: 4

HP: 15d8+15

Attacks: Longbow, scimitar

Attack Bonus: +3

THACO: 17

Morale: Infinite

XP Value: 1,900

Colossus Knights

During the age of the titans, in the time before time, these colossal warriors served the now lost titans in war, and out of it. Now, in the new age, these colossi wander the furthest corners of the world, trying to find their long lost kin, and masters.

No. Appearing: 1

AC: -4

HP: 21d12+105

Attacks: Giant Sword (6d8+15)

Attack Bonus: +15

THACO: 20

Morale: Infinite

XP Value: 4,000

Trollkin

Sometimes, a troll will assault a human, and this births the Trollkin. These small hunched over beasts burst out of their carrier, and eat the host's corpse. They roam in small family communities, and know their way around simple weapons, but their true danger comes from their numbers. These things breed quick. Try to fight them in the sunlight, and you might win, as fighting in the sun gives these beasts -2 to attacks.

No. Appearing: 2d8+3
AC: 8
HP: 3d6+6
Attacks: Clubs, axes, slings
Attack Bonus: +2
THACO: 20
Morale: 80%
XP Value: 900

The Harbingers

The universe is an expanse of unknown, and what is known is little. The gods and fiends of the world are some of the most feared beings in all of existence, but the Elder Beings exceed even their terror. The Harbingers are unformed beings that take the form of anything the one seeing them may fear, and looking at them too long will force a character to make a magic save, or be paralyzed with fear and madness for a week.

No. Appearing: 1d4
AC: 0
HP: 2d8+6
Attacks: Sabers
Attack Bonus: +4
THACO: 18
Morale: Infinite
XP Value: 1,250

Gneshee

Commonly referred to as the giant bat, the Gneshee is a pack hunter, and lives on high cliffs. These large beasts have born from demonic corruption and have large wings, granting them a flying speed of 40 feet. They can regenerate 2d4 HP by drinking blood of the dead.

No. Appearing: 1d12+2
AC: 6
HP: 3d10+5
Attacks: Bite (2d6+3)
Attack Bonus: +3
THACO: 19
Morale: 92%
XP Value: 700

Unicorn

The gracious unicorns gallop through the secret woods, and valleys, always seeking to aid those who are in need. When needed they can grow wings and fly up to 40 feet. They have no natural attacks, and use magic-user spells up to level 7.

No. Appearing: 1d4
AC: -1
HP: 16d8+78
Attacks: spells up to 7th level
Attack Bonus: +3
THACO: 18
Morale: 90%
XP Value: 2,000

Gargoyles

In the days of old, the elemental gods built an army of angels, powered by their magic. These beings are known as gargoyles, and they're commonly referred to as Angels of Darkness. They have a flying speed of 30 feet, and only Immortals can command these beasts to their fullest potential.

No. Appearing: 1d8+3
AC: 1
HP: 12d8+4
Attacks: Any weapon
Attack Bonus: +6
THACO: 18
Morale: Infinite
XP Value: 2,000

2: Ranger

Rangers are the guardians of the wilds, and the friends of elves and the animals. Originally founded as soldiers to battle giants and titans, when the war came to an end, the rangers took it as their duty to protect the wild lands from any more threats. And to this day, they do.

Character Template Features

As a Ranger, you are an effective wilderness traveler, and are also very effective against giant enemies. You have the same THACO as the Warrior.

Prime Requisite: Strength 13, Dexterity 13, Wisdom 9

Hit Dice: 1d8 per Ranger level

Hit Points at 1st Level: 1d8+CON

Hit Points at Higher Levels: 1d8+CON

Armor: Any

Weapons: Longsword, scimitar, spear, any ranged weapon

Tools: None

Skills: Handle Animal, Heal, Sneak Attack, Acrobatics/Athletics, Charge, Riding, Action Surge

Ranger as a Character

Lawful aligned rangers can become Shepherds at level 1. These rangers have sworn to protect the wildlife with their lives, and will be granted a hireling at level 1. This can be any of the Warrior's hirelings. You also receive an animal companion (more on that later), and get a free Priest spell once per day.

Neutral Rangers gain no options.

Chaotic aligned rangers can become Monster Hunters. These people risk their lives hunting the biggest and most dangerous monsters out there, rarely surviving, but coming back wealthier and more experienced than ever. Monster hunters gain an additional +1 damage die on giant monsters, and any non-humanoids.

Ranger Abilities

Rangers are efficient killers of big enemies, and as such gain an additional damage die against giants and titans.

Rangers do not take movement penalties in any circumstances, due to their natural nimbleness and skills.

A ranger can resist lycanthropy once per day. All of these abilities make the Ranger an excellent character, but their level 20 level cap stops them from reaching the greatest potential.

Ranger Experience Table

Level	Experience
1st	0
2nd	2,000
3rd	4,000
4th	8,000
5th	16,000
6th	32,000
7th	64,000
8th	128,000
9th	140,000
10th	152,000
11th	166,000
12th	178,000
13th	190,000
14th	250,000
15th	300,000
16th	350,000
17th	400,000
18th	450,000
19	500,000
20th	600,000

Ranger Saving Throws

Level	1-6	7-12	13-20
Poison, Petrification	12	8	4
Dragon Breath	15	11	7
Rays	10	6	3
Magic	12	9	5

Ranger Pets

Rangers can have animal companions that will help them in battle. They gain XP with the ranger, and will eventually be the strongest animals around. The ranger can only have two at a time, and they need to be tamed.

Honey Badger

AC: 8
HP: $2d4+3$
Attacks: Claws, bite ($1d6+3$ each)
Attack Bonus: +3
THACO: Same as Ranger's
Morale: Too loyal to flee

Raptor

AC: 6
HP: $3d6+2$
Attacks: Claws, bite ($1d8+4$ each)
Attack Bonus: +4
THACO: Same as Ranger's
Morale: 95%

Pteranodon (Can be ridden)

AC: 7
HP: $2d8+4$
Attacks: Claws, bite ($1d6+6$ each)
Attack Bonus: +6
THACO: Same as Ranger's
Morale: 89%

Giant Lizard (Can be ridden)

AC: 5
HP: $3d8+6$
Attacks: Claws, bite ($4d6+7$ each)
Attack Bonus: +7
THACO: 20
Morale: Too loyal to flee

At Higher Levels

At level 9, you get no companions, as you have your animals. However, at level 10 you get your own woodland fort, and the name of Arch Ranger. This means you get new rangers to train and fight the sacred war of the wilds.



A ranger, by Youngmin Seo, on ArtStation

The Eldritch & Natural

A supplement for Epic Legends fantasy RPG, and the Starter
of the Age of Hiatus