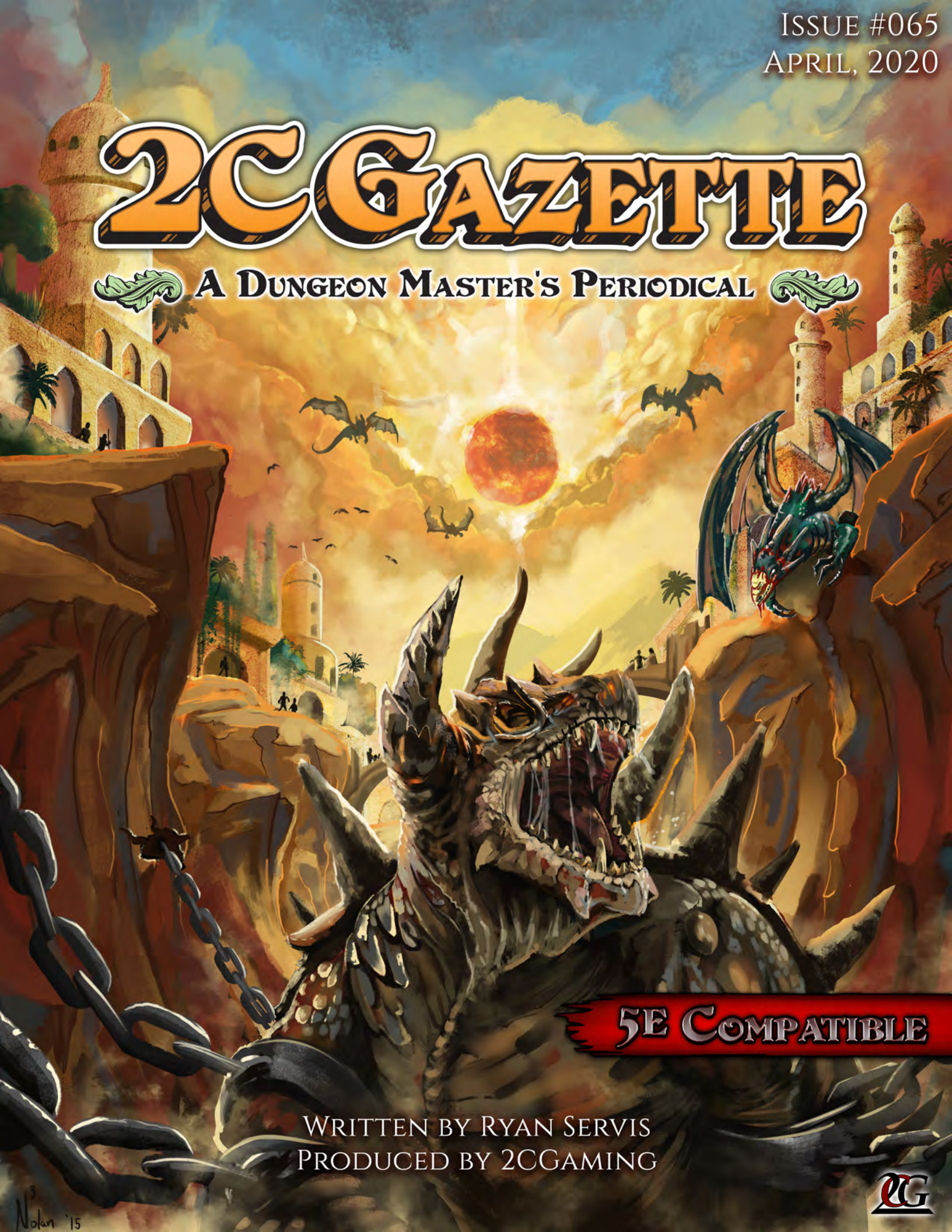


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A DUNGEON MASTER'S PERIODICAL



5E COMPATIBLE

WRITTEN BY RYAN SERVIS
PRODUCED BY 2CGAMING



Nolan '15

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2CGAMING AND TITANS

2CGaming has gotten pretty good at creating monsters. We've made terrors of countless shapes and sizes in our *Total Party Kill Bestiary* and unstoppable mythics in our *Epic Legacy* series. We are both continuing the tradition of creating amazing monsters while taking things to the next level, in the form of an upcoming project in 2020 – the *Epic Legacy Tome of Titans*. This book will feature a selection of top tier villains and foes from both classic 5th Edition lore and beyond. These are the kind of creatures that deserve pages of awesome content that will make your games undoubtably more Epic. Not only will this allow DMs to introduce astonishing creatures into the Epic games, it will do the same for regular 5th Edition play, with both a standard and Epic version of each titan. Whether its Asmodeus, Cthulhu, or one of the dozens of titanic creatures of fantasy lore, we are here to deliver. We hope you enjoy this look at the model we are using to build this book, using our second featured titan – The Once & Future King! Please share your thoughts in the 2CGaming discord or on Twitter @2Cgaming, we'd love to hear them!

THE ONCE & FUTURE KING

“We cannot build a future by avenging our past.”

DESCRIPTION

With a long list of epic deeds to his name, the Once & Future King is difficult to see as a mere man, but a mere man he is, albeit one wielding the most powerful sword ever forged. Whether questing or on the battlefield, the king is clad head to toe in resplendent armor imbued with ancient magic. Always at his side is the legendary blade *Excalibur*, which, when coupled with its legendary sheath, ensures victory in any conflict. No matter how bloody the battle, the king's noble countenance never falters, meeting each challenge with a dignity and grace that seems impossible for a warrior. To be in the king's presence is to witness honor incarnate. The moral consequences of each action are weighed and measured with a wisdom gained through a lifetime of humility and studious education. When in the company of his many allies, the king showcases his lasting humanity. He cares deeply for his subjects and loves his friends with a fierce loyalty. To challenge the Once & Future King is to not only challenge the man, but the enduring virtue of the human spirit.

PROFILE

Personality: Honorable

Ideals: The Once & Future King seeks a world in which all peoples can live free from cruelty and injustice. However, the ends do not justify the means, and might does not make right. The king must win the battlefield and the hearts of those he seeks to empower, all without sacrificing the noble ideals that gave him power in the first place.

Bonds: The Once & Future King heads the Knights of the Round Table, an order of heroes that share his grand vision for the future. Here everyone is equal before both gods and kings. Above all else, the king believes in the efficacy of this organization and considers it an essential asset.

Flaws: Honor is a double-edged sword. The king's greatest champion, the Chevalier Mal Fet, is engaged in a secret affair with the queen. What is worse, the king prefers to remain intentionally ignorant of the relationship, as public exposure would threaten to undo the herculean progress made.

LEGEND

Destiny is a cruel and difficult teacher. When a young boy pulled a sword from a stone and became king, it was only the beginning of what would become an arduous but glorious tale. Uniting a nation, founding an order of knights, slaying dragons – these epic deeds are but footnotes in the story of the Once & Future King's destiny. From a world of darkness and cruelty he forged a kingdom of honor and virtue. With his mighty sword *Excalibur* in hand, and a legion of knights at his back, the Once & Future King is a shining example of humanity. However, his tale is not without tragedy. Along the way, the King was viciously betrayed by several of his knights, manipulated by sinister witchery, and fell prey to short-sighted ambition. These setbacks proved to be invaluable lessons, with the Once & Future King making full use of each to become the beacon of wisdom and virtue he is today.

CHALLENGES

The Once & Future King can pose combat, exploration, or social challenge to PCs who interact with him. Suggestions for these challenges are listed below:

Combat

Being human has been nothing but a strength to the Once & Future King. A proven warrior and honorable opponent, the king never fights unless there is no other choice. Even then, he carefully considers the purpose of such a battle. If the opponent can be humbled and educated, rather than slain, the Once & Future King will fight to instruct, even intentionally

losing to appeal to the foe's better nature. Against those who cannot be reasoned with, the full fury of *Excalibur* is brought to bear. The legendary blade virtually guarantees victory, with the immortality-imparting scabbard ensuring triumph. However, if defeated by an honorable enemy the king will submit to their mercy. This surrender the consequence of an intense moral code that the king will never willingly compromise. Only fools would consider this a weakness, for the list of beings who can best the Once & Future King in such a manner is thin indeed. In any case, battle with his majesty is a visceral, bloody experience. His armor is as strong as his skill peerless, with only the Chevalier Mal Fet said to eclipse the king in martial ability.

The Mythic Once & Future King.

If you are using 2CGaming's *Epic Legacy* system, in lieu of running the standard Once & Future King, you can run the mythic version. Such a being is likely the mightiest human hero in existence, using the relic *Excalibur* to realize a victorious destiny. A confrontation with the mythic Once & Future King would be a legendary battle. The stakes would be nothing short of extraordinary, with unstoppable Epic power clashing to determine the future of countless millions. Such a conflict is not just a test of god like strength, but of morality. Should any challenger prove victorious, they would be entrusted with a legendary destiny, with the power to change the very winds of fate.

Exploration

A king is nothing without a kingdom. The magical realm of Gramarye is where the Once & Future King holds court: home to shining knights, cunning witches, and deadly dragons. Needless to say, its dangerous and in need of virtuous heroes to make it safe for the common folk. The Once & Future King challenges all heroes who arrive at his court with quests, expecting them to act with honor and integrity in the face of any challenge. The land of Gramarye is geographically fluid, with countless hidden realms and strange lands to be discovered. The king himself is no stranger to questing and can even be encountered on the road sans his network of trusted allies.

Social

The Knights of the Round Table hold court at the fortress of Camelot. In place of politicians the many halls and rooms of Camelot are filled with knights, who act as soldiers, counselors, and leaders throughout the kingdom. Any encounter with the Once & Future King inevitably involves at least some of his knights. Their many goals, backgrounds, and flaws cause constant friction at the court, whose stress is often only abated by a healthy dose of questing. Navigating this court is essential to confronting or interacting with the king, with many knights eager to challenge young upstarts who mistakenly believe their issues are important enough for the eyes of the king.

RESOURCES

The Once & Future King possesses the following resources to further his goals and protect his people.

Allies

While his Knights of the Round Table are many, a few members of the king's court stand above the rest. Dominant among them is the Chevalier Mal Fet (The ill-made knight), who has never been bested by lance or blade. When called to battle the Once & Future King can muster entire armies of knights, all of which are loyal to his cause, willing to die for an ideal and love of their king. However, the king will never ask of others that which he is unwilling to do himself. Other notable knights include the divinely blessed Sir Galahad, the fearsome Sir Agravain, the dutiful Sir Bors, the loyal Sir Gawain, and the humble Sir Percival, all of which possess unique strengths the king knows to utilize for utmost effect.

Others include the king's longtime teacher and confidant, the archmage Merlin, whose dutiful tutelage is second to none. Those wishing to confront the king would be wise to consider Merlin his greatest ally, capable of formidable magic and blessed with future sight. Merlin is cursed to be forever an observer to the world around him, capable of only nudging destiny in the right direction. Such a nudge is always impactful, but never enough to guarantee a desired outcome.

Rewards

The Once & Future King wields many formidable weapons, but none so mightier than *Excalibur*. The greatest weapon ever forged and a gift from the Lady of the Lake, *Excalibur* never leaves the King's side. With it he is mighty, though the blade can in theory be claimed by any strong enough to wield its power. While the properties of *Excalibur* are not detailed here, it is certainly to be a artifact or relic of unrivaled power.

THE ONCE & FUTURE KING

Medium humanoid (human), lawful good

Armor Class 26 (+3 plate, +3 shield)

Hit Points 688 (51d8 + 459)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	
28 (+9) (+10)	12 (+1)		28 (+9)	17 (+3)	21 (+5)	30

Saving Throws Dex +9, Con +17, Wis +13, Cha +18

Skills Athletics +17, Insight +21, Perception, +13, Persuasion +18

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, incapacitated, unconscious

Senses passive Perception 28

Languages Common, Draconic

Challenge 27 (105,000 XP)

TRAITS

Honorable Presence. The king emits an aura of honorable chivalry in a 60 ft. radius sphere, granting him and allies within the affected area the following benefits:

- Affected creatures take half damage from creatures outside the affected area.
- The king and affected allies have advantage on saving throws against creatures outside the affected area.
- Creatures cannot be hidden or invisible to the king within the affected area.

Humble in Defeat. So long as the king wears the scabbard of Excalibur, he cannot die and is immune to the incapacitated and unconscious conditions (included in his statistics). However, if the king is reduced to zero hit points by an honorable opponent, he will concede defeat and place himself at their mercy.

Magical Equipment. The king's equipment is magical, granting him the following benefits:

- +6 bonus to AC (included in statistics)
- +3 bonus to attack and damage rolls (included in statistics)
- At the beginning of the king's turn, he can cause any of this equipment to magically reappear on his person.

Blessed Resistance. When the king is affected by a spell or magical effect or fails a saving throw, he can expend a use of one of his legendary actions to be immune to it for the duration or to succeed instead.

ACTIONS

Multiattack. The king makes four attacks. The king can forgo making two of these attacks to instead take the Dash, Dodge, or Help action.

Excalibur (Longsword). *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 33 (2d20 + 12) magical slashing damage. If the attack exceeds the target's AC by 10 or more, it deals triple damage. If this damage reduces a creature to zero hit points, the king can choose to cleave it in twain.

Carnwennan (Dagger). *Melee or Ranged Weapon Attack:* +20 to hit, reach 5 ft or range 60 ft., one target. *Hit:* 15 (2d4 + 12) magical piercing damage. If the target has a spellcasting feature, it must succeed on a DC 26 Charisma saving throw or be cursed. When a creature so cursed attempts to cast a spell, it must first succeed on a DC 17 Constitution ability check, or the spell fails.

Rhngomyniad (Spear). *Melee or Ranged Weapon Attack:* +20 to hit, reach 10 ft or range 120 ft., one target. *Hit:* 16 (2d12 + 12) magical piercing damage. If the target was a creature, the king can force it to attempt a DC 26 Constitution saving throw, becoming impaled by the spear on a failure. While so impaled, the target's speed is zero and it cannot maintain concentration on spells or magical effects. A creature within 5 ft. of a creature so impaled can use an action to attempt a DC 26 Wisdom (Medicine) check, freeing the impaled creature on a success.

Glorious Charge (Recharge 5 – 6). The king emits a battle cry that be heard up to 120 ft. away. Each creature of the king's choice that can hear the battle cry gains the following benefits until the end of its next turn:

- If the affected creature's speed is less than 60 ft., it is instead 60 ft.
- The next hit an affected creature scores it instead a critical hit.
- An affected creature cannot willingly harm a defenseless creature.

Mount Up! (Recharge 5 – 6). The king casts the spell *find greater steed* as an action. Any creature created in this manner has it hit point maximum increased by 200 and uses the king's proficiency bonus (+8) in place of its own. The mount always acts on the king's turn.

LEGENDARY ACTIONS

The king can take three legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The king regains spent legendary actions at the start of his turn.

Move. The king moves up to his speed.

Shields Up (Costs 2 Actions). The king gains $\frac{3}{4}$ cover until the start of his next turn.

Strike. The king makes a single attack.

Mythic Effects (Mythic Once & Future King Only)

As a mythic creature, the Once & Future King causes the following effects.

Knight of the Round Table. By spending 1 hour of strenuous activity, the king can knight a willing humanoid creature, inducting it into his order of mighty warriors. A creature so knighted cannot willingly act against the king's interests, unless doing so would be an honorable act. Additionally, creatures so knighted are also Epic creatures, and may use the king's proficiency bonus (+10) instead of their own.

Noble Quest. As an action, the king can send a willing creature on a noble quest. The king details three Epic tests that must be completed to accomplish the quest: a test of will, a test of character, and a test of might. The creature has 1 year to complete the quests, during which time it must conduct itself honorably. If the creature successfully completes its quest, it permanently becomes an Epic creature and the king will forever call himself an ally of that creature unless said creature gravely dishonors itself.

THE ONCE & FUTURE KING

Medium mythic humanoid (human), lawful good

Armor Class 30 (+5 plate, +5 shield)

Hit Points 2,862 (202d8 + 1,818)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	
28 (+9)	12 (+1)		28 (+9)	17 (+3)	26 (+8)	32
(+11)						

Saving Throws Str +19, Dex +11, Con +19, Int +13, Wis +18, Cha +21

Skills Athletics +19, Insight +28, Perception, +18, Persuasion +21

Damage Immunities bludgeoning, piercing, and slashing from non-Epic creatures

Condition Immunities frightened, incapacitated, unconscious

Senses passive Perception 31

Languages Common, Draconic, Infernal

Challenge Mythic 7

TRAITS

Aura of Honor. The king emits an aura of honorable chivalry in a 60 ft. radius sphere, granting him and allies within the affected area the following benefits.

- Affected creatures take half damage from creatures outside the affected area.
- The king and affected allies have advantage on saving throws against creatures outside the affected area.
- Creatures cannot be hidden or invisible to the king within the affected area.

Destined Victory (1/turn). At the start of each of his turns while in combat, the king gains a special dice, which is a d20, known as a victory dice. When the king makes an attack roll, saving throw, or ability check, and does not have disadvantage on the roll, he can choose to roll all his victory dice, choosing his result from any of the dice rolled. These dice last until the king finishes a short or long rest.

Humble in Defeat. So long as the king wears the scabbard of Excalibur, he cannot die and is immune to the incapacitated and unconscious conditions (included in his statistics). However, if the king is reduced to zero hit points by an honorable opponent, he will concede defeat and place himself at their mercy.

Magical Equipment. The king's equipment is magical, granting him the following benefits.

- +10 bonus to AC (included in statistics)
- +5 bonus to attack and damage rolls (included in statistics), and damage dealt cannot be reduced or prevented by non-Deific means
- At the beginning of the king's turn, he can cause any of this equipment to magically reappear on his person.

Blessed Resistance. When the king is affected by a spell or magical effect or fails a saving throw, he can expend a use of one of his legendary actions to be immune to it for the duration or to succeed instead.

MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), the king takes a mythic action to cause one of the following effects. The king can't use the same effect twice in a row.

Righteous Might The king is emboldened by the righteousness of his cause, gaining Epic advantage on attack rolls, saving throws, and ability checks until the next initiative count of 20.

Challenge. The king issues a challenge of honorable combat to each enemy creature that can hear and understand him within 120 ft. An affected creature must succeed on a DC 29 Charisma saving throw or the king gains one victory dice (as per his Destined Victory feature). A creature can choose to automatically succeed on this saving throw by using a reaction to move its speed toward the king by route of their choice, ending closer to the king than they started.

ACTIONS

Multiattack. The king makes four attacks. The king can forgo making two of these attacks to use its Glorious Charge, and one of these attacks to instead take the Dash, Dodge, or Help action.

Excalibur (Longsword). *Melee Weapon Attack:* +22 to hit, reach 5 ft., one target. *Hit:* 55 (4d20 + 12) magical slashing damage. If the attack exceeds the target's AC by 10 or more, it deals triple damage. If this damage reduces a creature to zero hit points, the king can choose to cleave it in twain.

Carnwennan (Dagger). *Melee or Ranged Weapon Attack:* +22 to hit, reach 5 ft or range 60 ft., one target. *Hit:* 13 (4d4 + 12) magical piercing damage. If the target has a spellcasting feature, it must succeed on a DC 29 Charisma saving throw or be cursed. When a creature so cursed attempts to cast a spell, it must first succeed on a DC 22 Constitution ability check, or the spell fails.

Rhongomyniad (Spear). *Melee or Ranged Weapon Attack:* +22 to hit, reach 10 ft or range 120 ft., one target. *Hit:* 36 (4d12 + 12) magical piercing damage. If the target was a creature, the king can force it to attempt a DC 29 Constitution saving throw, becoming impaled by the spear on a failure. While so impaled, the target's speed is zero and it cannot maintain concentration on spells or magical effects. A creature within 5 ft. of a creature so impaled can use an action to attempt a DC 29 Wisdom (Medicine) check, freeing the impaled creature on a success.

Glorious Charge (Recharge 5 – 6). The king emits a battle cry that be heard up to 120 ft. away. Each creature of the king's choice that can hear the battle cry gains the following benefits until the end of its next turn.

- If the affected creature's speed is less than 60 ft., it is instead 60 ft.
- The next hit an affected creature scores it instead a critical hit.
- An affected creature cannot willingly harm a defenseless creature.

Mount Up! (Recharge 5 – 6). The king casts the Epic ritual *call of the lance*¹ as an action. Any creature created in this manner has it hit point maximum increased by 200 and uses the king's proficiency bonus (+10) in place of its own. The mount always acts on the king's turn.

LEGENDARY ACTIONS

The king can take three legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The king regains spent legendary actions at the start of his turn.

Move. The king moves up to his speed.

Shields Up (Costs 2 Actions). The king gains $\frac{3}{4}$ cover until the start of his next turn.

Strike. The king makes a single attack.

¹ Found in the *Epic Legacy Core Rulebook*