



DRAGON'S HOARD 4

A BIG HOMEBREW COMPILATION

MONSTERS

BLOOD, THE FIRST PLAGUE

When the Defiled Box was opened, 10 plagues were unleashed upon the Realms. Blood was the first one to exit. This bloodthirsty abomination turns water to blood, using it to poison his preys before hunting them. All will be devoured, and suffer greatly in the process. This cunning monster lost the ability to comprehend languages to his unending hunger.

BLOOD, THE 1ST PLAGUE

Medium aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 276 (24d8 + 168)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Saving Throws Dex +9, Con +14, Wis +11

Damage Resistances necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages —

Challenge 22 (41,000 XP)

Magic Resistance. Blood has advantage on saving throws against spells and other magical effects.

Magic Weapons. Blood's weapon attacks are magical.

Leeching Blows. Whenever Blood deals piercing or slashing damage with his Bite or Claw, he recovers a number of hit points equal to half the damage dealt. If Blood takes more than 25 points of radiant damage in a round, this trait doesn't function at the start of the Blood's next turn.

Unholy Walk. Blood is permanently under the effect of the *water walk* spell, in addition on each of its turns, Blood can use a bonus action to take the Dash or Disengage action.

Innate Spellcasting. Blood's spellcasting ability is Charisma (spell save DC 22). Blood can innately cast the following spells, requiring no material components:

At will: *bestow curse*, *blight*

2/day each: *circle of death*, *harm*

Actions

Multiattack. Blood makes three attacks: one with its bite, two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Legendary Actions

Blood can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Blood regains spent legendary actions at the start of its turn.

Movement. Blood moves up to his full movement speed, without triggering attacks of opportunity.

Bite. Blood makes one bite attack

Crucify (costs 2 actions). Blood chooses 1 creature within 120 feet of him. It must succeed a DC 22 Strength saving throw or be attached to an immaterial cross that emerges from the ground below it and impale it with spikes through their palms and soles. It takes 4d10 magical piercing damage and is restrained, and take that damage again at the end of each of its turns. A restrained creature can use an action to repeat the save, escaping on a success.

A flying creature has disadvantage on the first save, and if it fails, falls to the ground with the cross.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Blood takes a lair action to cause one of the following effects; Blood can't use the same effect two rounds in a row:

- Coagulated blood erupts from a point on the water Blood can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.
- Waves shake the lair in a 60-foot radius around Blood. Each creature other than Blood on/in the water in that area must succeed on a DC 15 Dexterity saving throw or take 1d12 bludgeoning damage and be knocked prone.
- Water wraps around Blood and teleports him to anywhere he wishes to above the water, 120 feet from his starting point.

REGIONAL EFFECTS

The region containing Blood's lair is warped by the abomination's magic, which creates one or more of the following effects:

- Small tsunamis are common within 6 miles of the dragon's lair.
- Water sources within 2 mile of the lair turn into undrinkable blood, a creature that drinks it is automatically poisoned, a creature poisoned in this way must succeed a DC 10 Constitution saving throw everyday at dawn, or die on a failure.
- Rocky fissures within 1 mile of the lair form portals to the Planes of Death, allowing vengeful spirits from the underworld into the surface.

If the Blood dies, these effects fade over the course of 1d4 days.

HISTORY

Once a saint, Blood's original name has long been forgotten. A crown of thorns compresses his skull, leaving him with a permanent scars and blood dripping from his forehead. On his side, a gaping hole, seemingly left by a lance, his palms and soles are perforated, this being may have been human once, but his humanity is now long gone. This being once murdered was brought back to life. Instead of bringing salvation, his resurrection brought chaos and suffering. Otherworldly beings interfered with his return and have warped him beyond the point of recognition, leaving him with permanent hunger for blood, death an destruction.

BEHAVIOR

Blood was executed on a cross, he carries that pain with him and inflict it on those that dare defy him. He crucifies his foes, incapacitating them and devouring them. Usually no enemy can get close to his lair, as all the water in the land turns to blood, being undrinkable, and killing any who tries. Being the first plague he kills the weakest of the earth, leaving his brothers the joy of killing those that survive.

IN BATTLE

Blood's arena is located on a lake turned to blood. He uses his high mobility to target the weakest targets first, crucifying them in the process if he needs to. Once the weakest have fallen to his poison he targets the remaining survivors with hit-and-run tactics. He will try to destroy anyone wielding radiant damage quickly as they are the only ones that can prevent him from regenerating.

CARNIVAL DEVOURER

Every year the carnival comes to town, but sometimes something rotten comes along with it...

BEHAVIOR

Carnival devourer are monsters that disguise themselves as teenagers, roaming the towns looking for prey. They bond with other teenagers, whereupon they offer to do something cool, where adults can't bother them, and go to the carnival. Once their the Devourer lures them in the darkest and deepest corners, with promises of grandiose amusement. Once alone, he shifts back and slashes the poor humanoids to pieces, before feasting on their flesh.

TACTICS

The devourer is an ambusher that will always try to surprise his preys, to score phenomenal critical hits, focusing on a single target until it dies. Making use of its invisibility if needed to run away and come back another day.



CARNIVAL DEVOURER

Large monstrosity, evil

Armor Class 15 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	14 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +4, Stealth +7
Senses darkvision 60 ft., passive Perception 14
Languages -
Challenge 5 (1,800 XP)

Keen Sight and Smell. The carnival devourer has advantage on Wisdom (Perception) checks that rely on sight or smell.

Blood Frenzy. The carnival devourer has advantage on melee attack rolls against any creature that isn't at maximum hit points.

Dread Ambusher. The carnival devourer has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit that the carnival devourer scores against a creature that is surprised is a critical hit.

Shapechanger. The carnival devourer can use its action to polymorph into a humanoid teenager, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The carnival devourer makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Vorpal Claws. A carnival devourer's saw-like claws excel at dismembering prey. When the mahoru scores a critical hit, the target must succeed on a DC 15 Strength saving throw or lose an appendage. Roll on the following table for the result:

- 1-2: right hand
- 3-4: left hand
- 5-6: right foot
- 7-8: left foot
- 9: right forearm
- 10: left forearm
- 11: right lower leg
- 12: left lower leg

Invisibility (Recharge 6). The carnival devourer magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the carnival devourer wears or carries is invisible with it.



KRAMPUS

... Yes the delightful screams of cooking children, roast them alive just the right amount and their meat will be absolutely delicious. You can eat them raw as well, but I find that it leaves some annoying filaments between my teeth...

Some enjoy finding gifts under the tree, especially Krampus, because it means he'll find soft and delicious children there.

DAMARI MOBRA

KRAMPUS

Large fiend, Neutral Evil

Armor Class 13 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	13 (+1)

Skills Deception +3, Stealth +3
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 11
Languages Common, Infernal
Challenge 4 (1,100 XP)

Keen Smell. Krampus has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. Krampus has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Sense Bad Deed. If a child commits a bad deed within 5 miles of Krampus, Krampus knows his exact location at all times for a year.

Actions

Multiattack. The Krampus makes two attacks. One with his Claws and one with his Tongue. He can replace the Tongue attack for Abduct.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 2 (1d4) acid damage, and the target must succeed a DC 14 Strength saving throw or be grappled by the tongue. While Krampus is grappling a creature this way, he cannot attack with his tongue.

Abduct. Krampus puts one target he is grappling inside his bag. The abducted target is Grappled, Blinded, Restrained, and unable to breathe, and it must succeed on a DC 11 Constitution saving throw at the start of each of Krampus' turns or take 10 (2d8 + 1) bludgeoning damage as the bag crushes them. If Krampus moves, the abducted target moves with it. Krampus can have up to four small creatures in the bag, or two medium ones.

Reactions

Feast (Recharge 5-6). As a reaction to falling to 0 hit point or below, Krampus can quickly use his tongue to devour a creature inside the bag. The creature takes 15 (2d10 + 4) piercing damage and falls prone outside the bag in a space adjacent to Krampus, as Krampus chews it and regains that many hit points.

NAMELESS KING

Huge giant, neutral

Armor Class 16 (scale mail)
Hit Points 253 (22d12 + 110)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9
Skills Arcana +8, Athletics +14, History +8, Perception +9
Damage Resistances cold
Damage Immunities lightning, thunder
Senses passive Perception 19
Languages Common, Giant
Challenge 15 (13,000 XP)

Amphibious. The giant can breathe air and water.

Aggressive. As a bonus action, the Nameless King can move up to its speed toward a hostile creature that it can see.

Battle Synergy. While mounted, the rider and the roc can exchange initiative (no action required) at the top of the round.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *earthbind*, *feather fall*, *levitate*
3/day each: *control weather*, *water breathing*

Last Stand (Mythic Trait; Recharges after a short or long rest). If the Nameless King's mount dies, the nameless king absorbs its essence to power himself up for the rest of the fight. He regains 126 hit points and all lightning damage that he inflicts now deals maximum damage instead of rolling. He also gains resistance to piercing, slashing and bludgeoning damage.

Actions

Multiattack. The giant makes two glaive attacks.

Glaive. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (3d10 + 9) slashing damage.

Heaven Piercer. The Nameless King shove his glaive forwards creating a powerful gust of wind that pierces everything in its path. All creatures in a 200 feet long and 5 feet wide line must succeed a 22 Constitution saving throw or take 39 (6d12) piercing damage.

Storm Hammer (Recharge 5-6). The giant points a finger at an area that he can see within 300 feet of him. A colossal hammer of lightning crashes down from the heavens on that location. All creatures in a 30 feet radius from the point of impact must succeed a DC 17 Dexterity saving throw or take 4d8 lightning damage and 4d8 bludgeoning on a failure or half as much on a success. This ability deals triple damage to objects and structures.

Legendary Actions

The nameless king can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The storm giant regains spent legendary actions at the start of its turn.

Storm Hammer (costs 3 actions). While mounted, the Nameless King recharges his Storm Hammer ability and uses it.

Heavenly Wings (Costs 2 actions). The Nameless King causes his mount to use its Wing Attack action.

Strike. The Nameless King makes one glaive attack.

Mythic Actions

If the Nameless King's mythic trait is active, he can use the options below as legendary actions.

Swift Strike. The Nameless King makes one glaive attack and can then move up to half his speed.

Fury of the Fallen (Costs 2 actions). The Nameless King attempts to pierce a creature with righteous rage. He makes a Glaive attack, on a hit, the creature takes the damage and is impaled, lifted up. Lightning falls on it, dealing 36 (3d12) lightning damage, and the creature is then thrown away 10 feet, where it falls prone.

KING'S MOUNT

Gargantuan monstrosity (Roc), unaligned

Armor Class 15 (natural armor)

Hit Points 279 (18d20 + 80)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 12 (7,200 XP)

Keen Sight. The roc has advantage on Wisdom (Perception) checks that rely on sight.

Battle Synergy. While mounted, the rider and the roc can exchange initiative (no action required) at the top of the round.

Evasive Manoeuvring. When under half its hit points maximum, the King's Mount can use the disengage action as a bonus action.

Loyal Mount. The King's Mount has only one person that can ride it, from birth till death. This rider has an unbreakable bond with the creature, and while riding it cannot be knocked off of it, unless it wishes to. In addition while mounted, the rider gains a +1 bonus to AC and Saving Throws, and it has Resistance to all damage. Also, each time it takes damage, the King's Mount take the same amount of damage.

Actions

Multiattack. The roc makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

Wing Attack. The King's Mount beats its wings. Each creature within 15 ft. of the King's Mount must succeed on a DC 21 Dexterity saving throw or take 25 (3d10 + 9) bludgeoning damage and be knocked prone. The King's Mount can then fly up to half its flying speed.

Reactions

Self Sacrifice. When the Rider is targeted by an attack roll, the King's Mount can use its reaction to make itself the new target, taking the damage instead. The King's Mount can use this reaction thrice per round.