

BEHEMOTH BLOOD

Behemoth Blood is a monster theme that I created for my homebrew game, named after the substance the villains of the current story path use to enhance their own battle prowess.

What is a monster theme?

A monster theme is, as the name implies, a recurring theme in monster design that unifies them under a common denominator. This concept was introduced in 4e D&D and can be considered a template which can be applied to monsters with a few easy steps. Though, under some circumstances (like applied on very low level monsters) it can significantly change the Challenge of the monster. So take the time recalculating the Challenge of the monster after you applied the monster theme. Each monster theme will feature an expected change of a monster's challenge rating when applied to.

PACKLEADER HUNTRESS

Medium humanoid (any), neutral evil

Armor Class 16 (beastplate)

Hit Points 114 (12d10 + 48)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+4)	12 (+1)	15 (+2)	11 (0)

Proficiency +4

Skills Athletics +9, Perception +6, Stealth +8, Survival +6

Senses darkvision 60 ft. passive Perception 16

Languages Common, and two other languages

Challenge 9 (5,000 XP)

Behemoth Blood. The huntress is infused with behemoth blood and gains the following traits:

- A melee weapon deals one extra die of its damage when she hits with it (included in the attack).
- She counts as a large creature when grappling or being grappled.
- Her hit dice is 1d10 (included in hit points).
- Her carrying capacity is doubled.
- She has advantage on saving throws against effects that target humanoids.

Legendary Resistance (1/Day). If the huntress fails a saving throw, she can choose to succeed instead.

Pack Leader. Up to six beasts, dragons, or monstrosities of a challenge rating 5 or lower can be designated as the huntress' pack beasts. The pack is formed at the beginning of each day and a beast must be friendly towards the huntress.

Poisoned Glaive. The huntress wields a poisoned glaive and deals an additional 4 (1d8) poison damage (included in the attack).

ACTIONS

Multiattack. The huntress makes 3 attacks; two attacks with her glaive and one pummel attack.

Glaive. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) slashing damage plus 4 (1d8) poison damage.

A Behemoth Blood Monster gains the following changes:

- It deals an additional dice of damage with its melee weapon attacks (including natural weapons).
- A creature is treated one size larger than its original when grappling.
- It's hit dice becomes one size larger than its original, so a D8 becomes a D10 etc.
- Its carrying capacity is doubled.
- If the creature is a humanoid, it has advantage on all saving throws against effects that target humanoids (like hold person).
- The CR of the creature is expected to be increased by 1.

Effectively, a creature becomes a size larger without changing its actual size, which increases its offensive and defensive capabilities.

Pummel (Glaive). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (2d4+5) bludgeoning damage and if the target is a medium size creature or smaller, it must succeed on a DC 17 Strength saving throw. On a failed save, the creature is either knocked prone, or pushed up to 10 feet (huntress' choice).

Takedown Strike (Recharge 5-6). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10+5) slashing damage plus 4 (1d8) poison damage. The target is grapple (escape DC 17) as it is impaled by the huntress' glaive and until the grapple ends, the creature is restrained and the huntress can't make glaive attacks against another target. After the attack hits, up to two pack beasts within 20 ft. of the huntress, that can see her and the target, can use a reaction to move up to half of their speed without provoking opportunity attacks towards the target creature and make a melee weapon attack against it.

LEGENDARY ACTION

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

Move. The huntress moves up to half of her speed without provoking opportunity attacks.

Bolster the Pack. A pack beast within 40 ft. of the huntress gains 20 (4d8+2) temporary hit points which lasts for 1 minute or until combat ends.

Coordinating Command. A pack beast within 40 ft. of the huntress moves up to its speed.

Attack Command (2 Actions). A pack beast moves up to 10 ft. and makes a melee weapon attack against a target the huntress can see. This movement does not provoke opportunity attacks. A pack beast must have at least a speed of 10 ft. to follow this command.

Strike (2 Actions). The huntress moves up to 10 ft. without provoking opportunity attacks and ignoring difficult terrain, and makes a weapon attack against a creature within 5 ft. of an ally of the huntress that is not incapacitated.

HUNTING DRAKE

Large dragon, unaligned

Armor Class 16 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	2 (-4)	14 (+2)	6 (-2)

Proficiency +2

Skills Perception +4

Senses darkvision 60 ft. passive Perception 14

Challenge 4 (1,100 XP)

Pack Beast. As long as the drake is within 40 ft. of the packleader huntress, it has advantage on saving throws against being charmed or frightened.

Pack Tactics. The hunting drake has advantage on attack rolls against a creature if at least one of the hunting drake's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The hunting drake makes 3 attacks: two with its bite and one with its tail.

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

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) bludgeoning damage.

REACTIONS

Revenge. When a creature reduced the packleader huntress to 0 hit points or kills her outright, the hunting drake moves up to half of its movement speed towards the triggering creature without provoking opportunity attacks and makes a melee weapon attack against it. To do so, the drake must see the huntress and the triggering creature.

Wake the Beast

Transmutation

Level: 2

Casting time: 1 Action

Range: 20 ft.

Components: V, S, M (bones of an ancient beast)

Duration: Concentration, up to 10 minutes

You awake and amplify the innate primal power that lingers within a beast in range of the spell. Until the spell ends, the beast gains the following benefits:

- The beast gains 10 temporary hit points, which last until the spell ends.
- The beast's natural weapon attacks count as magical to overcome resistance.
- When the beast hits a target with a weapon attack, it deals an extra 1d10 acid damage.
- The beast's carrying capacity is doubled.

A spellcaster is able to cast this spell when polymorphed or in wild shape.

DM Tuz Table Scraps: Behemoth Blood

Example: Behemoth Blood Owlbear

As an example to apply a template, used a cave bear. Its hit points increased by 1 per hit dice, which is not a significant difference, its damage per round was increased from 21 damage per round to 30, which is a significant increase.

Keep this in mind when applying the theme to other monsters. When in doubt, take the time to recalculate the challenge rating.

BEHEMOTH BLOOD BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 48 (5d12 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Proficiency +2

Skills Perception +3

Senses darkvision 60 ft. passive Perception 13

Challenge 3 (700 XP)

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

Behemoth Blood. The cave bear is infused with behemoth blood and gains the following traits:

- A melee weapon deals one extra die of its damage when it hits with it (included in the attack).
- The bear counts as a large creature when grappling or being grappled.
- The bear's hit dice is 1d10 (included in hit points).
- The bear's carrying capacity is doubled.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 14 (2d8+5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 16 (3d6+5) slashing damage.