

Sordane Creatures: Krampus



Credits

Monster Statistics. DMDave

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Krampus

Huge fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 310 (23d12 + 161)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	25 (+7)	16 (+3)	24 (+7)	18 (+4)

Saving Throws Dex +8, Con +14, Wis +14, Cha +11

Skills Deception +11, Perception +14

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft, passive Perception 24

Languages all, telepathy 120 ft.

Challenge 23 (50,000 XP)

Proficiency Bonus +7

Innate Spellcasting. Krampus' spellcasting ability is Charisma (spell save DC 19). He can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect magic*, *detect thoughts*

3/day each: *dispel magic*, *invisibility*

1/day: *teleport*

Legendary Resistance (3/Day). If Krampus fails a saving throw, he can choose to succeed instead.

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

Magical Weapons. Krampus' weapon attacks are magical.

Season Beatings (Recharges after a Short or Long Rest). If Krampus would be reduced to 0 hit points, his current hit point total instead resets to 310, and he regains any expended uses of Legendary Resistance. Additionally, Krampus can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 50,000 XP (100,000 XP total) for defeating Krampus after his Seasons Beatings activate.

Actions

Multiattack. Krampus makes three *ruten* attacks.

Ruten. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (2d12 + 8) bludgeoning damage. Good-aligned creatures have resistance to the damage dealt by this attack.

Grab and Stuff. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one non-good Large or smaller creature. *Hit:* The target is grappled (escape DC 18). Until this grapple ends, Krampus can't grapple another target. At the start of Krampus' next turn, Krampus can force the target to

make a DC 23 Strength or Dexterity saving throw (target's choice). On a failed saving throw, the target is stuffed into Krampus' basket and the grapple ends.

While in Krampus' basket, the creature is blinded and restrained, it has total cover against attacks and other effects outside of Krampus, and it takes 56 (16d6) psychic damage at the start of each of Krampus' turns.

The target can make a DC 23 Charisma saving throw at the end of each of its turns, escaping with a success. If the target dies in the basket or remains in the basket for 1 minute, it is immediately transported to a random location in Hell. If Krampus dies, a stuffed creature is no longer restrained by the basket and can escape from the top of the basket by using 15 feet of movement, exiting prone.

There is no limit to the number of creatures Krampus can stuff in his basket.

Teleport. Krampus magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Legendary Actions

Krampus 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. Krampus regains spent legendary actions at the start of his turn.

Attack. Krampus makes one *ruten* attack.

Teleport. Krampus uses his teleport action.

Fearsome Gaze (Costs 2 Actions). Krampus turns his magical gaze toward one creature he can see within 120 feet of him. The target must succeed on a DC 22 Wisdom saving throw or become frightened of Krampus for 1 minute. While the target is frightened, it is stunned. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. A target that succeeds on the saving throw or the effect ends for it is immune to Krampus' Fearsome Gaze for 24 hours.

Mythic Actions

If Krampus' Seasons Beatings trait has activated in the last hour, he can use the options below as legendary actions.

Frost Breath (Costs 2 Actions). Krampus exhales a cone of freezing wind in a 90-foot cone. Each creature in the area must succeed on a DC 22 Constitution saving throw or take 44 (8d10) cold damage. A creature reduced to 0 hit points from this attack becomes a block of solid ice.

Summon Reindeer (Costs 3 Actions). Up to eight *gehennan* reindeer appear in unoccupied spaces within 30 feet of Krampus and remain until destroyed. Reindeer summoned in this way roll initiative and act in the next available turn. Krampus can have up to eight reindeer summoned by this ability at a time.



Gehennan Reindeer

Large fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	6 (-2)	13 (+1)	6 (-2)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poison

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 11

Languages understands Abyssal and Infernal but doesn't speak, telepathy 60 ft.

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Charge. If the reindeer moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. The reindeer's innate spellcasting ability is Wisdom (spell save DC 12). The reindeer can innately cast the following spells requiring no components:

2/day each: *detect magic*, *dispel magic*, *fog cloud*, *invisibility* (self only)

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

Magic Weapons. The reindeer's weapon attacks are magical.

Actions

Multiaction. The reindeer makes two melee attacks.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Poison Breath (Recharge 6). A 15-foot-radius sphere of choking green gas extends out from the reindeer. The gas spreads around corners and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 16 Constitution saving throw or be poisoned until the start of its next turn.

Teleport. The reindeer magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.