

FESTIVE BLOOD HUNTERS

ORDER OF THE ABOMINABLE *ORDER OF THE KRAMPUS*

TWO FESTIVE ARCHETYPES FOR THE BLOOD HUNTER CLASS

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ORDER OF THE ABOMINABLE

Some of those whose blood is infused with the Hunter's Bane find power in chemical alteration; some find it in arcane pacts; and some find it in ancient knowledge. There are others, however, who are considered to have a particularly chilling countenance by their other monster-hunting peers. Through decades of work and experimentation, these blood hunters have discovered how to channel this into inflicting icy blows against their enemies.

This order assumes that you have selected the primal rite Rite of the Frozen at 1st level – whilst other primal rites can be selected, this ensures the best utility of this order from the earliest possible point.

HOAR FROST

When you join this order at 3rd level, your ability to channel the power of winter through your blood is increased. You add your Wisdom modifier to the damage inflicted on your enemies by your primal rite Rite of the Frozen.

RAZOR ICE

You learn to pull away heat from the air around you and freeze the moisture near your skin. As an action you are able to propel shards of ice 30 feet away from you to impact up to three creatures in a 15 foot cube, using your Wisdom modifier + your proficiency bonus as the attack modifier. Each creature takes 1d8 piercing damage and 1d6 + your Wisdom modifier cold damage. The cold damage increases to 3d6 + your Wisdom modifier at 11th level, and to 5d6 + your Wisdom modifier at 18th level. You can use this ability a number of times per day equal to your Wisdom modifier (minimum of 1).

CHILL IN THE BLOOD

Your chilling countenance reaches so deeply within your physical form that your reaction to low temperatures changes. Upon reaching 7th level, the damage you suffer from activating your primal rite Rite of the Frozen is halved. Additionally, you have resistance to cold damage.

OF THE TUNDRA

Your ties to the cold in the world have grown stronger. From 11th level, you have advantage on Dexterity (Stealth) checks to hide in snowy or icy terrain. In addition, you

have begun to favor hunting in such environments, resulting in an Affinity for Snow.

AFFINITY FOR SNOW

This ability functions similarly to the Ranger's Natural Explorer ability. At 11th level, you gain the following benefits in snowy or icy terrain:

- You ignore difficult terrain
- You have advantage on initiative rolls
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted

You gain the following benefits when traveling for an hour or more in snowy or icy terrain:

- Difficult terrain doesn't slow your group's travel
- Your group can't become lost except by magical means
- Even when you are engaged in another activity while traveling, you remain alert to danger
- If you are traveling alone, you can move stealthily at a normal pace
- When you forage, you find twice as much food as you normally would
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area

COLD HEARTED

At 15th level, you become immune to cold damage. In addition, any time you reduce a creature to 0 hit points using cold damage, you regain hit points equal to half the cold damage you inflicted.

FROZEN WASTES

You have become so well-attuned to the lands of the arctic that you can influence your environment to match them. At 18th level, you are able to chill the land in a 20 foot radius around you. This area persists for a number of minutes equal to your Wisdom modifier, is considered difficult terrain, and is not blocked by walls or other structures. Any creature in the area when it is created takes 3d10 piercing damage as the icicles form across the ground; any creature beginning its turn in the area takes 2d8 cold damage and has its speed reduced by 10 feet until it leaves the area. This ability can be used once per day.

ORDER OF THE KRAMPUS

Some of those whose blood is infused with the Hunter's Bane find power in chemical alteration; some find it in arcane pacts; and some find it in ancient knowledge. There are others, however, whose abilities stem from bargains struck with terrifying creatures of ancient power.

RUTEN

When you join this order at 3rd level, you tap into the depths of the darkness to terrify your enemies. You deal psychic damage equal to your Wisdom modifier when you deal damage with a primal rite. In addition, the target must make a Wisdom saving throw (Save DC = 8 + your proficiency modifier + your Wisdom modifier) or be *frightened* of you until the end of your next turn; if the creature succeeds, it is immune to this effect for 24 hours.

When you use this ability with an esoteric rite, the creature has disadvantage on the saving throw.

BIND THE DEVIL

At 7th level you learn to coalesce the dark powers into thick chains that bind those you wish to punish. As an action, in a twenty foot cube where one corner originates from you, you can choose up to two creatures to ensnare for punishment. These creatures must each make a Dexterity saving throw (Save DC = 8 + your proficiency modifier + your Wisdom modifier) or they will be *grappled* by your chains.

You can maintain the chains as an action for each round; the ensnared creatures must make a Strength saving throw at the start of their turn to break out of the chains. If this fails, they are *restrained*. If, after the initial Dexterity save and two Strength saves, the creature remains chained, they take 1d8 psychic damage for every turn they spend chained.

You are able to chain up to four creatures once you reach 15th level.

SIGHT IN THE DARKNESS

You tap into your Hunter's Bane to zero in more acutely on those targets you wish to destroy. Starting at 11th level you

can see in magical darkness up to 30 feet, as well as being able to see invisible objects and creatures within 30 feet.

REALM OF TERRORS

You gain access to Krampus' demiplane of horrors to which you can send your enemies for punishment. Instead of maintaining your *Bind the Devil* ability, you can use your action to send the creatures you have chained to this demiplane. The creatures must make a Wisdom saving throw (Save DC = 8 + your proficiency modifier + your Wisdom modifier); on a fail they are sent to the demiplane for 2 rounds, on a success they remain chained but have advantage on their next Strength saving throw to escape the chains.

Upon returning from the demiplane, the creatures that had been sent there are unchained but take 4d6 psychic damage and have disadvantage on their next attack. You can use this ability a number of times per day equal to your Wisdom modifier (minimum of 1).

HORNED GOD'S VISAGE

At 18th level you are granted the ability to take on the form of the Krampus in order to strike fear into the hearts of your enemies. You can transform in this way as an action three times per day; your transformation lasts for 1 minute or until your new form drops to 0 hit points.

Whilst transformed into, the following rules apply:

- Your game statistics are replaced by Krampus', but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill, language, weapon (provided the weapon is a melee weapon, and has the heavy, versatile, or two-handed property), and saving throw proficiencies, in addition to gaining those of the Krampus. If it has the same proficiency as you and the bonus is higher than yours, use its bonus. However you cannot use any multiattack abilities.
- When you transform, you assume Krampus' hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any extra damage carries over to your normal form. As long as the excess damage doesn't reduce your nor-

mal form to 0 hit points, you aren't knocked unconscious.

- You can cast spells, and your ability to speak or take any action that requires hands is unhindered. Transforming doesn't break your concentration on a spell you've already cast or prevent you from taking actions that are part of a spell that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if Krampus' form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless Krampus also has that sense.
- Your equipment is worn by Krampus, provided it is practical as your equipment doesn't change to match the new form, otherwise it simply merges into Krampus' form. Worn equipment functions as normal; equipment that merges with the form has no effect until you leave the form. The only exception to this is your armor class, which is replaced by that of Krampus.

KRAMPUS

Large monstrosity, lawful neutral

Armor Class 18 (natural armor)

Hit Points 250 (19d10 + 95)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	18 (+4)	20 (+5)	16 (+3)

Skills Str +9, Con +9, Wis +9

Senses truesight 60 ft., passive Perception 19

Languages Abyssal

Challenge 12 (8,400 XP)

Horrifying Visage. Each non-undead creature of the Krampus' choice within range must make a Wisdom saving throw (DC 19) or be frightened for 1 minute.

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

Shadow Stealth. While in dim light or darkness, the Krampus can take the Hide action as a bonus action.

ACTIONS

Multiattack. The Krampus makes three attacks: two with its claws and one with its horns.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Horns. *Melee Weapon Attack:* +9 to hit, reach 5 ft.*, one target. *Hit:* 16 (2d10 + 5) piercing damage.

*The Krampus must begin its attack between 10 and 40 ft. from its enemy and then close the distance in order to use this weapon.