

Hoarding Horror

The fall of Katalox forever altered the Wyrwood - both the region, and the people within it. Perhaps the most horrifying and grotesque example of this influence is the Hoarding Horror.

Appearance. Appearance. The dark magic that twisted these unfortunates left little of their physical form. They exist now as disembodied, fleshless heads, wreathed in arcane energies. In place of the keen eyes of an artisan, flames of avarice flicker darkly. Their distorted, massive tongues loll sickeningly in their jaws, until suddenly striking out, not to speak but to steal precious weapons from the unsuspecting and weak.

From Passion to Obsession. Just as Katalox was a noble champion turned into something foul, the Hoarding Horror was once a craftsman of the Wyrwood, now twisted into a being of foul energy and pure, unadulterated greed. Only those with a particular passion for quality and perfection are suitable targets, and those very instincts are warped and twisted into obsession and envy, until those darker impulses are all that remain.

Only the Best. The Hoarding Horror seeks out the finest weapons available - as they once sought out the finest tools and raw materials for their work. They will go to any lengths to acquire the current object of desire, which is always the finest weapon present. If it is magical, they will keep it - until something finer comes into view. Non-magical weapons are consumed or expelled - sometimes violently.



Not Worth Your Life. While an Hoarding Horror obsessively pursues fine weapons, it heeds not risk - to itself or others - but it does not specifically seek to do harm. Once a weapon is claimed, should no others be visible, they may actually flee. However, woe to those that come between the Hoarding Horror and the object of its desire; they'll not hesitate to kill. Many a wise warrior have parted with a treasured weapon when faced with a hungry Hoarding Horror; after all, rare indeed is the weapon worth more than the life of they that wield it.

HOARDING HORROR

Small Undead, unaligned

Armor Class 16 (natural armor)

Hit Points 48 (8d8 + 8)

Speed Flying 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	13 (+1)	1 (-5)	18 (+4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned, prone

Senses Darkvision 60 ft., passive Perception 17

Languages -

Challenge 3 (700 XP)

Eye for quality. hoarding horror immediately knows the quality of any weapon it sees.

Cursed to consume. Non-magical weapons are destroyed and magical items become inert until the next sunrise unless the hoarding horror is destroyed or the weapon is removed from the horror within one minute.

Weapon Whisperer. hoarding horror has advantage on attack rolls while it has a weapon absorbed.

I know Tongue-Fu. Creatures provoke an attack of opportunity from a hoarding horror when they enter the reach of its Claiming Tongue.

Kickback. If the hoarding horror already has a weapon absorbed and sees a weapon of better quality it can use its bonus action to launch the weapon it currently has absorbed. The weapon flies in a straight line up to 50 feet in a direction the hoarding horror chooses before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a DC 14 Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the weapon strikes something what it strikes each take 3d8 damage of the type normally dealt by the weapon.

ACTIONS

Claiming Tongue. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 1d8 necrotic damage. If the target is a creature and the hoarding horror doesn't have a weapon absorbed, the horror can choose to deal no damage with the attack to disarm the target. The target must succeed on a DC 19 Strength saving throw or the hoarding horror absorbs the weapon. A creature within 5 ft. of the hoarding horror can use its action to attempt to reclaim the weapon by succeeding on a DC 19 Strength check. Reclaiming the weapon causes the hoarding horror to be paralyzed until the end of its next turn.