

Sons of Behemat: D&D Boss Encounter

Balanced homebrew encounter for seven level-12 characters

Encounter plan

Recommended starting encounter: King Brodd, one Mega-Gargant, and four Mancrushers. Choose either the Gatebreaker, Kraken-eater, or Boss-stomper as the additional Mega-Gargant. For a harder version, use two Mega-Gargants and two Mancrushers. Do not start with Brodd, all three Mega-Gargants, and four Mancrushers together unless you want an extremely dangerous fight.

These are homebrew D&D 5e-style statistics, not official D&D or Warhammer rules. Difficulty is approximate and depends on the party's classes, magic items, spells, and remaining resources.

King Brodd, High Priest of Behemat

Huge giant | AC 16 | HP 190 | Speed 40 ft.

STR 23 (+6), DEX 10 (+0), CON 19 (+4), INT 10 (+0), WIS 18 (+4), CHA 16 (+3). Saving Throws Con +8, Wis +8, Cha +7. Spell save DC 16.

Traits

Legendary Resistance (2/Day). If Brodd fails a saving throw, he can choose to succeed instead.

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

Great Banner of Behemat (1/Day). Brodd plants his banner. For 1 minute, allied gargants within 40 ft. gain +2 damage on weapon attacks and advantage on Strength checks and saves. The banner has AC 15 and 25 hit points. The effect ends if Brodd is incapacitated or the banner is destroyed.

Actions

Multiattack. Brodd makes two Great Club attacks.

Great Club. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 17 (2d10 + 6) bludgeoning damage.

Boulder Hurl (Recharge 5–6). Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

Earthshaking Stomp (Recharge 5–6). Creatures of Brodd's choice within 15 ft. make a DC 16 Dexterity save. Failure: 18 (4d8) bludgeoning damage and prone. Success: half damage, not prone.

Bonus Actions and Support

Prayer of the Great Father (3/Day). Brodd and up to three allied gargants within 60 ft. each gain 15 (3d8) temporary hit points.

Behemat's Command (Recharge 4–6). One allied gargant within 60 ft. can use its reaction to move up to half its speed and make one attack.

Mending Prayer (2/Day). One allied gargant within 60 ft. regains 25 hit points. Brodd cannot target himself.

Call Back the Fallen (1/Day). One allied gargant within 30 ft. that has been reduced to 0 hit points within the last minute returns with 20 hit points. A creature can benefit from this only once per encounter.

Divine Fury (Once per encounter). The first time Brodd drops to 75 hit points or fewer, he gains 20 temporary hit points and his speed increases by 10 ft. until the end of his next turn.

Legendary Actions

Brodd has 2 legendary actions per round, regained at the start of his turn. Command (1 action): one ally within 60 ft. moves up to 15 ft. without provoking opportunity attacks. Stomp (2 actions): one creature within 10 ft. makes a DC 16 Dexterity save or takes 9 (2d8) bludgeoning damage and falls prone; half damage on a success.

Tactics: Brodd should spend most of his time supporting the other giants, healing the most injured ally, and commanding them into better positions.

Gatebreaker Mega-Gargant — The Charger

Huge giant | AC 15 | HP 145 | Speed 40 ft. | STR 23 (+6), DEX 10 (+0), CON 20 (+5), INT 7 (–2), WIS 12 (+1), CHA 9 (–1). Saving Throws Str +9, Con +8, Wis +4. Attack +9, save DC 16.

Actions

Multiattack. The Gatebreaker makes two Iron Club attacks.

Iron Club. Melee Weapon Attack: +9 to hit, reach 15 ft. Hit: 16 (2d8 + 6) bludgeoning damage.

Boulder Throw. Ranged Weapon Attack: +9 to hit, range 60/180 ft. Hit: 17 (2d10 + 6) bludgeoning damage.

Demolisher Charge (Recharge 4–6). The Gatebreaker moves up to 30 ft. in a straight line without provoking opportunity attacks, then makes one Club attack. On a hit, the target takes an extra 10 (3d6) damage and must succeed on a DC 16 Strength save or be pushed up to 15 ft. and knocked prone. It cannot end its movement in another creature's space.

Break the Line (Recharge 5–6). Creatures in a 15-ft. cone make a DC 16 Dexterity save, taking 18 (4d8) bludgeoning damage on a failure or half on a success. A creature that fails is also pushed 10 ft.

Nothing Stands Before Me (Reaction, once per round). When the Gatebreaker takes damage from an attack, reduce that damage by 8.

Tactics: describe it lowering its shoulder and choosing a lane before it charges, giving players a chance to dodge or block its path.

Kraken-eater Mega-Gargant — The Netter

Huge giant | AC 15 | HP 125 | Speed 40 ft. | STR 20 (+5), DEX 10 (+0), CON 19 (+4), INT 8 (–1), WIS 14 (+2), CHA 10 (+0). Saving Throws Con +8, Wis +6. Attack +8, save DC 15.

Actions

Multiattack. The Kraken-eater makes two Anchor attacks.

Anchor. Melee Weapon Attack: +8 to hit, reach 20 ft. Hit: 12 (2d6 + 5) bludgeoning damage.

Rock Throw. Ranged Weapon Attack: +8 to hit, range 60/180 ft. Hit: 14 (2d8 + 5) bludgeoning damage.

Net Toss (Recharge 4–6). One Large or smaller creature within 30 ft. makes a DC 15 Dexterity save or becomes restrained. Its speed is 0, attacks against it have advantage, and its attacks have disadvantage. The target can

use its action to make a DC 15 Strength check to escape, or an adjacent ally can use an action to free it by dealing 15 slashing damage to the net (AC 12; vulnerable to slashing damage).

Snag and Reel (Bonus Action, 2/Day). One creature restrained by the Kraken-eater within 30 ft. makes a DC 15 Strength save or is pulled up to 15 ft. toward it. This deals no damage.

Tangle the Ground (Recharge 5–6). The Kraken-eater throws a net at a point within 60 ft. Creatures in a 10-ft. radius make a DC 15 Dexterity save or have their speed halved until the end of their next turn. The area is difficult terrain until then.

Hook and Move (Reaction, once per round). When a creature within 20 ft. moves, the Kraken-eater can force it to make a DC 15 Strength save. On a failure, it moves the target up to 10 ft. to an unoccupied space it can see. It cannot move the target into obvious lethal terrain.

Tactics: catch one character, drag them away from allies, and force the party to choose between freeing them and attacking. This giant should deal less damage than the others.

Boss-stomper Mega-Gargant — The Duel Bully

Huge giant | AC 15 | HP 150 | Speed 40 ft. | STR 23 (+6), DEX 10 (+0), CON 20 (+5), INT 8 (–1), WIS 14 (+2), CHA 11 (+0). Saving Throws Str +9, Con +8, Wis +5. Attack +9, save DC 16.

Actions

Multiattack. The Boss-stomper makes two Club attacks.

Club. Melee Weapon Attack: +9 to hit, reach 15 ft. Hit: 16 (2d8 + 6) bludgeoning damage.

Rock Throw. Ranged Weapon Attack: +9 to hit, range 60/180 ft. Hit: 15 (2d8 + 6) bludgeoning damage.

Pick on the Biggest (Bonus Action). Choose one creature within 60 ft. The Boss-stomper has advantage on its first attack against that target before the start of its next turn. If the target attacks another creature, the Boss-stomper can use its reaction to move up to 10 ft. toward it.

Grab and Chuck (Recharge 5–6). Make one Club attack against a Large or smaller creature within reach. On a hit, the target takes normal damage and must succeed on a DC 16 Strength or Dexterity save (its choice) or be grappled. At the start of its next turn, it can repeat the save. If still grappled, the Boss-stomper can use a bonus action to throw it up to 20 ft.; it takes 7 (2d6) bludgeoning damage and falls prone.

Ground Pound (Recharge 5–6). Creatures of the Boss-stomper's choice within 15 ft. make a DC 16 Dexterity save, taking 18 (4d8) bludgeoning damage on a failure or half on a success. A creature that fails falls prone.

Bullies the Fallen. Once per turn, the Boss-stomper deals an extra 4 (1d8) damage when it hits a prone creature.

Tactics: pressure one character at a time, but do not keep a character grappled indefinitely. The target gets another chance to escape at the start of its turn.

Mancrusher Gargants — The Bullies

Large giant | AC 13 | HP 38 | Speed 30 ft. | STR 18 (+4), DEX 8 (–1), CON 14 (+2), INT 5 (–3), WIS 9 (–1), CHA 7 (–2). Saving Throw Str +6. Attack +6, save DC 14.

Actions

Club. Melee Weapon Attack: +6 to hit, reach 10 ft. Hit: 10 (2d6 + 3) bludgeoning damage.

Rock Toss. Ranged Weapon Attack: +6 to hit, range 30/90 ft. Hit: 9 (2d4 + 4) bludgeoning damage.

Trip and Shove (Recharge 5–6). One creature within 10 ft. makes a DC 14 Dexterity save. On a failure, it falls prone and is pushed 5 ft.

Pick Up and Toss (Recharge 5–6). One Medium or smaller creature within 5 ft. makes a DC 14 Strength or Dexterity save (its choice). On a failure, it is thrown up to 15 ft., takes 5 (1d4 + 3) bludgeoning damage, and falls prone. Do not throw characters into obviously lethal hazards without clear warning and a fair chance to react.

Get Out of My Way! (Reaction, once per round). When a creature ends its turn within 5 ft., the Mancrusher can move up to 10 ft. without provoking opportunity attacks.

Crowd of Bullies. If two or more Mancrushers are within 5 ft. of a creature, that creature has disadvantage on the first Athletics or Acrobatics check it makes each round to escape a grapple or avoid being shoved. This does not affect saving throws.

Tactics: shove characters out of position, block paths, harass spellcasters, and set targets up for the larger giants. Their damage is deliberately modest.

Recommended encounter and running advice

Balanced starting version: King Brodd + one Mega-Gargant + four Mancrushers. Harder version: King Brodd + two Mega-Gargants + two Mancrushers, for an experienced and well-equipped party.

Avoid starting with Brodd, all three Mega-Gargants, and four Mancrushers together. Their combined turns, healing, control, and forced movement can make that encounter extremely dangerous.

Use a compact battlefield with ruins, boulders, low walls, cover, and a few routes to reposition. Avoid a huge open field where ranged characters can kite the giants indefinitely, but do not remove all cover.

Telegraph powerful effects before rolling. Let players cut nets, break Brodd's banner, rescue allies, and use terrain. If the party is struggling, reduce a Mega-Gargant's HP by 20–30 or have a badly injured Mancrusher retreat.

The party's classes, magic items, spell choices, and remaining resources will affect difficulty. These numbers are a starting point, not a guaranteed challenge rating.

Reddit post introduction

Hi everyone! I'm building a Sons of Behemat-inspired D&D 5e boss encounter for seven level-12 characters. King Brodd buffs and heals his allies; the Gatebreaker is a charging bruiser; the Kraken-eater uses nets and forced movement; the Boss-stomper bullies one character at a time; and the Mancrushers shove, trip, and toss characters around. I want the fight to feel epic and challenging without being unfair or wiping out the party. I'd appreciate feedback on the balance, damage, and encounter composition. These are homebrew rules inspired by Warhammer Age of Sigmar, not official rules.

Fan-made homebrew. Not official Dungeons & Dragons or Games Workshop material.