



# DRAGON'S HOARD 3

---

A COMPILATION OF WAYYYYYYYY TOO MANY HOMEBREWS

# MONSTERS

## ICE WALKER

They never stopped.

Despite their wounds, despite the cold, despite the death surrounding them. She told them to protect her, and they would sacrifice everything to that end, even their own life, even their own soul.

TARGAL BEARKIN

## ORIGIN:

The Ice Walkers were created by corrupted hags thousands of years ago as a form of protection against dwarfs and humans who were walking and destroying their territory. The Ice Walkers were originally humans themselves, before being captured by the hags, killed by hanging in the frigid waste, and resurrected as cursed beings. Since this first ritual Ice Hags continue to create more of them to expend their protection, when the ice walker themselves don't spread the curse further.

## BEHAVIOR:

Not quite as mindless as regular zombies, ice walkers listen entirely to orders given to them by ice hags, devoting their bodies and souls to their mistress. Regardless of the possible harm they put their body in, they follow orders, their loyalty lying beyond human understanding.

## ICE WALKER

*Medium humanoid (undead), neutral evil*

**Armor Class** 11 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	15 (+2)	3 (-4)	7 (-2)	5 (-3)

**Skills** Athletics +4, Survival +2

**Damage Resistances** cold

**Condition Immunities** poisoned

**Senses** passive Perception 8

**Languages** Draconic

**Challenge** 1/2 (100 XP)

**Undead Fortitude.** If damage reduces the ice walker to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the frozen zombie drops to 1 hit point instead.

**Frozen Curse.** If the ice walker kills a humanoid, it raises as a new ice walker 1d4 minutes later.

## Actions

**Multiattack.** The ice walker makes two melee attacks one with its bite and one with its claw

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must succeed a DC 12 or have their speed slowed by 10 feet for one minute as ice encases them. If the targets speed reaches 0, they are fully enveloped by ice and are considered petrified but can still be damaged by the frozen zombie. Exposing the creature to a source of heat (campfire, chimney,...) for 1 minute frees them from this condition.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

# HYPNOSPHERIX

Beware traveler, for these dreams are real indeed.

## ORIGINS

Sometimes sphinxes have offspring that grow unsupervised, left to their own devices these creatures don't always turn into paragon of truth like their forefathers. Instead some, pushed by malicious intent, or perhaps simple infantile greed, warp their magic to bend the world to their will. Weaving illusions to lure in unfortunate individuals or sometimes entire villages in endless reveries, these hypnosphinxes then take everything from their victims.

## THE PRICE OF GREED

Due to their vicious intention, their body, although similar in appearance to that of a normal sphinx sworn to truth, has been affected by the corruption in their heart, and has weakened. They are less strong and resilient, their wings don't function well, but they hide these fact behind powerful illusions that they bring to life. Elder hypnosphinxes have found a way around their weakness, using illusions to empower their body.



## HYPNOSPHERIX

*Large monstrosity, lawful neutral*

**Armor Class** 15 (natural armor)  
**Hit Points** 102 (12d10 + 36)  
**Speed** 40 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	14 (+2)	16 (+3)	19 (+4)

**Saving Throws** Con +6, Wis +6  
**Skills** Arcana +5, Perception +6, Religion +8  
**Damage Immunities** psychic  
**Condition Immunities** charmed, frightened  
**Senses** truesight 120 ft., passive Perception 16  
**Languages** All  
**Challenge** 5 (1,800 XP)

**Inscrutable.** The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

**Living Illusions.** The illusions that the hypnosphinx creates are tangible. When it cast the spell *major illusion* to create a creature, if the creature created is that of a CR 3 or lower it becomes real. The illusion rolls its own initiative and can attack anyone of the sphinx's choosing. The living illusion however only has 1 hit point and its AC is equal to 14, but has all the other statistics of the creature its modelled after. It vanishes if the sphinx loses concentration.

**Magic Weapons.** The sphinx's weapon attacks are magical.

**Spellcasting.** The sphinx is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following spells prepared:

Cantrips (at will): *sacred flame, minor illusion, thaumaturgy*  
1st level (4 slots): *command, detect evil and good, detect magic*  
2nd level (3 slots): *mirror image, zone of truth*  
3rd level (3 slots): *dispel magic, hypnotic pattern, major image*  
4th level (1 slots): *hallucinatory terrain*

## Actions

**Multiattack.** The sphinx makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

**Roar (2/Day).** The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

**First Roar.** Each creature that fails a DC 14 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Second Roar.** Each creature that fails a DC 14 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is stunned and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

# ELDER HYPNOSPHERIX

*Large monstrosity, lawful neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	18 (+4)	19 (+4)	21 (+5)

**Saving Throws** Con +8, Int +8, Wis +8

**Skills** Arcana +8, Perception +8, Religion +12

**Damage Immunities** psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 18

**Languages** All

**Challenge** 12 (8,400 XP)

**Inscrutable.** The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

**Dream Devourer.** The illusions that the elder hypnosphinx creates empower it. While it is concentrating on an illusion spell, it gains a +2 bonus to AC and saving throws. In addition any target affected by an illusion spell that it has casted loses 2d10 hit points at the beginning of their turn and the elder hypnosphinx regains that many hit points.

**Magic Weapons.** The sphinx's weapon attacks are magical.

**Spellcasting.** The sphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following spells prepared:

Cantrips (at will): *sacred flame, minor illusion, thaumaturgy*

1st level (4 slots): *command, detect evil and good, detect magic*

2nd level (3 slots): *mirror image, zone of truth*

3rd level (3 slots): *dispel magic, hypnotic pattern, major image*

4th level (3 slots): *hallucinatory terrain, phantasmal killer*

5th level (2 slots): *dream, mislead*

6th level (1 slot): *mental prison*

## Actions

**Multiattack.** The sphinx makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (2d8 + 5) slashing damage.

**Roar (2/Day).** The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

**First Roar.** Each creature that fails a DC 16 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Second Roar.** Each creature that fails a DC 16 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is stunned and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

# WAX ELEMENTAL

## SPARK OF GENIUS

Unlike most elementals, wax elementals possess an intellect similar to that of a human being, making them the perfect creations for infiltration missions. Devoted to their creators, gnomes were sure of wax elemental's loyalty, unlike the one granted by paying for the services of shapechangers.

## FAILED EXPERIMENT

This intellect was also the downfall of the gnomes who created them. Realizing that they were used against their will, wax elementals rebelled, and thanks to the sheer number of them that was created, did so successfully, earning their freedom, choking their masters to death in the process.

## ROAMING VAGABONDS

Wax elementals now roam the lands, disguised as any possible humanoids, staying away from the fires that would reveal their true nature. Their existence is one of misery, as they can never truly feel emotions that renders life so humane, aware of their own limitations, some move forth. Some of them lose self control, and go rampant, devouring all life that they encounter to fuel their endless hunger for life. These Consuming Wax Elementals represent a far bigger threat, and shouldn't be taken lightly, although most are not made aware of their presence before it is too late.

### NOTE:

*When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.*

Creatures choking refers to that rule

Yes, I know of wax elementals, or how I like to call them, gnomish inventions gone wrong...

**SERAPHINE RHIMMY**

# WAX ELEMENTAL

*Large elemental, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	11 (+0)	7 (-2)	9 (-1)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 8

**Languages** Gnomish

**Challenge** 5 (1,800 XP)

**Coated Strikes** (*activates after taking fire damage*). For 3 rounds after taking fire damage, the wax elemental melee weapon attacks deals an additional 2d4 fire damage with each hits (included in the stat block) and each times it strikes a creature, that creature must make a DC 14 Dexterity saving throw or be affected by the *slow* spell until the end of its next turn. For the duration the elemental sheds bright light in a 20-foot radius and dim light in an additional 20 ft. The elemental also takes 2d4 necrotic damage at the start of each of its turn, and its speed is halved.

**Malleable Body.** The wax elemental can use its action to polymorph into a medium humanoid or smaller, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies or takes fire damage.

**Wax Form.** The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) bludgeoning damage and starts choking as the wax fills its lungs. A creature can escape the space of the Wax elemental by expending 15 feet of movement, if it does so, it can breath again.

## Actions

**Multiattack.** The elemental makes two slam attacks.

**Slam. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage and 5 (2d4) fire damage if Coated Strikes is active.

# CONSUMING WAX

## ELEMENTAL

Medium elemental, neutral

**Armor Class** 17 (natural armor)

**Hit Points** 117 (18d8 + 22)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	14 (+2)	7 (-2)	9 (-1)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 8

**Languages** Common, Gnomish

**Challenge** 7 (2,900 XP)

**Coated Strikes (activates after taking fire damage).** For 3 rounds after taking fire damage, the wax elemental melee weapon attacks deals an additional 2d4 fire damage with each hits (included in the stat block) and each times it strikes a creature, that creature must make a DC 15 Dexterity saving throw or be affected by the *slow* spell until the end of its next turn. For the duration the elemental sheds bright light in a 20-foot radius and dim light in an additional 20 ft. The elemental also takes 2d4 necrotic damage at the start of each of its turn, and its speed is halved.

**Magic Weapons.** The elemental's attacks are magical.

**Malleable Body.** The wax elemental can use its action to polymorph into a medium humanoid or smaller, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies or takes fire damage

**Wax Form.** The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) bludgeoning damage and starts choking as the wax fills its lungs. A creature can escape the space of the Wax elemental by expending 15 feet of movement, if it does so, it can breath again.

## Actions

**Multiattack.** The elemental makes three attacks, only one of which can be Devour.

**Devour. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) bludgeoning damage and 5 (2d4) fire damage if Coated Strikes is active. In addition if the target is size Medium or smaller it must succeed a DC 15 Strength saving throw or that creature is swallowed. While swallowed, the creature is blinded restrained and starts choking on wax, it has total cover against attacks and other effects outside the elemental, and it takes 7 (3d4) fire damage at the start of each of the elemental's turns if the Coated Strike ability is active. If the elemental takes 20 damage or more on a single turn from a creature inside it, the elemental must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the elemental. If the elemental dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone. The elemental can only have one devoured creature at a time.

**Slam. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage and 5 (2d4) fire damage if Coated Strikes is active.

*You have a debt to pay, and he's here to collect it.*

## THE GRIM HUNTER

*Medium undead (elf), lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 129 (14d8 + 56)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	23 (+6)	18 (+4)	15 (+2)	17 (+3)	22 (+6)

**Saving Throws** Dex +11, Wis +8

**Skills** Deception +11, Insight +8

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons, necrotic, poison

**Senses** darkvision 300 ft., passive Perception 13

**Languages** Common, Elvish, Infernal

**Challenge** 15 (13,000 XP)

**Partial Magic Immunity.** The hunter can't be affected or detected by spells of 4th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

**Magic Weapons.** The hunter weapon attacks are magical.

**Innate Spellcasting.** The Hunter's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts, misty step, mage hand, minor illusion*

3/day each: *detect magic, invisibility, suggestion, darkness*

1/day each: *dominate person, fly, plane shift, synaptic static*

**Grim Strikes.** The hunter can augment the power of his weapons, at the start of his turn he can select one of the following abilities to infuse his weapons with. His next hit is improved (Note: this does affect his Hail of Arrows action). He cannot use the same ability two rounds in a row.

- **Constraining strike:** The hunter next hit with a weapon attack deals an additional 2d6 piercing damage and the target must succeed a DC 19 Strength saving throw or be restrained until the start of the hunter's next turn.

- **Blinding strike:** The hunter next hit with a weapon attack deals an additional 2d6 necrotic damage and the target must succeed a DC 19 Constitution saving throw or be blinded until the start of the hunter's next turn.

- **Thunderous strike:** The hunter next hit with a weapon attack deals an additional 2d6 thunder damage and the target and all creatures within 5 feet of it (other than the hunter) must succeed a DC 19 Strength saving throw or be knocked back 15 feet and fall prone.

- **Banishing strike:** The hunter next hit with a weapon attack deals an additional 1d6 psychic damage and the target must succeed a DC 19 Charisma saving throw or be banished into a harmless demi-plane where it is incapacitated, until the start of the hunter's next turn.

## Actions

**Multiattack.** The hunter makes three attacks

**Longbow.** *Ranged Weapon Attack:* +11 to hit, range 300/900 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

**Dagger.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage.

**Hail of Arrows (Recharge 6).** The hunter fires a never ending stream of arrows in a 60-foot cone in front of him. All creatures in that area must make a DC 19 Dexterity saving throw, taking 36 (8d8) piercing damage on a failed save, or half as much damage on a successful one.

## Legendary Actions

The hunter 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. The hunter regains spent legendary actions at the start of his turn.

**Attack.** The hunter makes one weapon attack.

**Teleport.** The hunter teleports up to 30 feet to an unoccupied space that he can see.

**Infused Strike (Costs 2 actions).** The hunter uses his Grim Strikes ability and then makes one weapon attack.

In the distance you hear an ethereal voice: *"The king has sent me after you, you have a debt to pay, either you come with me, either you'll pay in blood."* He chuckles. *"Oh and one thing, a proof of the seriousness of the request, here this is for you"* as he throws something wrapped in linens. As you open it, you realise with horror its the severed hand of someone. *"This one belongs to your brother, if you don't want to find his head in a similar wrapping, I suggest you follow along, but I beg you, please resist, it only makes the hunt more fun for me."* he says chuckling.