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Creature Feature Quarterly volume 5. Ver. 1.0. (Letter)
Published 2019.

BELLIFER

Small fiend (devil), lawful evil

ARMOR CLASS 13 (natural)

HIT POINTS 35 (10d6)

SPEED 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHR
10 (+0)	14 (+2)	10 (+0)	12 (+1)	14 (+2)	17 (+3)

DAMAGE RESISTANCES: cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

DAMAGE IMMUNITIES: fire, poison

CONDITION IMMUNITIES: poisoned

SENSES: darkvision 120 ft., passive Perception 12

LANGUAGES: Infernal, telepathy 120 ft.

CHALLENGE: 1 (200 XP)

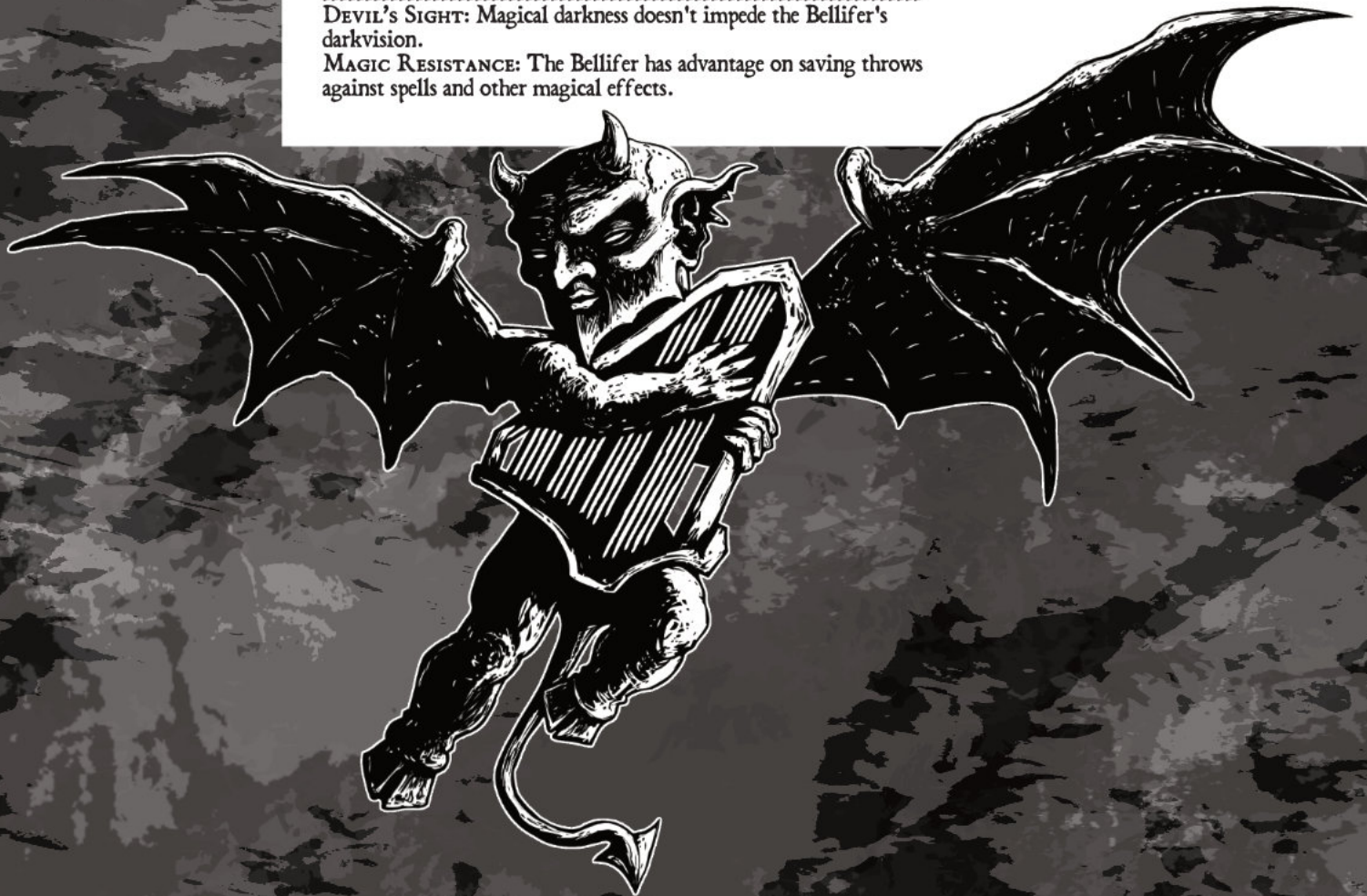
DEVIL'S SIGHT: Magical darkness doesn't impede the Bellifer's darkvision.

MAGIC RESISTANCE: The Bellifer has advantage on saving throws against spells and other magical effects.

ACTIONS

INVISIBILITY: The Bellifer magically turns invisible until it attacks or until its concentration ends. Any equipment the Bellifer wears or carries is invisible with it.

SOW DISCORD: The Bellifer strums its harp. Each creature within 300 feet of the Bellifer that can hear its harp must succeed on a DC13 Wisdom saving throw. On a failure, the creature attacks a random target. The effect lasts for one minute, even after the song has ceased. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A target that successfully saves is immune to this Bellifer's song for the next 24 hours.



DESCRIPTION

A small demonic-looking winged humanoid holding a harp. It appears to be a weird and malignant mockery of a cherub. The nasty little thing has the chubby rounded limbs of a toddler, a long tail, cloven hooves and bat-like wings. Its face is angular and harsh with deeply set eyes and stubby little horns.

It does not seem immediately hostile. But, it is certainly very interested in you. If sighted, it will disappear soon afterwards. It will appear again, but only for a moment and at some distance (never within melee range). From this point on, it will reappear at inopportune times to play its wretched harp in an attempt to instigate violence of any kind. If spoken to, it will not reply.

LORE

These creatures are known as Bellifers. They are minor devils that have the ability to compel others to commit violent acts. This is done through the unholy, discordant tones they play on their accursed, infernal harps. Some sages and priests believe that whole flocks of these malignant abominations are dispatched upon cities to bring them to ruin. Their maddening melodies driving populations to rage and revolt in waves of arson and murder.

In addition to their bellicose influence, they can turn invisible at will. Their infernal nature also lends them a host of other abilities and defenses. Chiefly, they are highly resistant to damage from weapons that are not silvered. They are also quite resistant to magic. And, they are entirely immune to fire as well as poison. As a result they are considerably more formidable than their diminutive size would suggest. Luckily they are quite cowardly and flee from any threat.

Their rage-inducing music is really their only weapon. They must become visible to play their tune and the music must be heard to have an effect. Additionally, those that successfully resist the music are immune to the effect of that particular Bellifer for a day. To a clever party that is knowledgeable about the effect and scope of the music, these monsters are little more than environmental hazards. However, if one or more of the devils manages to influence a group of weak willed rabble the resulting mobs would likely pose a much greater threat.

ECOLOGY

Bellifer, are supernatural beings with no true biological necessities. They can subsist with or without such mundane necessities as food, water, air or sleep. Some believe that the creatures draw nourishment from sowing discord, but this is only speculation.

They are believed to originate in some hellish nether realm, but can be encountered anywhere in the Multiverse. Due to their rather specific talents, they are generally encountered in places where turbulent emotions could have catastrophic consequences.

SEEDS

1.) The party has ended a recent quest and decided to take a much deserved rest. They have been relaxing in the capital city of a nearby kingdom for a few days. Their visit just happens to coincide with a delegation from another kingdom. Rumors on the street and in taverns speak of a possible marriage between the royal houses to build future alliances and bolster the mutual defense of their realms from an aggressor to the north. During the weeklong visit of the delegation there have been an increasing number of violent outbursts amongst the populace. Incidents such as roving mobs, looting and arson are growing more and more frequent. Reports of fiendish, winged babies have begun to circulate but mostly this is considered foolishness and superstition.

2.) One or more of the party members has fallen under the sway of a Bellifer. Perhaps it is a hireling, a familiar or even a mount. Those that are affected lash out randomly attacking any target within reach. If they overcome the rage, the Bellifer will return the next day and play its wicked tune for them again. The monster is seeking to slowly weaken the party through attrition and restlessness. It will persist in this harassment until they succeed in killing one another or they discover it and drive it from their midst.

LOOT

Only the little fiend's harp. Is it magical or merely a focus for the Bellifer's natural talent?

SIZE COMPARISON





KILLDRONE

Medium aberration, chaotic evil

ARMOR CLASS 13 (natural)

HIT POINTS 120 (16d8+48)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHR
16 (+3)	8 (-1)	16 (+3)	6 (-2)	16 (+3)	4 (-3)

SKILLS: Perception +9

DAMAGE RESISTANCES: bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

DAMAGE IMMUNITIES: fire, poison

SENSES: truesight 120 ft., passive Perception 19

LANGUAGES: Killdrone

CHALLENGE: 6 (2,300 XP)

BLOOD FRENZY: The Killdrone has advantage on melee attack rolls against any creature that doesn't have all its hit points.

LIMITED TELEPATHY: The Killdrone can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

REGENERATION: The Killdrone regenerates 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

MULTIATTACK: The Killdrone makes two Claw attacks.

CLAW: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 8 (2d4+3) slashing damage.

DESCRIPTION

You hear a low clicking and clattering along with some insect-like buzzing. The buzzing sound is much more bass and intricate than an average insect. As you focus your attention on the sound you see a rather bizarre creature. It appears to be a cricket or grasshopper wrought in a humanoid shape. It walks on two legs and wears various bits of armor and equipment.

The being stands about seven or eight feet tall. It holds its hands open in a gesture of greeting. In a moment or two, a noise like a radio dial being tuned to a station echoes through your mind and you can hear a flat, emotionless voice. The voice follows the clacking, buzzing rhythm of the creature's mouthparts. The voice says "very glad meet you" and "want deal". Not soon after it gestures to a rather large backpack full to bursting with various items. It seems very intent on bartering with you.

LORE

Many who have met the Xochiyotl consider them to be consummate planar travelers and traders. They are encountered anywhere and everywhere throughout the Multiverse. Whenever encountered they are keenly intent on barter with the individuals they meet.

It is not known for certain how or where these creatures originate. They are generally peaceful, but they are very intent on getting what they want. And, the items they want might be what the party considers junk. Tales of them expressing interest in such things as a cross-eyed maiden's silver ring are not unheard of, however they might also request something more conventionally sought after such as a scroll or magic weapon.

If their offers at barter are rebuffed they will resort to trickery, theft and even force. If possible, they will refrain from killing in pursuit of their acquisition. And if death does accidentally occur they will always offer some sort of recompense whether it be in coin, service, rare items or esoteric lore. The wisest course of action when encountering them inevitably is to make a deal. They are flexible once negotiations have begun and they have a plethora of items from across the Multiverse.

Rumors say they serve an ancient, insectile lich queen, but these have never been corroborated by serious scholars.

There are many nicknames that have circulated amongst the realms regarding these creatures. Some of them include such epithets as Roach Wizards, Swap Hoppers, Wing Dealers, Haggle Flies, Barter Bugs just to name a few. They are flexible once negotiations have begun and they have a plethora of items from across the Multiverse.

ECOLOGY

These monsters can be encountered anywhere throughout the Multiverse. None have ever seen their home plane and returned to tell the tale. In some rare cases though, the beings have chatted with amicable adventurers and described their home as something akin to a demiplane near Limbo that is essentially an immeasurable hive. Their society is what one might expect from highly evolved sapient ants or bees, it is very structured and specialized. These beings are sent out to gather information and items that their collective deems useful. Why they gather the things they do, they often do not know..

SEEDS

1.) The party has finished and arduous combat and is dividing their hard earned loot. As soon as they have distributed the shares of trinkets and items, a flash of light in the near distance heralds the arrival of several Xochiyotl. They are keenly interested in one or more items the PCs have just acquired. These items may be entirely mundane or magical. What matters most at this point, is how the party reacts. If they are friendly and try to negotiate with the creatures they may be mollified and accept something else. But if the party reacts violently, they will respond in kind. However, they take great pains to use non-lethal means to acquire their desired treasures.

SIZE COMPARISON



2.) In a previous encounter with a band of Xochiyotl one of the party's hirelings was accidentally killed. As a result of the unfortunate circumstances of their previous encounter, the beings have returned to the party with offers of atonement. Each member of the party may request a level appropriate magic item and the creatures agree to serve you in one task.

LOOT

An individual Xochiyotl will have armor (fitted for them). They will also have ornate goggles which allow Truesight out to 120 ft, unfortunately these are also suited for their faces. All will also have a headband that allows telepathic communication. Additionally, all of their Innate Spellcasting abilities might be attributed to some sort of item (DM's discretion).

Beyond their personal gear, all Xochiyotl will have a backpack (Bag Of Holding) brimming with items they have collected from throughout the Multiverse. Some will be mundane and some will be magical.