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Creature Feature Quarterly volume 5. Ver. 1.0.
Published 2019.



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BELLIFER

Small fiend (devil), lawful evil

ARMOR CLASS: 13 (*natural armor*)

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)

FEATURES

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?

KILLDRONE

Medium aberration, chaotic evil

ARMOR CLASS: 13 (*natural armor*)

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 adamantite*

DAMAGE IMMUNITIES: *fire, poison*

SENSES: *truesight 120 ft., passive Perception 19*

LANGUAGES: *Killdrone*

CHALLENGE: 6 (2,300 XP)

FEATURES

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

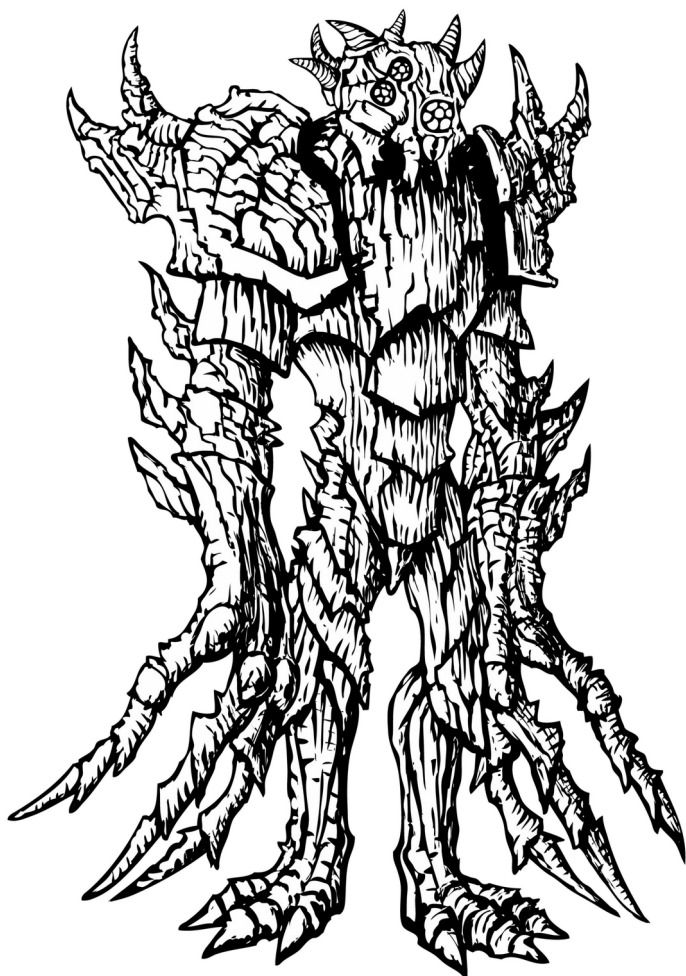
LIMITED TELEPATHY: The Killdrone can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

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:

A weird and wicked looking humanoid comes into view not too far distant. It stands about the height of a human. It appears to be covered from head to toe in some baroque armor. It moves with a stiff and clumsy gait. Perhaps that ornate armor fits the individual poorly? As the being comes closer you realize it is completely encased in the armor. And, the armor seems very bizarre indeed. It looks like a chitinous carapace with insectile features such as mismatched composite eyes and clacking mandibles. The heavy, chitinous plates seem to be poorly articulated and impede the movement of the creature.

Its long arms end in razor-sharp slashing talons and it lunges to attack you. As it does so you feel a dull buzz in your brain and experience a vision of an immense hive populated with a myriad of other such beings as this. And above the mass of drones there is a singular horrific thing that rules over them all, a queen of sorts? The vision seems to convey without words that this being intends to convert you to its hive society.

There is no reasoning with this monster. Although some intelligence is suggested from its behavior, it has a singular focus to bring more souls into its freakish collective. It will likely fight to the death.

LORE:

Rumor holds that these strange beings were once normal folk. But, they have since been transmogrified into these monstrosities through some sort of infection. A number of learned individuals that have encountered them and lived to tell the tale claim these freaks are the reanimated corpses of those slain by other beings such as this. Apparently the creatures pass some sort of egg into those they have slain. The egg then returns them to a warped, shambling semblance of life, granting them an unnatural vigor and completely stealing their minds. A warped shell and rending claws soon encase the converted victims. The carapace continues to grow throughout their weird half-life and they eventually grow into armored behemoths.

They are completely unreasoning and aggressive. They are driven only to slay and spread the taint of their parasitic infection. They are hardy combatants but not especially challenging for seasoned adventurers. However, once blood has been spilled their attacks become much more vicious, perhaps some hormone is released which pushes them into a frenzied state? They seem to have enhanced vision as well and are not impeded by darkness or illusions of any kind.

There are a few brutal souls that have retained their minds after rebirth. But these rare individuals were invariably murderous thugs already. Tales in taverns tell that these individuals dream of the hive queen and must eventually seek her out or go mad. It is sometimes said they are her betrothed and desire her sexually. When they spread their bloodthirsty seed into her it enhances the vigor of her future broods.

ECOLOGY:

Little is rightfully known about the origin of these creatures. It is speculated they are extraplanar in origin. They are extremely durable beings virtually immune to mundane weapons. They are highly resistant to fire and poison. They are not resistant to cold but are not especially vulnerable either. As such, they can lair in virtually any climate but tend to avoid the polar regions unless there is a source of heat for the hive, such as a volcano or some other geothermal source perhaps? They are highly aggressive and territorial, wars between rival hives are not unheard of.

SEEDS:

1.) A group of these creatures has been ravaging a nearby hamlet. Several villagers have been slain. The village has gathered the corpses of their fallen brethren in a central building while awaiting the return of their priest from his annual pilgrimage. Beyond the current tragedy, the corpses will soon reanimate and begin to slaughter for their queen.

2.) The party has gotten word of strange goings on from the Thieves Guild. Many of their beggars and pickpockets have gone missing recently. Unbeknownst to all, a Killdrone that has retained its mind has been slowly spreading its taint amongst the castoffs of society. Many urchins, beggars and thieves have already been converted and serve the hive. The leader is planning a massive assault on an isolated ward of the city.

LOOT:

They may retain some of the gear they possessed prior to transformation, but this is unlikely.

KORADYN

Large giant, neutral

ARMOR CLASS: 12 (*natural armor*)

HIT POINTS: 85 (*10D10+30*)

SPEED: 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHR
20 (+5)	8 (-1)	16 (+3)	8 (-1)	14 (+2)	8 (-1)

SKILLS: *Athletics +8, Perception +5, Stealth +2*

SENSES: *darkvision 120 ft., passive Perception 15*

LANGUAGES: *Common, Giant*

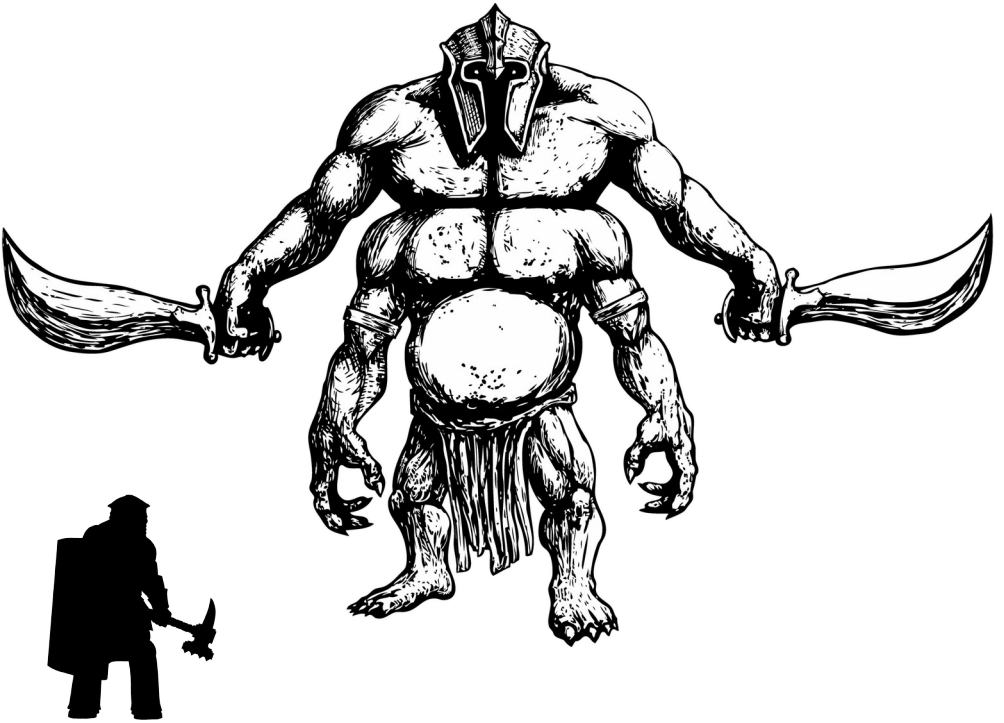
CHALLENGE: 5 (*1,800 XP*)

ACTIONS

MULTIATTACK: The Koradyn makes four melee attacks.

SLAM: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 12 (3D4+5) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC16). Until this grapple ends, the monster can attack the grappled creature and has advantage on attack rolls to do so.

SWORD: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 18 (3D8+5) slashing damage.



DESCRIPTION:

A large and somewhat portly humanoid plods into view. It stands about three times the height of a human, perhaps 16 to 18 feet tall. It appears to be primitive, and possibly even tribal. It is garbed solely in a helmet or mask and a girdle. It has four arms, two of which grip vicious-looking swords.

The creature's eyes are luminescent and flicker as its gaze dances within the depths of its mask. It does not seem immediately hostile and may be open to parley.

LORE:

Rumor holds that these creatures, known as Koradyn, are an offshoot of giants. They are close kin to Hill Giants and Ogres. They have managed to preserve a bit of their ancestral culture and a basic level of technology. They can mine ore and forge metals but usually prefer to raid from weaker races. This all too often puts them in conflict with other races, but does not always indicate hostile intent. In fact, some of them have been quite open to trade and cooperation when presented with reasonable terms.

They are relatively mundane brutes. They generally seek to preserve their tribe and clan while accumulating wealth. They are selfish and somewhat arrogant but not completely unreasonable.

Sages that have studied them are a bit perplexed by their additional arms. The most learned of them speculate that even the strongest races that the giants enslaved were incapable of the feats of strength required to build their vast cities and monuments. This became more evident as their empire waxed into decadence and their testimonies to themselves became ever more grand and soaring.

These sages speculate that this subrace was engineered to be the workmen on the most titanic monuments of the giants. They were made to craft and place the ornate skyscraping minarets as well as dig the deepest labyrinthine basements and tunnels. This might explain the extended range of their darkvision and climbing skill. However, they have a surprising lack of creativity, and their technology has never progressed. Perhaps they were built to build, but not to create.

ECOLOGY:

These benighted and misbegotten kin of the more noble giants can be found in any climate but they seem to prefer tropical or subtropical climes. And of these balmy climates, islands are the most preferred. Wherever they may roam, they tend to form tribal societies consisting of clans conjoined by marriage. Some who have known them as friends, companions or otherwise claim the creatures hold great gatherings on certain seasonal turnings and make offerings to gods unremembered by the rest of the world.

They are mortal and a bit longer lived than humans. They reproduce heterosexually and form monogamous pair bonds between parents. These unions last at least until the offspring is of juvenile status in their society. Usually the child has taken up some form of apprenticeship and is able to fend for itself by this age. Their societies tend to be hunter gatherer with a smattering of animal husbandry. As for livestock, they tend to keep larger animals such as wild pigs, oxen and ostriches. They also are skilled fishermen with a fondness for larger varieties of aquatic life.

SEEDS:

1.) A group of these creatures has been ravaging a nearby hamlet. Several villagers have been slain in the chaos. The village has made plea for help to the nearest authorities, but they are several days away. The Koradyn are bandits recently arrived in the area and are gathering supplies to build themselves a fastness in the wilderness not far from this village.

2.) The party had been traveling by ship around the coast but in the night a storm overtook them and blew them off course. The storm also damaged much of their rations and water supply. Fortunately, they can see an island in the distance that looks suitable for a resupply. Unfortunately, the island is inhabited by several Koradyn tribes that may not take kindly to wanderers in their land.

LOOT:

Gear as depicted in the illustration. In their lair they will likely have at least 10d10 GP in various baubles and trade goods (barrels of wine, casks of ale, bolts of cloth, etc.).

LONGYIN

Medium humanoid, chaotic neutral

ARMOR CLASS: 16

HIT POINTS: 78 (12D8+24)

SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHR
12 (+1)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	20 (+5)

SKILLS: *Arcana +3, Perception +4, Stealth +5*

DAMAGE IMMUNITIES: *immune to whatever elemental damage is appropriate to the Longyin's draconic lineage*

SENSES: *darkvision 60 ft., passive perception 14*

LANGUAGES: *Common, Draconic*

CHALLENGE: 4 (1,100 XP)

ACTIONS

MULTIATTACK: The Longyin makes two Elemental Blast attacks.

ELEMENTAL BLAST: The Longyin channels a blast of whatever element is appropriate to its draconic lineage in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC15 Dexterity saving throw. A creature takes 9 (2D8) of the elemental damage appropriate to the Longyin's ancestry on a failed save, or half as much damage on a successful one.

ELEMENTAL BURST (recharge 5 – 6): The Longyin unleashes a burst of elemental energy appropriate to its draconic lineage that covers an area roughly 80 ft. by 80 ft., when the burst occurs, each creature in it must make a DC15 Constitution saving throw. A creature takes 36 (8D8) of the elemental damage appropriate to the Longyin's ancestry on a failed save, or half as much damage on a successful one.

FRIGHTFUL PRESENCE (recharge 5 – 6): Each creature of the Longyin's choice that is within 120 feet of the Longyin and aware of it must succeed on a DC15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Longyin's Frightful Presence for the next 24 hours.

TELEPORT (recharge 4 – 6): The Longyin magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the Longyin can make one Elemental Blast attack.



DESCRIPTION:

A lithe and quixotic humanoid clad in bright and flowing garb stands poised before you. It wears a stylized monstrous, mask. The face of the mask appears to be demonic or possibly draconic and is almost comically sinister. The attire of the being seems ornamental and almost costume-like at first glance. But upon closer scrutiny it is clearly functional armor albeit quite garish.

Telltale manifestations of whatever elemental energy the Longyin is aligned with may manifest in the immediate vicinity. For example, frost may spread across the surface it stands upon or touches. Or perhaps, minute sparks of electricity arc across the metallic surfaces of its costume. Displays of phenomenon such as this might be exaggerated as a means of intimidation as well.

The being does not seem immediately hostile and will likely communicate if the situation is appropriate. In all communication its elemental correspondence will color its language. For example, an acidic wit or a fiery temper. Regardless of the elemental influence the being also seems haughty, whimsical and very proud.

LORE:

These creatures are known as Longyin, or Scions of the Dragon. They are individuals of a mundane species that have harnessed and cultivated the power of a draconic ancestry. Some tap into this potential to become sorcerers and others, like these beings, pursue it with the totality of their being. They are avatars of their draconic ancestors and are able channel the elemental energy of their lineage to enormously destructive effect.

In addition to their elemental powers they can inspire the same awesome dread as their ancestors. And, while they lack wings they can teleport. Most sages are a bit confounded by this twist and usually attribute it simply to the inherently magical nature of Longyin.

Their haughty and mercurial attitude stem from an ancestral memory which divorces them from the flow of mundane reality. They believe their bodies are simply vessels that contain a fraction of the knowledge, power and wisdom of the whole draconic race. They believe that upon their death, they will merge with the vast magical essence of their ancestors and all other dragons that have

ever existed. Needless to say, this tends to make them quite egotistical and quite fearless.

ECOLOGY:

Longyin, are mortal beings with mortal necessities but their ancestral memory tends to drive them to live apart from mundane folk. They will often seek out distant, secluded hermitages far from the general hubbub of regular, everyday life. If possible, their homes will be placed around an area rich with the elemental energy they have an affinity with.

Longyin tend to live rather short and exciting lives. As they wholeheartedly feel an ancestral connection to their bloodline and believe it is their destiny to eventually merge with it, they do not fear death.

They can be encountered anywhere in the Multiverse. Many that live to old age are thought to make a sort of pilgrimage to their correspondent elemental plane.

SEEDS:

1.) The party encounters a mysterious and boastful adolescent in the tavern. The haughty kid is more than a little drunk and dressed in some garish ornamental armor. They claim to be a Longyin, and heir to a long line of dragons going back millennia. If the party seems amenable the Longyin will drink with them and offer a deal. The Longyin seeks a certain tome of ritual magic an ancestor once possessed. The Longyin knows the tome to be part of a vast hoard as well as the hoard's location. If the party accompanies them on a quest to retrieve it, they can keep whatever else they wish.

2.) On some foray to an elemental plane, the party encounters one or more aged and demented Longyin. They seem to be driven into states of ecstatic madness as the energies of the plane coarse through them. They may attack immediately or attempt to befriend the group. If they do befriend the party they will soon turn against them as their chaotic natures are amplified by the elemental energies of the plane.

LOOT:

The garish armor is masterfully crafted and embellished with gold, it would probably fetch at least 600 GP. Additionally, they tend to attract wealth and will have at least 200 GP worth of precious metal and jewelry on their person.

MEZIYAEI

Huge fiend (demon), chaotic evil

ARMOR CLASS: 15 (natural armor)

HIT POINTS: 230 (20D12+100)

SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHR
22 (+6)	7 (-2)	20 (+5)	12 (+1)	14 (+2)	16 (+3)

SKILLS: Perception +7

DAMAGE RESISTANCES: bludgeoning, piercing and slashing from nonmagical attacks

DAMAGE IMMUNITIES: lightning, poison

CONDITION IMMUNITIES: poisoned

SENSES: darkvision 120 ft., passive Perception 17

LANGUAGES: Abyssal, telepathy 120 ft.

CHALLENGE: 13 (10,000 XP)

FEATURES

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

ACTIONS

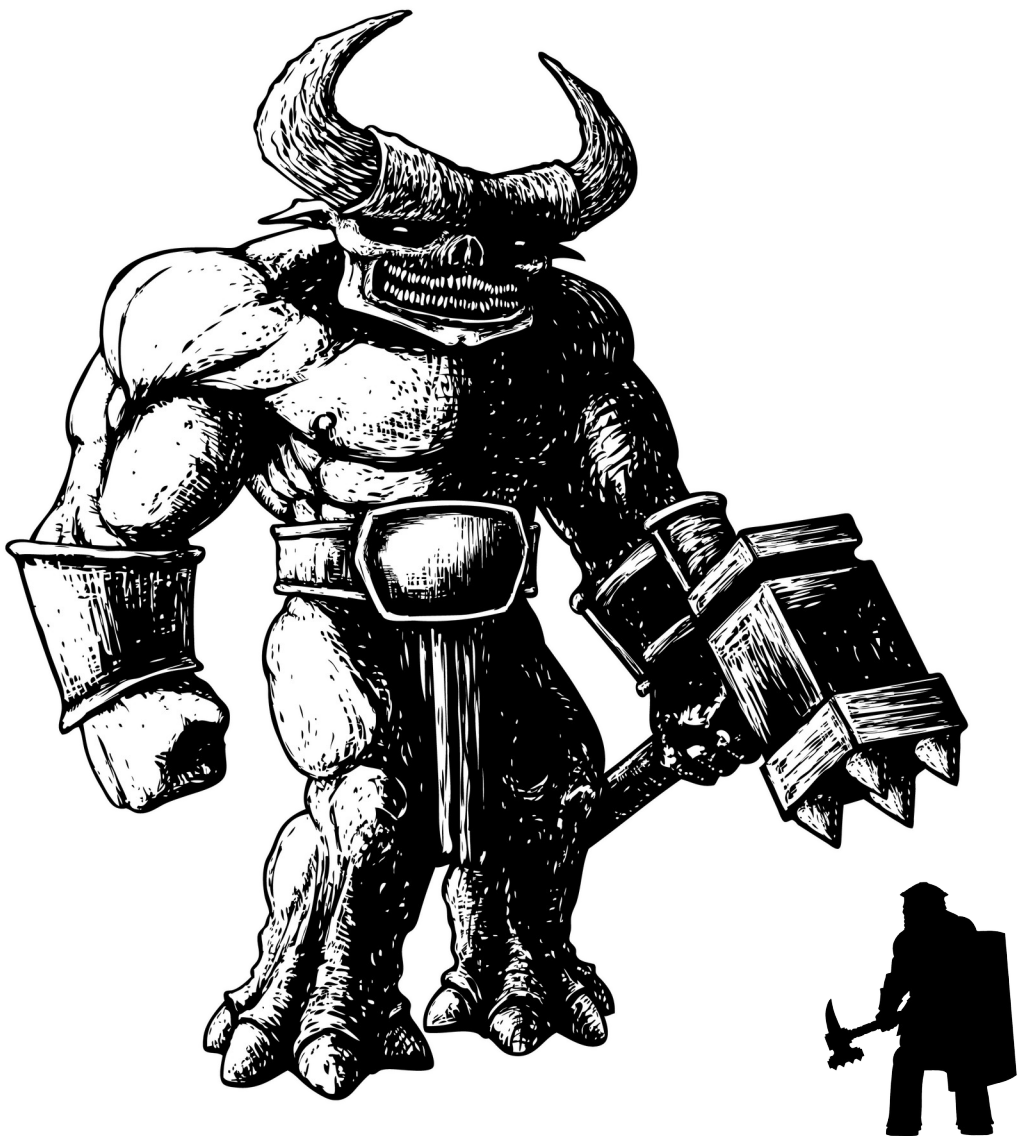
MULTIATTACK: The Meziyael makes two warhammer attacks.

WARHAMMER: *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 19 (3D8+6) bludgeoning damage. If the target is a Medium or smaller creature, it must make a DC18 Constitution saving throw. On a failed save, a creature takes 18 (4D8) thunder damage and is thrown 20 feet away from the Meziyael, falling prone. On a successful save, the creature takes half as much damage and isn't thrown.

STOMP: The Meziyael stomps with one of its huge feet creating a boom of force that sweeps out from it. Each creature of Medium size or smaller in a 20-foot cube originating from it must make a DC18 Constitution saving throw. On a failed save, a creature takes 13 (3D8) thunder damage and is thrown 10 feet away from the Meziyael, falling prone. On a successful save, the creature takes half as much damage and isn't thrown.

LIGHTNING BURST (recharge 5 – 6): The Meziyael unleashes a burst of lightning that covers an area roughly 80 ft. by 80 ft., when the burst occurs, each creature in it must make a DC18 Constitution saving throw. A creature takes 36 (8D8) lightning damage on a failed save, or half as much damage on a successful one. Additionally, if the saving throw fails by 5 or more, the target is stunned for 1 minute.

POISON BREATH (recharge 5 – 6): The Meziyael exhales a toxic gas in a 30-foot cone. Each creature in that area must succeed on a DC18 Constitution saving throw. On a failed save, a target is poisoned. The poisoned target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is poisoned until completing a long rest.



DESCRIPTION:

A huge, horned, demonic thing. It towers over you, easily twenty or more feet in height and very nearly just as wide. It has an almost comically broad face with a wide, fanged maw filled with far too many teeth. Its eyes are intense pinpricks of electric blue in the darkened depths of a craggy brow beneath its curving crown of large, broad horns. Lightning ripples over the whole of its gigantic body, arcing between its horns and discharging into the ground through its elephantine feet.

The demon is garbed solely in bracers and a girdle. It grips an immense spiked warhammer in its huge fist. It will attack the party immediately.

LORE:

This demon is known as a Meziyaël. There is very little chance of reasoning with a Meziyaël. Although it seems intelligent, it is primarily concerned with slaughter, chaos and destruction. They will only communicate with the most powerful or wicked beings.

They are virtually invulnerable to mundane weapons and greatly warded against spellcraft. There seems to be some strange alchemy within their weird flesh that allows them to generate and store electricity which they can emit at irregular intervals as a breath weapon. They can also discharge this electrical energy through their massive hammer in fearsome blows that send most folk flying several feet and sometimes rendering them temporarily senseless. Additionally, they can stomp their immense feet to achieve a similar if somewhat weaker effect.

Furthermore, the foul things can exhale a cone of debilitating, toxic gas. Those who succumb to the fetid miasma may be weakened for extended periods of time and might require healing magic or extended rest to fully recover.

ECOLOGY:

They can be encountered anywhere in the Multiverse. But like all of their malignant kind they were excreted from some blasphemous nether realm, probably some layer of the Abyss. As with all such demonic fiends, they are

supernatural beings and do not possess a normal physiology, they can subsist with or without such mundane necessities as food, water, air or sleep. These creatures possess no natural life cycle. They do not age, mate or rear offspring.

SEEDS:

1.) A Meziyael has been wreaking havoc in a nearby kingdom. It's assumed that the horrific thing was summoned by some potent and malignant magic but this might not be the case. Irregardless, the kingdom's coffers are wide open to any heroes willing to save them from the horror.

2.) The party has gotten word of an apostate priest pursuing some vendetta against their former order. Apparently the rogue priest has made a pact with one of these creatures. The outcast priest is thought to be instructing the Meziyael to attack the monasteries and temples of clergy around the kingdom. The rebel intends to bring ruin to the faith and dishearten the people. And once the faith of the people is in tatters, the apostate's demon lord will rise up to twist the heart of the land towards some wicked, debauched path. The priesthood is offering the party substantial wealth as well as potent magic items for their battle.

LOOT:

As depicted in the illustration. A huge warhammer, belt, girdle and bracers. A Meziyael has no concern for wealth and as such has no hoard. But, the thing's hammer is made of some unusually conductive, abyssal metal and could probably be sold for at least 900 GP to the right buyer. However, it is going to be difficult to transport.

SANVARA

Huge giant, neutral evil

ARMOR CLASS: 14 (*natural armor*)

HIT POINTS: 105 (10D12+40)

SPEED: 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHR
22 (+6)	12 (+1)	18 (+4)	18 (+4)	14 (+2)	14 (+2)

SKILLS: *History +9, Insight +5, Perception +5, Religion +7*

SENSES: *darkvision 120 ft., passive Perception 15*

LANGUAGES: *Draconic, Giant, Primordial, telepathy 120 ft.*

CHALLENGE: 8 (3,900 XP)

FEATURES

INNATE SPELLCASTING: The Sanvara's spellcasting ability is Intelligence (spell save DC15). The Sanvara can innately cast the following spells, requiring no material components:

* **AT WILL:** *invisibility, minor illusion, misty step*

* **3/DAY EACH:** *fireball, wall of fire*

* **1/DAY EACH:** *time stop*

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

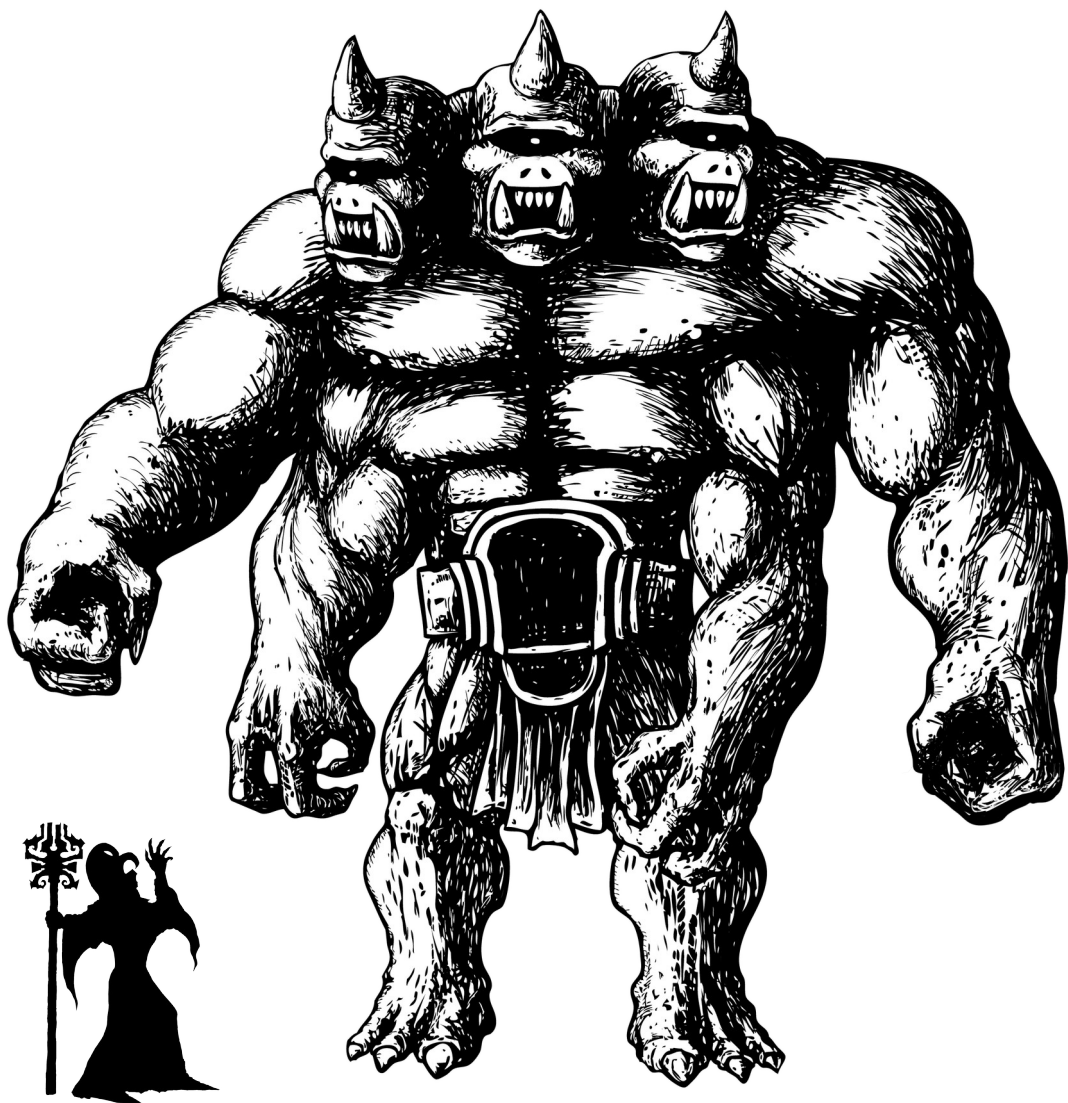
THREE HEADS: The Sanvara has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

WAKEFUL: When one of the Sanvara's heads is asleep, at least one other head is awake.

ACTIONS

MULTIATTACK: The Sanvara makes four slam attacks.

SLAM: *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 16 (4D4+6) bludgeoning damage.



DESCRIPTION:

An immense three-headed, four-armed and powerfully built humanoid. Each of its heads possesses a single eye and a single horn. The three faces upon its three heads are vaguely simian and have prominent tusks jutting from their lower jaws. The thing towers over you, easily twenty feet in height. It is clad solely in a broad girdle. It has an odd mien to it, almost as if it is equally ascetic as well as brutish. Observant characters might notice that it seems very light on its feet for such a large creature, almost as if gravity doesn't effect it as one might expect.

The thing does not seem immediately hostile. Although it is physically quite intimidating, insightful characters will know it is more curious than violent. It will not attack immediately. It will always attempt to communicate first. If any of its spoken languages fail, it will use telepathy. The being speaks with a sort of blunt logic that is befuddling and somewhat mystical.

LORE:

These beings are ancient spirits sometimes referred to as Sanvara. They are consumed with the pursuit of knowledge and understanding. They speak a variety of languages. All of the languages they speak have ancient roots associated with magical, esoteric knowledge. They are especially interested in such things as the elemental forces of fire, time, knowledge and historicity. Although they are not considered elemental beings themselves, a deep and abiding respect for all things elemental is commonplace throughout their culture. Their native language is Primordial even though it is commonly assumed their race, let alone all races, arose long after the forging of the planes.

Although not inherently evil, these creatures are not mortal and tend to have a certain dispassionate attitude when it comes to dealing with many of frailer beings they encounter. They may parley with those they deem wise or subdue and steal from those they deem foolish. In all likelihood though, they will take whatever they desire by whatever means necessary. They will make an effort not to kill other beings, but they are selfish creatures.

These otherworldly creatures are without a doubt a font of knowledge. Each head possesses a genius level intellect and is well-versed in countless topics. In fact, this singular being comprises a trio of geniuses that have been discoursing on the nature of reality and meaning since time immemorial. Mages and priests that can earn their favor might acquire hidden knowledge as well as a source of potential future magical research.

ECOLOGY:

Little is known about the true origin of these creatures. It is thought that they likely come from a place and time beyond mortal conception. They are certainly of extraplanar origin. But it is a matter of speculation whether or not they are truly biological or spiritual in origin as there are no varying sexes or children amongst them. They are indeed an enigmatic group and prefer to remain so.

SEEDS:

1.) One of these creatures has been wreaking havoc in a nearby library or museum. The creature does not seem to have any truly violent intent (other than its relentless pursuit of knowledge). The library or museum has offered an attractive sum of gold to end the siege upon its trove.

2.) At some point in a dungeon delve or ruin crawl the party encounters one of these creatures. The mystical being is equally confounded with a megadungeonesque conundrum. Perhaps they might cooperate with the Sanvara to overcome the obstacle?

LOOT:

In addition to their garment, they possess a Bag Of Holding. Within the bag are various tomes on all manner of topics related to the Sanvara's studies. There should be at least a dozen magical scrolls as well as the Sanvara's own book of ritual magic.

STEINAIEL

Medium elemental, neutral

ARMOR CLASS: 15 (*natural armor*)

HIT POINTS: 57 (6D8+30)

SPEED: 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	10 (+0)	20 (+5)	14 (+2)	16 (+3)	16 (+3)

SKILLS: *History +4, Insight +5, Perception +5, Stealth +2*

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

DAMAGE IMMUNITIES: *poison*

CONDITION IMMUNITIES: *exhaustion, petrified, poisoned*

SENSES: *darkvision 120 ft., tremorsense 60 ft., passive Perception 15*

LANGUAGES: *Terran*

CHALLENGE: 4 (1,100 XP)

FEATURES

INNATE SPELLCASTING: The Steinaiel's spellcasting ability is Wisdom (spell save DC13).

The Steinaiel can innately cast the following spells, requiring no material components:

* **AT WILL:** *mending, minor illusion, misty step*

* **3/DAY EACH:** *thunderwave, wall of stone*

* **1/DAY EACH:** *wish*

EARTH GLIDE: The Steinaiel can burrow through non-magical, unworked earth and stone. While doing so, the Steinaiel doesn't disturb the material it moves through.

SUNLIGHT SENSITIVITY: While in sunlight, the Steinaiel has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

MULTIATTACK: The Steinaiel makes two sword attacks.

SWORD: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1D8+4) slashing damage.



DESCRIPTION:

A squat figure somewhat reminiscent of a gray-skinned Dwarf in proportions and build stands not too far distant. It possesses the cloven hooves and horns that one might expect from a satyr or some other such fey being. It grips a stout longsword and is adorned in a broad girdle. The being has eyes that glow like red embers in the depths of its craggy brow.

The thing does not seem immediately hostile. Insightful characters will know it is primarily curious. It will not attack immediately. It will always attempt to communicate first. Unfortunately, it speaks only Terran.

LORE:

These beings are ancient spirits sometimes referred to as Steinaiel, or "stone grandfather" in the Common tongue. They are thought by some, to be the ancestors of the Dwarven race. Although, this is a matter of some contention due to some of the obviously fey characteristics of a Steinaiel. It is generally assumed that Dwarves have some sort of deeper elemental heritage connected to the elemental plane of Earth and a connection to the Steinaiel would indeed support that claim. But the horns and hooves are contrary to such origins. However, there are sages that contest Gnomes are a mix of Dwarven and fey blood. So perhaps the Steinaiel are their progenitors? Or, if not all Gnomes, at least Svirfneblin? But, in the end, who truly knows or cares, such things are folly except for the sages, eh? At least these are the thoughts of most Dwarves on the subject.

The Steinaiel appear to be somewhat reminiscent of Dryads, but rather than a girlish youth wed to a tree, the Steinaiel are more akin to dour grandfathers married to the deep earth. Rather than sacred forests, the Steinaiel watch over deep grottoes of quartz, granite and other far more fabulous ores and minerals. They can pass through solid stone as easily as Dryads walk betwixt the trees of their grove. The Steinaiel can also summon walls of stone and tremors to guard their territories and protect themselves.

More evidence of their somewhat Dwarven nature is indicated by their fierce pride and stubbornness. They are also smiths of legendary skill. Additionally, they are fond of contests of strength. If these creatures challenge someone to a

contest of strength and are defeated, it is said that they can grant the winner one wish.

ECOLOGY:

Little is truly known about the true origin of these creatures. It is thought that they likely come from some elemental plane of earth. They are believed to be essentially immortal and ageless. If they are ever slain, it's said that the rock embraces them for a time of rest from which they are eventually reborn. Not even the Steinaiel can truly say. They have no females or young in their society, nor have they ever. Yet they persist throughout the ages.

The Steinaiel are sometimes thought to be malignant and evil creatures because they are averse to bright light. This could not be further from the truth. While not always benevolent, they seek to do no harm to other beings and should not be so unfairly maligned.

SEEDS:

1.) The party has been instructed to seek out one of these creatures in the depths of an ancient cavern system. They are given the true name of the Steinaiel as well as a password which should allow them passage through the portal the Steinaiel has been guarding.

2.) At some point in a dungeon delve or ruin crawl the party encounters one of these creatures. The being seems peaceful but is curious as to why the party has entered his lair.

LOOT:

A girdle and a sword. The sword is of remarkable craftsmanship and durability, it will likely fetch 100 GP. Additionally, they will have a small collection of exquisite gems worth another 100 GP.

STRANGLE FIEND

Large fiend (demon), chaotic evil

ARMOR CLASS: 15 (*natural armor*)

HIT POINTS: 59 (7D10+21)

SPEED: 30 ft., fly 20ft.

STR	DEX	CON	INT	WIS	CHR
22 (+6)	17 (+3)	17 (+3)	12 (+1)	14 (+2)	16 (+3)

SKILLS: *Athletics +9, Perception +5, Stealth +6*

DAMAGE RESISTANCES: *bludgeoning, piercing, and slashing from nonmagical attacks*

DAMAGE IMMUNITIES: *poison*

CONDITION IMMUNITIES: *poisoned*

SENSES: *darkvision 120 ft., passive Perception 15*

LANGUAGES: *Abyssal, telepathy 120 ft.*

CHALLENGE: 7 (2,900 XP)

FEATURES

FRIGHTENING GAZE: The Strangle Fiend fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC15 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

TELEPORT: The Strangle Fiend magically teleports, along with anything or anyone it is wearing or carrying, up to 40 feet away to an unoccupied space it can see. Before or after teleporting, the Strangle Fiend can make one slam attack, potentially grappling the target. Unwilling passengers are allowed a DC15 Charisma saving throw.

ACTIONS

MULTIATTACK: The Strangle Fiend makes two slam attacks.

SLAM: *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 15 (2D8+6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC17). Until this grapple ends, the Strangle Fiend can attack the grappled creature and has advantage on attack rolls to do so.



DESCRIPTION:

A large, muscular demonic creature about ten feet tall. Its beady eyes of blazing crimson burn like embers in the shadowy depths of its horned and fanged visage. A feeling of terror threatens to overwhelm you as its gaze bores into your soul.

The creature has huge clawed hands at the end of its powerful arms. The hands clench and unclench as if eager to choke something. The being speaks in a low, gravelly voice. It is fond of chuckling to itself in a dry, mirthless way.

It does not appear immediately hostile but it is palpably evil. It virtually radiates a feeling of terror. If it feels it can gain the advantage of surprise and the environment is suitable, it will teleport behind a party member at the edge of the group. It will then grapple them from behind and fly upwards, beyond melee range. Once in the air, the beast will attempt to crush their victims, break their spine, or simply choke them to death in the vice-like grip of its immense hands. All the while it will chuckle in that same dry way.

LORE:

These beings are demons that delight in terrorizing weaker creatures. They are most commonly known simply as Strangle Fiends, because they especially enjoy taking life with their bare hands. They are physically very powerful and love to grapple, restrain and choke other creatures. The snapping of bones is music to their demented ears.

Like many such hellspawned creatures this demon possesses several magical abilities. It can teleport at will as well as fly. It can also drive weaker minds into paroxysms of terror merely with its gaze. And, its unnatural flesh is resistant to most non-magical attacks as well as being exceptionally resistant to spellcraft.

They are not unreasoning brutes however and may parley and even cooperate with those they deem useful. Although anyone foolish enough to put themselves in alliance with such a creature is a danger to themselves and others. It is not unheard of them leading an Orc warband or a cabal of debased cultists. They tire of intrigue and plots quickly enough, but stay for the murder and torture.

ECOLOGY:

They can be encountered anywhere in the Multiverse but like all of their malignant kind they originate in some blasted, infernal pit. Most likely some festering layer of the Abyss. They are supernatural beings and do not possess a normal physiology, they can subsist with or without such mortal necessities as food, water, air or sleep. As demons, these creatures also possess no life cycle to speak of. They do not age, mate or rear offspring in the traditional sense. But, they do sometimes mix their infernal seed with mortals to create various fiend-blooded abominations.

SEEDS:

1.) One of these creatures has become the head of a new guild of assassins. The foul being has survived many assassination attempts on it by rival guilds. The demon's total immunity to poison and virtual immunity to non-magical weapons have made it a difficult rival to dispatch. The demon has already sired half a dozen or so fiend-blooded bastards that reside in its bloody court. And, the guild under the demon's tutelage has taken to kidnapping and ritually strangling the local nobility. The bodies are then deposited in public areas drained of blood with their heads twisted round. Notes are found pinned to the corpses. In many cases, the notes demand some form of payment or another victim will be plucked from their line.

2.) At some point during a rest, one of these demons approaches the party. Typically it will teleport behind whoever is on watch and grapple them. If successful, it will fly upwards, dragging the party member with it. After rendering the victim unconscious (or if they put up too much of a fight), the demon will simply drop them. With a Medium-sized or smaller victim in tow, the demon can ascend 10 feet per round. Will the rest of party awaken in time to hear the companion struggling with the demon? How far have they ascended? How badly damaged will they be from the fall?

LOOT:

The gear depicted in the illustration is likely worth 10 to 15 GP. If the Strangle Fiend has a lair, it will contain at least 1,500 GP worth of coin and jewelry.

UGUGU

Medium humanoid, neutral

ARMOR CLASS: 11 (*natural armor*)

HIT POINTS: 68 (8D8+32)

SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHR
16 (+3)	8 (-1)	18 (+4)	11 (+0)	16 (+3)	12 (+1)

SKILLS: *Athletics +5, Perception +5, Stealth +1*

SENSES: *darkvision 120 ft., tremorsense 90 ft., passive Perception 13*

LANGUAGES: *Ugugu, Undercommon*

CHALLENGE: 1 (200 XP)

FEATURES

AMPHIBIOUS: The Ugugu can breathe air and water.

CHAMELEON SKIN: The Ugugu has advantage on Dexterity (Stealth) checks made to hide.

ACTIONS

MULTIATTACK: The Ugugu makes three melee attacks: one with its bite and two with its claws.

BITE: *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 6 (1D6+3) piercing damage and the target must succeed on a DC14 Constitution saving throw or be poisoned for 1 minute.

CLAW: *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 5 (1D4+3) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC13). Until this grapple ends, the monster can attack the grappled creature and has advantage on attack rolls to do so.

PSIONIC CHARM: The Ugugu targets one humanoid or beast that it can see within 30 feet of it. If the target can see the Ugugu, it must succeed on a DC13 Wisdom saving throw or be magically charmed. The charmed creature regards the Ugugu as a trusted friend to be heeded and protected. Although the target isn't under the Ugugu's control, it takes the Ugugu's requests or actions in the most favorable way it can. Each time the Ugugu or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the Ugugu dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the Ugugu's Psionic Charm for the next 24 hours. The Ugugu can have no more than one humanoid and up to three beasts charmed at a time.



DESCRIPTION:

You notice a stout and somewhat portly little creature about the size of a dwarf standing in the middle distance. It has three luminous eyes that blink at you lazily. It does not appear to be hostile. Although it seems peaceful, it is equipped with long, pointed teeth and its limbs end in powerful-looking talons.

Upon closer scrutiny you notice it appears to be entirely hairless and its rough skin is somewhat chameleon-like, allowing it to blend into its surrounding environment. It appears to be a reptilian or an amphibian.

The creature will attempt to communicate if the situation is appropriate. If attacked, it will flee, likely retreating to a body of water where it will hide beneath the surface. Or it will seek out some other place where its camouflage can conceal it from threats. They may also attempt to employ their Psionic Charm ability to befriend those they meet.

LORE:

These creatures are known as Ugugus, at least that is what they term themselves in Undercommon. They are a rare breed of subterranean folk usually only found in the deepest depths of the darkest places. Very few know of them or their language. They are generally peaceful and friendly. If threatened, they will flee from any danger. However, they are entirely carnivorous and have been known to use their Psionic Charm ability to lure victims into traps. Although, they generally use their psychic enchantments to hunt the vermin and subterranean fish of their environment, if food is scarce they are not above eating other sapient creatures.

They are densely built and well adapted to subterranean life. The compact power of their pot-bellied frames makes them competent grapplers sometimes able to overpower creatures larger than themselves. Not only are they able to conceal themselves through their chameleon-like camouflage abilities, but they are also completely amphibious and can breathe air or water. Additionally, their unhygienic living standards and diet has made their bites quite toxic.

ECOLOGY:

Ugugus, live deep, deep below ground. None have ever been seen above ground. They seem to have developed a very basic culture and society but make little or no use of tools. Perhaps they are so supremely adapted to their environment they have never had need to do so.

Most sages that have studied the creatures suggest they follow a similar life cycle as mundane amphibians. They suggest that the Ugugu have two biological sexes and lay eggs that metamorphose into tadpoles, which then mature into adults. It is also suggested they hibernate beneath water when food is scarce or when the temperature drops too low.

SEEDS:

1.) The party encounters a small group of Ugugu near an underground lake. The strange little toothsome creatures appear to be relaxing on the sandy beach. They are a little surprised to encounter the party but not especially afraid. If the party doesn't attack, the Ugugu invite them to join them for a meal. As they gaze placidly at the water, strange fish, eels, and various crustaceans approach them in the shallows of lake. Occasionally one of the Ugugu group wades into the water and scoops up a sizable creature and unceremoniously bites its head off. Afterwards, the Ugugu tosses it onto the beach. In a short time, there is a plethora of fresh food available. The Ugugu will offer the party their fill of the bounty.

2.) In the lower levels of a flooded dungeon, one of the party members or a hireling has fallen under the sway of a lone Ugugu. The Ugugu swam into the dungeon long ago through an underground river, but has since been trapped due to a collapse. The Ugugu will compel the character to leave rations out for it to eat. If the charmed character runs out of food, the Ugugu will have the character attempt to steal food for it. Eventually, the Ugugu may even compel the character to enter a trap where the monster can more easily dispatch and devour them. But, this will be a last resort.

LOOT:

An individual Ugugu has little need of anything in its native environment. But all will likely have a handful of crystals and gemstones totalling about 50 GP in value. A communal hoard will have a much larger collection of such gemstones.

VOID HORROR

Huge aberration, chaotic evil

ARMOR CLASS: 16 (*natural armor*)

HIT POINTS: 200 (16D12+96)

SPEED: 50 ft.

STR	DEX	CON	INT	WIS	CHR
26 (+8)	10 (+0)	22 (+6)	16 (+3)	12 (+1)	18 (+4)

DAMAGE RESISTANCES: *bludgeoning, piercing and slashing from nonmagical attacks*

DAMAGE IMMUNITIES: *psychic*

SENSES: *blindsight 120 ft., passive Perception 14*

LANGUAGES: *Primordial, telepathy 120 ft.*

CHALLENGE: 16 (15,000 XP)

FEATURES

INNATE SPELLCASTING: The Void Horror's spellcasting ability is Charisma (spell save DC17). The Void Horror can innately cast the following spells, requiring no material components:

* **AT WILL:** *gaseous form, misty step*

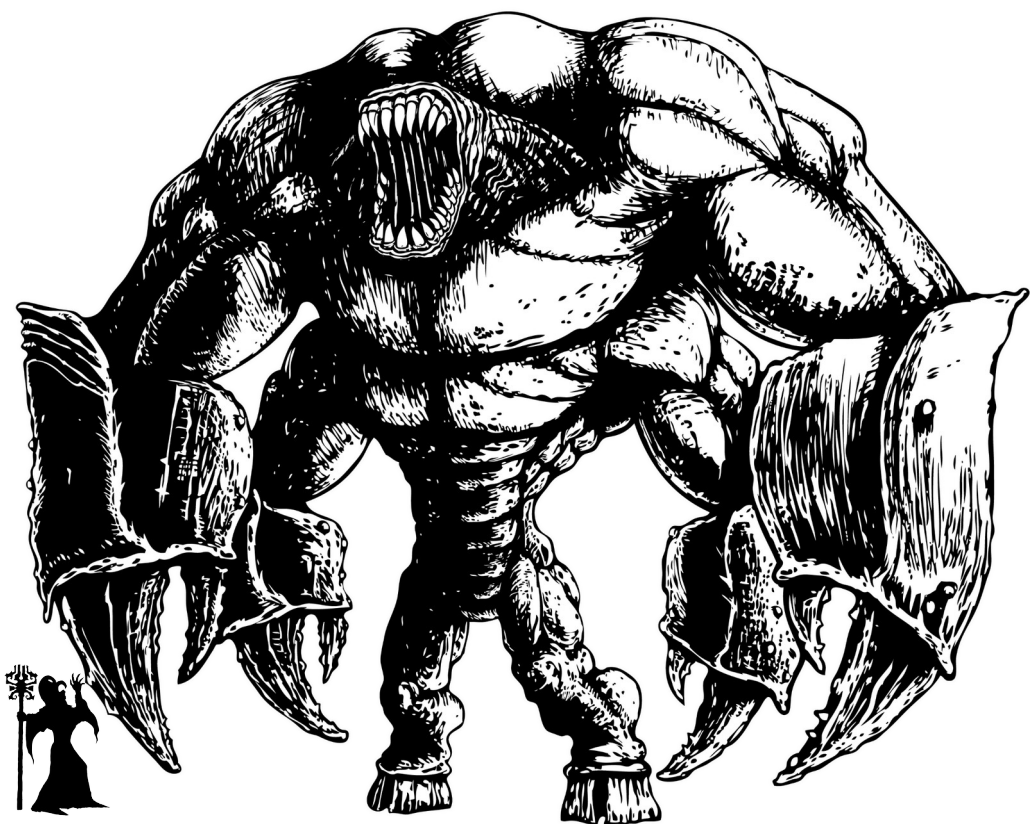
* **3/DAY EACH:** *gate*

ACTIONS

MULTIATTACK: The Void Horror makes four Claw attacks.

CLAW: *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 26 (4D8+8) slashing damage.

LIGHTNING BREATH (recharge 4 – 6): The Void Horror exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC17 Dexterity saving throw, taking 55 (10D10) lightning damage on a failed save, or half as much damage on a successful one.



DESCRIPTION:

An immense demoniac, aberrant thing. It looms over you, easily the size of a tower. It seems composed of a solidified fog or mist. It has six limbs, four appear to be arms ending in crab-like pincers along with two short and stout goatish legs. It floats above the ground like some surreal, nightmarish imagining from the clouds writ large before you. A stochastic electrical field ripples across and through its gaseous form illuminating its potent, gigantic shape. The thing lacks much of a face or even a head other than a gaping fang-filled maw.

As you approach, the thing's misty form coalesces into a dense, heavily muscled, chitin-plated mass and plummets to the earth. The ground shakes as it makes landfall. A moment later it has dropped into an aggressive posture reminiscent of an alpha ape about to charge. It bellows a titanic threat and belches out a blast of lightning.

LORE:

There is no virtually no chance of reasoning with this monster. Although some degree of intelligence is obvious from its behavior, it has a singular focus to slaughter and feed. However, it will likely not fight to the death. Once per day it is said they can open a portal to anywhere in the Multiverse and they will assuredly use this ability to save their life.

Tales tell that that these aberrant abominations are from a distant, nightmarish plane. They only manifest here to consume flesh and souls. They are intelligent but rarely communicate with any save the most powerful or wicked.

They are nigh invulnerable to mundane weapons. It is thought that they are closely tied to the Ethereal Plane, almost always having one foot within that gray and tumultuous realm. As such, they can assume a gaseous form at will as well as teleport short distances. In some poorly understood manner this sort of parallel existence with the Ethereal plane allows them to generate and store electrical energy which they can emit at irregular intervals as a breath weapon.

ECOLOGY:

Little is known about the origin of these creatures. It is routinely assumed they are extraplanar in origin and seem quite capable of planar travel. They are extremely durable beings virtually immune to mundane weapons. They are also entirely immune to psychic attack, this evidence of their exceptionally alien minds also lends credence to an otherworldly origin.

SEEDS:

1.) One of these creatures has been wreaking havoc on a nearby kingdom. It's assumed that the horrific thing was summoned by some potent and malignant magic but this might not be the case. Irregardless, the kingdom's coffers are wide open to any heroes willing to save them from the beast.

2.) The party has gotten word of strange goings on from a nearby Wizards Guild. They believe an outcast member of their order has made a pact with one of these creatures. The outcast mage is believed to be instructing the monster to attack the towers of wizards residing outside the kingdom so that the rebel might steal their knowledge. The Wizards Guild offers the party obnoxious amounts of gold as well as potent magic items for their battle.

LOOT:

A Void Horror in our world will not be driven to accumulate any wealth. However, if one could follow it to its own plane and locate its hoard, one would find at least 50,000 GP worth of assorted treasure including several magical items.

WARAWARA

Huge giant, chaotic evil

ARMOR CLASS: 14 (*natural armor*)

HIT POINTS: 105 (10D12+40)

SPEED: 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHR
22 (+6)	14 (+2)	19 (+4)	5 (-3)	14 (+2)	14 (+2)

SKILLS: *Athletics +9, Perception +5, Stealth +5*

SENSES: *darkvision 120 ft., passive perception 15*

LANGUAGES: *Giant*

CHALLENGE: 8 (3,900 XP)

FEATURES

AGGRESSIVE: As a bonus action, the Warawara can move up to its speed toward a hostile creature that it can see.

CHAMELEON SKIN: The Warawara has advantage on Dexterity (Stealth) checks made to hide.

STANDING LEAP: The Warawara's long jump is up to 60 feet and its high jump is up to 30 feet, with or without a running start.

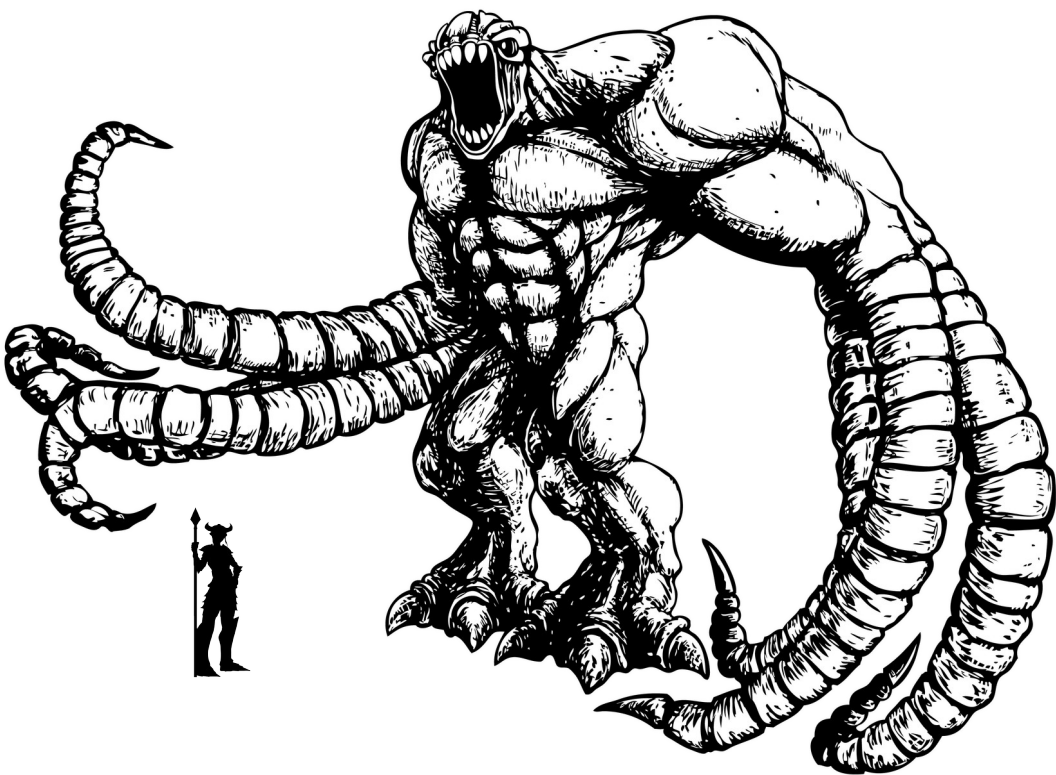
REGENERATION: The Warawara regains 10 hit points at the start of its turn. If the Warawara takes acid or fire damage, this trait doesn't function at the start of the Warawara's next turn. The Warawara dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

MULTIATTACK: The Warawara makes two melee attacks.

BITE: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 11 (4D4+6) piercing damage plus 7 (2D6) poison damage, and the target must succeed on a DC15 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TENTACLE: *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. Hit: 24 (4D8+6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC17). Until this grapple ends, the monster can attack the grappled creature and has advantage on attack rolls to do so.



DESCRIPTION:

You hear a loud, warbling screech of ear-splitting volume in the distance. The sound reminds you of an immense and aged rooster crowing. Not long after the screech, a hulking monstrosity approximately twenty feet tall strides into view. Its physique is packed with dense muscle and murderous intent. Each of its arms splits into three long tentacles below the elbow. It stands poised to attack upon powerful bestial legs. Despite its considerable bulk it appears to be quite agile and mobile.

It has widely spaced, reflective eyes set deep beneath a heavy, bony brow. Its predator smile is wide and decorated with stout jagged teeth clearly designed for the ripping of flesh and the crushing of bone.

Within moments of noticing the party, the beast will attack. It charges towards them. The space between disappearing at an alarming speed as the creature rockets forward in a frenzied, rabid sprint of leaps and bounds.

LORE:

These creatures are known as Warawara, they are so named after their bloodcurdling screeching. And although they often seem demonic at first glance, they are not. They are mortal abominations that bleed and die. However, they are able to regenerate damage at a disturbing rate. This ability to heal very quickly and their rather large stature has led some sages to speculate they are kin to Trolls. Their long tentacles are highly effective for grappling, crushing and restraining prey.

These creatures are quite athletic. They can sprint extremely fast and leap great distances. They also excel at climbing where they make excellent use of their long tentacles and clawed feet. In heavily wooded areas they will often skulk in the shadowy canopy overhead and snatch the unwary from the ground below. If the victims of this tactic struggle overly much, the monsters simply carry them further up into the canopy and then drop them.

The bite of these fiends contains a venom which although not especially potent can significantly weaken victims for a time. Additionally, the foul things have a chameleon-like camouflage ability that aids them greatly in ambushing their prey.

ECOLOGY:

These monsters are apex predators that can be encountered virtually anywhere. Their natural environment and origin are not known. They prefer to hunt at night but are not strictly nocturnal. No evidence of sexual reproduction or offspring exists. Despite their predatory nature they are omnivores and can even subsist completely without meat for a time. However, the longer they are deprived of prey the weaker they will become. Eventually they will not be able to regenerate damage and may even go into a state of hibernation if denied meat for prolonged periods.

SEEDS:

1.) The party is traveling through a heavily wooded area along a fairly well-kept road. In the distance they spot a number of wounded men and their horses. Several are dead. All that are not dead, are severely wounded. If the party stops to help they will see large bite marks upon some of the men and horses as well as broken limbs and heavily dented armor. After a few minutes, the monster in the trees above will begin to snatch the PCs from the ground. It will pull them up into the trees, bite them in an attempt to weaken them and then drop them.

2.) A beautiful woman of conspicuous wealth and considerable magical skill has hired the party to help her track down and capture a Warawara for her menagerie. She wishes to transport the creature to her private island. Her purse is not bottomless but she is a person of means and she means to acquire a Warawara. She agrees to pay the party a large sum and equip them with magic items. A retinue of support staff may also accompany your expedition if necessary. She claims to have detailed maps that lead to the lair of a Warawara about three weeks travel to the south, deep in a primeval jungle.

LOOT:

A Warawara will not keep any wealth on it, but it will hoard shiny objects in its lair. If the party manages to find the lair of the beast, its hoard should contain at least 5,000 GP worth of shiny valuables. This would also likely include weapons and armor, but not scrolls or potions.

WAR ENGINE

Huge construct, neutral

ARMOR CLASS: 20 (*natural armor*)

HIT POINTS: 270 (20D12+140)

SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHR
30 (+10)	6 (-2)	24 (+7)	3 (-4)	14 (+2)	1 (-5)

DAMAGE IMMUNITIES: *fire, poison, psychic, bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantite*

CONDITION IMMUNITIES: *charmed, exhaustion, frightened, paralyzed, petrified, poisoned*

SENSES: *darkvision 120 ft., passive Perception 12*

LANGUAGES: *Common*

CHALLENGE: 24 (62,000 XP)

FEATURES

LIGHTNING ABSORPTION: Whenever the War Engine is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

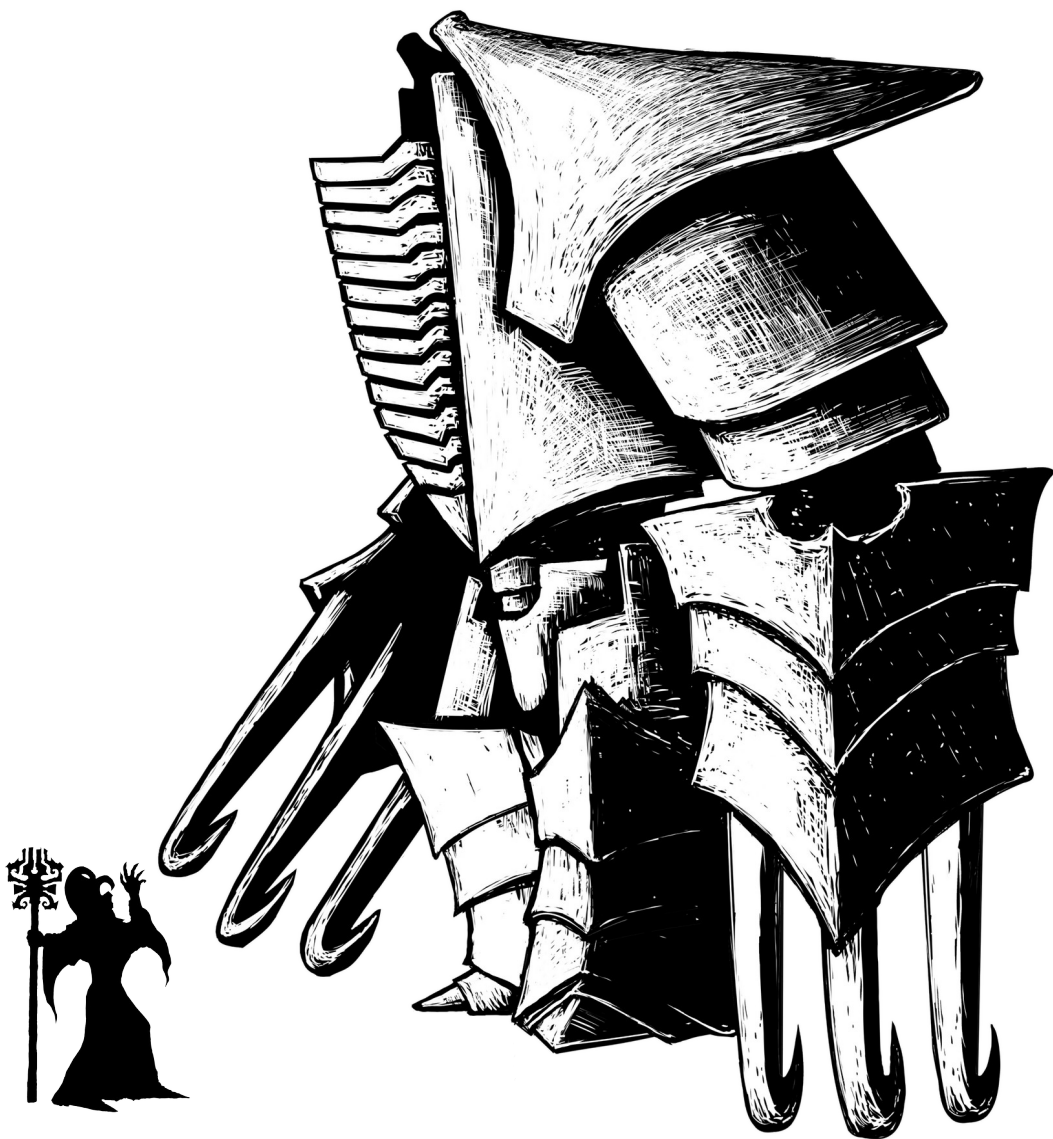
REGENERATION: The War Engine regenerates 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

MULTIATTACK: The War Engine makes two Claw attacks.

CLAW: *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 49 (6D12+10) slashing damage plus 21 (6D6) lightning damage.

LIGHTNING BURST (recharge 5 – 6): The War Engine unleashes a burst of lightning that covers an area roughly 80 ft. by 80 ft., when the burst occurs, each creature in it must make a DC23 Constitution saving throw. A creature takes 72 (16D8) lightning damage on a failed save, or half as much damage on a successful one. Additionally, if the saving throw fails by 5 or more, the target is stunned for 1 minute.



DESCRIPTION:

A towering, armor-plated and ponderous construct with long, hooked talons at the end of powerful arms. Arcs of lighting can be seen sparking between the talons. The immense automaton has a long grill running up its torso to where its head ought to be. The machine looks to be entirely composed an ancient black, pitted metal.

It makes no move to attack unless someone in the group approaching it has giant, orcish or goblinoid blood. It will also attack undead on sight as well as any overt practitioners of necromancy. If attacked it will defend itself.

The machine seems incapable of communication.

LORE:

These great constructs are ancient artifacts known simply as War Engines. They are autonomous golems, but they are also armored fighting vehicles. Beneath the grill on the thing's front is a sort of cockpit with various controls in which a Medium sized creature could fit. These automatons were constructed aeons ago and the method of their making has been lost to time. These constructs were wrought of such arcane craft though, that they are effectively immortal, unless melted down, they will eventually repair themselves.

Sages claim that these constructs were built by an ancient civilization and that these were an integral part of their arsenal in a brutal war against the various darker races of their time. These ancient foes were chiefly degenerate giants, orcs, goblinoids and undead that were threatening their realms. The fact that their civilization has disappeared stands in mute testimony to their eventual eradication. However, disparate remnants of their civilization and craft can still be found throughout the world.

There are a few accounts of those who have tamed War Engines and now pilot them. It has been said that the longer the pilot and the War Engine are together, the greater their bond. Rumors of veteran pilots seeing through the "eyes" of their machine and feeling its pain and anger are not uncommon. It is through this empathic bond that many have discerned bits and pieces of the mysterious, lost civilization that constructed the War Engines. These clues often come to the pilots as fragmentary visions like half-remembered dreams.

ECOLOGY:

These constructs possess no biological functions. They are often encountered in ancient, buried temples or blasted wastelands far from the current realms of civilized folk. If left to their own devices, these constructs will defend their territory, but will not wreak havoc such as invading villages or harming normal folk.

SEEDS:

1.) Rumors have reached the party of an immense trove of treasure containing ancient and powerful magic items. Unfortunately, the hoard is guarded by all manner of fearsome adversaries, chiefly a startling variety of constructs. The party's quest will lead them deep into a fortress of the ancient civilization that created the War Engines. What else will they find though? Perhaps other advanced technological weapons or gizmos? What else will they fight?

2.) An eccentric nobleman has accumulated a trove of lore surrounding the War Engines and the culture that produced them. The nobleman has contracted the party to seek out and retrieve a suit of the "marvelous armor". The PCs should not know that the armor is autonomous and capable of great violence. How will they capture a War Engine and return it to their employer?

3.) The party encounters a squad of War Engines deep in the bowels of an ancient temple. The constructs are in the midst of a pitched battle with some huge, loathsome monstrosities. Remnants of the lost civilization which built them fill the temple. Perhaps the party can find a way to aid the machines in their battle against the foul creatures in their midst.

LOOT:

The War Engine itself is an immensely valuable artifact. If the War Engine is slain, it would be worth at least 200,000 GP in value. An intact War Engine would be worth at least 600,000 GP.

XOCHİYOTL

Medium monstrosity, chaotic neutral

ARMOR CLASS: 13 (*natural armor*)

HIT POINTS: 22 (3D8+9)

SPEED: 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHR
16 (+3)	12 (+1)	16 (+3)	18 (+4)	14 (+2)	6 (-2)

SAVING THROWS: *Int +6, Wis +4*

SKILLS: *Arcana +6, History +6, Insight +4, Perception +4*

SENSES: *truesight 120 ft., passive Perception 14*

LANGUAGES: *all (but cannot speak), telepathy 120 ft.*

CHALLENGE: 1 (200 XP)

FEATURES

INNATE SPELLCASTING: The Xochiyotl's spellcasting ability is Intelligence (spell save DC14). The Xochiyotl can innately cast the following spells, requiring no material components:

* **AT WILL:** *detect magic, fire bolt, levitate, misty step*

* **3/DAY EACH:** *charm person, invisibility*

* **1/DAY EACH:** *blade barrier, plane shift*

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

STANDING LEAP: The Xochiyotl's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

SLAM: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1D6+3) bludgeoning 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.

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.

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.

Appendix

MONSTERS BY CHALLENGE RATING

CR1 **Bellifer**

Ugugu

Xochiyotl

CR4 **Longyin**

Steinaiel

CR5 **Koradyn**

CR6 **Killdrone**

CR7 **Strangle Fiend**

CR8 **Sanvara**

Warawara

CR13 **Meziyael**

CR16 **Void Horror**

CR24 **War Engine**

DESIGNATION OF PRODUCT IDENTITY

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