

CobraMote

— M I N I A T U R E S —

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PRE-SUPPORTS

5E STATS

ESHRAQ & ISRA
CHILDREN OF YDRIS



ZALEMBUR
CHILD OF YDRIS



KALAN
AIT ALEXON
AIR CAVALRY



STYGIAN
LARVA



STYGIAN CYNOMORPHS



STYGIAN ALANQA



THE STYGIAN APERTURES

The Stygian Apertures refers to a particular Barrow Realm whose gates open seemingly at random. While most Barrow Realms' entrances are tied to a specific location where a dead god's mind image remains, the Stygian Apertures can appear in any location, at any time, and for any duration. The Geometers of Jebel Irhoud have studied this phenomenon extensively, and have even had some success predicting where and when a gate might open - though they are careful to admit this may only be a fraction of the total gates at any time.

The Stygian Realm itself is dark and alien, consisting of a starry void with a crumbling, rocky landscape. There are massive cities and temples that appear to have been abandoned except for the creatures that occasionally prowl through them. Stygian beasts often come through the gates into the mundane realm, and are considered incredibly dangerous. Though not always hostile, their goals and intentions are obscure due to their alienness, and they do not suffer their goals to be intervened upon. Some may appear to be helpful or allies, if their goals do not conflict with one's own. The number and type of beasts varies from gate to gate, with some spewing forth hundreds and others offering none.

Intrepid explorers often mount expeditions into the Apertures, seeking treasure and rare items of power. Some expeditions disappear for years, only to return from a different gate on a different continent. Some do not return at all. It is a risky undertaking, though the rewards are often just as great. However, explorers who stay in the Stygian Realm for too long, or go too often, may undergo mutations. Depending on the severity and type of mutation, they may lose their sanity or sentience, becoming a new variety of Stygian beast. Some few are able to bear the mutations without losing their sense of self, but it is a known risk.

Stygian Mutation Individuals who enter Stygian Apertures often, or stay inside them for long periods of time, usually begin mutating into Stygian creatures. It is unknown what the exact conditions are for mutation. Some explorers resist mutation for several years, while others may begin as soon as a few days after entering an Aperture. The Guild of Healers in Jebel Irhoud, the Raqqum, have found no definitive answers despite decades of study. It is known, however, that those who enter the Apertures often report feeling compelled to return; whether it is for the love of exploration, treasure hunting, or some other reason, is unknown. Once mutation has begun, it does not stop even if an individual does not return to the Stygian Realm. Whether fast or slow, the mutations continue until the individual either dies or becomes a beast at least in form, if not in mind. Stygian Mutations always include the growth of a ring-like structure of bone somewhere on the body. Incomplete growth of this structure can result in horn-like protrusions, usually from the head, and rarely from other parts of the body.

STYGIAN LARVA

The Larva is a creature from which several different types of Stygian beast grow. It is not known what factors induce a particular form to emerge. The versatile and prolific larval form is extremely hardy and able to survive many different conditions. They are found underground, underwater, amongst the ruins, and in the treetops of the Stygian Realm. The larva creates a chrysalis into which its parts dissolve into a liquid, reforming into a new creature before hatching. The phenomenon has been closely observed by the Raqqum, although Stygian creatures born outside of their native Realm often succumb to sickness and die within a few days of hatching.

STYGIAN CYNOMORPH

The Cynomorph is one of the most common creatures found in the Stygian Apertures. A pack animal, it is always found in groups of three or more individuals, usually more. Their low, sleek bodies are covered in a smooth, durable skin, and their dexterous, clawed fingers allow them to climb and cling to a variety of surfaces. Agile and lithe, they have flaps of skin connecting their front and hind limbs, which allows them to glide short distances. They can often be seen gliding down from cliffs and across the rocky canyons of the Stygian Realms, as well as swarming along the ruined towers and structures of the abandoned cities.

STYGIAN ALANQA

The Stygian Alanqa is a flying creature found commonly in the Stygian Apertures. Being that their biology seems wholly different from creatures of the mundane realm, the Raqqum have had much difficulty classifying them. They are warm blooded animals, but lack fur or feathers. Their smooth, leathery skin is quite hardy, however. They do not seem to be bothered by the cold or heat of the desert, despite not having anything to protect their skin. However, like most Stygian creatures, prolonged sun exposure has been known to burn them. As such, their usage is reserved for dawn, dusk, or night time missions, including scouting and reconnaissance. They have a large, bony beak which can be used to attack or defend, and their large size ensures that most bites are debilitating, if not deadly. The expanding accordion folds of their throat allows them to swallow larger prey without difficulty.

Alanqa keepers must take special care of the wing folds of their charges, as they are prone to parasites and skin conditions. They must be trained from a young age, preferably soon after hatching, to accept handling and riding. Adult Alanqas tend to be aggressive, and are capable of swallowing an Elf in one gulp.

LORE AND MINIATURES BY COBRAMODE

Andrea and Erin of Cobramode Miniatures are both lovely people and wonderful collaborators who make some of the most interesting and inventive monsters I've seen with new sets of beautiful, pre-supported 3D-Printable sculpts released each month on [their patreon](#).

AIT ALEXON (SONS OF ALEXON)

The official army of the Ruling Council of Jebel Irhoud, the Ait Alexon are the military force used to keep peace in the Taforalt Desert. Though mainly based in and around the capital city, they are also sent in an official capacity to protect the interests of the Guilds. One of their purposes is to accompany official excursions into the Stygian Apertures, as the Council greatly desires to be the foremost exporters in rare Stygian goods.

The Ait Alexon take their name from the ancient warrior god of the Taforalt.

KALAN - AIT ALEXON AIR CAVALRY

Air Cavalry are exceedingly rare in the Ait Alexon, due to the difficulty in acquiring flying mounts for their soldiers. There are currently only a handful of mounts, with perhaps a dozen soldiers trained to ride them. Kalan is one of the rare few with the skill, talent, and guts to ride a Stygian Alanqa, one of the variants of flying creatures from the Apertures. As a boy, he had always dreamed of flying, and so took it as an omen when the first Alanqas were discovered and trained. Now a middle-aged man, Kalan is a steady and skilled flier, known for taking well-calculated risks. An understated stoic, he dislikes being flashy or standing out, but is nonetheless well-known (and admired) amongst the Ait Alexon. The Air Cavalry fight with elongated lances, perfect for attacking ground targets while swooping from above. Because of the speed of the dive and size of the lance, it's better suited for attacking large mounts and beasts.

CHILDREN OF YDRIS

ZALEMBUR - CHILD OF YDRIS

Due to the erratic nature of Stygian Apertures, there have been several incidents of people, homes, and even entire villages swallowed by them when they appeared unexpectedly. As a result, there are many myths and tales regarding the people who disappear during these events. The stories claim that all those who do not die become the Children of Ydris, or demon-spawn. One such Child is called Zalembur, whom adventurers claim to have seen inside the Apertures.

Zalembur is a young boy purportedly corrupted by the Stygian Realm's mutations, gaining great and dark powers. He wanders the Realm with a nightmarishly deformed fish, and both he and the fish are said to float through the realm as though gravity has no meaning to them. Though the Raqqum have sent several of their ilk to study this phenomenon, none has accurately recorded a sighting of Zalembur. It is the opinion of the Raqqum that Zalembur is merely a hoax invented by superstitious adventurers. Stories of Zalembur (and the other Children) suggest he is an intelligent and malevolent being.

ESHRAQ & ISRA - CHILDREN OF YDRIS

Twin sisters and adventurers, Eshraq and Isra became mutated by their frequent excursions into the Stygian Apertures. Though some who mutate are unable to keep their identity and sanity, these two have been able to maintain their memories. However, their personalities have changed, which is the case with most advanced mutations. They carry the strange otherness of the Apertures now, often gazing into the distance as if seeing things that no one else can see. The mutations gained them a mysterious power which is amplified when they work together, and has deepened their unspoken bond with each other. The Raqqum studied their transformation extensively, and the sisters still work with the Council as guides and explorers in the Stygian expeditions.

STYGIAN LARVA

Small aberration, unaligned

Armor Class 13

Hit Points 45 (10d6 + 10)

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 12 (+1) | 16 (+3) | 13 (+1) | 7 (-2) | 14 (+2) | 11 (+0) |

Damage Resistances Force, Damage from falling
Senses Blindsight 60 ft. (blind beyond this radius),
Passive Perception 12
Challenge 1 (200 XP)

Psionic Empowerment. As a bonus action, the larva produces one of the following effects:

- **Reckless Impulse.** One creature the larva can see within 30 feet must succeed on a DC 8 Wisdom saving throw or use its reaction to move up to 15 feet in a direction of the larva's choice.
- **Concealing Amorphia.** Ranged attacks against the larva are made at disadvantage until the beginning of its next turn.

Actions

Skullbash Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) bludgeoning damage.

On a critical hit, the target must succeed on a DC 13 Constitution saving throw or be Stunned until the end of the larva's next turn.

Winding Slither. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: The larva wraps around one of the creature's limbs and attaches itself to it (remove DC 13).

Form Chrysalis (1/Day). If the larva has fewer than half its hit points, it forms a sparkling cocoon around itself. For the next 2 (1d4) rounds, the larva is incapacitated and its AC is increased to 18, after which it emerges as **Stygian Cynomorph**, though it retains its current hit points.

Reactions

Snap Limb. As a reaction when a creature the larva is attached to hits it with an attack or fails at an attempt to remove it, the larva forces the creature to make a DC 13 Constitution saving throw.

On a failed save, the creature takes 13 (3d8) bludgeoning damage and its limb hyperextends. Movement speeds that use the limb are halved, and attacks made with the limb are at disadvantage until the creature completes a long rest.

STYGIAN CYNOMORPH

Medium aberration, unaligned

Armor Class 12

Hit Points 77 (14d8 + 14)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 17 (+3) | 14 (+2) | 12 (+1) | 9 (-1) | 12 (+1) | 11 (+0) |

Damage Resistances Force, Damage from falling
Senses Blindsight 60 ft. (blind beyond this radius),
Passive Perception 13
Challenge 3 (700 XP)

Gliding Leap. Whenever the cynomorph falls, it may move up to twice that distance horizontally.

Psionic Empowerment. As a bonus action, the cynomorph produces one of the following effects:

- **Reorient.** The cynomorph changes the orientation of gravity for itself and for any creature grappled by it towards a surface it can see within 60 feet.
- **Concealing Amorphia.** Ranged attacks against the cynomorph are made at disadvantage until the beginning of its next turn.

Actions

Multiattack. The cynomorph makes two attacks with its Clawed Hands.

Clawed Hands. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage.

Instead of dealing damage, the cynomorph may grapple the target (escape DC 13)

Savage Bash. The cynomorph slams a creature grappled by it into a nearby surface, forcing it to succeed on a DC 13 Constitution saving throw or take 18 (4d8) bludgeoning damage and be Stunned until the end of the cynomorph's next turn, or take half as much damage on a success.

Reactions

Wild Pounce. As a reaction when the cynomorph falls into a Medium or smaller creature's space, it forces that creature to succeed on a DC 13 Strength saving throw or be knocked prone and grappled (escape DC 13).

On a successful save, the cynomorph instead lands in the nearest unoccupied space.

STYGIAN ALANQA

Large aberration, unaligned

Armor Class 15 (Natural Armor)

Hit Points 112 (15d10 + 30)

Speed 20 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 18 (+4) | 16 (+3) | 15 (+2) | 7 (-2) | 14 (+2) | 12 (+1) |

Skills Athletics +7, Perception +8, Stealth +4

Damage Resistances Force, Damage from falling

Senses Blindsight 120 ft. (blind beyond this radius),

Passive Perception 13

Challenge 5 (1,800 XP)

Throat Pouch. A Medium or smaller creature grappled by the alanqa is Blinded and Restrained in the alanqa's throat pouch.

Psionic Empowerment. As a bonus action, the alanqa produces one of the following effects:

- **Preternatural Awareness.** Until the beginning of its next turn, if the alanqa would make a Dexterity saving throw against a spell or magical effect, it may move up to 15 feet. If this places it outside the effect's area, it is unaffected.
- **Concealing Amorphia.** Ranged attacks against the alanqa are made at disadvantage until the beginning of its next turn.

Actions

Multiattack. The alanqa makes two attacks with its Savage Peck.

Savage Beak. Melee Weapon Attack: +4 to hit, reach 10 ft., one creature. Hit: 13 (2d8 + 4) piercing damage. On a critical hit, the target must succeed on a DC 15 Constitution saving throw or be knocked prone and Stunned until the end of the alanqa's next turn.

Scoop. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 11 (1d6 + 4) bludgeoning damage and the target is grappled (escape DC 12) if it's a Medium or smaller creature.

Battering Wings (Recharge 5-6). The Alanqa advances, perilously sweeping its wings before it in a 15 foot cone. Each creature in the area must succeed on a DC 15 Strength saving throw or take 10 (3d6) bludgeoning damage and be pushed 5 feet away. A creature that fails this save by 5 or more falls prone, additionally. The alanqa's speed is reduced to 0 until the beginning of its next turn.

Reactions

Flip Back. As a reaction to a Medium or smaller creature falling prone within 10 feet of it, the alanqa makes a Scoop attack against the creature.

KALAN, AIR CAVALRY

Medium humanoid (elf), lawful good

Armor Class 15 (Stygian Gambeson)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 16 (+3) | 15 (+2) | 14 (+2) | 14 (+2) | 11 (+0) |

Saving Throws CON +5, INT +5

Skills Animal Handling +5, Perception +5

Senses Passive Perception 15

Languages Common, Elvish

Challenge 6 (2,300 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to sleep.

Scion of Alexon. While riding an alanqa or similar creature, Kalan acts on his mount's initiative, rather than rolling his own, and has advantage on attack rolls against creatures that are not flying.

Soaring Spirits. While airborne, Kalan is immune to the Frightened condition.

Actions

Titanpiercer Skylance. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 16 (2d12 + 3) piercing plus 11 (2d10) force damage and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

A Large or larger target takes an additional 3 (1d6) piercing damage for each 10 feet Kalan descended this turn, to a maximum of 6d6 additional damage.

Soothe Mount. Kalan speaks gently to his mount and attempts to treat its wounds. His mount gains 11 (2d10) temporary hit points and may immediately roll to end any ongoing condition.

Reactions

Diving Rescue. As a reaction when Kalan or a creature he can see falls at least 30 feet, Kalan lets out a piercing whistle, and his mount may use its reaction to move up to half its speed.

If it ends this movement within 10 feet of the falling creature, it may attempt a DC 15 Strength (Athletics) check, catching the creature on a success.

ESHRAQ, CHILD OF YDRIS

Medium aberration, chaotic neutral

Armor Class 15 (Deflection Field)
Hit Points 149 (23d8 + 46)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 15 (+2) | 14 (+2) | 17 (+3) | 13 (+1) | 11 (+0) |

Saving Throws INT +6, WIS +4
Damage Resistances Force, Lightning, Damage from falling
Senses Passive Perception 11
Languages Common, Telepathy 120 ft.
Challenge 7 (2,900 XP)

Twin Mind. If Eshraq is affected by a non-damaging magical or psionic effect, Isra is affected by the same effect for the same duration. If one of these effects ends for Eshraq, it also ends for Isra.

Psionic Empowerment. As a bonus action, Eshraq produces one of the following effects:

- **Defy Gravity.** Eshraq gains a 30 foot fly (hover) speed until the beginning of her next turn.
- **Psychic Step.** Eshraq teleports up to 30 feet to an unoccupied space within 5 feet of a creature that she can telepathically communicate with.

Actions

Desynchronize (3rd Level Spell). Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d10) force damage plus 18 (4d8) psychic damage and the target must make a DC 14 Intelligence saving throw.

On a failed save, the target is Poisoned until the end of Eshraq's next turn, or knocked prone if it was already Poisoned, as its sense of proprioception is distorted.

Gravity Warp (Recharge 5-6, 4th Level Spell). Eshraq distorts the gravity in a 15 foot radius centered on a point she can see. Each creature in the area must succeed on a DC 14 Constitution saving throw or be levitated 15 feet into the air.

At the beginning of Eshraq's next turn, each creature in the area is slammed into the ground, falling prone and taking 27 (5d10) force damage.

ISRA, CHILD OF YDRIS

Medium aberration, chaotic neutral

Armor Class 16 (Deflection Field)
Hit Points 136 (21d8 + 42)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 16 (+3) | 14 (+2) | 17 (+3) | 14 (+2) | 15 (+2) |

Saving Throws INT +6, CHA +5
Damage Resistances Force, Lightning, Damage from falling
Senses Passive Perception 12
Languages Common, Telepathy 120 ft.
Challenge 7 (2,900 XP)

Twin Mind. If Isra is affected by a non-damaging magical or psionic effect, Eshraq is affected by the same effect for the same duration. If one of these effects ends for Isra, it also ends for Eshraq.

Psionic Empowerment. As a bonus action, Isra produces one of the following effects:

- **Mindslice.** Isra's melee attacks gain a reach of 30 feet and deal psychic damage instead of any other type until the beginning of her next turn.
- **Mind-Blind.** Isra becomes invisible to one creature she can see until the beginning of her next turn.

Actions

Multiaction. Isra makes two attacks with her Halo Strike, each of which she may replace with a use of her Cosmic Draw.

Halo Strike (1st Level Spell). Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 16 (3d10) force damage and the target is wreathed in a corona of warped light.

For the next minute, the target has disadvantage on attempts made to hide in Dim Light or Darkness.

Cosmic Draw (1st Level Spell). One creature affected by Isra's Halo Strike must succeed on a DC 14 Strength saving throw or be pulled up to 20 feet toward another affected creature.

Reactions

Destructive Harmonics (3rd Level Spell). As a reaction when one creature affected by Isra's Halo Strike ends its turn within 10 feet of another affected creature, Isra releases the stored energy, ending the effect on both of them producing an explosion of crackling energy in a 15 foot radius centered on one of them.

Each creature in the area must succeed on a DC 14 Dexterity saving throw or take 14 (4d6) lightning damage, or half as much on a success.

ZALEMBUR, CHILD OF YDRIS

Medium aberration, chaotic evil

Armor Class 18 (Deflection Field)

Hit Points 255 (30d8 + 120)

Speed 30 ft., fly 20 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 16 (+3) | 19 (+4) | 21 (+5) | 12 (+1) | 14 (+2) |

Saving Throws CON +8, INT +10, WIS +6

Skills Arcana +10, Perception +6

Damage Resistances Force, Lightning, Damage from falling

Senses Passive Perception 16

Languages Common, Telepathy 120 ft.

Challenge 15 (13,000 XP)

Psionic Empowerment. As a bonus action, Zalemur produces one of the following effects:

- **Thoughtscur.** Each creature hidden from Zalemur within 60 feet of him must succeed on a DC 18 Wisdom saving throw or have its position revealed to him.
- **Steal Concentration.** One creature Zalemur can see within 60 feet that is concentrating on a spell must make a DC 18 Intelligence saving throw. On a failed save, Zalemur gains control of the spell, choosing new targets for it and assuming concentration on it.
- **Nerve Attenuation.** One creature Zalemur can see within 60 feet must make a DC 18 Constitution saving throw. On a failed save, until the beginning of Zalemur's next turn whenever the creature takes damage it takes an additional 2 (1d4) psychic damage.

Actions

Multiattack. Zalemur makes six attacks with his Gravity Swarm.

Gravity Swarm. Ranged Spell Attack: +10 to hit, range 60 ft., one target. Hit: 11 (2d10) force damage and the target is pushed 5 feet in a direction of Zalemur's choice.

If a creature hit with this attack would fall, it instead levitates in place until the end of the turn.

Stoneshard Fan. Zalemur flings a spray of jagged stone shards from the earth below him in a 30 foot cone. Each creature in the area must succeed on a DC 18 Dexterity saving throw or take 36 (8d8) piercing damage, or half as much on a success.

A creature that fails this save by 5 or more is Blinded until the end of Zalemur's next turn and falls prone.

Distortion Ring (Recharge 5-6, 4th Level Spell, Concentration). Gravity distorts in a 20 foot radius sphere centered on a point within 120 feet that Zalemur can see. A creature that attempts to leave the area must succeed on a DC 18 Strength saving throw or be pushed to the unoccupied space nearest to the sphere's center.

Reactions

Repel Projectile. As a reaction when Zalemur is hit with a ranged attack, he makes an Intelligence saving throw with DC equal to the attack roll.

On a success, he chooses a new target in range for the attack, making a new attack roll with the original attack bonus.