

CobraMote

— MINIATURES —

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PRE-SUPPORTS



5E STATS



32MM+54MM

ROSTROSAURUS

VAE'LIRA
DINOVIAN MERCHANT

GALLOTALIS
MOUNT

VALERIX QUAKECASTER
DINOVIAN
KINETOMANCER

KROMMOK, GROTHAR, SKARN
DINOVIAN MERCENARIES

THE ANCIENTS (DINOVIANS)

Long ago, before the world as we know it now, existed the Dinovians. Called 'The Ancients' by most present day societies*, their ruins can be found everywhere, even inside the dangerous Stygian Apertures. Before The Fall of Divalia, before the other peoples even existed in the world, the goddess of the Dinovians, Archaen, waged war on the god Stygian. This violent battle between gods tore the planet so that mountains rose and fell, lava spewed forth and filled the sky with acrid smoke, and the seas heaved and crashed over the land, lashing the world with storms and enormous waves that battered and drowned anything that lived. Archaen, a goddess of knowledge and light, led her chosen people, the Dinovians, to travel the Barrow Realms in order to escape this turbulent war. When at last she pierced Stygian's heart with her spear made of light, he shattered into ten thousand pieces which float about the world still, occasionally opening rifts into his barrow realm which the elves of the Taforalt call Stygian Apertures. The largest piece, pinned by Archaen's spear, exists only inside his realm and became a source of great power for the Dinovians. So it came to pass that the Dinovians worship Archaen, but draw their magic from Stygian who is linked to their goddess through her spear. For Stygian is a god of change and darkness, and everything that he touches he changes to suit his designs. The Dinovians eventually settled in a place they called Pangaea, where they flourished and continued to expand, spreading throughout the Barrow Realms through exploration or settlement. Their frequent travels often caused cross-contamination between worlds, seeding new species where they did not exist before. Hence the world as we know it now, filled with a myriad of disparate species. Meanwhile, the Dinovians continue to thrive in Pangaea and travel the Realms, their magic and technology far in advance of anything known by the other people they've encountered.

Now that the mundane realm has recovered from the Great War, their trading caravans come to visit every few hundred or thousand years, much to the surprise of the people now living there.

VALERIX QUAKECASTER - DINOVIAN KINETOMANCER

Valerix is a skilled kinetomancer, a mage who can move and manipulate objects at will. Proud and haughty, he can be a bit smug about his abilities (much to the chagrin of those around him). His hubris has gotten him into many arguments and minor fights, though this hasn't deterred him in the slightest. After all, he has the talent to back up his words, which only makes him more annoying. His weapon of choice is the Prismatic Alloy, metallic pieces which he assembles into different shapes according to his needs, using a matching staff as a focus.

ROSTROSAURUS

The Rostrosaurus is a huge, long necked dinosaur with a beak-like mouth and spines along its neck. The main species of pack animal used by Dinovians, their hardiness and strength is unparalleled. They're particularly useful for the large Merchant Caravans that travel between Realms, able to live off any type of plant matter (although their appetites can be prodigious). Their large body size coupled with their relatively low intelligence can be challenging at times, however. Professional handlers are needed to keep them calm and moving in the right direction, and it is not uncommon for them to accidentally trample people or animals without realizing it.

KROMMOK, GROTHAR, AND SKARN - DINOVIAN MERCENARIES

Mercenaries are an important and vital part of Dinovian society, serving as Caravan Guards, Realm Gate Defenders, as well as Personal Guards. The majority of Mercenaries and Warriors are Ankylos (both male and female), as their generally bulkier and armored frames are well-suited to more muscular pursuits. The hero of the Ankylos, Doltar, is famous for having held back the Stygian Hordes at the expense of his own life during the final battle between Archaen and Stygian. As such, warrior professions are revered and celebrated amongst Ankylos. Krommok, Grothar, and Skarn are a trio of Caravan Guards who have been traveling together for some time. Though not necessarily skilled, they are incredibly tough and stubborn and will eventually out-bludgeon any enemy they encounter.

VAE'LIRA - DINOVIAN MERCHANT AND GALLOTALIS MOUNT

The Merchant Caravans of the Dinovians are quite famous due to their incredibly wide range; travelling the Barrow Realms and different planes has allowed them to explore in a way that no other society has. To be part of such an endeavor is no mean feat, and Vae'lira has led many of these expeditions in her twenty years of merchant activities. As the head of her merchant group, she oversees much of the organization and logistics of travel alongside making savvy trades for valuable goods to sell back home in Pangaea, or abroad. Unpretentious and pragmatic to her core, she is not the type who likes to flaunt her wealth, and prefers to ride her swift and agile Gallotalis rather than sit in a stuffy carriage like some of the more pampered of her ilk.

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](#).

GALLOTALIS

Large beast, unaligned

Armor Class 14

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	12 (+1)	4 (-3)	14 (+2)	6 (-2)

Skill Perception +4

Senses Passive Perception 14

Challenge 1 (200 XP)

Flock Tactics. While adjacent to two or more gallotalises, a creature has disadvantage on attacks that target one of them.

Deathless Strut. The first time the gallotalis is reduced to 0 hit points by bludgeoning, piercing, or slashing damage, it does not die or fall unconscious immediately.

Instead, the gallotalis is Blinded for the next minute, then dies.

Actions

Multiattack. The gallotalis makes two attacks with its Slashing Stomp, one of which it can replace with its Grabby Snatch.

Slashing Stomp. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

A prone target hit with this attack begins to bleed, losing 3 (1d6) hit points at the end of each of its turns until it regains any hit points or until a creature stanches the bleeding as an action.

Grabby Snatch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: The target must succeed on a DC 12 Strength saving throw or have one item it's carrying stolen by the gallotalis.

Bonus Actions

Chest Slam. The gallotalis slams into a creature within 5 feet, forcing it to succeed on a DC 12 Strength saving throw or be knocked prone.

Skittish Sprint. The gallotalis moves up to half its speed directly away from a creature it made an attack against this turn.

ROSTROSAURUS

Gargantuan beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 198 (12d20 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	24 (+7)	2 (-4)	15 (+2)	5 (-3)

Skills Athletics +10

Senses Passive Perception 12

Challenge 8 (5,900 XP)

Thunderous Stride. If the rostrosaurus moves on its turn, the ground within 15 feet of it becomes difficult terrain for all other creatures until the beginning of its next turn.

Implacable. If the rostrosaurus fails a saving throw, it can choose to succeed instead. If it does, it loses 25 hit points.

Actions

Multiattack. The rostrosaurus makes three attacks, one of which may be with its Head Whip.

Flattening Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

A prone creature hit with this attack takes an additional 9 (2d8) bludgeoning damage.

Head Whip. Melee Weapon Attack: +10 to hit, reach 20 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage plus one additional effect:

- **Springy Pouch.** If the rostrosaurus' throat pouch is inflated, the target must succeed on a DC 18 Strength saving throw or be pushed up to 30 feet away.
- **Titan Beak.** If the rostrosaurus' throat pouch is not inflated, the target must succeed on a DC 11 Constitution saving throw or be Stunned until the end of the rostrosaurus' next turn.

Tail Sweep (Recharge 5-6). The rostrosaurus sweeps its tail in a 30 foot cone, forcing each creature in the area to succeed on a DC 18 Dexterity saving throw or take 28 (8d6) bludgeoning damage and be knocked prone, or take half as much damage and be pushed 10 feet away on a success.

A creature that fails by 5 or more cannot stand, speak, or breathe on its following turn.

Bonus Actions

Inflate Throat Pouch. The rostrosaurus gulps down air, massively inflating its throat pouch until it ends this effect as a Bonus Action, and gaining advantage on the next melee attack it makes this turn.

VAE'LIRA, DINOVIAN MERCHANT

Medium humanoid (dinovian), neutral

Armor Class 13 (Rostroleather Jerkin)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	11 (+0)	13 (+1)	16 (+3)

Skills Arcana +2, Perception +3, Persuasion +5

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Dinovian

Challenge 1/2 (100 XP)

Booming Crest. The dinovian can communicate simple ideas to each creature within 5 miles that understands Dinovian, using low-frequency sound produced in its crest.

Barrow-Walker. The dinovian has advantage on saving throws against any effect that would change its form or alter its statistics.

Actions

Defensive Kick. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

If Vae'lira is mounted and the target is size Large or smaller, it is pushed up to 5 feet away.

Quell Panic. Vae'lira shouts an authoritative command at another creature she can see within 30 feet.

The target can use its reaction to either move up to half its speed or make a saving throw to end an ongoing effect it is affected by.

Sacrifice Bag (1/Day). Vae'lira drops a bag containing 10 gp worth of assorted trinkets and two days worth of rations.

Each hostile creature with an Intelligence score of 6 or lower within 30 feet becomes indifferent to Vae'lira until the end of her next turn.

DINOVIAN MERCENARIES

Large humanoid (dinovian), neutral

Armor Class 18 (Fused Osteoderm Armor)

Hit Points 178 (17d10 + 85)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	21 (+5)	8 (-1)	13 (+1)	14 (+2)

Saving Throws STR +10, CON +9

Skills Athletics +10, Intimidation +6

Condition Immunities XXX

Senses Passive Perception 11

Languages Common, Dinovian

Challenge 9 (5,000 XP)

Living Tank. If the dinovian is not prone, attacks made against it can't benefit from advantage and can't score critical hits.

Barrow-Walker. The dinovian has advantage on saving throws against any effect that would change its form or alter its statistics.

Actions

Multiattack. The dinovian makes two melee attacks, one of which can be with its Titanbreaker Tail Club.

Craterstone War-Mace. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 28 (5d8 + 6) bludgeoning damage and the target is Stunned until the beginning of its next turn.

If this attack was made with advantage, the target is additionally pushed up to 10 feet away.

Titanbreaker Tail Club. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage and the target must make a DC 18 Constitution saving throw.

On a failed save, a creature has its movement speed reduced by a cumulative 10 feet, to a minimum of 10 feet, until it completes a Short or Long Rest.

Tombdoor Shield Crush. The dinovian knocks an Incapacitated creature within 5 feet prone and attempts to pulverize it, forcing it to succeed on a DC 18 Constitution saving throw or take 55 (10d10) bludgeoning damage, or half as much on a success.

A creature killed by this damage has its skull crushed.

Reactions

Brutal Conditioning. When the dinovian fails a saving throw, it may add +4 to its result. If it does, the dinovian takes 5 (1d10) psychic damage.

VALERIX QUAKECASTER, DINOVIAN KINETOMANCER

Small humanoid (dinovian), neutral

Armor Class 14 (Mage Armor)

Hit Points 225 (30d6 + 120)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	18 (+4)	21 (+5)	13 (+1)	17 (+3)

Saving Throws INT +12, WIS +8

Skills Arcana +12

Senses Passive Perception 11

Languages Common, Dinovian

Challenge 21 (33,000 XP)

Bony Frill. While it has only a single hostile creature within 5 feet of it, the dinovian has resistance to damage dealt by that creature's melee attacks.

Barrow-Walker. The dinovian has advantage on saving throws against any effect that would change its form or alter its statistics.

Ablative Ward (Concentration). Any damage dealt to Valerix is reduced by 15. At the beginning of each of Valerix's turns, if he is not concentrating on this ability he may choose to begin concentrating on it.

Legendary Resistance (3/Day). If Valerix fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Valerix makes three attacks, one of which he can replace with a use of his Heavens' Draw or Shatterstone Field.

Kinetic Thrust. Ranged Spell Attack: +12 to hit, range 120 ft., one target. Hit: The target is pushed up to 15 feet in a direction of Valerix' choice.

A creature pushed into a solid surface in this way takes 18 (4d8) bludgeoning damage.

Weapon Resonance. Melee Spell Attack: +12 to hit, reach 5 ft., one target. Hit: One weapon the target is wielding springs to life in its hands.

For the next minute, whenever a creature makes an attack with that weapon, it must succeed on a DC 20 Strength saving throw or have Valerix choose the attack's target, ending the effect on a success.

Heavens' Draw. Up to three Huge or smaller creatures, objects, or chunks of nonmagical earth and stone that Valerix can see levitate up to 20 feet into the air for the next minute.

An unwilling creature can make a DC 18 Constitution saving throw to resist the effect, and repeats this saving throw at the end of each of its turns, ending the effect on a success.

Shatterstone Field (Concentration). One levitating nonmagical object Valerix can see within 60 feet breaks into a thousand pieces which affix themselves in the air in a 20 foot radius.

The area becomes difficult terrain for creatures of Valerix' choice, and when a creature moves or is moved through the area, Valerix can deal 4 (1d8) bludgeoning damage to it for each 5 feet it moves.

Crater Drop (Recharge 4-6). One levitating creature or object Valerix can see within 100 feet violently and instantaneously plummets to earth, taking 10 (3d6) bludgeoning damage for each 10 feet it fell, to a maximum of 30d6. A Huge creature or object has vulnerability to this damage.

The area within 15 feet of where the target landed becomes difficult terrain and each other creature in the area must succeed on a DC 18 Dexterity saving throw or take half as much damage and be knocked prone, or move to the nearest unoccupied space on a success.

Bonus Actions

Prismatic Reassembly. If Valerix's Prismatic Alloy is within 200 feet, Valerix can reconfigure its shape and function, choosing one of the following effects, which lasts until he uses this ability again.

- **Assault Pattern.** The Prismatic Alloy's attacks have advantage and deal an additional 2 (1d4) damage of the same type.
- **Energy Pattern.** The Prismatic Alloy gains immunity to Valerix's choice of Acid, Cold, Fire, Lightning, or Thunder damage, and its attacks deal that type of damage instead of any other type.
- **Evasion Pattern.** The Prismatic Alloy's AC is increased to 17, and ranged attacks that pass within 5 feet of it have disadvantage.
- **Impenetrable Pattern.** The Prismatic Alloy regains 20 hit points, and any damage it takes is reduced by 5.

Legendary Actions

Valerix can take 3 legendary actions, choosing from the options below.

Kinetic Thrust. Valerix makes an attack with his Kinetic Thrust.

Prismatic Charge. If Valerix's Prismatic Alloy is within 200 feet, it can move up to its speed and make an attack.

Starshot. One levitating creature or object Valerix can see within 200 feet levitates up to 30 feet in a direction of his choice.

Excite Humors. One levitating creature Valerix can see within 200 feet bursts into flame. Until a creature takes an action to douse the flames, the target takes 5 (1d10) fire damage at the beginning of each of its turns.

THE PRISMATIC ALLOY

Tiny construct, unaligned

Armor Class 15 (Natural Armor)

Hit Points 54 (12d4 + 24)

Speed fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	1 (-5)	13 (+1)	7 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Weapons

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Passive Perception 11

Challenge 2 (450 XP)

Shape Memory. If the alloy is reduced to 0 hit points, it falls prone and unconscious but is not killed.

While it has 0 hit points, the alloy can be destroyed by casting it into lava, or with the *Dispel Magic* spell cast at 5th level or above.

Limited Magic Immunity. The alloy can't be affected or detected by cantrips unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Actions

Multiattack. The Prismatic Alloy makes two attacks with its Prismatic Strike.

Prismatic Strike. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30 ft., one target. 17 (4d6 + 3) bludgeoning, piercing, or slashing damage.

Amorphous Disassembly. The alloy crumbles to pieces, freeing itself from any effect restraining it or reducing its movement.

Until the end of its turn, the alloy ignores the effects of difficult terrain and can move through a space as narrow as 1 inch wide without squeezing.