

CobraMote

— MINIATURES —

NOVEMBER 2022 RELEASE



PRE-SUPPORTS 5E STATS

TSUKIBO
DAITENGU ARCHER



SAGAMIBO
DAITENGU WITCH



FUJINBO
DAITENGU WITCH



MYOGIBO
KOTENGU
PHILOSOPHER



BAKUNAWA
SACRED BEAST SERPENT
(ADULT)



MAMETAMA
BEARDED SHISHI



BAKUNAWA
SACRED BEAST SERPENT
(JUVENILE)



TENGU (DAITENGU AND KOTENGU)

In the forests and lowlands of Qiān Shèng Shān live the Tengu, of which there are two distinct types. Daitengu are larger, more powerful, and closely resemble humans, while Kotengu are smaller and more crow-like. Only Daitengu wear the traditional long-nosed masks that the Tengu are known for.

Despite the much different appearance of the Kotengu, they have an integrated society and all are considered Tengu. The Kotengu tend to be in organizational and leadership roles, owning and running businesses and forming the majority of the government officials. They have sharp eyes and even sharper memories, and are particularly good with numbers and arithmetic.

They are both known for their excellent blacksmithing skills, and do a fair bit of trade with the nearby Xueren. They harvest a special Iron Sand for their highest quality blades, which cannot be found anywhere else in the world.

MAMETAMA - BEARDED SHISHI

The venerable Bearded Shishi is a Sacred Beast, meaning that it gathers Qi innately. This form may not look particularly powerful, but appearances can be deceiving; the range in powers of a Sacred Beast depend on its Qi collecting activities, and not on their size. As such, even these adorable creatures are respected by the Heavenly Gate Xueren.

Companion and perhaps a pet, Mametama can always be found at Myogibo's side. Her sleepy demeanor belies her strong Qi abilities, which she uses to defend herself and her friends.

BAKUNAWA - SACRED BEAST SERPENT (ADULT FORM)

The Bakunawa is a flying dragon-like serpent, sometimes called the Moon Eater Serpent. They can both fly and swim, and can be found in lakes, rivers, and mountain peaks alike. They are a Sacred Beast to the Xueren, gathering Qi inside their bodies and possessing higher intelligence than other animals. They are often hunted for their horns and their ambergris, which both often contain high concentrations of Qi.

They lay their eggs at the bottoms of the deepest mountain lakes, in the soft mud. The tiny hatchlings travel down river into the ocean, where they make an incredible journey lasting thousands of kilometers, to the warm waters surrounding a different continent. There, the matured Bakunawa take to the skies and fly back to their mating grounds in the Qian Sheng Shan, to repeat the cycle.

BAKUNAWA - SACRED BEAST SERPENT (JUVENILE FORM)

The young forms of Bakunawa look quite different from the adult form. Indeed, it was only recently discovered that they were the same species, as they are almost never seen together. The Bakunawa parents do not stay to take care of the hatchlings, who must make their way alone through the rivers of the Qian Sheng Shan to reach the sea and begin their epic journey. Independent from a young age, they rarely approach other creatures and usually shun contact.

MYOGIBO - KOTENGU PHILOSOPHER

A learned scholar and philosopher of the Tengu, Myogibo is known for his rather rude explanations pertaining to the nature of society. Despite his abrasive manner, many find wisdom in his blunt words. There is significant debate regarding whether his theories are valid or just the ramblings of a grumpy old man, but he remains one of the foremost philosophers of his time and is generally well-respected.

TSUKIBO - DAITENGU ARCHER

While some may think that Tsukibo raised the Bakunawa in order to tame it, it is actually the Bakunawa who raised Tsukibo. Abandoned as a child on the mountainside, the Bakunawa has been caring for her for her whole life. Despite its intelligence, the Bakunawa are not capable of speech, and thus Tsukibo's communication skills are a bit stunted. She eventually learned the way of Daitengu through interactions with the villagers living near the lake where she and the Bakunawa make their home, but chooses to live in nature alongside her caretaker.

Her arrowheads are specially forged in fires accelerated by Bakunawa ambergris, creating an oil slick sheen that announces their strength. These so-called Dragon Killer arrowheads can pierce through the thickest hides and armors.

MAMETAMA, BEARDED SHISHI

Small monstrosity (móshòu), unaligned

Armor Class 12
Hit Points 86 (16d6 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	7 (-2)	17 (+3)	16 (+3)

Skills Perception +5, Survival +5
Senses Passive Perception 15
Challenge 2 (450 XP)

Divine Sense. Mametama can unerringly detect, by scent, the attitude of other creatures toward it and its allies.

Born Companion. Creatures friendly to the mastiff that can see it add 1d4 to saving throws against being Frightened.

Actions

Enthralling Paw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: The target must succeed on a DC 13 Wisdom saving throw or be Charmed by Mametama for the next minute, or until it takes any damage.

While it is Charmed in this way, attacks against the creature are made at advantage.

Oblivion Yap (Recharge 6). Mametama lets out a thunderous yap in a 15 foot cone. Each creature in the area must succeed on a DC 13 Charisma saving throw or be disassembled and scattered across the astral plane.

An affected creature repeats this saving throw at the end of each of its turns, ending the effect and reforming in the nearest unoccupied space to where it departed on a success.

Beast Core. The shishi's and bakunawa's bodies contain a core of their concentrated magical essence. This core may be extracted intact from their corpse with a successful DC 14 Wisdom (Survival) check and may be used to empower the crafting of magical items, or consumed to permanently increase the number of hit dice a creature has by one.

JUVENILE BAKUNAWA

Medium dragon, neutral

Armor Class 13 (Natural Armor)
Hit Points 217 (14d20 + 70)
Speed swim 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	7 (-2)	13 (+1)	14 (+2)

Damage Immunities Radiant
Senses Darkvision 120 ft., Passive Perception 11
Languages Common, Draconic
Challenge 3 (700 XP)

Moon-Eater. The bakunawa and each creature riding or climbing on it are immune to radiant damage. While illuminated by moonlight, the bakunawa has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The bakunawa makes three melee attacks, one of which may be with its luminous bite.

Luminous Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing plus 5 (1d10) radiant damage.

Wriggling Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage. Before or after making this attack, the bakunawa may move up to a quarter of its speed.

Reactions

Thrash. As a reaction to failing a saving throw, the bakunawa forces each creature within 15 feet to succeed on a DC 13 Strength saving throw or be pushed 15 feet away.

ANCIENT BAKUNAWA

Huge dragon, neutral

Armor Class 13 (Natural Armor)

Hit Points 217 (14d20 + 70)

Speed swim 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	11 (+0)	17 (+3)	16 (+3)

Saving Throws DEX +5, CON +9, WIS +7

Damage Resistances Attacks made without advantage

Damage Immunities Radiant

Senses Darkvision 120 ft., Passive Perception 13

Languages Common, Draconic

Challenge 9 (5,000 XP)

Moon-Eater. The bakunawa and each creature riding or climbing on it are immune to radiant damage. While illuminated by moonlight, the bakunawa has advantage on saving throws against spells and other magical effects.

Huge Stature. A creature adjacent to the bakunawa may spend half its movement to attempt a DC 18 Strength (Athletics) check. On a success, the creature climbs onto the bakunawa. While climbing on the bakunawa, a creature has advantage on melee attacks made against it.

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

Actions

Multiattack. The bakunawa makes three attacks with its wriggling ram.

Luminous Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 19 (2d12 + 6) piercing plus 11 (2d10) radiant damage and the target must succeed on a DC 18 Strength saving throw or be swallowed.

While swallowed, the target's attacks bypass the bakunawa's resistances and it takes 14 (4d6) bludgeoning damage at the start of each of the bakunawa's turns. If the bakunawa takes 30 damage or more on a single turn from a creature inside it, the bakunawa regurgitates all swallowed creatures, which fall prone in the nearest unoccupied space.

Wriggling Ram. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage and the target is pushed 10 ft. away. Before or after making this attack, the bakunawa may move up to a quarter of its speed.

Horn Flash (Recharge 5-6). The bakunawa's horns flash with stored moonlight. Each creature within 30 feet that can see the bakunawa must succeed on a DC 17 Constitution saving throw or take 22 (4d10) radiant damage and be Blinded until the end of the bakunawa's next turn, or take half as much damage on a success.

Reactions

Thrash. As a reaction to failing a saving throw, the bakunawa forces each creature within 15 feet to succeed on a DC 18 Strength saving throw or be pushed 15 feet away.

MYOGIBO, KOTENGU PHILOSOPHER

Small humanoid (kotengu), chaotic evil

Armor Class 14

Hit Points 66 (12d6 + 24)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	14 (+2)	16 (+3)	15 (+2)	12 (+1)

Saving Throws DEX +6, WIS +4

Skills History +5, Perception +4, Religion +5

Senses Passive Perception 14

Languages Common, Tengu

Challenge 2 (450 XP)

Sharp-Eyed. Creatures without full cover from Myogibo cannot be hidden from him, and his attacks ignore half and three-quarters cover.

Feather Step. Myogibo's high jump is up to 15 feet, or up to 30 feet with a running start. He may treat any surface, including leaves or falling snow, as solid ground.

Actions

Multiattack. Myogibo makes two attacks with his Tengu Fan.

Tengu Fan. Melee Spell Attack: +7 to hit, reach 15 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

On a hit or miss, the target must succeed on a DC 14 Strength saving throw or be spun around and disoriented, giving it disadvantage on the next attack it makes before the beginning of Myogibo's next turn.

Gust of Five Winds (Recharge 5-6). Myogibo sweeps his fan, unleashing a torrent of wind. Each creature in a 15 foot cone must succeed on a DC 14 Strength saving throw or take 13 (3d8) bludgeoning damage and be pushed up to 15 feet away, or take half as much damage on a success.

Reactions

Embrace Stillness. As a reaction when Myogibo fails an Intelligence, Wisdom, or Charisma saving throw, he may choose to succeed. If he does, he is Stunned until the beginning of his next turn.

TSUKIBO, DAITENGU ARCHER

Medium humanoid (daitengu), chaotic neutral

Armor Class 16 (Manchira Armor)

Hit Points 156 (24d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	15 (+2)	10 (+0)	15 (+2)	12 (+1)

Saving Throws STR +4, DEX +7

Skills Animal Handling +5, Insight +5, Perception +5

Senses Passive Perception 15

Languages Common, Tengu

Challenge 6 (2,300 XP)

Feather Step. Tsukibo's high jump is up to 15 feet, or up to 30 feet with a running start. She may treat any surface, including leaves or falling snow, as solid ground.

Harbinger of Strife. When the daitengu or another creature within 30 feet makes an attack, it adds 1d4 to the result.

Actions

Multiattack. Tsukibo makes four attacks, or makes two attacks and uses her Suppressing Fire, if available.

Daikyu Bow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

This attack is made at disadvantage if Tsukibo is not mounted.

Arrow Stab. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Suppressing Fire (Recharge 5-6). Tsukibo rains a barrage of arrows down in a 15 foot radius centered on a point she can see within 120 feet. Each creature in the area must succeed on a DC 15 Dexterity Saving Throw or have its movement speed reduced by 10 and suffer disadvantage on ranged attacks until the end of its next turn.

Reactions

Mounted Defender. As a reaction when a creature hits her mount with an attack, Tsukibo makes an attack against the attacker.

TENGU WITCHES

The Witches of the Qian Sheng Shan are varied and insular, living and training only in their hidden villages and rarely interacting with other Tengu. Considered frightening and uncanny by most, they often have unexpected and creative powers. Their society revolves around magic research and development, and their whole lives are spent refining and innovating their arts. Always analyzing, they usually lack social skills and can be extremely unnerving.

FUJINBO - DAITENGU WITCH

Fujinbo is a Witch of Wind, with the power to manipulate air. Her abilities with magic complement her fighting skills, although she's by far a better warrior than caster. A masterful wielder of her Serpent's Tongue spear, Fujinbo can speed up her attacks, fly, and hover using her wind powers, making her an implacable foe. A bit single minded, she spends most of her hours practicing with her spear deep in the mountains. During one such training session, she found a wounded Bakunawa juvenile who missed the great migration to the sea. Feeling sorry for it, she nursed it back to health, and they are now the best of friends.

SAGAMIBO - DAITENGU WITCH

Sagamibo is a Witch of Silence, and is able to suck the energy out of a space or object so that not even sound can escape. The lack of energy also causes freezing, so some may confuse her with a Witch of Ice, a slightly different discipline. She can create mirror portals using negative power holes to travel short distances, a particularly advanced power of hers which few can replicate. Most who attempt it die instantly, their energy "equalized" by the negative energy that makes up the portal. Sagamibo uses various fetishes or objects of focus for her power, wrapped in rope to secure them to her person.

FUJINBO, DAITENGU WITCH

Medium humanoid (daitengu), chaotic neutral

Armor Class 17 (Paper Armor)

Hit Points 165 (22d8 + 66)

Speed 50 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	17 (+3)	16 (+3)	14 (+2)	17 (+3)

Saving Throws DEX +8, CON +7, CHA +7

Skills Acrobatics +8, Perception +6

Senses Passive Perception 16

Languages Common, Tengu

Challenge 10 (5,900 XP)

Feather Step. Fujinbo's high jump is up to 15 feet, or up to 30 feet with a running start. She may treat any surface, including leaves or falling snow, as solid ground.

Harbinger of Strife. When the daitengu or another creature within 30 feet makes an attack, it adds 1d4 to the result.

Actions

Multiattack. Fujinbo makes three attacks with her Serpent's Tongue Windspear, or makes one attack and uses her Rain of Stones, if available.

Serpent's Tongue Windspear. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) slashing plus 7 (2d6) poison damage.

Rain of Stones (Recharge 5-6). Fujinbo sweeps her spear, unleashing a gale that carries aloft a torrent of stones and grit in a 30 foot cone.

Each creature in the area must succeed on a DC 16 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be Blinded until the end of Fujinbo's next turn, or take half as much damage on a success.

Reactions

Disarming Gust. As a reaction when a creature enters her reach, Fujino forces the creature to succeed on a DC 16 Strength saving throw or have one object is carrying flung up to 15 feet away.

Twist Breath. As a reaction when a creature Fujinbo can hear speaks a command or casts a spell, Fujinbo forces the creature to succeed on a DC 17 Charisma saving throw or have its words twist in its mouth, producing one of the following effects.

- The command is changed to one of Fujinbo's choice.
- The creature instead casts a different spell of the same level of Fujinbo's choice, with the same targets.

Legendary Actions

Soaring Leap. Fujinbo jumps up 30 feet. Attacks of opportunity provoked by this movement are made at disadvantage.

Trap Wind. Fujinbo gathers air, compressing it in the tip of her spear. The next time she hits a creature with a melee attack, the target must succeed on a DC 16 Strength saving throw or be pushed up to 30 feet away.

Cloud Aegis. Fujinbo gains 11 (2d10) temporary hit points. While she has these, a creature that hits her with a melee attack must succeed on a DC 16 Strength saving throw or be pushed 10 feet away.

SAGAMIBO, DAITENGU WITCH

Medium humanoid (daitengu), chaotic neutral

Armor Class 18 (Natural Armor)

Hit Points 248 (28d8 + 112)

Speed 40 ft.

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

Saving Throws DEX +8, CON +8, CHA +9

Skills Arcana +9, Nature +14, Survival +7

Senses Truesight 120 ft., Passive Perception 12

Languages Common, Tengu

Challenge 14 (11,500 XP)

Feather Step. Sagamibo's high jump is up to 15 feet, or up to 30 feet with a running start. She may treat any surface, including leaves or falling snow, as solid ground.

Harbinger of Strife. When the daitengu or another creature within 30 feet makes an attack, it adds 1d4 to the result.

Mirror Portals. As a Bonus Action, Sagamibo can summon one a **Mirror Portal** at an unoccupied location she can see within 30 feet. Each mirror can be attacked (AC 16; 20 HP; Vulnerability to Bludgeoning damage)

She may spend 5 feet of movement to enter one mirror portal and emerge from another. If she can see any of her mirror portals, she may treat any of them as the origin of her attacks and spells.

Actions

Multiattack. Sagamibo makes four attacks with her Poison Needle, each of which she may replace with a use of her Gaze of Black Silence.

Poison Needle. Ranged or Melee Weapon Attack: +8 to hit, reach 5 ft. or range 60 ft., one target. Hit: 5 (1d4 + 3) piercing plus 7 (2d6) poison damage.

Gaze of Black Silence. One creature that Sagamibo can see must succeed on a DC 17 Charisma saving throw or lose two unexpended hit dice and have its movement speed reduced by 10 until the end of Sagamibo's next turn.

A creature reduced to 0 hit dice in this way cannot speak or otherwise produce sound for the next minute, or until it destroys a **Mirror Portal**.

Spirit Knot Stasis (Recharge 5-6). Each creature with 0 unexpended hit dice that Sagamibo can see must succeed on a DC 17 Wisdom saving throw or be Paralyzed until the end of her next turn.

Reactions

Reflect Strife. As a reaction when a creature she can see misses a mirror portal with an attack, Sagamibo forces the attacker to make a new attack roll against a different target in range.

Enveloping Abduction. As a reaction to being missed with a melee attack, Sagamibo forces the attacker to succeed on a DC 17 Dexterity saving throw or be tangled in the folds of her cloak, disappearing entirely.

At the beginning of the creature's turn, if Sagamibo has one or more mirror portals active, it reappears within 5 feet of one of them.

Legendary Actions

Poison Needle. Sagamibo makes an attack with her Poison Needle.

Mirror Flicker. Sagamibo and one Mirror Portal she can see teleport to trade locations.

Confounding Gust. One creature Sagamibo can see must succeed on a DC 17 Strength saving throw or be spun around and disoriented, giving it disadvantage on the next attack it makes before the beginning of Sagamibo's next turn.

Equalize Energies (Costs 2 Actions). One creature Sagamibo can see must make a DC 17 Charisma saving throw. On a failed save, the creature regains one hit die for each hit die it has expended, then takes 5 (1d10) necrotic damage per hit die regained in this way.