



THE LONG, LONG STRUGGLE OF ANCIENT TIMES FINALLY ENDED... *The victor sacrificed the vanquished to the heavens. Four bells tolled. Four torches were lit. And the world continued for thousands of years... The Algo solar system, somewhere in space... Once a brilliant civilization flourished here. The citizens devoted themselves to art and the sciences, and life was prosperous and good.*








Then a series of disasters struck. The system-wide managment system, 'Mother Brain', was destroyed. So was the first planet, Parma. Over 90% of the system's population died, and the advanced technological cul- ture was lost.

Society declined, spiralling downward until at last only a few scattered groups even remembered there once were better times. A thousand years passed.

At last, civilization is once more on the rise across the Algo system. People are again turning to thoughts of an easier life. Old knowledge is being rediscovered. But just as things look brighter, beyond a threshold long thought closed, a dark and very ancient evil stirs...

—Phantasy star IV, *Intro*

Contents

Xanafalgue	2
Zoran bult	2
Igglanova	2
Monster fly	2
Crawler	3
Flatterplant	3
Sand worm	3

Xanafalgue



Small biomonster

Armor class 12 (natural armor)

Hit points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	10 (+0)	5 (-3)	10 (+0)	3 (-4)

Vulnerability Fire

Skills Perception +2

Senses Darkvision 60 ft., passive perception 12

Languages None

Challenge 1/8 (25 XP)

Stealthy. The Xanafalgue has advantage on Dexterity (Stealth) checks made in natural caves and underground.

Actions

Bite. *Melee natural attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) piercing damage.

Shock. *Ranged natural attack:* +3 to hit, range 30 ft., one creature. *Hit:* 5 (1d6+1) lightning damage.

Xanafalgues are natural biomonsters from Motavia that dwells mainly in cold and moist area like caves. They use hunting pack tactics to take down their preys.

Zoran bult



Small biomonster

Armor class 13 (natural armor)

Hit points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	5 (-3)	10 (+0)	3 (-4)

Vulnerability Fire

Skills Perception +2

Senses Darkvision 60 ft., passive perception 12

Languages None

Challenge 1/4 (50 XP)

Stealthy. The Zoran bult has advantage on Dexterity (Stealth) checks made in natural caves and underground.

Actions

Bite. *Melee natural attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+1) piercing damage.

Acid spray. *Ranged natural attack:* +3 to hit, range 30 ft., one creature. *Hit:* 6 (1d6+2) acid damage.

Zoran bult are a mutated version of the Xanafalgue. A bit stronger than their cousins they live in the same kind of environment and should be no threat to experienced hunters.

Igglanova



Large biomonster

Armor class 13 (natural armor)

Hit points 39 (6d10+6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	7 (-2)	10 (+0)	3 (-4)

Vulnerability Fire

Skills Perception +2

Senses Darkvision 60 ft., passive perception 12

Languages None

Challenge 1 (200 XP)

Breed. The Igglanova can breed a Xanafalgue from its body by using a bonus action. It can do so up to 4 times per day.

Actions

Bite. *Melee natural attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) piercing damage.

Paralyzing spores (recharge 6). Igglanova sprouts spores in a 15 ft radius around him. Creatures in the area of effect must succeed on DC 11 Constitution saving throw or become paralyzed for one round.

Igglanovas are a dangerous prey to hunt. With their ability to breed Xanafalgues, these monsters can quickly infest an area. They don't hesitate to use their spore attack if surrounded by more than one enemy.

Monster fly



Small biomonster

Armor class 13

Hit points 5 (2d6-2)

Speed Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	8 (-1)	5 (-3)	10 (+0)	3 (-4)

Resistance Poison

Vulnerability Cold

Skills Perception +2

Senses passive perception 12

Languages None

Challenge 1/8 (25 XP)

Fast striker. The Monsterfly has advantage on initiative checks.

Swarm. The Monsterfly may Disengage as a bonus action on each of its turn.

Actions

Sting. *Melee natural attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage and 2 (1d4) poison damage.

Monsterflies are natural biomonsters living in desert areas of Motavia. They usually attack in swarms and may prove to be deadly for the unprepared hunter with their poisonous stings.

Crawler



Medium biomonster

Armor class 13 (natural armor)

Hit points 16 (3d8+3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	3 (-4)

Resistance Fire

Vulnerability Cold

Skills Perception +2

Senses passive perception 12

Languages None

Challenge 1/4 (50 XP)

Deadly bite. The Crawler inflicts an additional 5 (1d6+2) piercing damage with its bite when he has advantage on the attack roll.

Actions

Bite. *Melee natural attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) piercing damage.

Crawlers are natural biomonsters living in the hottest desert areas of Motavia. They usually feed on carcass left by other predators like Monsterflies or Locustas.

Flutterplant



Small biomonster

Armor class 14 (natural armor)

Hit points 13 (3d6+3)

Speed Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	3 (-4)

Vulnerability Fire

Skills Perception +2

Senses Darkvision 60 ft., passive perception 12

Languages None

Challenge 1/2 (100 XP)

Actions

Claws. *Melee natural attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 5 (1d6+2) slashing damage and the target must succeed on a DC 12 Constitution saving throw or become paralyzed for 1d4 rounds.

Acid breath (recharge 5-6). The flutterplant spits an acid cloud in a 20 ft cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 9 (2d6+2) acid damage on a failed save or half as much damage on a successful one.

Flutterplants are deadly predators often found in moist caves and underground areas. They may also be found outside in desert area, but only during night. Their ability to paralyze their prey and to spit acid is not to take lightly for any would-be hunter.

Sand worm



Gargantuan biomonster

Armor class 16 (natural armor)

Hit points 155 (10d20+50)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	20 (+5)	9 (-1)	7 (-2)	3 (-4)

Resistance Fire

Vulnerability Cold

Saves Strength +11, Constitution +9

Skills Stealth (Sand) +7

Senses Blindsight 30 ft., Tremorsense 60 ft., passive perception 8

Languages None

Challenge 9 (5000 XP)

Tunneler. The Sand worm can burrow through rock at half its burrow speed and leave a 10ft diameter hole in its wake.

Actions

Tongue. *Melee natural attack:* +11 to hit, reach 20 ft., one creature. *Hit:* 20 (3d8+7) bludgeoning damage and 7 (2d6) acid damage. If the target is large or smaller, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the sand worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Earthquake (recharge 6). The Sand worm burrows under the ground and emits a powerful shockwave in a 50 ft radius around its current position. Each creature in the area of effect must succeed on a DC 19 Dexterity saving throw or suffer 28 (6d6+7) bludgeoning damage and fall prone. It can then use its Tongue attack against a creature within its reach.

Sand worms are known and feared by everyone on Motavia. They live in desert often near quicksands and prey on everything that comes too close. They burrow most of the time, making them difficult to spot at first.