



BOG GORGON

The Bog Gorgon is a fearsome creature of the Blood Marshes of Uthul-Zargoth. With its serpentine body and ability to paralyze its prey with a single gaze, it is a formidable predator. However, it is also the object of worship for a sect of the Blood Cult of Azathoth, known as the Blind Sisterhood.

The Blind Sisterhood blind themselves in order to better commune with the bog gorgons, believing that these creatures are servitors of Azathoth. The bog gorgons are also capable of telepathy and have limited spellcasting abilities, making them even more revered by the cultists.

The bog gorgons reproduce asexually, laying a single egg every 20 turns. The Blind Sisterhood fiercely protects the eggs until they hatch, at which point the parent bog gorgon turns to stone. Despite their fearsome reputation and the dangers of the Blood Marshes, many still seek out the Blind Sisterhood and the bog gorgons in hopes of gaining their knowledge and power.

BOG GORGON

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 97 (15d10+15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Int +5, Wis +5, Cha +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Skills Arcana +5, Perception +6

Senses blindsight 10 ft., passive Perception 16

Languages Common, Hermian, telepathy 60 ft.

Challenge 11 (7,200 XP)

Paralyzing Gaze. When a creature that can see the bog gorgon's eyes starts its turn within 30 feet of the bog gorgon, the bog gorgon can force it to make a DC 14 Constitution saving throw if the bog gorgon isn't incapacitated and can see the creature. A creature is paralyzed for 1 minute on a failed saving throw. The creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. Unless surprised, a creature can avert its eyes to

avoid the saving throw at the start of its turn. If the creature does so, it can't see the bog gorgon until the start of its next turn, when it can avert its eyes again. If the creature looks at the bog gorgon in the meantime, it must immediately make the save.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the bog gorgon can't constrict another target.

Magic Missile (Recharge 4-6). The bog gorgon creates five glowing darts of magical force. Each dart hits a creature of its choice that you can see within 120 feet of it. A dart deals 3 (1d4 + 1) force damage to its target. The darts all strike simultaneously, and the bog gorgon can direct them to hit one creature or several.

Spellcasting. The bog gorgon casts one of the following spells without requiring material or somatic components. Intelligence is the spellcasting ability for its spells (spell save DC 14).

At will: *command*, *detect magic*, *detect thoughts*, *mage hand** 3/day each: *scrying*, *sleep*, *telekinesis* 1/day each: *flesh to stone*, *wall of fire*, *zone of truth*



BOG HORROR

The bog horror is a hulking monstrosity covered in muck and filth with razor-sharp claws. Its carapace can alter its patterns and colorations to look like anything that the bog horror has seen, using this ability to disguise itself as animals or even humans. It combines this with its mimicry ability, which it then uses to lure unsuspecting prey into its grasp.

Once the bog horror has captured its prey, it doesn't always kill them immediately. Instead, it cocoons its victim in a crystallizing mucus which puts the target into a form of stasis. During this time, the target experiences vivid nightmares and hallucinations. After a few weeks of suffering, the bog horror consumes the mind of its prey, leaving behind a shell of a being.

BOG HORROR

HP 13, **Morale** 7, **Thick hide** -d2, **Bite/Claws** 1d6

Special: Creatures fighting the bog horror start combat surprised. The bog horror makes two attacks per round. A creature the bog horror bites must test Toughness DR 10 or become paralyzed for d4 rounds.

BOG HORROR

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	5 (-3)	10 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages doesn't understand any languages but can speak through the use of its Mimicry trait

Challenge 4 (1,100 XP)

Mimicry. The bog horror can mimic any sounds it has heard, including voices. A creature that hears the sound can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Multiattack. The bog horror makes three attacks: two with its claws and one with its mandibles.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage and the target is grappled (escape DC 14) if it is a Large or smaller creature, and the bog horror doesn't have two other creatures grappled.

Mandibles. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 9 (2d4 + 4) piercing damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. The target is paralyzed while poisoned in this way. The target can repeat its saving throw at the end of each of its turns, ending the poisoned condition on itself with a success.

Crude Disguise. The bog horror contorts itself and changes the coloration of its carapace and fur to resemble another creature or object. It can seem up to 3 feet shorter or taller and can appear thin, fat, or in between. It can position its legs and claws to adopt another body type, such as making it seem like it's a soldier holding a spear or a shaggy gaur with horns. The changes wrought by the bog horror fail to hold up to physical inspection. To discern that the bog horror is disguised, a creature can use its action to inspect the bog horror's appearance and must succeed on a DC 12 Intelligence (Investigation) check. The creature has advantage on the check if it is within 10 feet of the bog horror and can see it.



BOG MONSTER

In the dreary bogs and mires of Helkara, a massive and shaggy creature roams, a cross between an elephant and a boar. The bog monster stands tall, towering over most other creatures at 9 to 11 feet, and is recognizable by its trunk-like nose and sharp tusks. Despite its intimidating appearance, the bog monster is actually quite friendly and shy, possessing a strong sense of good and often using its formidable size to protect those who are unable to defend themselves.

The origins of the bog monster are shrouded in mystery, as it appears to be a solitary creature and lacks any means of reproducing. No one has ever seen more than one of these massive beasts at a time, and their existence remains a mystery to most inhabitants of Helkara. Some believe that the bog monster may be a remnant of an ancient species long since extinct, while others see it as a magical construct created by the Sorcerer-Kings.

BOG MONSTER

HP 25, Morale 10, Thick hide -d4, Claw/Horns 2d6

Special: The bog monster makes three attacks per round. It can heal a creature with its touch, restoring d6 HP when it does.

BOG MONSTER

Large monstrosity, neutral good

Armor Class 15 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	7 (-2)	13 (+1)	13 (+1)

Saving Throws Wis +5

Skills Insight +9, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages understands Common and Hermian but doesn't speak

Challenge 9 (5,000 XP)

Detect Evil. The bog monster magically senses the presence of any evil-aligned creature within 100 feet of it as well as where the creature is located. Similarly, it knows if there is a place or object within 100 feet of it that has been magically desecrated. The effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Keen Smell. The bog monster has advantage on Wisdom (Perception) checks made to smell.

Limited Magic Immunity. The bog monster can't be affected or detected by spells of 6th level or lower cast by evil creatures unless it wishes to be. It has advantage on saving throws against all other spells and magical effects, regardless of the caster's alignment.

Actions

Multiattack. The bog monster makes three attacks: one with its horns and two with its claws.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Horns. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the bog monster moves at least 10 feet straight toward the target and then hits it with this attack on the same turn, the target takes an extra 9 (2d8) piercing damage.

Healing Touch (3/Day). The bog monster touches another non-evil creature. The target magically regains 18 (4d8) hit points and is freed from any curse, disease, poison, blindness, or deafness.



PLAGUE RAT

In the dark and dank tunnels of Helkara, there is a terror that brings with it a sickness that infects the minds and bodies of all who cross its path. This terror is known as the plague rat, a creature that strikes fear into the hearts of even the bravest of adventurers.

The plague rat is a large, aggressive rodent that carries with it a deadly disease. These creatures are not only intelligent but also malevolent, intent on infecting as many humanoid as they can. Their bite delivers the sickness into the bloodstream, and the victim becomes a carrier for the plague rat's offspring. The disease forms cysts inside the host, and 21 to 23 cycles later, the cysts hatch into new plague rats, instantly killing the host. The new plague rats then set out to find new targets to infect.

The threat of the plague rats is so great that the inquisitors of Helkara do not take any chances when a village is suspected of being infected. They will burn the entire village to the ground to prevent the spread of the disease. The goblinoids of the Lattice are also aware of the danger posed by these creatures and have found that the juice of bloodberries from the Blood Marshes of Uthul-Zargoth serves as a deterrent. As a result, many goblinoid homes line their doors and windows with mashed bloodberries to keep the plague rats at bay. But even with these precautions, the threat of the plague rats remains, a constant reminder of the dangers that lurk in the shadows of Helkara.

PLAGUE RAT

Small monstrosity, chaotic evil

Armor Class 12
Hit Points 10 (3d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	7 (-2)	10 (+0)	6 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages Hermian
Challenge 1/2 (100 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The rat makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and if the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease—plague rat spawn. >

Over the next 1d4 + 20 days (cycles) the infection creates cysts inside the host's abdomen and chest cavity, and forms plague rat offspring. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the cysts erupt, and 1d6 new plague rats chew their way out of the host's body in 1 round, killing the host in the process.

If the disease is cured before the plague rats' emergence, the unborn plague rats are disintegrated.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

PLAGUE RAT

HP 7, Morale 7, No armor, Bite/Claw 1d4

Special: A creature bitten by the plague rat must test Fortitude DR 10 or become infected. An infected creature dies in 1d4 + 20 days if not cured; 1d6 new plague rats emerge from the corpse.



PRICKLY PANGOLIN

The prickly pangolin is a formidable desert dweller, with a rough and spiky exterior that acts as a barrier against the many predators that would attempt to make a meal of it. Its shell, formed from scales of petrified keratin, can petrify creatures that come too close, leaving them frozen for a cycle. Despite its fearsome appearance, the prickly pangolin is an herbivore, content to munch on the tough desert flora that grows in the scorching sands of Helkara.

PRICKLY PANGOLIN

Small beast, unaligned

Armor Class 17 (natural armor)

Hit Points 5 (1d6 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	15 (+2)	2 (-4)	9 (-1)	4 (-2)

Damage Resistances cold, fire

Senses darkvision 30 ft., passive Perception 9

Languages —

Challenge 1/4 (25 XP)

Prickly Shell. The pangolin's shell is covered in hard spikes. A creature that touches the pangolin or hits it with an attack while within 5 feet of it takes 1d4 piercing damage and must make a DC 12 Constitution saving throw. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



ROCK GIANT

Rock giants are massive humanoids made of stone that reside in the mountains of Helkara. Their sturdy nature and low water requirements allow them to travel into the Nothing without being affected by the sun.

Rock giants gather in small familial units, consisting of mates and 2-3 offspring. Rock giant young are not covered in the same rocky surface as their elders, but develop their shells as they mature. Older rock giants also have the ability to control stone and earth with their minds, which they use to construct their homes and defend themselves from attackers.

Despite their massive size and powerful abilities, rock giants are extremely cautious of other intelligent creatures, especially humans, who they view as dangerous and destructive. They prefer to keep to themselves, living in remote mountain conclaves and avoiding contact with the outside world.

ROCK GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	8 (-1)	12 (+1)	9 (-1)

Saving Throws Con +8, Wis +4

Skills Perception +4

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Hermian

Challenge 7 (2,900 XP)

False Appearance. If the rock giant is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the rock giant move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the giant isn't an object.

Actions

Multiattack. The rock giant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Spellcasting (Psionics). The rock giant casts one of the following spells, requiring no components and using Wisdom as the spellcasting ability (spell save DC 13):

3/day: *stone shape*, *telekinesis* (rocks and stones only)

1/day each: *meld into stone*, *move earth*, *spike growth*, *wall of stone*

ROCK GIANT

HP 20, **Morale** 9, **Rocky shell** -d10 (-d6 against magic), **Slam* 2d6

Special: The rock giant can use its mind to create stone walls, toss boulders (1d10 damage), create spikes, and so forth. They are huge; attacks made against them are at DR 10.



STAMPEDE RUNNER

These massive beasts are known for their incredible speed and the ability to break apart anything that stands in their path. Their powerful horns and thick skull crests make them a force to be reckoned with, especially when they are moving in large herds.

However, their aggression is not limited to just destroying crops and structures. Stampede runners are also extremely territorial, and they often attack predators who dare to hunt them. This makes them a formidable opponent, and many are wary of these beasts when they cross their path.

Despite their dangerous nature, some scavengers in Nothing's Edge have found a way to domesticate the stampede runners. These brave individuals have trained these beasts to serve as mounts, using their incredible speed and strength to their advantage. However, it takes a skilled and experienced rider to control a stampede runner, and many have met their end attempting to tame these powerful beasts.

STAMPEDE RUNNER

Large beast, unaligned

Armor Class 12

Hit Points 30 (4d10 + 8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 2 (450 XP)

Siege Creature. The stampede runner deals double damage to objects and structures.

Trampling Charge. If the stampede runner moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 10 (3d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the stampede runner can make one hooves Attack against it as a bonus Action.

Actions

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 10 (2d4 + 5) bludgeoning damage.

STAMPEDE RUNNER

HP 9, Morale 8, No armor, Ram 2d6

Special: The first time a creature is hit by the stampede runner's horns, it takes an extra 1d10 damage from the runner's charge.



THUNDERBIRD

The thunderbirds of Helkara are massive birds of prey that can produce thunder and lightning with a simple flap of their wings. Their feathers are hard like iron, acting as a conductor for their electrified attacks, making them a fearsome sight to behold. They are usually found near Nothing's Edge in southern Vrogathar, but sometimes make their way as far north as Arkalaan Gulf. Thunderbirds are crepuscular animals, preferring to travel along the twilight band as night creeps over the Gloaming. They create nests made of discarded iron bits and obsidian high up on cliffs and escarpments where they lay their young. Their eggs are extremely strong, with a thick, almost iron-like shell, which protects them from predators.

Many brave scavengers search for thunderbird nests, hoping to steal their eggs. Of course, few make it back alive as they are often killed by angry mothers. The thunderbirds' electrifying powers make them a valuable commodity to the Sorcerer-Kings, who use their feathers for their own magical purposes. Those who dare to face the dangers of the Gloaming in search of thunderbird eggs do so at their own peril.

THUNDERBIRD

HP 13, **Morale** 8, **Iron wings** -d12 (-d6 against magic), **Beak/Talons** 2d4

Special: When the thunderbird fails a morale check, it breathes lightning; d3 creatures must test Agility DR 12 or take 1d10 damage. The thunderbird then escapes.

THUNDERBIRD

Large monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 63 (6d10 + 30)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +4

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, thunder

Senses passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Electrified Body. A creature that touches the thunderbird or hits it with a melee attack using a metal weapon while within 5 feet of it takes 5 (1d10) lightning damage.

Keen Sight. The thunderbird has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiaction. The thunderbird makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 5 (1d10) lightning damage.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 5 (1d10) lightning damage.

Lightning Breath (Recharge 6). The thunderbird exhales lightning in a 30-foot line that's 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw. A creature takes 16 (3d10) lightning damage on a failed saving throw, or half as much damage on a successful one.

Legendary Actions

Thunder Wing. At the end of another creature's turn, the thunderbird beats its wings. Each creature within 15 feet of the thunderbird must make a DC 16 Constitution saving throw. A creature takes 7 (2d6) thunder damage and is knocked prone on a failed saving throw, or takes half as much damage and isn't knocked prone on a successful one. The thunderbird can then fly up to half its flying speed. The thunderbird can't use this legendary action again until the start of its next turn.