



ACIDJAW

The Acidjaw, a monster of legend and fear, roams the warm mountain ranges of Nothing's Edge. These short humanoids are fearsome beasts, with large porcine heads that are as dangerous as they are grotesque. The Acidjaw's greatest weapon is its corrosive bite, a power capable of melting through metal and stone with ease.

These creatures are often reckless and selfish, shunning cooperation even with other acidjaws. They prefer to scavenge on their own, searching for gems and valuable metals such as gold and silver to satiate their insatiable hunger. Scavengers brave enough to venture into the warm mountain ranges of Nothing's Edge must be wary of these beasts, for the acidjaw is a hunter without mercy.

Despite the dangers they pose, alchemists seek out the acidjaw for its acid-producing glands, which they believe to hold the key to untold discoveries. These alchemists are not deterred by the monster's corrosive bite, for they believe the rewards of capturing an acidjaw are too great to ignore. They stalk the warm mountain ranges, seeking out these beasts in the hopes of discovering their secrets and unlocking their power.

ACIDJAW

Small humanoid (acidjaw), typically chaotic neutral

Armor Class 13 (hide armor)

Hit Points 16 (3d6 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	5 (-3)	9 (-1)	7 (-2)

Damage Resistances fire

Damage Immunities acid

Senses passive Perception 9

Languages Scraggabble

Challenge 1 (200 XP)

Reckless. At the start of its turn, the acidjaw can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Treasure Sense. The acidjaw can pinpoint, by scene, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 10 (3d6) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

ACIDJAW

HP 7, **Morale** 6, **Carapace** -d2, **Bite** 2d4

Special: A target hit by the acidjaw's bite has its armor/protection reduced one tier.



ASHSTORM

The ashstorm, a creature from the most hellacious corners of the Nothing, stalks the scorched earth of Helkara. This monster is a master of ash and dust, using it to blind and suffocate its enemies. Similar to the ashfiends, the ashstorm often appears in the aftermath of a forest or village fire, rising from the ashes to wreak havoc on all who cross its path.

The ashstorm is immune to heat and fire, making it a formidable foe in the scorching daylight of the Nothing. It seems to grow weak in the cold, and so it follows the sun as Helkara turns, seeking out warmth to sustain its strength. The ashstorm is famously difficult to kill, sometimes requiring the help of the sorcerer-kings' priests to vanquish it. A single ashstorm can cause a tempest of ash and dust that can wipe out an entire village in a matter of hours.

ASHSTORM

HP 17, Morale 7, Ash carapace -d6, Bite 2d6

Special: Creatures close to the ashstorm can't see, and have disadvantage on attack and defense tests. Once per combat, the ashstorm breathes fire on d3 creatures. Each creature must test Agility DR 12 or take 2d6 damage.

ASHSTORM

Large elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	3 (-4)	11 (+0)	11 (+0)

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, petrified, poisoned

Senses passive Perception 13

Languages —

Challenge 5 (1,800 XP)

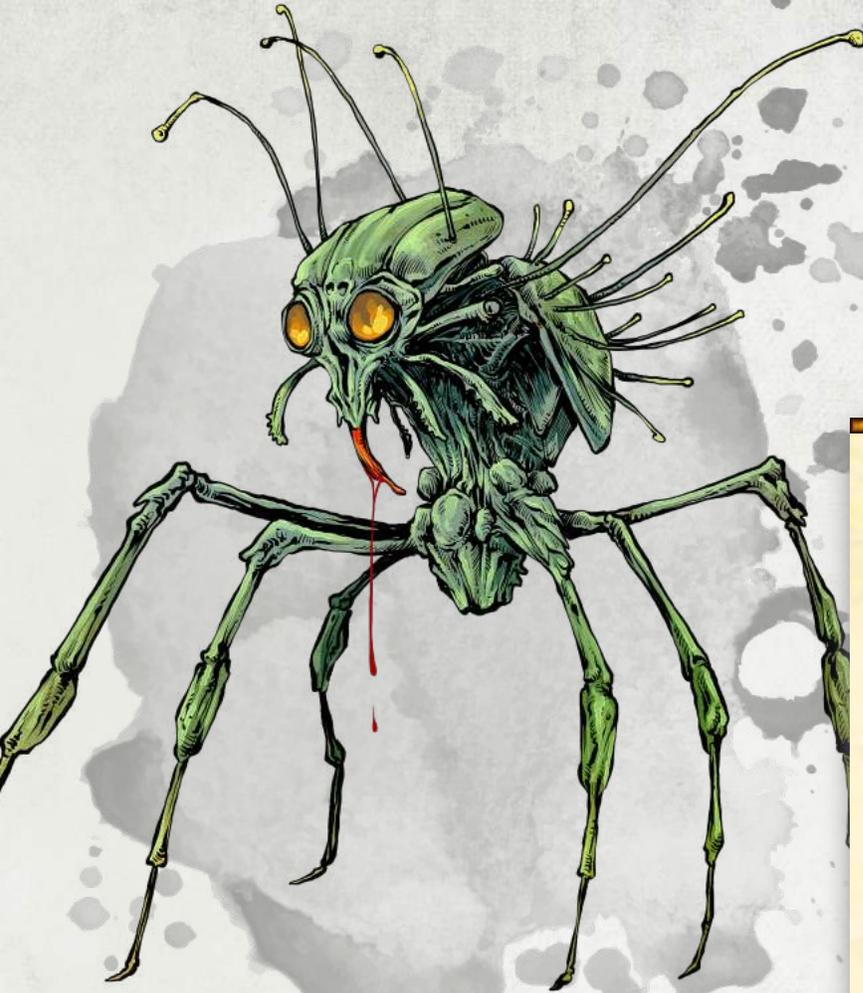
Ash Cloud. A cloud of blinding, choking ash surrounds the ashstorm at all times, extending 10 feet from it in all directions. The cloud spreads around corners and its area is heavily obscured. When a creature enters the cloud's area for the first time on a turn or starts its turn there, that creature must make a DC 14 Constitution saving throw. The creature takes 9 (2d8) poison damage on a failed save and becomes poisoned until the end of its next turn. The target is blinded and suffocating while poisoned in this way. A target that succeeds on its initial saving throw takes only half damage and isn't poisoned. A strong wind, such as one created by the *gust of wind* spell, temporarily disperses the ashcloud, ending the effect for 1 minute. The cloud then returns.

Cold Aversion. If the ashstorm takes cold damage it has disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage plus 14 (4d6) fire damage.

Breathe Fire (Recharge 5-6). The ashstorm breathes fire in a 15-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw. A creature takes 14 (4d6) fire damage on a failed saving throw or half as much damage on a successful one.



BLOODFIEND

The blood fiend is a menace to all who dare traverse the swamps of Helkara. Its grotesque form, resembling a giant mosquito, belies the horror it wreaks upon those foolish enough to cross its path.

These creatures make their home in the mudholes of the swamps, emerging at the mere hint of warm-blooded prey. Born in sprawling nests, they grow to their massive size and venture forth to spread terror and death. Asexual in nature, they need not mate to propagate their evil kind, only to feed upon the blood of the unwary.

Few have survived an encounter with a blood fiend, and those who have tell tales of its swift and merciless attack. Armor made from its carapace is sought after by the bravest warriors, who hope to turn the monster's own strength against it.

BLOODFIEND

HP 11, Morale 7, Carapace -d4, Blood Drain 2d4

Special: A target that doesn't have all of its hit points has disadvantage on defense tests made against the bloodfiend's attacks. A target that takes damage from the bloodfiend must test Fortitude DR 12 or become infected.

BLOODFIEND

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (7d10 + 7)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	1 (-5)	11 (+0)	3 (-4)

Skills Stealth +4

Damage Resistance fire

Senses blindsight 60 ft., passive Perception 10

Languages –

Challenge 3 (700 XP)

Blood Frenzy. The bloodfiend has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Droning. The bloodfiend constantly emits a horrid droning sound. Any creature other than a bloodfiend that starts its turn within 120 feet of the bloodfiend that can hear it must make a DC 12 Constitution saving throw. On a failed saving throw, the target is incapacitated and its movement speed is reduced by half until the start of its next turn. A creature that succeeds on its saving throw against this effect is immune to it for 24 hours.

Actions

Multiattack. The bloodfiend makes one claws attack and one blood drain attack.

Blood Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature the bloodfiend is grappling. *Hit:* 4 (1d4 + 2) piercing damage plus 10 (3d6) necrotic damage, and the target must succeed on a DC 12 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage and the target is grappled (escape DC 12).



BONECRUSHER

The bonecrusher is a massive omnivore that inhabits the Gloaming. With its powerful jaws and powerful teeth, it is well adapted to crushing the bones of its prey.

Like other creatures of the Gloaming, the bonecrusher is crepuscular, spending the dark and light cycles resting and hibernating. Scavengers and Vrogatharians, who inhabit Nothing's Edge, often capture young bonecrushers and train them as beasts of burden or as mounts in battle.

When fully grown, a bonecrusher is capable of carrying a howdah that can accommodate up to four Vrogatharian archers. Its horns are a formidable siege weapon, too, capable of bringing down even the sturdiest of structures. Additionally, the bonecrusher's tail is equipped with a bony ball which it uses to defend itself from predators who approach from behind.

BONECRUSHER

HP 25, Morale 7, Thick hide -d4, Horns/Tail d8

Special: The bonecrusher makes two attacks per round.

BONECRUSHER

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Damage Resistances cold

Senses passive Perception 10

Languages –

Challenge 9 (5,000 XP)

Siege Monster. The bonecrusher deals double damage to objects and structures.

Actions

Multiattack. The bonecrusher makes two attacks: one with its gore and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage.

Gore. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage. If the bonecrusher moves at least 20 feet straight toward a creature and then hits it with this attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the bone crusher can make one bite attack against it as a bonus action.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.



CHOKING MIST

The choking mist, a terror from beyond the veil of life, creeps across the land of Helkara like a harbinger of death. This ethereal creature takes the form of a thick, toxic fog, suffocating all who dare to wander too deep into its grasp. The choking mist is the undead remnant of those who perished from toxic fumes, their spirits trapped in the real world and unable to return to the Endless Cycle.

The most infamous incursion of the choking mist occurred shortly after the necromancers of Keth'keth created a magical cloud of toxic fog that claimed the entire town of Boomooshorn in northern Aruthaz (Turn 697 AC). Despite the efforts of inquisitors, many of the choking mist escaped into the surrounding terrain, where they can still be found in the frozen parts of the Arkaalan Gulf, Evernight, and even the Twilight Rifts.

Priests and inquisitors have discovered that the easiest way to deal with the choking mist is to turn it away from civilizations. As an undead spirit, the choking mist is notoriously difficult to destroy, making it a constant threat to all who dare to venture into the darkest reaches of Helkara. The choking mist is a reminder of the dangers that lurk in the shadows, waiting to claim the unwary.

CHOKING MIST

Large undead, neutral evil

Armor Class 14

Hit Points 120 (16d10 + 32)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+5)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 9 (5,000 XP)

Gaseous Form. The choking mist can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. When a creature enters the mist's area for the first time on a turn or starts its turn there, that creature must make a DC 14 Constitution saving throw. The creature takes 22 (5d8) poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. The space containing the choking mist is heavily obscured.

Actions

Multiattack. The choking mist makes two tendril attacks.

Tendrils. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 10 (3d6) poison damage.

CHOKING MIST

HP 25, **Morale** —, **Incorporeal** -d4, **Touch** d8

Special: All creatures that start their turn near the choking mist take 2d6 damage.



CORPSEKNOT

The Necromancers of Keth'keth have a foul creation that they wield with a cruel hand: the corpseknott. Composed of multiple corpses sewn and fused together, these abominations serve as their guardians. Yet they are much more than mere protectors. The Necromancers wield these horrors as a threat to the populace, a warning to any who would dare to step out of line and risk becoming a part of the twisted masses that make up the corpseknotts.

On the battlefield, the Necromancers use the corpseknotts as "unliving shields", sending them forth to strike fear into the hearts of their enemies. They are a formidable sight, a horde of the undead, driven forward by dark magic to crush all in their path. The Necromancers of Keth'keth are known for their mastery of death and the undead, and the corpseknotts are a testament to their power.

In a world of sorcery and dark magic, the corpseknotts are a reminder that the Necromancers of Keth'keth are not to be trifled with. They are a symbol of the Necromancers' mastery over death, and a warning to all who would dare to challenge their rule. The living would do well to heed the warning, lest they find themselves a part of the next corpseknott to be raised by the Necromancers of Keth'keth.

CORPSEKNOT

Large undead, neutral evil

Armor Class 8

Hit Points 76 (9d10 + 27)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	10 (+0)

Saving Throws Con +5, Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Fearsome Presence. Any creature that starts its turn within 30 feet of the corpseknott that can see or hear it must succeed on a DC 10 Wisdom saving throw or become frightened until the start of its next turn. On a successful saving throw, the creature is immune to the corpseknott's Fearsome Presence for 24 hours.

Undead Fortitude. If damage reduces the corpseknott to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the corpseknott drops to 1 hit point instead.

Unusual Nature. The corpseknott does not require air, food, drink, or sleep.

Actions

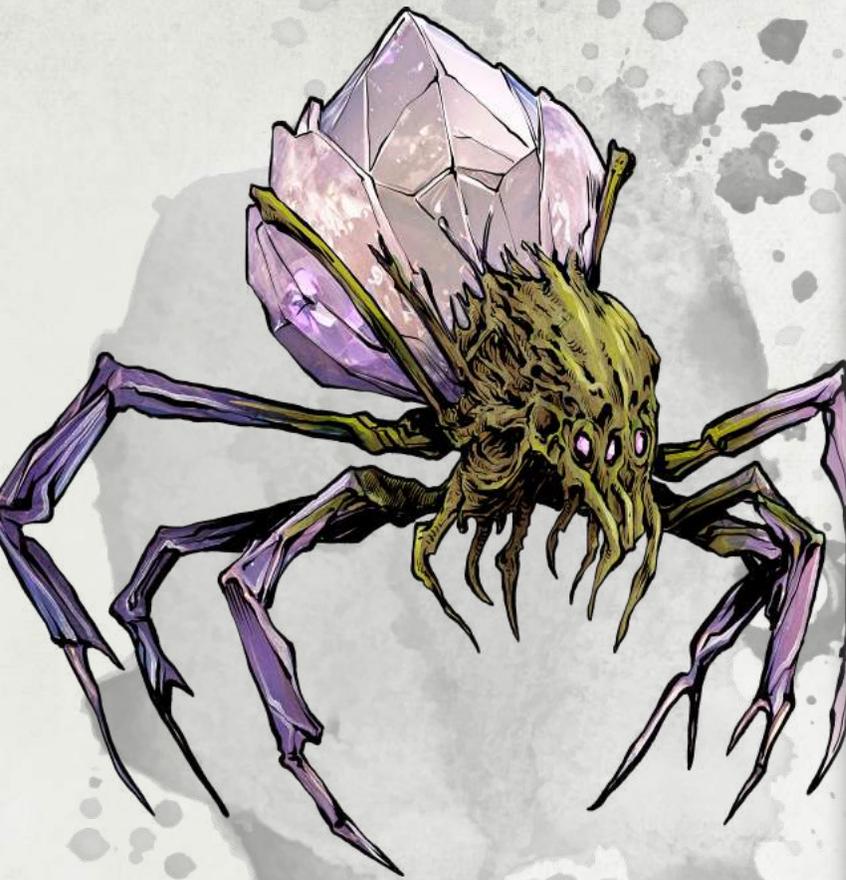
Multiattack. The corpseknott makes 1d6 slam attacks.

Slam.* Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

CORPSEKNOT

HP 16, **Morale** —, **No armor**, **Slam** d6

Special: The corpseknott makes d6 attacks every round. At the start of combat, a creature that can see the corpseknott must test Presence DR 10 or become frozen with fear for d4 rounds.



CRYSTAL SPIDER

Amidst the scorching sands of the Nothing lies a terror beyond measure. The crystal spider, a fiend made of living crystal, stalks its prey with the grace of a predator born to kill. Its razor-sharp webs, spun from the same material as its body, glisten in the merciless sun, a trap for any unfortunate enough to cross its path.

These arachnids are adapted to the intense heat and cold of the Nothing, and make their lairs within crystal hollows where they lay their eggs, creating thousands of their kind. But be warned, for the bite of a crystal spider is a fate worse than death. Its venom temporarily turns its prey into crystal, allowing the monster to drag it back to its lair with ease. The webs it spins are like those of an ordinary spider, but made of glass-like crystal that can slice right through the flesh of any creature foolish enough to attempt escape.

CRYSTAL SPIDER

HP 12, Morale 7, Crystal carapace -d6, Bite d6

Special: A creature bit by the crystal spider must test Fortitude DR 10 or turn into crystal for 24 hours. Any creature caught in the spider's webs must test Strength DR 10 to break out. Every round the creature fails to break out, it takes d6 damage.

CRYSTAL SPIDER

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	2 (-4)	11 (+0)	4 (-3)

Saving Throws saving_throws

Skills Stealth +7

Damage Vulnerabilities thunder

Damage Resistances cold, fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages –

Challenge 4 (1,100 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to crystal 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. While petrified in this way, the creature is vulnerable to thunder damage.

Crystal Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. *Hit:* 7 (2d6) slashing damage and the target is restrained by razor-sharp webbing. Any time the target takes an action or reaction while restrained by the webbing, the target takes 3 (1d6) slashing damage from the strands. As an action, the restrained target can make a DC 13 Strength check, shattering the webbing on a success. The webbing can also be attacked and destroyed (AC 13; hp 5; vulnerability to thunder damage; immunity to poison and psychic damage).



GLOOMSTALKER

In the land of Keth'keth, where the Necromancers reign supreme, there are creatures that haunt the streets and alleyways, seeking the living to drag back to their masters. These creatures are known as the gloomstalkers, undead humanoids with withered skin and long arms ending in razor-sharp claws. These are not your average zombies, but beings specifically created for the purpose of capturing their masters' targets.

The Necromancers of Keth'keth have a sick fascination with the dead, and they use their dark magic to create gloomstalkers from the most depraved murderers and thieves they can find. They task these creatures with capturing important targets, living or dead, and dragging them back to their experimentation chambers. Many tales are told of the gloomstalkers sneaking into homes in the dead of night, snatching people from their beds and dragging them back to the Necromancers' dungeons.

Unsurprisingly, the gloomstalkers are widely feared and reviled. Some people refer to them as "souleaters" because it's believed that they have the power to eat the souls of those they capture. Mothers use them to scare their children into behaving, warning that if they don't, the souleaters will come for them in the night. The gloomstalkers are a reminder of the Necromancers' power, and the fear they instill ensures that few dare to stand against them in Keth'keth.

GLOOMSTALKER

Medium undead, typically lawful evil

Armor Class 12

Hit Points 45 (6d8 + 18)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +6

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses darkvision 120 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Ambusher. In the first round of a combat, the gloomstalker has advantage on attack rolls against any creature it surprised.

Umbral Step. While in darkness, the gloomstalker is invisible to any creature that relies on darkvision to see it in that darkness.

Unusual Nature. The gloomstalker doesn't require air, food, drink, or sleep.

Actions

Multiattack. The gloomstalker makes two attacks, only one of which can be with its claws.

Claw. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 11).

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 10 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

GLOOMSTALKER

HP 11, Morale 7, No armor, Claw/Dagger

Special: While in darkness, the gloomstalker automatically surprises its targets.



GLOWSNAKE

Deep in the forests of the Gloaming, where the light of the sun never reaches, there slithers a creature unlike any other. The glow snake, a serpentine beast over 15 feet in length, is a bioluminescent monster that can be seen from miles away. Its body emits an eerie light, luring in unsuspecting prey to their death.

For travelers and explorers, the glow snake is a dangerous hazard. Its light is a siren's call, leading them astray and disorienting them with its toxic glow. Those who dare to venture too close to its light often find themselves nauseated and dizzy, unable to escape its grasp.

Despite the danger they pose, alchemists are often willing to pay handsome rewards for those who can capture glow snakes alive. The bioluminescent nodules within their bodies can be harvested and used to create powerful potions and elixirs. So, while the glow snake may be a terror in the forests of the Gloaming, it is also a valuable commodity in the eyes of those who seek to unlock its secrets.

GLOW SNAKE

HP 10, Morale 7, No armor, Claw/Dagger

Special: All creatures that can see the glow snake at the start of combat must test Fortitude DR 10 or become sick, unable to act for d4 rounds.

GLOW SNAKE

Large beast, unaligned

Armor Class 12

Hit Points 30 (4d10 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Damage Resistances cold

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 1/2 (450 XP)

Sickening Illumination. The glow snake sheds bright light in a 30-foot radius and dim light for an additional 30 feet. When a creature that can see the snake's glow starts its turn within 30 feet of the glow snake, it must make a DC 12 Constitution saving throw. The target becomes poisoned until the start of its next turn on a failed saving throw. If the saving throw fails by 5 or more, the target falls unconscious for 1 minute. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

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 glow snake until the start of its next turn, when it can avert its eyes again. If the creature looks at the glow snake in the meantime, it must immediately make the save.

A target that succeeds on its saving throw against this effect is immune to the glow snake's illumination for 24 hours.

Actions

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

Constrict. *Melee Weapon Attack:* +4 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 glow snake can't constrict another target.



GOBLIN, TINKER

The tinker goblins of the Lattice are a curious and clever race, known for their excellent crafting skills. Despite their tiny stature, typically no more than 6 to 8 inches tall, they are respected by the other goblinoid races and sought after by humans for their cunning intellect and unique abilities.

Tinker goblins live in small colonies in the underground realms of the Lattice below the Gloaming in Helkara, building their homes in discarded wagons, suits of armor, barrels, and other containers. These colonies resemble junk yards to the casual viewer, but to the tinker goblins, they are a treasure trove of materials to be repurposed and transformed into new and wondrous creations.

Despite their friendly disposition towards humans, they are often the targets of capture and exploitation. Humans seek to use the tinker goblins' crafting skills to build objects, or they experiment on the tinkers, hoping to unlock the secrets of their intelligence. Many tinkers also have access to artifacts left behind by Those Before. However, the other goblinoid races are fiercely protective of the tinkers and will defend them at all costs.

Tinkers are also known for their musical talents, as gathered groups of tinker goblins can sing songs which can confuse opponents, giving them a natural method of defense against would-be attackers.

GOBLIN, TINKER

Tiny humanoid (goblin), typically neutral good

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	13 (+1)	9 (-1)	10 (+0)

Skills History +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 9

Languages Goblin, Hermian

Challenge 0 (10 XP)

Goblin Resilience. The goblin has advantage on saving throws against becoming poisoned.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Mend. The tinker repairs a single break or tear in an object it touches, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, the tinker mends it, leaving only a slight trace of the former damage. This action can't repair a magic item or construct. Although it functions similarly to the *mending* spell, this effect is not magical.

Tinker Song. The tinker sings a magical melody. Every non-goblin within 60 feet of the tinker that can hear the song must succeed on a DC 10 Wisdom saving throw or be charmed until the song ends. The tinker must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the tinker is incapacitated.

While charmed by the tinker, the target is incapacitated and its movement speed is reduced to 0. If the target takes damage, it can repeat its saving throw. The target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to the songs of all tinker goblins for the next 24 hours.

TINKER GOBLIN

HP 1, Morale 6, No armor, No Attack

Special: The tinker goblin sings a song; each creature that hears it must test Presence DR 10 or become mesmerized by the goblin until the goblin stops singing or the target takes damage.



GORGLAC

In the shadows of the Evernight, where the icy winds howl and the frost giants roam, there lies a creature that strikes fear into the hearts of all who cross its path. The gorglac, a massive, yak-like beast that roams the frozen tundra in herds, is a force to be reckoned with. With its humongous size, it is favored by the frost giants of the Evernight, who believe it to be a common ancestor to another denizen of the Evernight, the frostbites.

These beasts are not just massive, but also possess a cunning intelligence, making them all the more deadly. They have been known to band together to take revenge against hunters who seek their pelts and tusks, which are as dense as the hardest steel and make incredible weapons. The frost giants of the Evernight are respectful of the gorglacs and will only use their tusks if the animal gives its consent before it dies.

The gorglac travels in herds that thunder across the Evernight, shaking the very ground with their massive hooves. Their presence is felt long before they are seen, as their deep, bellowing calls carry across the frozen wasteland. They are creatures of legend, feared by all who live in the shadow of the Evernight. For those brave enough to face them, the gorglac is a formidable foe, one that will test the mettle of even the bravest of warriors.

GORGLAC

Huge beast, unaligned

Armor Class 15 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	4 (-3)	13 (+1)	8 (-1)

Skills Perception +4
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 7 (2,900 XP)

Trampling Charge. If the gorglac moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, the target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the gorglac can make one claw attack against it as a bonus action.

Actions

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 32 (4d12 + 6) piercing damage.

Bonus Actions

Aggressive. The gorglac can move up to its speed toward a hostile creature that it can see.

GORGLAC

HP 25, **Morale** 8, **Thick hide** -d4, **Horns/Claws** 3d6
Special: The gorglac makes two attacks during the first round of combat.



HOBGOBLIN, HELKARAN

The hobgoblins of Helkara are a breed apart from their goblin kin. Standing tall and broad-shouldered, these fierce warriors are not to be trifled with. Their skin, a hue that ranges from burnt orange to grayish purple, is thick and durable, able to withstand the extreme temperatures of their underground homes.

Bred for battle, the hobgoblins are a formidable force, with an unparalleled strength and dexterity. They are quick, cunning, and relentless, striking fear into the hearts of those foolish enough to underestimate them. Their hardiness and adaptability make them well suited to life in the Lattice, the underground complex that spans beneath the Gloaming.

In this dark and foreboding place, the hobgoblins and their goblinoid kin carve out their colonies. They share a common tongue, Goblin, a harsh dialect of Hermian that serves as a bond between their disparate forms. The goblins, hobgoblins, and other goblinoids of the Lattice guard their secrets jealously, wary of the reckless humans who wield magic so carelessly. The sorcerer-kings of Helkara would paint the goblins as villains, but the truth is far more complicated. Deep in their burrows, they know secrets untold, and the sorcerer-kings fear what the masses might learn if they were to listen to the whispers of the goblins.

HOBGOBLIN, HELKARAN

Medium humanoid (goblinoid), typically any lawful

Armor Class 17 (scale mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	10 (+0)	10 (+0)	8 (-1)

Damage Resistances cold, fire, poison

Senses darkvision 60 ft., passive Perception 10

Languages Goblin

Challenge 1/2 (100 XP)

Goblin Resilience. The hobgoblin has advantage on saving throws against becoming poisoned.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if the creature is within 5 feet of an ally of the hobgoblin and isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

HOBGOBLIN

HP 8, **Morale** 7, **Scale armor** -d6, **Sword/bow** 1d8

Special: The hobgoblin carries a shield.



HOOK HULK

The Hook Hulk is a terrifying insect-like creature that haunts the subterranean realms below the Gloaming. This monster stalks the ancient tunnels of the Lattice, a maze of twisting passageways that run beneath the earth. The Hook Hulk is feared by the goblins that call the Lattice home, as it is capable of wiping out entire hunting parties by itself. Despite its fearsome reputation, the Hook Hulk's carapace is a valuable resource, used by smiths and armorers to create shields and armor of unparalleled strength.

Despite its reputation as a hunter of the subterranean realms, the Hook Hulk is a creature of great value to those who dare to brave the dangers of the Lattice. Many brave hunters venture into the Lattice in search of its valuable exoskeleton, a reminder of the dangers that lurk below the earth, waiting for the unwary to venture too far into the darkness.

HOOK HULK

Large monstrosity, typically neutral

Armor Class 17 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	7 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., tremorsense 60 ft.

Languages Hermian

Challenge 6 (2,300 XP)

Tunneler. The hook hulk can burrow through solid rock at half its burrowing speed and leaves a 5-foot-wide, 8-foot-high tunnel in its wake.

Actions

Multiattack. The hook horror makes three attacks: one with its hook, one with its claw, and one with its mandible.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Hook. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage and the target must succeed on a DC 16 Strength saving throw or be pulled up to 5 feet towards the hook hulk.

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

HOOK HULK

HP 16, **Morale** 7, **Thick carapace** -d6, **Bite/Claw** d8

Special: The hook hulk makes three attacks per round.



NIGHT WARRIOR

These nocturnal hunters are feared by the smaller creatures of the land, for their speed and agility make them formidable predators. Despite their small size, no more than a foot tall, these creatures are not to be underestimated. With hundreds of needle-like teeth, they can reduce their prey to bone in just minutes, working together in tangent to take down their target.

People of the Gloaming refer to the night warriors as "land quippers," a reference to their quick and deadly nature. These creatures are not only fast and ferocious, but also clever, often ganging up against a single target at a time. During the warmer months, they burrow underground to hibernate, only to emerge once again when the night falls.

Night warriors propagate quickly, growing like fragments, similar to ferns, on a large variety of their kind called the queen. To combat this, specialist spellcasters called exterminators must seek out the dens of the night warriors and kill the queen, then burn the remaining creatures. Even then, there is always a chance that a few night warriors might escape and mutate into a new queen, starting the cycle all over again.

NIGHT WARRIOR

Tiny monstrosity, typically chaotic evil

Armor Class 13 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 30 ft., burrow 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	13 (+1)	5 (-3)	9 (-1)	10 (+0)

Skills Perception +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 13

Languages Night Warrior

Challenge 1/4 (50 XP)

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the night warrior attaches to the target. While attached, the night warrior doesn't attack. Instead, at the start of each of the night warrior's turns, it feasts, and the target takes an additional 4 (1d4 + 2) piercing damage.

The night warrior can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to detach the night warrior.

NIGHT WARRIOR

HP 1, Morale 6, Thick skin -d2, Bite d4

SEA SERPENT, ARKAALAN

The Arkaalan Gulf is known for its treacherous waters and the dangers that lurk beneath the dark and icy surface. But none are as fearsome as the Arkaalan sea serpent, a creature of legend and terror that haunts the sailors who dare to venture into its domain. The sailors of Aruthaz and Keth'keth know it by many names, each one striking fear into the hearts of even the bravest mariners: "Terror of the Arkaalan Gulf," "Vattendrækten," or simply "The Beast."

This gargantuan creature is said to be 150-foot long, a serpentine terror that slinks through the water, preying on the ships that dare to enter the Arkaalan Gulf. Its massive size and the sheer destructive power it possesses are unmatched, and countless ships and entire battle armadas have been lost to its attacks. The sailors who survive its assaults speak of a creature that is not only massive and powerful, but devious and deceptive, seeming to thrive on the chaos it creates.

Despite the many efforts to hunt and destroy the Arkaalan sea serpent, all have failed. The creature is simply too

powerful, and too cunning, to be brought down by mere mortals. And yet, there is one thing that it seems to fear or respect. The sirens of Fjordskjaer, those mysterious beings who sing their haunting melodies to the ships that pass by, seem to be immune to the beast's attacks. Perhaps they hold the key to defeating the Arkaalan sea serpent, or perhaps the creature simply sees them as a force not to be reckoned with. Whatever the reason, it is a mystery that has yet to be solved, a mystery that only adds to the allure and terror of the Arkaalan sea serpent.

ARKAALAN SEA SERPENT

HP 45, **Morale** 8, **Thick scales** -d8, **Bite** 6d6

Special: At the start of combat, the sea serpent exhales a deadly blast of water. d6 targets must test Agility DR 14 or take 3d6 damage. Out of water, the sea serpent is large and easy to hit; attacks are made DR 10 against it.

SEA SERPENT, ARKAALAN

Gargantuan monstrosity, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 341 (22d20 + 110)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	20 (+5)	6 (-2)	12 (+1)	12 (+1)

Skills Perception +7, Stealth +9

Saving Throws Dex +6, Con +11, Wis +7

Damage Resistances cold

Condition Immunities blinded

Senses blindsense 300 ft. (blind beyond this radius), passive Perception

Languages —

Challenge 17 (18,000 XP)

Amphibious. The sea serpent can breathe air and water.

Echolocation. The sea serpent can't use its blindsight while deafened.

Actions

Multiattack. The sea serpent makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

Constrict. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) bludgeoning damage. The target is grappled (escape DC 17) if the sea serpent isn't already constricting a creature, and the target is restrained until this grapple ends.

Water Breath (Recharge 5-6). The sea serpent exhales a jet of water that is 100 feet long and 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw. A target takes 66 (12d10) bludgeoning damage and is pushed back 10 feet and knocked prone on a failed saving throw, and takes half damage and isn't pushed back or knocked prone on a successful one.

Swallow. The sea serpent makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the sea serpent, and it takes 21 (6d6) acid damage at the start of each of the sea serpent's turns. If the sea serpent takes 30 damage or more on a single turn from the swallowed creature, the sea serpent must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the sea serpent. If the sea serpent dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.



SHRIEKER

In the treacherous and unknown reaches of The Gloaming, where the faint light of dusk is all that can be relied upon, there lurks a peculiar creature, one of intelligence and culture, yet feared and shunned by all who cross its path. This creature is known as the shrieker, a bird-like humanoid with feathers that shimmer in hues of rust red and brilliant blue for the males and browns and grays for the females.

Though their appearance may be exotic, their presence is feared by all in The Gloaming. For the shrieker, as its name suggests, possesses the ability to emit a loud, ear-piercing screech that can disorient and incapacitate even the strongest of warriors. Despite this, the shriekers are known to trade with the scavengers and Vrogatharians who call the outskirts of Nothing's Edge their home. Most shriekers can speak multiple languages, usually Common, Hermian, and their own bizarre tongue called, appropriately enough, Squwak.

The shriekers travel in bands of 10-20, ever following the fading light of the twilight band, seeking temporary refuge in the underground to lay their eggs in clutches of 3-4. Though their screech may cause discomfort and danger to those who cross their path, it also serves as a deterrent for predators. For those daring enough to brave their presence, the shriekers make for useful traveling companions, for so long as one can protect themselves from the deadly shriek.

SHRIEKER

Medium humanoid (shrieker), typically neutral

Armor Class 14 (leather armor)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	9 (-1)	13 (+1)	10 (+0)

Skills Persuasion +2, Survival +3

Senses passive Perception 11

Languages Common, Hermian, Squwak

Challenge 1/4 (50 XP)

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

Shriek (Recharge 5-6). The shrieker emits an ear-piercing shriek. Every creature that isn't a shrieker within 60 feet of the shrieker that can hear it must succeed on a DC 10 Constitution saving throw or become incapacitated and deafened for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending both effects on itself with a success. A creature that succeeds on its saving throw or the effect ends for it is immune to the shrieks of all shriekers for 24 hours.

SHRIEKER

HP 7, Morale 7, Leather armor -d2, Claw/Bow d6

Special: At the start of combat, the shrieker shrieks. Everyone who can hear it must test Fortitude DR 12 or can't act or hear for d4 rounds.