

## ASHFIEND

From the ashes of smoldering forests and ruined hamlets, rises a terror beyond comprehension - the ashfiend. A grotesque abomination, its twisted form caked in the very ashes it was born from. This undead monstrosity has the power to exhale a cloud of ash, suffocating all in its path. It floats above the ground, a mocking imitation of life, as it spreads destruction wherever it roams.

The ashfiend is not bound by the laws of nature or mortality. It is a harbinger of death, a wandering terror that feeds on the destruction it leaves in its wake. The unlucky few who have laid eyes on this monster speak of its unworldly hunger, a insatiable thirst for death and destruction. Some whisper it was conjured into being by dark magic, while others say it is a manifestation of the raw, destructive forces of Helkara itself. Whatever its origins, the ashfiend is a nightmare made real, a creature to be feared and avoided at all costs.

## ASHFIEND

*Medium undead, chaotic evil*

**Armor Class** 12 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	10 (+0)	9 (-1)	7 (-2)

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** the languages it knew in life

**Challenge** 2 (450 XP)

**Ash Cloud.** When the ashfiend takes damage, a cloud of ash escapes its body. All creatures within 5 feet of the ash fiend must make a DC 12 Constitution saving throw. A target is poisoned until the end of its next turn on a failed save. While poisoned, the target is also blind.

**Unusual Nature.** The ashfield does not require air, food, water, or sleep.

### Actions

**Multiattack.** The ashfiend makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1 slashing damage.)

**Breathe Ash (Recharge 6).** The ashfiend breathes a cloud of hot ash in a 15-foot cone. Each creature in the area must make a DC 12 Constitution saving throw. A creature takes 10 (3d6) fire damage and is poisoned for 1 minute on a failed saving throw. While poisoned, the target is also blind. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. The target takes only half damage and isn't poisoned on a successful saving throw.

### ASHFIEND

**HP** 13, **Morale** —, **Ash carapace** -d2, **Claws** d3

**Special:** At the start of each of the ashfiend's turns, roll d6. On a result of 6, the ashfiend breathes a cloud of hot ash, hitting up to d3 creatures in the same zone as it. Each creature takes d8 damage and is blinded for d4 rounds. The ashfiend can't attack the same round it uses its ash breath.



## BLIGHTWING

Blightwings are one of the most feared creatures of Helkara. They are giant bat-like beasts that spread disease and pestilence wherever they go. The mere presence of a blightwing in an area is enough to cause widespread illness and death.

Blightwings are crepuscular creatures, lurking in dark caverns within Helkara, hibernating for long periods of time. However, when the twilight band sweeps through their area, they rise and attack for as many as 50 to 88 cycles before returning to their roosts to hibernate once more. Their attacks are devastating, as they carry a wide variety of diseases, and even after they're gone, their effects remain.

Hunting parties work tirelessly to find their caverns and clear them out before they wake. But it is extremely dangerous work, as many symbiotic creatures that thrive on the blightwing's droppings and food linger in such caverns. Scavengers have also tried to tame blightwings as mounts, but the results are always disastrous. The beasts are too unpredictable and dangerous to be controlled, making them a threat to all who encounter them.

## BLIGHTWING

*Medium monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	4 (-3)	10 (+0)	5 (-3)

**Saving Throws** Con +3

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

**Languages** –

**Challenge** 1/2 (100 XP)

**Keen Smell.** The blightwing has advantage on Wisdom (Perception) checks that rely on hearing.

**Pack Tactics.** The blightwing has advantage on an attack roll against a creature if at least one of the blightwing'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 creature. *Hit:* 4 (1d4 + 2) piercing damage and the target must succeed on a DC 11 Constitution saving throw or contract a disease. It takes 1d4 days for disease's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no Hit Points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and the target is grappled (escape DC 12). While the target is grappled, the blightwing has advantage on bite attacks made against it.

### BLIGHTWING

**HP** 9, **Morale** 7, **Carapace** -d2, **Bite/Claws** d3

**Special:** A target bitten by the blightwing must test Toughness DR 10 or become infected.



## DREADHAUNT

In the blackest depths of the Evernight, there whispers a beast of shadow and fear - the dreadhaunt. An incorporeal monster that feeds on the terror of mortals, it haunts the dreams of men and stalks the halls of the waking world. It dwells between the known and the unknown, a being of darkness and horror, always seeking its next meal of despair.

This nightmare creature is said to dwell in the shadows of the mind, lashing out at unsuspecting victims with tendrils of terror. Those who feel its grasp are said to be forever scarred, their bodies wracked with fear and their minds left shattered. But it is not just the living that are at risk, for the dreadhaunt is said to have the ability to reach into the afterlife and devour the souls of the departed. Such is the power of the dreadhaunt - a monster of pure horror and a symbol of the unspeakable terrors that lurk beyond the veil of the known world.

### DREADHAUNT

**HP** 18, **Morale** 7, **Incorporeal** -d6 (except against magic or silver), **Touch** 2d6

**Special:** The first time that a creature that can hear the wails of trapped souls within the dreadhaunt it must test Presence DR 13 or become frozen with fear for d4 rounds.

## DREADHAUNT

*Large monstrosity, chaotic evil*

**Armor Class** 13

**Hit Points** 119 (14d10 + 42)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	17 (+3)	7 (-1)	11 (+0)	17 (+3)

**Skills** Perception +3

**Damage Vulnerabilities** force

**Damage Resistances** acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons not made with silver

**Damage Immunities** necrotic, poison

**Condition Immunities** grappled, paralyzed, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Terroverbi

**Challenge** 5 (1,800 XP)

**Incorporeal Movement.** The dreadhaunt can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Soulscreams.** The screams of the souls the dreadhaunt has devoured constantly scream from within it, making it impossible for it to hide or move silently. Anyone that hears the screams must make a DC 14 Wisdom saving throw. A creature is frightened of the dreadhaunt for 1 minute on a failed saving throw. The creature can repeat its saving throw at the end of each of its turn, ending the effect on itself with a success. A creature that succeeds on its saving throw or the effect ends for it is immune to this effect for 24 hours.

**Unusual Nature.** The dreadhaunt does not require air or sleep.

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) necrotic damage. If the target is frightened of the dreadhaunt it takes 39 (8d8 + 3) damage instead and the dreadhaunt regains hit points equal to half the necrotic damage dealt.



## FROSTBITE

Amid the desolate, snow-covered peaks of Helkara's shadowy mountains, a creature known as the frostbite stalks its prey. A massive, hulking beast, it is covered in shimmering fur that sparkles in the glow of the Dancing Lights. With a single breath, it can freeze even the bravest warrior solid, leaving them at the mercy of its razor-sharp tusks.

Its habitat is characterized by jagged peaks, ice-covered valleys, and frozen rivers. These creatures have adapted to the harsh conditions of their environment, able to survive the fiercest storms and withstand the bitter winds that scream across the mountains.

The frostbite is a formidable opponent, dreaded by all who dwell in the mountains. It is said that they are a remnant of an ancient time, and were once servants of Those Before. Despite its frightening reputation, the Frostbite is revered by some Helkarans for its perceived wisdom, and it is said that those brave enough to approach the creature and earn its respect will be rewarded with ancient knowledge. Many have sought to befriend the frostbite, but few have ever returned from the snowy shadow mountains, further adding to the aura of mystery surrounding this fearsome creature.

## FROSTBITE

*Large monstrosity, typically neutral*

**Armor Class** 11 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 30 ft., climb 30 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	6 (-2)	11 (+0)	7 (-2)

**Skills** Survival +2

**Damage Immunities** cold

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

**Languages** Hermian

**Challenge** 2 (450 XP)

**Sunlight Sensitivity.** While in sunlight, the frostbite has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## Actions

**Gore.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, plus 2d8 piercing damage if the frostbite moves at least 10 feet straight toward a target before it hits with this attack. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

**Ice Breath (Recharge 6).** The frostbite exhales breath in a 15-foot cone. Each creature in the area make a DC 13 Constitution saving throw. A target takes 11 (2d10) cold damage on a failed saving throw, or half as much damage on a successful one.

## FROSTBITE

**HP** 15, **Morale** 7, **Thick hide** -d2, **Tusks** d8

**Special:** At the start of each of the frostbite's turns roll a d6. On a result of 6, the frostbite breathes ice and snow, hitting up to d3 creatures in the same zone as it. Each creature takes d10 damage and is blinded for d4 rounds. The frostbite can't attack the same round it uses its ice breath.



## GOBLIN, HELKARAN

Deep in the bowels of Helkara, where the harsh winds above cannot reach, there dwell the goblins. A hardy race, they have adapted to their subterranean homes with a natural resistance to the bitter cold and scorching heat that plagues the surface. In the darkness, they carve out their colonies, teeming with countless variants of their kin. From the horned warrior hobgoblins to the shaggy goliath bugbears, it seems as though the goblins can evolve to suit their surroundings in mere generations.

They speak a tongue known as Goblin, a harsh dialect of Hermian, the tongue of Those Before. It is a language shared by all goblinoid bloodlines, a bond between their disparate forms. Though feared by the humans above, the goblins harbor a distrust of those reckless beings who wield magic with abandon. The truth of Helkara and the mysterious powers of Those Before are guarded secrets, and the sorcerer-kings would keep it that way. They vilify the goblins, casting them as the villains of their stories. But the goblins, deep in their burrows, know secrets untold. And the sorcerer-kings fear what the masses may learn if they were to listen to the whispers of the goblins.

### GOBLIN

*Small humanoid (goblin), typically neutral*

**Armor Class** 13 (leather armor)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	8 (-1)

**Skills** Perception +2, Stealth +6

**Damage Resistances** cold, fire, poison

**Senses** darkvision 60 ft, passive Perception 12

**Languages** Goblin

**Challenge** 1/4 (50 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

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

### GOBLIN

**HP** 5, **Morale** 7, **Leather armor** -d2, **Sword/Bow** d6

**Special:** The goblin has advantage on initiative checks. During the first round of combat, any target with a Presence score of +1 or lower has disadvantage on defense tests made against goblin attacks.



## GOBLIN, ABYSSAL

Deep within the caverns of Norgoth lies a rift known as the Pit of Peril, from which the fearsome abyssal goblins emerge. These creatures are a terror to behold, standing anywhere from 12 to 15 feet tall and suffused with magic. They are immune to most spells and enchantments, and possess a regenerative ability that makes them incredibly difficult to kill.

The abyssal goblins are not to be underestimated, as they are some of the most formidable creatures to come out of the Pit of Peril. Their mutations vary greatly from one another, giving each one a unique and terrifying appearance. It is believed by many that they are demons created as a reminder of the mistakes made by Those Before, and even other goblins fear them.

Despite their fearsome reputation, the Shadow Council of Norgoth takes great interest in the abyssal goblins. They are known to capture them and store them in their massive complex of oubliettes, where they are used for experiments and to bolster the Council's power. But even the Shadow Council must exercise caution when dealing with these creatures, for their immense strength and regenerative abilities make them nearly impossible to contain.

## GOBLIN, ABYSSAL

*Large monstrosity (goblinoid), typically chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 52 (8d10 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	13 (+1)	5 (-3)	7 (-2)	8 (-1)

**Damage Resistances** cold, fire, poison

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands Goblin but can't speak

**Challenge** 5 (1,800 XP)

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

**Limited Magic Immunity.** The goblin can't be affected or detected by spells of 3rd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

**Regeneration.** The goblin regains 5 hit points at the start of its turn if it has at least 1 hit point.

### Actions

**Multiattack.** The goblin makes one tentacle attack, one slam attack, and one bite attack.

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

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**Tentacle.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the goblin can't use its tentacle against another target.

### ABYSSAL GOBLIN

**HP** 11, **Morale** 6, **Thick hide** -d2, **Bite/Slam\*** 1d4

**Special:** The abyssal goblin makes three attacks per round. At the start of the abyssal goblin's turn, it regains d2 HP.



## GOBLIN, EVERNIGHT

Evernight goblins of Helkara are a fearsome breed, towering over their typical goblin kin at a height of 4 to 5 feet. Their adaptations to the cold, permanent darkness of the northern pole have also made them stronger and even more formidable. Many evernight goblins serve the sorcerer-king of Nazgar, residing within the dark tower of Trvggva. To these creatures, magic is a revered and respected force, a tool of great power. The most feared and respected among their kin are the evernight goblin mages, beings born with innate magical abilities.

Venturing forth from the darkness of Trvggva, the evernight goblins frequently launch raids against unsuspecting merchants and caravans traveling through the Evernight. Their shadowy figures are feared by all who dare cross their path, as the cunning and power of these creatures is unmatched.

However, the true nature of the evernight goblins and their dark master remains a mystery, hidden deep within the shadowed depths of the frozen north. But one thing is for sure, those who cross their path must be cautious, for the power and cunning of the evernight goblins is not to be underestimated.

## GOBLIN, EVERNIGHT

*Medium humanoid (goblin), typically neutral evil*

**Armor Class** 12 (natural armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	9 (-1)	9 (-1)	8 (-1)

**Skills** Perception +3, Stealth +4

**Damage Resistances** poison

**Damage Immunities** cold

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Goblin

**Challenge** 1/2 (100 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.

**Snow Camouflage.** The goblin has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

**Sunlight Sensitivity.** While in sunlight, the goblin has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

**Multiattack.** The evernight makes two melee attacks.

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

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

### EVERNIGHT GOBLIN

**HP** 8, **Morale** 6, **Thick fur** -d2, **Bite/Club** d4

**Special:** The goblin has advantage on initiative checks. During the first round of combat, any target with a Presence score of +1 or lower has disadvantage on defense tests made against goblin attacks.



## GOLIATH (HELKARAN)

The goliaths of the Gloaming are a formidable force of nature, towering over mere mortals and striking fear into their hearts. These massive creatures, born of the mountains, are known for their immense strength and relentless fighting style. Their very presence shakes the ground, and the sound of their battle cries can be heard for miles.

Despite their fearsome reputation, the goliaths are creatures of peace. They live harmoniously in tight-knit communities, where they work together to protect their families and defend their territory from any threat. However, the peace of the goliaths is often shattered by the incursions of the sorcerer-kings' warriors, who seek to capture these giants and put their strength to use.

Many goliaths are forced into service as muscle, gladiators, and laborers, serving the whims of the sorcerer-kings. But some goliaths have stood up against their oppressors, particularly the necromancers of Keth'keth, who find the goliath's strength and resilience useful in their foul necromantic practices. The bones of fallen goliaths are often reanimated as powerful skeletons, serving as a reminder of the might of the goliaths and their unrelenting resistance against their oppressors.

## GOLIATH (HELKARAN)

*Large giant, typically neutral good*

**Armor Class** 12 (hide armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	8 (-1)	13 (+1)	10 (+0)

**Skills** Athletics +6

**Damage Resistances** cold

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

**Languages** Common, Hermian

**Challenge** 3 (700 XP)

**Relentless (Recharges after a Short or Long Rest).** If the goliath takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### Actions

**Greatclub. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Javelin. Melee or Ranged Weapon Attack:** +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 2d6 + 4 piercing damage.

### GOLIATH

**HP** 11, **Morale** 7, **Hides** -d2, **Club** d8

**Special:** When the goliath falls to 0 HP, it falls to 1 HP instead. It can only use this special feature once per day.



## GRITCLAW

The gritclaw, a fierce and imposing beast, roams the rugged mountains of the Gloaming, hunting for any unsuspecting prey. With its massive frame and razor sharp claws, this burly creature strikes fear into the hearts of all who dare cross its path. Their howls, echoing through the crags and valleys, announce their presence for miles around, warning all who dwell in the shadowed lands of the gritclaw's approach.

These solitary hunters are known for attacking settlements and scavenging for food, often targeting cattle and other livestock for their sustenance. Though they prefer to keep to themselves, in rare instances, gritclaws have been known to come together in small prides, making them all the more dangerous to those who would dare stand against them. But even a lone gritclaw is a force to be reckoned with.

The hides of the gritclaw are highly sought after by hunters and furriers in the land of Aruthaz, for their thick and durable nature make them a prized commodity. Many a brave soul ventures into the Twilight Rifts in search of these beasts, for the reward of their pelts is great, both in coin and reputation. The Gritclaw's rugged hides are seen as symbols of strength and fearlessness, and owning one is a mark of distinction amongst the hunting community.

## GRITCLAW

*Large monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	4 (-3)	13 (+1)	7 (-2)

**Skills** Perception +3, Stealth +4

**Senses** darkvision 60 ft., passive Perception 13

**Languages** —

**Challenge** 2 (450 XP)

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

**Pounce.** If the gritclaw moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the gritclaw can make one bite attack against it as a bonus action.

### Actions

**Multiattack.** The gritclaw makes two claw attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. If the target is a creature, it must succeed on a DC 13 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 this reduces the target's hit point maximum to 0, the target dies. The gritclaw can sense by smell the presence of any infected creature within 1 mile of it.

### GRITCLAW

**HP** 11, **Morale** 7, **Thick hide** -d2, **Claws** d6 + infection

**Special:** The gritclaw makes two attacks on its turn. A creature hit by the gritclaw's claws must test Toughness DR 13 or become infected.



## MUCKFIEND

The muckfiend is a beast reviled by those who know of its existence, particularly hunters near the Blood Cult's capital city, Uthul-Zargoth. Its body is covered in a thick layer of muck and mud, blending seamlessly into the murky waters of the swamps and bogs it calls home. With powerful jaws and a fierce appetite, the muckfiend is a deadly predator, preying on the unsuspecting creatures that wander too close to its lair.

Despite its crude and dull appearance, the muckfiend is a cunning beast, able to ambush its prey with lightning speed. This creature is particularly drawn to narghals and emperor flies, which are said to provide it with a rich, satisfying meal. Many an unwary traveler has fallen victim to the muckfiend's swift attack, never to be seen again.

### MUCKFIEND

**HP** 9, **Morale** 7, **Thick hide** -d2, **Bite** 2d4

**Special:** If the muckfiend hits a creature with its bite attack, the creature must test Toughness DC 10 or become swallowed. A swallowed creature is blind, has disadvantage on attacks, and takes 1d6 damage every round until the muckfiend is killed or the swallowed creature deals 5 or more damage to the muckfiend in a single round.

## MUCKFIEND

*Large beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 39 (6d10 + 6)

**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	3 (-4)	10 (+0)	4 (-3)

**Skills** Stealth +3

**Damage Resistances** cold

**Senses** darkvision 30 ft., passive Perception 10

**Languages** –

**Challenge** 1 (200 XP)

**Amphibious.** The muckfiend can breathe air and water.

**Swamp Camouflage.** The muckfiend has advantage on Dexterity (Stealth) checks made to hide in muddy or swamp terrain.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

**Tongue.** *Ranged Weapon Attack:* +4 to hit, range 30 ft., one Medium or smaller creature. *Hit:* The target is grappled (escape DC 13), pulled up to 30 feet toward the muckfiend, and restrained until the grapple ends. The muckfiend can grapple one target at a time with its tongue.

**Swallow.** The muckfiend makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the muckfiend, and it takes 10 (3d6) acid damage at the start of each of the muckfiend's turns. The muckfiend can have only one target swallowed at a time. If the muckfiend dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



## NARGHAL

Narghals are a menace to the denizens of Helkara, lurking in the twisting, dark tunnels below the surface. These small, goblin-like creatures are pale and blind, but their sense of hearing functions like an echolocation system. Their pack-like behavior makes them a formidable force, as they are not above killing each other in the pursuit of treasure.

Led by the strongest and most cunning among them, narghals often amass in large colonies numbering up to 150 individuals, each commanded by a so-called "warmaster". Despite their pale complexion and blindness, narghals are well-adapted to the harsh, subterranean environment of Helkara, often gathering near the ancient lava wells left behind by Those Before.

However, some narghals are not above trading with adventurers or merchants who are brave enough to venture into their territory. While they can be quick to betray those they deal with, they also hold a certain allure to scavengers and traders, who hope to profit from the riches that the narghals often horde. Nevertheless, those who trade with narghals must come prepared, as they are never far from danger and ambush.

## NARGHAL

*Small humanoid (narghal), typically neutral evil*

**Armor Class** 13 (hide armor)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	9 (-1)	8 (-1)	8 (-1)

**Skills** Perception +3, Stealth +6

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 13

**Languages** Common, Hermian

**Challenge** 1/8 (25 XP)

**Echolocation.** The narghal can't use its blindsight while deafened.

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

## Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. A target poisoned in this way can repeat its saving throw at the end of its turn, ending the effect on itself with a success.

## NARGHAL

**HP** 5, **Morale** 9 (5), **Hides** -d2, **Dagger** d2 + special

**Special:** A creature that takes damage from the Narghal's dagger must test Toughness DR 10 or become poisoned for d4 rounds. The target has disadvantage on all tests while poisoned.



## NIGHTSHADE

The feral nightshade, a fearsome nocturnal predator, prowls the land with venomous fangs and a paralyzing bite. They are natural nomads, ever-migrating to the shadowed realms beyond the Gloaming where they dwell among the jagged iron peaks and out of the sunlight. The creatures are known for their natural resistance to cold and their piercing sight, able to see with ease even in the depths of magical darkness.

But the ferocity of the nightshade is not lost on the people of Helkara. Vrogathar's Flayed, known for their savage ways, have found a use for the creatures. With the skill and cunning only they possess, they capture and train these beasts, breaking their spirits to serve as mounts. The sight of a Vrogatharian warrior astride a nightshade is a fearsome one indeed, a testament to the power and will of those who would bend even the wildest beasts to their will.

Nightshades share a natural enmity with shadowfangs. The two predators are known to engage in brutal battles, with the winner taking control of their territory. Despite their rivalry, both creatures are highly valued by Vrogathar's Flayed, who seek to capture and tame these wild beasts for their own purpose.

## NIGHTSHADE

*Large monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	3 (-4)	12 (+1)	8 (-1)

**Skills** Perception +3, Stealth +6

**Damage Resistances** cold

**Senses** darkvision 120 ft., passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

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

**Pounce.** If the nightshade moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the nightshade can make one bite attack against it as a bonus action.

**Sunlight Sensitivity.** While in sunlight, the nightshade has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Supernatural Sight.** Magical darkness doesn't impede the nightshade's darkvision.

## Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. The target is paralyzed while poisoned in this way. The target can repeat the saving throw at the end of each of its turns, ending the poisoned effect on itself with a success.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

## NIGHTSHADE

**HP** 9, **Morale** 7, **Thick hide** -d2, **Bite/Claws** d6 + special

**Special:** A creature hit by the nightshade's bite attack must test Toughness DR 10, or become paralyzed for d4 rounds. A paralyzed creature can't move or take actions and automatically fails defense tests.



## SHADOWFANG

Deep in the heart of Helkara's Gloaming, there lies a hunter the likes of which few have ever seen. The shadowfang is a creature that embodies the very essence of stealth, blending seamlessly into the shadows and becoming one with the night. This pack-hunting predator roams the low-lying regions near The Lungs, the largest forest in the land, always seeking its next meal.

Despite their fearsome reputation, shadowfangs are mostly peaceful creatures, preferring to feed on smaller animals and avoiding humans whenever possible. But their natural ability to vanish into the shadows makes them prized by the Vroghtharians, who capture and train these beasts to use as hunters. They are unmatched in their stealth, able to stalk their prey unseen, unheard, and unfelt until it's too late.

The shadowfang's greatest enemy is the nocturnal predator known as the nightshade. The two creatures have a natural enmity, and when they cross paths, the resulting battle is a spectacle to behold. But despite this fierce rivalry, both shadowfangs and nightshades play their own vital role in the balance of power in Helkara's Gloaming, ensuring that the land is never without its hunters and never without its prey.

## SHADOWFANG

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

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

**Skills** Perception +3, Stealth +4

**Senses** darkvision 60 ft., passive Perception 13

**Languages** —

**Challenge** 1/2 (100 XP)

**Keen Hearing and Smell.** The shadowfang has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

**Shadow Invisibility.** While in dim light or darkness, the shadowfang is invisible to creatures with darkvision. Creatures with truesight and those that can see through magical darkness can still see the shadowfang.

## Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## SHADOWFANG

**HP** 6, **Morale** 7, **Thick fur** -d2, **Bite/Claws** d3

**Special:** The shadowfang is invisible in darkness. Attack and defense tests made against it are made with disadvantage.



## SLUDGEGOUGER

This massive worm-like creature tunnels through the earth, leaving nothing but destruction in its path. In the muddy flats near the sludgy, swampy areas of the Gloaming near the Fester, these beasts can often be found hibernating during the long, hot periods, only to emerge when the coolness of the long night returns and the soil softens.

The Sludgegouger's hunting grounds are the swampy areas, where they hunt for larger creatures that call those murky depths their home. They are not averse to eating travelers who venture into their territory, and scavengers who roam the ruins of the Fester's banks are often at odds with these beasts, who lair in the very same ruins.

Sludgegougers have poor eyesight and can be easily fooled by objects that reflect light, mistaking them for prey. This makes them susceptible to consuming valuables that they come across in their underground excursions. This delights scavengers who hunt and kill the beasts, then search the beasts' stomachs for treasures. Scavengers and sludgegougers often find themselves in competition over the same sources of valuable loot in the ruins.

### SLUDGEGOUGER

**HP** 28, **Morale** 8 (5), **Thick hide** -d4, **Bite** 2d6

**Special:** If the sludgegouger hits a creature with its bite, the target must test Agility DR 15 or become swallowed by the sludgegouger. The swallowed creature dies a horrible death as it is slowly digested by the sludgegouger. The sludgegouger is large. Attacks made against are DR 10.

## SLUDGEGOUGER

*Huge monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 178 (17d12 + 68)

**Speed** 40 ft., burrow 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	19 (+4)	2 (-4)	7 (-2)	4 (-3)

**Saving Throws** Con +7, Wis +1

**Damage Resistances** cold

**Senses** blindsight 10 ft., tremorsense 60 ft., passive Perception 8

**Languages** —

**Challenge** 8 (3,900 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the sludgegouger. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the sludgegouger, and it takes 21 (6d6) acid damage at the start of each of the sludgegouger's turns.

If the sludgegouger takes 20 damage or more on a single turn from a creature inside it, the sludgegouger must succeed on a DC 17 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 sludgegouger. If the sludgegouger dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.



## STORMBRINGER

In the land of Helkara, there roams a creature of fearsome power and terrible might. Known as the stormbringer, this fearsome being wields the power of the skies, summoning forth the tempests of the heavens to unleash their fury upon its enemies. With each crash of lightning and each roar of thunder, it sends its foes fleeing in terror.

The stormbringers are creatures of the twilight, haunting the borderlands between light and dark. They migrate along the boundary of the twilight band, seeking out new territories to conquer. Their very presence is enough to send shivers down the spines of the bravest warriors, for these creatures are not of this world.

The scavengers of Helkara fear the stormbringers more than any other beast. For they know that these creatures can wipe out an entire colony in mere minutes, reducing their homes and families to rubble in the blink of an eye. The stormbringers are not to be trifled with, and only the bravest of souls would dare to stand against them. But despite their fearsome reputation, scholars believe that they hold secrets that could unlock the mysteries of Helkara's past. Some say they are a creation of Those Before, brought to this world to change the atmosphere from the hellscape that it once was. Others believe they hold untold alchemical properties, waiting to be discovered and harnessed. But one thing is certain: the stormbringers are a force to be reckoned with, and those who face them must do so with all the courage and cunning they can muster.

## STORMBRINGER

*Huge aberration, chaotic neutral*

**Armor Class** 13

**Hit Points** 137 (14d12 + 46)

**Speed** 10 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	19 (+4)	5 (-3)	16 (+3)	7 (-2)

**Saving Throws** Str +7, Con +8

**Damage Vulnerabilities** piercing

**Damage Resistances** cold, fire

**Damage Immunities** lightning

**Condition Immunities** charmed

**Senses** blindsight 60 ft., passive Perception 13

**Languages** Stormbringer

**Challenge** 12 (8,400 XP)

**Magic Resistance.** The stormbringer has advantage on saving throws against spells and other magical effects.

### Actions

**Tentacles.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 14 (4d6) lightning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, takes 14 (4d6) lightning damage at the start of each of its turns, and the stormbringer can't use its tentacles on another target.

**Lightning Strike (Recharge 4–6).** The stormbringer hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 16 Dexterity saving throw, taking 8d8 lightning damage on a failed save, or half as much damage on a successful one.

**Spellcasting.** The stormbringer can cast the following spells without using material components using Constitution as its spellcasting ability (spell save DC 16).

*At will:* control weather, fog cloud, sleet storm

### STORMBRINGER

**HP** 23, **Morale** 8, **No armor**, **Tentacles** 2d6

**Special:** At the start of each turn, roll a d2. On a 2, the stormbringer fires a lightning bolt. d3 creatures within 200 meters of it take 2d6 damage.



## SWAMPSTALKER

The swampstalker is a deadly and stealthy predator, able to blend into its swampy surroundings and silently stalk its prey. With its deceptively intelligent mind, the swampstalker is also able to set traps and lure unsuspecting travelers into hazards. But the swampstalker's greatest weapon is its speed. With incredible leaping distances and a paralyzing venom, this amphibious creature can strike quickly and decisively.

The swampstalker makes its home in the muddy caverns that run below the surface of the swamps, often connecting with the mysterious tunnels of Those Before. Some swampstalkers are even known to use simple weapons, like clubs and spears, to defend themselves.

To the scavengers of the Gloaming, the swampstalker is a hated foe. Not only are they frequently attacked by these vicious creatures, but their flesh is said to be inedible and tastes terrible.

## SWAMPSTALKER

*Medium monstrosity, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	5 (-3)	13 (+1)	8 (-1)

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Bogspeak

**Challenge** 1/2 (100 XP)

**Amphibious.** The swampstalker can breathe air and water.

**Swamp Camouflage.** The swampstalker has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

**Standing Leap.** The swampstalker's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

### Actions

**Multiattack.** The swampstalker makes one attack with its bite and one with its claw.

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

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

**Spit Venom (Recharge 6).** *Ranged Weapon Attack:* +4 to hit, range 10/30 ft., one target. *Hit:* 4 (1d4 + 2) poison damage and the target must succeed on a DC 11 Constitution saving throw or become paralyzed for 1 minute. The target can repeat its saving throw, ending the effect on itself with a success.

### SWAMPSTALKER

**HP 7, Morale 7, Thick hide -d2, Bite/Claw 1d2**

**Special:** At the start of the swampstalker's turn, it can spit a paralyzing venom at one creature within 1 zone of it. The creature must test Toughness DR 11 or become paralyzed for d4 rounds.