



## 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), 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.

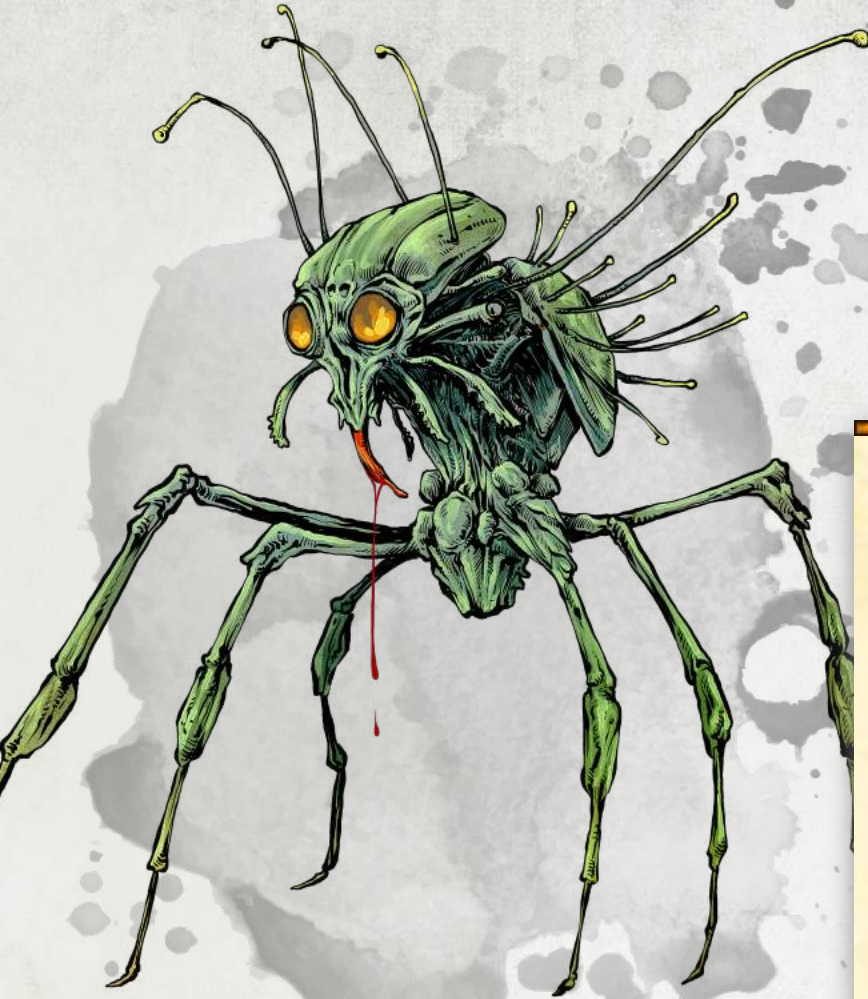
**Cold Aversion.** If the ashstorm takes cold damage it has disadvantage on attack rolls and ability checks until the end of its next turn.

### 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.

### BONECRUSHER

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

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





## 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, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 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.





## 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.