



ROTGRIND

A WORLD
IN DECAY



BESTIARY

HOOKED FOULER

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

N

Medium

Animal

Rows of teeth and hooks bare themselves hungrily at the end of a leathery and elongated tube. A hooked tongue stays coiled in its mouth, waiting to spring forward when unsuspecting prey touches the various strands of invisible hair laid out like a web.

Perception +9; hair sense (precise) 25 feet

Skills Athletics +9, Survival +5, Stealth +10

Str +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -4

AC 18; **Fort** +9, **Ref** +4, **Will** +6

HP 38

Immoble The hooked fouler has embedded itself permanently, as long as it's embedded on a surface it has the Immobilized condition. If this creature is somehow removed from its embedded surface, it can move with its listed speed.

Speed 5 feet, climb 5 feet

Melee **◆** bite +10, **Damage** 1d8+6 piercing

Melee **◆** snag hook +12 (reach 25 feet), **Damage** 1d6+5 piercing plus Improved Grab

Follicle Sensor **↻** As Attack of Opportunity, but can only attack with snag hook. This creature cannot use this reaction if it already has a creature grabbed.

Reel In **◆** **Requirement** hooked fouler has a creature grabbed. **Effect** The hooked fouler embeds its hooks and begins to pull the grabbed creature into its jaws. It makes an athletics check against the target's fortitude DC, if successful, the hooked fouler keeps the creature grabbed until the end of hooked fouler's next turn and pulls the creature closer 10 feet. On a failure, the hooked fouler releases the creature it has grabbed. If the target creature is larger than medium size, hooked fouler rolls with misfortune. Anything larger than a large sized creature it cannot pull closer.



LORE

Foulers like to place themselves over high-traffic paths, waiting for any creature to cross their path. These ambush predators embed themselves onto high ceilings, either digging a hole to house themselves or in an already-created crevice. Some have also been found in hidden areas in walls. Novice hunters in Outset's Pawn's Pilaster tend to end up missing; more often than not, the reason is a Hooked Foulter.

Those who actively seek these creatures warn new hunters to look for the long, nearly invisible hairs the Hooked Foulter spread around once it establishes itself. How far the hairs grow tells the hunters how far its hooked tongue can grab onto its unsuspecting victim, but those who fail to notice the threads will find themselves being pulled up to a circular mouth of teeth capable of crushing a man's skull in one bite.

Hunters in Outset are rewarded with a treat when they cook a Hooked Foulter. The meat is tender, and depending on its diet, it can taste either sweet or tart. Besides being a food source, the Hooked Foulter's tough hide is perfect for leather items such as gloves, armor, and the like.

Beware of dark and dank environments, and keep an eye out for wispy tendrils of hair or be roped into a row of shredding teeth!

I'll be back. Jaz'noth went out to look for his pet lizard and has yet to return. He probably went to the cave again. When you wake up, I'll help warm the eggs.



SUPPORT US

Our goal is to build a fully realized world to adventure, explore, and run your own tabletop RPG games in.

We are releasing custom rules content for Pathfinder 2nd Edition, though the rules can easily be adapted for other game systems as necessary. We're regularly creating bespoke new rules and mechanics, as well as expansions to existing rules like: new monsters, new spells, unique items, backgrounds, ancestries, and so much more!

As the Rotgrind campaign continues and we release more and more content, the focus will be on the city of Outset and the surrounding area, plus macro-level elements of the setting (continents, nations, pantheons, cosmology, etc.). All of this bespoke content—as well as regular releases for episode-specific content from the show—will be provided for you to use in your own games! Supporting the show and our Patreon is the best way to get this content and see it in action!

We couldn't do this without our fans. Thank you for your support!

It really matters more than you could ever realize. Join our Discord to talk with fans and our crew about the show, check out the incredible things made by our fans, and find your own tabletop games to play in.

As always, keep checking back for more. We're releasing new things all the time, and we can't wait to share them with you!



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