

NARRATIVE DECLARATION 

# ROTGRIND

A WORLD  
IN DECAY



BESTIARY

CREATURES OF ROT

**PATHFINDER**  
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

# CREATURES OF ROT

The Rot manifests in many ways: through living beings, strange conjurations, and even through environmental phenomena. Contained here are a collection of Rot monsters that might be encountered while exploring the depths beneath the City of Outset or elsewhere. Each of these threats isn't as detailed as a common bestiary entry, and are instead provided with some basic details so that they can be used and adjusted based on the needs of the adventure.

## ROTTEN SKY PIRATE

CREATURE 6

Uncommon

Medium

Humanoid

Rot

*A pirate who has been partially infested by the Rot, this man's jaw is distended and black ichor leaks from his slackened mouth and missing teeth. He wields a blunderbus with a strange square-serrated bayonet.*

**Perception** +11; darkvision

**Languages** Common (can't speak)

**Skills** Acrobatics +15, Athletics +13, Intimidation +14

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

**Items** +1 *arquebus* (20 rounds)

**AC** 23; **Fort** +15, **Ref** +16, **Will** +10

**HP** 95; **Immunities** rot; **Weaknesses** moss 5

**Moss Vulnerability** The Rotten Sky Pirate takes a -2 status penalty to AC, attack rolls and saving throws after it has been damaged by moss until the end of its next turn.

**Speed** 25 feet

**Melee** ♦ rot jaw +16 **Damage** 2d6+8 piercing plus 1d12 rot

**Ranged** ♦ rotten arquebus +17 (concussive, fatal d12, kickback, range increment 150 feet, reload 1), **Damage** 1d8 piercing plus 1d12 rot

**Disturbed Attention** ♦ Frequency once per round; Effect The Rotten Sky Pirate concentrates on a target within 60 feet, attempting to discern some unknowable truth from its target. The Rotten Sky Pirate deals an extra 1d12 rot damage on its next successful Strike against its target. The sky pirate also becomes off-guard against all creatures except the target of this action until the start of its next turn.

**Esprit De.. Something?** ♦ Frequency once per turn; Requirements the Rotten Sky Pirate is adjacent to another Rotten Sky Pirate; Effect The Rotten Sky Pirate Steps up to 10 feet and reloads.

**Insubstantial Equipment** The weapon wielded by a Rotten Sky Pirate is a manifestation of the Rot and decays 1d10 minutes after being removed from the sky pirate.



Uncommon

Medium

Humanoid

Rot

A dwarven captain who has been infested by the Rot. Half his face is a tumorous mass of black oily boils. He wields a cutlass that has square-like serration on it, and tattoos that are of a strange alien spidery script. His mouth is peeled in a threatening grimace, and drips of black spittle roll from his lips.

**Perception** +17; darkvision

**Languages** Common (can't speak)

**Skills** Acrobatics +16, Athletics +18, Intimidation +15

**Str** +6, **Dex** +4, **Con** +4, **Int** -3, **Wis** +2, **Cha** -1

**Items** +1 striking flintlock pistol (20 rounds)

**AC** 26; **Fort** +18, **Ref** +16, **Will** +12

**HP** 165; **Immunities** rot; **Weaknesses** moss 10

**Moss Vulnerability** The Rotten Sky Pirate takes a -2 status penalty to AC, attack rolls and saving throws after it has been damaged by moss until the end of its next turn.

**Reactive strike** 

**Speed** 30 feet

**Melee**  rot blade +21 (forceful, sweep) Damage 2d10+5 slashing plus 2d8 rot

**Ranged**  rotten flintlock pistol +18 (concussive, fatal d8, range increment 40 feet, reload 1), Damage 2d4 piercing plus 2d8 rot

**Occult Spontaneous Spells** DC 23, attack +18; 4th (4 slots) *confusion, flicker, vision of death*; 3rd (4 slots) *ghostly weapon, haste, slow*; 2nd (4 slots) *blood vendetta, laughing fit, noise blast, sure footing*; **Cantrips (4th)** *daze, figment, shield, telekinetic hand, void warp*

**Babbling Speech**  (auditory) The Rotten Sky Pirate Captain begins babbling incomprehensible noises. All allies with the Rot trait within 60 feet gain a +1 circumstance bonus to attacks and a +2 circumstance bonus to damage rolls. Creatures without the Rot trait in the area must succeed at a DC 24 Will save or become sickened 1 (stunned 1 on a critical failure).

**Insubstantial Equipment** The weapon wielded by a Rotten Sky Pirate Captain is a manifestation of the Rot and decays 1d10 minutes after being removed from the sky pirate.



@laura\_pendl

Uncommon

Large

Humanoid

Rot

*Bedecked in the dark robes of the Black Papacy, this man has a bat-like face. Something about his headpiece feels wrong, as if non-functional in its current state.*

**Perception** +22; darkvision

**Languages** Common

**Skills** Acrobatics +18, Athletics +18, Deception +20, Intimidation +18, Occultism +22

**Str** +5, **Dex** +7, **Con** +5, **Int** -1, **Wis** +7, **Cha** -1

**AC** 29; **Fort** +15, **Ref** +18, **Will** +22

**HP** 175; **Immunities** rot; **Weaknesses** moss 10

**Moss Vulnerability** The Rotten Deacon takes a -2 status penalty to AC, attack rolls and saving throws after it has been damaged by moss until the end of its next turn.

**Absolution**  (occult) **Trigger** A creature within 30 feet uses a fortune effect, critically fails an attack against the Rotten Deacon, or critically fails a save against an effect caused by the Rotten Deacon; **Effect** The Rotten Deacon gains a manifestation point. It can never have more than three of these points.

**Speed** 30 feet

**Melee**  rot blade +17 (agile) **Damage** 2d6+10 rot

**Ranged**  rotten torrent +21 (range increment 60 feet), **Damage** 2d12+13 rot

**Occult Spontaneous Spells** DC 29, attack +21; **5th** (4 slots) *hallucination, grim tendrils, subconscious suggestion, waves of despair*; **4th** (4 slots) *confusion, liminal doorway, vapor form, vision of death*; **3rd** (4 slots) *mind reading, paralyze, vampiric feast*; **Cantrips (5th)** *daze, figment, shield, telekinetic hand, void warp*

**Bend Reality**  (occult) **Frequency** once per round; **Requirements** the Rotten Deacon has one or more manifestation points; **Effect** The next check the Rotten Deacon makes, it can roll twice and pick the highest. If this check is a success or critical success, then the Rotten Deacon loses one manifestation point.

**Manifested Magic**  (occult) **Requirements** the Rotten Deacon has one or more manifestation points; **Effect** The next spell that the Rotten Deacon casts this round does not count towards its use of spells for the day. The Rotten Deacon loses one manifestation point.

**System Collapse**    (mental, occult) **Requirements** the Rotten Deacon has three manifestation points; **Effect** Each non-Rot creature within a 100-foot emanation must attempt a DC 29 Will save. The Rotten Deacon loses all of its manifestation points.

**Critical Success** The creature is unaffected.

**Success** The creature is frightened 1.

**Failure** The creature doomed 1 and frightened 2.

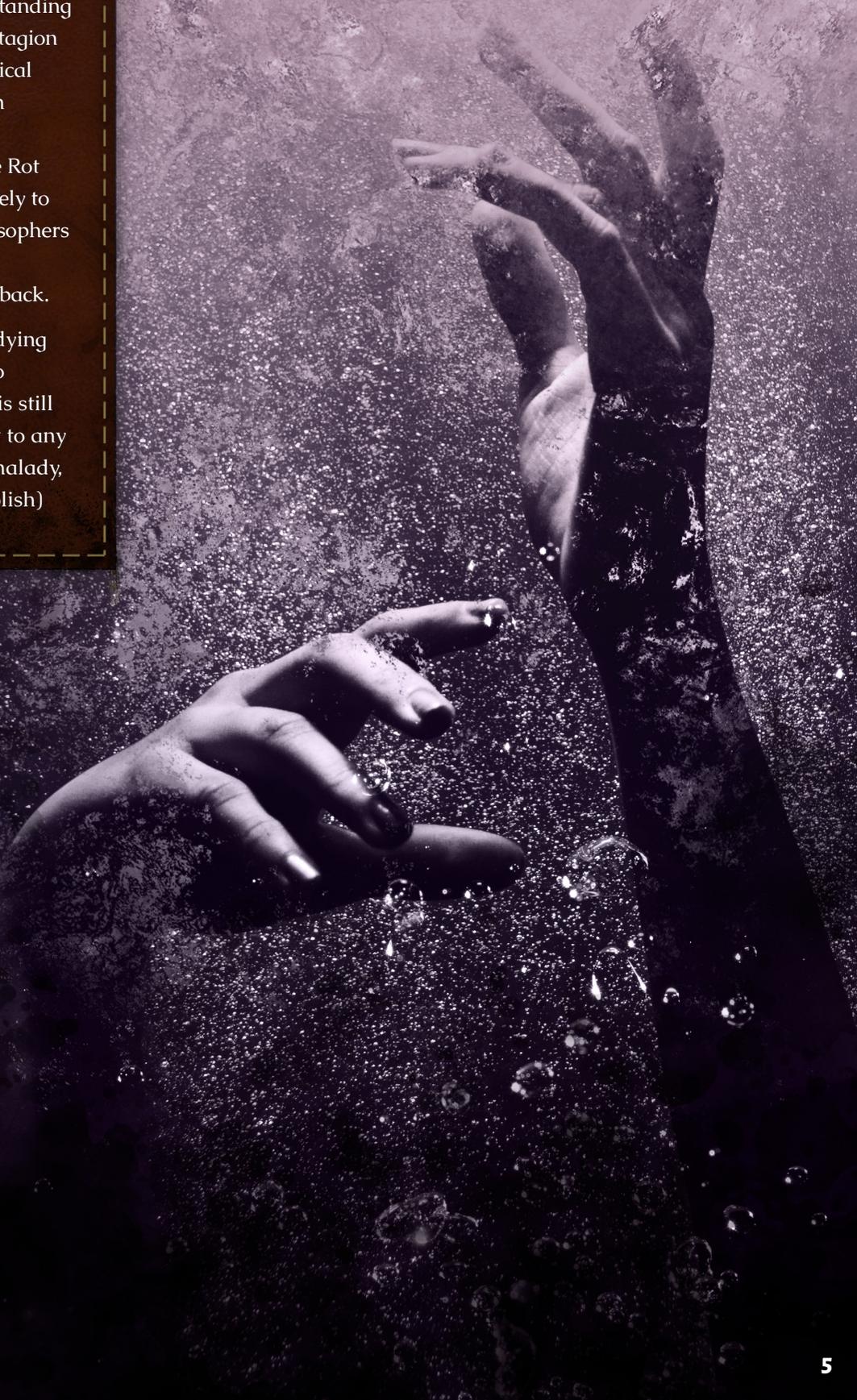
**Critical Failure** The creature doomed 2 and frightened 3.



## FAMILIARITY BREEDS CONTEMPT

Despite having been studied since it manifested centuries ago, Tyne's scholars have made little progress in understanding what causes the Rot to spread. Contagion is neither guaranteed through physical contact, breathing in the air, or even surrounding oneself in Rot-tainted spaces. Those who interact with the Rot on a frequent basis are far more likely to succumb to it, however. Some philosophers even argue that studying the Rot encourages it to study the observer back.

There is an inherent danger to studying the Rot, and it is a societal taboo to discuss it in most places. So much is still unknown, as it is a personal threat to any who choose to combat the global malady, and only the bravest (and most foolish) tend to do so.



# NARRATIVE DECLARATION

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