

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.



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.

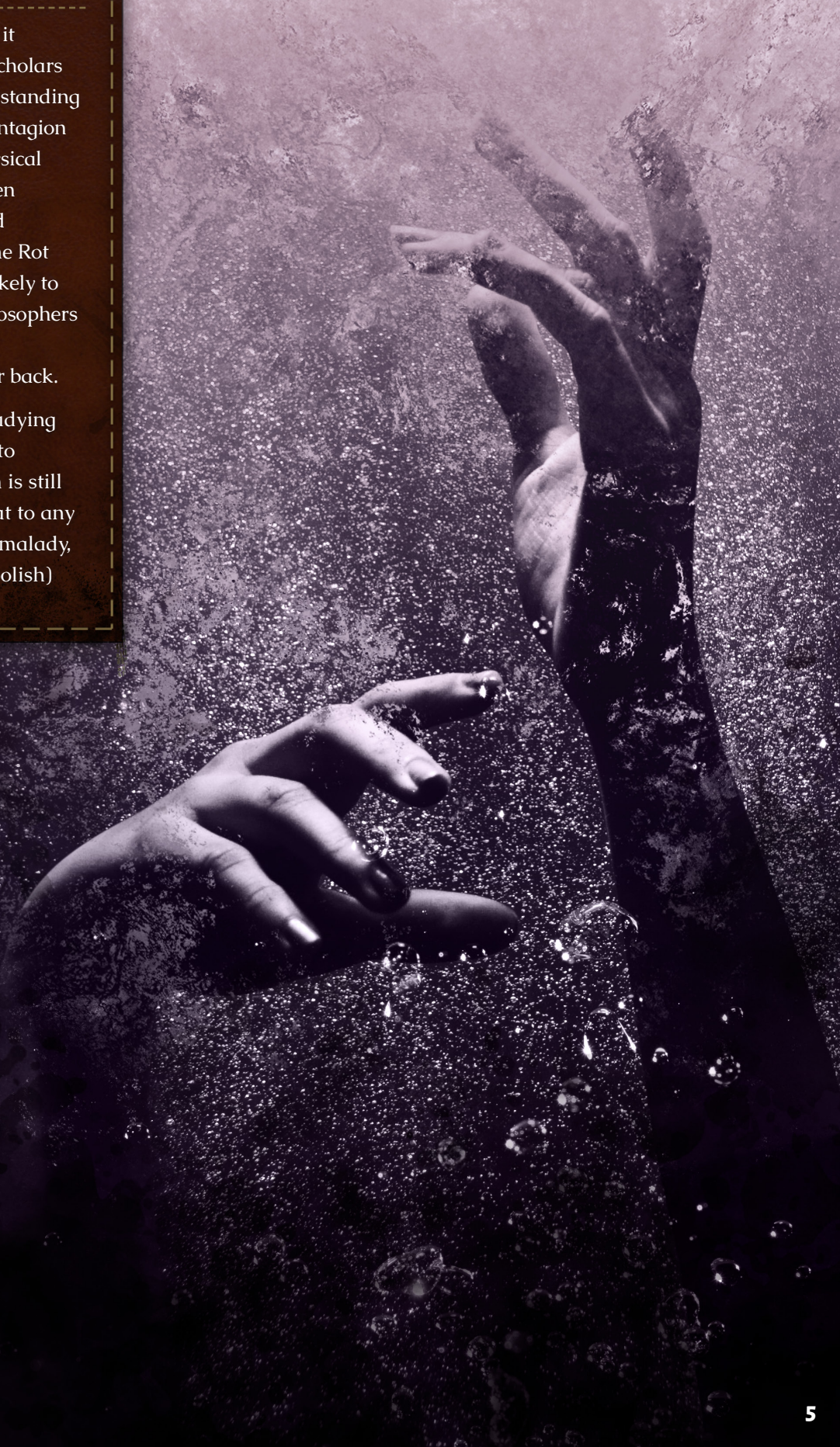


@SaltyJub

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.



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