

NARRATIVE DECLARATION 

ROTGRIND

A WORLD
IN DECAY



BESTIARY

ROTINERANT

PATHFINDER
COMPATIBLE

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Uncommon

Small

Mindless

Undead

Rot

A simple ceramic, turned upside down, rises up from the ground. An emaciated, near-skeletal, humanoid within lifts up the urn on its back, as tendrils of writing rotten black matter coil around it. Eyes peer from the join between the figure's back and the urn.

Perception +14; darkvision

Skills Athletics +13, Acrobatics +13, Intimidation +13, Stealth +13 (+17 when hiding as urn)

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

Sensory Root Creatures with the Rot trait that are within 60 feet of a rotinerant can see as though it were also in the rotinerant's space.

A creature who a Rot creature can see through two or more rotinerants is off-guard to the creature viewing them.

AC 23; **Fort** +14, **Ref** +12, **Will** +17

HP 85; **Immunities** bleed, death effects, disease, paralyzed, poison, rot, unconscious; **Weaknesses** moss 5

Rot Spill **Trigger** The rotinerant takes damage; **Effect** The rotinerant shakes its urn, dealing 4d6 rot damage to all adjacent creatures (DC 24 basic Reflex save).

Occult Understanding **Trigger** A creature casts a 1st or 2nd rank spell within 60 feet of a rotinerant. **Effect** The rotinerant can Cast the spell it reacted to until the end of its next turn.

Speed 20 feet

Melee **rot claw** +15 (agile), **Damage** 2d6+8 slashing plus 1d6 rot

Occult Innate Spells DC 24; **3rd** *grim tendrils*, *hypnotize*, *paralyze*; **2nd** *blur*, *invisibility*, *stupefy*; **1st** *command*, *enfeeble*, *fear*, *grim tendrils* (x3)

Rot Burst When killed, the rotinerant explodes in a burst of rot as its urn shatters. Creatures in a 10-foot-radius burst take 7d6 rot damage (DC 24 basic Reflex save). A creature who critically fails this save increases their rotten condition by 1 (see *Rotgrind: The Rot - The Demise of the World*).

Rotten Extension **Trigger** If the rotinerant's next action is to Cast a Spell, it can choose a rotinerant within 60 feet to be the space where the spell is cast from.



@SaltyJub

LORE

Manifestations of Rot appear across Tyne, though none are more insidious than the urn-like shapes of the rotinerants. These creatures, a deviance of the rotborn (see Rotgrind Bestiary: Rotborn) and rot marrows (see Rotgrind Bestiary: Rot Marrow), are a nascent infestation of Rot that manifests itself in the form of a creature instead of a spreading corruption. Unlike rotborn, these creatures only appear in sites of recent Rot infestations, springing up like strange metaphysical weeds in places where the Rot takes hold. Connected to others of their ilk, the rotinerants take the form of commonplace urns, even in places where urns would normally have no presence, with those who know of such creatures being wary of any urn they might encounter.

While rotinerants initially appear in areas of Rot, they tend to move from that location, acting as some alien type of scout. Whether its' a single rotinerant or an entire stash (4–8) of rotinerants, they spread out to nearby communities and landmarks where they wait in hiding for unknown purposes. Sometimes, these urns could remain for weeks or months without ever moving, only to depart from the location with no subsequent Rot infestation ever occurring. Other times, an urn comes for a few hours, and suddenly the location is covered in Rot and the entire domain is overwhelmed with strange horrors that assail the minds and break apart the mentality of those who discover them.

A stalk of Rot emerges from the urn of an awakened rotinerant, which itself breaks apart into the roots network of a plant that dissipates in the air. This root system acts as a sensory system of some kind, that allows creatures of the Rot to perceive the world through the nearby rotinerant. These stalks also allow the rotinerants to scrutinize the spellcasting of nearby creatures, and then parse them into a basic understanding that the rotinerant can then use to employ the magic it has witnessed. Such activities are of great interest to powerful spellcasts and researchers, how eagerly try to find rotinerant specimens to examine with the vain hope of finding how they can learn the spells of others. To date, attempts to capture rotinerants for examination have failed, and in at least two instances, the attempts have led to the Rot infestation of small settlements in Pridom and western Acarath.



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