

A 5E MONSTER CODEX

THE ROTTEN



MONSTER CODEX
THE ROTTEN
BY



WRITING & DESIGN:
CONSTANTINE "KELFECIL" CHRISTAKIS

TOKEN ARTWORK:
RETROGRADE MINIS



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INTRODUCTION

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that you will find difficult to forget.

THE STARLIGHT CHRONICLES

In the [Starlight Chronicles](#), magic and science coexist, and people use both to create marvelous items.

As the world thrives after recent calamities, the people of Latakar look to the stars, where magic and new discoveries await.

CODIX INFORMATION

These supplements offer a more in-depth look at various things that are part of the Starlight Chronicles setting.

Through these, you will be able to learn more about the setting's lore and have more options both as a GM and as a player.

This Codex is directly connected to [The Crimson Oath Codex](#) too.

SPECIAL THANKS

Kelfeci's Tales would like to extend their gratitude to a few people that really helped this module come to life:

- **All of our Patreon supporters** who continue to give us feedback and all their love and support. The Starlight Chronicles is a setting that lives through you.
- **Dusky Cat** who is always there to help with any kind of work that I publish.
- **Retrograde Minis** for putting their trust in me for creating this awesome content series!





LORE

The Rot is not a disease, nor a mere curse. It is a creeping, sanguinary affliction that defies natural law. It threads through flesh and bone, spilling blood where none should flow and driving its victims into unrelenting violence. No one knows where it began. Some whisper that it came from the deep swamps of Latakar, others that it was birthed in ancient battlefields soaked for centuries in gore. Now, it moves unseen across the land, its tendrils touching the wilds, the cities, and even the dead.

Wherever the Rot takes root, it warps creatures into horrific parodies of life. Bodies split open yet continue to move. Blood does not drain, it churns, festers, and surges like a tide. Some victims are little more than mindless husks, while others retain enough intellect to use weapons or lead others. Rarest of all are those who command the Rot without being consumed by it, such as vampires, dark mages, and constructs built to harvest the lifeblood of the fallen.

The Rot is feared not only for its monstrous offspring but for the way it spreads. Prolonged exposure to a Rot-touched creature's presence, wounds inflicted by their weapons, or even the mists that sometimes roll ahead of an infected warband can seed the affliction. Those who hunt these creatures, known as the Severed, know that even survival may come at the cost of one's humanity.

In the Codex that follows, you will find the most infamous known entities touched by the Rot, from shambling villagers and armored juggernauts to terrifying aberrations and masters of blood magic.



SPECIAL MECHANICS

Rot Points. Rot Points represent the gradual loss of self to the Rot. They accumulate when:

- Absorbing the essence of a slain Rot-touched creature (+3 points)
- Using abilities that draw upon the Rot (1 to 2 points per use)
- Spending significant time in heavily tainted areas (1 point per day)

Rot Points can only be reduced by:

- Rare cleansing rituals performed by Severed shamans
- Certain blessings or artifacts
- Permanent sacrifice (a quest or consequence chosen by the GM)

STAGES OF ROT EXPOSURE

- **Stage 1: Infection (1 to 3 points)** Hunger, red streaks beneath the skin. +1 bonus to Strength-based checks, disadvantage on Insight checks.
- **Stage 2: Deepening (4 to 6 points)** Bloodshot eyes, compulsive aggression. Advantage on melee attack rolls, disadvantage on Wisdom saving throws.
- **Stage 3: Dominion (7 or more points)** Fully dominated by the Rot. The player becomes a GM-controlled NPC, monstrous in form and intent.

Mutations. For every 3 Rot Points, the hunter gains a minor mutation, physical or mental. Examples:

- Red fungal growth on one arm (gain natural melee attack, disadvantage on Stealth)
- Split pupils granting darkvision 60 ft., disadvantage on Perception in daylight
- Bark-like skin (+1 AC, minus 5 ft. movement speed)

Absorbed Powers. Absorbing the essence of a slain Rot creature grants one of its signature abilities (chosen by the GM). Each absorbed power:

- Costs 3 Rot Points when taken
- Cannot be unlearned except through a cleansing ritual
- Marks the hunter permanently with visible Rot features

Using Rot Exposure in Play. Track Rot Points openly. Reward bravery, but make the consequences heavy. NPCs will react differently to visibly Rot-touched hunters. The more the Rot is used, the closer a hunter comes to becoming the very monster they swore to destroy.

VOID CORRUPTION & SANGUINE ROT

The Rot and the Void Corruption are separate afflictions, each with its own dreadful progression. The Rot consumes the body through bleeding mutations, while the Void Corruption erodes the mind and bends the victim toward madness. When both take root in the same host, they feed on each other, accelerating physical decay and mental collapse in ways neither affliction could alone.

The victim's body may twist with Rot-born mutations while their thoughts fracture under the Void's whispers. Limbs can elongate or split into tendrils, while hallucinations manifest physically, tearing the host between impossible shapes. The result is a creature locked in constant transformation and mental freefall.

Combined Affliction Mechanics:

- At the start of each turn, the creature must succeed on a DC 15 Constitution saving throw or take 2d6 necrotic damage and gain 1 Rot Point.
- At the end of each turn, the creature must succeed on a DC 15 Wisdom saving throw or gain 1 Corruption Point and suffer the effects tied to its current Corruption level.
- Any failed saving throw on either effect has a 25% chance to immediately trigger a mutation from the Rot Exposure table.
- If a creature reaches Stage 3 Rot Exposure and Level 3 Void Corruption simultaneously, it undergoes a Cataclysmic Transformation, becoming a unique, uncontrollable monster with both afflictions' traits combined.

EXTRA COMBINED EFFECTS

- **Psychic Overload:** Whenever the creature takes psychic damage, it must succeed on a DC 15 Constitution saving throw or also take 1d6 necrotic damage.
- **Bleeding Whispers:** While within 30 feet of the creature, enemies must succeed on a DC 13 Wisdom saving throw at the start of their turn or be frightened until the end of their next turn.

GM Notes: Use this combination as an apex threat. The dual progression ensures a fight that escalates quickly, while the Cataclysmic Transformation provides a way to shift the battle into a terrifying final phase. This pairing is best used for legendary encounters or the climax of a major story arc.

ENCOUNTER TABLES

d8	Regional Encounters
1	A mist-choked clearing where four Rotten Husks wander aimlessly, their bodies twitching at distant sounds.
2	A bloodstained shrine to an unknown deity, guarded by a Rotten Footsoldier and two Rotten Thralls.
3	The guttural roars of a Rotbear echo through the forest, followed by silence.
4	A patrol of three Rotten Halberdiers dragging a corpse-laden Rot Collector.
5	Two Severed Hunters locked in combat with a Rotten Crusher, both shouting for aid.
6	A collapsed watchtower infested with Rotwolves, their den lined with bones.
7	The ground trembles as a Rotten Juggernaut slowly marches toward a nearby village.
8	A solitary Knight of the Rot stands atop a hill, surveying the land as if awaiting orders.

d8	Warband Encounters
1	x1 Rotten Juggernaut, x2 Rotten Crushers, and x4 Rotten Husks.
2	x1 Knight of the Rot and x6 Rotten Footsoldiers.
3	x2 Rotten Reapers flanking x1 Maw of the Rot.
4	x1 Master of the Rot with x2 Knights of the Rot.
5	x1 Mistress of the Rot accompanied by x3 Rotten Thralls and x2 Rotten Halberdiers.
6	x1 Rot Minotaur leading x4 Rotten Crushers.
7	x1 Blood Archon with x2 Rotten Collectors.
8	x1 Severed Veteran dueling a Master of the Rot, both locked in a desperate battle.

d8	Environmental or Social Encounters
1	A quarantined village where the mayor begs for help containing a sudden outbreak.
2	A Rot-tainted well that causes vivid hallucinations in those who drink from it.
3	A frightened merchant caravan guarded by a lone Severed Hunter.
4	Rot spores drifting from a cracked tree, forming shapes in the air.
5	A battlefield littered with corpses that begin to stir as the party investigates.
6	A wandering priest attempting to bless a defiled altar before nightfall.
7	A group of refugees, one of whom shows early signs of infection.
8	The ruins of a chapel where whispers echo, promising salvation through the Rot.

GM Notes: These tables can be used to quickly generate encounters during travel, patrols, or downtime. Regional encounters fit best in open-world or exploratory sessions. Warband encounters are suited for large-scale combat or siege scenarios, while environmental or social encounters offer opportunities for roleplay, investigation, and moral dilemmas. Roll once, combine results, or modify to suit the pacing and tone of your campaign.

ADVENTURE HOOKS

- The Crimson Harvest:** A remote farming village has been overrun by Rot-touched creatures. The crops are thriving unnaturally, fed by something beneath the soil. The party must discover the source before the infection spreads to neighboring settlements.
- Beneath the Broken Tower:** An abandoned watchtower hides an underground chamber where a Mistress of the Rot is preparing a ritual to call forth an ancient Rot-born monstrosity.
- The Severed's Last Stand:** A Severed outpost has gone silent. The party arrives to find it under siege by an organized Rot warband led by a Master of the Rot.
- The Blood Tithe:** A local lord has struck a dark bargain with a Knight of the Rot to keep his lands safe, at the cost of regular sacrifices. The people are desperate for the party to intervene.
- Rot in the Veins:** A plague ship drifts into the harbor, its crew missing and its cargo hold sealed shut. The local authorities hire the party to investigate before panic spreads.
- The Collector's Path:** A Rot Collector has been seen hauling dozens of bodies toward a desecrated cathedral. Whatever waits inside must be stopped.
- Through Crimson Mist:** A thick Rot-tainted fog has descended on a key trade route, hiding both treasure and terror within.
- The Living Siege Engine:** A Rotten Juggernaut, reinforced with crude armor and siege weapons, is moving steadily toward a fortified city. The party has limited time to stop it.

GM Notes: Use these hooks to connect the Rot directly to your campaign's story arcs. Hooks can serve as one-shots, side quests, or the seeds of a larger campaign. Mixing combat-driven hooks with investigative or morally complex scenarios will keep players guessing and engaged.



RUMORS & BOUNTIES

d8	Rumors & Bounties
1	"They say the mist in the northern marsh eats the skin right off your bones."
2	A bounty of 500 gold for the head of a Knight of the Rot seen near the ruined fort at Black Hollow.
3	"The Severed are desperate. They are offering relics from their vault for any Rot creature brought back intact."
4	A bounty for anyone who can track and destroy the Blood Archon that slaughtered a trade caravan.
5	"They found a man in the woods, eyes all red and veins like vines under his skin. He begged them to kill him."
6	A bounty for the capture of a Mistress of the Rot, alive, issued by a secretive arcane order.
7	"The Rot doesn't just kill you. It keeps you moving until every drop is gone."
8	A bounty for clearing the ancient catacombs beneath the old monastery, now infested with Rotwolves.

GM Notes: Use these as overheard whispers, posted notices, or direct commissions to pull the party toward Rot-related adventures. Mixing ominous rumors with tangible rewards will heighten both the intrigue and the danger.

CRAFTING & HARVESTING

HARVESTABLE PARTS

- **Rot-Tainted Blood:** Collected from any Rot-touched creature. When used as a component in potion brewing, it can create a Potion of Rot Resilience that grants advantage on saving throws against Rot Points for 1 hour. **Risk:** DC 15 Constitution saving throw upon drinking or gain 1 Rot Point.
- **Crimson Bone Shards:** Extracted from Rotten Juggernauts, Rot Minotaurs, or Knights of the Rot. When fashioned into weapon hafts or arrowheads, they deal an extra 1d4 necrotic damage to living creatures.
- **Fungal Vein Tissue:** Harvested from creatures in advanced stages of Rot exposure. Can be used in alchemical mixtures to create a smoke bomb that forces creatures in a 10-foot radius to make a DC 13 Constitution saving throw or gain 1 Rot Point.

GM Notes: Crafting from Rot-touched materials should carry risk as well as reward. Each harvesting attempt requires a **DC 15 Medicine check**, with failure resulting in the harvester gaining 1 Rot Point. Consider making harvesting a tense decision for players, weighing immediate benefits against the slow creep of the Rot.

TESTIMONIES

Below are four firsthand accounts from individuals across Latakar who have encountered the Rot. These can be used as flavor text, quest hooks, or to set the tone for a session.

"I STABBED IT THROUGH THE CHEST, AND IT DIDN'T EVEN SLOW DOWN. ITS BLOOD WAS ON MY HANDS BEFORE I REALIZED IT WAS MY OWN. I RAN. SAINTS FORGIVE ME, I RAN."

– BRANIK, VILLAGE GUARD

"THE ROT IS NOT JUST IN THE BODY. I SAW IT IN A MAN'S EYES BEFORE IT EVER TOUCHED HIS FLESH. A HUNGER THAT WASN'T HIS OWN."

– SISTER MARIEL, WANDERING PRIESTESS

"I THOUGHT IT WAS A WOLF AT FIRST, UNTIL I SAW ITS RIBS MOVING... BREATHING LIKE A SECOND MOUTH."

– GARRICK THE TRAPPER

"WE DON'T KILL THEM OUT OF MERCY. WE KILL THEM BECAUSE IF WE DON'T, WE WILL BE NEXT."

– DURAN, SEVERED HUNTER

GM Notes: Sprinkle these testimonies into dialogue, letters, or environmental storytelling. They can deepen the players' sense of dread and hint at the Rot's pervasive influence.



MONSTER LIST & FAMILY TREE

ROT-TOUCHED HIERARCHY

- **Lesser Rot-Touched:** Rotten Husk, Rotten Thrall, Rotten Flayed, Rotten Footsoldier, Rotten Halberdier, Rotten Reaper, Rotwolf, Rotbear
- **Elite Rot-Touched:** Rotten Crusher, Rotten Juggernaut, Rot Minotaur, Rot Collector
- **Specialists:** Knight of the Rot
- **Masters of the Rot:** Mistress of the Rot, Master of the Rot
- **Aberrations and Constructs:** Maw of the Rot, Blood Archon

FAMILY TREE OVERVIEW

The Rot manifests in various forms, from simple infected husks to terrifying abominations. Infected animals and humanoids make up the bulk of encounters, while elite warriors and beasts lead small warbands. Above them, the Masters and Mistresses of the Rot orchestrate large-scale infestations, often supported by aberrations like the Maw of the Rot or mechanical horrors like the Blood Archon.

GM Notes: Use this hierarchy to scale encounters and maintain thematic consistency. Low-level parties will primarily face Lesser Rot-Touched, with occasional elite threats. As characters grow in power, introduce commanders, aberrations, and eventually the true masterminds behind the Rot.



BATTLE TACTICS

Lesser Rot-Touched: These creatures attack in swarms, relying on numbers to overwhelm. They rush the nearest enemy, often flanking to trap targets. Rotwolves and Rotbears coordinate with humanoid Rotten to keep prey from escaping.

Elite Rot-Touched: Crushers and Juggernauts break defensive lines, targeting heavily armored foes to bring them down. The Rot Minotaur uses devastating charges to scatter groups, while Rot Collectors focus on retrieving bodies, ignoring attacks until their grisly task is complete.

Specialists: Knights of the Rot hold choke points and protect their masters at all costs.

Masters of the Rot: Mistresses stay behind their lines, using magic to empower their Rotten forces and debilitate the enemy. Masters of the Rot lead from the front, spreading Rot Points through direct strikes and unleashing devastating area effects.

Aberrations and Constructs: The Maw of the Rot uses fear effects and grapples to control the battlefield, while the Blood Archon softens enemy lines with explosive bursts before moving in to finish survivors.

The Hunters: Severed Hunters and Veterans use their knowledge of the Rot to set traps, focus fire on key targets, and avoid prolonged exposure.

GM Notes: Mix enemy types for dynamic encounters. Pair swarm units with elites to lock down targets, then bring in specialists or aberrations to turn the tide. Adjust the ratio of Rot-touched to Severed allies depending on whether the party is on the offensive or defending against an outbreak.

ONE-PAGE COMBAT INSERT

Rotten Husk

AC 11 • HP 9 • Speed 30 ft.
Slam +3 (1d4+1 bludgeoning)
Abilities: Reeking Rot

Rotten Thrall

AC 11 • HP 13 • Speed 30 ft.
Slam +4 (1d4+2 bludgeoning)
Abilities: Reeking Rot

Rotten Flayed

AC 12 • HP 18 • Speed 30 ft.
Claws +4 (1d6+2 slashing) x2
Abilities: Reeking Rot, Frenzied Swipe

Rotwolf

AC 13 • HP 11 • Speed 40 ft.
Bite +4 (2d4+2 piercing)
Abilities: Reeking Rot, Pack Tactics

Rotbear

AC 13 • HP 34 • Speed 40 ft., climb 30 ft.
Bite +5 (1d8+3 piercing) • Claws +5 (2d6+3 slashing)
Abilities: Reeking Rot, Mauling Grip

Rotten Crusher

AC 14 • HP 45 • Speed 30 ft.
Warmace +6 (1d10+4 bludgeoning)
Abilities: Reeking Rot, Crushing Momentum

Rotten Juggernaut

AC 17 • HP 85 • Speed 30 ft.
Spiked Flail +7 (2d8+5 bludgeoning) • Shield Bash +7 (1d6+5 bludgeoning)
Abilities: Reeking Rot, Unstoppable Advance

Rot Minotaur

AC 14 • HP 76 • Speed 40 ft.
Greataxe +6 (2d12+4 slashing)
Abilities: Reeking Rot, Gore Charge

Rot Collector

AC 15 • HP 60 • Speed 30 ft.
Impale +6 (1d10+4 piercing)
Abilities: Corpse Haul, Impaling Spines

Knight of the Rot

AC 18 • HP 110 • Speed 30 ft.
Greataxe +7 (1d12+5 slashing)
Abilities: Rotshield, Bodyguard's Stand

Mistress of the Rot

AC 15 • HP 120 • Speed 30 ft.
Rot Lash +7 (2d8+4 slashing)
Abilities: Spellcasting, Blood Conduit, Blood Surge, Marionette Strings

Master of the Rot

AC 16 • HP 150 • Speed 30 ft.
Rot Blade +8 (2d10+5 slashing)
Abilities: Spellcasting, Rot Infusion, Blood Nova

Maw of the Rot

AC 17 • HP 136 • Speed 20 ft., fly 30 ft. (hover)
Bite +7 (4d8+3 piercing) • Tendril +7 (2d8+4 bludgeoning)
Abilities: All-Seeing Malice, Aura of Dread, Rot Infusion, Legendary Actions

Blood Archon

AC 18 • HP 105 • Speed 30 ft., fly 20 ft. (hover)
Slam +8 (2d8+5 bludgeoning)
Abilities: Constructed Nature, Blood Reservoir, Blood Burst, Crimson Beam

APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in this codex.

ROTTEN HUSK

Once farmers, guards, or wanderers, these are the most common victims of the Rot. Their minds are stripped of identity, driven only by a primal urge to spread their affliction. Villages whisper that the Husk still remembers fragments of its former life, and that it shambles toward places it once called home. Hunters who have faced them say that killing a Husk feels more like mercy than victory.



ROTTEN HUSK

Medium humanoid (Rot-touched), unaligned

Armor Class 8

Hit Points 9 (2d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	10 (+0)	3 (-4)	8 (-1)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Stench of the Rot. When a creature starts its turn within 5 feet of the Rotten Husk, it must succeed on a DC 10 Constitution saving throw or gain 1 Rot Point.

Undead Fortitude. If damage reduces the Rotten Husk to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rotten Husk drops to 1 hit point instead.

Clutching Grasp. When the Rotten Husk hits a creature with its Slam attack, the target must succeed on a DC 10 Strength saving throw or be grappled (escape DC 10). While grappled this way, the target takes 2 (1d4) bludgeoning damage at the start of its turn from the Husk's crushing hold.

ACTIONS

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

ROTTEN THRALL

Medium humanoid (Rot-touched), unaligned

Armor Class 10

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Reeking Rot. When a creature starts its turn within 5 feet of the Rotten Thrall, it must succeed on a DC 11 Constitution saving throw or gain 1 Rot Point.

Undead Fortitude. If damage reduces the Rotten Thrall to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rotten Thrall drops to 1 hit point instead.

Rabid Onslaught. If the Rotten Thrall scores a critical hit with its claws, the target must succeed on a DC 11 Strength saving throw or be knocked prone as the Thrall tears into them with feral force.

ACTIONS

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

ROTTEN THRALL

These are Husks who remain just lucid enough to follow orders from stronger Rot-touched. They serve as expendable foot soldiers, hurling themselves into danger with fanatical obedience. Their vacant eyes hide a dim recognition of commands, suggesting that some sliver of their old will has been hijacked by the Rot's influence. When a Thrall dies, it often utters a single word, sometimes a name, before going still.



ROTTEN FLAYED

Rotten Flayed are said to be created when a victim resists the Rot's domination for too long. Their defiance tears at the body as the infection works deeper, stripping flesh as easily as one might peel bark from a tree. Despite their ruined state, Flayed move with startling precision, driven by a rage that feels personal, as though they seek vengeance against the living.

ROTTEN FLAYED

Medium humanoid (Rot-touched), unaligned

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 1 (200 XP)

Bleeding Horror. When a creature starts its turn within 10 feet of the Rotten Flayed, it must succeed on a DC 12 Constitution saving throw or gain 1 Rot Point. On a failed save, the creature is also frightened of the Rotten Flayed until the start of its next turn.

Undead Fortitude. If damage reduces the Rotten Flayed to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rotten Flayed drops to 1 hit point instead.

Vicious Rend. If the Rotten Flayed hits the same target with two claw attacks in one turn, the target must succeed on a DC 12 Constitution saving throw or take 5 (1d10) necrotic damage as the Flayed tears flesh from bone.

ACTIONS

Multiattack. The Rotten Flayed makes two Claw attacks.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.



ROTWOLF

Medium beast (Rot-touched), unaligned

Armor Class 13 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception NaN, Stealth NaN

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Reeking Rot. When a creature starts its turn within 5 feet of the Rotwolf, it must succeed on a DC 11 Constitution saving throw or gain 1 Rot Point.

Pack Tactics. The Rotwolf has advantage on attack rolls against a creature if at least one of the Rotwolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Undead Fortitude. If damage reduces the Rotwolf to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rotwolf drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage, and the target must succeed on a DC 11 Strength saving throw or be knocked prone.

ROT WOLF

Wolves that hunt near infested lands often become carriers of the Rot. Unlike many infected beasts, Rotwolves retain their hunting instincts, making them cunning predators. They stalk prey for hours, wearing it down with fear before closing in. Severed veterans warn that a lone Rotwolf is never truly alone, the pack follows at a distance, waiting for the perfect moment to strike.



ROTBEAR

Bears rarely survive long once touched by the Rot, for their bodies swell with fever and internal bleeding. Those that do endure become living engines of destruction, feared even by other Rot-touched. Legends speak of Rotbears breaking entire hunting parties, scattering survivors into the wild to be hunted down one by one.



ROTBEAR

Large beast (Rot-touched), unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Skills Perception NaN

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Reeking Rot. When a creature starts its turn within 5 feet of the Rotbear, it must succeed on a DC 13 Constitution saving throw or gain 1 Rot Point.

Undead Fortitude. If damage reduces the Rotbear to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rotbear drops to 1 hit point instead.

Mauling Grip. If the Rotbear hits a Large or smaller creature with a claw attack, the target is grappled (escape DC 14). Until the grapple ends, the target is restrained, and the Rotbear can't use that claw on another target.

ACTIONS

Multiattack. The Rotbear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 4) slashing damage.

ROTTEN CRUSHER

Medium humanoid (Rot-touched), unaligned

Armor Class 14 (hide armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 3 (700 XP)

Reeking Rot. When a creature starts its turn within 5 feet of the Rotten Crusher, it must succeed on a DC 13 Constitution saving throw or gain 1 Rot Point.

Undead Fortitude. If damage reduces the Rotten Crusher to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rotten Crusher drops to 1 hit point instead.

Crushing Blows. When the Rotten Crusher hits a creature with its maul, the target must succeed on a DC 13 Strength saving throw or be knocked prone.

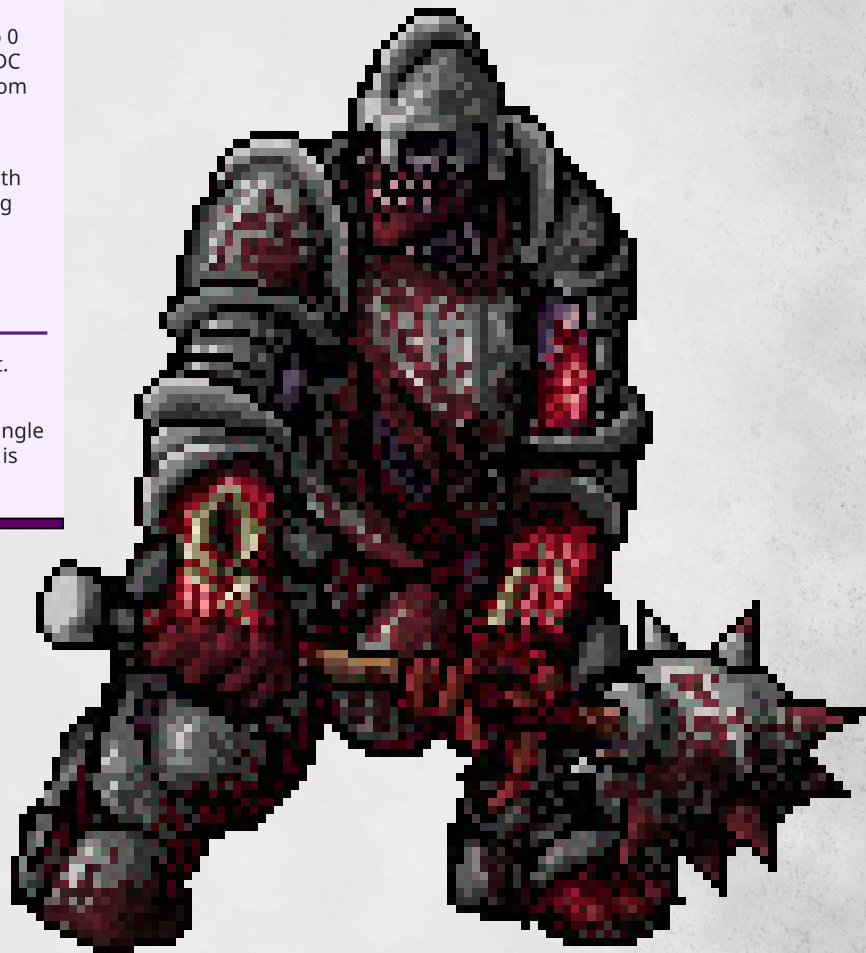
ACTIONS

Maul. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage.

Brutal Swing (Recharge 5–6). The Rotten Crusher makes a single maul attack against each creature within 5 feet. Each attack is rolled separately.

ROTTEN CRUSHER

Crushers are thought to be warriors who died in battle and rose under the Rot's influence, their weapons fused to their hands by hardened blood. They are frontline shock troops, chosen for their brute strength and utter disregard for defense. Villages crushed by warbands often speak of one figure breaking through their barricades, a weapon swinging like a pendulum of death.



ROTTEN FOOTSOLDIER

Medium humanoid (Rot-touched), unaligned

Armor Class 15 (chain shirt, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 1 (200 XP)

Reeking Rot. When a creature starts its turn within 5 feet of the Rotten Footsoldier, it must succeed on a DC 11 Constitution saving throw or gain 1 Rot Point.

Undead Fortitude. If damage reduces the Rotten Footsoldier to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rotten Footsoldier drops to 1 hit point instead.

Shield Bash. When the Rotten Footsoldier hits a creature with a melee attack, it can use a bonus action to attempt to shove the target 5 feet or knock it prone (Strength save DC 12).

ACTIONS

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Shield Bash. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

ROTTEN HALBERDIER

Medium humanoid (Rot-touched), unaligned

Armor Class 14 (chain shirt)

Hit Points 34 (4d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 2 (450 XP)

Reeking Rot. When a creature starts its turn within 5 feet of the Rotten Halberdier, it must succeed on a DC 12 Constitution saving throw or gain 1 Rot Point.

Undead Fortitude. If damage reduces the Rotten Halberdier to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rotten Halberdier drops to 1 hit point instead.

Hook and Haul. When the Rotten Halberdier hits a Large or smaller creature with its halberd, it can use a bonus action to attempt to pull the target up to 10 feet closer to it. The target must succeed on a DC 12 Strength saving throw to resist.

ACTIONS

Halberd. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 2) slashing damage.



ROTTEN REAPER

Medium humanoid (Rot-touched), unaligned

Armor Class 12 (studded leather)

Hit Points 34 (4d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 2 (450 XP)

Reeking Rot. When a creature starts its turn within 5 feet of the Rotten Reaper, it must succeed on a DC 12 Constitution saving throw or gain 1 Rot Point.

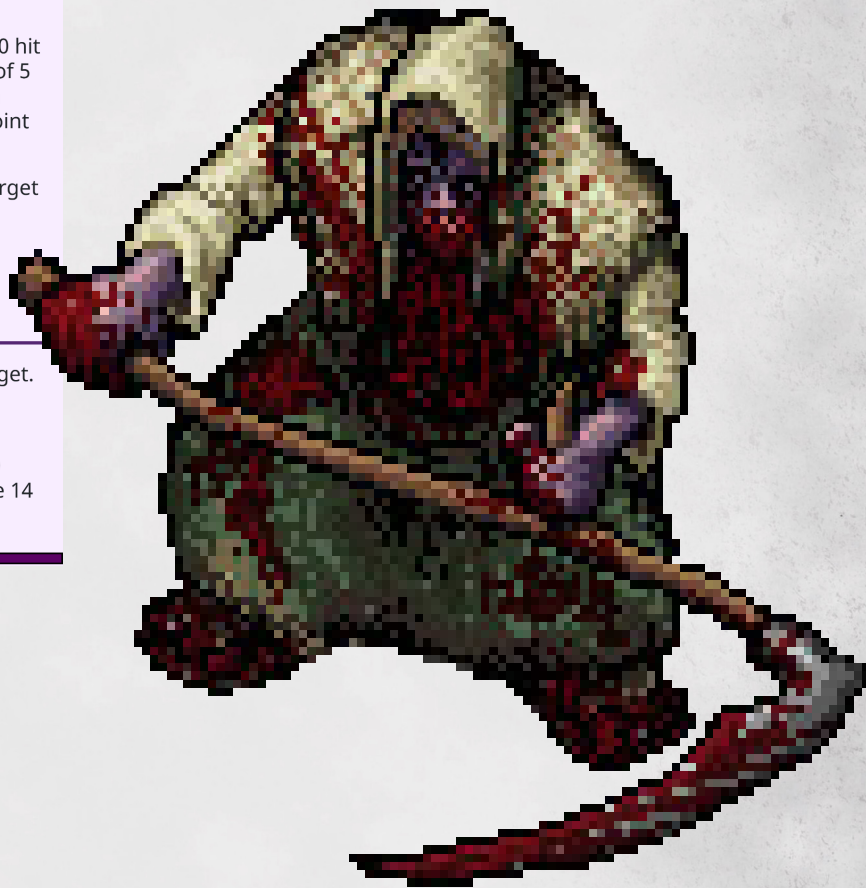
Undead Fortitude. If damage reduces the Rotten Reaper to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rotten Reaper drops to 1 hit point instead.

Sweeping Scythe. The Rotten Reaper's scythe attacks can target two creatures within reach if they are within 5 feet of each other. Roll a separate attack for each target.

ACTIONS

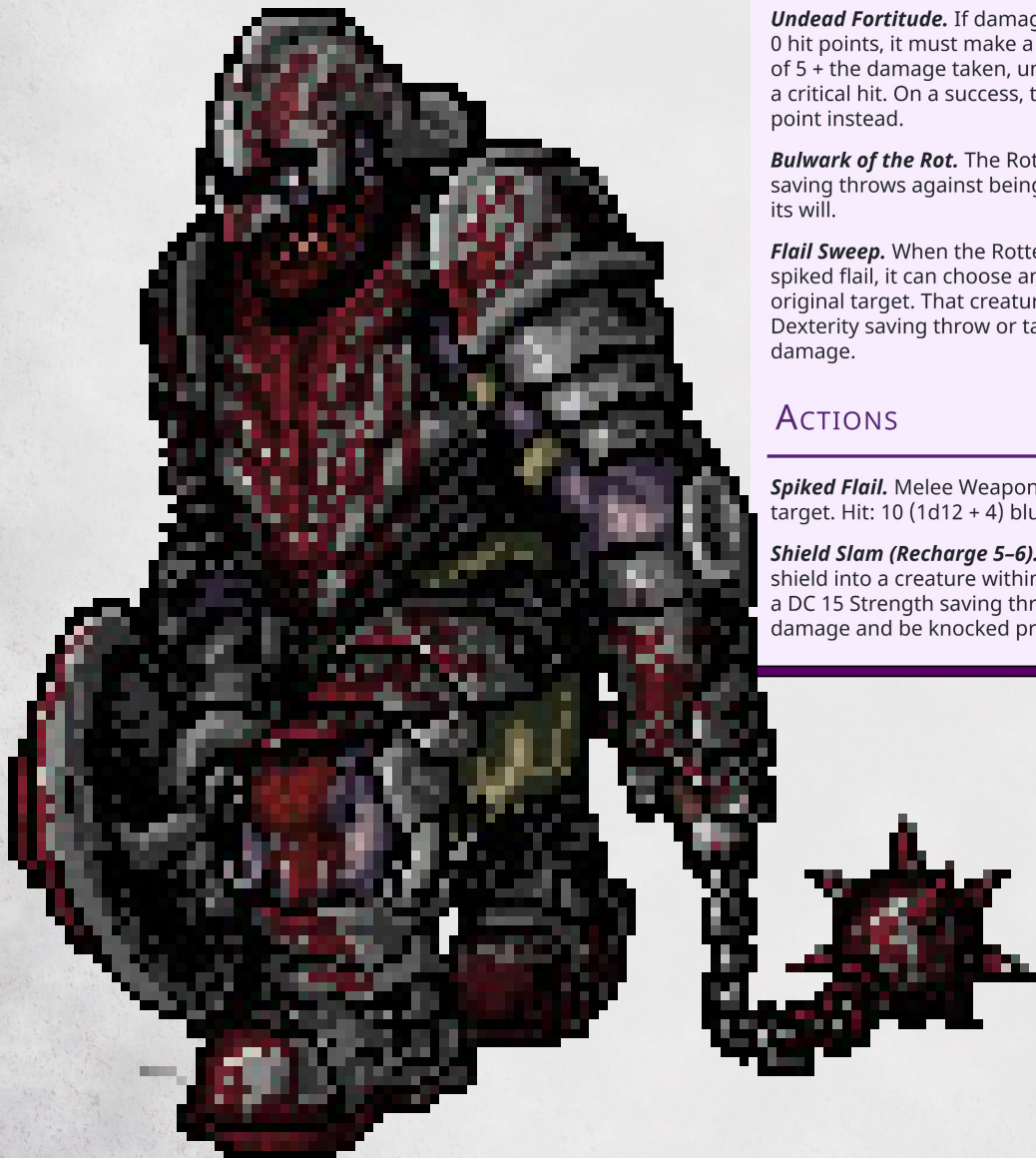
Scythe. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 9 (2d4 + 2) slashing damage.

Harvest Swing (Recharge 5–6). The Rotten Reaper makes a wide, whirling attack with its scythe. Each creature within 10 feet must succeed on a DC 12 Dexterity saving throw or take 14 (4d6) slashing damage.



ROTTEN JUGGERNAUT

The Juggernaut is the embodiment of unstoppable force. It advances without haste, crushing everything in its path with a grim inevitability. Those who survive such an encounter describe the horror of hearing the Juggernaut's slow, measured footsteps long before they ever see it, knowing escape is impossible.



ROTTEN JUGGERNAUT

Medium humanoid (Rot-touched), unaligned

Armor Class 18 (plate armor, shield)

Hit Points 95 (10d8 + 50)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 5 (1,800 XP)

Reeking Rot. When a creature starts its turn within 5 feet of the Rotten Juggernaut, it must succeed on a DC 15 Constitution saving throw or gain 1 Rot Point.

Undead Fortitude. If damage reduces the Rotten Juggernaut to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rotten Juggernaut drops to 1 hit point instead.

Bulwark of the Rot. The Rotten Juggernaut has advantage on saving throws against being knocked prone or moved against its will.

Flail Sweep. When the Rotten Juggernaut hits a creature with its spiked flail, it can choose another creature within 5 feet of the original target. That creature must succeed on a DC 15 Dexterity saving throw or take 9 (1d12 + 3) bludgeoning damage.

ACTIONS

Spiked Flail. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

Shield Slam (Recharge 5–6). The Rotten Juggernaut slams its shield into a creature within 5 feet. The target must succeed on a DC 15 Strength saving throw or take 13 (2d8 + 4) bludgeoning damage and be knocked prone.

ROT MINOTAUR

Large monstrosity (Rot-touched), unaligned

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Skills Perception NaN

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Common but can't speak

Challenge 5 (1,800 XP)

Reeking Rot. When a creature starts its turn within 5 feet of the Rot Minotaur, it must succeed on a DC 15 Constitution saving throw or gain 1 Rot Point.

Undead Fortitude. If damage reduces the Rot Minotaur to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rot Minotaur drops to 1 hit point instead.

Charge. If the Rot Minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Reaping Cleave (Recharge 5–6). The Rot Minotaur swings its greataxe in a massive arc. Each creature within 10 feet must make a DC 15 Dexterity saving throw, taking 18 (4d8) slashing damage on a failed save, or half as much on a success.

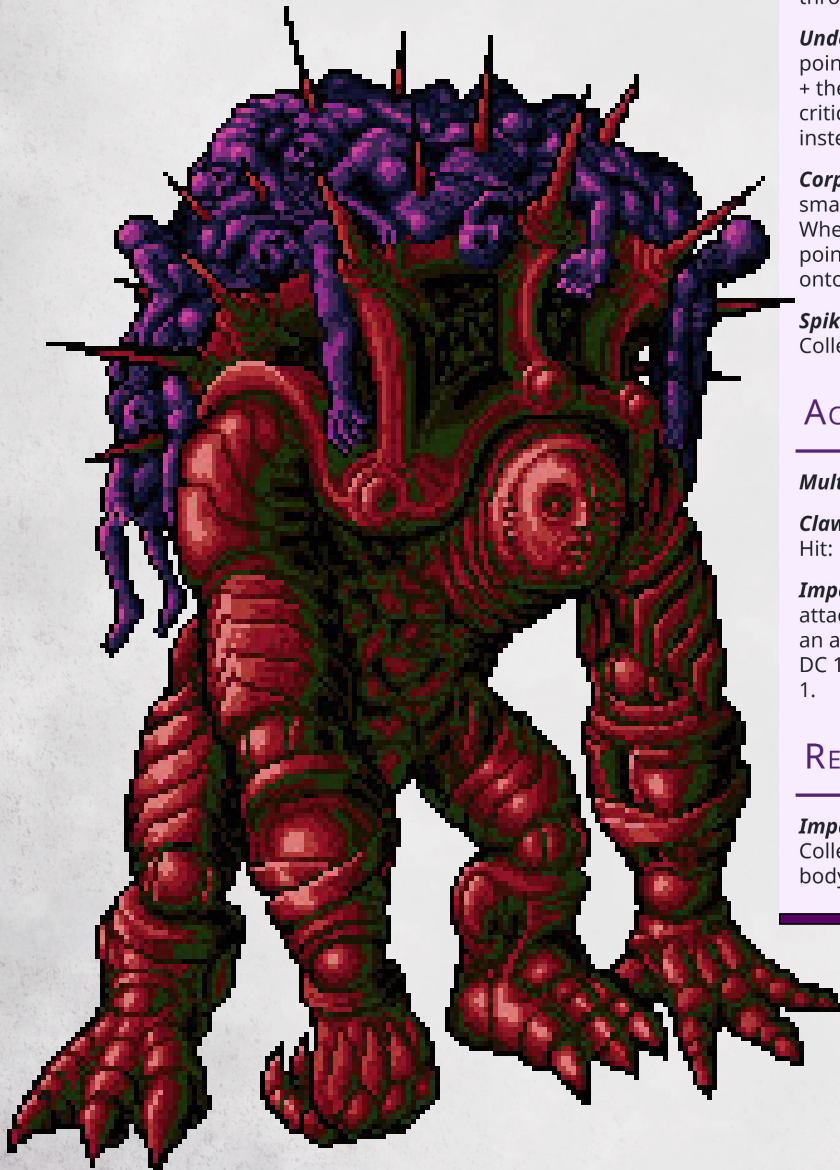
ROT MINOTAUR

The Rot Minotaur is both guardian and executioner, often placed to block key passages or guard valuable Rot-touched leaders. It revels in close combat, battering foes with raw physical might. Scholars debate whether these creatures were once true minotaurs or if the Rot reshaped something else entirely into its image.



ROT COLLECTOR

Collectors are servants to more powerful Rot entities, tasked with retrieving fresh bodies for transformation. They are methodical in their work, ignoring wounds until their grisly cargo is secured. There are grim tales of Collectors following retreating soldiers for days, waiting for exhaustion to claim them before dragging them back.



ROT COLLECTOR

Large monstrosity (Rot-touched), unaligned

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	6 (-2)	12 (+1)	5 (-3)

Skills Athletics NaN, Perception NaN

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Reeking Rot. When a creature starts its turn within 5 feet of the Rot Collector, it must succeed on a DC 13 Constitution saving throw or gain 1 Rot Point.

Undead Fortitude. If damage reduces the Rot Collector to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rot Collector drops to 1 hit point instead.

Corpse Hauler. The Rot Collector can carry up to two Medium or smaller corpses on its spiked back without being encumbered. When a creature within 5 feet of the Collector drops to 0 hit points, the Collector can use its reaction to impale the body onto its back spikes.

Spiked Back. A creature that starts its turn grappling the Rot Collector or is grappled by it takes 5 (1d10) piercing damage.

ACTIONS

Multiattack. The Rot Collector makes two Claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Impale (Recharge 5–6). The Rot Collector makes a single claw attack. If it hits a creature that is grappled by it, the target takes an additional 10 (3d6) piercing damage and must succeed on a DC 14 Constitution saving throw or gain 2 Rot Points instead of 1.

REACTIONS

Impale Corpse. When a creature within 5 feet of the Rot Collector drops to 0 hit points, the Collector can impale the body onto its back spikes.

KNIGHT OF THE ROT

Medium humanoid (Rot-touched), lawful evil

Armor Class 18 (plate armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str NaN, Con NaN, Wis NaN

Skills Athletics NaN, Intimidation NaN

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 7 (2,900 XP)

Reeking Rot. When a creature starts its turn within 5 feet of the Knight of the Rot, it must succeed on a DC 15 Constitution saving throw or gain 1 Rot Point.

Undead Fortitude. If damage reduces the Knight of the Rot to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Knight of the Rot drops to 1 hit point instead.

Bodyguard's Stand. When a creature the knight can see targets an ally within 5 feet with an attack, the knight can use its reaction to make the attack target itself instead.

Rot Empowered Strikes. The knight's weapon attacks are magical and deal an additional 7 (2d6) necrotic damage on a hit.

ACTIONS

Multiattack. The Knight of the Rot makes two Greataxe attacks.

Greataxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (1d12 + 4) slashing damage plus 7 (2d6) necrotic damage.

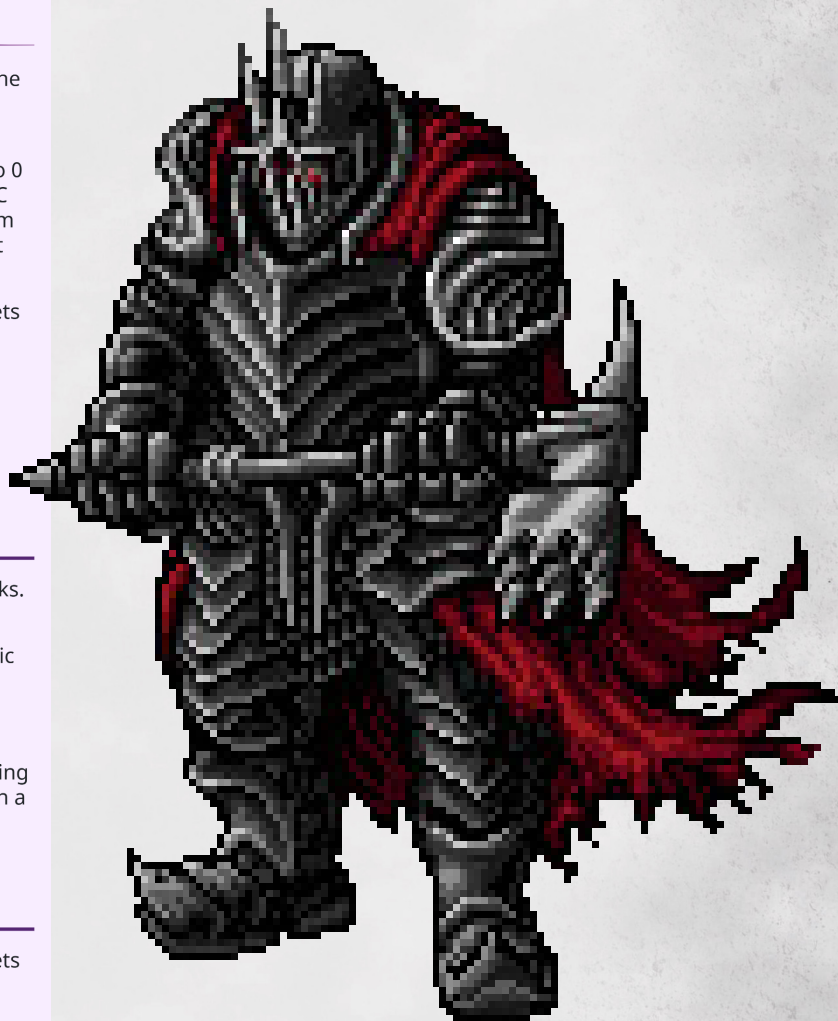
Cleave of the Damned (Recharge 5–6). The knight swings its greataxe in a deadly arc. Each creature of the knight's choice within 10 feet must make a DC 15 Dexterity saving throw, taking 21 (4d8 + 3) slashing damage plus 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Bodyguard's Stand. When a creature the knight can see targets an ally within 5 feet with an attack, the knight can use its reaction to make the attack target itself instead.

KNIGHT OF THE ROT

These are champions sworn to the service of the Rot's masters. Though the identity beneath the armor is lost, their skill in combat is undeniable. They act with purpose, guarding key figures and executing enemies with surgical precision. The Severed consider them among the most dangerous foes, for they combine discipline with the unnatural endurance of the Rot.



MISTRESS OF THE ROT

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Dex NaN, Con NaN, Wis NaN, Cha NaN

Skills Arcana NaN, Insight NaN, Persuasion NaN

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison; necrotic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Infernal

Challenge 9 (5,000 XP)

Master of the Rotten. Undead creatures within 60 feet of the Mistress that have the Rot-touched trait gain advantage on attack rolls and saving throws against being turned.

Blood Conduit. Whenever a creature within 30 feet of the Mistress gains a Rot Point, she regains 5 hit points. If she is at full health, she instead gains advantage on her next attack roll or saving throw before the end of her next turn.

Spellcasting. The Mistress of the Rot is a 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): chill touch, mage hand, thaumaturgy
1st level (4 slots): shield, command, magic missile
2nd level (3 slots): mirror image, hold person
3rd level (3 slots): counterspell, fireball
4th level (3 slots): blight, phantasmal killer
5th level (2 slots): cloudkill, dominate person

ACTIONS

Multiattack. The Mistress of the Rot makes two Rot Lash attacks.

Rot Lash. Melee Spell Attack: +7 to hit, reach 15 ft., one target. Hit: 14 (3d8) necrotic damage, and the target must succeed on a DC 15 Constitution saving throw or gain 1 Rot Point.

Command the Rotten (Recharge 5–6). The Mistress commands up to three Rot-touched creatures within 60 feet that she can see. Each commanded creature can immediately move up to half its speed and make one weapon attack.

Blood Surge (Recharge 6). The Mistress releases a pulse of rotting energy. Each creature of her choice within 20 feet must make a DC 15 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one. Any creature that fails this saving throw also gains 1 Rot Point.

Marionette Strings (1/Day). The Mistress targets one creature she can see within 60 feet that has at least 1 Rot Point. The target must succeed on a DC 15 Wisdom saving throw or be magically dominated (as dominate person) for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.



MISTRESS OF THE ROT

Mistresses are manipulators, weaving threads of blood like a puppeteer controls strings. They maintain control over hordes of lesser Rot-touched, directing them in coordinated strikes. Whispers claim they can sense the heartbeat of every servant under their sway, and with a thought, end it.

MASTER OF THE ROT

Medium undead, lawful evil

Armor Class 18 (plate armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	16 (+3)	14 (+2)	16 (+3)

Saving Throws Str NaN, Con NaN, Wis NaN, Cha NaN

Skills Athletics NaN, Arcana NaN, Intimidation NaN

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison; necrotic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Infernal

Challenge 10 (5,900 XP)

Rot Empowerment. When the Master of the Rot hits a creature with a melee attack, that creature must succeed on a DC 16 Constitution saving throw or gain 1 Rot Point.

Bloodforged Strength. The Master gains a +2 bonus to attack and damage rolls if he has regained hit points during his last turn.

Spellcasting. The Master of the Rot is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): chill touch, thaumaturgy, true strike
1st level (4 slots): shield, command, wrathful smite
2nd level (3 slots): mirror image, hold person
3rd level (3 slots): counterspell, blinding smite
4th level (3 slots): blight, staggering smite
5th level (2 slots): cloudkill, destructive wave

ACTIONS

Multiattack. The Master of the Rot makes two Rotblade attacks.

Rotblade. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (1d10 + 7) slashing damage plus 10 (3d6) necrotic damage, and the target must succeed on a DC 16 Constitution saving throw or gain 1 Rot Point.

Blood Nova (Recharge 6). The Master unleashes a violent eruption of rotting energy. Each creature of his choice within 15 feet must make a DC 16 Constitution saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much on a success.

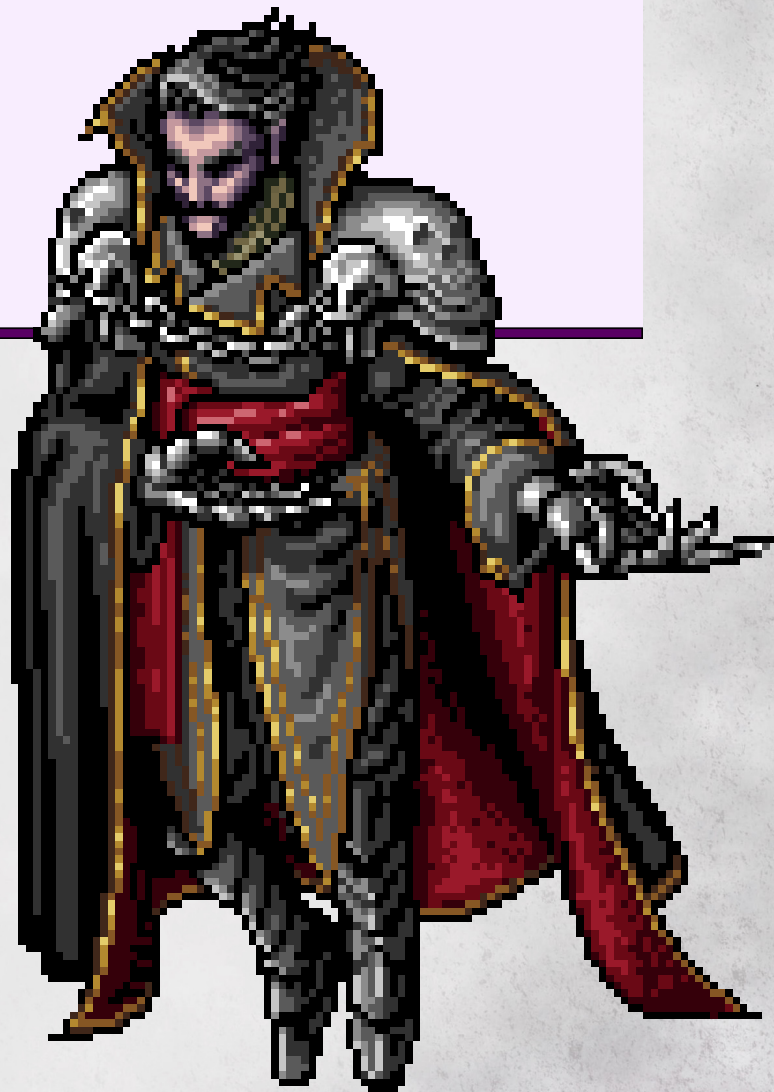
Rotlash Wave (Recharge 5–6). The Master swings his weapon in a sweeping arc of necrotic power. Each creature in a 10-foot radius must succeed on a DC 16 Dexterity saving throw or take 18 (4d8) slashing damage plus 10 (3d6) necrotic damage.

REACTIONS

Parry. The Master of the Rot adds +3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

MASTER OF THE ROT

Masters are rare and feared leaders who embody the Rot's aggressive will. They wade into battle themselves, their presence bolstering their allies and sowing terror among enemies. A Master's ambitions often extend beyond destruction; some seek to build empires of the infected, using the Rot as both weapon and foundation.



MAW OF THE ROT

Large aberration (Rot-touched), chaotic evil

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Con NaN, Wis NaN, Cha NaN

Skills Perception NaN, Intimidation NaN

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison; necrotic

Condition Immunities prone, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages understands Common and Deep Speech but can't speak

Challenge 8 (3,900 XP)

All-Seeing Malice. The Maw of the Rot has advantage on Wisdom (Perception) checks and on saving throws against being blinded.

Aura of Dread. Any creature that starts its turn within 20 feet of the Maw must succeed on a DC 15 Wisdom saving throw or be frightened until the start of its next turn.

Rot Infusion. When the Maw hits a creature with a bite or tendril attack, that creature must succeed on a DC 15 Constitution saving throw or gain 1 Rot Point.

Magic Resistance. The Maw has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Maw makes three attacks: one with its bite and two with its tendrils.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 21 (4d8 + 3) piercing damage.

Tendril. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 15). Until the grapple ends, the Maw can't use that tendril on another target.

Eye-Ray Volley (Recharge 5–6). The Maw targets up to three creatures it can see within 60 feet. Each target must make a DC 15 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much on a success.

LEGENDARY ACTIONS

The Maw of the Rot can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Maw regains spent legendary actions at the start of its turn.

Tendril Whip. The Maw makes one tendril attack.

Blood Glare (Costs 2 Actions). The Maw fixes all its eyes on one creature it can see within 60 feet. That creature must succeed on a DC 15 Wisdom saving throw or be paralyzed until the end of its next turn.

MAW OF THE ROT

A creation of grotesque experimentation, the Maw floats silently, its many eyes scanning for prey. Each mouth hungers for more than flesh, it devours essence, leaving husks behind. Rumors persist of Maws forming psychic bonds with their victims, tormenting them with visions long after physical contact.



BLOOD ARCHON

Large construct, unaligned

Armor Class 18 (reinforced plating)

Hit Points 105 (14d10 + 28)

Speed 30 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str NaN, Con NaN, Wis NaN

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; poison; necrotic; psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 6 (2,300 XP)

Constructed Nature. The Blood Archon doesn't require air, food, drink, or sleep.

Blood Reservoir. The Blood Archon carries a crimson orb containing the harvested blood of its victims. When reduced to half its hit points or fewer, it can release this reservoir to empower its attacks.

Magic Resistance. The Blood Archon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Blood Archon makes two Slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Blood Burst (Recharge 5–6). The Blood Archon releases a violent detonation of stored blood. Each creature of its choice within 15 feet must succeed on a DC 15 Constitution saving throw or take 27 (6d8) necrotic damage and gain 1 Rot Point. On a successful save, a creature takes half damage and no Rot Points.

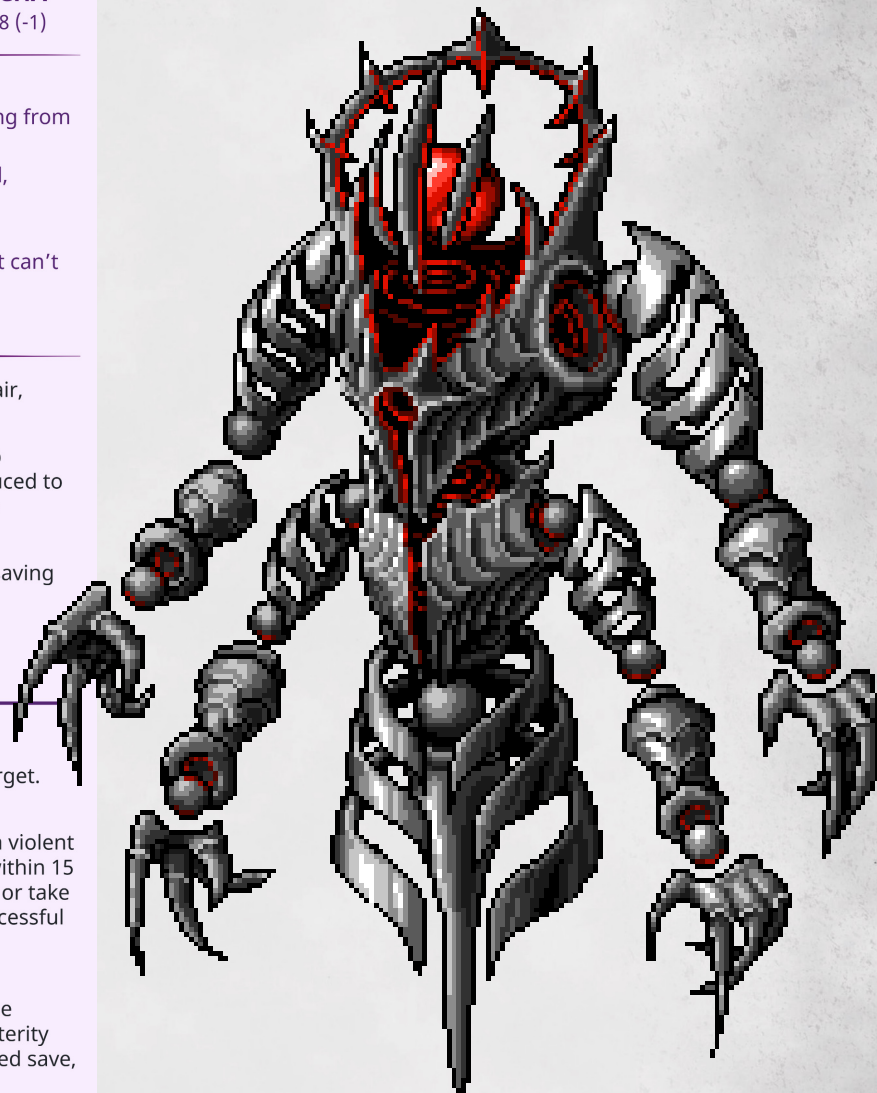
Crimson Beam (Recharge 4–6). The Blood Archon fires a concentrated beam of necrotic energy from its orb at one target within 60 feet. The target must make a DC 15 Dexterity saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much on a success.

REACTIONS

Blood Shield. When the Blood Archon is hit by an attack, it can reduce the damage by 10 (3d6) and cause the attacker to take 5 (1d10) necrotic damage.

BLOOD ARCHON

Forged from a blend of magic, metal, and gore, Blood Archons are war machines built to harvest and weaponize blood. Their crimson cores beat like hearts, pumping power through their frames. Masters and Mistresses unleash them during sieges, knowing the Archon's advance will leave nothing but drained corpses in its wake.



SEVERED HUNTER

Severed Hunters are the rank-and-file members of the Severed, a grim fellowship dedicated to hunting and destroying the Rot wherever it spreads. Drawn from all walks of life, they share the bond of having seen the Rot's horrors firsthand and surviving. Each Hunter carries weapons treated with rare alchemical tinctures that burn through Rot-tainted flesh, their strikes guided as much by experience as by instinct. While they are respected allies to most communities, their unsettling familiarity with the Rot makes them mistrusted by some, who see too much of the infection's mark lingering in their eyes. Hunters travel in pairs or small squads, moving with quiet determination, always watching for the telltale signs of the Rot's touch.



SEVERED HUNTER

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	12 (+1)	15 (+2)	11 (+0)

Saving Throws Dex +5, Wis +4

Skills Perception +4, Stealth +5, Survival +4

Senses passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

Favored Enemy: Rot-Touched. The Severed Hunter has advantage on Wisdom (Survival) checks to track Rot-touched creatures and on Intelligence checks to recall information about them.

Rotbane Weapons. The Severed Hunter's weapon attacks deal an extra 1d6 radiant damage to Rot-touched creatures.

Hunter's Reflexes. The Severed Hunter can take the Dodge action as a bonus action if it moves at least 10 feet on its turn.

ACTIONS

Multiattack. The Severed Hunter makes two attacks with its longsword or longbow.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) if used with two hands, plus 3 (1d6) radiant damage against Rot-touched.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage, plus 3 (1d6) radiant damage against Rot-touched.

Disruptive Shot (Recharge 5–6). Ranged Weapon Attack with a longbow. On a hit, the target must succeed on a DC 13 Constitution saving throw or be unable to regain hit points until the start of the hunter's next turn. If the target is Rot-touched, it also has disadvantage on attack rolls until the end of its next turn.

VETERAN SEVERED

Medium humanoid, any alignment

Armor Class 17 (half plate)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	12 (+1)

Saving Throws Str +6, Con +7, Wis +6

Skills Athletics +6, Perception +6, Stealth +5, Survival +6

Senses passive Perception 16

Languages Common

Challenge 7 (2,900 XP)

Favored Enemy: Rot-Touched. The Veteran Severed has advantage on Wisdom (Survival) checks to track Rot-touched creatures and on Intelligence checks to recall information about them.

Rotbane Weapons. The Veteran Severed's weapon attacks deal an extra 1d8 radiant damage to Rot-touched creatures.

Veteran's Tenacity. When the Veteran Severed is reduced to 0 hit points, it can make a DC 10 Constitution saving throw. On a success, it drops to 1 hit point instead. It can use this feature once per long rest.

Coordinated Assault. When an ally within 30 feet hits a creature with a weapon attack, the Veteran Severed can use its reaction to make one weapon attack against the same target.

ACTIONS

Multiattack. The Veteran Severed makes three melee or ranged attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) if used with two hands, plus 4 (1d8) radiant damage against Rot-touched.

Heavy Crossbow. Ranged Weapon Attack: +5 to hit, range 100/400 ft., one target. Hit: 9 (1d10 + 4) piercing damage, plus 4 (1d8) radiant damage against Rot-touched.

Severing Strike (Recharge 5–6). Melee Weapon Attack with a longsword. On a hit, the target must succeed on a DC 15 Constitution saving throw or be paralyzed until the end of its next turn. If the target is Rot-touched, it also takes an additional 9 (2d8) radiant damage.

VETERAN SEVERED

Veterans of the Severed are living legends among their peers, survivors of dozens of hunts where others fell. Their bodies bear the scars of Rot battles, and many wear charms or talismans made from the weapons of fallen comrades. More than warriors, they are tacticians, guiding younger hunters with an almost supernatural sense for where the Rot will strike next. When a Veteran takes the field, it signals that the threat is severe enough to require the Severed's full strength. These leaders are known for their relentless pursuit of Rot-touched prey, refusing to stop until their quarry is destroyed or they fall in the attempt. Tales told around Severed campfires speak of Veterans holding bridges alone against Juggernauts, or wading into Rotbear dens and emerging with nothing but their target's severed head.





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