

NARRATIVE  DECLARATION



ROTEGRIND

A WORLD
IN DECAY



BESTIARY

ARCANE BLOT

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

NE

Medium

Humanoid

A withered blot in the universe shambles forth. Its glowing crystals growing about its seemingly weak body pulsate with light as it senses its prey. Its eyes, showing remnants of what it used to be, looks at you with a regretful sadness; it gives out a painful metallic cry as it lunges forth.

Perception +6; darkvision

Language Common (limited speech)

Skills Acrobatics +4, Athletics +4, Stealth +6

Str +3, **Dex** +2, **Con** +2, **Int** -3, **Wis** -3, **Cha** -5

AC 14; **Fort** +2, **Ref** +4, **Will** +2

HP 7; **Immunities** disease **Resistances** magical 2

Speed 25 feet

Melee ♦ claw +6 (agile), **Damage** 1d6+1 slashing plus Grab

Ranged ♦ force bolt +6 (evocation, force, magical, range increment 30 feet), **Damage** 1d4+1 force

Magic Drain ♦♦ **Requirement** The arcane blot is grabbing a creature; **Effect** The grabbed creature must succeed a DC 16 Fortitude save or they cannot cast spells from their highest level spell slot for 1d4 rounds. This has no effect on creatures that cannot cast spells.

Magical Revival When an arcane blot is reduced to 0 Hit Points it is not slain. It falls Prone and Unconscious, appearing defeated. It still clings to life via its strange affliction. Other creatures can realize the arcane blot is not defeated if they succeed a Perception check opposing the arcane blot's Stealth check DC(16). If 1 minute passes and the arcane blot takes no damage, it gains back all of its lost Hit Points and returns to consciousness. If arcane blot takes any additional damage while it is unconscious, it is then defeated.



TIPS FOR GAMEMASTERS

Although this stat block is adjusted to represent an ordinary human that has become an Arcane Blot, feel free to edit several aspects to make this creature work for your campaign! If you wish to turn a normal creature into a blot, look into weakening the creature by a couple of levels, and add Magic Drain and Magical Revival to its stat block, while also infecting its outward appearance with lots of crystals.

Arcane Blots prefer to ambush in groups and eat as much magic as possible, so have fun ambushing your casters!

As for its magical resistance, it means whatever is defined as "magic" in the world. So if your cleric's spells are deemed magical in nature, then it's resistant!

Situation Report

Your Majesty,

We don't know exactly where these things came from, but the boys in the workshop have been finding out horrific things about these... Arcane Blots?

This report will detail exactly what we learned so far in our investigation about these creatures so we can better plan if we face them again.

We suspect these Arcane Blots to be the result of magical experimentation. From this experimentation, crystal-like growths form over its body and become shriveled and weak. We're not sure what sort of magic could have done this. The notes we confiscated had several pages ripped out and warm ashes near their lab.

We found that the crystals not only sustain the body after taking on a parasitic-like role, but also trap the soul and consciousness of the creature it infected inside the crystals. On further observation, they found that the soul could feel and see everything the body was doing, and was otherwise helpless to the crystal's demands.

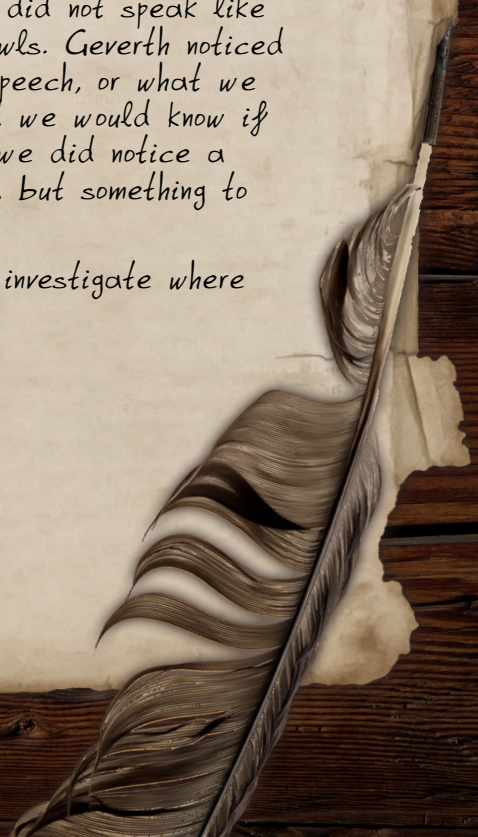
When the department engaged these things, we found that they can absorb magic into themselves by ripping the magic out of their victims.

These Blots' behavior showed that the original body's language carried over to the crystal's understanding, but it did not speak like an ordinary man. We could only hear grunts and growls. Geverth noticed a slight metallic grinding and clinking inside its speech, or what we assumed was speech anyway. If any others survived we would know if they had a complex language. During the skirmish we did notice a small amount of communication and tactics. Basic, but something to keep a note on.

With your permission, I will hire some Etchers to investigate where we cannot, and try to get to the bottom of this.

Your loyal servant,

Derk Forthright, Head of Magical Affairs



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Our goal is to build out a fully realized world that you can invest yourself in, as well as run your own tabletop RPG games with.

Over the coming months, we'll be releasing a bevy of custom rules content for Pathfinder 2nd Edition, though the rules can easily be adapted for other game systems as necessary. We're looking at releasing 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 Rogrind campaign continues and we release more and more content, the focus will be on the city of Outset and the macro-level elements of the setting (continents, nations, pantheons, cosmology, etc.). Our plan is to gauge the reaction and adjust the type of content being released as time goes on, and based on feedback from our audience. All of this bespoke content, as well as regular releases for content used on the show, is going to be provided for you to use in your own games!

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