

NARRATIVE DECLARATION 

ROTEGRIND

A WORLD
IN DECAY



BESTIARY

ROT MARROW

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

Medium

Mindless

Skeleton

Undead

Rot

This collection of bones and rot has coalesced inside this clay container to form a being of hunger and violence, forever seeking to add more living mass to its rotten stew.

Perception +6; darkvision

Skills Athletics +6, Acrobatics +6, Stealth +8

Str +3, **Dex** +4, **Con** +0, **Int** -5, **Wis** +0, **Cha** +0

Items longspear

AC 18; **Fort** +5, **Ref** +8, **Will** +6

HP 30 **Immunities** bleed, death effects, disease, paralyzed, poison, rot, unconscious; **Resistances** piercing 2, slashing 2; **Weaknesses** cold 2, moss 5

Pot Pluck The rot marrow can add more living flesh to its rotten stew to replenish any that might have spilled out during combat. Once per turn, if the rot marrow successfully Strikes a living creature with its claws, it also heals 1d4+1 hit points.

Speed 25 feet

Melee ♦♦ longspear +8 (reach), **Damage** 1d8+4 piercing

Melee ♦♦ claws +8 (agile), **Damage** 1d6+4 slashing

Pot Luck ♦♦ (manipulate) **Requirements** The rot marrow is adjacent to a paralyzed, restrained, or unconscious creature, or a deceased creature that died in the last hour; **Effect** The rot marrow attempts to rip flesh to add it to its rot stew dealing their claws Strike damage (DC 16 basic Fortitude save); a corpse automatically critically fails with no save. If the target takes damage, the rot marrow gains 1d4+2 Hit Points.

Rot Surge ♦♦ (rot) The rot marrow tips its container forward to spill out a torrent of Rot in a 15-foot cone that deals 2d6 rot damage to all creatures in the area (DC 18 basic Reflex save). A creature that fails the save becomes sickened 1 (sickened 2 on a critical failure). The area remains for 1 minute and becomes difficult terrain for non-rot creatures. It can't use Rot Surge again unless it performs Pot Luck.

Rot Burst When killed, its rotten contents bursts out. Each creature in a 10-foot radius takes 1d6+2 rot damage (DC 18 basic Reflex save). The area remains for 1 minute and becomes difficult terrain for non-rot creatures. Rot creatures affected by this instead heal half the damage they would receive.



@SaltyJub

LORE

Sometimes delvers get left behind in the unforgiving depths of Outset.

Delvers or innocent explorers can become lost in Outset's labyrinthian underground, either through betrayal, negligence, poor planning, or plain bad luck.

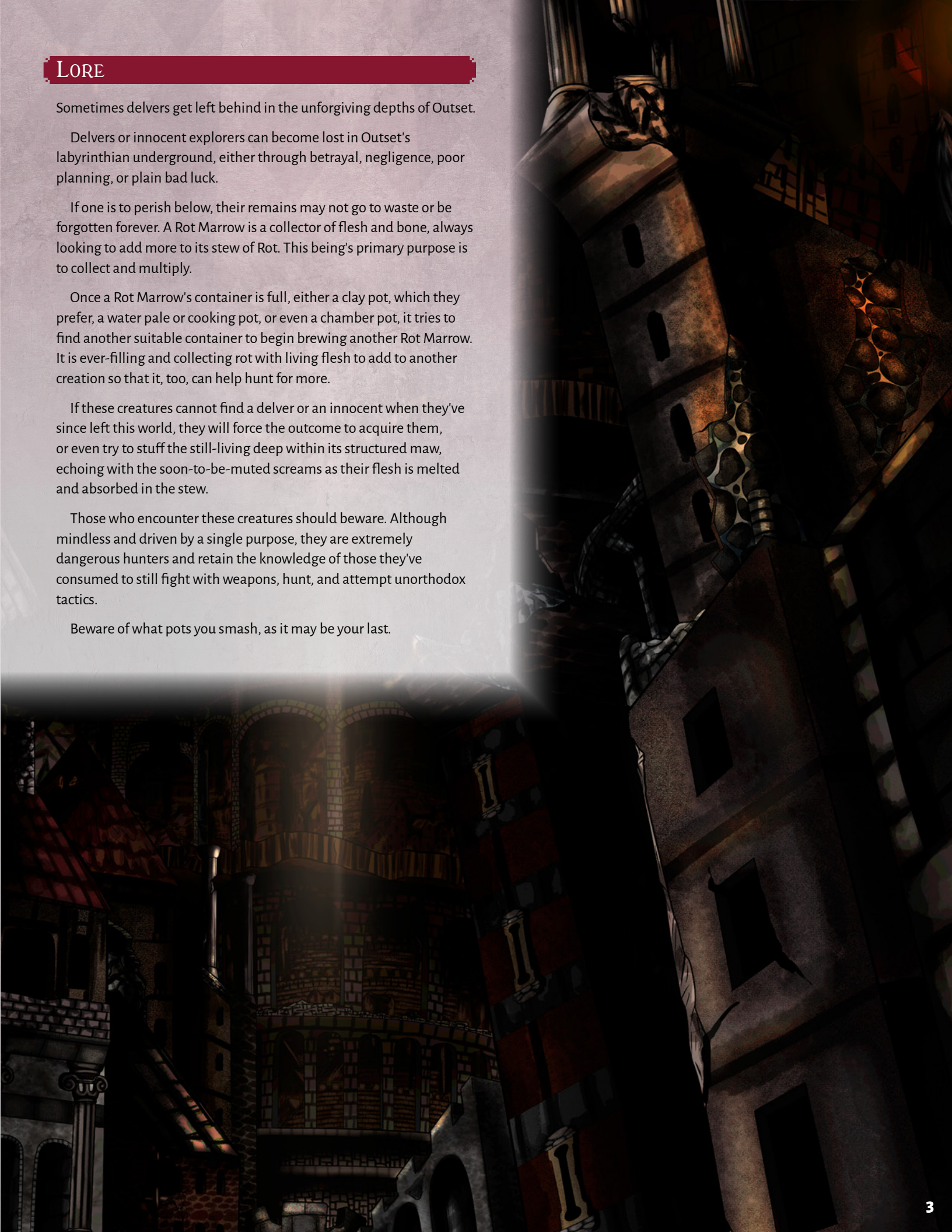
If one is to perish below, their remains may not go to waste or be forgotten forever. A Rot Marrow is a collector of flesh and bone, always looking to add more to its stew of Rot. This being's primary purpose is to collect and multiply.

Once a Rot Marrow's container is full, either a clay pot, which they prefer, a water pale or cooking pot, or even a chamber pot, it tries to find another suitable container to begin brewing another Rot Marrow. It is ever-filling and collecting rot with living flesh to add to another creation so that it, too, can help hunt for more.

If these creatures cannot find a delver or an innocent when they've since left this world, they will force the outcome to acquire them, or even try to stuff the still-living deep within its structured maw, echoing with the soon-to-be-muted screams as their flesh is melted and absorbed in the stew.

Those who encounter these creatures should beware. Although mindless and driven by a single purpose, they are extremely dangerous hunters and retain the knowledge of those they've consumed to still fight with weapons, hunt, and attempt unorthodox tactics.

Beware of what pots you smash, as it may be your last.



SUPPORT US

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!

Supporting the show and our Patreon is the best way to get this content and see it in action!

Thank you for your support. It really matters more than you could ever realize. Keep checking back for more!



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