

# ROTEGRIND

A WORLD  
IN DECAY



BESTIARY

## DESICCATED DRAGON

**PATHFINDER**  
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E



Rare

NE

Gargantuan

Dragon

*Like a decomposing building-sized marble statue, this broken dragon stirs, despite the fact that its head is missing. A single wing moves instinctively, with parts of it breaking off into dust as it settles. A coat of chalky white powder surrounds the creature as it takes a plodding step forward; the air seems to dry with its mere presence.*

**Perception** +31; darkvision, lifesense 100 feet

**Language** Common, Draconic (can't speak any language), telepathy 100 feet

**Skills** Acrobatics +32, Arcana +34, Athletics +38, Deception +36, Intimidation +36, Occultism +34, Stealth +32, Survival +33


**Str** +7, **Dex** +4, **Con** +6, **Int** +7, **Wis** +5, **Cha** +7

**AC** 42; **Fort** +32, **Ref** +30, **Will** +33; +1 status to all saves vs. magic


**HP** 390; **Immunities** paralyzed, rot, sleep


**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 38

**Salinification Aura** (aura, transmutation, occult) 30 feet. An unseen miasma slowly converts organic matter near the dragon into salt. Creatures in this aura become slowed 1 and remain so while within the aura. Each creature that ends its turn in the emanation must succeed at a DC 38 Fortitude saving throw or become doomed 1 (or doomed 2 on a critical failure). Once a creature succeeds at this save, it is temporarily immune to the doomed effect for 1 minute.

**Wing Deflection**  **Trigger** The dragon is targeted with an attack. **Effect** The dragon raises its wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the dragon is flying, it descends 10 feet after the attack is complete.



**Speed** 40 feet, fly 180 feet

**Melee**  claw +35 (agile, magical, reach 15 feet), **Damage** 3d10+20 slashing

**Melee**  tail +33 (magical, reach 25 feet), **Damage** 3d10+15 bludgeoning

**Occult Innate Spells** DC 42; **7th** *warp mind*, **6th** *repulsion*, **5th** *true seeing* (at will); **Cantrips (8th)** *detect magic*

**Breath Weapon** (evocation, occult) The dragon shakes off its outermost layer of skin, affecting creatures within a 30 foot emanation and dealing 10d10 piercing damage (DC 40 basic Reflex save). The area of the blast becomes filled with chalky debris for the next minute, acting as *obscuring mist*. It can't use Breath Weapon again for 1d4 rounds.

**Draconic Frenzy**   The dragon makes two claw Strikes and one tail Strike in any order.

**Draconic Momentum** The dragon recharges its Breath Weapon whenever it scores a critical hit with a Strike.

## DESICCATED DRAGON SPELLCASTERS

Like other dragons, desiccated dragons can be dedicated spellcasters. To make a desiccated dragon a spellcaster, remove the dragon's Draconic Frenzy and Draconic Momentum abilities, and give it the spells outlined below. You can swap out any number of these with other occult spells, provided you keep the same number of spells for each level. You might also want to increase the dragon's Intelligence by 1 or 2 to reflect its mastery of magic.

### Ancient Desiccated Dragon

**Occult Prepared Spells** DC 40, attack +35; **8th** *maze*, *unrelenting observation*; **7th** *dimensional lock*, *retroognition*, *true target*; **6th** *phantasmal calamity*, *scrying*, *wall of force*; **5th** *death ward*, *mind probe*, *synaptic pulse*; **4th** *dimensional anchor*, *phantasmal killer*, *talking corpse*; **3rd** *blindness*, *haste*, *slow*; **2nd** *augury*, *invisibility*, *paranoia*; **1st** *alarm*, *command*, *fear*; **Cantrips (8th)** *chill touch*, *dancing lights*, *ghost sound*, *read aura*, *shield*





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## LORE

Dragons common to other settings are incredibly rare on Tyne, as most have died out or retreated to their home continent of Bahaua. Those that remain are each a decrepit specter of their prior majesty, either entirely overtaken by some malady or desperately trying to stave off an affliction's growth. The desiccated dragon is but one type of a category of Tyne's dragons known as the wasting dragons.

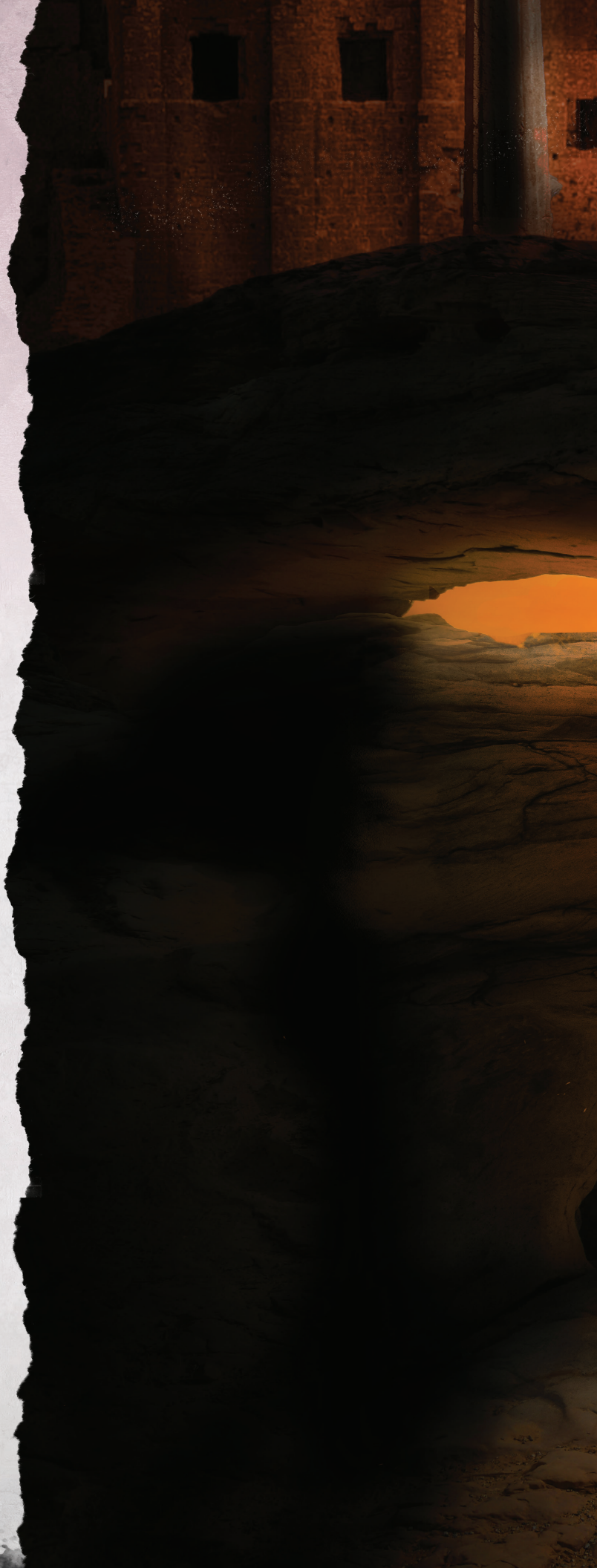
Dragons are beings that demand fear and respect from other species. However, on Tyne, the time of draconic dominance has long passed. With their greatest civilization relegated to legends surrounding the mysterious continent of Bahaua, those dragons still living in other lands remain in deep seclusion or belong to the so-called 'wasting dragons.'

Desiccated dragons can be found scouring Tyne's remote corners. They plumb the depths of ancient ruins in search of lost knowledge. Afflicted by a wasting illness that causes them and the areas around them to waste away into chalky dust, these dragons remain free from the taint of the Rot. Their existence is related to some attempt to counter the effects of the Rot that have afflicted many other dragons, resulting in the terrifying Rot dragons. Few desiccated dragons have the means or willingness to converse, however, so validating any of these claims about their history remains difficult.

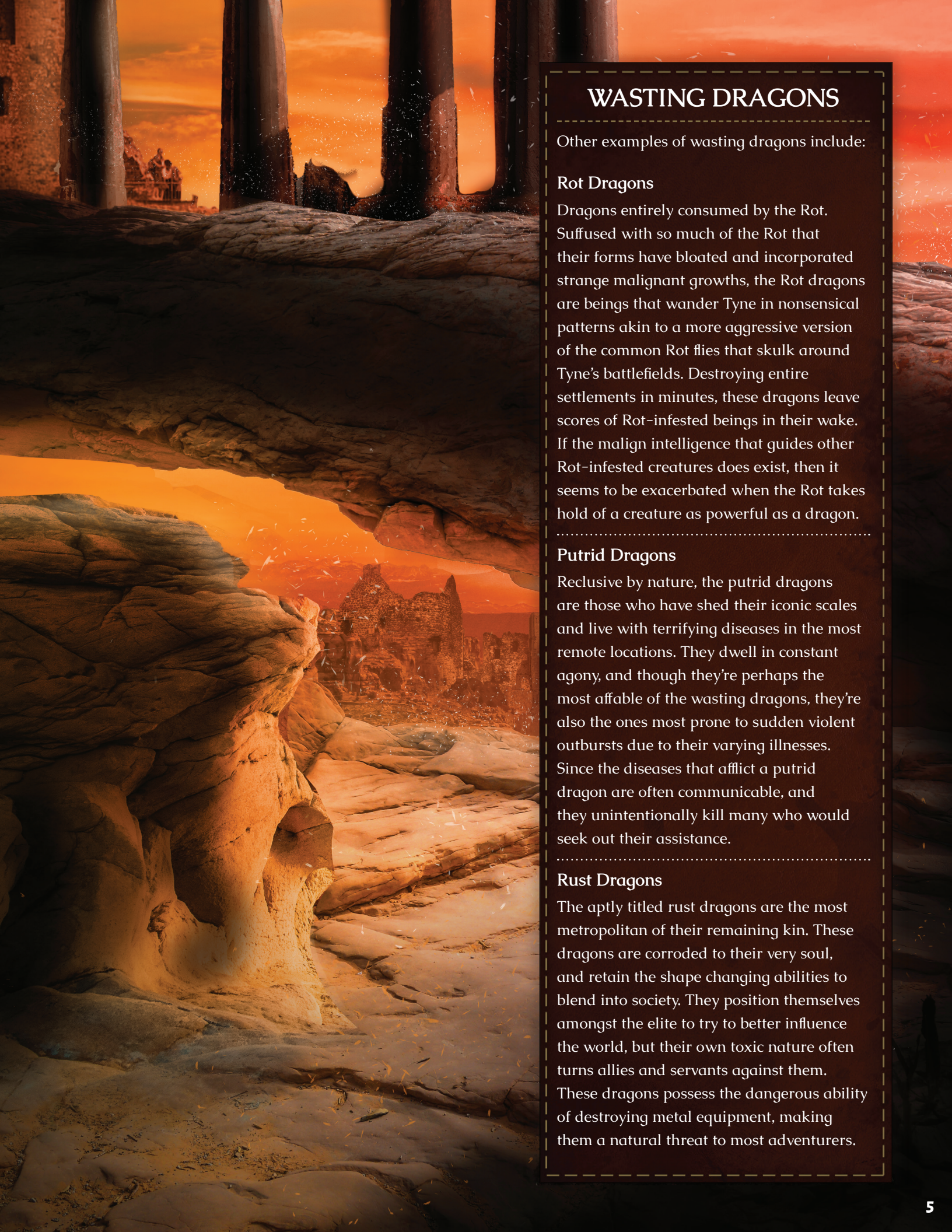
Beings of powerful occult energies, desiccated dragons are driven purely by the force of their soul. The ravaging blight that condemns their body to wasting away begins with the head and the brain, leaving these dragons without many of the faculties typically associated with their kin—namely, the distinct jaws and breath weapons associated with dragons. Somehow, this loss does little to deter the intelligence of the dragons, who persevere through willpower alone.

Lacking the head necessary for using a dragon's typical breath weapon, desiccated dragons instead have developed the ability to unleash a blast of forceful energy by shedding their outermost layer of wasting skin. These razor-sharp particulates damage all those near the dragon, while also covering the area in a chalky fog to hamper vision. Though this ability is far from a traditional breath weapon, draconic scholars still equate the effect as one and even speculate that desiccated dragons use the same internal energies to create the burst that they would have used for a breath weapon if their head remained intact.

Ancient ruins and lost libraries act as homes for desiccated dragons. These extremely studious and volatile creatures prefer to dwell away from society, where they can dedicate themselves to the pursuit of esoteric and occult knowledge in hopes of reversing the strange curse that has overcome them. They see other ancestries as lesser beings, and only converse with such creatures if absolutely necessary in order to survive or if the creatures possess some hidden knowledge the dragon requires. Even still, negotiating with a desiccated dragon is risky, as these creatures are prone to getting what they want and then either quickly departing or outright slaying their would-be partner.







## WASTING DRAGONS

Other examples of wasting dragons include:

### Rot Dragons

Dragons entirely consumed by the Rot. Suffused with so much of the Rot that their forms have bloated and incorporated strange malignant growths, the Rot dragons are beings that wander Tyne in nonsensical patterns akin to a more aggressive version of the common Rot flies that skulk around Tyne's battlefields. Destroying entire settlements in minutes, these dragons leave scores of Rot-infested beings in their wake. If the malign intelligence that guides other Rot-infested creatures does exist, then it seems to be exacerbated when the Rot takes hold of a creature as powerful as a dragon.

### Putrid Dragons

Reclusive by nature, the putrid dragons are those who have shed their iconic scales and live with terrifying diseases in the most remote locations. They dwell in constant agony, and though they're perhaps the most affable of the wasting dragons, they're also the ones most prone to sudden violent outbursts due to their varying illnesses. Since the diseases that afflict a putrid dragon are often communicable, and they unintentionally kill many who would seek out their assistance.

### Rust Dragons

The aptly titled rust dragons are the most metropolitan of their remaining kin. These dragons are corroded to their very soul, and retain the shape changing abilities to blend into society. They position themselves amongst the elite to try to better influence the world, but their own toxic nature often turns allies and servants against them. These dragons possess the dangerous ability of destroying metal equipment, making them a natural threat to most adventurers.



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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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