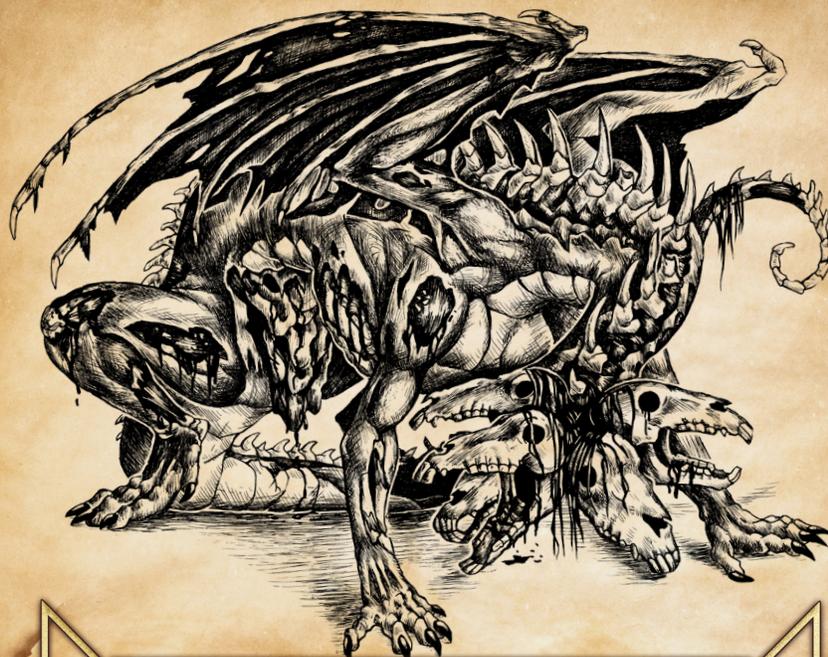




# ROTGRIND

A WORLD  
IN DECAY



BESTIARY

DECAYED DRAGON

**PATHFINDER**  
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

Rare

CE

Huge

Dragon

*Seeping wounds cover the exposed flesh and scales of this immense draconic being. Tattered wings rise behind its head, while spiked growths emerge from its elongated neck and along its coiled tail. Five equine skulls leer out from where a single head should be, each chattering in a discordant symphony.*

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

**Languages** Common, Draconic, Necril

**Skills** Acrobatics +20, Athletics +25, Deception +24, Intimidation +24, Religion +23, Society +21, Survival +21

**Str** +7, **Dex** +2, **Con** +6, **Int** +3, **Wis** +6, **Cha** +3

**AC** 33; **Fort** +25, **Ref** +320, **Will** +21; +1 status to all saves vs. magic

**HP** 222; **Immunities** disease, negative, paralyzed

**Frightful Presence** (aura, emotion, fear, mental) 90 feet, DC 30

**Atrophy Aura** (aura, divine, negative, transmutation) 30 feet. Each creature that ends its turn in the aura must succeed at a DC 30 Fortitude save

**Critical Success** The target is unaffected and immune to the aura for the next 24 hours.

**Success** The target is unaffected.

**Failure** The target is drained 1. If it is already drained, it increases its drained value by 1.

**Critical Failure** The target is drained 2 and doomed 1. If it is already drained, it increases its drained value by 2.

**Five Faces of Death**  As Attack of Opportunity, but the decayed dragon can take this reaction up to 4 additional times in a round, in addition to its normal one reaction.

**Speed** 30 feet, fly 100 feet

**Melee**  horn +8 (magical, negative, reach 15 feet), **Damage** 3d10+12 piercing plus 3d6 negative damage

**Melee**  tail +24 (magical, reach 20 feet), **Damage** 3d12+12 bludgeoning

**Melee**  wing +24 (magical, reach 15 feet), **Damage** 1d12+12 piercing

**Melee**  jaws +8 (agile, finesse), **Damage** 1d6 piercing

**Divine Innate Spells** DC 32; 4th dimensional anchor, 3rd vampiric touch (x3), 2nd death knell (at will)

**Breath Weapon** (divine, evocation, negative) The dragon unleashes a spray of decaying matter that deals 13d6 negative damage in a 100-foot line (DC 32 basic Reflex save). Creatures who critically fail this save also become drained 1. They 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.

## DECAYED DRAGON SPELLCASTERS

Like other dragons, some decayed dragons can be dedicated spellcasters. To make a decayed 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 divine spells, provided you keep the same number of spells for each level. You might also want to increase the dragon's Wisdom by 1 or 2 to reflect its mastery of magic.

### Adult Decayed Dragon

The dragon Zycroth is recorded in the lore of Acarath all the way to Zeskoran. As natural in the waves as they are in the air, Zycroth is a scourge of naval travel throughout Tyne, and many governments maintain a sizable bounty for those who can bring one (or more) of the dragon's heads in. Why a dragon would debase itself as a pirate is a question none have been able to answer.



@laura\_pendl

## LORE

A member of the wasting dragons who remain scattered throughout Tyne, decayed dragons are draconic lineages who've fallen to the ravages of entropy that overwhelm them. Unlike diseased dragons, these creatures instead find their bodies collapsing under a powerful curse that causes their bodies to rapidly age and fall apart. As such, decayed dragons scavenge parts from other draconic beings, or even other species of creatures entirely, in order to prolong their pitiful existences.

Dwelling in hidden lairs across Tyne's many wilderness regions, decayed dragons regularly switch between long periods of hibernating torpor or intense studies into the maladies that afflict them. Unlike their desiccated dragon kin (see *Rotgrind Bestiary: Desiccated Dragon*), decayed dragons believe their affliction to be some cosmic anomaly and somehow related to their innate affiliation with the realm of the Crucible of Creation and the negative energy affiliations of that region. Because of this belief, these dragons seek spiritual enlightenment to uncover the source of their affliction, rather than raiding ancient ruins or tomes for occult lore to solve their plight.

The atrophy that afflicts these dragons isn't contagious, though close proximity quickly ravages the bodies of others. Standing near a decayed dragon can lead to broken sores on skin, shattering bones, and sudden bleeding from almost every orifice. Unlike some creatures, decayed dragons cannot control the effects of their aura, and are powerless as their own body's rampant decay afflicts those nearby without regard. Only undead seem mostly immune to the effects of these dragons, and so many decayed dragons fill their lairs with mindless undead guardians and intelligent undead to act as custodians for their periods of long hibernation.

Though powered by divine energies, decayed dragons worship no gods. They respect the Fundamentals and the Old Powers, but pay no reverence to later deities like those of the First House. Instead, these dragons view themselves as stewards of the material world, and believe that something has occurred to cut off their innate connection with the balance of the wider cosmology. As such, they seek to rectify this affliction, so they can return to their ordained role as draconic guardians of the passage of souls to and from the Crucible of Creation.

Some decayed dragons remember their original status, as dragons of many different backgrounds. However, many more have forgotten their original heritage and have focused their existence on resolving a problem that they don't even know the eventual resolution of. The long hibernations enjoyed by many decayed dragons to ease their atrophying suffering, leads their minds to shed memories in a similar manner, effectively creating powerful dragons with large memory gaps when they emerge from their torpor. It's common to find a decayed dragon who is missing large chunks of its memory, and who becomes irrationally angered as they realize it.

The most common denominator between such dragons is their obsession with their head and faces. As their heads seem more susceptible to the decay observed by the rest of their bodies, these dragons regularly replace them with the heads of other dragons or from suitably large heads belonging to other creatures. As such, it's possible to find one decayed dragon with an array of decomposing draconic heads, while another might have an array of equine skulls animated by the negative energies that course through the dragon's immense frame.



## NOTABLE DECAYED DRAGONS

Across Tyne, there are several examples of important decayed dragons who remain active or are known through local legends and myth.

### Adrathax

Thought of as a myth to scare children on the Pridoman continent, the dragon Adrathax is quite real. Dwelling in an island resting at the center of a lake in central Pridoma, the dragon has enjoyed several centuries of peaceful quiet after slaying the entire populace of the mostly forgotten nation of Kadamiran. The recent arrival of strangers selling arms to kingdoms of the Inheritor Lands has begun to rouse Adrathax, as the interlopers have begun using the surrounding lake as a meeting point to perform their deals.

### Degenairus

Having slain a warking and claimed their host as its own, the dragon Degenairus now leads an ever-changing mob of warriors across the desolation of Terleem. Members of the dragon's band prove their worth by spending time close to the dragon, embracing the wrack on their bodies as signs of a divine gift from their draconic master.

### Shilvania

Local twangfolk believe that Shilvania is nothing more than a terror of the eastern regions of the Solitude swamp. This dragon has claimed a vast swathe of morass as her home, and she routinely dispatches boggy undead to claim victims to act as experiments in her attempts to undo the curse that ravages her body.

### Zycroth

The dragon Zycroth is recorded in the lore of Acarath all the way to Zeskoran. As natural in the waves as they are in the air, Zycroth is a scourge of naval travel throughout Tyne, and many governments maintain a sizable bounty for those who can bring one (or more) of the dragon's heads in. Why a dragon would debase itself as a pirate is a question none have been able to answer.

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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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