



ART CREDIT: SHUTTERSTOCK

ROTLING

"He said he wasn't feeling well and just wanted to sleep it off. The next thing we knew, the maggots were bursting out of his eyes..."

— Folmar Carrieth, archeologist

Made from the stuff of nightmares and the corpses of whatever is at hand, Rotlings come in many shapes and sizes. They are a patchwork of rotten flesh from both animals and humanoids, twisted into general bipedal figures. Rotlings are more energetic than most undead, as if the dead meat still had some life left in it. They often resemble eager hunting dogs pulling at their leash, ready for the hunt.

Keen Hearing. Much like the hunting dogs they resemble—and are often partially made from—a rotling's sense of hearing and smell is highly sensitive, making them excellent trackers even through sewers and swamps.

Strength Drain. A rotling sucks the strength out of its victims, weakening them over time with each necrotic bite.

Rotten Core. Maggots and other larvae make their home in the rotling's flesh. Once per day, they can force these pestilence-filled creatures out in a wave around them, spreading their poison.

ROTLING

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	11 (+0)	14 (+2)	9 (-1)

Saving Throws Str +5, Dex +4

Skills Perception +4, Stealth +4

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common

Challenge 4 (1,100 XP)

Proficiency Bonus: +2

Keen Hearing and Smell. The rotling has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Sunlight Weakness. While in sunlight, the rotling has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Multiattack. The rotling makes two claw attacks and a bite attack. It can use its Rot Burst in place of a bite attack, if available.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage. The target's strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Rot Burst (1/Day). The rotling releases a burst of maggots in a 10-foot-radius sphere centered on itself. Each creature in that area must succeed on a DC 13 Constitution saving throw or be poisoned. A creature poisoned in this way takes 7 (2d6) poison damage at the start of each of its turns as the maggots infest its body. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Any effect that cures disease or removes the poisoned condition instantly kills the maggots in the creature, ending the effect on it.