

ROTGRIND

A WORLD  
IN DECAY

CAMPAIGN ASSETS

# THE LAKE AND THE GROVE

(EPISODE 20-22)



**PATHFINDER**  
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

EXCLUSIVO A  
**● PATREON**

LE

Medium

Incorporeal

Undead

Wraith

A spectral man in priestly robes who clutches onto a simple spear. His form looks as though its dissolving away, like his edges are melting to nothing.

**Perception** +14; darkvision; lifestance 60 feet

Languages Common, Necril

**Skills** Acrobatics +14, Intimidation +15, Stealth +14

**Str** -5, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +5

**Lifestance** (divination, divine) Wraiths sense the vital essence of living and undead creatures within the listed range.

**AC** 24; **Fort** +8, **Ref** +14, **Will** +14; +1 status to all saves vs. positive

**HP** 80, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Acidic Wake** (aura, acid) 10 feet, 3d6 acid, DC 23 basic Fortitude.

**Speed** fly 40 feet

**Melee** ♦ spectral spear +17, **Damage** 2d6+5 negative plus 1d8 persistent acid

**Ranged** ♦ spectral spear +17 (range 20 feet), **Damage** 2d6+5 negative plus 1d8 persistent acid

**Wraith Spawn** (divine, necromancy) A living humanoid slain by a wraith's spectral spear Strike rises as a wraith spawn after 1d4 rounds. This wraith spawn is under the command of the wraith that killed it. It doesn't deal persistent acid damage with its attacks and becomes clumsy 2 for as long as it is a wraith spawn. If the creator of the wraith spawn dies, the wraith spawn becomes a full-fledged, autonomous wraith; it regains free will, gains Wraith Spawn, and is no longer clumsy.



@MyNameJers

This was *supposed* to include a beach episode. It's the players' fault that no one went for a swim.

#### HOOT HOOT?

We've included the rules from *Rotgrind Bestiary: Sawsoarer*, but check out that release for more lore!

## SAWSOARER

CREATURE 1

CE

Small

Fey

*Resembling a crimson-brown hued frogmouth that is the size of a child, this avian has a sawlike protrusion of bone that runs down its chest. The mouth around its beak is peeled back into a wide and disturbing smile.*

**Perception** +7; low-light vision

**Language** Common, Sylvan

**Skills** Acrobatics +8, Deception +8, Intimidation +6, Stealth +7

**Str** +2, **Dex** +4, **Con** +1, **Int** -2, **Wis** +0, **Cha** +3

**AC** 17; **Fort** +5, **Ref** +10, **Will** +4

**HP** 18

**Sawfront** ⤿ As Attack of Opportunity, but the sawsoarer makes its attack with its saw when a creature hits it with an unarmed attack or tries to Grapple it.

**Speed** 20 feet, fly 30 feet

**Melee** ♦ beak +8, **Damage** 1d4+2 piercing

**Melee** ♦ saw +8 (deadly 1d8), **Damage** 1d6+3 slashing

**Brutal Saw** ♦ **Requirements** The sawsoarer's last action was a success with a Strike from its saw. **Effect** The target takes 1d4 persistent bleed damage.

**Terrorizing Hoot** ♦ (auditory, emotion, fear, mental) The sawsoarer lets loose with a series of unnerving hoots. Each enemy in a 60-foot emanation must attempt a DC 14 Will save. Regardless of the result, creatures are temporarily immune for 1 minute.

**Success** The creature is unaffected.

**Failure** The creature is frightened 1.

**Critical Failure** The creature is frightened 2.

## SWARMSOARER

CREATURE 5

CE

Large

Fey

Swarm

*A swarm of several sawsoarers descends! Use your imagination. It's horrifying.*

**Perception** +11; low-light vision

**Languages** Common, Sylvan

**Skills** Acrobatics +13, Deception +12, Intimidation +12, Stealth +12

**Str** +2, **Dex** +4, **Con** +3, **Int** -2, **Wis** +0, **Cha** +3

**AC** 21; **Fort** +11, **Ref** +13, **Will** +9

**HP** 55; **Immunities** precision; **Weaknesses** area damage 5, splash damage 5; **Resistances** physical 5

**Spiteful Sawing** ⤿ **Trigger** A creature leaves the swarm's space;

**Effect** The creature takes 1d8 slashing damage.

**Speed** 20 feet, fly 30 feet

**Swarming Saws** ♦ Each enemy in the swarm's space takes 3d6 slashing damage (DC 21 basic Fortitude save). A creature that fails its save against Swarming Saws also takes 1d8 persistent bleed damage.

**Cacophonous Hooting** A creature attempting a concentrate action while within the swarm's space must succeed at a DC 5 flat check or the action is lost; roll the check after spending the action, but before any effects are applied.



Unique

CE

Huge

Boss

Fey

*An imperial crimson frogmouth that is the size of several children, this magnificent specimen of avian king has a sawlike protrusion of bone that runs down its chest. The mouth around its beak is peeled back into a wide and disturbing smile befitting royalty.*

**Perception** +16; low-light vision

**Language** Common, Sylvan

**Skills** Acrobatics +16, Athletics +16, Deception +20, Diplomacy +18, Intimidation +20, Nature +18, Society +16, Stealth +13

**Str** +4, **Dex** +2, **Con** +3, **Int** +2, **Wis** +4, **Cha** +6

**AC** 24; **Fort** +18, **Ref** +12, **Will** +16

**HP** 175 (50 HP for Phase 2)

## PHASE 1: YOU DARE SPEAK TO THE KING!?

**Speed** 15 feet, fly 20 feet

**Melee** ♦ kingly beak +19, **Damage** 2d10+11 piercing

**Melee** ♦ royal saw +19 (deadly +2d8), **Damage** 2d8+9 slashing

**Ranged** ♦ screech +18 (magical, range 60 feet, sonic), **Damage** 2d8+9 sonic

**Primal Innate Spells** DC 25; **5th** heal, wall of stone; **4th** solid fog, wall of fire (x3); **3rd** slow; **2nd** entangle (x3), glitterdust

**Imperial Saw** ♦ **Requirements** The Sawsoarer King's last action was a success with a Strike from its royal saw. **Effect** The target takes 1d8 persistent bleed damage.

**"Describe it to me..."** The Sawsoarer King is permanently slowed 1 and can't use reactions during this phase.

## PHASE 2: THE KING'S COURT

**The Swarm Descends** ↻ **Trigger** The Sawsoarer King enters Phase 2; **Effect** The Sawsoarer King retreats to the center of the battlefield (or an appropriate location). Creatures in this area are displaced, or the king adjusts his location if it is otherwise inaccessible. Several swarms of sawsoarers enter the area, creating a whirlwind of the small fey that surround and protect their king.

During this phase, the Sawsoarer King cannot be targeted, perform any actions, or take any form of damage.

**Special** Two swarmsoarers appear adjacent to the Sawsoarer King.

When one of these swarms is defeated, a new swarm forms adjacent to the king. Once two swarms are defeated, the Sawsoarer King enters Phase 3.

## PHASE 3: THE LAST HOOT

As Phase 1 except without "Describe it to me..."; the Sawsoarer King has 1 Hit Point remaining.



## ESSENCE OF MAJESTY

ITEM 7

Unique

Abjuration

Essence

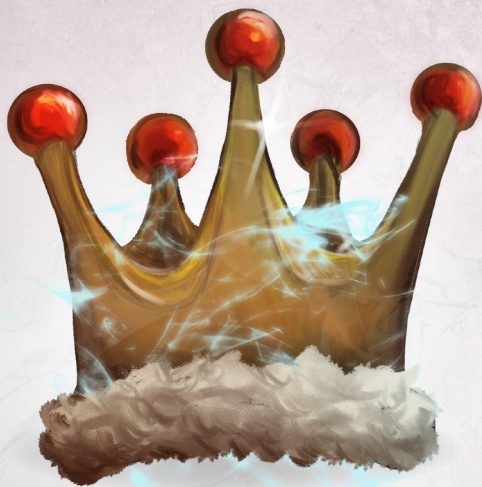
Magical

*Essence of the Visiting Sawsoarer King. The essence of a self-declared fey royal who found its way from the Crucible of Creation onto Tyne. He saw his court as nothing more than fleeting fun before he returned to the realm that spawns all. HOOT HOOT see, we can be deep too HOOT HOOT.*

**Usage** affixed to armor; **Bulk** —

While this is affixed to an armor, treat the armor as having a +1 armor potency rune.

When this is etched on an armor, treat the armor as having a +1 armor potency rune and select one cantrip you can cast that requires two-actions to cast. Once per day, you can cast the selected cantrip for one-action. You must select the chosen cantrip as the time of etching.



@ToTellStories



@The-Brade/BT

## PENDANT OF THE PEOPLE

ITEM 4

Unique

Earth

Invested

Magical

Necromancy

Relic

*A pendant of several miniature wooden chairs linked together in the way of the Pawn. We all belong to the earth, and the earth conceals all sins. Life is cyclical. Death comes for us all.*

**Usage** worn; **Bulk** —

Blessed by the powers of the divine Pawn, this simple wooden necklace seems cumbersome but easily slips onto the necks of those who wear it. A guarded treasure of the Pawn, the history of this particular object is lost to time, but it barely contains powerful magic. Wearing the relic, you gain a +1 item bonus to Perception checks to Sense Motive, and a +2 bonus on all Perception checks related to creatures currently afflicted by the Rot (including those with the Rotten trait or possessing one or more levels of the rotten condition).

**Minor Gifts:** ease burden, overflowing life

**Major Gifts:** inextinguishable, raise ramparts

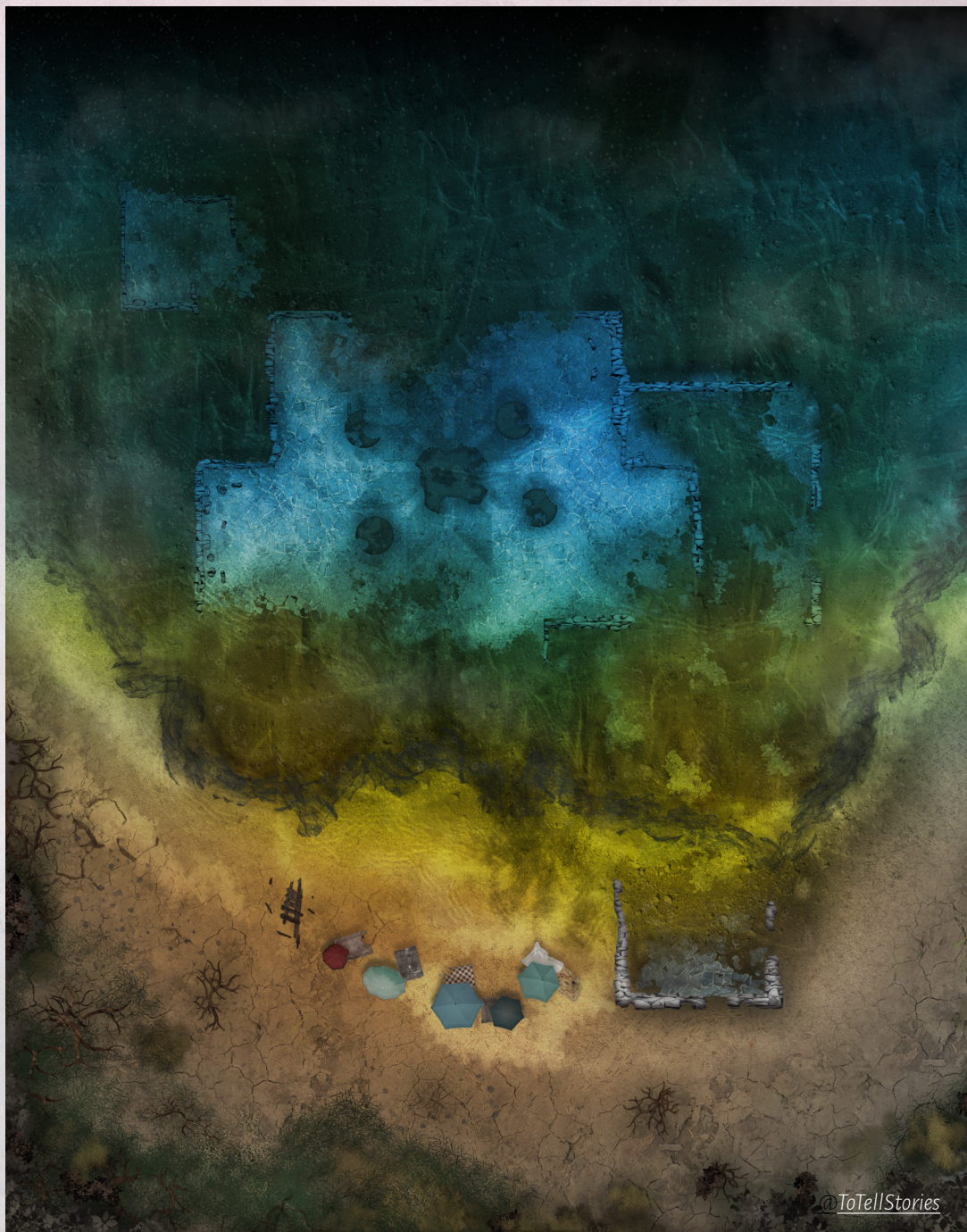
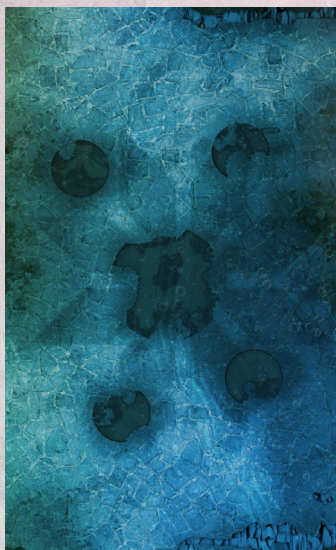
**Grand Gift:** living statue

# THE ACID LAKE

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*Where once there stood a temple to the worship of the Pawn now sits an acrid, foul-smelling lake.*

The temple itself has all but melted away, only faintly visible beneath the blues, greens and yellows of the water. This map contains the beach and the lake, and can be used for other underwater exploration in your own campaign (with or without the beach day accessories).

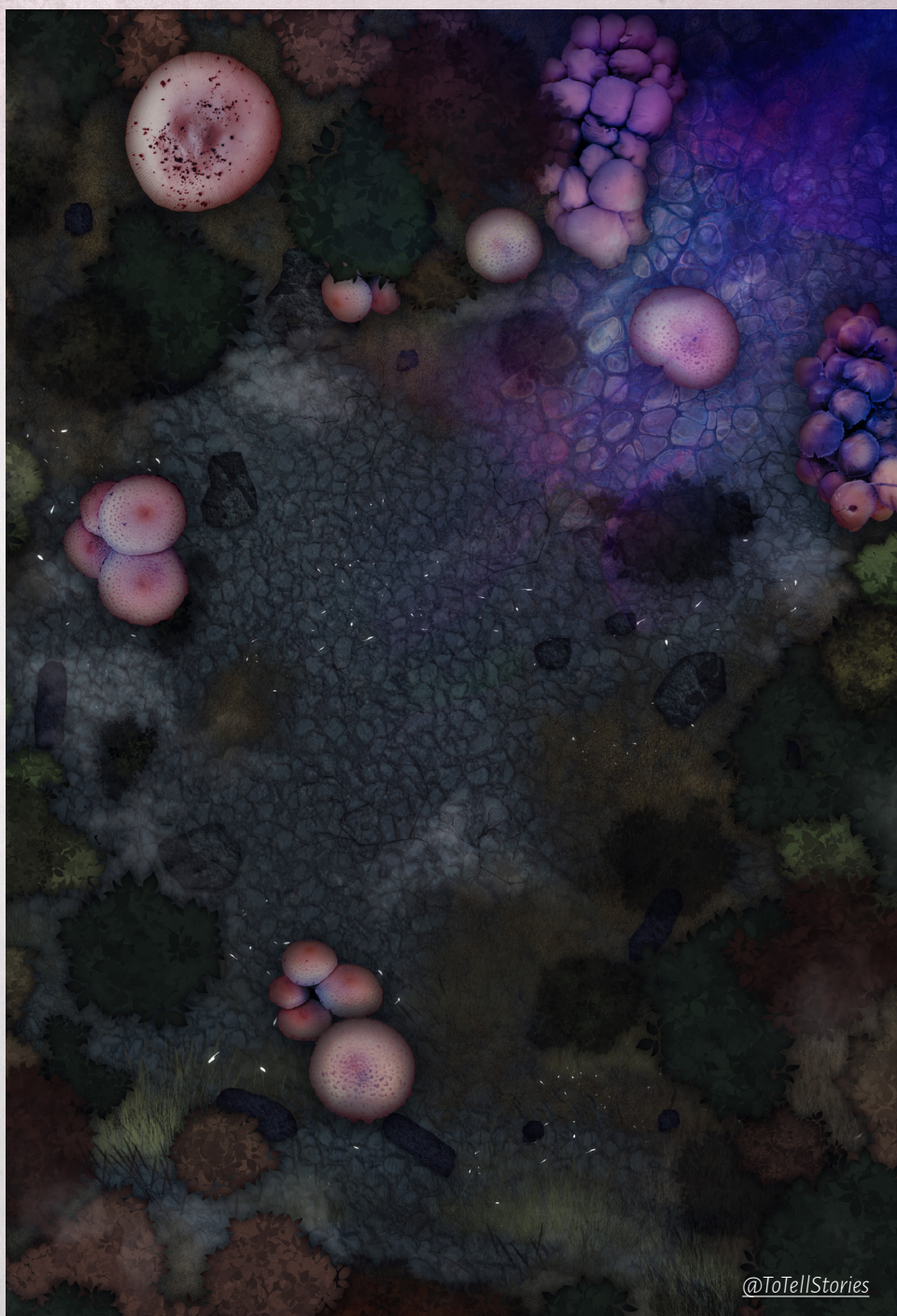
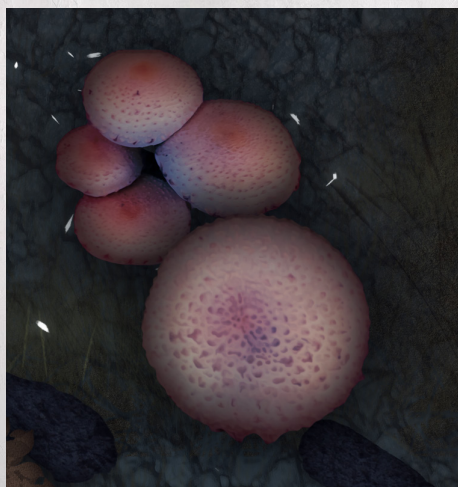
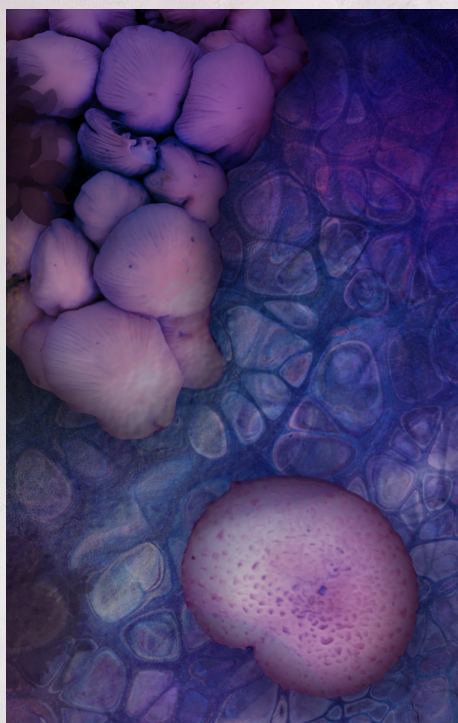


# THE GROVE OF THE KING

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*You find yourself emerging from the deep brush and fungal blooms into a wide clearing. The clearing itself is 50 feet wide, and at the far end of it is a large fungal bloom, and upon this fungal bloom is seated what can only be the King of the Sawsoarers. Come forth and petition your case, hoot hoot...*

This magical grove offers a wide arena for courting fey royalty, big boss battles, or offering your players the chance to harvest some delectable mushrooms. The choice is yours!



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As the Rotgrind campaign continues and we release more and more content, the focus will be on the city of Outset and the surrounding area, plus macro-level elements of the setting (continents, nations, pantheons, cosmology, etc.). All of this bespoke content—as well as regular releases for episode-specific content from the show—will 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!

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