


NARRATIVE DECLARATION 



# ROTGRIND

A WORLD  
IN DECAY



BESTIARY

CRYPTIDS OF TYNE

**PATHFINDER**  
COMPATIBLE

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Huge

Animal

*Bursting from the ground, this immense creature resembles a furred centipede with a voracious maw that leads into utter darkness. Antennae whip around its seemingly eyeless head, as it seeks out prey to consume.*


**Perception** +17; darkvision, tremorsense (imprecise) 60 feet

**Skills** Acrobatics +16 Athletics +23, Stealth +14, Survival +19


**Str** +7, **Dex** +2, **Con** +5, **Int** -4, **Wis** +3, **Cha** -2


**AC** 32; **Fort** +21, **Ref** +18, **Will** +17


**HP** 155


**Frenzied Pursuit**  Frequency once per day; **Trigger** A creature within 15 feet of the Trakarahm takes a move action; **Effect** The Trakarahm Strides twice.


**Speed** 25 feet, burrow 20 feet

**Melee**  mandibles +23 (void) **Damage** 2d10+11 piercing plus 2d8 void

**Melee**  legs +23 (agile) **Damage** 2d8+11 slashing

**Ranged**  void spit +20 (range 30 feet, void), **Damage** 6d6 void

**Entropic Breath**  (primal, void) the Trakarahm breathes a blast of void energy in a 60-foot cone that deals 8d8 void damage to all creatures in the area (DC 29 basic Reflex save). It can't use Entropic Breath again for 1d4 rounds.

**Trample**  Large or smaller, legs, DC 29



@SaltyJub





## LORE

The animal menace known as a trakarahm is native to the wastelands of Terleem, though some specimens have made it as far as Acarath and a sizable population now resides on Pridoma. These centipede-like creatures consume everything in their path, with their interior acting a furnace of pure entropic energy that allows them to deconstruct matter in moments.

Biologically, the consumptive core of a trakarahm is a mystery. The energy it allows the creature to produce is typically associated with magical powers and shows a strong connection to the Crucible of Creation, though trakarahms show no overt intelligence or even comprehension of such concepts. Instead, their internal engine might simply be an evolutionary development that somehow bypassed the material universe and connected these creatures to the entropic end of the Crucible—a sort of cosmic matter disposal placed in the stomach of a rampaging animal.

Though not intelligent per say, a trakarahm is an insidious and patient hunter. They wait for weeks at a time underground,

emerging at the slightest provocation or disruption to their hunting grounds. In Terleem, these creatures nestle alongside roadways and winding paths through rock wastes, forcing the most experienced guides to regularly abandon the seeming easy path in order to avoid awakening a trakarahm. When disturbed in this manner, a trakarahm quickly moves to overwhelm smaller prey, first unleashing its entropic breath and then trampling over anyone (un)fortunate enough to survive.

In a tragic way, the trakarahm's need to consume is often offset by its own biology. Most creatures are rendered to dust by entropic breath, leaving little for the creature to feed on. However, the trakarahm uses its breath out of compulsion, as though using it expels a greater hunger in its gullet. As such, any creatures who stand firm against an initial onslaught from the predator are quickly viewed as even more attractive—since it's likely there will be more left for the trakarahm itself to consume!

## UNDEAD WATCHDOGS

The void damage unleashed by trakarahms means that they're actually beneficial to undead in many cases. Similarly, undead have little interest to a trakarahm and these creatures avoid contact or interaction with undead when possible. On the Pridoman continent, the undead of the Mournwrecked Expanse have imported these creatures to act as deterrents in areas not intended for the living to venture.



Large

Beast

*This horse-sized snail wriggles forward with the sounds of suction and moving mucus accompanying it. Strange magical glyphs dance above its upper head, while twin tentacles wriggle in the air.*


**Perception** +15; darkvision, scent (imprecise) 60 feet, temorsense (imprecise) 30 feet

**Skills** Athletics +18, Arcana +20, Stealth +16, Survival +16


**Str** +4, **Dex** +3, **Con** +4, **Int** +0, **Wis** +2, **Cha** +6

**AC** 27; **Fort** +19, **Ref** +16, **Will** +13; +1 status to all saves vs. magic

**HP** 135; **Immunities** poison; **Resistances** fire 10, magic 10

**Magical Consumption**  (arcane) **Trigger** The vinshansor succeeds on a saving throw against a spell; **Effect** The vinshansor attempts to counteract the spell (counteract rank 4, counteract modifier +20). If successful, the vinshansor is unaffected by the spell and regains one expended spontaneous spell slot; other subjects are affected by the spell normally.

**Speed** 10 feet, climb 10 feet

**Melee**  tentacles +18 (agile, magical, reach 20 feet) Damage 2d8+9 bludgeoning plus drain magic

**Arcane Spontaneous Spells** DC 28; **4th** (4 slots) *confusion, force barrage, mountain resilience, translocate*; **3rd** (4 slots) *earthbind, force barrage, fireball*; **2nd** (4 slots) *dispel magic, force barrage, noise blast, water walk*; **cantrips** (4th) *caustic blast, daze, electric arc, frostbite, ignition*

**Drain Magic** A creature with spontaneous spellcasting hit by the vinshansor's tentacles must attempt a DC 28 Fortitude Save.

**Critical Success** The creature is unaffected.

**Success** The creature is stunned 1.

**Failure** The creature is stunned 1. They lose one cast from their highest rank of spontaneous spellcasting. The vinshansor gains a +10 status bonus to Speed for the next minute.

**Critical Failure** The creature is stunned 2. They lose two casts from their highest rank of spontaneous spellcasting. The vinshansor gains a +20 status bonus to Speed for the next minute.





## LORE

No one ever expected a spellcasting snail, until one day it happened.

The vinshansor, also appropriately recorded as the “sorcerer snail”, is a menace to most communities. Believed to have originated in distant Zeskoran, the pervasiveness of these beasts has reached as far as Pridoma. The first vinshansor was rumored to be an experiment of extracting blood from sorcerers, but the medical expert instead grabbed a snail that began to consume the blood and was left unattended in a room of bodies. Most science-minded individuals pay this outlandish rumor little heed, though they remain unable to determine the exact origins of these creatures and how they propagate throughout Tyne’s many continents.

Sorcerer snails possess strong senses, allowing them to detect nearby threats through scent and vibrations alike. They can enter a state of torpor that allows them to blend into different types of terrain, and though it’s not a major form of camouflage, it represents the snail’s eerie means of remaining unnoticed before attacking potential threats. As for what constitutes a threat, a vinshansor is inherently drawn to magic. They seek out spellcasters, particularly spontaneous casters or those with magical blood, in order to consume what magic they can.

When a spellcaster employs their magic against a vinshansor, they quickly find that the beasts have an uncanny reactive ability to simply consume the magic thrown their way. This consumption fuels a biological process that the snail has that allows it to cast magic in a means similar to a sorcerer. The variety of spells available to a vinshansor varies based on its origin, but in most cases they seem to employ powerful destructive magic, like force barrage or fireball that they can discharge by channeling the magical energies stored within their bodies.

The most dangerous situation for a spellcaster standing against a vinshansor is to get close. While the snail can counteract magic innately at range, it is when it can use its grasping head tentacles against spellcasting foes that it becomes a true terror. A successful hit from a tentacle can both disorient targets and drain magical energy from them. Unlike the vinshansor’s counteracting energies, this absorption is transformed into kinetic energy that allows the snail to increase its one major weakness: its movement speed. Empowered with magical energy, the vinshansor can suddenly barrel towards foes at speed.

### TASTY MAGIC BLOOD

The sorcerer snail presented here represents a snail that has gorged on an arcane bloodline, however countless other examples exist. You can even swap out the spells listed for the arcane list to create different types of snails that might impede its foes or have less access to direct damage spells. If you want to create a vinshansor tied to a different magical tradition, simply swap out the tradition and spells as appropriate. This might represent a snail that’s absorbed the blood of a primal sorcerer or even occult power from a psychic.



Uncommon

Medium

Humanoid

Undead

*Seated cross-legged atop a vibrant pillow, this corpse-like figure stares out from empty eye sockets partially covered by strips of flesh embedded through its skull with ebony sticks. A half-dozen eyes float near the being's body, almost mockingly staring out in all directions despite the creature's evident lack of eyes itself.*

**Perception** +18; all-around vision, darkvision

**Languages** Aklo, Common, Necril, plus 3 others (trade languages); telepathy 100 feet

**Skills** Arcana +18, Crafting +18, Deception +21, Diplomacy +19, Intimidation +19, Occultism +19, Religion +18, Society +18

**Str** +5, **Dex** +4, **Con** +3, **Int** +4, **Wis** +3 **Cha** +6

**AC** 28; **Fort** +16, **Ref** +19, **Will** +18

**HP** 170; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** holy 10; **Resistances** mental 10

**Eye Swarm** A vision vendor has an untargetable cluster of six floating eyes around it. These eyes cannot be destroyed without destroying the vision vendor. Two of these eyes must remain with the vision vendor at all times. The vision vendor has sight from any of its eyes, allowing it to see multiple areas at once. It can also speak using telepathy through any of its eyes. An eye cannot move beyond 10 miles of the vision vendor, otherwise it reappears at his location.

**Speed** 25 feet

**Melee** **◆** claw +20 (agile, magical) **Damage** 2d8+8 slashing plus 1d6 void

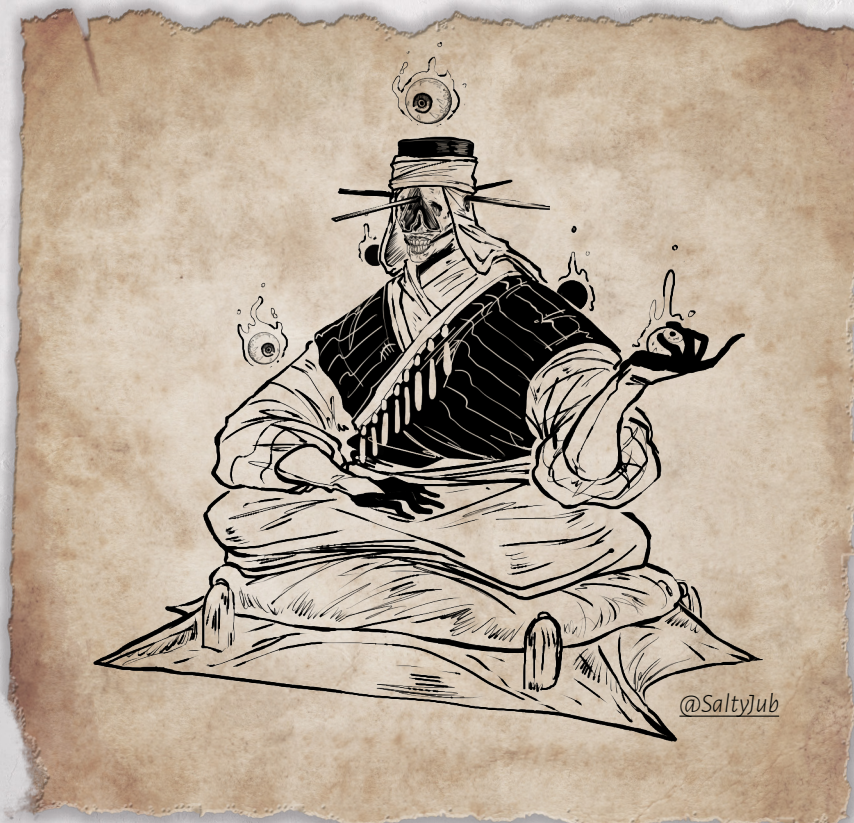
**Ranged** **◆** eyebeam +19 (magical range increment 60 feet, void) **Damage** 2d10+10 void

**Occult Innate Spells** DC 29; **5th** *false vision, hallucination, illusory scene, invoke spirits, scouting eye*; **4th** *clairvoyance, detect scrying, peaceful bubble, vision of death*; **3rd** *clairaudience, hypercognition, locate, veil of privacy*; **cantrips** (5th) *daze, detect magic, figment, guidance, know the way, read aura*

**Rituals** DC 28; **5th** *call spirit*; **3rd** *geas*

**Eyespell** **◆◆◆** (concentrate, occult) The vision vendor casts a two-action or less spell through one of its eyes, treating the eye as its own location for purposes of line of sight and effect. Once the spell is cast, the eye disappears and reappears in the same space as the vision vendor.

**Distant Eyes** **◆** The Vision Vendor orders one of its floating eyes to Fly 60 feet.





## LORE

The enigmatic undead known as vision vendors are an aberration among scholars who study the necromantic arts. It's theorized that these undead maintain their grip on Tyne by eschewing what remains of their *atma* and life force into their eyes, which they ritually remove as part of a final transformative process. This process also requires the collection of two additional pairs of eyes—typically those involved in the vendor's greatest negotiation between two parties. Along with strips of flesh from the two parties, the would-be vision vendor places twin ebony sticks through the front and side of their skull to finalize the process of their transformation.

Lacking eyes of their own, the vision vendor's six floating eyes provide all the sight they need. Able to travel great distances at the command of the vendor, these eyes act as remote viewing platforms as well as magical-delivery systems that the vendor can use to far greater effect than similar spellcasting like *scrying*. Only able to traverse a few miles from their master, the eyes provide a measure of security and control for a vision vendor, though since only four of them can leave at a time, it's not a guaranteed defense against canny intruders.

Vision vendors are merchants at their core. They exist between life and death in order to prolong their existence as information brokers and negotiators. When hidden information is necessary, a vision vendor can often provide guidance—for a steep price. When

two parties require a neutral arbitrator that can relay information quickly while allowing the groups to keep their distance, a vision vendor is the perfect candidate. For these reasons, vision vendors tend to congregate closer to major civilizations than most undead, but still prefer to maintain relative independence. Abandoned keeps or ruins near metropolitan areas are prime real estate for these undead, as are subterranean crypt complexes with easy access to cosmopolitan regions above.

Each vision vendor is a unique being with varying motivations and guiding philosophies. Some focus on the acquisition of large vaults of esoteric information that they can sell off for personal wealth, while others only find enjoyment in their existence by successfully arbitrating the most difficult of negotiations.

In Acarath, a small river island is home to **Elder Nharhud**, a former plains rider who settled to negotiate peace between dozens of Acars and their warriors. The people of the region view him as a sort of holy philosophical figure, despite Acarath's general disdain for the undead. Meanwhile, **Suta Olb** resides within Outset's Buried City in a vast abandoned library among the city's upper levels, where his eyes can peer into Outset. Major political figures, such as leaders of the Tyrants' Guild and even Chamberlain Inathian have visited Suta Olb to negotiate for the wisdom he hoards in his ever-expanding archives.

## DUNGEON MASTERMIND

Vision vendors aren't the most physically impressive of creatures; though their bespoke abilities to deploy untargetable magical eyes make them incredibly dangerous to adventurers. A vision vendor isn't best used as a random encounter, but instead as an architect resting at the center of its home. Allowing the vision vendor to use its eyes to find the PCs and then harass them with remote spells, keeps the pressure up, forcing the PCs to move quickly through a dungeon once spotted in order to put the undead down. Also, don't forget that many vision vendors also acquire scrolls that work perfectly fine with their remote spellcasting...





# NARRATIVE DECLARATION

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