

CULTS OF THE ROT MOTHER

CULTIST OF THE ROT MOTHER

Medium humanoid (any), chaotic evil

Armor Class 11
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Skills Nature +2
Senses Passive Perception 12
Languages Common
Challenge M5 (360 XP)

Strength from Sickness. While it is Poisoned, the cultist's attacks have advantage instead of disadvantage.

Minion. If the creature takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the creature takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

Actions

Belly-Tiller Sickle (Group Attack). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 slashing damage plus 2 poison damage.

If three or more cultists contributed to this attack, the target subtracts 1d4 from Constitution saving throws it makes until the end of its next turn.

Fecund Embrace (1/Day) The cultist begins to rapidly swell and distend, fungal growths emerging from its flesh.

If the cultist is alive at the end of its next turn, it dies and explodes. Each creature within 10 feet of it takes 5 poison damage and must succeed on a DC 13 Constitution saving throw or be Poisoned until the end of its next turn.

THE FRUITING FEAST

Religion DC 10: The Fruiting Feast is a wandering cavalcade of sensory explorers, those who seek to plumb the outer reaches of mortal experience through means botanical, alchemical, magical, and spiritual.

Disgust, fear, and shame, though they surely have their proper place in life, ultimately serve only to fetter potential, to constrain one to the conventional. Among The Fruiting Feast, all are invited to shed their bonds, to delve into those regions of sense which yet remain undreamt of.



MOTHER'S LOVE

Religion DC 10: Mother's Love is a tacit understanding shared among many of those who languish in sickness and infirmity, left to rot by the clerics and churgeons who lavish their curatives upon the good and the great; the virtues of humility and endurance are learned only through long suffering, and when their magics and medicants fail those that have never known wretchedness shall curse those blessings they once clutched so dear.

The mother's visits, unwelcome though they may be in the moment, each serve to prepare and inure her favored children to the tribulations that yet await, strengthening their spirits even as those who deny her blessings weaken their own.

THE WHOLENESS SOCIETY

Religion DC 15: The Wholeness Society is a fringe group of medical professionals and hobbyists who hold that all illness is ultimately a fiction, born through the fruitless struggles of creatures to dominate their bodies and reject death.

The melding and changing of form ought not be seen as a blight to be purified, therefore, but an affirmation of life, and through acceptance and celebration of these processes one can be freed from pain and fear, can be bolstered by their blessings rather than ravaged by senseless conflict.

CULT FANATIC OF THE ROT MOTHER

Medium humanoid (any), chaotic evil

Armor Class 12
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	17 (+3)	14 (+2)	14 (+2)	16 (+3)

Saving Throws WIS +4
Skills Nature +4, Perception +4
Senses Passive Perception 14
Languages Abyssal, Common
Challenge 1 (200 XP)

Strength from Sickness. While it is Poisoned, the fanatic's attacks have advantage instead of disadvantage.

Actions

Spore Censer Flail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

On a hit or miss, the target takes 3 (1d6) poison damage.

Corrupted Cleansing. One creature the fanatic can see within 30 feet must succeed on a DC 13 Wisdom saving throw or use its reaction to consume the most toxic substance it can reach.

Bonus Actions

Draught of Blooming Life. The fanatic administers a fetid concoction to a willing, restrained or Incapacitated creature within 5 feet.

The target must succeed on a DC 13 Constitution saving throw or be Poisoned for the next minute (Save Ends at end of turn).

Corpseleech (1st Level Spell). Mycelia tendrils snake from the fanatic to drain the vitality from a corpse or creature with 0 hit points within 5 feet.

The fanatic gains 9 (2d8) temporary hit points, and the target must succeed on a DC 13 Constitution saving throw or fail two death saving throws, or one on a success. A corpse targeted with this ability desiccates to dust.

DEVOTED OF THE ROT MOTHER

Medium humanoid (any), chaotic evil

Armor Class 12
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	15 (+2)	18 (+4)	16 (+3)

Saving Throws WIS +6, CHA +5
Skills Nature +4, Perception +6
Damage Immunities Poison
Senses Passive Perception 16
Languages Abyssal, Common
Challenge 4 (1,100 XP)

Strength from Sickness. While it is Poisoned, the devoted's attacks have advantage instead of disadvantage.

Rot-Carrier. A creature that fails a saving throw by 5 or more against an effect the devoted controls cannot benefit from resistance or immunity to poison damage or from immunity to the Poisoned condition for the next hour.

Actions

Multiattack. The devoted makes two attacks with its Cultivator's Touch, each of which it may replace with a use of its Spore Wind.

Cultivator's Touch. Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) poison damage.

A Poisoned creature hit with this attack becomes Paralyzed until the beginning of its next turn.

Spore Wind. One creature the devoted can see within 60 feet must succeed on a DC 14 Constitution saving throw or take 13 (2d12) poison damage and be Poisoned until the end of the devoted's next turn.

Pallid Rooting (Recharge 5-6, 4th Level Spell, Concentration). One creature the devoted can see within 60 feet must succeed on a DC 14 Constitution saving throw or be Poisoned for the next minute (Save Ends at end of turn).

Whenever a creature Poisoned in this way fails a saving throw to end this effect at the end of its turn, it takes 21 (6d6) piercing damage and is restrained (escape DC 14) until the end of its next turn.

CHOSEN OF THE ROT MOTHER

Medium humanoid (any)/plant, chaotic evil

Armor Class 14 (Natural Armor)

Hit Points 266 (28d8 + 140)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	20 (+5)	17 (+3)	21 (+5)	16 (+3)

Saving Throws CON +10, WIS +10, CHA +8

Skills Nature +8, Perception +10, Survival +10

Damage Immunities Poison

Senses Truesight 60 ft., Passive Perception 21

Languages Abyssal, Common

Challenge 13 (10,000 XP)

Strength from Sickness. While it is Poisoned, the chosen's attacks have advantage instead of disadvantage.

Rot-Carrier. A creature that fails a saving throw by 5 or more against an effect the chosen controls cannot benefit from resistance or immunity to poison damage or from immunity to the Poisoned condition for the next hour.

Wretched Resilience (2/Day) If the chosen fails a saving throw against a spell or magical effect, it can choose to succeed instead.

If it does, the chosen loses any remaining legendary actions, is Poisoned until the end of its next turn, and falls prone as it retches up the wasted magic.

Actions

Multiattack. The chosen makes two attacks with its Cultivator's Touch, each of which it may replace with a use of its Spore Wind, and uses its Sprouting Doom or Pallid Rooting, if available.

Cultivator's Touch. Melee Spell Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) poison damage.

A Poisoned creature hit with this attack becomes Paralyzed until the beginning of its next turn.

Spore Wind. One creature the chosen can see within 60 feet must succeed on a DC 18 Constitution saving throw or take 19 (3d12) poison damage and be Poisoned until the end of the chosen's next turn.

Sprouting Doom (3rd Level Spell). A roiling growth of multifarious fungus that lasts for a minute bursts forth in a 5 foot radius centered on a point the chosen can see within 120 feet.

The area is difficult terrain for nonplant creatures, and a nonplant creature that starts its turn in the area takes 20 poison damage. This effect ends if the area is dealt 20 or more fire or radiant damage from a single source.

Pallid Rooting (Recharge 5-6, 4th Level Spell, Concentration). One creature the chosen can see within 60 feet must succeed on a DC 18 Constitution saving throw or be Poisoned for the next minute (Save Ends at end of turn).

Whenever a creature Poisoned in this way fails a saving throw to end the effect at the end of its turn, it takes 21 (6d6) piercing damage and is restrained (escape DC 18) until the end of its next turn.

Endurance of the Mother's Faithful (1/Day, 6th Level Spell). The chosen releases a burst of reanimating spores in a 30 foot radius from each area created by its Sprouting Doom.

Each creature in one or more of these areas that died in the last minute is restored to life with 15 hit points and is Poisoned for the next 24 hours.

Bonus Actions

Fungal Delirium. One creature the chosen can see that is Poisoned or infected with a disease must succeed on a DC 18 Wisdom saving throw or use its reaction to move up to half its speed in a direction of the chosen's choice.

Corpseleech (1st Level Spell). Mycelia tendrils snake from the chosen to drain the vitality from a corpse or creature with 0 hit points within 5 feet.

The chosen gains 9 (2d8) temporary hit points, and the target must succeed on a DC 18 Constitution saving throw or fail two death saving throws, or one on a success. A corpse targeted with this ability desiccates to dust.

Legendary Actions

The chosen can take 2 legendary actions, choosing from the options below.

Cultivator's Touch. The chosen makes an attack with its Cultivator's Touch.

Sporeflight. The chosen transforms into a cloud of spores and moves up to its speed without provoking attacks of opportunity.

It can move through the spaces of other creatures with this movement, and each creature the chosen moves through must succeed on a DC 18 Constitution saving throw or be Poisoned until the end of the chosen's next turn.

Growing Hunger. The chosen chooses a creature it can see within 120 feet.

Up to two plant or undead creatures within 30 feet of it may each use their reaction to move up to its speed toward that creature or make a melee attack against it.

EXARCH OF THE ROT

MOTHER

Medium humanoid (any)/plant, chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 380 (40d8 + 200)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	21 (+5)	18 (+4)	21 (+5)	18 (+4)

Saving Throws CON +11, WIS +11, CHA +10

Skills Nature +10, Perception +11, Survival +11

Senses Truesight 60 ft., Passive Perception 21

Languages Abyssal, Common

Challenge 20 (25,000 XP)

Strength from Sickness. While it is Poisoned, the exarch's attacks have advantage instead of disadvantage.

Rot-Carrier. A creature that fails a saving throw by 5 or more against an effect the exarch controls cannot benefit from resistance or immunity to poison damage or from immunity to the Poisoned condition for the next hour.

Aura of Delirium. A Poisoned creature that starts its turn within 20 feet of the exarch must succeed on a DC 19 Wisdom saving throw or use its reaction to move up to half its speed in a direction of the exarch's choice.

Wretched Resilience (3/Day) If the exarch fails a saving throw against a spell or magical effect, it can choose to succeed instead.

If it does, the exarch loses any remaining legendary actions, is Poisoned until the end of its next turn, and falls prone as it retches up the wasted magic.

Actions

Multiattack. The exarch makes three attacks with its Cultivator's Touch, each of which it may replace with a use of its Spore Wind, and uses its Sprouting Doom, Pallid Rooting or Filth Harvest, if available.

Cultivator's Touch. Melee Spell Attack: +11 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) poison damage.

A Poisoned creature hit with this attack becomes Paralyzed until the beginning of its next turn.

Spore Wind. One creature the exarch can see within 60 feet must succeed on a DC 18 Constitution saving throw or take 19 (3d12) poison damage and be Poisoned until the end of the exarch's next turn.

Sprouting Doom (3rd Level Spell). A roiling growth of multifarious fungus that lasts for a minute bursts forth in a 5 foot radius centered on a point the exarch can see within 120 feet.

The area is difficult terrain for nonplant creatures, and a nonplant creature that starts its turn in the area takes 20 poison damage. This effect ends if the area is dealt 20 or more fire or radiant damage from a single source.

Pallid Rooting (3rd Level Spell, Concentration). One creature the exarch can see within 60 feet must succeed on a DC 19 Constitution saving throw or be Poisoned for the next minute (Save Ends at end of turn).

Whenever a creature Poisoned in this way fails a saving throw to end the effect at the end of its turn, it takes 21 (6d6) piercing damage and is restrained (escape DC 19) until the end of its next turn on a failure.

Filth Harvest (Recharge 5-6, 5th Level Spell). One creature the exarch can see within 30 feet that is Paralyzed Poisoned, or infected with a disease must succeed on a DC 19 Constitution saving throw or take 44 (8d10) necrotic damage.

The exarch gains temporary hit points equal to the half the damage dealt.

Reactions

Inexorable Growths. When a creature the exarch can see within 120 feet dies, it can use its Sprouting Doom, targeting an area centered on the creature.

Endurance of the Mother's Faithful (1/Day, 6th Level Spell). When the exarch is reduced below 191 hit points, it releases a burst of reanimating spores in a 30 foot radius from each area created by its Sprouting Doom.

Each creature in one or more of these areas that died in the last minute is restored to life with 15 hit points and is Poisoned for the next 24 hours.

Legendary Actions

The exarch can take 3 legendary actions, choosing from the options below.

Cultivator's Touch. The exarch makes an attack with its Cultivator's Touch

Sporeflight. The exarch transforms into a cloud of spores and moves up to its speed without provoking attacks of opportunity.

It can move through the spaces of other creatures with this movement, and each creature the exarch moves through must succeed on a DC 19 Constitution saving throw or be Poisoned until the end of its next turn.

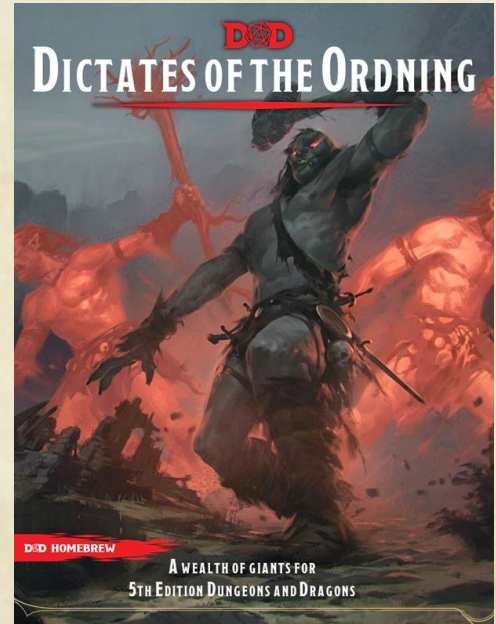
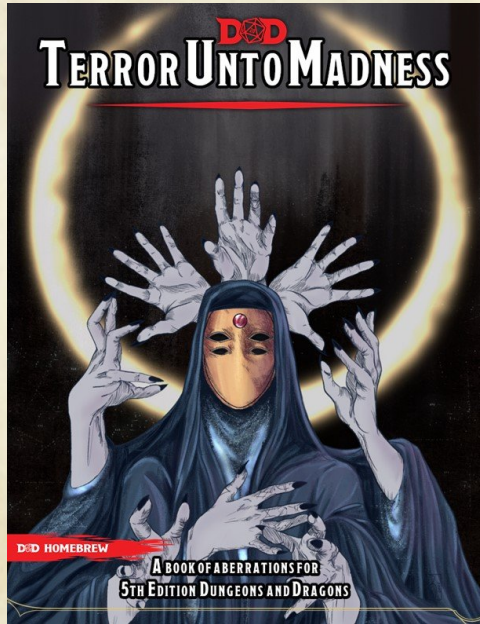
Growing Hunger. The exarch chooses a creature it can see within 120 feet.

Up to two plant or undead creatures within 30 feet of it may each use their reaction to move up to its speed toward that creature or make a melee attack against it.

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Illustration featuring a green goblin-like creature sitting on a red patterned rug, surrounded by stacks of gold coins, books, and various items. The creature is holding a glowing blue orb with a "Become a patron" button on it. Several other "Become a patron" buttons are scattered around the scene. The books are titled "CONFLUX CREATURES", "NASTY BOYS", and "B.B.E.G. DIARY". There is also a small blue dragon and a small orange lion-like creature. A "Become a patron" button is also on the left side of the illustration.

 **Become a patron**

