
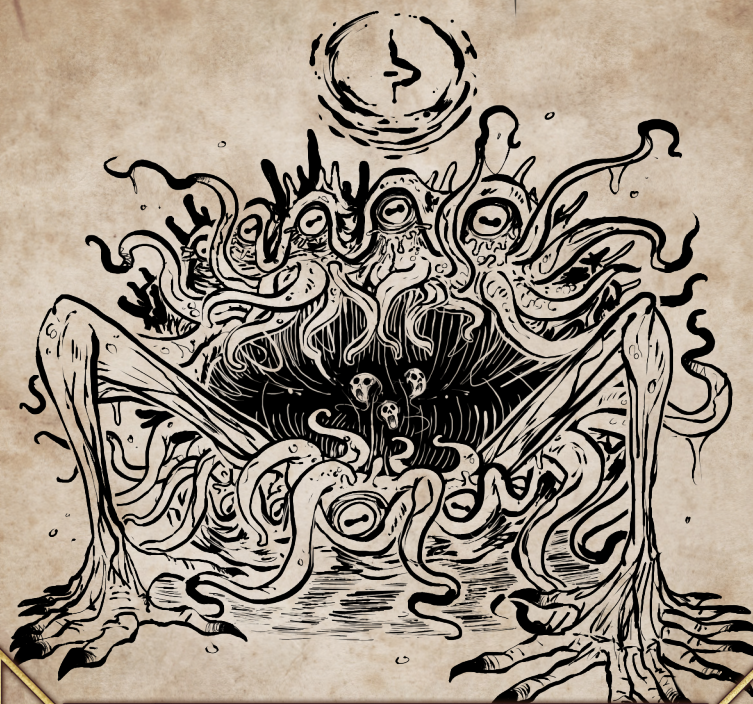


NARRATIVE DECLARATION 



# ROTGRIND

A WORLD  
IN DECAY



BESTIARY

SPECTROMOS IMPERISHABLE

**PATHFINDER**  
COMPATIBLE

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Uncommon

Huge

Aberration

Imperishable

*An immense assemblage of purpled flesh undulates, with every pore seeping forth a slime-ridden tentacle. Many clawed-feet cap two elongated legs that emerge from the corners of the vast flesh maw. Tormented souls cry out from within the black depths of the vast gullet of the creature, while many alien eyes peer out in all directions.*

**Perception** +21; darkivision, spiritsense 120 feet

**Languages** Imperishable

**Skills** Acrobatics +21, Athletics +25, Deception +19, Occultism +20, Stealth +23

**Str** +6, **Dex** +4, **Con** +5, **Int** +1, **Wis** +2, **Cha** +0

**Spiritsense** A spectromos can detect and track incorporeal creatures without any penalty and can detect them as though using lifesense.

**AC** 32; **Fort** +25, **Ref** +22, **Will** +20

**HP** 225; **Resistances** incorporeal 15 (any damage from an incorporeal source), mental 10; **Immunities** blinded, controlled, emotion, possession

**Frightful Presence** (aura, occult, emotion, fear, mental) 20 feet, DC 33

**Reactive Strike** ⤿ (against incorporeal creatures only)

**Speed** 30 feet, climb 20 feet

**Melee** ⬥ maw +25; Damage 3d10+14 bludgeoning plus Improved Grab

**Melee** ⬥ tentacle +25 (agile, reach 15 feet); Damage 3d6+12 bludgeoning plus Pull 10 feet

**Occult Innate Spells** DC 33; **6th** *dominate, never mind, spirit blast* (x3); **5th** *hallucination, illusory scene, subconscious suggestion*; **4th** *confusion* (at will), *talking corpse* (at will), *translocate* (at will); **Cantrips** (**6th**) *daze, detect magic, sigil*

**Greater Constrict** ⬥ 3d8+12 bludgeoning, DC 33

**Apex Spirit Hunter** A spectromos' Strikes have the benefits of the ghost touch property rune and deal an additional 2d10 void damage to living incorporeal creatures or 2d10 vitality damage to incorporeal undead. In addition, the spectromos can inflict the grabbed and pinned conditions on incorporeal creatures.

**Ravenous Spiritual Consumption** ⬥⬥ (death, occult) Requirements A Large or smaller creature is grabbed or restrained in the spectromos' maw; Frequency once per day; Effect The creature takes 6d10+30 spirit damage and must attempt a DC 31 Will saving throw as the spectromos consumes their spiritual essence.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and becomes doomed 1.

**Critical Failure** As failure, except the creature becomes doomed 2. If the creature is incorporeal, it dies. A sponsored creature slain in this manner is permanently slain.

**Wails of the Tormented** ⬥⬥ (occult) The spectromos unleashes the horrified wails of the spirits it consumes that deals 12d6 spirit damage in a 30-foot emanation (DC 31 basic Fortitude save) and potentially pushing the target's soul momentarily closer to oblivion. It can't use Wails of the Tormented again for 1d4 rounds. Creatures who fail their save become incorporeal for a number of rounds equal to the number of rounds the spectromos must wait to re-use this ability.





## LORE

Beyond the constraints of time and space exist things beyond the understanding of mortals: the Entities. As the deities of the Fundamentals, First House, and Old Powers represent the cornerstones of Tyne's cosmology, the Entities exist wholly outside that system and are a force utterly alien to mortal conception. However, some constants remain, and even the unknowable power of the Entities has those who seek to emulate it. Such servitors are known as the imperishables, and such beings are potent beyond the achievements of most mortals.

The spectromos are the least powerful of such imperishables. They are the carrion eaters of the species, though as powerful as some armies in terms of their sheer strength. A spectromos gorges itself on the life essence of mortals, supping on souls and consuming atma; it is one of the few things that removes atma from the cosmic cycle. This alone makes such creatures an intolerable threat opposed by the deities of Tyne, for all divine beings require the movement of atma to facilitate their divine endeavors.

Known to some scholars as “ghost killers” the spectromos is an imperishable with a perplexing ability to overcome the semi-existence of incorporeality. The spirits of those who refuse to leave Tyne are easy sustenance for the spectromos, which can attack them just as easily as they can a living mortal. In fact, the spectromos is far more efficient at degrading incorporeal creatures, allowing it to swiftly overpower and consume souls into its malignant maw. Creatures, corporeal or otherwise, slain by the spectromos are consumed over the course of centuries or millennia, with their atma gradually degraded within what passes as its gullet.

Whether some perplexing biological evolution or some manner of interaction with atma, a spectromo can unleash the suffering of the soulstuff it digests. This brief blast of torment rips apart the essence of those nearby, and those lacking the endurance to resist find themselves temporarily disconnected from corporeality—an even more enticing target for the spectromos to overwhelm and consume. Indeed, many adventurers opposing these imperishables find themselves shocked to suddenly become incorporeal, and in the ensuing confusion of what's happened to them, don't realize they've become even more susceptible to the alien being they battle against.

Luckily, there are few recorded encounters with the spectromos across Tyne. While imperishables are already a rare sight, the relatively more common spectromos dwell in ancient ruins and sites associated with dead cultures or lost civilizations. Some such beings arise from the rituals of aspiring occultists, who dabble in summoning only to find themselves consumed by the being they sought to control. Most spectromos instead seem to dwell in a semi-torpor near sites of strong spiritual activity, where they stir only to consume roaming spirits to feed their eternal hunger for atma.

As with most research into topics related to the Entities, those who've investigated the spectromo are often driven to irrationality. What few useful treatises have been formed seem to corroborate sightings of the creatures Tyne, and their coexistence in areas permeated with spirits. The closest guesses come from Zeskoran documents, which support the idea that spectromos have spread across Tyne and taken up residence far from one another in a pattern almost intended to mean one such being is always within a week or so journey. Further speculation makes it seem as though the spectromo await more powerful imperishables, or even their Entity masters, as a form of “atma battery” available for such allies upon their arrival. Given the raw power an individual spectromo possesses, it's terrifying to think of them as being mere charging stations for other beings.

Rumors purport that the Arch-Attendant of the vast temple bastion of the Bishop in the Inheritor Land of Hahdraihil keeps a spectromos trapped in a sealed chamber beneath the complex. Hunters of the church are said to return with captured spirits, such as ghosts who cannot be expunged with a true death, and their charges are left to consumption by the imprisoned imperishable. Such an act would violate many oaths sworn by followers of the First House to oppose the Entities and their unknowable followers, but few could argue the efficiency of using an imperishable in such a manner.

### IMPERISHABLE

Though seen by mortals as unknowable creatures, the imperishables and their ilk have a coherent language. Imperishable cannot just be spoken, but is a combination of innate speech and gesture patterns, each bespoke to a specific type of imperishable and somehow instinctually known across all imperishables. In essence, the Imperishable language is a Unique language that can only be learned by performing exceptional research (and at GM discretion) and only if one can find a way to emulate the physical appearance of such otherworldly creatures to accomplish the necessary supporting gestures the language requires.



# NARRATIVE DECLARATION

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