

Rot Harbinger

CR 13

CE Medium Undead

Initiative: +7; **Senses:** None

Defense

AC: 27, **Flat-Footed:** 24, **Touch:** 13

(+3 dexterity, +14 natural)

HP: 170 (20d12+40)

DR: None

Fort: +8, **Ref:** +9, **Will:** +14

SR: None

Resistances: Turn Resistance +4

Immunities: Undead Immunities

Defensive Abilities: Wave of Decay

Offense

Base Attack Bonus: +15; **Grapple:** +23; **Space/Reach:** 5 ft. / 5 ft.

Speed: 30 ft., fly 60 ft. (perfect)

Melee: 2 Rotting Claws +24 (1d10+8 plus Festering Necrosis 19-20/x2)

Special Abilities: None

Tactics

During Combat: Rot harbingers close into melee as soon as possible in an attempt to flay their opponents with their wicked claws. If a rot harbinger has a particularly easy time hitting a foe (hitting on a 5 or higher), it will employ its power attack feat to increase the damage it inflicts with its attacks.

Morale: When confronted with living beings to torment, a rot harbinger never flees from combat.

Statistics

STR 26 (+8)

DEX 17 (+3)

CON --- (---)

INT 10 (+0)

WIS 14 (+2)

CHA 14 (+2)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Great Fortitude, Improved Critical (Rotting Claws), Improved Initiative, Improved Natural Attack (Rotting Claws), Power Attack, Unholy Endurance, Weapon Focus (Rotting Claws)

Skills: Listen +25 (23 ranks, +2 Wis), Move Silently +26 (23 ranks, +3 Dex), Sense Motive +25 (23 ranks, +2 Wis), Spot +25 (23 ranks, +2 Wis)

Languages: Common

SQ: None

Combat Gear: None

Other Gear: None

Ecology

Environment: Any area where angels have been slain en masse

Organization: Solitary, pair, wing (3 – 8 plus 1d4-1 wights per rot harbinger)

Treasure: Standard

Special Abilities

Festering Necrosis (Su): Any creature struck by a rot harbinger is quickly overwhelmed by a virulent disease powered by negative energy. When a creature is wounded by a rot harbinger it suffers 1d4 points of negative energy damage and an additional 1d4 points of negative energy damage each round thereafter. Multiple hits cause stacking damage over time (ex. a creature hit by a rot harbinger 4 times suffers 4d4 points of negative energy damage per round).

A creature continues to suffer negative energy damage until it receives healing equal to at least twice the number of dice of damage it suffers per round (ex. a creature suffering 4d4 points of damage per round must receive at least 8 points of healing to negate the damage over time).

Creatures slain by festering necrosis rise 1 round later as wights under the rot harbinger's control. After 1 week of animation, the festering necrosis destroys the wight.

Wave of Decay (Su): When reduced to 1/2 its maximum hit points a rot harbinger releases a wave of life-rending energy. All creatures within 120 feet of the rot harbinger must succeed on a DC 22 fortitude save or suffer 2d4 negative levels; those that succeed on the save instead take 5d6 points of negative energy damage. For every negative level granted by this ability, the rot harbinger heals 5 hit points.

A rot harbinger may employ this ability once per day. The save DC is Charisma-based.

Standing before you is a monstrosity that looks to have once been some winged celestial being; its flesh looks to have been stripped from its body to show the musculature beneath. Wings spread from its back, where once there were feathers now are bloody leather flaps capable of sustaining flight. The thing's face is a mask of pain, and upon seeing you, it howls loudly and moves to attack.

Sometimes the heavens themselves proclaim a being so evil, so vile, that it must be eliminated. When a creature must be eliminated, a group of angels is typically sent forth to remove the beast from existence. Rot harbingers are the result of failed angelic assaults on incredibly powerful necromancers.

Where most powerful undead outwardly hunt down living creatures for no other reasons than to extinguish their existences, rot harbingers seek to not only kill, but also bring forth the dead as undead creatures themselves. It is not rare for rot harbingers to lay waste to a town only to move forth towards other nearby settlements with an undead army in tow.

Rot harbingers speak common and will often speak of the horrors awaiting their victims in death during combat.

Lore

A successful knowledge (religion) check will reveal the following information about a rot harbinger:

DC 30 This horrible monstrosity is a rot harbinger, the results of a slain and tortured angel returned to life with dark magic. This reveals all undead traits.

DC 35 The wounds caused by a rot harbingers claws inflict a terrible fate upon their victims, quickly consuming them with powerful negative energy unless the victim receives potent healing.

DC 40 When wounded, a rot harbinger releases a powerful blast of negative energy that saps the life from its assailants while empowering the rot harbinger.

Feat Notes

Unholy Endurance: Grants an undead creature bonus hit points equal to its Charisma modifier multiplied by its hit dice. Also allows the creature to use its Charisma bonus in place of its Constitution bonus in regards to fortitude saves.

First appeared on the blazing skeleton and full details on the feat can be found with that monster's stat block.