

RED ROT RUIN

Monsters & Artifacts



RED ROT RUIN

NEW MONSTERS

ENTROGUS

"The truth is you are not strong, in the cosmic order, you are nothing. Insignificant. A tiny mosquito is but a nuisance. But together a swarm of mosquitos has strength, and a legion of mosquitos can fell even the mightiest beast." -Anonymous Disciple of Entrogus

Titles: The Wretched Maw, The Lurking Leech, The Swarm

Alignment: Neutral Evil

Spheres of Influence: Infestation, parasites, the swarm.

Divine Domains: Death, Nature

Symbol: Eight small circles forming a larger circle - symbolizing the collective strength of smaller entities comprising a larger swarm

Wretched Beginnings

Silveril was a small Elven village, serving an equally small God by the same name. Isolated but for the occasional passing Adventurer, very little was known about the devout farming town. Still, bits of gossip escaped here and there: complaints of surprisingly small harvests and stubborn soil, grumblings of an unknown vandal defacing Silveril's shrine--the simple struggles of a simple people. At one point, these rumors shifted to the occasional Lich sighting, but nobody was ever able to confirm its existence.

Then, centuries later, Silveril was suddenly gone, along with the people and deity who lived there. Where once stood a modest, but carefully maintained temple was a bog, swarming with poisonous and aggressive insects, and traders and villagers alike began to avoid the area. It took hundreds of years, but Entrogus had taken their first victim.

A Creeping Infestation

Few know of The Lurking Leech, and even fewer know them by name. After stealing Godhood and adopting their new name, Entrogus began gaining power the only way they knew how: By slowly and methodically siphoning away the strength of Gods of minor renown.

As a Lich, Entrogus had learned to commune with the parasites that society trod underfoot, and they have carried that relationship forward into their new form. Using smaller parasites to infest and empower ants, wasps, and other pests with enhanced strength and intellect, they serve as eyes and ears.

A cloud of mites in a small farming village may very well be a scouting party, investigating the local faith. Stirges and leeches may not simply be taking blood for themselves, but for The Maw. Not a single tool at Entrogus' disposal goes unused.

When a suitable target is found, the infestation begins. Small insects, infused with the blood of their God, slowly infect the local population through stings, bites, or even being ingested. As Entrogus' blood mingles with their own, they begin to influence their hosts' behavior in slight ways to help the infection spread.

This process may take decades, but when Entrogus feels they have overwhelming control over a majority of the population, a violent insurrection occurs, and the loyal followers of whatever God Entrogus has chosen to prey on assist their new Deity in overwhelming and consuming them. Entrogus then uses their power to desecrate the ground, creating a swamp fit for their insect Kingdom, and their new followers let their bodies be consumed to power the transformation.

Higher Aspirations

Though Entrogus explicitly preys on lesser known Gods in small villages to stay hidden, they know that one day they will need to take on larger hosts in order to keep growing. Silveril may have been the beginning, but now they are driven by a desire to take as much power as they can from the Gods considered their superior. While they gather much strength from the insects that make up their army, there is much more to be had among the practicing clergy of other Deities.

Their methods make it difficult to find willful followers among the humanoids that inhabit the Material Plane, but whispers of their triumphs have attracted a small collection of devoted acolytes who want to topple the Pantheon. As they infect more and more of the world's population, Entrogus is always evaluating their strength and malleability, wondering if they too might be able to enlist a powerful adventurer to serve as their champion. It would certainly make things much easier. Though, as always, they may need to employ underhanded means to achieve this...





BLOOD ANT AVATAR

Large Aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 60 (8d12 + 8)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	14 (+2)	13 (+1)	6 (-2)

Damage Vulnerabilities Bludgeoning, Cold

Damage Resistances Poison, Psychic, Necrotic

Condition Immunities Charmed, Frightened, Poisoned

Senses Tremorsense 60 ft., passive perception 11

Languages Common (Telepathy)

Challenge 3 (700 XP)

Proficiency +2

Higher Purpose. The Blood Ant is an avatar of Entrogus, given advanced intellect and abilities in order to help serve his ends. They will try to manipulate others into assisting their God, and if that fails, kill them.

Mental Fortitude. The Blood Ant has advantage on Intelligence, Wisdom, and Charisma saving throws.

Telepath. The Blood Ant is able to communicate telepathically with any creature it can see within 120 feet.

Blood Burst. When the Blood Ant reaches 0 Hit Points, it uses its dying breath to spread its infection, erupting in a burst of bloodspores.

Each creature within 10 ft. of the Blood Ant must make a DC 12 Constitution Saving Throw or take 12 (2d10) acid damage and be Poisoned for the next minute. On a successful save, they take half as much damage and are not Poisoned.

ACTIONS

Multiattack: The Blood Ant makes two Bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, range 5 ft, one target. Hit: 8 (1d10+3) piercing damage and 4 (1d4+2) necrotic damage. The Blood Ant recovers Hit Points equal to the amount of necrotic damage dealt.

Blood Spray (Recharge 5-6). The Blood Ant spews forth a bloody mist in a 15-foot cone. Every creature in this cone must make a DC 12 Dexterity Saving Throw, taking 18 (3d10) Acid damage on a failed save or half as much damage on a successful one. Each creature that fails their save must also make an additional DC 14 Constitution Saving Throw or feel a burning sensation throughout their bloodstream, giving them disadvantage on attacks until the end of their next turn.

"Enlarged and perverted from their original form, the Blood Ants serve as loyal footsoldiers in Entrogus' army. They've maintained their natural teamwork, but their newfound sentience and power has led them to serve their benevolent deity rather than a Queen. Too large to serve as infiltrators, they patrol the bogs and swamps of Entrogus' domain to ensure the safety of the Swarm. If they can't persuade intruders to join them, they won't hesitate to weaponize the infectious blood coursing through them to defend their home."

Amulet of the Swarmborn

Wondrous Item, Rare (requires attunement by someone capable of casting divine spells)

This platinum amulet appears to have belonged to a God, but time and the elements have weathered away the symbol on its face.

*While attuned to this amulet, you gain a +1 to Intelligence, Wisdom, and Charisma saving throws, as well as resistance to psychic damage. In addition, this amulet allows you to cast the *Blight* spell at 5th level twice, with these charges recovering at midnight each day.*

Cursed. Once placed around your neck, the amulet rests lightly on your chest. The curse on this amulet evades magical detection unless the creature detecting it succeeds on a DC 20 Arcana check.

If you attempt to remove the curse, the chain attempts to strangle you to death, requiring a series of DC 20 Strength checks to overpower. On three successes, the chain is broken. On three failures, you go unconscious and begin to suffocate. If you give up, the amulet will show mercy.

Watchful Eye. If someone is killed while wearing the amulet, a smoky presence appears to them in an unidentified plane. It informs them that they are being watched over, and returned to life with half of their Hit Points. Their wounds are not healed, however, so they may still carry a scar or other signifier of their brush with death. They also gain a new ability; select a boon from the table below.

If this happens a second time, the smoky presence comes to them again, telling them they are its champion, and that it will grant them more of its power. They gain another boon from the table on the right.

If this happens a third time, Entrogus reveals itself in full to them, and inhabits their mind directly upon revival. Their alignment shifts to Neutral Evil, and they gain the new goal "install Entrogus in my deity's place" as well as two new boons from the table on the right. Entrogus' wards prevent his champion's new alignment from being read by any magical means.



Entrogus' Boon Table:

The Dungeon Master can either select an ability or roll a d8 to select one randomly.

1. You are now immune to being charmed or poisoned while you wear the amulet.
2. The *Blight* spell automatically does maximum damage to devout followers of another deity.
3. Increase your Charisma or Intelligence Score by 2 while you wear the amulet.
4. You gain the *Toll the Dead* cantrip.
5. You gain an encyclopedic knowledge of all Religions on this plane.
6. Your weapon attacks deal an additional 1d4 Necrotic
7. Damage while you wear the amulet. You can cast the *Life Transference* spell twice per day without using a spell slot.
8. Fey and Celestial creatures have disadvantage on attacks against you while you wear the amulet.

Note:

Two versions of the amulet handout are included. It is your choice to decide how much information to reveal to the players.

The more detailed handout can be revealed later as they discover more about the amulet and its origins.

Timeworn Amulet

Wondrous Item, Rare (requires attunement by someone capable of casting divine spells)

This platinum amulet appears to have belonged to a God, but time and the elements have weathered away the symbol on its face.

While attuned to this amulet, you gain a +1 to Intelligence, Wisdom, and Charisma saving throws, as well as resistance to psychic damage. In addition, this amulet allows you to cast the Blight spell at 5th level twice, with these charges recovering at midnight each day.



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