ROTTING FOG

Large • Elemental • Neutral Evil



Armor Class 12
Initiative +2 (12)
Hit Points 45 (6d10 + 12)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances necrotic; bludgeoning, piercing, and slashing
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Primordial (Auran)
CR 3 (XP 700; PB +2)

Air Form. The fog can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Life Sense. The fog can sense the location of any creature within 150 feet of it, unless that creature's type is Construct or Undead.

Mitosis. When the fog has 3 or more Growth Charges it becomes Huge. When the fog starts its turn, with 6 or more Growth Charges, it splits into two rotting fogs with 0 charges. Each new fog is Large-sized and acts on its Initiative. The original fog's hit points are divided evenly between the new fogs (round down).

Unusual Nature. The fog doesn't require air, food, drink, or sleep.

ACTIONS

Rotting Drain. *Constitution Saving Throw:* DC 12, each creature inside the fog's space (Constructs and Undead automatically succeed). *Failure:* 13 (3d8) necrotic damage, and a target's hit point maximum is reduced by an amount equal to half the necrotic damage taken. This reduction lasts until a target finishes a short or long rest. The target dies if its hit point maximum is reduced to 0. Additionally, the fog gains 1 Growth Charge for each creature that failed the saving throw. *Success:* Half damage. *Failure or Success:* The fog gains hit points equal to half the necrotic damage dealt.

ROTTING FOG — WEAKER



Armor Class 11
Initiative +1 (11)
Hit Points 19 (3d10 + 3)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances necrotic; bludgeoning, piercing, and slashing
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Primordial (Auran)
CR 1/2 (XP 100; PB +2)

Air Form. The fog can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Life Sense. The fog can sense the location of any creature within 150 feet of it, unless that creature's type is Construct or Undead.

Mitosis. When the fog has 3 or more Growth Charges it becomes Huge. When the fog starts its turn, with 6 or more Growth Charges, it splits into two rotting fogs with 0 charges. Each new fog is Large-sized and acts on its Initiative. The original fog's hit points are divided evenly between the new fogs (round down).

Unusual Nature. The fog doesn't require air, food, drink, or sleep.

ACTIONS

Rotting Drain. *Constitution Saving Throw:* DC 11, each creature inside the fog's space (Constructs and Undead automatically succeed). *Failure:* 5 (2d4) necrotic damage, and a target's hit point maximum is reduced by an amount equal to half the necrotic damage taken. This reduction lasts until a target finishes a short or long rest. The target dies if its hit point maximum is reduced to 0. Additionally, the fog gains 1 Growth Charge for each creature that failed the saving throw. *Success:* Half damage.*Failure or Success:* The fog gains hit points equal to half the necrotic damage dealt.

ROTTING FOG — STRONGER



Armor Class 13
Initiative +3 (13)
Hit Points 76 (9d10 + 27)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances necrotic; bludgeoning, piercing, and slashing
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Primordial (Auran)
CR 6 (XP 2,300; PB +3)

Air Form. The fog can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Life Sense. The fog can sense the location of any creature within 150 feet of it, unless that creature's type is Construct or Undead.

Mitosis. When the fog has 3 or more Growth Charges it becomes Huge. When the fog starts its turn, with 6 or more Growth Charges, it splits into two rotting fogs with 0 charges. Each new fog is Large-sized and acts on its Initiative. The original fog's hit points are divided evenly between the new fogs (round down).

Unusual Nature. The fog doesn't require air, food, drink, or sleep.

ACTIONS

Rotting Drain. *Constitution Saving Throw:* DC 14, each creature inside the fog's space (Constructs and Undead automatically succeed). *Failure:* 22 (4d10) necrotic damage, and a target's hit point maximum is reduced by an amount equal to half the necrotic damage taken. This reduction lasts until a target finishes a short or long rest. The target dies if its hit point maximum is reduced to 0. Additionally, the fog gains 1 Growth Charge for each creature that failed the saving throw. *Success:* Half damage.*Failure or Success:* The fog gains hit points equal to half the necrotic damage dealt.