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Putrescent Knight

BBEG



Elden Ring Sote Edition

Putrescent Knight

Large undead, chaotic evil

Armor Class: 18 (plate)
Hit Points: 240 (24d10 + 120)
Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	8 (-1)	14 (+2)	16 (+3)

Saving Throws: Str +10, Con +9, Wis +6
Skills: Athletics +10, Intimidation +7, Perception +6
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: poison, necrotic
Damage Vulnerabilities: radiant
Condition Immunities: poisoned, charmed, frightened
Senses: darkvision 120 ft., Passive Perception 16
Languages: understands Common and Abyssal but cannot speak
Challenge: 13 (10,000 XP)

Aura of Infection. Any creature that starts its turn within 10 feet of the Putrescent Knight or takes necrotic damage from him must succeed on a DC 16 Constitution saving throw or gain 1 stack of Putrescent Rot.

- At 3 stacks, the creature becomes poisoned until the start of its next turn.
- At 5 stacks, the creature becomes vulnerable to necrotic damage until the end of its next turn.

A creature can use its action to scrape away the filth, ending all

stacks on a successful DC 16 Constitution check. Stacks fade after 1 minute if untreated.

Relentless Knight. If damage reduces the Putrescent Knight to 0 hit points, it makes a DC 15 Constitution saving throw. On a success, it drops to 1 hit point instead. When this trait triggers, its body bursts with rot, each creature within 5 feet takes 5 (1d10) necrotic damage.

Corpse-Bound Armor. Fragments of rotting bone and armor constantly slough away to protect the Knight. Whenever it takes bludgeoning damage of 10 or less from a single source, it reduces that damage to 0 as the impact absorbs into decay. Fire or radiant damage ignores this trait.

Rot's Persistence. The Knight's necrotic attacks linger. When a creature takes necrotic damage from the Knight and ends its next turn without receiving magical healing or taking a short rest, it takes an additional 3 (1d6) necrotic damage as the rot festers.

Actions

Multiattack. The Putrescent Knight makes two attacks with its Rot Axe. Each swing is deliberate and heavy, dragging the weight of decay through the air.

Rot Axe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 7 (2d6) necrotic damage. The edge of the axe seeps with black fluid that clings to flesh and armor alike. A

creature hit by this attack gains one stack of Putrescent Rot (see Aura of Infection). If the target is already poisoned, the wound worsens, dealing an additional 3 (1d6) necrotic damage as the corruption deepens.

Cleave of Pestilence (Recharge 4–6). The Knight heaves its axe in a great, sweeping arc that scatters rot and bone in all directions. Each creature within 10 feet of the Knight in a 180° arc must make a DC 16 Dexterity saving throw, taking 18 (4d8) slashing damage plus 9 (2d8) necrotic damage on a failed save, or half as much on a success. Creatures that fail their saves are also splattered with putrescent sludge, gaining one stack of Putrescent Rot.

Festering Hurl (Recharge 5–6). The Knight tears a lump of its own decaying armor free and hurls it like a cannonball of corruption. Ranged Weapon Attack: +9 to hit, range 30/90 ft., one target. Hit: 22 (4d10) bludgeoning damage plus 7 (2d6) necrotic damage. On a failed DC 15 Constitution saving throw, the target becomes poisoned until the end of its next turn, their veins briefly darkening with creeping filth.

Bonus Actions

Putrid Momentum. When the Putrescent Knight reduces a creature to 0 hit points with a melee attack, it exhales a roar of bubbling decay and gains a brief surge of foul vitality. Until the start of its next turn, the Knight's speed increases by 10 feet, and its next Rot Axe attack deals an additional 2d6 necrotic

damage.

Exhale of Spores (Recharge 5–6). The Knight releases a gurgling hiss, expelling clouds of rot-born spores through the cracks in its armor. Each creature of the Knight's choice within 15 feet must succeed on a DC 16 Constitution saving throw or become infected with Putrescent Rot (gaining 1 stack). On a failed save by 5 or more, the target also becomes poisoned until the start of its next turn. The air in the area remains hazy until the end of the Knight's next turn; creatures that start their turn within it have disadvantage on saving throws against disease or poison.

Legendary Actions

The Putrescent Knight can take 2 legendary actions, choosing from the options below. Only one legendary action may be used at a time, and only at the end of another creature's turn. The Knight regains spent legendary actions at the start of its turn.

Oozing Step. The Knight drags its massive body forward up to 10 feet, leaving behind a thin trail of slime. This movement does not provoke opportunity attacks. Any creature that enters or starts its turn in this space before the start of the Knight's next turn must succeed on a DC 16 Constitution saving throw or gain one stack of Putrescent Rot.

Rotting Backhand. The Knight lashes out with a filthy gauntlet against a creature within 10 feet. The target must succeed on a DC 16 Strength saving throw or take 10 (2d6 + 3) bludgeoning damage and be pushed 5 feet away. If the target was poisoned, it also falls prone.

Seep of Decay (Costs 2 Actions). The Knight slams its axe into the ground, forcing rot to spill from beneath its feet. Each creature of the Knight's choice within 10 feet must make a DC 16 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save or half as much on a success. The ground in that area becomes slick with mucus-like filth until the start of the Knight's next turn, and any creature that starts its turn there gains one stack of Putrescent Rot.

Rot Unbound

When the Putrescent Knight is reduced to 120 hit points or fewer, it emits a horrific shriek as its body begins to collapse inward, only to burst outward in a cyclone of rot. Armor plates melt into sludge, bone spires jut from its limbs, and the ground itself warps beneath it.

Surge of Rot – Instantaneous Effect. All of the Putrescent Knight's recharge abilities immediately recharge. Additionally, the 20-foot radius around the Knight becomes tainted. Creatures that start their turn in this area automatically gain 1 stack of Putrescent Rot until the start of the Knight's next turn.

Entropy of Form

When the Putrescent Knight begins Phase 2, its form destabilizes, fragmenting into decayed reflections of itself that move in jerky, unpredictable bursts. At the start of each of its turns, the Knight gains 1 Rot Echo, to a maximum of 4. Each Rot Echo represents a distorted image of the Knight flickering around it. When a creature targets the Putrescent Knight with an attack or spell that requires an attack roll, roll a d20 before resolving the hit:

- On a result of 5 × (number of active Rot Echoes) or higher, the attack instead strikes one of the echoes, destroying it.
- Otherwise, the attack hits the true Knight.

Each echo has an AC of 16 and is destroyed if struck, regardless of damage dealt. Whenever the Knight successfully hits a creature with a melee attack, it gains 1 additional Rot Echo. At 4 active Rot Echoes, the Knight's reach increases by 5 feet.

Special Weakness

Purity's Rejection

Discovery Mechanism. A creature that succeeds on a DC 18 Intelligence (Religion) or Wisdom (Medicine) check while within 30 feet of the Putrescent Knight notices how his body recoils when struck by radiant light or cleansed by healing magic, the runes carved into his armor sizzle like open wounds, and the rot within him momentarily stiffens.

Triggering Mechanism. While the Knight is under the effect of Aura of Infection or Rot Echoes, if a creature casts a spell or uses an ability that restores hit points within 30 feet of him, or if he takes 15 or more radiant damage in a single turn, the purification backlash ignites the decay festering inside him.

Consequence. The Knight convulses violently as holy energy rejects the rot sustaining him. Until the end of his next turn his movement speed is halved and his Rot Echoes are immediately destroyed, and he cannot generate new ones for the time being. Additionally, his Aura of Infection flickers, reducing its radius to 5 feet.

I saw it rise from the mire, dragging chains of bone and rust like a man condemned to carry his own grave. It didn't roar or charge, it simply advanced, each step peeling the world around it into decay. Its flesh was creaking, sloughing away and reforming, over and over, as if refusing to die.

It didn't hate or hunger; it endured. There was something cruel about that endurance, a kind of faith twisted beyond salvation. When it turned its helm toward me, I saw no eyes within, only the slow pulse of corruption. I fled that night, but the stench never left my clothes. Some things, I think, are not born to kill, they are born simply to remind us that death is watching.