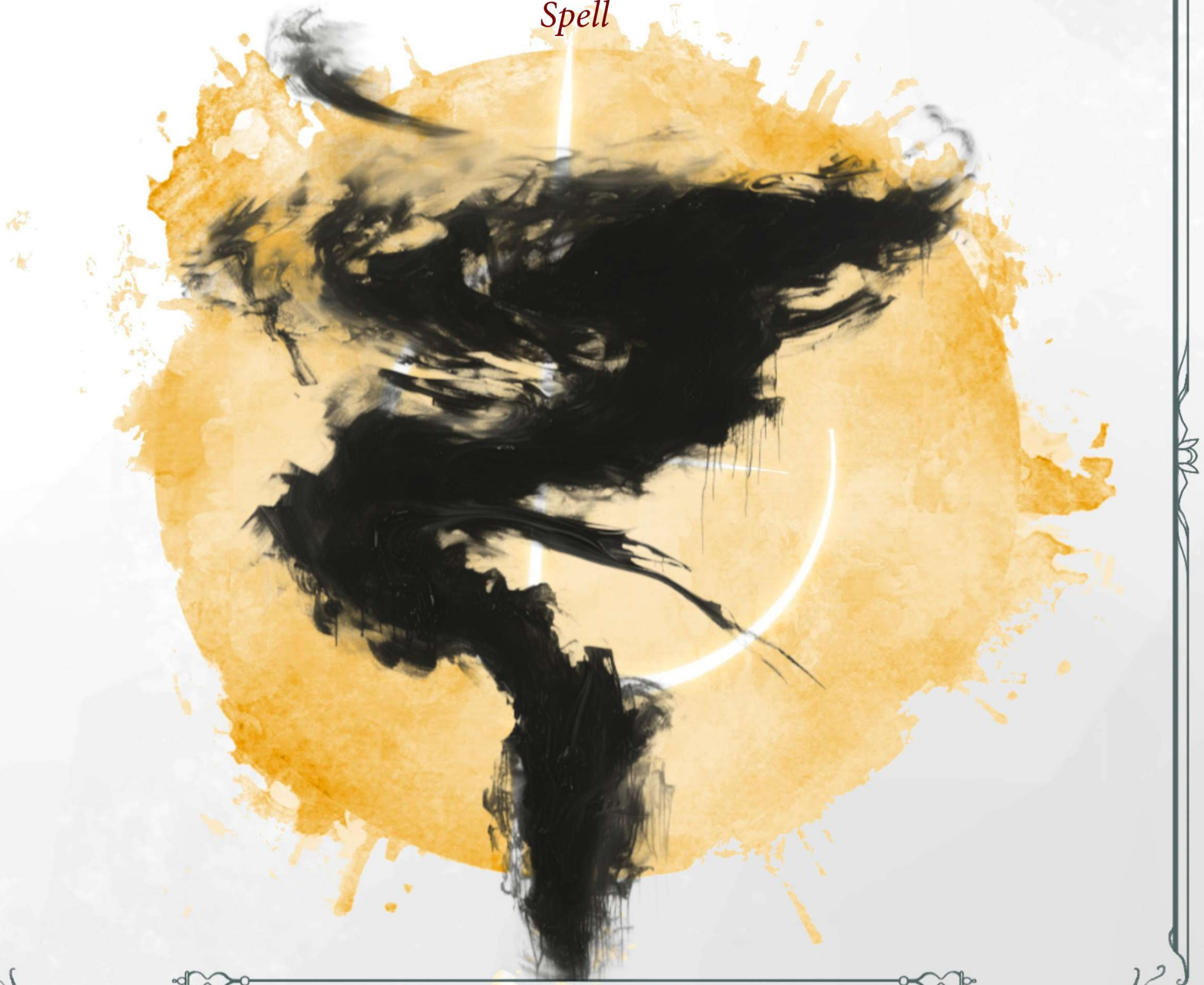
DUALINK

Vortex of Putrescence

Spell



Elden Ring Sote Edition

Vortex of Putrescence

4th-level necromancy

Casting Time: 1 action

Range: Self (30-foot radius aura)

Components: V, S

Duration: Concentration, up to 1 minute

Spell Lists: Sorcerer, Warlock, Wizard

You summon the festering memory of the Putrescent Knight, forming a roiling storm of black ichor that clings to flesh and spreads like disease across the battlefield.

Aura of Filth. Each creature of your choice that starts its turn within 30 feet of you must succeed on a Constitution saving throw or take 2d8 necrotic damage and become afflicted with Putrescent Rot until the start of its next turn. While afflicted, its speed is reduced by 10 feet.

Putrescent Rot (Condition). A creature afflicted with Putrescent Rot continues to take 1d4 necrotic damage at the end of each of its turns if it is still within your aura, or until it spends an action to scrape away the filth.

Corruption Spread. If a creature is reduced to 0 hit points within the aura or whilst affected by Putrescent Rot, its corpse erupts in a burst of sludge, creating a 10-foot radius patch of rotting mire centered on it. Any hostile creature that enters or starts its turn in the sludge must make a Constitution saving throw. On a failure, it becomes afflicted with Putrescent Rot. These patches

remain until the spell ends.

Eruption. As a bonus action on your turn while concentrating, you may command the vortex to erupt. Each creature afflicted with Putrescent Rot, no matter where they are on the battlefield, immediately takes 2d8 necrotic damage. In addition, all creatures of your choice within the aura must succeed on a Constitution saving throw or become afflicted with Putrescent Rot. This eruption ends the spell.

At Higher Levels:

- *5th level:* Aura necrotic damage increases to 3d8; Eruption damage increases to 3d8.
- *6th level:* In addition, creatures afflicted with Putrescent Rot also gain the poisoned condition until the end of their next turn.
- *7th level and higher:* Both aura and eruption necrotic damage increase by 1d8 for each slot level above 6th.Z

I thought the rot a curse once, yet when it breathed through him it sounded like prayer, soft, reverent, forgetting even itself. The armor moved before the body, eyes flickering within the steel like dying stars.

He was a knight, perhaps, or the memory of one. Each step left something blooming, half-beautiful, half-dead.

Maybe the rot is mercy; maybe it remembers too deeply to ever die.