

NARRATIVE  DECLARATION

# ROTGRIND

A WORLD  
IN DECAY

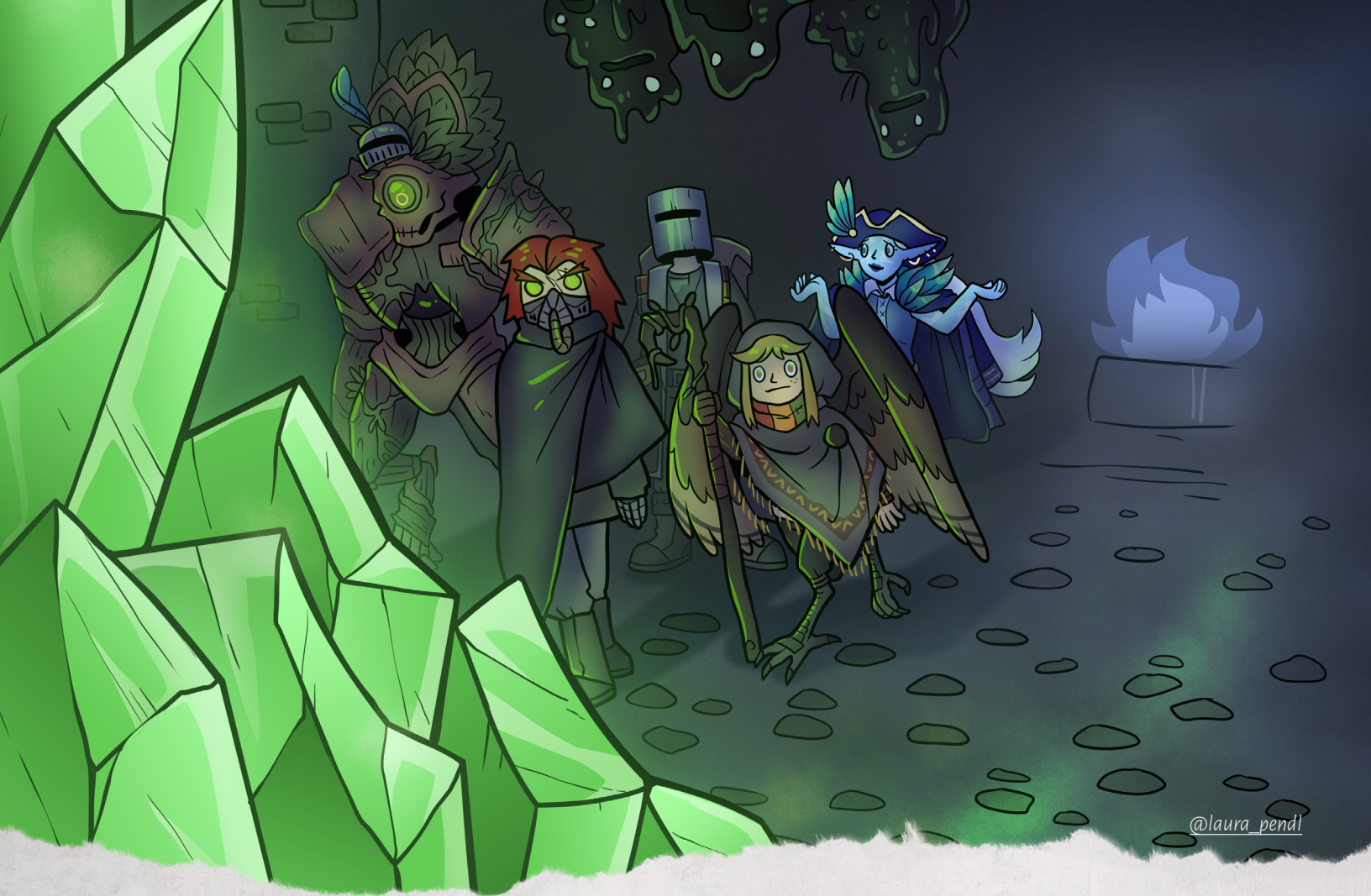


## CHARACTER GUIDE

**PATHFINDER**  
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# ROTGRIND CHARACTER GUIDE

*For the past 300 years, the world of Tyne has wasted away. Heroes must step forward to combat the rising threat of the Rot or the world will continue to waste. To fight the Rot, heroes need tools and training meant for a world in its final throes. From the esoteric background of a divine agent, diving into the weird art of garlicmancy, or mastering spells thought to be long forgotten, there are countless ways to adventure in the world of Tyne.*

Welcome to the *Rotgrind: Character Guide*! In this document you'll find a wealth of new mechanics for your games set in the world of Tyne (or others as you see fit!). Using this in tandem with the *Rotgrind: Campaign Primer*, you can build your own games in Tyne, which we'll be expanding over time with new content to flesh out and build the world.

This isn't a complete list of all the rules for Rotgrind, but is instead more of a smorgasbord of rules that you can include in your games. We're including a variety of new backgrounds to let you create characters in the setting, as well as various archetypes themed to different areas and concepts. Along with this, we've included several new items and spells for use by both players and GMs—some of this content has even appeared on the *Rotgrind* show and is being revealed for your home games for the first time!



# BACKGROUNDS

The following backgrounds are appropriate for characters looking for immediate connections to the Rotgrind setting. While the backgrounds are listed as common for Rotgrind, and their mechanics and story impact aren't likely to require a discussion with your GM or the other players, many of them still might not be thematically appropriate for regions and campaigns outside of the setting.

## COMMON BACKGROUNDS

### ADAPTIVE DABBLER

#### BACKGROUND

*Every settlement has a select few handy folk who can fix or identify almost anything. Sadly, you were blessed with such skills in one of the world's more unsavory locales. You learned to ply your skills as a builder or tinker in secret, and often paid off or worked for 'the right people' in order to keep yourself and those you care about safe.*

Choose two ability boosts. One must be to Constitution or Dexterity, and one is a free ability boost.

You're trained in the Crafting skill and the Underworld Lore skill. You gain the Crafter's Appraisal skill feat (*Pathfinder Advanced Player's Guide*).

### DEEP EXPLORER

#### BACKGROUND

*There exist countless subterranean ruins ripe for exploration; from the Buried City of Outset, the ancient Fundamental Vaults, or the hidden depths of the Earthen Sepulcher. Training to explore such locations is a rigorous affair or one of strange circumstances. Regardless of how, you've received training that makes you ideally skilled in exploring hidden tombs under Tyne's surface. You have equal knowledge and skill, as you do the necessary tricks to survive forgotten deadly traps.*

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Thievery skill and the Scouting Lore skill. You gain the Persistent Sabotage skill feat (see page 14).

## RULES FOR THE ROT

Rot is both a concept in Tyne, but is also a mechanic that permeates the entirety of the Rotgrind setting. Rot manifests in several different mechanics. For more information on the Rot see *Rotgrind: The Rot - The Demise of the World*. Pertinent mechanics are reprinted below.

### Rotten Condition

The Demise takes hold of you. You gain the rotten condition when you die and are brought back to life. The rot condition acts like a form of the wounded condition that cannot be removed with Treat Wounds or a 10 minute rest. You always count as having the wounded condition equal to your rotten condition, and this level of wounded condition cannot be removed unless your rot condition is removed or lowered. Some other abilities relate to a creature's current rotten condition. Some Feats, items or spells might have different effects depending on the rotten condition of the creature using them or their target.

### Rot Damage

A special type of damage akin to energy damage, rot damage decays both body and soul. Though it shares some visual traits with negative damage, rot damage is entirely separate and applies to living and undead creatures with equal efficacy. Like other damage types, some creatures possess resistances or weaknesses to rot damage.



## COMMON BACKGROUNDS

### FREE RIDER

#### BACKGROUND

*You experienced a taste of the freedom enjoyed by the acar riders of Acarath. Whether through stories, or by actually traveling to Acarath, your life was touched by the idea of the plain riders and their carefree nomadic lifestyle. You may seek to join an acar or simply bring easygoing sensibilities with you wherever you travel.*

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Plains Lore skill. You gain the Terrain Expertise skill feat with plains terrain.

### OUTSET GUILDER

#### BACKGROUND

*By choice or not, your life has always found itself tangled with one or more of Outset's many guilds. You're not necessarily a member of a specific guild, but you could easily pass for one. Every guild is different, but you have just the right knowledge and skill to mesh with one of Outset's established or up-and-coming guilds.*

Choose two ability boosts. One must be to Charisma or Constitution, and one is a free ability boost.

You're trained in the Society skill and your choice of a specific Outset Guild Lore skill (such as Architects' Guild or Tyrants' Guild). You gain the Experienced Professional skill feat.

### JADED BY SUCCESSION

#### BACKGROUND

*Your life was shaped by the squabbling nations of the Inheritor Lands. You likely lived in one of the many nations of Pridoma vying for the lost legacy of the Empire of the First House and learned to despise the constant squabbles. Whether you were directly affected or watched others around you suffer, you've become inured to ongoing politics between the nations.*

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Society skill and your choice of a specific nation Lore skill (such as Legebet). You gain the Dubious Knowledge skill feat.

### SCHOOLED IN SECRETS

#### BACKGROUND

*The secrets of the arcane arts are known to few, and even those not directly trained in the arts can sometimes pick up a secret or two. You learned some tidbits of the arcane while researched in a vast repository of knowledge, such as the remaining seats of learning in the Inheritor Lands, the decrepit undead spires of the Mournwracked Expanse, the desolate ruins of Amari, or even the mysterious lands of distant Zeskoran.*

Choose two ability boosts. One must be to Charisma or Intelligence, and one is a free ability boost.

You're trained in the Arcana skill and the Library Lore skill. You gain the Arcane Senses skill feat.

### JUSTICAR

#### BACKGROUND

*Schooled in the history and teachings of one of Tyne's deities or pantheons, you've lived a life influenced by the divine. Whether by choice or reputation, you're seen as a paragon of your deity. You might be a warrior priest in a small community, or you once found yourself conscripted into a holy army.*

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Religion skill and your choice of a Lore skill for a specific deity (such as the King, Uncle Blaze, or the Perfection). You gain the Student of the Canon skill feat.

### SHROUDED PAST

#### BACKGROUND

*Some corners of Tyne remain best unspoken of, and you either happen to come from one of those regions or have sensitive knowledge about it. Though you've moved on from this dark secret, it still comes up in your adventuring life and you can take full advantage of the hidden knowledge you possess.*

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Occultism skill and your choice of a specific Lore skill related to a specific creature type (such as Malicites or Vampires) or a specific region (such as Bahaua or Zeskoran). You gain the Oddity Identification skill feat.

### PEOPLE'S ENFORCER

#### BACKGROUND

*It's hard for the average person to live free in lands where the ruling authorities are corrupt guilds, bickering despots, or even undead abominations. You've managed to use your natural talents to help enforce a modicum of peace in your surroundings, working with other people of your class to keep people alive or in-line as necessary.*

Choose two ability boosts. One must be to Constitution or Strength, and one is a free ability boost.

You're trained in the Intimidation skill and the Labor Lore skill. You gain the Intimidating Glare skill feat.





## RARE BACKGROUNDS

These rare backgrounds can give a player a significantly different roleplaying experience by setting their character up with a history or legacy beyond the norm. Character with these backgrounds are situated in a special position within the narrative. Your character's background is an intrinsic part of where they come from and not something they earn during the game. Rare backgrounds should be chosen only after a discussion between the GM and the other players as to whether one would apply for a particular character in your group's game.

### AGENT OF DIVINITY

#### BACKGROUND

Rare

*One of the many divine powers with an interest in Tyne has empowered you to act as one of their agents. This is different from a divine sponsorship (see Rotgrind: The Rot - The Demise of the World) and instead represents a personal investiture by a deity. You may willingly support the power influencing you, or chaff against what you view as unwanted aid or meddling.*

Choose two ability boosts. One must be to Charisma or Wisdom, and one is a free ability boost.

You're trained in your choice of the Arcana, Nature, Occultism or Religion skill based on what deity or divine force you are an agent of. You gain the Lore skill associated with your deity (such as the King, Auntie Drown, or a specific Entity).

You gain the Pilgrim's Token skill feat (*Pathfinder Advanced Player's Guide*). Your small token is instead a mark given by your deity, such as a tattoo or magical glyph that floats just above your skin. You cannot have your token removed from your possession, however it is a visible mark of your affinity to your deity and cannot be easily hidden. Attempts to magically suppress the appearance of your deity's mark always fail.

### PSYCHOMETRIC

#### BACKGROUND

Rare

*You have an innate insight into objects and can read psychic impressions left on them. Though this effect imitates magic commonly available to certain spellcasters, you can do so without being a dedicated spellcaster or receiving special training, proving you have some connection with the psychic undercurrents of the world. Using this skill throughout your life has given you insight into the esoteric and those who use such knowledge to act as charlatans.*

Choose two ability boosts. One must be to Charisma or Intelligence, and one is a free ability boost.

You are trained in Occultism and Fortune-Telling Lore. You can cast *object whispers* (see page 18) as an occult innate cantrip at will.

### PREPARED INFILTRATOR

#### BACKGROUND

Rare

*You've been sent on a mission by an organization or nation to investigate a foreign land. Clandestine benefactors have provided you with specialized training to accomplish your goal. You might be a spy for the Bastion Freehold checking in on the technologically inferior regions of Tyne, or you could be a magical savant from the enigmatic lands of Zeskoran seeking hidden occult knowledge for your patrons.*

Choose two ability boosts. One must be to Dexterity or Strength, and one is a free ability boost.

You're trained in Society as well as two Lore skills, one related to the target of your infiltration and one related to the area or group who dispatched you. You gain the Multilingual skill feat.

Once per adventure, you can make contact with your benefactors to receive orders and get some kind of instructions on how you should proceed next. These commands may come through intermediary NPCs, magical messaging, or a special technological apparatus you possess.

### ROT-TOUCHED

#### BACKGROUND

Rare

*Through some encounter you ended up infected with the Rot. Miraculously, you've managed to stave off any visible effects of the Rot and though the infection is within you, there are no negative effects that plague you. With this tolerance, you might be able to better channel Rot-based powers, though overcommitting to such a path still has an inherent danger as you are not entirely free from the negative effects of continued Rot exposure.*

Choose two ability boosts. One must be to Constitution or Dexterity, and one is a free ability boost.

You begin with the rotten 1 condition. You always count your rotten condition as 1 lower for determining your wounded condition. This allows you to gain the benefits (and some drawbacks) of abilities or effects requiring a rotten condition, without actually taking the inherent penalty of your first rotten condition.



# ARCHETYPES

There are countless types of heroes in the world of Tyne, and among them some have picked up specialized training. The following archetypes are intended to work in most Rotgrind adventures, representing different aspects of the world that players may wish to incorporate in their characters.

## BURIED CITY DELVER (ARCHETYPE)

The Buried City of Outset is the largest dungeon thought to exist on all of Tyne. For centuries, groups of adventurers flocked to the city of Outset in hopes of exploring even the uppermost levels in hopes of uncovering some lost relic or forgotten scrap of lore. With the Rot's appearance, more and more of these so-called "delvers" make forays into the Buried City in hopes of uncovering a solution to the spreading demise of the world.

Talented in a variety of ways, these delvers gain an intuitive understanding of their selected environments, as well as picking up new talents to improve their expeditions and chances at survival. Though this archetype specifies the Buried City, other groups of delvers exist for the world's countless other megadungeons and complexes.

**Additional Feats:** 4<sup>th</sup> Trap Finder (Core Rulebook 183); 10<sup>th</sup> Delay Trap (Core Rulebook 186)

### BURIED CITY DELVER DEDICATION FEAT 2

Uncommon

Archetype

Dedication

**Prerequisites** trained in Athletics, Perception, and Thievery

You become an expert in Athletics and Thievery, and you gain a +1 circumstance bonus to Athletics checks made to navigate in subterranean environments and to Thievery checks to Disable a Device or Pick Locks in subterranean environments.

**Special:** You can't select another dedication feat until you have gained two other feats from the Buried City delver archetype.





## DELVER'S MAGIC

FEAT 4

Uncommon

Archetype

**Prerequisites** Buried City Delver Dedication

You gain *detect magic*, *know direction* and *object reading* as occult innate cantrips.

## INTUITIVE UNDERSTANDING

FEAT 4

Uncommon

Archetype

**Prerequisites** Buried City Delver Dedication

You become an expert in a Lore skill about a specific dungeon, ruin or similar subterranean site (such as Buried City); if you were already trained in that Lore skill, you also become trained in the Lore skill for a different site of your choice. You gain a +2 circumstance bonus to initiative rolls made while within the selected dungeon or ruin.

**Special:** You can take this feat multiple times. When you take this feat again, choose a new dungeon, ruin or similar subterranean site.

## RUIN SCALER

FEAT 6

Uncommon

Archetype

**Prerequisites** Buried City Delver Dedication, Intuitive Understanding

You gain a climb Speed of 15 feet while operating in areas you've selected as part of Intuitive Understanding.

## DELVING GUIDE

FEAT 4

Uncommon

Archetype

Auditory

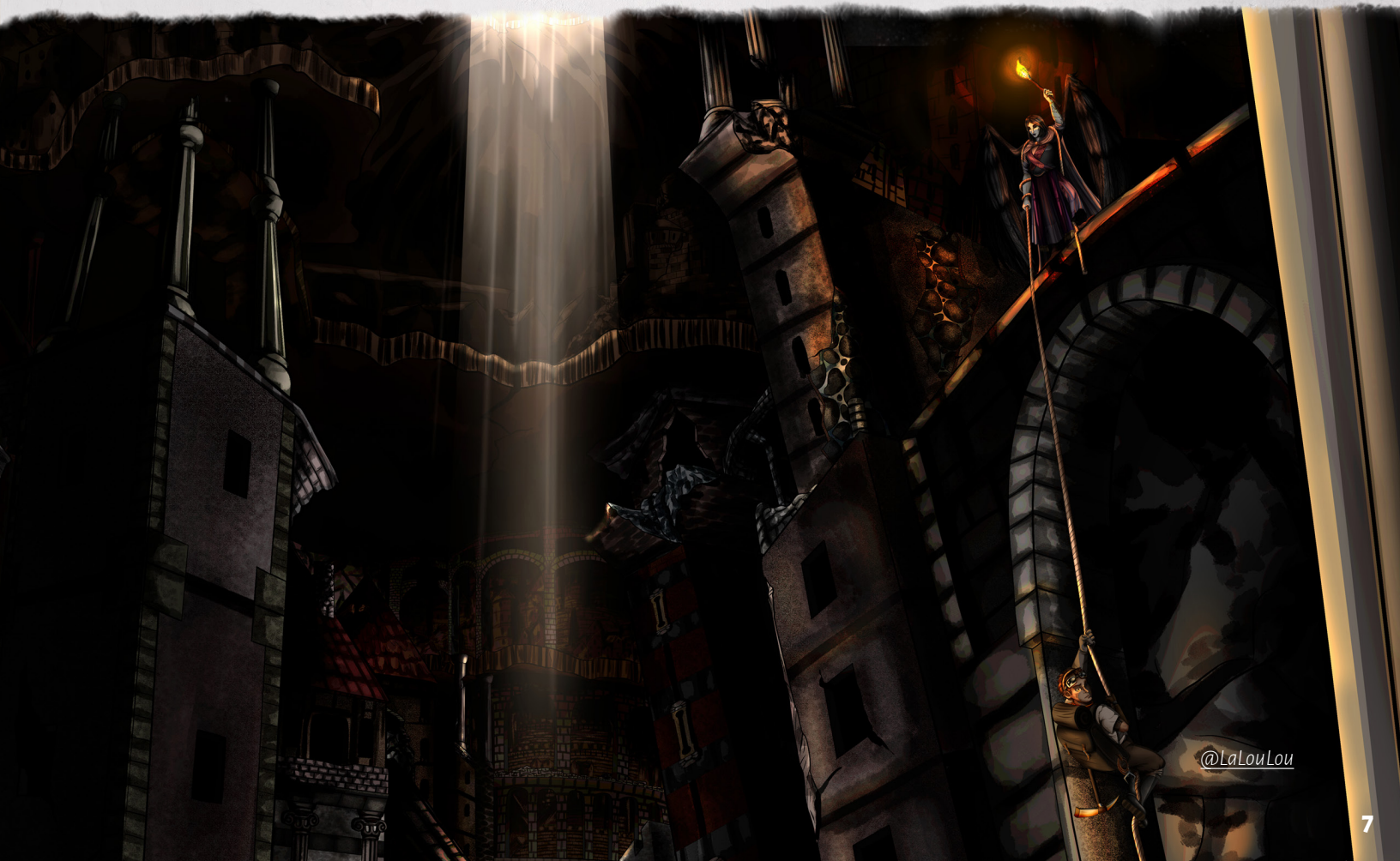
Fortune

**Prerequisites** Buried City Delver Dedication

**Frequency** once per hour (target can only benefit once in a 24 hour period)

**Trigger** An ally within 60 feet and line of sight fails in their attempt to Arrest a Fall, Balance, Climb, Grab a Ledge, Jump, Swim, or Maneuver in Flight while in a subterranean environment.

You can say the right thing at the exact right moment to avert disaster. Your ally can reroll the failed check with a +2 circumstance bonus; they must take the second result of the check. A target can only receive the benefits of this ability once in a 24-hour period.





# GARLICMANCER (ARCHETYPE)

*Originating from the desolate Inheritor Land of Tolevar, the strange tradition of garlicmancy is one steeped in survival. Tolevar's people eke out a living while bordering the Mournwracked Expanse, the frozen realm of the undead aristocracy. Wandering practitioners of magic found themselves struggling to maintain a cache of regular spell components or repair damaged holy symbols. So, some entrepreneuring spellcasters tried to substitute their spell components with the garlic used by Tolevar's people in warding off the nearby undead. The results were... unexpected.*

Garlicmancers imbue their spellcasting with trace amounts of garlic, sometimes even going out of their way to find specially grown bulbs to add impressive additional effects to their spells. Through their connection with garlic—not to mention acquired stench—these spellcasters become outcasts in cosmopolitan society. However, their ability to produce powerful magic is not to be underestimated.

## GARLICMANCER DEDICATION

FEAT 2

Uncommon

Archetype

Dedication

### Prerequisites ability to cast spells

You've suffused your magical spellcasting talents with copious consumption and use of garlic. You gain a +1 circumstance bonus to saves against effects with the olfactory trait. When Casting a Spell that requires material components, you can provide these material components without a spell component pouch by instead substituting a negligible amount of garlic. This doesn't remove the need for any materials listed in the spell's cost entry, though special bulbs of garlic may exist that can be used as substitutes at your GM's discretion.

**Special:** You can purchase garlic at a cost of 1 sp per pound (L bulk). A pound of garlic typically lasts for a month of regular usage without replenishment and it's assumed you can harvest additional bulbs during adventure to replenish it as you would a material component pouch.

**Special:** You can't select another dedication feat until you have gained two other feats from the garlicmancer archetype.





## ODOROUS AURA ◆

FEAT 4

Uncommon

Archetype

Aura

Poison

Olfactory

**Prerequisites** Garlicmancer Dedication

You can release an aura of a terrible garlic-tinged odor in a 10-foot burst around you. This aura sickens creatures that end their turns within it with a Fortitude save against your spell DC. You can suppress this aura as a free action and resume it with another free action. At 8th level increase the area to a 20-foot burst.

**Success** The creature is unaffected and cannot be affected by your Odorous Aura for the next 24 hours.

**Success** The creature is unaffected.

**Failure** The creature is sickened 1.

**Critical Failure** The creature is sickened 1 and slowed 1 while in the aura.

## REPUGNANT STENCH ◆

FEAT 6

Uncommon

Archetype

**Prerequisites** Garlicmancer Dedication, Odorous Aura

**Frequency** once per day

With timed exhalations of your breath, you can improve the effects of your Odorous Aura. In addition to the regular effects of the aura, creatures may find themselves so overwhelmed that they might not be able to attack. When you use this ability add the following effects to your Odorous Aura for 1 minute.

**Failure** The creature needs to spend an action overcoming its disgust before it can attack you.

**Critical Failure** The creature can't attack you while within the area of your aura until it leaves and ends its turn outside of your aura.

## SPICY SPELL ◆

FEAT 4

Uncommon

Archetype

**Prerequisites** Garlicmancer Dedication

**Frequency** once per day

You've learned how to mix garlic into damaging spell effects in unique and inventive ways. If your next action is to Cast a Spell that deals damage, you can choose to reroll a single damage dice, you must use the second result. At 12th level you can choose to reroll up to two dice instead, and at 16th level you can choose to reroll up to three dice instead.

## NOTHIN' BUT GARLIC!

FEAT 8

Uncommon

Archetype

**Prerequisites** Garlicmancer Dedication, focus pool

**Frequency** once per day

You've mastered the ability to deliver a horrifying curse through your potent connection with the raw power of garlic. You learn the *nothing but garlic!* focus spell (see page 19). Increase the number of Focus Points in your focus pool by 1.





# ROTEATER (ARCHETYPE)

*Rather than succumb to the Rot's malignancy, you've instead learned to live with it. You use the Rot to power your magic, going so far as to willingly embrace it to empower your spells and then expunge it for surges of raw power that leave you weakened.*

Roteaters are feared throughout the world, as few can understand why any would directly interact with the Rot. Even the gods are wary of those who give themselves into the Rot in this manner, and while they continue providing spells to divine spellcasters, the gods ensure such beings lose any other special divine protections they might have bestowed.

## ROTEATER DEDICATION

FEAT 2

Rare

Archetype

Dedication

**Prerequisites** ability to cast spells, trained in Occultism, have the Rotten condition

The first step in mastering the Rot is to learn how to live with it and how to occasionally expel its influence from your system. You gain the *rot unleashed* focus spell (see page 20). This feat grants a focus pool of 1 Focus Point that you can recover using the Refocus activity. You can Refocus by meditating to quell the alien whispers of the Rot in your mind and refill your focus pool. Your focus spells from the roteater archetype are of the same tradition as the spells you used to meet the roteater archetype's prerequisites.

**Special:** You can't select another dedication feat until you've gained two other feats from the roteater archetype.

**Special:** You can't select this archetype if you are sponsored (see *Rotgrind: The Rot - The Demise of the World*). If you accept sponsorship after choosing this archetype, then you cannot use the abilities associated with this archetype.

## ROT INFUSION ◆

FEAT 4

Rare

Archetype

Manipulate

Metamagic

**Prerequisites** Roteater Dedication

**Frequency** once per day

You channel the Rot in your body to further empower your magic, sometimes at the expense of increasing its hold on you. If your next action you use is to Cast a Spell, the spell changes half of its damage to rot damage. As part of this action you can choose to gain the rotten condition or increase your rotten condition by 1. If you do so, change the entirety of the cast spell's damage to rot damage, and change any persistent damage as a result of the spell into rot damage.

## EXCISE THE DEMISE

FEAT 8

Rare

Archetype

Metamagic

**Prerequisites** Roteater Dedication

**Frequency** once per day

You force the Rot out of your system as part of casting a spell, though it leaves you incredibly weakened as a result. If your next action is to cast a cantrip or spell that is at least 2 levels lower than the highest-level spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action). When you use this ability, reduce your rotten condition by 1 and gain the doomed 1 and drained 1 conditions. You can instead choose to remove all of your rotten conditions, and instead use this ability on spells up to the highest level you can cast, however you instead gain the doomed 2 and drained 3 conditions.

## ROTTEN REFORMATION

FEAT 12

Rare

Archetype

**Prerequisites** Roteater Dedication

**Frequency** once per year

The Rot takes complete hold of your body and even reconstitutes it. When you're killed, your body and equipment dissolves into a rotten sludge. Your body reforms after 1d8 days within a mile of your death site along with all your equipment. The Rot spreads in you and you increase your rotten condition by 2 to a maximum of rotten 3. When you return in this manner, the Rot infects your mind and gives you a specific act that you must perform. If you complete your mission, then you reduce your rotten condition by 1 and this effect expires. For every day you fail to advance your goal, such as by failing to travel closer to the destination or willfully ignoring your mission, the Rot spreads and you increase your rotten condition by 1. If you reach a rotten condition equal to your maximum dying condition (typically 4) then you become fully infested by the Rot and become an NPC under the GM's control, which continues its rotten mission.





### A ROTTEN REQUEST

On activating *Rotten Reformation*, your GM determines the quest your character must undertake to cure themselves of their rot. It could be something as simple as “slay a dragon” or a specific goal like “climb to the top of Tyne’s highest mountain and watch the sunrise.”



# SKY PIRATE (ARCHETYPE)

While Tyne dies its slow death, its people still manage to innovate. The relatively recent invention of airships has increased trade and exploration across the world. Thought to have originated by technology stolen from the reclusive Bastion Freehold, airships have become so prominent that in the past few decades, piracy has become a real concern. Since sky piracy is less of a necessity of living and more of a bombastic way of becoming (in)famous, those who take on this lifestyle are a varied bunch.

Sky Pirates have much in common with swashbucklers, and many sky pirates have the swashbuckler class (*Pathfinder Advanced Player's Guide*). Much like a swashbuckler's daring deeds, classic pirate maneuvers are often showy feats intended to impress, intimidate, and gain panache. For example, if you have the panache class feature and your Acrobatics check for a From Above! exceeds the very hard DC for your level, you would gain panache.

## SKY PIRATE DEDICATION

FEAT 2

Uncommon

Archetype

Dedication

**Prerequisites** trained in Intimidation

You become trained in Airship Lore, or become an expert in it if you were already trained. You ignore the effects of difficult terrain caused by strong winds and treat greater difficult terrain caused by strong winds as difficult terrain instead. You gain a +2 circumstance bonus on Athletics checks to surmount strong winds or similar effects. Additionally, you gain the From Above! action.

**From Above!** ♦♦ (flourish) Either Stride twice or attempt an Acrobatics check to Tumble Through or Maneuver in Flight. You can make a melee Strike. That strike deals one additional weapon damage die if you began this action 20 feet or higher above your opponent.

**Special:** You can't select another dedication feat until you have gained two other feats from the sky pirate archetype.

## DUAL-WEAPON RELOAD

FEAT 4

Uncommon

Archetype

**Prerequisites** Sky Pirate Dedication

**Requirements** You are wielding two one-handed weapons, each in a different hand, one of which is a ranged weapon.

You carry your ammunition in a way that allows you to reload while holding two weapons. You Interact to reload a one-handed ranged weapon you're holding. Unlike most Interact actions, you don't need a free hand to reload your ranged weapon in this way.

## SKY PIRATE WEAPON TRAINING

FEAT 4

Uncommon

Archetype

**Prerequisites** Sky Pirate Dedication

You become trained with the following weapons: rapier, and one-handed weapons from the firearms weapon group. Whenever you gain a class feature that grants you expert or greater proficiency with a given weapon or weapons, you also gain that proficiency rank for these weapons.

## UNFAILING BRAVADO

FEAT 4

Uncommon

Archetype

Fortune

**Prerequisites** Sky Pirate Dedication

**Frequency** once per hour

**Trigger** You fail a Reflex save, an Athletics or Acrobatics check.

You refuse to let others see you fail, and your need to always "be the best" allows you to push through. Reroll the triggering save or skill check with a +2 circumstance bonus; you must use the second result.

**Special:** A swashbuckler (*Pathfinder Advanced Player's Guide*) PC adds the skill related to their swashbuckler style to the list of skills that trigger this feat. For example, a battledancer would add Performance, while a braggart would add Intimidation.





@laura\_pendl



# FEATS

This section presents several new general feats, including many new skill feats. These feats are intended for Rotgrind campaigns, and include some additional setting tie-ins. These feats can easily be adapted to any campaign.

## CODED PERFORMANCE

FEAT 1

Uncommon

General

Skill

**Prerequisites** trained in Performance

You can hide a message when Performing. If your Perform action is for a type of Performance that allows speech (such as Acting, Comedy, Oratory or Singing) then you can tailor the message for a specific target or group to understand it. If you're a master in Performance, you can use this ability on non-verbal performances. If you're legendary in Performance, you can deliver messages without anyone except the intended target(s) being able to detect them. Anyone not targeted but viewing the performance can attempt a Perception check against a DC set by your Performance result.

**Critical Success** The target intercepts your exact message.

**Success** The target understands something hidden is being delivered in your performance.

**Failure** The target fails to perceive your coded message.

## STASHED SPELL

FEAT 7

Uncommon

General

Skill

**Prerequisites** master in Arcana

You can move transcribed spells from a scroll or spellbook into another object for safekeeping. This process requires a successful Arcana check with a DC determined by the GM but appropriate to the level of the spell being transcribed (use the DCs by Level table and use a DC level equal to the spell's level x 2). A non-magical item with a bulk of 2 or less can contain a single spell, which makes the item count as magical with the same school of magic as the inscribed spell. An existing magical item can hold a number of spells equal to 1/4 of its item level or its highest level rune (minimum 1). A spell moved in this manner can only be discovered with a successful Arcana check on the object, at which point the spell can be acquired by using the Borrow a Spell action. Alternatively, hidden spells can be detected with a *read aura*, *object whispers* (see page 18) or *object reading* (*Pathfinder Advanced Player's Guide*) spell.

## PERSISTENT SABOTAGE

FEAT 1

Uncommon

General

Skill

**Prerequisites** trained in Thievery

If you fail when attempting a Thievery check to Disable a Device on a trap, you can choose to make the attempt again. This second attempt counts any critical success as a success, and any failure as a critical failure. If you get a critical failure on this second attempt, then any thieves tools' you were using in the attempt are broken in addition to any other effects. Fixing them requires using Crafting to Repair them or else swapping in replacement parts (costing 3 sp, or 3 gp for infiltrator thieves' tools).

## ZESKORAN IDOL

FEAT 1

Rare

General

Skill

**Prerequisites** trained in Occultism

You can assemble one of the idols representing the mysterious High Concepts of the lands of distant Zeskoran. It's likely you don't even know the significance of these powers, though you've been trained in creating this object. Whenever you fail a saving throw against a spell, magical ability, or haunt that you've never previously encountered, your idol gains a charge. As a free action, you can spend a charge on your idol to gain a +1 circumstance bonus to any reroll you make as part of a fortune effect (including use of Hero Points). Your idol can contain up to 1 charge. This increases to 2 charges if you're a master in Occultism or 3 charges if you're legendary.

**Special** If you select this feat at 1st level, you receive your idol for free. If you select this feat at a later level, or if you somehow lose your idol, you must purchase or Craft a replacement. Idols typically cost 5 sp in materials.



# ITEMS

Tyne is home to countless new innovations, both magical and technological, in the realm of equipment. From the castoff of potent extraplanar beings, to the innovations of the distant Bastion Freehold, there are countless items to explore. What follows is a sampling of items appropriate for Rotgrind campaigns.

## ORATOR SKULL

ITEM 4

Uncommon

Necromancy

Magical

*This avian skull is roughly 1 foot in length and is etched with magical scripture. A servile spirit possesses the skull and can be commanded to store messages and complex magical incantations.*

**Price** 75gp

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦♦ command, Interact; **Effect** You command the skull by placing it on a solid surface and commanding it to speak. If the skull has a message to deliver, it does so. If the skull has no message, you can input your own. Once the skull finishes relaying a stored message, you can then choose to override the message. The skull accepts any message you wish to place into it. An *orator skull* can contain roughly 5 minutes of spoken dialog.

Instead of providing the skull with a message, you can instead dictate an Arcane spell of up to 3rd-level into the skull. To anyone untrained in Arcana, the meaning is gibberish. To those trained in Arcana, they can use the orator skull to perform the Borrow an Arcane Spell action as though they were transcribing from another spellbook.



## POTION OF ROT

ITEM 6

Rare

Consumable

Magical

Potion

Rot

**Price** 45gp

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Interact

Only the most irrational minds would ever consider preserving and bottling a raw sample of the Rot, yet somehow this potion exists. When you drink it, you increase your rotten condition by 1. Consuming an additional *potion of Rot* within 24 hours of consuming the first has no effect—beyond the absolutely unpleasant taste!



JL Concept and Design



# FUNDAMENTAL CRYSTAL

ITEM 1+

Uncommon

Invested

Magical

Transmutation

Usage held in 1 hand; Bulk—

Activate  Interact

When the Fundamental powers directly interact with the Material Plane, they most often manifest in the form of particulums, which are orb-like manifestations of Fundamental energy. In most cases, these beings exist for a short period of time before burning out entirely. Some stabilize and become sentient beings, while others develop symbiotic relationships with living (sometimes dead) hosts. Rarely, a dissipated particulum ends its existence by crystallizing and becoming a potent magical object that can be imbued into another creature.


When you invest one of these crystals, it temporarily melds into your body. Depending on the type of crystal invested, your body might take on a particular physical aspect of the associated Fundamental power, such as a light glow for the Beneficence or your skin taking on a metallic hue for the Perfection. You can remove an invested crystal with an Interact action, but its effects immediately end until you invest it again.

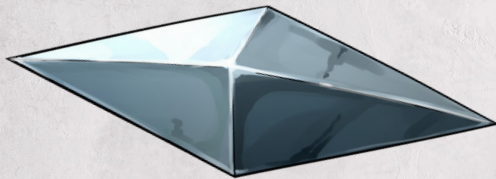
## BRASS PERFECTITE

ITEM 4

Price 90 gp

While invested, this *fundamental crystal* grants you a special activation.

**Activate**  envision; **Frequency** once per day; **Trigger** An attack or effect would deal physical to you; **Effect** gain resistance 10 to physical damage against all damage from the triggering attack or effect. For the next minute gain resistance 2 to the specific type of physical damage (such as bludgeoning, piercing or slashing).

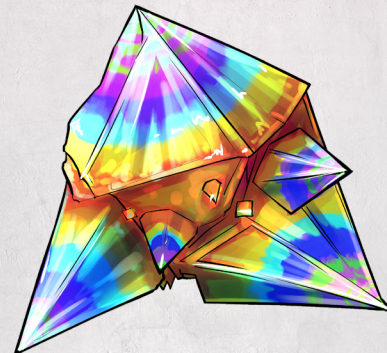


## ELUSIVE ANARCITE

ITEM 3

Price 60gp

When you invest this crystal, you gain a +1 item bonus on Acrobatics and Athletics checks to Escape. Once per day while the crystal is invested, you treat a critical failure on a check to Escape as a failure instead.

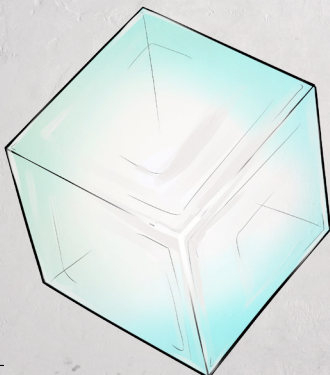


## SHIMMERING BENEFICITE

ITEM 4

Price 130 gp

This *fundamental crystal* allows you to cast 2nd-level *continual flame* as a divine innate spell once per day with no material component cost. Subsequent castings cause the prior casting to immediately expire.




Illustrations by  
@dancwart

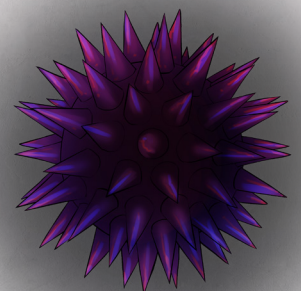
## UMBRAL MALICITE

ITEM 4

Price 80 gp

While invested, this *fundamental crystal* grants you a special activation.

**Activate**  envision; **Frequency** once per hour; **Trigger** A foe within your reach critically hits you with a Strike; **Effect** Roll the base weapon damage dice from the foe's attack and the foe takes that much damage of the same damage type as they dealt you (such as 1d8 damage from a longsword). This does not include any bonus damage or additional damage from other sources, like precision damage or additional weapon dice from a *striking rune*.





## GOLEM PLATE

ITEM 3+

Rare

Anti-Magic

Bulwark

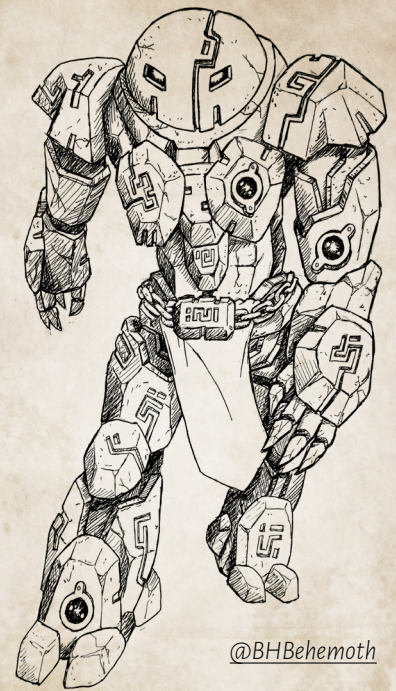
**Usage** worn armor; **Bulk** 6

**Price** 55 gp; **AC Bonus** +7; **Dex Cap** +0; **Check Penalty** -3; **Speed Penalty** -15 feet; **Strength** 18;

**Type** Heavy; **Group** Plate

The forges of the Bastion Freehold are the only known producers of the immense armor, known to outsiders as golem plate. This armor puts even the most impressive full plate to shame from its immense size and innate ability to repel magic.

**Anti-Magic (Armor Trait):** You gain a +1 item bonus to saves against magical effects. If this armor is ever enhanced with a resilient rune, you increase the item bonus to saves offered by that rune by 1 against magical effects. Armor with this trait increases the cost of applying a magical rune to it by 10%. If the rune is applied using a runestone or transferring, then the crafter must provide additional raw materials equal to the 10% additional cost they would have paid for putting the rune on normally.



@BHBehemoth

## MOSS BOMB

ITEM 1+

Uncommon

Alchemical

Bomb

Consumable

Primal

Splash

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Strike

A moss bomb is an airtight container of primal moss that rapidly expands when exposed to air. Moss bombs deal the listed moss damage and splash damage. Moss damage only applies to creatures who have a weakness to moss (typically creatures with the Rot trait). Many types grant an item bonus to attack rolls.

**Type** lesser; **Level** 1; **Price** 2 gp

The bomb deals 2d6 moss damage and 2 moss splash damage.

**Type** moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 3d6 moss damage and 3 moss splash damage.

**Type** greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 4d6 moss damage and 4 moss splash damage.

**Type** major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 6d6 moss damage and 6 moss splash damage.



## NAIL BOMB

ITEM 1+

Uncommon

Alchemical

Bomb

Consumable

Splash

**Usage** held in 1 hand; **Bulk** L

**Activate** ♦ Strike

Nail bombs are explosive bombs packed with nails and similar metal fragments treated with alchemical preservatives. A nail bomb deals the listed piercing damage and splash damage. On a hit the target also takes the listed persistent bleed damage.

Many types of nail bombs grant an item bonus to attack rolls.

**Type** lesser; **Level** 1; **Price** 2 gp

The bomb deals 1d8 piercing damage, 1 persistent bleed damage, and 1 piercing splash damage.

**Type** moderate; **Level** 3; **Price** 8 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d8 piercing damage, 2 persistent bleed damage, and 2 piercing splash damage.

**Type** greater; **Level** 11; **Price** 225 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d8 piercing damage, 3 persistent bleed damage, and 3 piercing splash damage.

**Type** major; **Level** 17; **Price** 2,250 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d8 piercing damage, 4 persistent bleed damage, and 4 piercing splash damage.



@ToTellStories



# SPELLS & RITUALS

The magics of Tyne are as varied as its people, with some releasing the powers of the cosmos, while others tap into the Rot itself. Spellcraft differs from region to region, with examples like the aristocratic undead of the Mournwracked Expanse practicing arcane necromantic arts, while the raiders of Terleem channel the raw power of the Anarchy on the battlefield, and the scholars of Outset make use of divination to find a path forward. There is a home for every type of magic in the world, though many traditions struggle to survive the approaching demise.

## ANARCHIC BARRAGE

CANTRIP 1

Uncommon

Attack

Cantrip

Evocation

**Traditions** divine

**Cast** ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature



Drawing from the roiling, chaotic tides of entropy, you unleash a volley of mutable matter. Make a ranged spell attack roll against the target's AC. On a hit, the target takes 1d4 + your spellcasting ability modifier (double damage on a critical hit) of a randomly determined physical damage type. This attack changes damage type based on a 1d3 if the target has weaknesses or resistances to piercing, bludgeoning, or slashing damage. If the target has no resistances or weaknesses to physical damage, then the caster can choose the damage type.

**Heightened (+1)** The damage increases by 1d4.

## OBJECT WHISPERS

CANTRIP 1

Uncommon

Divination

**Traditions** arcane, divine, occult, primal

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 object



You place a hand on a sensitively charged object to learn a piece of information imbued into the object, determined by the GM. This piece of information is typically a pre-prepared sentence or paragraph giving some description of the item that includes information one would not glean from simply looking at it. If you cast *object whispers* on the same item multiple times, you receive the same piece of information.

## UNLEASH ANTIPODE

SPELL 6

Uncommon

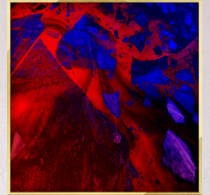
Conjuration

**Traditions** divine, primal

**Cast** ♦♦♦

**Range** 120 feet

**Duration** 1 minute



You create two tears in the fabric of the Material Plane that connect to antipodal extraplanar forces, mimicking the struggle in the Crucible of Creation, the Fundamental Battlefield, or the Elemental Churn. The first tear appears within the spell's range and visible to the caster. The tear is a 10 or 20 feet line. The second tear then appears within the spell's range and visible to the caster. It must be 20 feet away from the original line. The second tear must have the same length as the first tear.

A tear does 8d8 damage of the type associated with that tear to each creature that's within the tear's space when it is created. Creatures adjacent to the inward facing side of the tear instead take 6d8 damage, while those 10 feet adjacent to the inward facing side take 4d8 damage. Creatures take this damage when they attempt to pass through a tear's area of effect, or end a turn inside a tear's area of effect. A basic Reflex save reduces the damage.

Based on the tradition that you cast the spell as, choose one of the following combinations of energy associated for each of your summoned tears. The spell gains the traits of those combinations.

*Divine*—positive and negative, law and chaos, evil and good

*Primal*—fire and cold, electricity and earth.





@laura\_pendl

## MOSSY WEAPON

SPELL 1

Uncommon

Transmutation

**Traditions** primal

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 weapon that is unattended or wielded by you or a willing ally

**Duration** 1 minute



The weapon grows a mossy sheen. The target becomes a *mossy weapon* in addition to any other effects it has. This can be applied to non-magical weapons and does not count towards the maximum number of property runes the weapon could have. The mossy weapon rune is fully detailed in *Rotgrind: The Rot - The Demise of the World*, but summarized below.

A *mossy weapon* is covered in veins of primal moss. When damaging a creature with weakness to moss, this weapon counts its primary damage type as moss, triggering the weakness. On a critical hit, if the target has a weakness to moss or the rotten condition, it takes an additional 1d8 moss damage.

## NOTHING BUT GARLIC!

FOCUS 4

Uncommon

Attack

Curse

Enchantment

Mental

**Cast** ♦♦ somatic, verbal

**Range** touch; **Targets** 1 creature

**Saving Throw** Will



You afflict the target with a curse that changes the taste of any food or drink it consumes to that of garlic. The target must attempt a Will save.

**Critical Success** The target is unaffected.

**Success** For 1 minute, the target cannot eat food or drink without retching it up. This prevents a target from benefiting from a liquid.

**Failure** As success, but the effect lasts 1 day.

**Critical Failure** As failure, but the effect lasts a week and the creature takes a -4 circumstance penalty on social skills due to a pungent odor of garlic that surrounds them. This odor is an olfactory effect.



## ROT SHOT

SPELL 2

Uncommon

Attack

Evocation

Rot

**Traditions** arcane, occult

**Cast** ♦♦ somatic, verbal

**Range** 120 feet; **Targets** 1 creature or object



You manifest a roiling sphere of Rot pulled from the nearby terrain and hurl it at a target. Make a spell attack against the target. On a hit, you deal 3d6 rot damage plus 1d4 persistent rot damage. On a critical hit, double the initial damage, but not the persistent damage.

**Heightened (+2)** The initial damage increases by 2d6, and the persistent rot damage increases by 1d4.

## ROT UNLEASHED

FOCUS 3

Uncommon

Evocation

Rot



**Cast** ♦♦ somatic, verbal

**Range** 20-foot radius emanation around you

**Saving Throw** basic Fortitude

You channel the rot affecting you to damage those nearby, dealing 4d8 rot damage with a basic Fortitude save. The damage increases by 1d8 for each rotten condition you have (to a maximum of 3).

**Heightened (+1)** The damage increases by 1d8.

## ROTTEN REVIVAL

SPELL 5

Uncommon

Necromancy

Rot



**Traditions** occult

**Cast** ♫; **Trigger** A living creature within range would die.

**Range** 60 feet; **Targets** the triggering creature

You channel the essence of Rot into a creature at the moment of its death to save them. You prevent the target from dying and restore Hit Points to the target equal to 4d6 plus your spellcasting ability modifier. For every rotten condition you have, increase the amount healed by 2d6. After receiving this healing, the target immediately gains the rotten condition or increases its existing rotten condition by 1. You can't use rotten revival if the triggering effect was disintegrate or a death effect. A creature can only be affected by this spell once in a 24-hour period.

## PURGE ROT

RITUAL 4

Rare

Abjuration



**Traditions** occult

**Cast** 1 day; **Cost** rare primal moss and components worth a total value of 20 gp x the target's level; **Secondary Casters** 1, must be the ritual's target

**Primary Check** Nature or Occultism (expert); **Secondary Checks** Nature or Occultism (whichever is used for the primary check)

**Range** 10 feet; **Targets** another creature of up to 8th level who has the rotten condition

You force the touch of the Rot out of a creature. This ritual uses Nature or Occultism based on the specific method used to excise the Rot.

**Critical Success** The target is completely purged of the Rot. They remove all rotten conditions.

**Success** The target lowers its rotten condition by one.

**Critical Failure** The target increases its rotten condition by one.

**Heightened (5th)** Increase the maximum target level by 4 and the base cost by 20 gp.

**Heightened (7th)** Increase the maximum target level by 8 and the base cost by 55 gp.

**Heightened (10th)** Increase the maximum target level by 12 and the base cost by 250 gp.



# PLAYING IN ROTGRIND

Adventuring in the world of Tyne will see you facing dangers unique to the setting: rot-infested abominations, terrifying creatures, fundamental magics, and dozens of other hazards. Subscribing to Patreon will also get you (or your game master) access to monsters, items, and lore unique to the setting, plus maps, tokens, and more!

## FREE RELEASES

### ROTGRIND PRIMER

The Rotgrind primer gives an introduction to the world of Tyne.

### THE ROT: THE DEMISE OF THE WORLD

The Rot is an infecting malady that can take root in almost all things and gradually corrupts them. First appearing roughly 300 years ago, the Rot has spread across the entirety of Tyne, threatening the world in a way never seen before.

### OUTSET PRIMER

Outset is known by many names: The City of a Million Faces, the First City, and the Sinking City (among dozens of others). The city is home to over a million citizens in its nine districts, each built around massive pilasters over 140 stories high. Parts now tower above the clouds as it simultaneously pushes itself down, sinking into the deepest depths beneath its own weight.

### THE PERFECTION INFECTION

The party has settled in for a night of drinks, chatting, and entertainment at Rikiar's Cabaret in the Commons of the Pawn's Pilaster district in Outset. Little do they realize that something mind-blowing awaits them in our first full adventure for 1st-level characters in the Rotgrind setting!

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As the Rotgrind campaign continues and we release more and more content, the focus will be on the city of Outset and the surrounding area, plus macro-level elements of the setting (continents, nations, pantheons, cosmology, etc.). All of this bespoke content—as well as regular releases for episode-specific content from the show—will be provided for you to use in your own games! Supporting the show and our Patreon is the best way to get this content and see it in action!

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