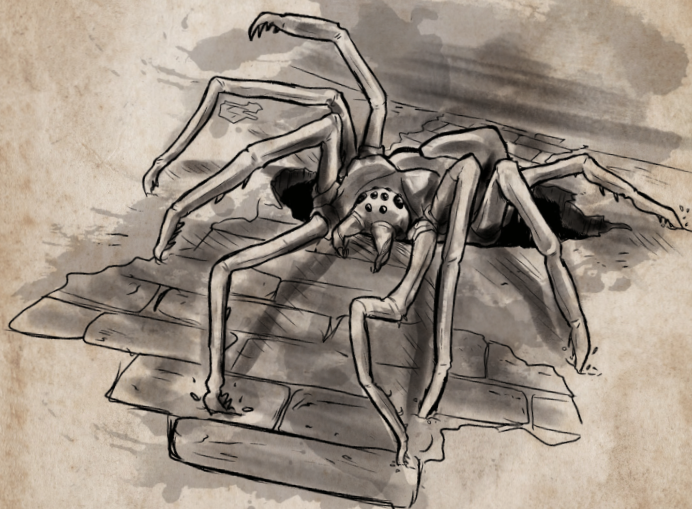


ROTEGRIND

A WORLD
IN DECAY



BESTIARY

PICK SPIDERS

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

PICK SPIDER, JUVENILE

CREATURE -1

N

Small

Animal

This dog-sized spider is covered in interlocking plates of slate gray chitin. Its eight legs each end in a slightly-curved blade that it uses to attach itself to nearby surfaces. Its mouth leaks a small amount of vibrant violet fluid from between its fangs.


Perception +5; darkvision, tremorsense (imprecise) 60 feet


Skills Acrobatics +4, Athletics +5, Stealth +5

Str +1, **Dex** -3, **Con** +1, **Int** -5, **Wis** +0, **Cha** -4

AC 15; **Fort** +4, **Ref** +7, **Will** +3


HP 8


Spring Upon Prey  **Requirement** Initiative has not yet been rolled. Trigger A creature comes within 15 feet of a stone surface the spider is currently moving on. **Effect** The juvenile pick spider automatically notices the creature and Strides, Climbs or Momentous Hurls before it rolls initiative.

Momentous Hurl  (move) The juvenile pick spider launches itself towards its target. It can attempt a DC 20 Athletics check to Long Jump with a +4 circumstance bonus. If it succeeds, it Leaps a distance up to its climb speed. If it fails, it only Leaps 10 feet. Treat a critical failure as a failure.

Juvenile Pick Spider Venom (poison); **Saving Throw** Fortitude DC 13; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison and enfeebled 1; **Stage 2** 1d6 poison and enfeebled 2, **Stage 3** 2d4 poison, enfeebled 2, and paralyzed (1 round)

Speed 25 feet, climb 25 feet

Melee  fangs +7 (finesse), **Damage** 1d4+1 piercing plus juvenile pick spider venom

Melee  pick leg +7 (agile, deadly 1d6, finesse), **Damage** 1d4 piercing

PICK SPIDER, ADULT

CREATURE 2

N

Medium

Animal

This spider's legs are at least the length of an average humanoid's height, and it waves them back and forth hypnotically. Its carapace is covered in sharp-looking hairs, and scars riddle its body from squeezing into tight spaces it fit through easily as a juvenile.


Perception +8; darkvision, tremorsense (imprecise) 60 feet


Skills Acrobatics +7, Athletics +8, Stealth +8

Str +2, **Dex** +4, **Con** +2, **Int** -5, **Wis** +0, **Cha** -4

AC 18; **Fort** +7, **Ref** +10, **Will** +6


HP 30


Spring Upon Prey  **Requirement** Initiative has not yet been rolled. Trigger A creature comes within 15 feet of a stone surface the spider is currently moving on. **Effect** The adult pick spider automatically notices the creature and Strides, Climbs or Momentous Hurls before it rolls initiative.

Momentous Hurl  (move) The adult pick spider launches itself towards its target. It can attempt a DC 20 Athletics check to Long Jump with a +4 circumstance bonus. If it succeeds, it Leaps a distance up to its climb speed. If it fails, it only Leaps 10 feet. Treat a critical failure as a failure.

Adult Pick Spider Venom (poison); **Saving Throw** Fortitude DC 15; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and enfeebled 1; **Stage 2** 2d6 poison and enfeebled 2, **Stage 3** 3d6 poison, enfeebled 2, and paralyzed (1 round)

Speed 25 feet, climb 25 feet

Melee  fangs +10 (finesse), **Damage** 1d8+4 piercing plus adult pick spider venom

Melee  pick leg +10 (agile, deadly 1d6, finesse), **Damage** 1d6+4 piercing



LORE

A common threat to the safety of the citizens of Outset, groups of pick spiders inhabit the tight dark spaces that tend to fill the more decrepit parts of the city. Unlike other spiders, they don't have the ability to produce webs. Instead, they're just really fast and nasty. In their natural habitat in the mountains, they paralyze much larger prey with their venomous bite, causing them to fall from heights and perish below. They then feast. Foolish wealthy individuals used to keep them as pets, but some were able to escape and multiply, and now they remain a menace to this day.

If a group of two or more living people enter what they perceive as their territory, a swarm assembles and attacks to fiercely protect 'their' space. As such, it's recommended to always split large groups when traveling through particularly decayed areas.

Pick spiders can break stone thanks to their exceptionally hard claws, which they use to burrow and build nests. Some pick spiders have been known to weaken and collapse major load-bearing walls, causing a crescendo of destruction that can topple structures high above. As such, larger infestations get cleaned out by the Pestilence Guild quickly.

Awful, nasty, terrible little things. I toss the neighbour kids a coin for every dead one they bring to my door. Either the kids take care of them before they can get in the walls, or they get a lot quieter for a while. Works out for me either way.

- Gers Simm, Sinkhole resident

CHUCKLEWUCKERY

The following are optional abilities you can add to pick spiders to create some additional effects in combat.

Plop Plop, Hiss Hiss

If a pick spider is poked or otherwise knocked from an upside down position, their pick leg damage becomes $2d4+1$ until the end of their next round ($2d6+4$ for an adult).

Skipping Leg Day

A pick spider that has been reduced to 2 or fewer Hit Points (8 or fewer for an adult) always tries to attack with its fangs. Try to kill them before that happens.

No Web, Still Sticky

If the pick spider ends its movement on stone, roll 1d6. On a 1, the pick spider becomes immobilized and must use a move action to remove this condition.

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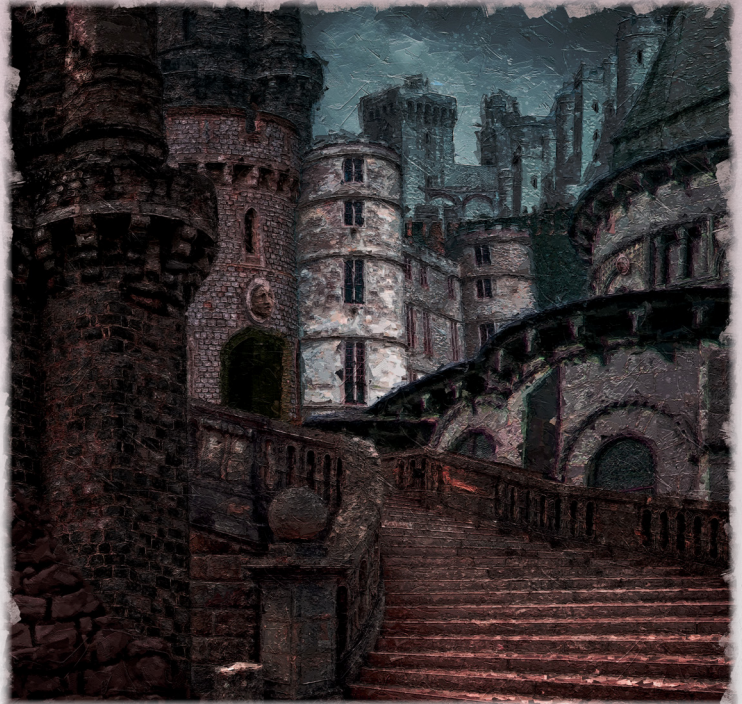
Our goal is to build out a fully realized world that you can invest yourself in, as well as run your own tabletop RPG games with.

Over the coming months, we'll be releasing a bevy of custom rules content for Pathfinder 2nd Edition, though the rules can easily be adapted for other game systems as necessary. We're looking at releasing bespoke new rules and mechanics, as well as expansions to existing rules like: new monsters, new spells, unique items, backgrounds, ancestries, and so much more!

As the Rogrind campaign starts up and we release more and more preview content, the focus will be on the city of Outset and the macro-level elements of the setting (continents, nations, pantheons, cosmology, etc.). Our plan is to gauge the reaction and adjust the type of content being released as time goes on, and based on feedback from our audience. All of this bespoke content, as well as regular releases for content used on the show, is going to be provided for you to use in your own games!

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