

NARRATIVE  DECLARATION



ROTEGRIND

A WORLD
IN DECAY

DEITIES

THE ROOK

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

THE ROOK (THEY/THEM)

The bulwark of the Pantheon of the First House. Embodies the fortress where people of the world can shelter against the many threats that lurk in the wilds.

Edicts construct edifices that many can use, always be willing to stand on walls in need of defenders, accept the will of the community even when you disagree.

Anathema tear down a structure as a byproduct of your actions, let something fall apart when you could reasonably fix it, refuse to provide shelter to those in need.

Revival Point A stone barricade

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Crafting

Favored Weapon heavy crossbow

Domains Cities, Creation, Protection, Sun

Cleric Spells 1st: *floating disk*, 3rd: *meld into stone*, 5th: *wall of stone*

Allies The King, The Knight

Enemies The Anarchy, The Old Powers

Temples fortresses

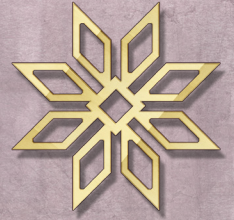
Worshippers architects, engineers, siege masters

Sacred Colors gray

Divine Ability Constitution or Intelligence



THE ROOK



THE BUILDER OF FORTRESSES

As the Empire of the First House conquered the continent of Pridoma, it fell to the one known as the Rook to construct the edifices that would embody their rule. The Rook took to their task with relish, creating vast bulwarks and structures that would last into the modern era of Tyne, standing for well over a thousand years with little to no blemish. Most of Pridoma can trace the origins of its architectural marvels to the hand of the Rook, and those that predate such wonders often acted as inspiration. When the First House ascended to become deities, the Rook joined them and became a guide for all those who would dedicate their lives to the construction of buildings and redbouts to hold out against the threats of the world.

Beyond their role as a builder, the Rook also takes heart in protecting the people of Tyne from the hidden dangers of the world. They use their buildings to protect, and also have strong ties with the sun, which many associate with the banishment of darkness and the coming of a new day with which one can leave the safety of their structures to claim the wilderness. It's a common belief of Rook followers that shelter is the cornerstone of civilization, and that once it is constructed it becomes the duty of all to expand the protective shell of the cities they've built. This belief is most opposed by the stringent borders of the city of Outset, imposed by the Old Powers, and as such the Rook is often seen in stark opposition to the ancient mantras of the elemental powers. From their perspective, the Old Powers remain mostly oblivious to the Rook, though the more civilizations that entrench themselves with powerful walls, the more the great elements begin to take note of the upstart First House's achievements.

Appearing as a vast figure bedecked in armor composed of metal, stone and wood, the Rook rarely appears in the thick of a battlefield. Instead, the Rook remains impassive atop vast fortifications, directing defenders and aiding at range with the impressive magical heavy crossbow, *Deliverance*. The bolts from this weapon enlarge to become the size of ballista shots as they sail through the air towards their intended targets. Each strike then tethers their foes in place with chains of electricity. It's said that the weapon is imbued with captured spirits of Acarathi windspeakers, whom the Rook used foul magics to bind into their weapon during the conquest of that distant land.

One of the most prominently worshiped deities of the First House, the Rook maintains a vast following thanks to their focus on matters of direct importance to everyday citizens. However, the sheer focus on the task of building and protection means that the Rook's established clergy is less encompassing than others, allowing deities like the King and Queen to have a more widespread religious influence in the world, as the devout followers of the Rook spend more time building tangible structures than they do building the structures of a formalized religion. Religious dogma of the Rook even reinforces this by paying dedicated homage to the King, and it's believed the two deities share a strong connection as the King came to rely on the Rook during his conquests prior to ascension. In a similar fashion the Rook and the Knight have strong relations, as the followers of the Knight often rely on the edifices of the Rook to rearm and repair before venturing out into the wilds to combat the many evils of Tyne.

Any fastness or stronghold could be a temple to the Rook. The focused clergy of the Builder of Fortresses have little time for ostentatious displays, and instead focus on the construction of necessary buildings for the expansion of civilization. The greatest of architectural feats often include one or more chambers dedicated specifically to the Rook. The truly devout, however, know that almost every great structure built or influenced by the Rook's clergy includes a hidden room dedicated to worship. These secret chambers are often placed in locations that anyone with architectural knowledge could ascertain by inspecting a building and its floor plan, essentially sussing out the presence of a secret room simply by putting together the construction of the building itself.

SPONSORSHIP

To receive a sponsorship (see *Rotgrind: The Rot - The Demise of the World*) from the Rook is a true blessing, as it means that one is either destined for greatness or required in the achievement of some vast construction project. Unlike other deities, the Rook is direct with their divine gifts, often appearing directly to those they sponsor with the direct terms of the sponsorship and what it entails. Such divine manifestations and blessings often come with an expectation or request, with most linked to the construction or repair of some important fortress or structure. While many see sponsorship as a means of receiving divine protection for dangerous frontline work, the sponsorships of the Rook are instead often used as a form of health protection for those whose skills are absolutely necessary in a project and can't be risked dying from a sudden fall or the improper use of building tools by workers.

When a Rook-sponsored follower dies, their body is consumed by the earth as though stone hands sweep up to embrace them. They return to life under the protection of a stone barricade, whether one that existed nearby or one that emerges from the earth in the same manner as the sponsored's corpse disappeared.

PLAYING A FOLLOWER

The Rook's followers come in all types. From the most devoted who become clerics and receive divine spells, to the everyday citizen who praises the Builder of Fortresses everytime they do a small household repair job. Anyone can venerate the Rook, though only those who dedicate themselves to maintenance and the betterment of the community can truly excel in their devotion. Divine servants of the Rook either dedicate themselves to a single community, often a settlement or fortress, or become wanderers who travel Tyne in order to help construct durable edifices to help communities in need. This is perhaps best exemplified by the Windbreak Redouts that dot the western reaches of Acarath, and were first constructed by the Rook during their time as a mortal as salients during the First House's conquest of that continent.

Few beyond the devoted receive any form of divine power or gifts from the Rook, who is generally aloof of worship that isn't the most dedicated or necessary. Oracles are a rare find, and many who claim to trace their powers to the Rook often find their powers manifest from a different source as they come to terms with their gifts. Clerics even report an often-distant relationship with the Rook, as they receive spells but don't generally commune with or receive much guidance from their deity.

SUPPORT US

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 continues and we release more and more 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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