

NARRATIVE DECLARATION 



ROTGRIND

A WORLD
IN DECAY

DEITIES

THE KNIGHT

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

THE KNIGHT (SHE/HER)

Crusader against injustices and protector of the people against forces beyond their power.

Edicts defend the weak and those in need, accept that you can't win every battle, put down your weapons when necessary.

Anathema act in a dishonorable fashion to win a conflict, refuse to assist those in dire need, serve those who seek only their own advancement.

Revival Point A weapon stuck in the earth

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Athletics

Favored Weapon lance

Domains Destruction, Might, Travel, Zeal

Cleric Spells 1st: *true strike*, 4th: *weapon storm*, 7th: *true target*

Allies The Rook, The Squire

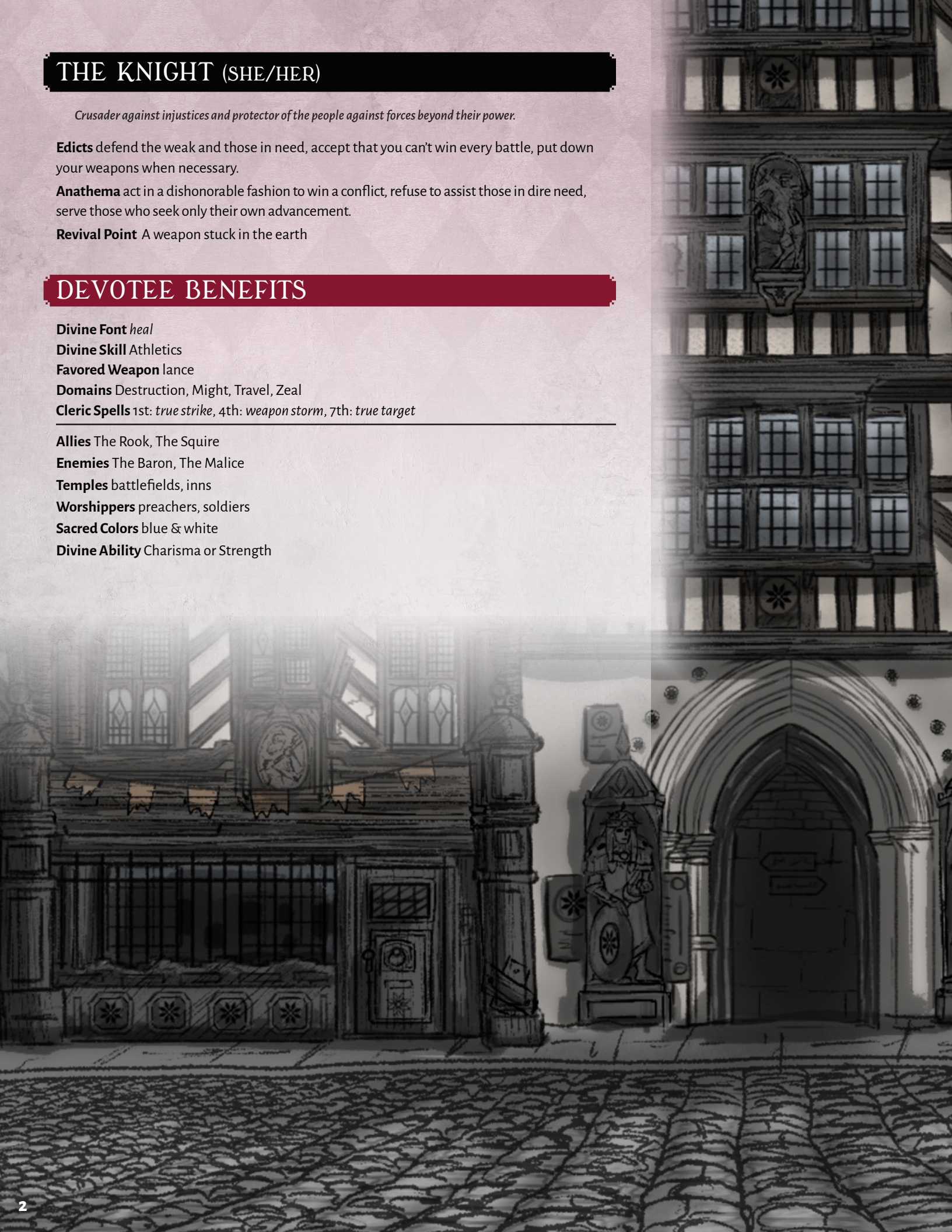
Enemies The Baron, The Malice

Temples battlefields, inns

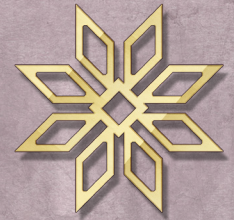
Worshippers preachers, soldiers

Sacred Colors blue & white

Divine Ability Charisma or Strength



THE KNIGHT



THE EMBODIMENT OF JUSTICE

Of all the deities of the First House, the Knight is considered to be the definitive defender of the common folk. Whereas the Pawn represents the common people of Tyne, it falls to the Knight and her followers to maintain those same peoples' defense.

Far more altruistic than the Rook, the Knight is a force who actively works for the betterment of Tyne's populace, defending the world by combating threats directly rather than constructing vast fortifications. It's her belief that it is the mandate of those who possess resolve and strength to defend those who do not. During her time as a mortal, before her ascension to the First House pantheon, She took an active part in the First House Empire's conquest of Pridoma, and was at the forefront of the war against the ravaging hordes of the barbaric lands of Terleem.

In modern times, veneration of the Knight is common throughout the continent of Pridoma and even in some corners of wild Terleem and coastal Acarath, where the First House once established strong presences. Even with the dissolution of the empire, the Knight's teachings and her aspirational goals remain ingrained in local populaces, who praise her in hopes of attracting her attention or that of one of her champions. In the Inheritor Lands of Pridoma, countless nation-states once used the Knight as justification for pogroms against their neighbors—events that almost universally fail due to some unforeseen (possibly divine) intervention. As such, the Knight is rarely invoked by governments or leaders, as she's become more associated with the defense of common folk throughout the lands.

The Knight appears as an almost stereotypical knight in shining armor. She wears an impressive set of immaculate full plate armor that is polished to a mirror sheen, with a winged helmet that completely covers her face. In one hand she wields her impressive lance, Vindicatus, which was made from the melted steel of the hundred blades she claimed from petty warlords during the subjugation of Pridoma and Terleem. In her other arm, she has a vast steel shield that prominently displays the symbol of the First House.

The Knight is often depicted atop her steed, a fully-armored horse some believe to be entirely mechanical. She rarely interacts directly with mortals, though her manifestations have appeared throughout history to ward off great existential threats from affecting small settlements, such as preventing the onslaught of rotten creatures against small hamlets or the sudden advance of elemental forces against the unprotected.

Of all the foes the Knight stands against, none have the same stake as her conflict with the servants of the Malice. As the embodiment of negative emotions and the desire to inflict suffering on others, the Malice is a Fundamental power whose very existence is anathema to the Knight's creed. Scholars believe that the Knight solidified her stance against the Malice while assisting in the conquest of Terleem, where she saw the worst depravities of the Malice worshiping groups of that broken landscape. Outsiders to her faith might suspect that the Knight is associated with the Beneficence, but the Fundamental powers rarely work in concert with the First House—a notable exception being the strange association between the Baron and the Malice.

As a wanderer and warrior, the Knight makes her homes on the battlefields and roadside inns of Tyne. She has few dedicated temples, with most such edifices only existing in the largest of cities. Instead, the Knight receives devotion through small shrines and sectioned areas of inns and regular stopping points on long journeys. At the hearts of great battlefields, surviving troops often erect impromptu monuments to the Knight in the form of mounds of broken armor scraps and weapons. It's believed that paying respects to the fallen at such monuments can earn the Knight's protection while wandering through potentially haunted battle sites.

SPONSORSHIP

The Knight is known for her granting of sponsorship (see Rotgrind: The Rot - The Demise of the World) to mortals who battle evil throughout the world. Such gifted mortals can return from the brink of death, often appearing with their weapons sharpened and their armor polished. Returned mortals always appear by a seemingly mundane weapon planted into the nearby ground (or stone or other surface) nearby. These weapons can never be removed from their embedded point, though their immovability can be seen as a blessing for those sponsored who need a sense of security in where their mortal bodies will reform.

The death of a Knight's chosen sponsored always results in the target's armor expanding out to encompass their body, whether it be cloth or leather or full plate. This sudden spread results in a strange and brief mummification of the target, who immediately sinks into the nearby ground, only to return to their revival point after a divinely determined period of time. Should such chosen enact some truly heinous act, then the Knight viciously removes their sponsorship, often at the outset of some pivotal moment, in order to teach others that she refuses to bequeath gifts on the unworthy; even if those same unworthy could champion a greater cause.

One of the more well-known examples of the Knight's sponsorship came in the form of a knight of Outset known as Sabruna the Adamant. Sabruna died three times in her life, each in service to greater ideals and while battling against foes who sought to impose their wills on others. Sabruna's repeated sacrifices were honored by the construction of the Monastery of the Twice Reborn, located between Outset and the port settlement of Torort in the swamps of the Solitude. The monastery remains one of the more enigmatic sites within the Solitude, as it houses a convert of faithful and a small cadre of alchemists who create unique curatives and dyes.

PLAYING A FOLLOWER

If ever there was a deity for those seeking to serve as a champion of the people and as a defender of those who can't defend themselves, it is the Knight. Her followers represent the ideals of true virtue, and while she has only her edicts to guide her followers, the Knight understands that there are many ways to defend those less fortunate. The Knight does not punish her followers unless their transgressions are truly heinous, and even understands that morally gray solutions might need to be followed in order to serve the greater good of the world.

Clerics, champions and fighters are the most common classes that can be found in direct service to the Knight. While all classes and walks of life have some representation among the Knight's followers, those most common are truly representative of her stance as a martial defender of the weak, and thus are more attracted to her service. Still, some arcane and occult spellcasters devote themselves to the Knight, using her teachings as an anchoring point to prevent themselves from exploring too deeply into the darker aspects of their traditions. A group of occultists from distant Zeskoran have taken root across Pridoma known as the Order of the Juridical Eye, and they've dedicated themselves to the study of occult magic and phenomena for the betterment of society. This burgeoning order allows membership from worshippers of the Knight, who they believe will act as moral compasses in their esoteric research.

Those seeking divine power from the Knight often embark on an ordained mission known as a crusade. These crusades represent a wandering journey across nations, or even continents, confronting evils and seeing the state of the world. The Knight doesn't seek to have such crusaders throw their lives away in meaningless struggles, and instead believes that such crusades inform her followers on the state of the world so they can better pick and choose when they should become involved in a struggle.



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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