



ROTGRIND

A WORLD
IN DECAY

LORE

PANTHEONS

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

ROTGRIND PANTHEONS

*The world of Tyne and the metaphysical planes it touches upon are home to extraordinary powers. While many of these powers remain elevated beyond the concerns of mortals, others provide their support through the gifting of divine spells or sponsorships (as detailed in **Rotgrind: The Demise of the World**). Regardless of their reasons, these powerful deific beings impact the world and provide assistance to those who would stand against the rising tide of the Rot.*

Tyne is home to countless unique deities and differing pantheons. Most people in the world worship one or more deities, and the most devoted of those spend time actively pursuing the edicts of their faith while avoiding the blasphemous anathemas.

There are three central pantheons to the Rotgrind campaign setting: The First House, the Old Powers, and the Fundamentals. The nine deities of the First House are ascended mortals who rose after conquering the better part of three continents. The four Old Powers are the representative of elemental power and the beings responsible for the creation of the material world of Tyne. The four Fundamental powers represent a spectrum of alignments, and they are responsible for seeding the necessary energy that created the people of Tyne and influenced their earliest development. Finally, the enigmatic beings known as Entities are almost inscrutable to the mortal mind and represent powers beyond the known realms of existence that sometimes influence the material world.

Belief in deities is commonplace across Tyne, with most citizens paying at least some measure of respect to one or more of these deities. Some instead devote themselves to a complete pantheon, such as the First House or the Old Powers. Scattered regions still pay homage to the Fundamentals, though their worship is far in decline and they only retain a few major active sites of worship, with most others being long-abandoned ruins. Worship of the Entities remains thankfully rare, though esoteric cults practice their veneration in hidden spaces across the world—though it seems unlikely the Entities comprehend or care about the activities of beings as alien as mortals.

The First House maintains dominance in Pridoma and several regions in Acarath and Terleem thanks to the conquests of the now dissolved Empire of the First House. Old Powers worship remains strong in the swamps of the Solitude adjacent to the city of Outset. The Old Powers also have a strong presence among the wandering acar bands of Acarath. Terleem and neighbouring Kwanshiir have strong ties to Fundamentals, with the raiders of Terleem often in service to the Anarchy or Malice, while the reigning philosophy of Kwanshiir espouses aspects of the Beneficence and Perfection. In southern Amari, the people cower in fear of a dark pantheon that finds little ground to germinate on other continents. Rumours indicate some form of concerted Entity worship in distant Zeskoran. The dragons of Bahaua remain entirely cut off, and few know what sort of being a dragon would pay homage to.

Deities list their alignment in parentheses after their name, followed by a short description and their edicts, anathemas, and the alignments permitted for their followers. Benefits that follow are available to the most ardent of devotees. You only get these benefits if you're a cleric of the deity or some other rule specifically gives you a devotee benefit.

CLERIC SPELL RARITY

Some of the deities listed in this article have bonus cleric spells that are uncommon or higher rarity. This is the default assumption of what the deity offers, but optional spells are also presented if your specific campaign is not using specific rarity-tagged spells. Some deities also have custom spells listed at the end of this document, should you not wish to use these spells then simply swap in a suitable replacement from the *Pathfinder Core Rulebook* or other sources you wish to use for your games.

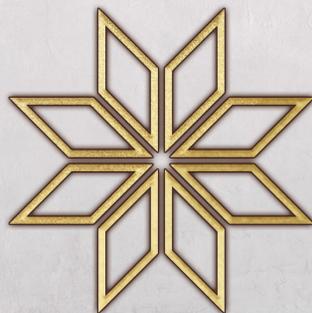


THE FIRST HOUSE

Though they once bore the names of mortals, the gods of the First House abandoned such trivialities upon their apotheosis. Having started as a band of adventurers, the people who would become deities of the First House later moved on to unify the entirety of the continent of Pridoma.

After establishing their Empire of the First House, the group led their nation in annexing large swathes of the neighboring continents of Acarath and Terleem, before finally stopping their expansion. Having driven off the dragon conquerors of Terleem, the members of the First House uncovered some means of ascension, and in a great ceremony the leaders of the Empire became the first ascended mortal deities of Tyne.

Today, the deities of the First House are venerated throughout most of the known world. Though they remain staples of their homeland of Pridoma and previously conquered lands of Acarath and Terleem, missionaries of the First House have expanded the reach of these deities to the vast city-states of Kwaanshir and even into the distant lands of Zeskoran.



DEITIES OF THE FIRST HOUSE

THE KING (LE)

Lord of the Pantheon of the First House. The King seeks to unify the people of the worlds into a homogeneous kingdom under his rule. While many view his actions as cruel, the King is pragmatic and espouses that unsavory actions are necessary to create order in the world.

Edicts bring law to the lawless places of the world, ensure your ideas are acknowledged and accepted, show subservience to your betters.

Anathema help someone without demanding recompense, oppose an established social structure, risk yourself when others are willing to risk themselves in your stead.

Follower Alignments LG, LN, LE

Revival Point: A throne

DEVOTEE BENEFITS

Divine Font *harm or heal*

Divine Skill Society

Favored Weapon morgillum

Domains Perfection, Magic, Tyranny, Wealth

Cleric Spells 1st: *charm*, 4th: *suggestion*, 6th: *dominate** (or *disintegrate*)

**Use alternate spell if you are not using this Uncommon option in your campaign.*

THE QUEEN (LN)

Lady of the Pantheon of the First House. The Queen ensures that plans are properly supported from the shadows. The power behind the throne of the King.

Edicts support those who have noble ideals without needing credit for yourself, never accept unfair situations, never reveal more than you have to.

Anathema fail to have a plan or course of action prepared, lash out in anger or let emotions dictate your response, reveal your plans before they are ready to be enacted.

Follower Alignments LG, LN, LE, N

Revival Point: A curtain

DEVOTEE BENEFITS

Divine Font *harm or heal*

Divine Skill Deception

Favored Weapon dagger

Domains Dreams, Fate, Knowledge, Secrecy

Cleric Spells 1st: *unseen servant*, 2nd: *invisibility*, 5th: *mislead*

THE KNIGHT (LG)

The knight of the Pantheon of the First House. 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.

Follower Alignments LG, LN, NG

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*

THE ROOK (N)

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, be willing to come to the defense of fortifications in need, 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.

Follower Alignments N, LN, CN, NE, NG

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*

THE BISHOP (NG)

The bishop of the Pantheon of the First House. Tender to the wounded and responsible for the transition of spirits into the afterlife.

Edicts assist the departure of spirits, bring healing and hope to places that lack it, strive to uncover ancient lore and bring it to light.

Anathema willingly create intelligent undead, withhold healing for profit, lie about your faith or the expected results of an action.

Follower Alignments NG, N, LN, LG

Revival Point: An altar

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Medicine

Favored Weapon staff

Domains Death, Healing, Moon, Truth

Cleric Spells 1st: *solid soul*** , 3rd: *ghostly weapon*, 7th: *retrognition*

**New spell listed on page 11.

THE PRINCE (NE)

The prince of the Pantheon of the First House. The unbridled ambition that followed the First House into divinity many centuries later.

Edicts take what you believe to be yours by any means, perform acts that will immortalize you in history, always question authority.

Anathema be subservient to others and withhold your opinions, stop pursuing a goal because your allies failed, fail to give a defeated foe the chance to serve you.

Follower Alignments NE, LE, CE, N

Revival Point: A statue

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Diplomacy

Favored Weapon longsword

Domains Ambition, Freedom, Passion, Undeath

Cleric Spells 1st: *ray of enfeeblement*, 3rd: *enthrall*, 7th: *project image*

THE PAWN (CN)

The pawn of the Pantheon of the First House. A representation of the common folk, and believed to be an amalgamation of various commoners who ascended alongside the pantheon.

Edicts do your job, enjoy periods of rest to their fullest, tend to the lands that you live on and travel through.

Anathema don't overwork yourself for the sole benefit of others, refuse to help organize your community, despoil or pollute a land without repairing the damage.

Follower Alignments CN, N, NG, LN

Revival Point: A table

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Nature

Favored Weapon spear

Domains Air, Earth, Family, Fire, Water

Cleric Spells 1st: *color spray*, 3rd: *nondetection** (or *earthbind*), 5th: *telepathic bond** (or *elemental form*)

*Use alternate spell if you are not using this Uncommon option in your campaign.

THE BARON (CE)

The baron of the Pantheon of the First House. The designated executioner and extractor of tithes for the king. A dog loosed upon the foes of the First House and who routinely goes too far in his dispensation of the King's justice.

Edicts inspire fear in others, corrupt the spirit of any agreement you make, enact wanton destruction whenever you can.

Anathema defend the weak, show mercy to your foes, refuse to indulge yourself.

Follower Alignments CE, NE, LE

Revival Point: A mound of corpses

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Intimidation

Favored Weapon glaive

Domains Darkness, Indulgence, Nightmares, Pain

Cleric Spells 1st: *grim tendrils*, 4th: *phantasmal killer*, 8th: *horrid wilting*

THE SQUIRE (CG)

The squire of the Pantheon of the First House. The dedicated servant of the Knight, and the embodiment of all those who seek to serve the First House and the deities within. A dedicated follower who acts as the embodiment of loyalty for the regular folk of the world.

Edicts serve your superiors and trust in their experience, ease the burden of others, act as a bridge between established leaders and the common people.

Anathema follow orders blindly or follow orders that go against your moral code, use violence to impose order, abandon those in need.

Follower Alignments CG, CN, NG

Revival Point: A chair

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Survival

Favored Weapon shortsword

Domains Confidence, Luck, Nature, Trickery

Cleric Spells 1st: *ant haul*, 2nd: *mirror image*, 3rd: *haste*

THE OLD POWERS

Of the deities who exist, the Old Powers are those with the strongest connection to the creation of Tyne. Representations of the roiling elements, the Old Powers were responsible for creating the planet itself, with life and sapience coming through from the influence of the Fundamentals.

It was only when a group of mortals discarded their Fundamental beliefs that the Old Powers engaged with Tyne's people, and in doing so helped create the foundation of the land that would become the city of Outset. Generations later, when the people turned against the edicts of the Old Powers, these elemental deities brought their wrath to the surface of Tyne and devastated the lands surrounding Outset, turning them into the desolate place now known as the Solitude.

Due to their involvement in the world's creation, the Old Powers are seemingly more active in combating the Rot than other deities appear to be. Though their religions are often the smallest and most persecuted by others, the servants of the Old Powers still work to maintain natural balance and protect Tyne from its ongoing corruption. Though most know the Old Powers by their colloquial names, such as Papa Storm or Mama Decay, they possess more mythical names known only to their most devoted followers.



DEITIES OF THE OLD POWERS

PAPA STORM (N) [ZHASHUUR]

Old Power of Air. The mercurial member of the Old Powers who changes his mind with regularity. Papa Storm challenges others in everything, always seeking to better others through inciting conflict.

Edicts challenge the ideas of others even if you agree with them, never be dedicated to a certain way of thinking and always be willing to change your mind, be willing to travel at day or night as necessary.

Anathema remain silent in important conversations, stay in one location for more than a year, refuse to question things you do not understand.

Follower Alignments N, CN, NE

Revival Point: A wind chime

DEVOTEE BENEFITS

Divine Font *harm* or *heal*

Divine Skill Acrobatics

Favored Weapon longbow

Domains Air, darkness, might, nature

Cleric Spells 1st: *feather fall*, 4th: *fly*, 6th: *chain lightning*



MAMA DECAY (N) [ING-TAOS]

Old Power of Earth. The matron who dwells within the deepest regions and who seeks to nurture the people of the world. Mama Decay sees all things as her extended family and seeks to protect them and the world they live in.

Edicts think for your family and not just yourself, always be prepared to be the one to dig, understand that bodies are shells and nothing more.

Anathema entomb a living creature in the earth, poison the land around you.

Follower Alignments N, NG, LG

Revival Point: A dirt mound

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Crafting

Favored Weapon greatpick

Domains Earth, family, nature, undeath

Cleric Spells 2nd: *acid arrow*, 4th: *shape stone*, 5th: *wall of stone*



UNCLE BLAZE (N) [GATHARIM]

Old Power of Fire. A raging inferno who pushes for destructive change in all things, believing that from the ashes something better can arise. Considered the most volatile of the Old Powers and the least trustworthy by other religions.

Edicts set fire to spur change, let those who cannot see the sun, never be predictable in your actions.

Anathema allow a blaze to die out when you could keep it going, abandon a creature in darkness.

Follower Alignments N, NE, CE

Revival Point: A bonfire

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Survival

Favored Weapon dagger

Domains Destruction, Fire, Nature, Sun

Cleric Spells 1st: *burning hands*, 2nd: *flaming sphere*, 7th: *fiery body*



AUNTIE DROWN (N) [BALINSAZZ]

Old Power of Water. The blind crone of the swamps who sees destiny in dreams of rain and water. Auntie Drown abhors undead and those who tamper with the unfettered waterways of the world, which she believes are leylines that allow for the passage of dreams into the minds of mortals.

Edicts heed the wisdom of dreams, assist the dying in finding their way to the other side, don't disrupt the world's waterways.

Anathema deny others their dreams, create any form or undead, despoil a source of natural water.

Follower Alignments N, NG, CG

Revival Point: A pool of water

DEVOTEE BENEFITS

Divine Font *harm* or *heal*

Divine Skill Nature

Favored Weapon fishing hook spear

Domains Death, dreams, nature, water

Cleric Spells 2nd: *obscuring mist*, 4th: *hydraulic torrent*, 5th: *control water*





THE FUNDAMENTALS

There exists a different realm of existence known as the Fundamental Battlefield, where the Fundamental forces of the cosmos constantly battle one another for temporary primacy. The souls of the dead travel to the Fundamental Battlefield, where they're reformed to take part in the ongoing struggle, only to inevitably be destroyed and processed through the Crucible of Creation where their essence once again feeds back into the creation of life on the Material Plane.

The beings known as Fundamentals are the most identifiable but uncaring of the primary pantheons. As manifestations of evil, chaos, good, and law, these are beings that don't share the concerns of mortals or offer understanding when a mortal might need to veer into another axis of thinking.

Still, the mortals of Tyne began as bands worshiping these powers, making the Fundamentals the oldest religion in the world. Despite the rising star of the First House and the spread of the Old Powers, the Fundamentals represent the most ingrained beliefs of societies across Tyne's surface.

FUNDAMENTAL SYSTEMS OF WORSHIP

THE ANARCHY (CN)

The Fundamental power of chaos. The Anarchy represents the roiling change of creation. Its every action is dedicated to fostering change in systems, and it forces that change throughout the cosmos by use of agents and worshippers.

Edicts pursue your personal freedom, seek new experiences at every opportunity, take actions that encourage change in others.

Anathema follow a law you don't believe in, encourage stagnancy.

Follower Alignments CE, CG, CN

Revival Point: Broken object (any)

DEVOTEE BENEFITS

Divine Font *harm or heal*

Divine Skill Intimidation

Favored Weapon pick

Domains Freedom, Luck, Passion, Trickery

Cleric Spells 1st: *color spray*, 4th: *confusion*, 6th: *feblemind*

THE BENEFICENCE (NG)

The Fundamental power of good. The bright Beneficence is a radiant entity that brings compassion and love in its wake. It accepts all into its fold, and uses its powers to heal others. However, the attraction of good is viewed as a narcotic to some, and other forces espouse that the Beneficence is little more than an addiction that overwrites those who follow it.

Edicts never refuse to help someone in need, heal the wounded as best you can, bring understanding to those who don't see the value of kindness.

Anathema willingly slay a surrendering foe, fail to stop evil from spreading.

Follower Alignments GG, LG, NG

Revival Point: A light source

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Diplomacy

Favored Weapon fist

Domains Creation, Healing, Protection, Truth

Cleric Spells 1st: *soothe*, 4th: *mark of grace**, 7th: *duplicate foe*

**New spell listed below.*

THE MALICE (NE)

The Fundamental power of evil. Known as depravity given divine form, the Malice dwells in a realm of eternal darkness from which it spawns horrors bent on corrupting and perverting all other things. Those that serve the Malice do so only to stave off its attention, as this Fundamental power seeks to warp all things to its immoral whim.

Edicts teach others through the administration of pain, use darkness to achieve your aims, crush all opposition so that it may never return.

Anathema show mercy to those you fight, seek redemption for your past actions.

Follower Alignments CE, LE, NE

Revival Point: A point of darkness

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Deception

Favored Weapon morningstar

Domains Ambition, Darkness, Pain, Tyranny

Cleric Spells 2nd: *false life*, 4th: *phantasmal killer*, 7th: *mask of terror*

THE PERFECTION (LN)

The Fundamental power of law. The Perfection is the raw manifestation of order in the cosmos and its aurum and platinum legions spill forth to create beachheads and bastions against the other Fundamental forces. The Perfection seeks to bring all things together into a collective whole, removing personal freedoms in exchange for uniformity.

Edicts be mindful of your position in the greater whole, establish law and order where none exist, teach others your ways and make them think more like you.

Anathema break the law, encourage anarchy or revolution against the established order.

Follower Alignments LE, LG, LN

Revival Point: A perfectly crafted object

DEVOTEE BENEFITS

Divine Font *harm or heal*

Divine Skill Athletics

Favored Weapon longsword

Domains Fate, Knowledge, Perfection, Secrecy

Cleric Spells 1st: *true strike*, 3rd: *hypercognition*, 6th: *wall of force*

THE ENTITIES

Beyond the Material Plane and the realms of existence beyond, exists the beings known only as the Entities. Completely alien to mortal understanding, the entities cannot be understood for their very nature defies understanding. Still, contact with these beings has been established from as far back as Outset in the aftermath of breaking their pact with the Old Powers.

AKHAGHDI
THE DREAMING EMBRYO
SLEEPS IN THE SPACE WHERE WE BLINK

IMHALTHATH
END OF BEGINNINGS
COOLS THE SURFACE OF THE SUN

MH'AAZI
THE MILLION LIVES REWOUND
LIVES BACKWARDS IN TIME

ONOXIL
DEVOURER OF ALL
TAKES OUR LIFESPANS FOR ITSELF

TYZT'TRO'VORE
THE KALEIDOSCOPIC ITCH
SINGING COLOR THAT BLEEDS THROUGH REALITY

XAATHRHAUN
WHY CAN I NOT SEE IT?
WHY DOES IT NOT ANSWER? WHERE IS IT?

PLAYER TOOLS

The following are new weapons and spells usable by select followers of pantheons in the Rotgrind setting.

MARTIAL MELEE WEAPONS

Weapon	Price	Damage	Bulk	Hands	Group	Weapon Traits
Fishing hook spear	1gp	1d6 S	1	1	Spear	Trip, versatile P
Morgillum	1gp	1d6 B	1	1	Club	Ejection, versatile P

NEW WEAPON TRAITS

The weapons in this section use the following traits in addition to those found in the *Pathfinder Core Rulebook*.

Ejection: This weapon can be filled with holy or unholy water. Immediately after a successful attack with the weapon, you can hit the target with the loaded substance with a single Interact action. Refilling the weapon with a new substance requires three Interact actions and uses both hands.

SPELLS

SOLID SOUL

SPELL 1

Uncommon

Abjuration

Traditions occult

Cast $\diamond\diamond$ somatic, verbal

Range 30 feet; Targets 1 willing living creature

Duration 1 minute

You temporarily empower the soul of your target, granting them a burst of endurance and bolstering their defenses against soul-affecting magic. The target gains 1d6 temporary Hit Points when you Cast the Spell and gains a +2 status bonus to saves against necromancy effects for the duration. The target loses any gained temporary Hit Points after 1 minute.

Heightened (+1) The amount of temporary hit points increases by 1d6.



MARK OF GRACE

SPELL 4

Uncommon

Enchantment

Fortune

Good

Mental

Traditions arcane, occult

Cast $\diamond\diamond$ somatic, verbal

Range touch; Targets 1 willing living creature

Duration 10 minutes

You endow a creature with a mark of beneficent grace that protects them from malice and allows them to overcome adversity. While marked, the creature gains evil resistance 10. The creature also gains the following reaction.

Channel Grace \curvearrowright Trigger you critically fail an attack roll or saving throw. **Effect** Reroll the check and use the better result. Once you use this reaction, the spell effect ends and you cannot benefit from mark of grace for the next 8 hours.



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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 Rotgrind 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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