

ROTGRIND

A WORLD
IN DECAY

CAMPAIGN ASSETS

THE STREETS OF OUTSET

(EPISODES 8-9)



PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

EXCLUSIVO A
● PATREON

SOUL BINDER

CREATURE 3

NE

Medium

Incorporeal

Spirit

Undead

A void of darkness fills what should be the face of this spectral being. Its hands extend out with wisps emerging from each finger. Its body dissipates just under its torso, as the creature floats in the air.

Perception +8; darkvision

Languages Common (cannot speak)

Skills Stealth +10

Str -5, **Dex** +3, **Con** +0, **Int** +0, **Wis** +1, **Cha** +2

AC 17; **Fort** +6, **Ref** +9, **Will** +6

HP 22, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

Speed fly 25 feet

Melee ♦ soul strings +11 (agile, finesse, magical), **Damage** 1d8+3 negative

Corpse Possession ♦♦ (necromancy, occult, possession) The soul binder possesses a Large or smaller corpse within 20 feet, turning it into a zombie. This zombie's level can be no higher than the soul binder's level -2. This possession ends when the zombie is destroyed or the soul binder leaves it by using this ability again. At that point, the soul binder reappears adjacent to the zombie, which becomes an independent creature for the following hour, after which it falls apart. The soul binder can't Corpse Possession again for 1d4 rounds after it leaves a zombie. If the zombie is destroyed while the soul binder possesses it, the soul binder takes 2d6 force damage.

ZOMBIFIED CITIZEN

CREATURE 1

NE

Medium

Mindless

Undead

Zombie

This poor citizen has been slaughtered, and now their corpse is being puppeted by its new master.

Perception +3; darkvision

Skills Athletics +7

Str +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 13; **Fort** +6, **Ref** +3, **Will** +4

HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee ♦ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

Jaws ♦ (attack); **Requirement** The zombie has a creature grabbed or restrained. **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +9 that deals 1d12+4 piercing damage.



Other monsters appearing in these episodes include the Tyrants' Guild Abaser, Excoriaturge, Outrider, and Outrider Skeletal Horse. "Friendly" NPCs include Prance Duchelf, Dr. Krim, and Glubtalk.

OTHER MONSTERS & NPCs

Rotgrind: The Tyrants' Guild
Rotgrind Campaign Assets: The Cackling Jackass

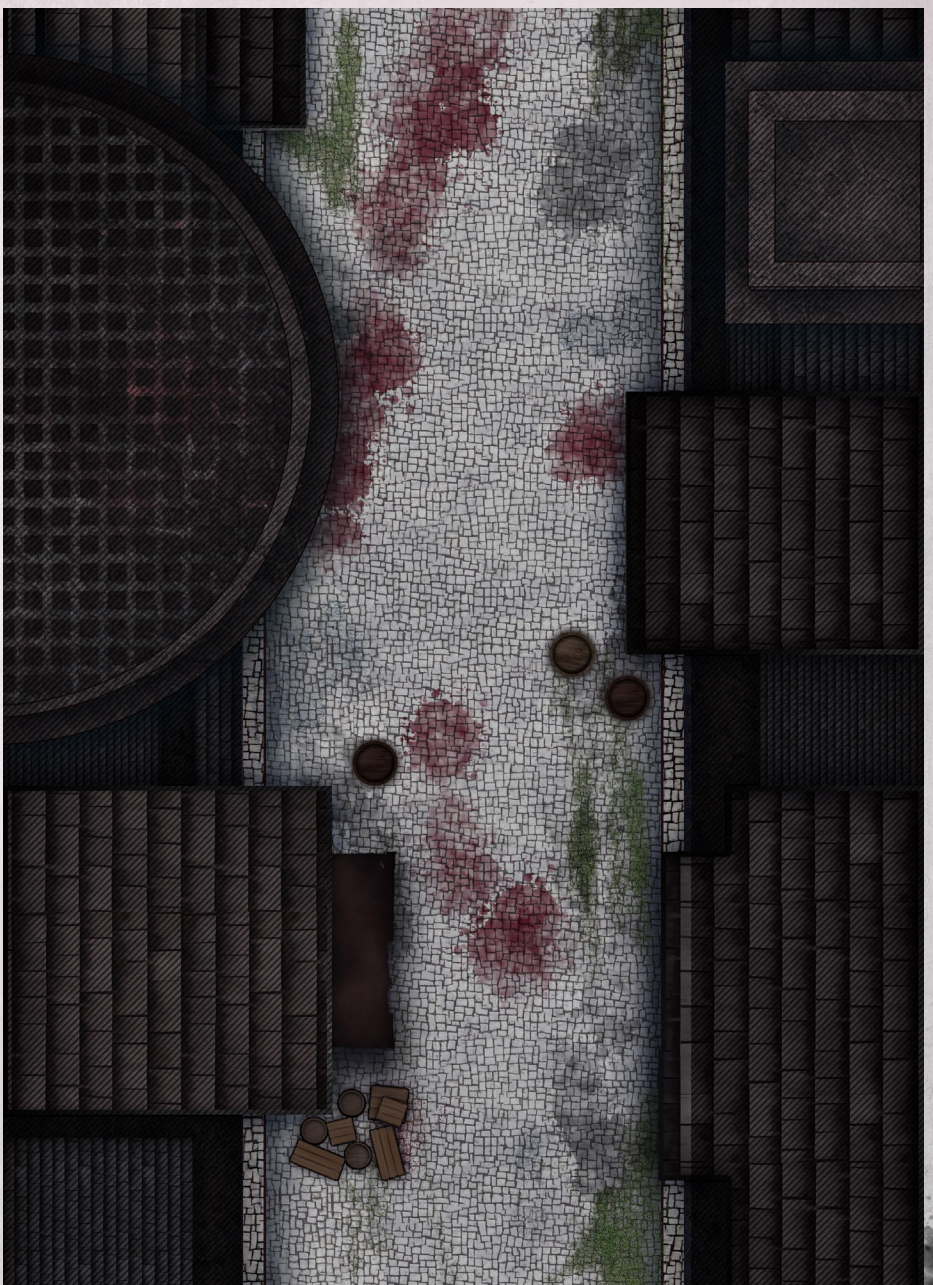
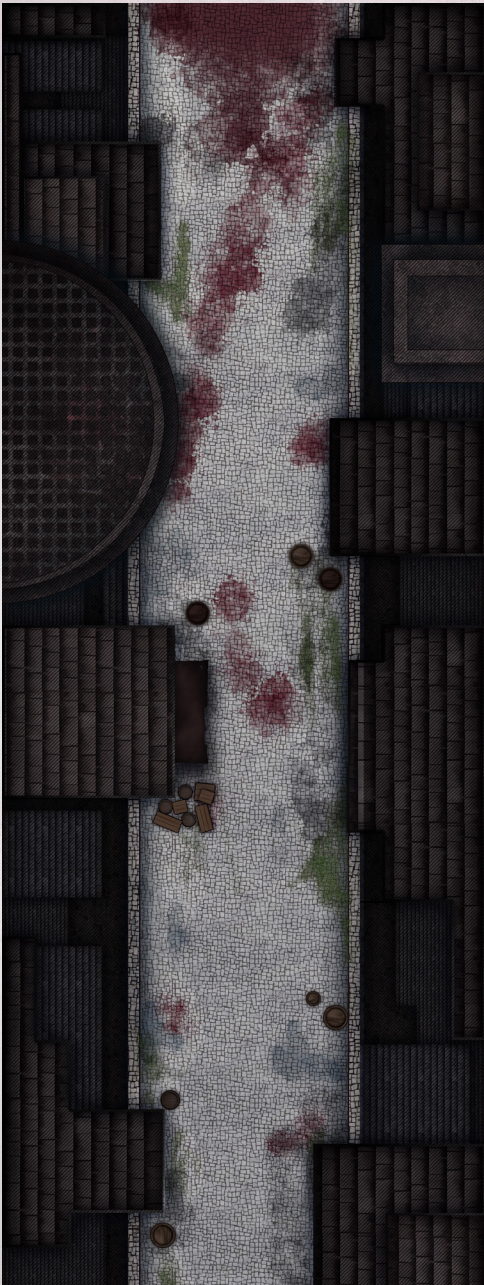
THE STREETS OF OUTSET

Grandma Sweet's is just around the corner.

This street is filled with the sounds of shouting people and the roar of crackling fire, and you can see debris scattered about. Outset citizens cower in fear as members of the Tyrants' Guild attack with reckless abandon. Violence permeates the air: a Hunt has begun.

This map is also designed so that a gargantuan creature can make its way down the street, with little room to dodge...

FULL MAP (PLUS DETAIL)



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 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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