

NARRATIVE DECLARATION 

ROTEGRIND

A WORLD
IN DECAY

DEITIES

THE BISHOP

PATHFINDER
COMPATIBLE

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THE BISHOP (HE/HIM)

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.

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: *retrocognition*

Allies The King, The Pawn

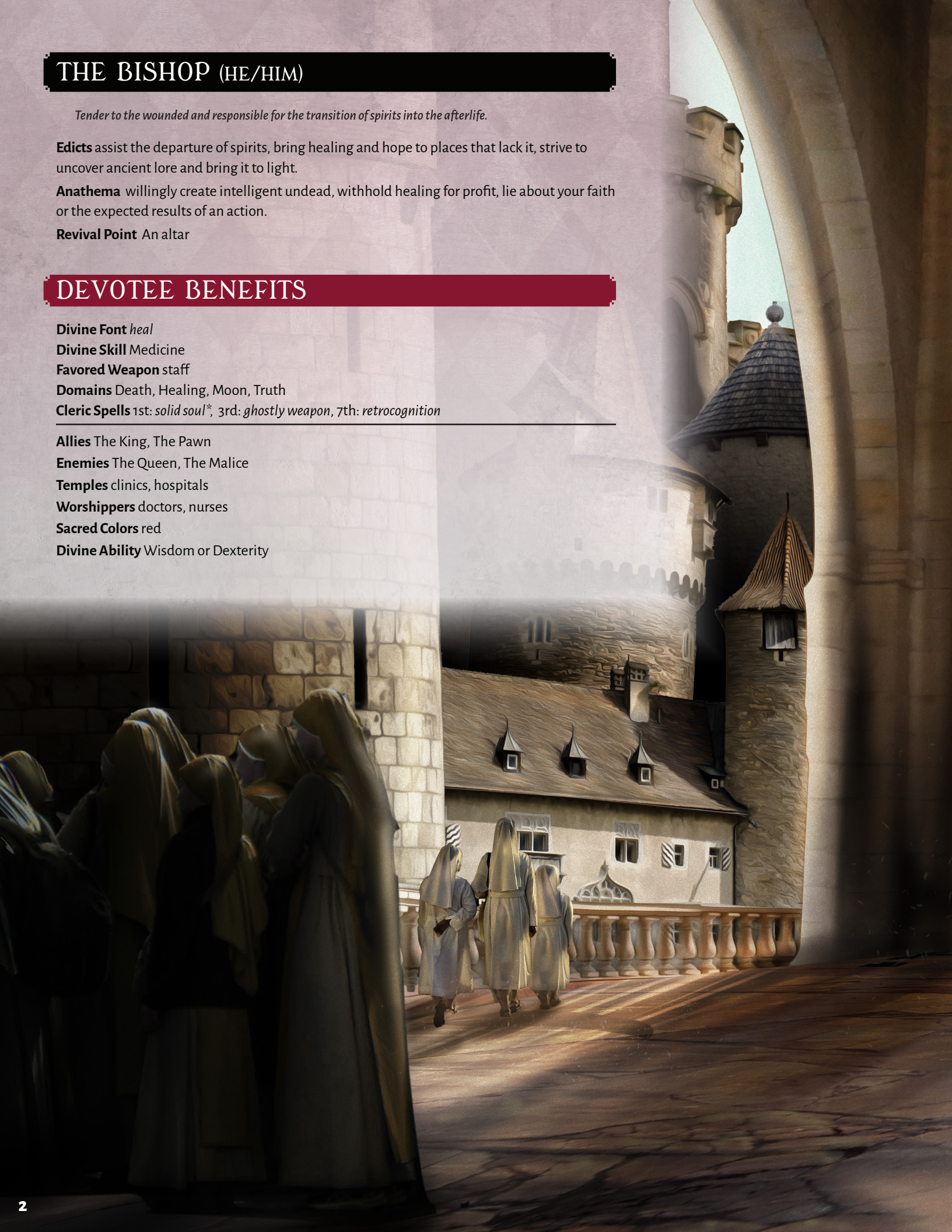
Enemies The Queen, The Malice

Temples clinics, hospitals

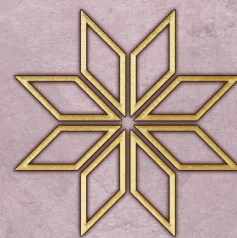
Worshippers doctors, nurses

Sacred Colors red

Divine Ability Wisdom or Dexterity



THE BISHOP



SHEPHERD OF THE DEPARTED

Across the three continents of Acarath, Pridoma and Terleem, the wandering followers of the Bishop ply their healing ministrations to the masses. Perhaps more notable than even the King of the First House pantheon, the Bishop is a deity whom the masses directly seek aid from, as it falls to the Bishop to tend the souls of the deceased or to relieve the suffering of the masses.

Since the earliest days following the ascension of the First House to the realms of divinity, it was the Bishop and his followers who most effectively spread the faith to the masses of the fracturing empire. Today, the Bishop is seen as a wiseman and healer who the regular masses can turn to in their times of trouble, and whose servants can assist with ailments or the passing of those from their mortal existence into the afterlife.

Doctors, confessors, healers, midwives, and all other manner of medicinal practitioners direct their worship to the Bishop. It is the Bishop's divine power that granted succor to the people most affected by the vicious civil war that tore apart the Empire of the First House in the aftermath of the pantheon's ascension. Some scholars regularly posit the macabre irony that a being who in mortal life was so dedicated to healing and helping others quickly became a necessary tool in the wars that followed their ascension.

Depictions of the Bishop historically have him in the form of a heavily robed human, who walks with a staff for mobility assistance. Cathedrals and temples instead often show him as garbed in elaborate robes with an overly ornate staff capped by a symbol of the Rosewound. In fact, most historical texts relate the Bishop as being the keeper of the Rosewound, like a gardener who tends to a particularly cherished plant. It's for this assumption that many believe the Bishop's connection to the moon is established, as the Rosewound acts as Tyne's secondary moon since the era when the First House ascended.

In the deific pantheon, the Bishop offers respect and a level of subservience to the King, while seeing the other members of the First House as equals. However, the Queen's many machinations often put the Bishop's followers into direct conflict with the mistress of subtleties, and while the relation between deities isn't hostile, the Bishop and Queen have terse relations that border on outright conflict between their respective followers.

Of all Tyne's deities, save the King himself, there are none with more austere and ostentatious temples to the Bishop. Though the Bishop is a deity who is recorded as railing against signs of wealth, his sites of worship maintain their status simply by virtue of his clergy's prominence throughout the Pridoman continent and beyond. Several such structures are central features in many large settlements, and it often falls to high priests of the Bishop to arbitrate disputes in regions where the clergy of the King.



SPONSORSHIP

Followers of the Bishop receive sponsorship (see Rotgrind: The Rot - The Demise of the World) most often as rewards for penitent service to others throughout the course of their life, or because of a destiny that leads them to the salvation of others. An individual returned from death by the Bishop returns with their wounds restored and even their oldest scars or lingering ailments completely healed. As an individual uses the gifts of sponsorship more and more, their body slowly reverts to its earlier state. Such a transformation occurs regardless of the Rot, and it's believed that the Bishop's sponsorship is a timed affair, with the deity removing his gift as soon as a task is complete and the subject is able to return to their original less-than-pristine body state.

Those slain in service to the Bishop dissipate in a nimbus of lunar light, with sparkling starlight dancing in the air for minutes after their departure. Upon the sponsored's return, they appear at a nearby altar or prayer site, most often those dedicated to the Bishop, but sometimes to those belonging to other deities. In rare cases, a sponsored individual returns at an ordained temple of the Bishop, with their appearance often seen as a miracle to the locals and a blessing to the settlement. Countless Pridoman villages boast being the site of one or more such resurrections, though it's often incredibly difficult to verify the truth behind any such boasts without active historical research.

Genevieve Ducette is a well-known sponsored who appeared at a temple of the Bishop in the Pridoman brigand nation of Radaman. Ducette went on to mobilize several different groups into a cohesive fighting force, dying twice in the attempt. She was the closest that the land of Radaman ever came to unifying under a single leader, but the entirety of the process came to a violent end when a wandering preacher of the Bishop uncovered the truth: Genevieve was actually sponsored by the Queen. The brigand bands tore the deceiver into shreds, doing so twice more until the Queen's boon ended and Radaman found itself once again embroiled in infighting and bloodshed.

PLAYING A FOLLOWER

Followers of the Bishop are varied in two major castes: settled or wandering priests. The settled priests are those who take residence in a settlement, often opening a practice in the form of a clinic or joining a larger church as a member of the active clergy. Wandering priests fall into the role more typical of adventurers, traveling across continents in order to bring their healing skills to the needy, extract truths from the people, and spread the word of the First House to those who need it.

Those acting in service to the Bishop must first place the needs of the people above all others. They heal those in need, assist with the departure of the recently deceased, and strive to uncover hidden truths or reveal long-sitting deceptions. Though they don't actively shun the use of undead by others, the Bishop's followers refrain from animating the dead as they view it as a perversion of the death rite they're dedicated to shepherding.

SOLID SOUL

SPELL 1

Uncommon

Abjuration

Manipulation

Traditions occult

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.

NARRATIVE DECLARATION

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