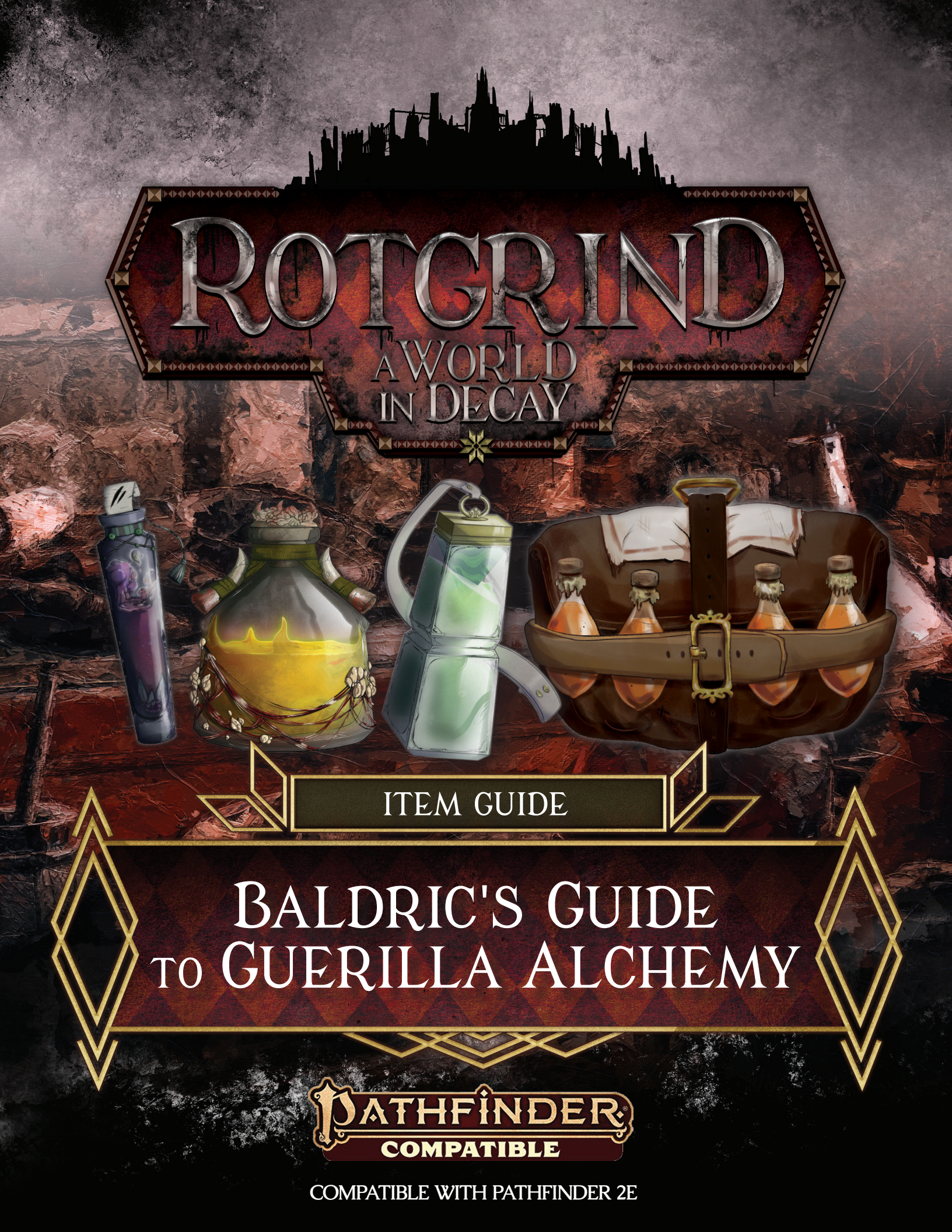




ROTEGRIND

A WORLD
IN DECAY



ITEM GUIDE

BALDRIC'S GUIDE TO GUERRILLA ALCHEMY

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

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If you have this book, it's either because you're interested in learning the tricks of the trade for helping depose a corrupt governing body, or because you're curious, and I'm not about to discourage either of these things. Not everything in here is outright villainous or deadly, some hold a great many uses, it's all in how creative you are. Just for your sake... keep this thing somewhere secure, yeah?

Baldric Weathers, Guerilla Dissident of Outset

DISCOVERIES

BILEBALM LOTION

This noxious cocktail of animal biles and alchemical balms is colloquially and lovingly referred to as Bilebalm Lotion, and was once marketed to people far and wide as a mild warding agent against the Rot. While it was not even remotely useful for such a thing, the formula followed by many aspiring Snake Oil salesmen actually resulted in a decently potent stimulant, when rubbed into one's skin. This proved to be highly useful for night watch guards, and destitute laborers who could ill-afford a healthier living style, opting instead to smear themselves with this foul sludge.

Outside of Outset, it can run under many names, too many to adequately catalog here. Odds are, however, if you find a glowing, sickly yellow substance that you are encouraged to apply to yourself by the local witch doctor or apothecary, it is likely to be some variation on the formula. Higher quality ingredients in this instance do not necessarily correlate to a better lotion, and as such it is a very popular thing to sell in the crowds of cheap businessmen, unscrupulous hucksters, and the like across Tyne.

Whatever you do, make sure you wash yourself thoroughly of this gunk after you're done. It smells worse the next day



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BOTTLE OF DISBELIEF

The advancements of alchemy within the world of Tyne have led to some strange, and utterly unconventional concoctions, some stretching the very fabric of reality, others merely teasing it like an unruly concubine. What many refer to as the bottle of disbelief, is one such brew. The ingredients required for such a tincture are as strange as the concept of disbelief is within this context, yet are quite easily found. Putting one together requires a great deal of conviction on the part of the brewer, but one cannot simply believe they can cobble it together. In fact, it takes rigorous training to not believe you can do it, a perplexing and highly frustrating ritual for certain.

Despite this, the contents of the bottle of disbelief are regarded as bitter, filmy, and unpleasant, and have highly tangible benefits. Many churches and other such religious centers look down upon those who dare imbibe this drink. This is due in large part to the fear that such perilous toeing of the line in regards to religion and belief may one day have a tangible effect on the pantheons worshiped therein! Whether or not this is monastic umming and erring is up for debate, but it is safe to say that some folk take this train of thought very seriously.

Mind what you elect to disbelieve when imbibing, you wouldn't want to experience an existential crisis by choosing to not believe in Life. Or Souls. Or yourself.

CORING CHARGE

In a post-Rot society, the destruction of condemned or otherwise infected infrastructure became a necessary consideration. In older times, the task would be conducted by teams of burly laborers and the heaviest hammers they could find, or sometimes by spellcasters skilled in destructive magic. Nowadays, sending teams of people into ruined buildings or Rot-touched structures is a death sentence none dare expose themselves to, and magic users of the necessary skill and proficiency are harder still to come by. Enter the Greater Tyne Alchemical Guild, who in no short amount of time put together an exceptionally powerful explosive which could level nearly any structure with well placed coring charges.

Is my input really necessary for this one? It's an explosive, I'm pretty sure anyone with enough free time and ill will could do this.



@ToTellStories

It takes a skilled and steady hand to assemble these alchemical demolition charges, as the catalyst necessary for priming them must be injected only after being placed in position. After it has been injected, there is no turning back, and no second thoughts, one can only flee or hope to somehow put distance between the coring charge, and their own bodies. Mining collectives have expressed interest in the device as being possibly useful in controlled mining ventures, but it requires a great deal more refinement before it would be considered safe for use in such places.

FLUID CONSOLIDANT

What originally started as a way to cut down on potential product breakages for alcohol merchants, fluid consolidant was found to be highly useful in a variety of ways across Tyne. This came only after a batch of Pridoman Cask-Strength Gin was found to be extremely bitter and repugnant after solidifying and liquefying at the market, making the concoction useless for commercial purposes. When a barrier is necessary, and solids are not readily available, fluid consolidant helps fill the gap by converting any liquids it comes into contact with, into solids. Based on the strength of the particular bottle, these can be used to great effect for a variety of situations, including treading a waterway, creating a temporary barrier, or even fending off a sudden water-element aligned incursion.

The reputation of the concoction has been and continues to be marred, however, by exceptionally unintelligent people who drink it on dares, bets, or out of curiosity. Suffice to say, there is a great deal of fluid within a living organic being's anatomy, and to solidify them is a fatal decision. Blood slows and stops in the veins, stomach acids harden to stone, the brains of those foolish enough to drink have been found encased in a hard, solid mass that used to be cranial fluid. It is not a pretty, nor pleasant death.

Don't drink this.



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I hate that this stuff is better used aerosolized, because to be honest with you if you could get the same effect by drinking it you'd be hard pressed to go back to the bog-standard elixir of life. It's sweet, and herbal in taste, while also being delicate, and crisp. Worst of all, it's immensely refreshing to drink, and it only further delights when lightly chilled. If it wasn't obscenely expensive to produce, I'd happily keep a canteen of the stuff.

VINDICATOR'S MIST

There are many situations which would result in the healer being unable to approach the wounded, and not all can maintain good enough terms with the gods to bestow healing upon the afflicted. For these situations, inspiring minds developed the Vindicator's Long-Distance Restorative Assembly, or often shorter, the vindicator's mist. Gnomish alchemists, inventive and creative as any of their taller counterparts, put this together as a means of ensuring wounded allies out of their stubby reach could still be saved, provided one's throwing arm was good enough.

Many test runs using thin glasses, plastic-adjacent elements, and other such thin substances met with little, to no success. That was, until, a local candy shop owner suggested they use sugar glass instead. Despite being the container of a fluid, the tonic within did not erode the glass as it was not exclusively water based. This meant the glass shattering upon the target would not harm them more than the tonic within would heal them. This resulted in the candy shop owner making a great deal of money.

VULGAR MUTAGEN

If one mistook the vulgar mutagen for a foul looking offal tea, one would not be far off. Many creatures of the world have strange and unusual alchemical effects lurking in their various organs, and some commonly used reagents have peculiar side-effects when intentionally spoiled in a controlled manner. What possessed the mad inventor of the vulgar mutagen is lost to antiquity, but what remains of them is the formula for possibly one of the most unpleasant to imbibe alchemical brews known to mankind.

This drink is uncommonly found outside of bandit strongholds, fighting pits, or other such rough-and-tumble locales, and that is because it takes exceptional fortitude to be seen drinking a thing this repulsive, and it takes an even stronger gut to not vomit it up afterwards. Nutritionally it has been determined that the drink is actually quite bad for you, as it erodes stomach linings if imbibed twice in one day, and has been known to kill colonic bacterial cultures. Effectively, this vile potion is best quaffed only when needed, and few other times besides.

Regrettably, you do need to drink the chunks.



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PLAYER TOOLS

The following are new alchemical items crafted by various alchemists, including Baldric Weathers, and that can be found throughout the Rotgrind setting.

BILEBALM LOTION

ITEM 6

Uncommon

Alchemical

Consumable

Elixir

Price 55 gp

Usage held in 1 hand; Bulk L

Activate ♦♦ Interact

For the next minute, you gain the quickened condition and can use the extra action each round only for Strike or Stride actions, or for any skill actions using Acrobatics or Athletics. However, the lotion is so repulsive that you take a –2 item penalty on all social skill tests (Deception, Diplomacy Intimidation, and Performance) as well as a –1 item penalty on Fortitude and Will saves for 1 hour after applying it.

BOTTLE OF DISBELIEF

ITEM 6+

Rare

Alchemical

Consumable

Usage held in 1 hand; Bulk L

Activate ♦ Interact

Drinking the fluid in this bottle grants resistance against a single damage type of 1 hour. When you drink the contents of the bottle select acid, chaos, cold, electricity, evil, fire, good, or lawful. Upon drinking the potion, attempt a DC 19 Will save.

Success You gain resistance to the selected damage type equal to the value listed in the specific type of bottle.

Failure You gain resistance to the selected damage type equal to the value listed in the specific type of bottle. You also gain an equal number of weakness to mental for the duration.

Critical Failure You gain weakness equal to the value listed in the specific type of bottle to the selected damage type for the duration.

Type lesser; Level 6: Price 45 gp

You gain resistance 5 to the appropriate damage type.

Type moderate; Level 10: Price 180 gp

You gain resistance 10 to the appropriate damage type. Increase the Will DC to 26.

Type greater; Level 14: Price 850 gp

You gain resistance 15 to the appropriate damage type. Increase the Will DC to 30.

CORING CHARGE

ITEM 2

Rare

Alchemical

Consumable

Price 12 gp

Usage held in 1 hand; Bulk L

Activate ♦♦ Interact

This satchel of alchemical products is inert and requires the wielder to inject a necessary catalyst into it, representing the activation time. It can be attached to an object while activated. Once activated, it detonates at the end of your next turn. Any object or environmental feature the charge is attached to takes 4d8 fire damage, ignoring the object's Hardness if it is 10 or lower. All creatures within 10-feet of the detonation take 4 fire damage.

Special: An Alchemist of 4th level or lower must spend three uses of their infused reagents for the day when crafting this item. Higher level alchemists can prepare this as normal.

FLUID CONSOLIDANT

ITEM 1+

Uncommon

Alchemical

Bomb

Consumable

Usage held in 1 hand; Bulk L

Activate ♦ Strike

When striking onto a liquid surface, the bomb temporarily adjusts the composition of the liquid to become a block of solid crystal-like matter. The temporary surface matter has an AC of 10 and is immune to critical hits and precision damage.

Type lesser; Level 1: Price 2 gp

Creates a 5-foot square surface at the point of impact. The surface created by the bomb has a Hardness of 1 and 5 Hit Points. It can support up to one Small creature walking across it before it breaks. It lasts for 1 round or until broken.

Type moderate; Level 3: Price 8 gp

Creates a 10-foot square surface at the point of impact. The surface created by the bomb has a Hardness of 5 and 10 Hit Points. It can support up to one Medium creature walking across it before it breaks. It lasts for 1 minute or until broken.

Type greater; Level 11: Price 200 gp

Creates a 15-foot square surface at the point of impact. The surface created by the bomb has a Hardness of 10 and 40 Hit Points. It can support up to one Large creature or up to four Medium or

Small creatures walking across it before it breaks. It lasts for 1 hour or until broken.

Type *major*; **Level** 17: **Price** 2,000 gp

Creates a 20-foot square surface at the point of impact. The surface created by the bomb has a Hardness of 20 and 80 Hit Points. It can support up to one Huge creature, up to 2 Large creatures, or up to eight Medium or Small creatures walking across it before it breaks. It lasts for 4 hours or until broken.

VINDICATOR'S MIST

ITEM 1+

Uncommon

Alchemical

Bomb

Consumable

Healing

Usage held in 1 hand; **Bulk** L

Activate ♦ Strike

Vindicator's mist releases a healing mist upon breaking against a target. The struck target heals damage instead of taking damage, while the splash effect also heals targets in the area.

Type *minor*; **Level** 1: **Price** 4 gp

The bomb restores 1d4 Hit Points and 1 splash healing.

Type *lesser*; **Level** 5: **Price** 35 gp

The bomb restores 2d4+6 Hit Points and 2 splash healing.

Type *moderate*; **Level** 9: **Price** 175 gp

The bomb restores 4d4+10 Hit Points and 4 splash healing.

Type *greater*; **Level** 13: **Price** 700 gp

The bomb restores 6d4+15 Hit Points and 6 splash healing.

Type *major*; **Level** 15: **Price** 1,400 gp

The bomb restores 8d4+20 Hit Points and 8 splash healing.

Type *true*; **Level** 19: **Price** 3,200 gp

The bomb restores 10d4+25 Hit Points and 10 splash healing.

VULGAR MUTAGEN

ITEM 4+

Uncommon

Alchemical

Consumable

Elixir

Mutagen

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

After you drink this mutagen, your body goes into a temporary catatonic state as it processes the effects. Following that you gain the benefits of the mutagen as listed. This mutagen counts as a juggernaut mutagen for purposes of class feats that interact with that mutagen.

Benefit You gain an item bonus to Fortitude and Reflex saves, an item bonus to Initiative, as well as the listed number of temporary Hit Points.

Drawback You become paralyzed for 3 rounds. At the end of each of your turns, you can attempt a DC 20 Will save to reduce the remaining duration by 1 round, or end it entirely on a critical success. You take 2 poison damage at the end of each of your turns until the mutagen expires.

Type *lesser*; **Level** 4: **Price** 15 gp

The bonus is +2, you gain 20 temporary Hit Points, and the duration is 1 minute.

Type *moderate*; **Level** 10: **Price** 200 gp

The bonus is +3, you gain 40 temporary Hit Points, and the duration is 1 minutes. The Will DC increases to 29. Increase the poison damage you take to 4 per round.

Type *greater*; **Level** 14: **Price** 700 gp

The bonus is +4, you gain 60 temporary Hit Points, and the duration is 1 minute. The Will DC increases to 33. Increase the poison damage you take to 6 per round.



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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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