



ROTEGRIND

A WORLD
IN DECAY



BESTIARY

CANDLEBACKED

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

Uncommon

N

Large

Mindless

Undead

This desiccated humanoid corpse is bloated to the size of an ogre by the wax that covers its hunched back and spills from split wounds on its body. Stacks of candles cover its back, providing illumination around it. Its arms are balled into fists that it uses as impromptu forelimbs to help it walk. A stone mask is affixed to its face with straps that are now mostly covered in wax.

Perception +6; darkvision**Skills** Athletics +14 (+16 to Shove)**Str** +5, **Dex** +1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

Plodding A candlebacked must always spend at least one of its actions in a round to Stride, Step or use its Implacable Advance action if able. It can choose not to move and spend this action to remain stationary.

AC 20; **Fort** +14, **Ref** +7, **Will** +8**HP** 75; negative healing **Immunities** death effects, disease, mental paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Candlebacked Aura (aura, light) 15 feet. The candlebacked's mass of back candles fill the area with 15 feet of bright light and then an additional 15 feet of dim light beyond. The aura counts as a 6th level spell effect. If the aura is counteracted or suppressed, the candlebacked becomes slowed 1 until the aura returns.

Protective Programming **Trigger** A creature damages another creature and both creatures are illuminated by the candlebacked aura.

Effect The candlebacked treats the attacking creature as hostile for the next 24 hours unless it is that creature's minion. If the attacking creature is within reach, the candlebacked makes a fist Strike against it.

Speed 25 feet

Melee **◆** fist +12 (reach 10 feet), **Damage** 2d8+5 bludgeoning

Flailing Wax **◆◆** (fire) The candlebacked flails its fists wildly causing molten wax to fly around it affecting creatures in a 5-foot burst centered on itself. Creatures in the area take 1d8 bludgeoning and 1d8 fire damage (DC 18 basic Reflex save). Creatures that fail this save also take 1d6 persistent fire damage.

Implacable Advance **◆** The candlebacked Strides up to 15 feet in a single direction. If the candlebacked is stopped from moving by an adjacent foe, it can immediately make a Shove attempt against that creature.



LORE

Mockingly called “gifts from the Prince”, the deity known as the Prince created the first candlebacked when he conquered the city of Outset in the years before his ascension to the pantheon of the First House. Built from the corpses of the Prince’s most dutiful retainers and non-combatant servants, candlebacked assisted in illuminating the Prince’s forces in Outset as they traveled into areas bereft of light. Once the Prince’s forces cleared the threats in these dark places, the candlebacked were repurposed to become moving points of lights in areas of the immense city bereft of magical light sources.

Candlebacked are made from larger corpses or an amalgamation of smaller corpses bloated with necromantic magic. Magical wax is fused to the undead’s back at the time of its animation, with magic sustaining the wax and lit candles in perpetuity and giving the candlebacked an emanation slightly less brilliant than a torch, but far more mobile. The specifics of the magic used in creating a candlebacked ensures that only far more powerful magic can be used in dispelling the light emitted from its waxy back.

Akin to an advanced form of zombie, candlebacked are mindless undead given rudimentary programming at their creation. At the moment of its creation a candlebacked is provided with a given path that it patrols for the entirety of its existence. Should a creature find itself blocking the candlebacked’s path, then the undead brute shoves such creatures out of the way with its immense bulk. Woe to anyone who brings conflict into the candleback’s light, as the undead have programming to quickly put down offenders within the glow of its many candles.

Hundreds of candlebacked from the first batch created by the Prince remain in Outset. These originals tend to be slightly more powerful and have either increased size or even the elite adjustment to represent traces of the Prince’s power. In modern times, members of Outset’s Animator’s Guild create new candlebacked as civic needs arise, which are now the most common specimen of the undead worker. Beyond Outset, the art of creating candlebacked remains a limited skill, and few possess the knowledge necessary to construct or summon such undead.

Outset’s citizens routinely travel under candlebacked light when moving between and within the city’s many prominent pilaster districts. It’s common for small groups of citizens to cluster around these macabre undead in order to travel through a dark region. Though most citizens can afford a personal light source, the greater benefit of using the candlebacked is the undead’s unerring protection, as the candlebacked is exceptionally dispassionate in meting out justice to those who try to start conflict under its light. Similarly, groups find protection from candlebacked as the undead grants them a measure of safety when traveling through regions inhabited by other lurking threats like pick spiders (see *Rotgrind Bestiary: Pick Spiders*).

CHUCKLEWUCKERY

The following are optional abilities you can add to candlebacked to create some additional effects in combat.

Bling your candlebacked

Given their clarity of purpose, candlebacked aren’t reactive forces and many have paced on the same path for centuries. Because of this, groups in Outset have taken to marking candlebacked out of boredom or a sense of territorial ownership.

In the sinkhole district of the Pawn’s Pilaster, the Children of the Blaze of Mr. Ilort decorate candlebacked with garish flame motifs and skull emblems on their masks. Meanwhile, in the Squire’s Pilaster, some candlebacked meander with their masks covered in slogans like “Don’t Mess With The Toads.” Other regions of the city have more odd variants of candlebacked, such as the Bishop’s Pilaster, where the candlebacked are dressed in formal finery but also have chains attached to their backs so they can haul coffins along their intended paths.

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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