

NARRATIVE DECLARATION 



ROTEGRIND

A WORLD
IN DECAY

DEITIES

THE MALICE

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

THE MALICE (IT/ITS)

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.

Revival Point A point of darkness

DEVOTEE BENEFITS

Divine Font *harm* or

Divine Skill Deception

Favored Weapon morningstar

Domains Ambition, Darkness, Pain, Tyranny

Cleric Spells 2nd: *false vitality*, 4th: *vision of death*, 7th: *mask of terror*

Allies The Baron

Enemies The Beneficence. The Entities

Temples torture chambers

Worshippers fallen worshippers, serial killers

Sacred Colors black

Divine Ability Charisma or Strength



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THE MALICE

THE FUNDAMENTAL POWER OF EVIL

Among the four concepts of the Fundamentals one preys on the basest emotions of mortal beings: the instinctive desire to inflict suffering on others. The Malice is an embodiment of what civilized culture believes to be the worst tendencies, specifically, the application of physical and mental trauma against others. Through the suffering and emotions associated with these depraved acts, the Malice exerts its influence throughout the Tyne and the wider cosmology.

It's because of the nature of the Malice that it has few major followings on Tyne. In ancient times, bands of Fundamental-aligned gangs wandered the world and many of them worshiped the Malice as a personification of the freedom to explore one's emotions without repercussion. Such beliefs found a more modern belief in the roaming bands on the continent of Terleem, until many such practices were quashed by the invasion of the First House Empire. Only the resurgence of local beliefs following the collapse of the empire has led to Fundamental worship on Terleem, whereas in much of the rest of the world, the Malice is confined to hidden cults or offshoot religious institutions who obscure the truth of their veneration.

Dating back to the most ancient records of Outset's archives, believed to be the oldest on Tyne, the Malice is routinely portrayed as a black void that sucks in all matter near to the edge of the Fundamental Battlefield. In Terleem, the Malice is often interpreted as a warrior entirely concealed by ashen tinged armor, which is composed of plates with spikes impaling the skulls and body parts of its foes. The followers of the joint Beneficence and Perfection belief known as Balance espouse that the Malice is a personification of the night sky, and that mortals sleep to try to avoid its temptations and work under the glowing rays of the Beneficent sun.

Depraved beings known as malicites herald the corrupting influence of the Malice. Malicites often embody specific goals or means of corruption, such as the sight-based caeocs or the

more direct hunters known as tarumants. Unlike the servitors of other Fundamental powers, the Malice forms its servants from the normal process of conversion through the cycle of life and death, but also by subverting the atma of living mortals through its corruption. A mortal who becomes embroiled with the Malice, or one who simply succumbs to their emotions and performs an abhorrent act, could find their atma subsumed and corrupted, leading to their conversion into a malicite.

The light of the Beneficence and its altruistic followers who convert through overwhelming and overt means, stand in direct opposition to the Malice. The concepts of the Anarch and Perfection also tear at the edges of the Malice's domain on the Fundamental Battlefield, but it truly is a battle of dark against light, with chaos and law battling at the outer edges. Closer to Tyne, the Malice sees the deities of the First House as little more than upstart blips in the cosmic order, though it does see the vicious actions of the Baron as a means to an end and the two deities allow their followers to sometimes work together.

Only shattered edifices on the continent of Terleem remain as major sites of direct worship to the Malice. Other temples are scattered across the planet, and most are far from civilization or located in hidden underground regions that border the vast realm of the Earthen Sepulchre. Outset only allows the barest of congregations to attend as representatives of the Malice within the vast religious arena of the Bishop's Pilaster, while most nations officially ban venerating the Malice outright.

SPONSORSHIP

The Malice is known to strangely provide sponsorship only to those who aren't yet fully corrupted. It's postulated by some religious scholars that such sponsorships are actually a means to fully corrupt powerful mortal souls and convert them to malicites who can operate on Tyne. Because of this, many who receive sponsorship from the Malice instead believe it to be something bequeathed by another deity or a miracle without the intervention of gods.

Mortals returning from death while sponsored by the Malice can return in a myriad of different means. They might emerge from a fire, or appear from a deep sleep by a discarded set of armor. However, in all such cases, the individual re-appears in a partially obscured area of shadow. This only adds to how the Malice's chosen believe themselves to be sponsored by another power, as they often ignore the illumination of their surroundings and focus on the physical objects nearest to them and create fictions of their own making.

In Kwanshiir, the inquisitor Halashti Vindayo was a vicious interrogator of those who failed to believe in the Balance. She often led pogroms along the northern wall borders with the continent of Terleem, where she would self-righteously punish the supposed "barbarians" of those lands. One day, she found herself struck down by an errant siege weapon, only to return alongside the wall a day later at dawn. Though the sun kissed her skin soon after she awoke, she failed to realize the shade of the wall had been her first site of awakening. Though Halashti's actions remain sealed by the upper echelons of the philosophy, it is known that she exists now as type of inanith maiacite, which preys on both sides of Kwanshiir's vast northern border.

PLAYING A FOLLOWER

Willing followers of the Malice are best portrayed as NPCs, as the most devoted followers of such a deity are heinous individuals ill-suited to work alongside typical adventuring groups. However, the inclusion of a "fall from grace" story arc as part of a campaign is one that can absolutely include the Malice as a means to having a character slowly corrupted over the course of their career, possibly even becoming a malicite as a final transformation to end a campaign.

A true follower of the Malice is a corruptor. They are someone who believes that everyone has an innate weakness to be exploited and a hidden desire to see others brought low or suffer. They rarely take direct actions themselves, and prefer to twist the aims of others to push their intended goal.



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