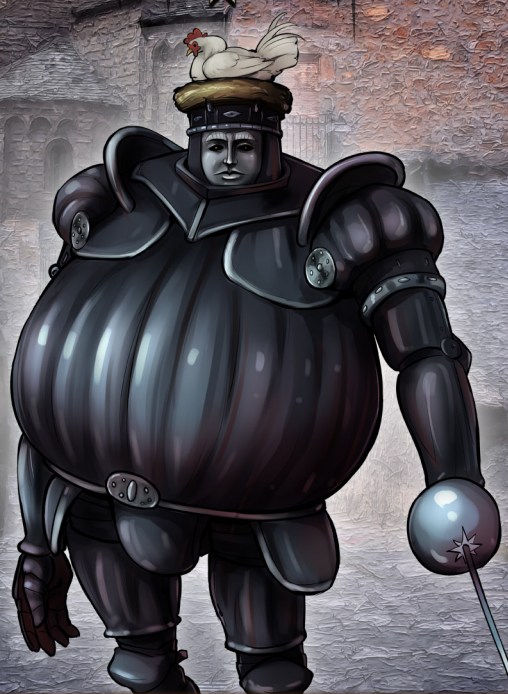




ROTEGRIND

A WORLD
IN DECAY



BESTIARY

CUSTODIAN KNIGHT

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

LE

Large

Undead

This hulking armored undead towers above most heads, lumbering through the city streets at a steady, plodding pace, weapon always at the ready. Though his eyes are dull through his emotionless mask, you can tell that he is searching at all times, as if seeking something hard to spot.

Perception +12; darkvision

Language Common (limited speech)

Skills Acrobatics +8, Athletics +12, Intimidation +13, Society +8

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

AC 21; **Fort** +15, **Ref** +7, **Will** +9

HP 95, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Custodian's Ire  **Trigger** A creature ends a move action adjacent to the custodian knight's guarded creature or Strikes the guarded creature, and is within 60 feet of the custodian knight; **Effect** The custodian knight Strides towards the triggering creature. The custodian knight can then make a rapier Strike against the triggering creature. This Strike doesn't count toward the custodian knight's multiple attack penalty, and its multiple attack penalty doesn't apply to this strike.

Mandated Guardian (abjuration, divine) Custodian knights are bound to protect specific creatures as determined at the time of their creation. This creature type is considered a guarded creature. If the guarded creature type is Tiny, it can share a space with the custodian knight, which grants it cover.

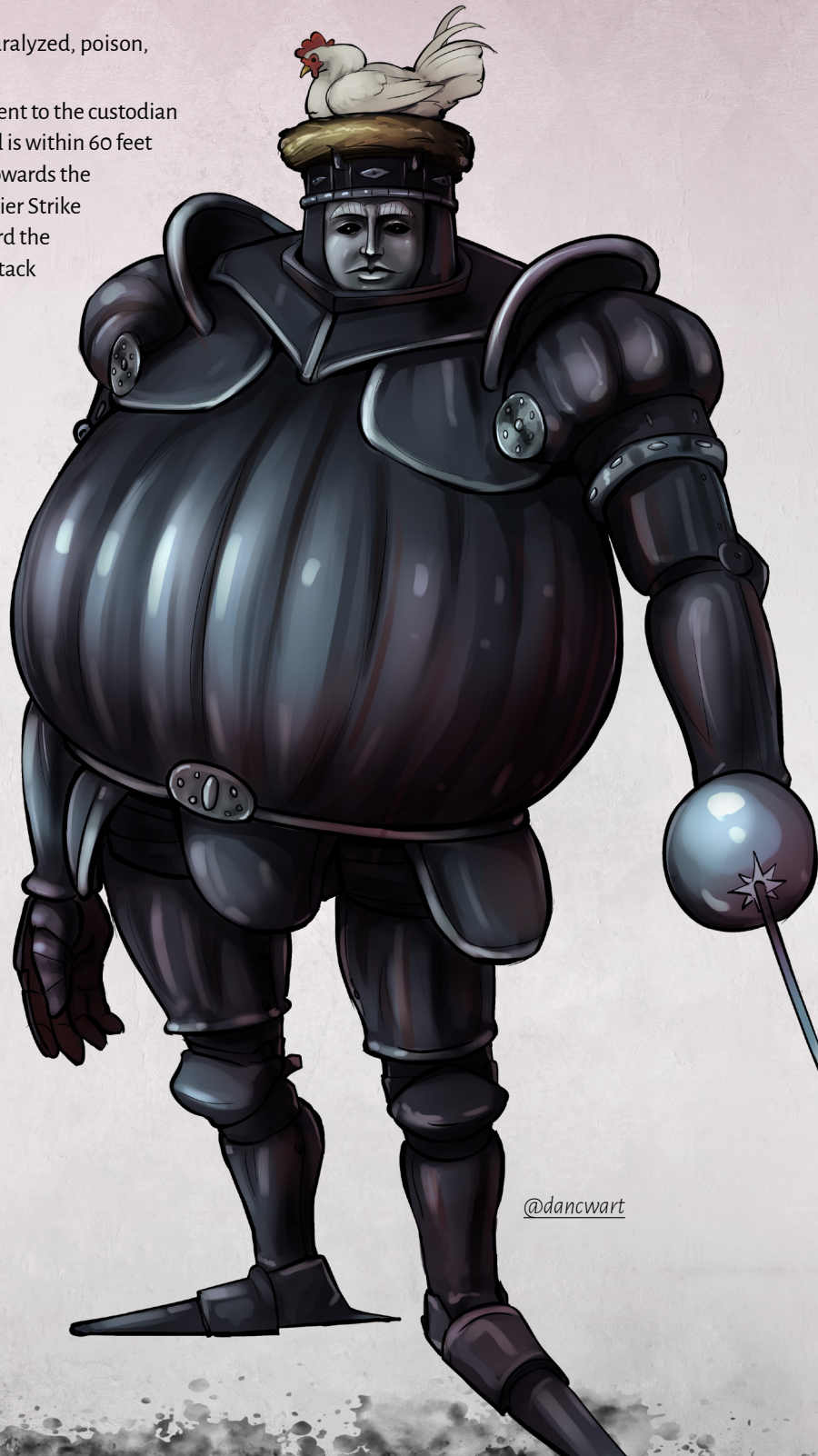
For every hour a custodian knight spends within 30 feet of a guarded creature, they recover 18 Hit Points.

Speed 25 feet

Melee  rapier +13 (agile, deadly 1d8, disarm, finesse),
Damage 2d6+10 piercing

Lunge  The custodian knight makes a Strike with its rapier, increasing the reach of the attack by 10 feet.

Incensed Protector  The custodian knight targets one creature they can see and that is within 30 feet of their guarded creature. This target remains the custodian knight's foe until it's defeated, it flees, or the encounter ends. The custodian knight reduces the multiple attack penalty against that creature by 1 when it makes attacks against them.



@dancwart

LORE

A custodian knight is a protector of the small and weak, a rare noble goal that many citizens of Outset would deem frivolous. As such, the task then falls to the undead. These bodies are selected for their former strength and speed and then further molded and pushed into grand hulking warriors.

On their creation, custodian knights are given a job by their Animator: to protect a specific creature that otherwise might not be able to protect itself. Many small things play an important part in the city's day-to-day: cats hunt rodents that might spread plague; chickens feed the citizens with rich eggs and meat; Outset gulls traverse distances at quick speed to deliver small goods and messages. In the First City, they are in desperate need of protection.

But protect them from *what*, you might ask? The answer: it doesn't matter. Custodian knights are undead, after all; built for a singular goal and nothing more. *Anything* that might threaten their guarded creature is a fair target. Of course, this means that some unfortunate butchers and feisty children have had bones shattered and teeth knocked in when they were simply in the wrong place at the wrong time, but such is life in the city.

In some schools within the Knights' Pilaster and amongst devotees of the First House's guardian, individuals may train with the full expectation that they will be used for civil service beyond death. Should they die in a way that leaves them able-bodied, they will have made a pact with an Animator who can then grant them a role that will continue to serve Outset long after their passing. Some knights might even request the role of a custodian knight to a beloved animal, so that they might still hold vestiges of their old self.

UNDEAD IN OUTSET

Undead aren't strictly used by the Tyrants' Guild, nor are they strictly evil. Space is a limited resource in the First City, and a worker who doesn't need comforts (like food, or living space, or living) is a valuable concept. Most of the city's undead are mindless servants, reanimated as automatons designated for a specific task.

It's considered impolite to draw attention to an undead that was once a person's loved one or friend.

Since the Rot first appeared in the city, undead have been easily tainted. A Rotten undead must be disposed of quickly, lest it corrupt others or spread the Demise to other places in its mindless drudgery.



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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 Rogrind campaign continues and we release more and more 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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