

ROTEGRIND

A WORLD
IN DECAY



BESTIARY

OUTSET GULL

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

N

Tiny

Animal

A tiny gull flutters down on its wings and lands, curiously examining everything around it. It wears a little pack on its back bulging with goods. It stares with bright, golden eyes, as if there were a purpose to its presence.

Perception +8; low-light vision

Skills Acrobatics +6, Thievery +6

Str -3, **Dex** +4, **Con** +0, **Int** -4, **Wis** +3, **Cha** +1

AC 16; **Fort** +3, **Ref** +9, **Will** +6

HP 13

Cunning An Outset gull can use simple items as tools, such as poking a stick at an opening to tease out a piece of food. They are also quite adept at stealing objects. An Outset gull can't use Thievery to Palm an Object, Disable a Device, or Pick a Lock, but it can use Thievery to Steal light objects that it can carry in its beak or talons or to accomplish other relatively simple tasks.

Loot Laden When an Outset gull dies, roll 1d20. On a 1–5, its stored equipment is unusable. On a 6–18, the Outset gull drops a single 1st-level consumable item (typically a minor elixir of life). On a 19–20, the Outset gull drops two 1st-level consumable items (typically a minor elixir of life and a 1st-level scroll).

Death Curse (curse, enchantment, occult) A creature taking any items dropped by an Outset gull's loot laden ability is targeted by the gull's death curse. If the target fails a DC 18 Will save, they find themselves regularly losing random items and coins. Each time the target gets a full night's rest, it must succeed at a DC 18 Will save or lose one 2nd-level or lower consumable item in their possession. If the target has no consumable items, they instead lose 4gp. The curse ends if the creature gives away an item worth at least 10gp to another Outset gull.

Speed 10 feet, fly 40 feet

Melee ♦ beak +7 (finesse, reach 0 feet), **Damage** 1d6 piercing



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LORE

An Outset gull is a courier not bound by the will of gravity. These birds are primarily letter carriers, used to share messages and small objects from place to place. They are given prompts based on objects associated with certain buildings, and then fly off to deliver the goods carefully stowed in their backpack. Some Outset gulls have no master, instead acting as something like traders: they recognize that a scroll or a coin might be offered in exchange for a guarantee of a week's delicious dinner from a wise person who builds a relationship with them. These gulls search for things of value in deep parts of the Sinkhole, in rafters of buildings, and even on unlucky people's windowsills.

Some would-be thieves might consider the Outset gull to be an easy target for items of value. Enter: the gull's Death Curse. Those who slaughter an Outset gull and take its goods begin experiencing a strange phenomenon: they find themselves losing things soon after. Most of the city's citizens would never dream of harming a gull, worried that their keys or grandmother's ring might vanish next. This plague of bad luck and misplaced belongings is only lifted after an offering of gold to one of the gull's kin, but even then, the gulls seem to communicate amongst themselves and know who shouldn't be trusted.

Outset gulls are surprisingly nimble on their feet: small corridors and narrow windows mean that they are capable on land and in the air. Likewise, rain rarely deters a gull from its goal.

CITY COURIERS

In a place as challenging to navigate as Outset, getting information and goods from district to district becomes an incredibly valuable task to perform. Larger items need runners capable of navigating the crumbling infrastructure that makes up the First City.

Couriers frequent the Grand Causeways that connect pilasters, but some individuals have taken to using shortcuts through the undercity, where they require silent feet, trespassing, and bribes to get through.

The Grand Council has a group of couriers who act as their trusted transporters. Most missives are written and sealed with wax, but some are verbal... and prone to changing, depending on shifting allegiances.



SUPPORT US

Our goal is to build a fully realized world to adventure, explore, and run your own tabletop RPG games in.

We are releasing custom rules content for Pathfinder 2nd Edition, though the rules can easily be adapted for other game systems as necessary. We're regularly creating 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 continues and we release more and more content, the focus will be on the city of Outset and the surrounding area, plus macro-level elements of the setting (continents, nations, pantheons, cosmology, etc.). All of this bespoke content—as well as regular releases for episode-specific content from the show—will be provided for you to use in your own games! Supporting the show and our Patreon is the best way to get this content and see it in action!

We couldn't do this without our fans. Thank you for your support!

It really matters more than you could ever realize. Join our Discord to talk with fans and our crew about the show, check out the incredible things made by our fans, and find your own tabletop games to play in.

As always, keep checking back for more. We're releasing new things all the time, and we can't wait to share them with you!



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