



ROTEGRIND

A WORLD
IN DECAY



BESTIARY

TARUMANT MALICITE

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

LE

Medium

Fundamental

Malicite

This obsidian armored figure radiates malevolent intent as it advances. It clutches an impressive blade in one arm, which it rests on its shoulders. Spikes cover the entirety of the figure, and tendrils of black and blue mist radiate from its form. An emaciated body moans as it struggles against the chains that bind it to this creature's large shield.

Perception +19; greater darkvision

Languages Common, Malicite; telepathy 100 feet

Skills Athletics +18, Deception +14, Intimidation +20, Medicine +14, Religion +14, Stealth +14, Survival +16

Str +6, **Dex** +2, **Con** +5, **Int** +3, **Wis** +5, **Cha** +3

AC 27 (29 with shield raised); **Fort** +19, **Ref** +12, **Will** +19

HP 125 **Immunities** cold; **Weaknesses** good 5; **Resistances** physical 5 (except silver), poison 10

Damned Arsenal A tarumant possesses a standard-grade cold iron shield (Hardness 5, HP 20, BT 10) and a +1 *striking bastard sword* that are extensions of its existence. These items disappear 1 minute after being removed from the tarumant's possession, or if the tarumant is slain. If either item is disarmed or destroyed, it reforms in the tarumant's hands after 1 minute.

Shield Block

Speed 15 feet

Melee  +1 *striking bastard sword* +18 (magical, two-hand d12) Damage 2d8+11 slashing

Sky Shred  Chains of darkness burst out of the ground bringing a flying target within 60 feet down to earth or preventing a creature from flying, with the effects based on the target's Fortitude save (DC 23). If the creature reaches the ground safely, it doesn't take falling damage.

Critical Success The target is unaffected.

Success The target falls safely up to 60 feet if it was flying.

Failure The target falls safely up to 60 feet if it was flying. If it hits the ground from at least 10 feet in height, it can't Fly, levitate, or otherwise leave the ground for 1 round. The target also takes 2d6+8 slashing damage.

Critical Failure The target falls safely up to 60 feet. If it hits the ground from at least 10 feet in height, it can't Fly, levitate, or otherwise leave the ground for 1 minute. The target also takes 4d6+16 slashing damage.

Raising Fear  The tarumant uses the Raise a Shield action and then can make an intimidation check to Demoralize all living creatures within 30 feet who can see it. Roll once and apply the result to all creatures.

Soul-Bound Strikes When a tarumant has its shield raised, it uses the two-handed weapon damage for its melee attacks. This lasts until the shield is destroyed or until the start of the tarumant's next turn.

Soul Shackle  (death, divine, necromancy) Once per day, a tarumant can bind the soul of a sentient creature within 30 feet that died within the last minute. When it does, the figure on the tarumant's shield changes to resemble an emaciated version of the target and the previously imprisoned soul is freed. Slaying the tarumant frees the bound soul but does not return the deceased creature to life. The caster of a spell to return a creature to life whose soul is trapped within the shield must succeed at a DC 30 Religion check. On a success, the soul escapes the shield and the creature is returned to life as normal for the spell.



LORE

The malicites are each extensions of the Fundamental concept of the Malice. Tarumants are considered the great hunters of the Malice's divine arsenal, and one of the most common forms of Fundamentals found outside the plane of the Fundamental Battlefield. Summoned by spellcasters or dispatched on missions by the Malice itself, tarumants ceaselessly pursue their intended target. A tarumant doesn't stop until it has found its target and completed whatever objective it has.

Though unrelenting in the completion of their missions, tarumants are not without autonomy. In fact, tarumants who find themselves confounded by a particularly vexing or noble foe often allow anger to overcome their sensibilities. Angered tarumants often breach their contracts by defeating their targets in combat and then shackling the recently deceased's soul into their shield. Because of this notable quirk in loyalty, many conjurers only bring forth tarumants in search of foes they wish unimaginable suffering upon.

Like other Fundamental beings, a tarumant is formed from the Malice and let loose on the metaphysical realm of the Fundamental Battlefield. They fight in the wars between Fundamental powers as soldiers where they feast on the suffering they inflict on other Fundamentals. When summoned to the Material Plane, tarumants must often curb their sadistic tendencies in order to achieve their mission. In these instances of long-travel or clandestine infiltration, the tarumant instead feeds off the suffering of the soul bound to its shield.

In combat, tarumants are ever-advancing bulwarks. They rely on their armor and shield for protection against most foes, while also channeling the suffering of the soul bound to their shield to increase their ability to wield their immense weapons. Particularly prone to flying targets, tarumants counter ranged foes by binding them with summoned chains from the realm of the Malice, and then taking advantage of the opportunity to close with their chained foes.

MALICITES

Like the outsiders of other settings, Fundamentals are both minions and extensions of the four primary Fundamental powers. Each Fundamental has an associated type, with extensions of the Malice known as malicites. There are countless types of different malicites, with the tarumant representing one of the more common specimens that can appear on the Material Plane.

Other examples of malicites include:

Caeocs

The "blinded eye malicites" are minor extensions of the Malice that act as scouts and saboteurs. Caeocs are small feral hounds bedecked in dark barding. They infect others with a strange affliction that blinds the target and allows the caeoc to see through the infected's eyes.

Fractios

The "broken bones malicites" are the cannon fodder in Fundamental conflicts. Resembling four-legged assemblages of bone, these near-mindless malicites only seek to inflict harm on others with their jagged bone spears. Their brutal method of attacking often elicits painful responses from their foes that act to inspire other malicites (or similarly depraved individuals) to greater acts.

Inaniths

Known as "void malicites" the inaniths are clouds of pure darkness that emit a sound like jangling chains as they float through battlefields and on the borders between warring kingdoms. They prey on regions engulfed in conflict, where their meandering presence greatly adds to the death tolls and ruins chances for peaceful resolutions.

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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 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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