

ROTEGRIND

A WORLD
IN DECAY



BESTIARY

FLATBLADE ALLEY MONSTER

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

Rare

CN

Large

Fey

This floating figure rises up almost fifteen feet. Stone armor plates cover its upper body, while a long skirt of torn fabric glides above the ground without any legs for support. Two sets of arms emerge from its elbow joints, with one pair clutching onto a greatsword that it appears to drag with concerted effort. Where a head should be, are instead two sets of brightly glowing lights in place of eyes. A crown of blades haloes the eyes, spinning slowly in the air.

Perception +22; darkvision

Language Common (can't speak); telepathy 100 feet

Skills Acrobatics +24, Nature +20, Occultism +22, Society +20, Stealth +24

Str +6, **Dex** +5, **Con** +5, **Int** +4, **Wis** +6, **Cha** +7

AC 34; **Fort** +21, **Ref** +24, **Will** +22

HP 165

Consumption of Fate (divination, occult) **Trigger** A creature rerolls a dice by with an ability with the Fortune trait or by spending a Hero Point; **Effect** The Flatblade Alley Monster gains a charge of destined energy. These charges last for 24 hours and can be spent as a Hero Point would to reroll any check the Flatblade Alley Monster makes.

Speed 25 feet, fly 50 feet

Melee flatblade +24 (reach 10 feet, magical, versatile S), **Damage** 3d10+14 bludgeoning

Ranged eye beam +24 (range 50 feet), **Damage** 3d12 electricity plus 5d6 force

Occult Innate Spells DC 32, attack +24; **6th** *collective transposition, feeblemind, mislead, phantasmal calamity, teleport*; **5th** *hallucination, mind probe, prying eye*; **4th** *invisibility, modify memory, suggestion*
Cantrips (6th) *daze, ghost sound, read aura*

Perfected Flight A Flatblade Alley Monster can hover in place without spending an action, and it automatically succeeds at all Acrobatics checks to Maneuver in Flight.

Rend Destined Reality (concentrate, occult, visual) The Flatblade Alley Monster fixes its gaze at a creature or object they can see within 30 feet. The target must attempt a DC 29 Will save as its destined path is scrutinized and torn asunder.

Critical Success The creature gains 1 Hero Point if it did not already possess one or more Hero Points.

Success The creature is unaffected.

Failure The creature loses 1 Hero Point and cannot gain one for the next 24 hours.

Critical Failure The creature loses any remaining Hero Points and cannot gain more for the next week.





DON'T DO THIS.

The Flatblade Alley Monster preys on Hero Points. No rules should ever interact with Hero Points and if you're wanting to create content for Pathfinder, you shouldn't ever touch a player's precious Hero Points. For real, it's a terrible and awful idea to mess with Hero Points in any regular way, as they're a specialty resource that represents out-of-game achievements to allow for cool cinematic moments.

HOWEVER, in this specific instance, the Flatblade Alley Monster is a sort of urban legend cryptid that feeds on the concept of destiny, and what better way to represent destiny in a game than the powers that players instill into their characters from outside of the game? It makes this entity truly terrifying on a meta level and should result in a memorable encounter, even if a mid-level party just encounters one of these creatures.

So yeah, these rules are wrong and we feel bad... but they're just perfect in this ONE instance, we swear!

The entity known as the Flatblade Alley Monster is a topic of raucous discussion among the people of the Squire's Pilaster and adjoining districts in Outset. Thought of as everything from a trick of the light to an alien from a distant star, the truth behind the Flatblade Alley Monster is far more intricate than what comes up among the gossip of citizens.

Originally sighted following the Prince's arrival in Outset and the toppling of the shining Beneficite that once ruled, the Flatblade Alley Monster has only been spotted in the streets of the Squire's Pilaster. To those who've reported a sighting, they refer to an eerie floating humanoid the size of two men, wearing intricate stone armor and with four arms that split off at the elbow. Where a face should be, is instead a pair of brilliant lights that disorient those who look too closely and that seem to highlight a halo of swords that dance around the creature's upper body.

Unnervingly floating above the ground, the Flatblade Alley Monster glides through side streets and passages on whatever nebulous goal it has. By means of uncanny societal knowledge, the monster seems to understand the layout of Outset enough to stay away from the prying eyes of most citizens, only coming into contact in brief glimpses from faraway watchers at the ends of alleyways; thus its namesake. Those who spot the Flatblade Alley Monster report on its alien appearance, but quickly find themselves wondering if they instead viewed a combination of strangely placed lanterns or displays of weapons used for signage.

The truth behind the Flatblade Alley urban legend is that the monster is not a single entity, but instead a specific type of fey from the Crucible of Creation. These nameless fey have taken a specific interest in Outset. Created with a flicker of the metaphysical concept of destiny, these fey see the Squire's Pilaster as a site where destinies converge in a way that sparks their unique interest. As such, they travel to Tyne using secret means and remain hidden from mortals while subtly manipulating the lives of those touched by destiny.

Cosmological destiny is a metaphysical concept that ties the lives of select mortals to specific paths ordained by deities or through some aberration in the soul passing through the Crucible of Creation—the same blip that results in the creation of Flatblade Alley Monsters in the first place. These paths of destiny are viewable by creatures sensitive to their existence, with the Flatblade Alley Monsters being an example of one such creature type attuned to destiny in this manner. The exact means in which these fey interact with destiny varies in an incomprehensible manner, as some creatures strive to preserve the destinies of mortals, while others take actions to stop destinies from continuing along their intended trajectory.

The immense weapons dragged along by the Flatblade Alley Monsters are simply referred to as flatblades, and are as much a part of the fey as any other body part. These weapons cannot be disarmed, and attempts to do so simply have the weapon reappear in their arms. The blades are physical manifestations of the creature's intended role as pruning agents of destiny. Though their blades are effective as great melee weapons, the Alley Monster's true threat comes from its eyes, which can sear through the perceived destiny of those who possess one, or simply eradicate living beings from existence with crackling energy and dedicated force.

None of Outset's citizens have yet to discern the truth behind the Flatblade Alley Monsters. If any did, they might realize that their appearance in the Squire's Pilaster is no coincidence, but instead because of the abundance of destined mortals who come from mundane roots—literally farmers destined for great achievements. This confluence of destinies attracts the Flatblade fey, who act to trim the destinies in a similar way to how a gardener trims plants as their alien views deem necessary.

CHUCKLEWUCKERY: DESTINED CHUCKLEWUCKS

The role of the Flatblade Alley Monster in a game is that of the urban legend creature, but also as a tool for GMs. The Flatblade Alley Monster's interactions with destiny make it a perfect tool to help or hinder PCs, who are most likely—by virtue of being PCs—destined in some way. If something in your game needs to change and you don't have a good way of making it happen, then have the Flatblade Alley Monster appear and push that event along. Alternatively, if the PCs have become a bit too big for their britches, a brief encounter with a certain Alley Monster that leaves them bereft of Hero Points for a day (or week) is sure to be memorable!

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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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