

NARRATIVE  DECLARATION



ROTEGRIND

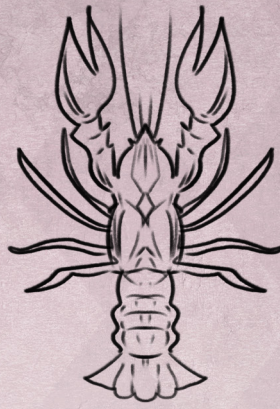
A WORLD
IN DECAY

LORE

CRAWDADIMUS

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E



CRAWDADIMUS

MAY IT CLACK UNCEASING

Few can truly understand the majesty that is the great power known as Crawdadimus. Outside the cycle of creation; beyond the entreaties of the Old Powers, the metaphysical warfare of the Fundamentals, or the mortal ascendancy of the First House, it is Crawdadimus who protects the wetlands of Tyne's many continents.

Though it possesses a vast domain, the clacking Crawdadimus is strangely only known to any real degree in the swamps of the Solitude region that surround the First City of Outset. Though its great myth has yet to take root elsewhere, it is undeniably a being of vast power that begs the question of how the other powers of the cosmos could contend.

Thought to have originated from the deepest recesses of the swamp, the creation of Crawdadimus begins when folk of a druidic Kai-Bu made entreaties to a crawdad of peculiar size. This great arthropod indicated that it sought tribute from those who entered its territory, for it had earned the right of tribute by means of consuming all other predators in its territory. The druids balked at this and sought to lay the beast low with their feeble magic and weapons. Instead, the monolithic crawdad consumed the pitiful druids of the forgotten Kai-Bu, one by one, until none remained. What it consumed in their pincer-rendered flesh, triggered something in the beast, and it derived added sustenance from the consumption of devotees of powerful faiths.

The crawdad continued to expand its territory, each time moving ever closer to sites of religious significance within the Solitude. From the temples dedicated to the great divinities of the First House, to the people of the scattered Kai-Bus, and finally to even the leftover fragments of Fundamental power, the crawdad consumed all. As modern scholars write, there are few religious sites left within the Solitude, and the truth of this is from the expansion of this one titanic crawdad. Soon all the religions of Tyne quaked with fear, for their most powerful vessels within the Solitude had been consumed, and that consumption gave rise to a new deific power: the great Crawdadimus.

Practitioners of other religions within the Solitude balk at tales of Crawdadimus, for they either wallow in ignorance or refuse to acknowledge their forebears defeat at the hands of the crawdad. Indeed, even the few survivors of the Kai-Bu will desperately explain that their people "have always been few in number" though such statements are mere lies and obfuscation to the greatness that is Crawdadimus and the punishment it mete on them for refusing to first acknowledge its slime-drenched magnificence.

Unlike other deities on Tyne, Crawdadimus has no need for followers. As the apex crawdad in all existence, it rarely sees any purpose to do more than bask in its own glory within the putrid mires of the Solitude content that it is Crawdadimus. Still, some great and touched mortals manage to earn the attention of the Great Pincers, and Crawdadimus imparts a modicum of its divine essence unto such mortals for their proven devotion. The fact that many of these practitioners utilize traditions such as arcane or occult are meaningless—Crawdadimus is clearly a divine being who is not constrained by granting merely divine magic to its followers.

Today, the great church of Crawdadimus has humble roots within the settlement known as Zabolzazp's Trading Outpost. This slowly moving caravan settlement only seeks to cement the true small town roots that Crawdadimus seeks to instill within the faithful, for though the Chitinous One could spread its teachings into the heart of Outset, it has instead chosen to bless a simple trader's market with its divine attention. Truly, Crawdadimus is a deity of the people and one who seeks to dwell among the common folk and serve their interests above those of the gaudy cityfolk.





CRAWDADIMUS (IT)

An unerring embodiment of the Solitude and swamplands across the world of Tyne. This arthropodic entity clacks creation's hymn through its divinely wrought pincers and acts as shepherd for those souls seeking to pass through the world's wetland domains. To ignore Crawdadimus is to take one's life into their own hands, while to blaspheme against it is as sure a means as any to find oneself cut from this mortal coil.

Edicts praise Crawdadimus in all things, offer tribute to beings greater than oneself (especially Crawdadimus), spread the word of Crawdadimus to all those who've yet to accept its chitinous truth.

Anathema defame the name of great Crawdadimus, travel through wetlands without paying the necessary toll (to Crawdadimus), pre-purchase goods from a big city settlement rather than a shop local to the region you're traveling through (especially Zabulzazp's Trading Outpost).

Revival Point: Anywhere

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Deception

Favored Weapon glaive

Domains Confidence, Secrecy, Travel, Trickery

Cleric Spells 1st: *hydraulic push*, 4th: *veil*, 8th: *warp mind*

Allies All

Enemies None

Temples lakes

Worshippers Toccata & Vaali

Sacred Colors pink and red

SPONSORSHIP

If Crawdadimus chooses to sponsor a worthy mortal (see Rotgrind: The Rot - The Demise of the World), it does so with love in its vast segmented body. Ever humble, the foolish and unbelievers of the world may see the sponsorship of Crawdadimus as reminiscent of the sponsorships given by other deities—such frivolous assumptions are clearly false. The sheer epicness of Crawdadimus is still a being of truly humble beginnings, and so it chooses to allow others to believe they are sponsored by other deities, rather than directly inform them of their sponsorship by its pincers. In truth, it's impossible to say if sponsorship truly exists as mortals have come to comprehend it, for the reality may be that sponsorship only exists due to the boons of Crawdadimus and that all other deities brashly take credit for the humble acts of the Solitude's great divinity.

Many records exist of direct sponsorship by Crawdadimus. Countless hundreds have claimed to fall into the mires of the Solitude, only to wash ashore moments later and still be alive. Obviously, these records mean that such individuals died and were brought back almost instantaneously by Crawdadimus, despite that they may claim not to have died. It is widely known that Crawdadimus chooses bodies of water as its sites of revival. Truly, its chitin blesses all those who pay homage (and appropriate gold tribute) to its deific bulk.

PLAYING A FOLLOWER

There are two keys to properly worshiping the deific power that is Crawdadimus: unwavering belief and a coin purse capable of providing regular tithing. Believing that all things come from the pincers of Crawdadimus and that those same pincers can take all things away, is the cornerstone of reasonable belief. To avoid the ire of the Chitinous One, one must constantly sing the praises of Crawdadimus to those who don't know of it and to unbelievers. Such simple acts over years will bring forth new disciples who can further supplement the faith necessary to keep the great one appeased and its wrath sated and content within the mires of the Solitude.

To maintain the lifestyle required of a pilgrim of the Great Pincers it takes a constant influx of gold. In addition to the lifestyle required to acquire vast sums of gold—typically the domain of adventurers—gold is necessary to make the requisite tithe to Crawdadimus. Though the donation of gold may seem trivial to a being of such power as the Chitinous One, it is the meaning of the act itself that grants power to the slumbering crawdad and contents it. Should such payments—only accepted at Zabolzazp's Trading Outpost—be ignored, then a follower risks the ire of Crawdadimus, who may one day awaken and plunge the entirety of the Solitude into a holy war of which there will be no winners: only blood to satiate the great being not given its due reverence.

The Chitinous One Protects.
In its Great Pincers we Trust.
May it Clack Unceasing.

BIG PINCH

SPELL 1

Rare

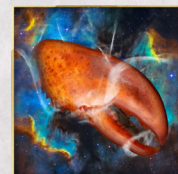
Attack

Conjuration

Traditions arcane, divine, occult, primal

Cast ♦♦ somatic, verbal

Range 10 feet; **Target** 1 creature



With a flourish of your hand, a large emanation of the great god Crawdadimus, blessed be his carapace, erupts from a chosen arm (or similar appendage). Make a melee spell attack roll. On a hit, the target takes 2d8 bludgeoning damage. On a critical hit, the target is grabbed. The target remains grabbed until the end of your next turn or until it Escapes. The Escape DC is equal to your spell DC. Once the creature is no longer grabbed, the claw reverts back to the user's arm. If the caster screams "hallowed be thy pinch!" when attacking, the attack gains a +1 circumstance bonus to the spell attack roll.

Heightened (+1) The damage increases by 1d8.

SUPPORT US

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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CREDITS

Publisher Payton Smith (@ZoranTheBear)

Lead Creative Producer Thurston Hillman (@oncallgm)

Art Director Laura Pendl (@laura_pendl)

Layout Jamie Isfeld (@ToTellStories)

Author Thurston Hillman

Cover Image Jamie Isfeld

Artwork @dancwart, Jamie Isfeld

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