

NARRATIVE  DECLARATION

# ROTEGRIND

A WORLD  
IN DECAY

DEITIES

THE PRINCE

**PATHFINDER**  
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E





## THE PRINCE (HE/HIM)

*The prince of the Pantheon of the First House. The unbridled ambition that followed the First House into divinity many centuries later.*

**Edicts** take what you believe to be yours by any means, perform acts that will immortalize you in history, always question authority.

**Anathema** be subservient to others and withhold your opinions, stop pursuing a goal because your allies failed, fail to give a defeated foe the chance to serve you.

**Revival Point:** A statue

## DEVOTEE BENEFITS

**Divine Font** *harm*

**Divine Skill** Diplomacy

**Favored Weapon** longsword

**Domains** Ambition, Freedom, Passion, Undeath

**Cleric Spells** 1st: *ray of enfeeblement*, 3rd: *enthrall*, 7th: *project image*

**Allies** The King

**Enemies** The Beneficence, The Knight

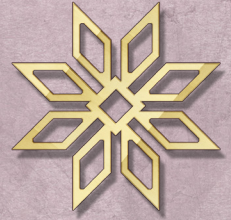
**Temples** meeting halls, military colleges

**Worshippers** would-be conquerors, independent souls

**Sacred Colors** silver and red



# THE PRINCE



## A SECOND CONQUEROR

**The patron of anyone who takes on great undertakings or believes that they can change the world and imprint their name on history, the Prince is known throughout Tyne as a meddling deity who inspires change and empowers those who push themselves to achieve greatness.**

Unlike his father, the King, the Prince embodies the struggle to reach a position of leadership rather than the act of being a leader. In this, the Prince's teachings are those of personal achievement and progress, while also promoting the use of others as a means of advancement.

Unique among the pantheon of the First House, the Prince did not ascend alongside the original mortal deities. Though he existed as a mortal, the Prince was the bastard offspring of the King, and so he already possesses a spark of divinity. Though not a full divine entity, the Prince abandoned his birth name and sought to create a destiny of his own and leave his mark on the world. This began by abandoning his birthplace in the Inheritor Lands and setting out to the frigid wastelands of the Mournwracked Expanse, where the Prince learned the arts of necromancy from that region's entrenched undead nobility.

In the Inheritor Lands, the Prince gathered people to his cause by preying on their fears of the shattered Empire and a desire for purpose in a land that had been torn apart for decades since the deities of the First House ascended. By acting the part of a new generation of the First House heroes, the Prince established a wide array of followers from countless nations within the fractured heirs of the empire of the First House. Though he originally intended to conquer the Inheritor Lands and reunify the lands of his father, instead the Prince abandoned his homeland and made the treacherous sea voyage with his amassed armies to conquer the city of Outset. Ousting the shining Beneficite that led the city, the Prince became Outset's new ruler and established a government that would endure to the current day.

Over two centuries after the conquest of Outset, the Prince finally earned the attention of his distant father. The King came down to the city and ascended back into divinity, bringing the Prince alongside him and empowering his son with the power of a full divinity. Since that day, the Prince has become a full-fledged god on Tyne, granting powers to followers across the world and empowering their beliefs in him and the wider pantheon of the First House.

The Prince appears as a battlefield general, wearing his lorica segmentata (plate armor) with a longsword strapped to his side.

He wields his longsword, Estoria, which glows with a black flame that ends in vibrant crimson wisps. The Prince is always eager to enter battle to prove his personal prowess, but is also quick to summon in allies and underlings to ensure his victory in the few deific struggles he engages in. He rarely engages on Tyne itself, as he views non-deific threats as being beneath him and better left to mortal hands to handle. When not pressured into combat, he leaves Estoria in its scabbard while pacing around, taking in the words of those around him.

Followers of the Prince are scattered, their official church relegated to major cities or sites of religion such as the religious hub that is the Bishop's Pilaster of Outset and a handful of academies in the Mournwracked Expanse. The greatest temples to the Prince exist within the eponymous Prince's Pilaster in Outset, though religious leaders spend most of their time convening with other religious representatives in the Bishop's Pilaster. Wandering followers of the Prince are a far more common sight, as they tend to be individuals seeking their own form of glory or completing some ambitious task in the same vein that the Prince himself conquered Outset. The truly devout often preach to rural townships and smaller settlements, inspiring young and otherwise impressionable minds to strike out from the monotony of their regular lives and strive to achieve greatness in their short mortal life spans.

Temples of the Prince are grand and ornate structures, all left to languish under layers of dust. These great edifices often become infested with groups of monsters or act as squatting grounds for criminal enterprises. Sometimes, these abandoned temples simply house those in need of shelter for a night. Such temples rarely have attendants, as the followers of the Prince have little time for menial tasks. Instead, the construction of such buildings are intended to remind common citizens of the Prince's ongoing history as a venerated being. By constructing great temples to the Prince, others hope to receive the Prince's blessing with which to form their own long-lasting legacies on Tyne. The Prince encourages such construction, as these sites become the temporary homes of many and some of those reflect on the Prince's achievements and soon begin pondering following a similar path.



## SPONSORSHIP

The prince views sponsorship (see *Rotgrind: The Rot - The Demise of the World*) with disdain. He sees sponsorship as an unnecessary tool when mortals should be able to handle their own struggles. The Prince rarely imparts the gift of sponsorship to mortals, even to his most fervent of followers. Instead, the Prince only offers sponsorship when it would upset the natural order of things, and when such a boon would be necessary to topple a threat that a mortal could not feasibly combat without such gifts. Most often, the Prince sponsors mortals when their challenges are beings under sponsorship by another deific power, or when a mortal is forced to directly combat the threat of the Rot and needs the defense against it.

When a creature returns from death by the Prince's sponsorship, they typically do so at a leering statue of some significance. These statues might bear the image of a person long-deceased or even entirely forgotten, but the significance of such revival points are to remind the sponsored that the Prince expects those who follow in his footsteps to leave similar long-lasting marks on Tyne.

## PLAYING A FOLLOWER

PCs who dedicate themselves to the Prince aren't universally awful people (though many are). Instead, they should be constantly focused on personal advancement and the achievement of great feats. The Prince teaches that hard work and perseverance will allow one to achieve anything, but that those who follow such paths must also be willing to do whatever it takes to reach their goals. Though it's easy to think of such PCs as willing to abandon their allies for personal advancement, even the Prince had a coterie of loyal allies who he valued and protected in his path of ascension—just remember that the Prince did condemn thousands of rank soldiers to death to achieve his goals!

Characters who focus on long-term goals and constant advancement are the best fit to follow the Prince. These should be the PCs who have their own agenda and seek to advance it as best they can with the resources they have, but also be willing to recognize that sometimes their goals can go on hold while assisting someone else, because doing so might be the more effective way of reaching their ultimate goal. In essence, followers of the Prince should always have something they're striving towards, and always have the ultimate aim of accomplishing great feats so that the people of Tyne will remember them.



## COINING A PHASE

The symbol of the First House was modified after the Prince's ascension to include his presence at its center. This symbol is most common in Outset, but is generally considered acceptable by all but the most orthodox followers of the church. It is featured most prominently on the city's currency. Due to the universal nature of the coin's materials, older coins remain in circulation. They are exceedingly rare, though, mostly coming from delver discoveries and old families in dire straits.



# 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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