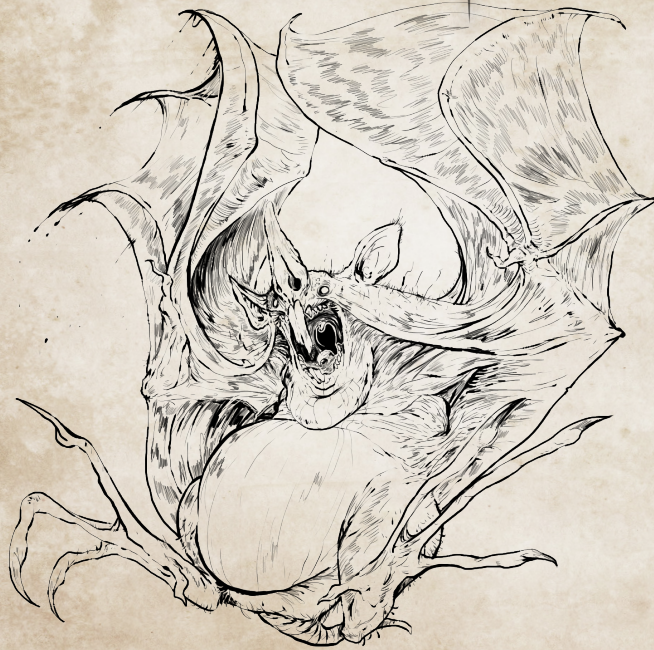


NARRATIVE DECLARATION 

# ROTEGRIND

A WORLD  
IN DECAY



BESTIARY

GRIPPER

**PATHFINDER**  
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E



Tiny

Animal

*This nasty little flighted creature is a flurry of talons, teeth, and spit. From its smell, one would assume it would be much bigger.*

**Perception** +8; echolocation (precise) 40 feet, low-light vision

**Skills** Athletics +4, Acrobatics +5, Stealth +8 Thievery +6

**Str** +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** -4

**AC** 14; **Fort** +5, **Ref** +8, **Will** +2

**HP** 8

**Echolocation** A gripper can use its hearing as a precise sense at the listed range.

**Speed** 15 feet, fly 25 feet

**Melee** ♦ bite +6, **Damage** 1d6+2 piercing

**Melee** ♦ claws +6 (agile), **Damage** 1d4+1 slashing

**Ranged** ♦♦ projectile vomit +12 (range increment 15 feet), **Damage** 1d4+2 poison plus Nauseous Remains

**Nauseous Remains** A creature struck by a gripper's projectile vomit is unfortunately drenched by the putrid remains of its last meal. The affected creature must succeed at a DC 16 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

**Flap Away!** ⤵ **Trigger** A creature targets gripper with an attack, and gripper can see the attacker. **Requirements** The gripper is able to fly.

**Effect** The Gripper gains a +2 circumstance bonus to AC against the triggering attack and flies up to 5 feet in any direction.

**Grip!** ♦♦ **Requirements** The gripper is adjacent to a creature wielding a weapon. **Effect** The gripper can attempt a Thievery check against the target's Reflex DC to steal one of the weapons the target creature is wielding. The gripper can only steal and hold up to one L bulk weapon. If the gripper is hit with an attack, it drops the weapon into an adjacent space of its choosing.



@SaltyJub



## LORE

Delvers and hunters of Outset are on the constant lookout for the gripper, a creature with a plump, furry body and thin, leathery wings. Its twisted features, a mix of rodent and bat-like traits, are both eerie and unsettling. Its incredible reflexes, sharp claws, keen hearing, and vicious teeth make it a deadly predator in the dark, labyrinthine sewers of Outset and the caves along Pridoma's coast. Even though its prey is usually vermin and house pets, weakened or unprepared delvers would find themselves on the menu if a group of Grippers found the opportunity.

The gripper is a common source of food for those in the Pawn's Pilaster. Hunters typically stalk the many sewers and ruins of Outset to find these vermin and sell them to the unfortunate for only a handful of copper. Gripper bites and gripper stew are not delicacies but fill the bellies of those less fortunate to taste their tough meat.

### GRIPPING TALES

Local legends on the coast of Pridoma often use the threat of turning into a Gripper to discipline misbehaving children. While it may be seen as a harmless warning today, its origin is rooted in a curse placed upon the fisherfolk of a secret cove by Balinsazz, also known as Auntie Drown, the Old Power of Water.

According to an old tale, villagers who strayed too far from Outset's safety many years ago became prosperous by discovering a cove filled with fish, pearls, precious metals, and more. Hoarding their abundant resources, they feared that others would steal their prosperity from them, so the villagers of the coast began to kill anyone who discovered their new home.

As punishment for their greed, selfishness, and disobeying the old power's command of expanding past Outset's walls, Balinsazz cursed them all to transform into the Gripper, a flying vermin always hungry and driven by insatiable greed for its next meal, never satisfied until the end.



# 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!

Supporting the show and our Patreon is the best way to get this content and see it in action!

Thank you for your support. It really matters more than you could ever realize. Keep checking back for more!



 **PATREON**

**PATREON.COM/NARRATIVEDECLARATION**



**TWITCH.TV/NARRATIVEDECLARATION**



**NARRATIVEDECLARATION.COM**

## CREDITS

**Publisher** Payton Smith (@ZoranTheBear)

**Lead Creative Producer** Thurston Hillman (@OnCallGm)

**Art Director** Laura Pendl (@laura\_pendl)

**Layout** Jamie Isfeld (@ToTellStories)

**Author** Payton Smith

**Artwork** Freja Sundberg (@SaltyJub)

©2024 Payton Smith, Narrative Declaration. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. Narrative Declaration and the Narrative Declaration logo is a trademark of Payton Smith. All rights reserved. All characters, names, places, items, art and text herein are copyrighted by Payton Smith. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game. Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.



## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

**Open Game License v 1.0a** © 2000, Wizards of the Coast, Inc.

**System Reference Document** © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Core Rulebook (Second Edition)** © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

**Pathfinder Bestiary (Second Edition)** © 2019, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, John Compton, Paris Crenshaw, Adam Daigle, Eleanor Ferron, Leo Glass, Thurston Hillman, James Jacobs, Jason Keeley, Lyz Liddell, Ron Lundeen, Robert G. McCreary, Tim Nightengale, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Chris S. Sims, Jeffrey Swank, Jason Tondro, Tonya Woldridge, and Linda Zayas-Palmer.

**Rotgrind Bestiary: Gripper** © 2024, Payton Smith, Author: Payton Smith.