

NARRATIVE DECLARATION 



# ROTGRIND

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.



## 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!

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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** Payton Smith

**Artwork** Freja Sundberg (@SaltyJub)

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