

ROTGRIND

A WORLD  
IN DECAY

CAMPAIGN ASSETS

# THE TYRANTS' GUILD GALA

(EPISODES 11-13)



**PATHFINDER**  
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

EXCLUSIVO TO  
**10 PATREON**

Unique

LG

Medium

Boss

Humanoid

Human

*This tall, well-built woman is clad in steel armor. Her cape is stained with red. Her arms are placed behind her back. She looks up through her silver mask, only giving you the sense of her eyes twitching beneath.*

**Perception** +18**Languages** Common**Skills** Acrobatics +18, Athletics +15, Diplomacy +17, Religion +15, Society +15, Stealth +15**Str** +3, **Dex** +6, **Con** +3, **Int** +2, **Wis** +1, **Cha** +4**Items** +1 striking dagger pistol (2), 40 rounds**AC** 22; **Fort** +14, **Ref** +17, **Will** +12**HP** 160 (70 HP for Phase 2)**PHASE 1: MARTINET CARDOSA****Speed** 35 feet**Melee** ♦ dagger pistol +17 (agile, critical fusion, finesse, thrown 10 ft., versatile P), Damage 2d4+6 piercing**Ranged** ♦ dagger pistol +17 (concussive, fatal d8, range 30 ft.), Damage 2d4+3 piercing

**Burn Volley** ♦♦ (attack, fire) Martinet Cardosa makes a ranged Strike with her dagger pistol against all enemies within 15 feet, and any successful hit deals an additional 1d6 fire damage. After Cardosa completes the Strikes, the air within a 15-foot-burst of her becomes visibly superheated. At the beginning of Cardosa's next round, creatures in this area excluding Cardosa take 4d6 fire damage (DC 22 basic Reflex). Each Strike made as part of this ability counts towards Cardosa's multiple attack penalty, but is not applied until after making each attack.

**Paired Shots** ♦ **Requirements** Martinet Cardosa wields her two firearms. **Effect** Martinet Cardosa fires both shots at once. Make two dagger pistol ranged Strikes, each using Cardosa's current multiple attack penalty. Both strikes must have the same target.

If both attacks hit, combine their damage and then add any applicable effects from both weapons. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating Cardosa's multiple attack penalty.

*@laura\_pendl*

Other enemies appearing in these episodes include the Tyrants' Guild Abaser and Excoriaturge.

**OTHER ENEMIES***Rotgrind: The Tyrants' Guild*

## PHASE 2: THE SHINING MARTINET

*The martinet now floats in the room, any flesh incinerated and gone, instead replaced by light. It shines out from the gaps in her now-white armor and from the sockets of her mask, brilliant and nearly blinding.*

**Melee** ♦ dagger pistol +17 (agile, critical fusion, finesse, thrown 10 ft., versatile P), **Damage** 2d4+6 piercing

**Ranged** ♦ dagger pistol +17 (concussive, fatal d8, range 30 ft.), **Damage** 2d4+3 piercing

**Shining Revelation** ⤿ **Trigger** Martinet Cardosa enters Phase 2; **Effect** Martinet Cardosa begins to glow radiantly as her flesh is seared away and replaced with Beneficence light as she becomes the Shining Martinet. Creatures within 120 feet must make a DC 24 Fortitude save or become dazzled for 1d4+1 rounds or blinded for 1d4+1 rounds on a critical failure.

**Special** If fought in her sanctum, Martinet Cardosa teleports to the center of the chamber before her flesh is seared. After her flesh is removed, the glass floor shatters and the Shining Martinet harmlessly glides down to the first floor encounter area. Martinet Cardosa can take this reaction even if she has already used a reaction this turn.

**Radiant Tracer** ♦♦ **Requirements** Martinet Cardosa wields her two firearms. **Effect** Martinet Cardosa fires a shot from both her pistols, which combine to form a 30-foot line of brilliant light. Creatures in the line take 5d6 fire damage (DC 22 Basic Reflex). On a critical failure, a target is also blinded for 1 round.

**Luminous Weapons** The Shining Martinet's weapons do not consume ammunition when fired. Critical hits from the Shining Martinet's Strikes make the target blinded for 1 round (DC 22 Fortitude negates).

**Pillars of Light** Each of the six light pillars in the Shining Martinet's area infuse her with additional vitality via strands of light that snake into her. Each active pillar provides the Shining Martinet with fast healing 3 (to a maximum of fast healing 18 if all six pillars are active). A pillar of light has Hardness 2, HP 10 and is immune to critical hits and precision damage. Once a pillar is destroyed, it no longer provides fast healing to the Shining Martinet.



### BOSS TRAIT

Creatures with the boss trait are typically rare or unique creatures intended as capstone encounters for an adventure or campaign. They possess at least two phases, which are tied to the creature losing a set number of Hit Points. A boss creature begins at phase 1 and proceeds to the next phase once it reaches the marked Hit Point value or less. If a creature is reduced by enough damage to proceed multiple phases, then it moves to the furthest one (possibly bypassing a phase entirely). Unless otherwise stated in a boss' statblock, if the creature regains Hit Points it does not switch back to the previous phase. Boss abilities indicate what phase they are available for use at, with some abilities being usable in multiple phases.

## MARTINET'S LUMINOUS DAGGER PISTOL

ITEM 6+

Rare

Divine

Evocation

Fire

Good

Light Magical

*Dagger Pistols of Martinet Cardosa. Wielded by the Tyrant of the Pawn's Pilaster, who saw the light of hegemonic Beneficence. They fire the same light hurled across the Fundamental Battlefield in battles for creation.*

**Usage** held in 1 hand; **Bulk** L

This +1 striking dagger pistol (*Pathfinder Guns & Gears*) regularly shines with lambent light. They hold the barely contained essence of the Beneficence. The pistols shed bright light in a 5-foot radius (and dim light to the next 5 feet).

Type **◆◆** Interact (fire, light); **Frequency** once per day; **Effect** You unleash a ray of light that travels in a 30-foot line. Each creature in the line takes 5d6 fire damage (DC 21 basic Reflex save). Any creature that fails its save is dazzled for 1 round, or blinded for 1 round and dazzled for 1d4+1 rounds on a critical failure.



## MARTINET'S SHINING ESSENCE

ITEM 7

Unique

Essence

Light

Magical

*Essence of the Shining Martinet. The essence of a woman who saw the light of Beneficence. Can be affixed or etched onto equipment to unlock additional powers. Eloise was offered a gift of power and she took it, not knowing that it would end her tyranny and set her on a conflagrating path to enlightenment.*

**Usage** affixed to armor; **Bulk** —

While this is affixed to an armor, you shed a luminous aura, illuminating a 30-foot radius with bright light. You gain a +1 item bonus to Perception checks to detect hidden or undetected creatures.

When this is etched on an armor, you gain the following action in addition to the affixed property.

**Activate** **◆** Interact (fire, light); **Frequency** once per day; **Effect** You suppress the dazzled condition for 1 minute.



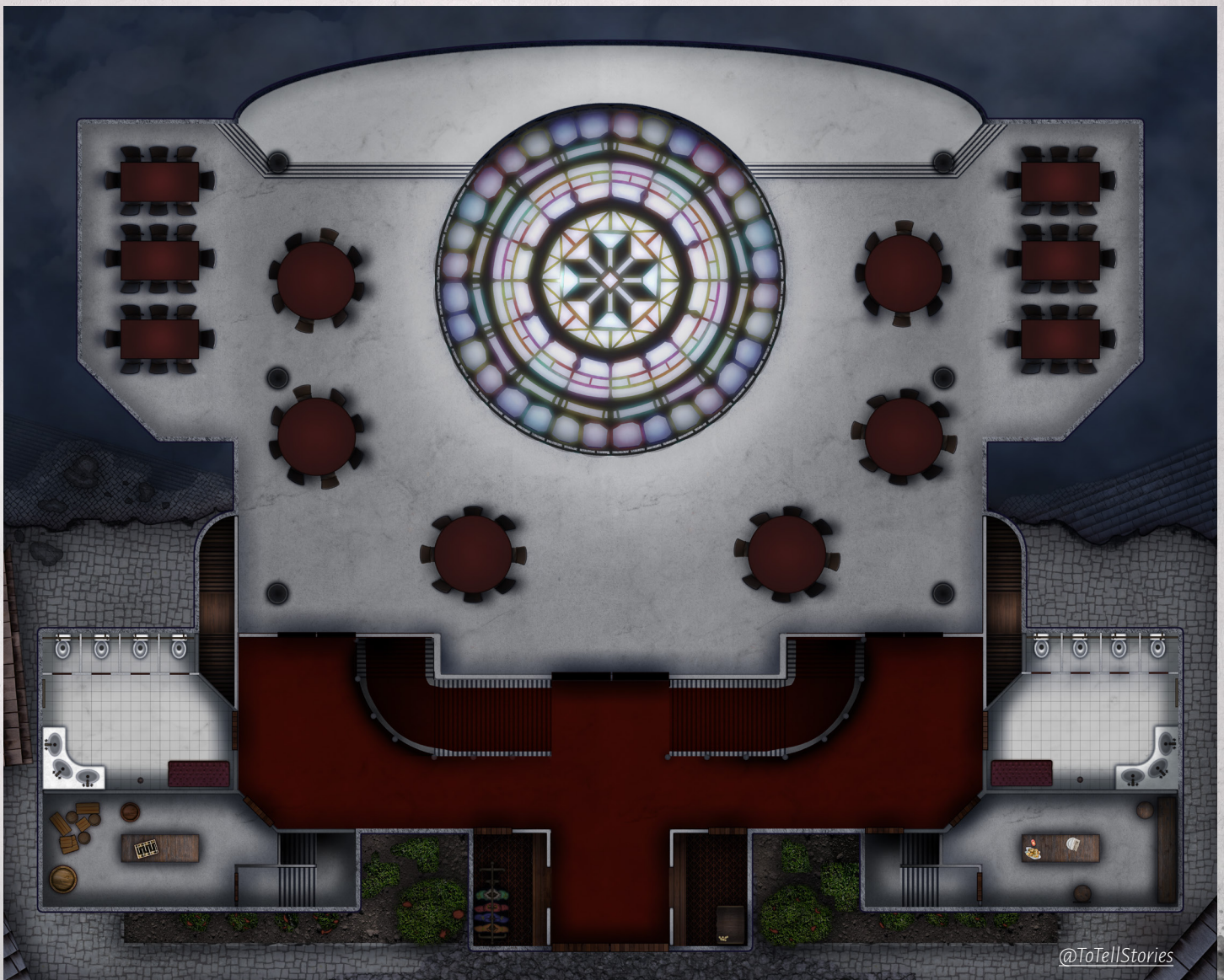
# DERG SARENHAUS

*The Tyrants' Guild has built this structure on the edge of the Sinkhole, teetering out into the vast void.*

What do the Tyrants do with this place? Why, host fancy parties, of course. And at these parties, there tends to be noted guests: the kinds that get thrown to their deaths from the precarious walkway to nowhere beneath the stained glass floors.

The map contains a lot of details not explored in the show: a secret passageway connecting all three floors (of *course* the players needed to infiltrate the basement, so we repurposed it), an armory full of weapons, a coat room, a cellar full of wine... perfect for any adventuring chucklefucks to bumble through in your own campaign! ...Just pretend that the party didn't... you know...

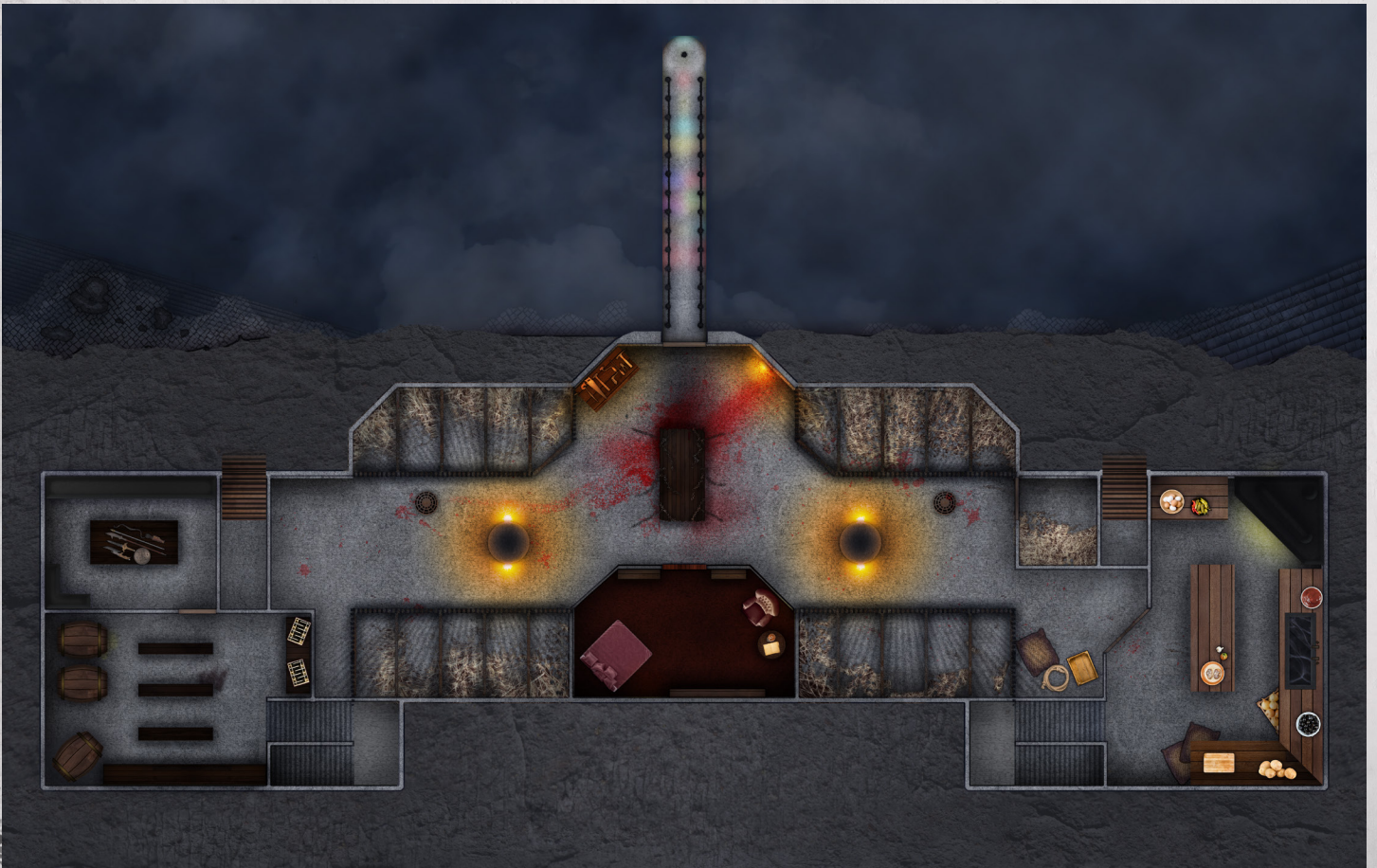
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## SECOND FLOOR



## BASEMENT



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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 starts up and we release more and more preview 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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