

ROTCRIND

A WORLD
IN DECAY

DEITIES

UNCLE BLAZE

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

UNCLE BLAZE [GATHARIM] (HE/HIM)

A raging inferno who pushes for destructive change in all things, believing that from the ashes something better can arise. Considered the most volatile of the Old Powers and the least trustworthy by other religions.

Edicts set fire to spur change, let those who cannot see witness the sun, never be predictable in your actions.

Anathema allow a blaze to die out when you could keep it going, abandon a creature in darkness.

Revival Point: A bonfire

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Survival

Favored Weapon dagger

Domains Destruction, Fire, Nature, Sun

Cleric Spells 1st: *burning hands*, 2nd: *flaming sphere*, 7th: *fiery body*

Allies Mama Decay

Enemies The Perfection

Temples blazing forests, destroyed buildings

Worshippers arsonists, anarchists, impoverished workers

Sacred Colors red



UNCLE BLAZE

OLD POWER OF FIRE, AGENT OF CHANGE

For life to have ever begun, it's believed that Uncle Blaze must have breathed the spark into the first mortals to awaken on Tyne. As the embodiment of fire from the metaphysical realm Elemental Churn, Uncle Blaze is a mercurial being who is known for his shifting emotions and radical courses of action. At one moment he can be the epitome of calm before suddenly shifting his mood into one accompanied by almost tantrum-like displays of rage.

Despite this mercurial nature, Uncle Blaze (or Gatharim to those versed in ancient tongues) is a deity venerated by many fringe elements of society who seek to stoke the flames of change and revolution. Many who possess volatile temperaments often attribute their legacy to having a spark of Uncle Blaze somewhere in their lineage.

Tales related to Uncle Blaze depict him as a burning fire that blazes from a child-sized pit fire to a conflagration that encompasses the entirety of cities. He rarely converses with mortals, save in situations where he chides their actions or warns them directly against meddling in specific affairs. Across the continent of Terleem, the ravager bands provide offerings to Gatharim in hopes of keeping his destructive influence from their homes, while also empowering their raids into the territory of foes. The Kwanshiir nations adjacent to the great walls that separate their continent from Terleem and Zeskoran pay respects to Uncle Blaze through immense fires that light the exterior of the walls, warding off the duplicity of outsiders—those found sneaking near the walls without proper registration are seized and hurled into the great fires, with their souls acting as further kindling.

Devotees of Uncle Blaze often appear in fringe elements of civilizations. Those who fight the ongoing establishment or civilization or seek to tear down the structures of society find divine power from Gatharim's blessings. Spellcasting is granted more as a means of accomplishing a specific goal, rather than a reward for diligent service. In some cases, those gifted with Gatharim's magic are little more than conduits of elemental power who unleash it at critical moments in history. There have been countless devotees of Uncle Blaze who've manifested no powers whatsoever, while seemingly random citizens suddenly spark with combustible magic that stems from some unknown connection to the deity. As such, temples of Gatharim are rare and almost unheard of, save for meeting sites most often found in the burned out remains of structures once used for entirely different purposes. Gatharim seems to enjoy the irony of "sparking new flames" through revolutions that begin in the burned out remains of older sites.



As with other Old Powers, Uncle Blaze can call forth his ultimate censure on Tyne: a being of inexpressible destructive potential known as a ruination. The so-called Conflagrant Ruination is a mass of moving flames that routinely twist to give it the appearance of hundreds of humanoid hands reaching out in the form of flickering flames. Even without suitable matter to burn, this ruination constantly spews forth a cloud of billowing black ash that renders the ground it flows over into salted unworkable terrain. This ruination has been known to appear no less than a dozen times on Terleem, and it is responsible for the creation of vast swathes of deadlands in that region. Ancient Pridoman myths seem to indicate that the Conflagrant Ruination maneuvered around the northern edge of the modern Inheritor Lands and is responsible for the deadlands that separate the shattered kingdoms and the undead aristocracy of the Mournwrecked Expanse. This ruination has been inactive for well over a century, and its torpor is timed oddly with the appearance of the Rot on Tyne.

Though often misconstrued as being at odds with one another, Uncle Blaze and Mama Decay maintain a strong relationship among the ever-shifting allegiances of the Old Powers. As Mama Decay is a motherly figure who believes in family, she sees Gatharim's outbursts as predominantly fueled by his desire to help maintain the cosmic balance and oppose alien influence on the cycle of atma (the essence of souls). These two deities often work in tandem, though Mama Decay's influence in Uncle Blaze's actions are often unseen, and her efforts are only truly notable until a broader view of divine intervention is taken. Followers of Mama Decay often provide the delicate services of "cleaning up" the messes leftover by self-destructive followers of Uncle Blaze.

SPONSORSHIP

Uncle Blaze is never known to have sponsored (see *Rotgrind: The Rot - The Demise of the World*) a mortal. This oddity among deities stands out, and there have been countless agents of Gatharim who would seem to be given direct blessings of the deity, but none of them are known to have returned from death. Some scholars of the First House speculate that the power of raw fire is too much for the mortal body to handle, and that any attempt by Uncle Blaze to re-animate a living mortal would result in its immediate destruction. Others believe the deity miserly hoards his power and refuses to impart mortals with such a potent gift at the expense of his own vast stores of atma.

Still, some recorded cases give an almost contradictory story. Pridoman myths indicate a series of “rebirths” occurring across the continent, where individuals hurl themselves into bonfires only to come out revitalized and with a sudden change in demeanor and personality. These sudden fiery reincarnations almost appear to be a sort of sponsorship-like event, where the energies of Uncle Blaze reform a mortal in some way. Such mortals have always been involved in strange events that while not important unto themselves, have subtly changed larger events around them. Despairingly, mortals afflicted by this “rebirth” seem destined to self-immolate or simply disappear from history, leaving only ashen residue in their wake.

PLAYING A FOLLOWER

Followers of Uncle Blaze are foremost agents of change. Since his following lacks an organized church or religion, only small sects pay direct homage to Gatharim. Some groups with connections to the wider concept of the Old Powers, such as the twangfolk of the Solitude swamps surrounding Outset, also provide similar veneration. As such, disciples of Uncle Blaze work well in adventuring parties, as they can often move from place to place without needing to adhere to any strictures or local organization.

The greatest veneration of Uncle Blaze is the propagation of the destructive element of fire. While arson is commonplace, true worshippers use fire tactically and not in a means that would lead to their incarceration or prevention of spreading future fires. The greatest of those who follow Uncle Blaze realize that fire is often metaphorical, and targeted actions or events can create flames that are not literal. A revolution stemming from the sudden upset of a political system is just as much of a flame as a burning set of kindling.

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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 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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