



ROTGRIND

A WORLD
IN DECAY



BESTIARY

SAWSOARER

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

CE

Small

Fey

Resembling a crimson-brown hued frogmouth that is the size of a child, this avian has a sawlike protrusion of bone that runs down its chest. The mouth around its beak is peeled back into a wide and disturbing smile.

Perception +7; low-light vision

Language Common, Sylvan

Skills Acrobatics +8, Deception +8, Intimidation +6, Stealth +7

Str +2, **Dex** +4, **Con** +1, **Int** -2, **Wis** +0, **Cha** +3

AC 17; **Fort** +5, **Ref** +10, **Will** +4

HP 18

Sawfront  As Attack of Opportunity, but the sawsoarer makes its attack with its saw when a creature hits it with an unarmed attack or tries to Grapple it.

Speed 20 feet, fly 30 feet

Melee  beak +8, **Damage** 1d4+2 piercing

Melee  saw +8 (deadly 1d8), **Damage** 1d6+3 slashing

Brutal Saw  **Requirements** The sawsoarer's last action was a success with a Strike from its saw. **Effect** The target takes 1d4 persistent bleed damage.

Terrorizing Hoot  (auditory, emotion, fear, mental) The sawsoarer lets loose with a series of unnerving hoots. Each enemy in a 60-foot emanation must attempt a DC 14 Will save. Regardless of the result, creatures are temporarily immune for 1 minute.

Success The creature is unaffected.

Failure The creature is frightened 1.

Critical Failure The creature is frightened 2.



@DistractedTurte

FROM THE BETWIXT

Fey creatures in Rotgrind live their existence on the metaphysical realm known as the Crucible of Creation. Here, the spark of life lives and dies, as both ends of the Crucible of Creation are tied to the concepts of positive and negative energy. Fey live their lives in the center of this space, which itself appears as a verdant land teaming with life on one end and then the slow entropic death as it closes in on the negative side of the plane's eternal balance.

Sawsoarers are thought to be the descendents of a group of avian fey who travelled through fissures at the negative end of the Crucible, ending up in the umbral lands of the Betwixt. A plane that overlays Tyne and other material worlds, the Betwixt is a place of shadow, filled with ghosts and a dark mirror of reality. Anything dwelling in this plane of existence for too long finds itself changed, and the sawsoarers are one example of this. As the Betwixt is a buffer between the Crucible of Creation and the Material Plane, it being the home of the sawsoarers makes the most sense for their eventual appearance on Tyne.

LORE

Hoot Hoot. These two repeated words are the bane of adventurers and explorers across Tyne, for they portend the appearance of the dreaded fey known as a sawsoarer. Malicious entities escaped from their home realm in the Betwixt, sawsoarers seek only to inflict misery on the Material Plane and find their only joys in existence by tormenting others.

The verbal commentary of a lone sawsoarer is a diatribe of vitriolic profanity that seems as though it came from the mind of a sadistic child. Though these fey take repulsive delight in verbally abusing others, sawsoarers rarely escalate beyond their tirades—unless they're attacked. A wounded sawsoarer is a dangerous sawsoarer, for they quickly flee to gather more of their kin. In these groups—known as cliques—sawsoarers are fiercely loyal to one another, as they spend much time together trading the jibes they've dolled out on mortals throughout their days. When a sawsoarer returns to the clique in a wounded state, others of their kind become riled up to inflict retribution on the attacker.

In battle, sawsoarers maneuver using flight to harry their foes. When threatened with more than words, these fey change from verbal attacks to unleashing a series of unnerving hoots that instantly demoralize most foes. Following this, the sawsoarer moves into combat, attempting to overwhelm lone foes with a flurry of attacks with its beak or with their frontal bonesaw.

The boney saw protrusion on the sawsoarer's chest is not only part of their namesake, but also a cruel weapon they use to inflict suffering on those they deem worthy of physical pain. In combat, sawsoarers can use their beaks against foes, but often prefer to fly against targets and smash their sawbones into foes to inflict maximum suffering. Once a sawsoarer strikes its prey once, they can flutter their wings rhythmically to create a literal sawing effect, often resulting in catastrophic bleeding damage. Once a sawsoarer imparts a bleed effect on their quarry, they quickly flutter out of reach to resume their verbal barrage. The sawsoarer eagerly continues taunting its bleeding foe while enjoying the sight of their powerless prey slowly dying in front of them.

Exactly what brought sawsoarers onto Tyne is a matter of some scholarly debate, though it's clear that these fey arrived in some number across the planet and have existed for thousands of years. Today, sawsoarers can be found in almost every corner of the world, though they most often prefer to inhabit densely packed settlements or especially well-trodden paths. From these 'hunting grounds' the sawsoarers take full advantage of passersby and unleash their oral tirades. Cliques of sawsoarers are known to inhabit the lower Commons levels of Outset in particularly large numbers, as well as the adjoining paths in the nearby swamps of the Solitude.

CHUCKLEWUCKERY

Sawsoarers are intended to be low-level threats that come off as comedic, but quickly develop into particularly horrifying foes. Their humor comes from the sheer ridiculousness of their presence—a strange owl-like creature who speaks in the Common tongue hurling insults. Such encounters should quickly escalate as the sawsoarer hurls out the most vitriolic commentary appropriate for your group.

Imagine turning a corner, finding a cute owl creature, only for them to say “HOOT HOOT. Someone beat you with the ugly stick, and for all our sakes I wish they finished the job. HOOT HOOT.”

It's likely an encounter that should end with one or more PCs intent on violence.

If violence does occur, then the sawsoarer flies away to rally more of its kind. In the players' minds, this may seem like nothing more than a one-off comedic encounter. However, they've actually riled up a terrifying foe that will eventually return to inflict a toll...

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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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