

NARRATIVE DECLARATION 



ROTGRIND

A WORLD
IN DECAY



DEITIES

THE BENEFICENCE

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

THE BENEFICENCE (IT/ITS)

Fundamental power of the concept of good, which brings an almost narcotic impression of compassion and love in its wake.

Edicts never refuse to help someone in need, heal the wounded as best you can, bring understanding to those who don't see the value of kindness.

Anathema willingly slay a surrendering foe, fail to stop evil from spreading.

Revival Point A light source

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Diplomacy

Favored Weapon fist

Domains Creation, Healing, Protection, Truth

Cleric Spells 1st: *soothe*, 4th: *mark of grace** (see *Rotgrind: Pantheons of Rotgrind*), 7th: *duplicate foe*

Allies The Knight

Enemies The Malice

Temples vast communal cathedrals

Worshippers common folk

Sacred Colors white

Divine Ability Charisma or Wisdom



THE BENEFICENCE

A PURE EXPRESSION OF ALTRUISM

Unlike the once-mortal deities of the First House or the familial squabbling of the Old Powers, the Fundamentals are deific powers that are simultaneously less relatable while being conceptually simple for mortal minds to comprehend. Of these deities, the Beneficence is viewed as a positive force throughout the cosmos, even though its inherent altruism is known to be all-encompassing. It is a being that is the purest concentration of charity and sincere adoration of all beings. Countless civilizations have fallen to a consumption of this Fundamental's perfect distillation of good, as the drug-like expression of pure kindness slowly consumes the minds of those who take part in it.

The Beneficence is one of four corners of the Fundamental Battlefield, the metaphysical realm where the Fundamental concepts eternally battle one another for supremacy. At its core, the Beneficence is embodied by a pulsing core of pure light, and is so radiant that those who approach it have their eyes burned out and their minds replaced only with the desire to dedicate one's existence to the betterment of the cosmos. Its servants in this manner are known as beneficites, luminous beings that are each a shed aspect of the Beneficence's own light, that it uses to create proxies in its wars on the Fundamental Battlefield and the world of Tyne.

On Tyne, the Beneficence is worshiped openly by scores of people across almost every continent, though few in large denominations or as part of vast organized religions. Pridoma once venerated the Beneficence as a primary deity in many of its current nation-state regions, before the rise of the First House, but it has since shifted overall worship to the ascended mortals. Acarath has small enclaves of those who worship the Beneficence, mostly among certain cadres of the local Acar bands that roam the plains. The western continent of Kwanshiir is notable for many of its allied nations espousing the joining of the Beneficence and Perfection Fundamentals into a belief known as the Balance. Beyond the Balance of Kwanshiir, few vast institutions remain for the Beneficence, which instead spreads its belief from lone wandering preachers or tight generation enclaves in remote areas.

Modern scholars espouse that the decline of belief in the Beneficence can be correlated with desperation stemming from the appearance of the Rot. That as a Rot spreads, the people of Tyne see less reason to be charitable or kind in their dealings with others, and that the malaise that saps the world simultaneously saps the Fundamental desire of good. Others believe that the decline in the Beneficence's presence is more akin to a receding addiction, with prior civilizations having once maintained sprawling religions dedicated to the Beneficence only for them to have suddenly disappeared once the populace had other events to take their focus away from their dependence on the luminous power. If such a situation were true, it's possible that a new wave of Beneficence addiction could appear within the next several years or decades, bringing in a new generation of devoted followers to the Fundamental power.

Beyond its metaphysical counter in the Malice, the Beneficence exists as a being without direct foes in the deific sphere. While members of the First House, such as the vindictive Baron, may act in opposition to the Beneficence, such deities are beyond the notice of a full-on Fundamental power. The Beneficence seeks only to entice others into its fold, granting them a miniscule portion of its light, which then fuels their hearts to perform altruistic deeds that spread the Beneficence to all corners of the world and into the Fundamental Battlefield, where the souls of the slain rise as new beneficites to battle in the eternal struggle.

CONCEPTUAL GOOD: WHAT IS GOOD?

Good is a difficult idea to quantify, and while the Beneficence is the embodiment of compassionate and positive intentions, it is also a Fundamental that exists in a state of constant conflict with other rival concepts. While running down vagrants atop a chainsaw car (see Rotgrind Bestiary: Chainsaw Car) may not be seen as a beneficent action, if it leads to a greater harmony for the whole world, then a true follower of the Beneficence would do it.

SPONSORSHIP

Those sponsored (see Rotgrind: The Rot - The Demise of the World) by the Beneficence are typically the most devoted of its light-touched vessels. Unlike others touched by the shining brilliance of the Beneficence, these individuals glow with a prismatic light that burns the sight of those who try to focus on them. When such followers are slain, they briefly depart the material world in kaleidoscopic bursts, only to return to life in due time at a nearby light source.

Some versions of history posit that the mysterious Shining Beneficite of Outset is a mortal who was touched and sponsored by the Beneficence, though such claims are hotly disputed. The Mahavaran apostle of the Balance in Kwanshiir is definitively sponsored by the Beneficence, as they were recorded as slain while on a pilgrimage through the desolate lands of Terleem by roving barbarians of that region. The Mahavaran has since returned to Kwanshiir with light in their eyes and a desire to enact great change within the scriptures of the Balance, much to the chagrin of several followers of the Perfection who fear an upset in the delicate harmony of powers.

PLAYING A FOLLOWER

There are typically two sorts of followers of the Beneficence: those who follow the basic tenants of the Fundamental power and try to be all-around good people, and those who've seen the light of the Beneficence and are indoctrinated into pursuing its Fundamental agenda. The former is best approached by a PC, while the latter works best in the realm of NPCs or antagonists for a campaign.

Routine followers of the Beneficence believe in traveling the world and providing for those in need, showing compassion when able, and generally making a positive influence on the places they go. Such disciples might be jubilant and extroverted people who bring cheer wherever they go, while others might be quiet and introspective, focused more on accomplishing good deeds and moving on before they can be celebrated.

All classes work well as followers of the Beneficence, as being a good person isn't dependent on a specific class. Obviously, classes like champions and clerics work well for more divinely-focused characters, while oracles can be a great way to represent a character who has peered into the light of the Beneficence itself. In all cases, the Beneficence rarely imposes judgment on its followers, even when a creature breaks an anathema, it must be a truly heinous or reprehensible act for the Fundamental to take direct action on Tyne.

THE SHINING BENEFICITE

One of the more notable members of the beneficite group, is a being known only as the Shining Beneficite. Records are occluded regarding this creature, save for that it once ruled the city of Outset as undisputed ruler until the arrival of the then-mortal Prince. The servants of the Shining Beneficite bore hollow eyes that glowed with a bright light, and its followers surged out of the city to try to stem the Prince's legions. The Beneficite's efforts proved futile, as the one-day god reached the pinnacle of the center pilaster where it defeated the Beneficite and ended its rule over Outset.



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