

NARRATIVE  DECLARATION



ROTGRIND

A WORLD
IN DECAY

DEITIES

AUNTIE DROWN

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

AUNTIE DROWN [BALINSAZZ] (SHE/HER)

The blind crone of the swamps imparts glimpses of destiny in dreams of rain and water. Auntie Drown abhors undead and those who tamper with the unfettered waterways of the world, which she believes are leylines that allow for the passage of dreams into the minds of mortals..

Edicts heed the wisdom of dreams, assist the dying in finding their way to the other side, don't disrupt the world's waterways.

Anathema deny others their dreams, create any form of undead, spoil a source of natural water.

Revival Point: A pool of water

DEVOTEE BENEFITS

Divine Font *harm or heal*

Divine Skill Nature

Favored Weapon fishing hook spear (see *Rotgrind: Pantheons of Rotgrind*)

Domains Death, dreams, nature, water

Cleric Spells 2nd: *obscuring mist*, 4th: *hydraulic torrent*, 5th: *control water*

Allies The Pawn, Papa Storm

Enemies Mama Decay

Temples grottoes, riverway junctions

Worshippers fishers, wanderers

Sacred Colors blue



AUNTIE DROWN

OLD POWER OF WATER, DREAM GUIDE

It is said that the first source of liquid came from a tear shed by the cosmic being known as Balinsazz when she wept at the mockery of creation. From her tears flowed the essence of water into the developing realm of the Elemental Churn, and in turn the water that would one day roll across Tyne in everything from great oceans to small streams.

Balinsazz is as old as creation itself and she participated in the shedding of material elements to create the cosmos and its many worlds. To the people of Tyne she is revered as the shepherd of water, but also as a prophetic oracle and tender of the recently deceased. Most simply know her as Auntie Drown, for the religions of the Old Powers have lessened in prominence over the millenia, and few pay her the reverence she deserves.

There are staggeringly few portrayals of Auntie Drown in art or literature, and it is believed she most frequently appears to people in their dreams. Often taking the form of loved ones or hated enemies, she uses dreams as a means of communicating with those she views as special. She rarely communicates directly, more often using visions and signs as a means of conveying her mysterious goals. The acar riders of Acarath believe that Balinsazz takes the form of a maiden bedecked in a teal deel style dress, who can be encountered weeping beside waterways. The Acarathi also believe that stopping to converse with the "teal maiden" ensures one death, and so acar riders never willingly converse with women garbed in teal by rivers or similar bodies of water.

Auntie Drown has had notably small direct influences on Tyne during the world's relatively short existence. She prefers to passively grant spellcasting to her devoted followers, and rarely answers direct requests for divine assistance. Instead, she acts through vague instructions sent by dreams or by subtly manipulating waterways to guide her servants (willing or otherwise) to her intended destination. At one point, temples to the Old Powers were common in the city of Outset, and Auntie Drown was considered one of the more appropriate targets for reverence by commonfolk, though this was still done as part of overall reverence to the Old Powers as a pantheon.

Like all her kin among the Old Powers, Auntie Drown can manifest her will on Tyne through an apocalyptic entity known as a ruination. The Drowning Ruination appears as a flood that coalesces from both above and below, with water coming equally from the earth as it does from the sky (even on cloudless days).

Within mere minutes, great swathes of land can be entirely overcome by the Drowning Ruination's mere manifestation, let alone the cataclysmic damage it is capable of performing once its mercurial form fully manifests. Those caught within the living waters of the ruination are trapped in a nightmare-realm of their own mind's creation, and physical sightings of the ruination corroborate this with reports of floating semi-corporeal bodies within the being's viscous form. Other records indicate that prior to the rise of the Empire of the First House, a chain of islands along southern Pridoma were entirely subsumed by the Drowning Ruination after the locals abandoned their worship of the Old Powers and turned to worshiping the alien Entities.

Modern organized worshippers of Auntie Drown come almost exclusively from tight knit bands of druids or clerics who've inherited their position. A larger institution of worship is non-existent on Pridoma, save for in a few nation-states in the Inheritor Lands. The acars of Acarath venerate the Old Powers alongside their respective beliefs in lesser powers, treating the Old Powers with respect but dedicating most of their devotion to more tangible forces. Conversely, some bands in Terleem actively recruit worshippers of Balinsazz, for those skilled in her arts can often control or mend the myriad polluted waterways in that ravaged continent.

There are only a handful of scattered temples to Auntie Drown across the whole of Tyne, for any vestige of an organized religion surrounding her is one shunned by all but the most divinely touched or those most rejected by society. Most sites of worship are parts of vast amalgam temples that stand as a testament to the overall power of the elemental Old Powers. Such temples often maintain differing wings for each of the powers, and those dedicated to Auntie Drown often replete with great pools of water or impressive fountains with spouts that create soothing sounds and adjoining sleeping spaces. Rather than dedicated temples, sites of worship for the Dream Guide are presented as small roadway markers, constructed using bone and wood, indicating safe spaces or regions where Auntie Drown protects those who seek slumber.



SPONSORSHIP

As a fittingly mercurial divinity, Auntie Drown's sponsorship (see Rotgrind: The Rot - The Demise of the World) is seen by mortals as being random in its distribution. Those closer to the truth of the elements, know that Auntie Drown actually bestows her sponsorships in a tactical manner, using them to preserve the natural order of the world and combat the greater threat of the recently emerging Rot. Far more than other deities, she empowers her champions to battle against the Rot, though only in situations where the outcome could have a greater consequence on Tyne or the wider cosmology.

The mysterious people of western Acarath, past the mountainous home of the Bastion Freehold, are said to pay homage to Balinsazz, and few scattered records indicate that those sponsored by her receive the title of Dreamsprouts, who bring forth water and are touched by prophetic dreams. These primally attuned individuals work to combat the rampant rot that threatens the sweltering jungles of their homeland. Similarly, sailors across Tyne's many waterways often receive the blessing of Auntie Drown, and it is said that the dread pirate admiral Geusb Boffee has returned from death no less than three times and continues to pillage the waterways along the eastern borders of the Terleem.

Death and rebirth while sponsored by Auntie Drown is a strange affair, with her divine energies suffusing the recently slain and returning them to corporeality from a nearby source of water. Such sources include anything from a simple pool of water to impressive fountains or along a rushing river. Throughout this process, she sometimes infuses the slain with dreamlike visions that offer sources of inspiration or hints of things that are destined to occur. Only those who heed these visions, or can properly interpret them are able to affect real change in the world, while those who ignore them are doomed to corruption by the Rot.



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PLAYING A FOLLOWER

Beyond divine worshippers, primal spellcasters or those especially skilled with nature are the most common of Balinsazz's followers. Druids, witches and some sorcerous bloodlines pay homage to the Dream Guide, but they do so at a distance, for venerating her too directly often leads to becoming entwined in her schemes. Most worshippers of the Old Powers tend to venerate the four as a combined pantheon, rather than devoting themselves too directly to one power, for doing so is a safer route.

Those who directly worship Auntie Drown and eschew worship of the other powers, are often hermits at the fringes of society. They offer up what prophetic insights they receive from their deity, or render services to those in need. Some take on a demonstrably more antagonistic role, often meddling in the affairs of nearby sites of civilization and imparting dread curses on those who encroach into the realm of the natural world.



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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!

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