



ROTEGRIND

A WORLD
IN DECAY



BESTIARY

HOOKED FOULER

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

N

Medium

Animal

Rows of teeth and hooks bare themselves hungrily at the end of a leathery and elongated tube. A hooked tongue stays coiled in its mouth, waiting to spring forward when unsuspecting prey touches the various strands of invisible hair laid out like a web.

Perception +9; hair sense (precise) 25 feet

Skills Athletics +9, Survival +5, Stealth +10

Str +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -4

AC 18; **Fort** +9, **Ref** +4, **Will** +6

HP 38

Immobile The hooked fouler has embedded itself permanently, as long as it's embedded on a surface it has the Immobilized condition. If this creature is somehow removed from its embedded surface, it can move with its listed speed.

Speed 5 feet, climb 5 feet

Melee ♦ bite +10, **Damage** 1d8+6 piercing

Melee ♦ snag hook +12 (reach 25 feet), **Damage** 1d6+5 piercing plus Improved Grab

Follicle Sensor 🔄 As Attack of Opportunity, but can only attack with snag hook. This creature cannot use this reaction if it already has a creature grabbed.

Reel In ♦ **Requirement** hooked fouler has a creature grabbed. **Effect** The hooked fouler embeds its hooks and begins to pull the grabbed creature into its jaws. It makes an athletics check against the target's fortitude DC, if successful, the hooked fouler keeps the creature grabbed until the end of hooked fouler's next turn and pulls the creature closer 10 feet. On a failure, the hooked fouler releases the creature it has grabbed. If the target creature is larger than medium size, hooked fouler rolls with misfortune. Anything larger than a large sized creature it cannot pull closer.



LORE

Foulers like to place themselves over high-traffic paths, waiting for any creature to cross their path. These ambush predators embed themselves onto high ceilings, either digging a hole to house themselves or in an already-created crevice. Some have also been found in hidden areas in walls. Novice hunters in Outset's Pawn's Pilaster tend to end up missing; more often than not, the reason is a Hooked Foulter.

Those who actively seek these creatures warn new hunters to look for the long, nearly invisible hairs the Hooked Foulter spread around once it establishes itself. How far the hairs grow tells the hunters how far its hooked tongue can grab onto its unsuspecting victim, but those who fail to notice the threads will find themselves being pulled up to a circular mouth of teeth capable of crushing a man's skull in one bite.

Hunters in Outset are rewarded with a treat when they cook a Hooked Foulter. The meat is tender, and depending on its diet, it can taste either sweet or tart. Besides being a food source, the Hooked Foulter's tough hide is perfect for leather items such as gloves, armor, and the like.

Beware of dark and dank environments, and keep an eye out for wispy tendrils of hair or be roped into a row of shredding teeth!

*I'll be back. Jaz'noth
went out to look for his
pet lizard and has yet
to return. He probably
went to the cave again.
When you wake up,
I'll help warm the eggs.*



SUPPORT US

Our goal is to build a fully realized world to adventure, explore, and run your own tabletop RPG games in.

We are releasing custom rules content for Pathfinder 2nd Edition, though the rules can easily be adapted for other game systems as necessary. We're regularly creating 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 Rotgrind campaign continues and we release more and more content, the focus will be on the city of Outset and the surrounding area, plus macro-level elements of the setting (continents, nations, pantheons, cosmology, etc.). All of this bespoke content—as well as regular releases for episode-specific content from the show—will be provided for you to use in your own games! Supporting the show and our Patreon is the best way to get this content and see it in action!

We couldn't do this without our fans. Thank you for your support!

It really matters more than you could ever realize. Join our Discord to talk with fans and our crew about the show, check out the incredible things made by our fans, and find your own tabletop games to play in.

As always, keep checking back for more. We're releasing new things all the time, and we can't wait to share them with you!



 **PATREON**

[PATREON.COM/NARRATIVEDECLARATION](https://patreon.com/narrativedeclaration)



[TWITCH.TV/ZORANTHEBEAR](https://twitch.tv/zoranthebear)



[NARRATIVEDECLARATION.COM](https://narrativedeclaration.com)

[ZORANTHEBEAR.COM](https://zoranthebear.com)

CREDITS

Publisher Payton Smith (@ZoranTheBear)

Lead Creative Producer Thurston Hillman (@oncallgm)

Art Director Laura Pendl (@laura_pendl)

Layout Jamie Isfeld (@ToTellStories)

Author Payton Smith

Artwork Freja Sundberg (@SaltyJub)

Matte Painting Jamie Isfeld

©2022 Payton Smith, Narrative Declaration. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. Narrative Declaration and the Narrative Declaration logo is a trademark of Payton Smith. All rights reserved. All characters, names, places, items, art and text herein are copyrighted by Payton Smith. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game. Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Bestiary (Second Edition) © 2019, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, John Compton, Paris Crenshaw, Adam Daigle, Eleanor Ferron, Leo Glass, Thurston Hillman, James Jacobs, Jason Keeley, Lyz Liddell, Ron Lundeen, Robert G. McCreary, Tim Nightengale, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Chris S. Sims, Jeffrey Swank, Jason Tondro, Tonya Woldridge, and Linda Zayas-Palmer.

Rotgrind Bestiary: Hooked Foul © 2022, Payton Smith, Author: Payton Smith.