


NARRATIVE  DECLARATION



ROTGRIND

A WORLD
IN DECAY

DEITIES

THE BARON

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E



THE BARON (HE/HIM)

The baron of the Pantheon of the First House. The designated executioner and extractor of tithes for the king. A dog loosed upon the foes of the First House and who routinely goes too far in his dispensation of the King's justice..

Edicts inspire fear in others, corrupt the spirit of any agreement you make, enact wanton destruction whenever you can.

Anathema defend the weak, show mercy to your foes, refuse to indulge yourself.

Revival Point: A mound of corpses

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Intimidation

Favored Weapon glaive

Domains Darkness, Indulgence, Nightmares, Pain

Cleric Spells 1st: *grim tendrils*, 4th: *phantasmal killer*, 8th: *horrid wilting*

Allies The King, The Malice

Enemies The Beneficence, The Queen

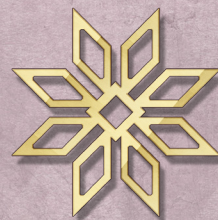
Temples abbatoirs, torture chambers

Worshippers criminals, murderers, sellswords

Sacred Colors black and red

THE BARON

THE LEASHED DOG OF THE FIRST HOUSE



The baron of the Pantheon of the First House. The designated executioner and extractor of tithes for the king. A dog loosed upon the foes of the First House and who routinely goes too far in his dispensation of the King's justice.

Sometimes portrayed as a comically rotund and large human male in segmented plate, or as an elephantine canine with black fur tipped blood red, the Baron is perhaps the most depraved deity worshiped on Tyne, save for the Malice itself. Few openly worship the Baron, but all pay homage and respect to him, for to avoid doing so could incur his interest and sadistic wrath. In the days before the First House ascended, the Baron was known as the King's right hand, meting out pain and punishment to those who resisted the rule of the First House. Today, the Baron is an embodiment of overindulgence of power and the ability to subjugate the weak.

History records that while a mortal, the Baron was responsible for the carnage inflicted upon the lawless continent of Terleem by the arriving armies of the First House. While the marauders of that nation were already known for their depraved worship of the Malice, the cruelty and devastation wrought upon them by the Baron shocked them to their core. While subjugating the eastern half of Terleem, the Baron is said to have learned many secrets of the Malice from the natives who had openly worshiped that Fundamental, which he then incorporated into his own regiments. One of these acquired traits, was the regular use of canine allies in his hunts against his fellow man.

When the Empire of the First House had spread across three continents, the role of the Baron slipped into obscurity and shrouded legend. Likely scrubbed from official records, only scant descriptions of inhumane actions of suppression can be found surrounding the role of the Baron in the established empire. Most official records indicate that the King dispatched the Baron on specialty missions throughout the empire, but most scholars agree that the Baron himself enjoyed spreading misery to those who dared to defy the rule of the First House. By the time the deities ascended, the people of the empire had come to fear the Baron, and their fear would only deepen when the man became one of the first ascended mortals.

When appearing in his humanoid form, the Baron wields a wickedly serrated glaive simply known as Bloodtaster. This weapon is said to leave wounds that endlessly bleed, and the Baron takes great delight in inflicting the lightest of wounds and simply watching his does bleed out and die while he giggles. In his canine form, the Baron is an elephant-sized dog with rows of shark-like teeth that constantly spread spittle and gore between them while open. As a canine, the Baron takes his time to run down enemies and feast on their fear as he tracks them through almost any terrain. Regardless of what form he takes, the Baron never speaks. He only giggles like a child in his humanoid form or growls and snarls in his canine state.

Few mortals willingly worship the Baron, and those who do only do so because they believe they can inflict suffering on others rather than receive it themselves. The Baron demands no services or direct worship, and instead only expects his devoted followers to inflict suffering on others. It matters not if the target is deserving, though those who blaspheme against members of the First House (especially against the King or the Baron) are considered the most deserving for such excruciating endeavors. Most of the Baron's devotees travel Tyne, inflicting suffering on others for the simple sake of doing so, though a handful venerate the Baron's role as a being who maintained order through fear—the Baron is considered a patron deity of many within Outset's Tyrants' Guild as a result.

The horrific temples dedicated to the Baron are at their core simple affairs. They combine the worst aspects of a charnel house with the most ill-kept torture chambers. Such holy sites are rarely allowed in civilized society, and only the city of Outset grants the clergy of the Baron rights to maintain such edifices (and only in the Baron and Bishop's Pilasters respectively). Some nation-states within the Inheritor Lands maintain some sites of worship to the Baron, with the most notable being several ruins maintained by worshippers of the Baron in the brigand state of Radaman.

SPONSORSHIP

The Baron grants his sponsorship (see **Rotgrind: The Rot - The Demise of the World**) only to those who bring about the most suffering in others. The terror of being confronted with a murderous foe is one thing, but to know that foe can return from death adds a whole new layer of fear to the situation that delights the Baron. In this way, the Baron sponsors mortals so long as they maintain such a fearsome reputation and can spread fear within large communities. It's believed that no less than a dozen mass murderers across Pridoma have been sponsored by the Baron in the past three centuries. The most notable living mortal sponsored by the Baron is the chieftain known as Gorecurdle Wildcry, who leads a band of roving cannibal raiders within the central regions of Terleem.

Those returning from death while under the Baron's protection emerge from underneath a pile of at least three corpses. In some cases, the Baron may instead have his chosen mortal emerge from a mound of animal corpses or simply from the charnel remains of slain creatures in an area. In all cases, the Baron marks the returned mortal by having them return to Tyne covered in dried blood now daubed with the running blood of the corpses they emerge from.

PLAYING A FOLLOWER

A follower of the Baron is difficult to play for a PC, and is typically more suitable for a villainous NPC. PCs wanting to worship the Baron should realize that they're essentially putting their faith into a rabid killer, who only takes joy from inflicting suffering on others. In cases where such followers regularly work with others, they may take on a relationship akin to the one shared between the Baron and the King. That is, the Baron is a servant of the King, and thus servants of the Baron should know when to acknowledge their betters and curb their worst excesses in use to such individuals. Followers of the Baron in a party can often create interesting relationships with other PCs who they may defer to, but still regularly try to push boundaries with.

Most followers of the Baron can come in the form of clerics or touched oracles on the path to becoming the next notable mass murderer of a region. Non-divinely inspired followers regularly fall into the category of barbarians, fighters, rangers, and rogues. Each of those classes represents the more martial aspects of the Baron, as well as his slightly more canny elements.

Despite the Baron's homicidal tendencies, there's one fact that baffles many who study his servants. Many servants of the Baron tend to have one more canine animal as pets. They treat these creatures better than they treat most fellow mortals, and in many cases better than they treat themselves. In the Inheritor Lands, this has led to the coined term "a Baron Keeper" as a derogatory term for anyone who keeps a canine as a pet, insinuating that such people who keep canine pets are secretly murderdriven maniacs.



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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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