



ROTEGRIND

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

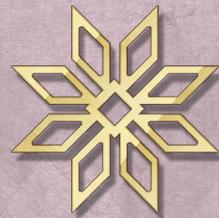
Temples abbatoirs, torture chambers

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.



@s-elliott-illu



@s-elliott-illu

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!

Supporting the show and our Patreon is the best way to get this content and see it in action!

Thank you for your support. It really matters more than you could ever realize. Keep checking back for more!



 PATREON

PATREON.COM/NARRATIVEDECLARATION



TWITCH.TV/NARRATIVEDECLARATION



NARRATIVEDECLARATION.COM

CREDITS

Publisher Payton Smith (@ZoranTheBear)

Lead Creative Producer Thurston Hillman (@oncallgm)

Art Director Laura Pendl (@laura_pendl)

Layout Jamie Isfeld (@ToTellStories)

Author Thurston Hillman

Artwork Sophie Elliot (@s-elliott-illu), Jamie Isfeld

©2023 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.

Rotgrind: The Baron © 2023, Payton Smith, Author: Thurston Hillman.