



Rite Publishing Presents:

#30 Fleshgrafts

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Dedication:

To those who brave the Tomb of the Emperor Gods.
Thanks for keeping me entertained.

“The flesh is the surface of the unknown.”
– Victor Hugo

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Friend Owain Northway,

Many thanks again for your donation to my library. Both volumes will be valuable additions once the stench of the grave dissipates.

Now, to your question on the tentacled humanoid you fought at the wharf ... I have searched over seventeen bestiaries and have reached a conclusion as disturbing as it is unbelievable. The monster was a member of the race that poses the greatest threat to Questhaven. The creature was human.

A little history lesson, as always, is in order. Once again, we find our history in what is now the Many-Storied Empire.

When the dark rains began to fall upon the northern kingdoms of old, most of the Tamar army was marching east to launch a war that never came—a tale I will save for another time. Fearing the rain, the Tamar nobles, their slaves, and their supplicants fled to the south. You know this as you have visited their tombs in Rafikabeer, the Exalted Necropolis. With both the military and the nobles gone, the Great City of Ata'Tamar was almost abandoned. Only its prisons remained full.

The viscous black substance that fell from the sky seeped down the prison walls and both guards and prisoners bathed in the foul waters. Thousands died. The few that lived grew strange and in this strangeness found advantages. Some grew longer limbs. Others, thicker skins and sharper claws. A few grew dozens of chattering mouths.

Through misfortune and neglect, the jewels subjects of the northern kingdoms—patricidal sons, rapists, and those who blasphemed the House of Tamar—soon became gifted with surprising and dangerous abilities. These powers were put to good use in the difficult time that followed the Days of Dark Rain. Their wardens rented out these extraordinary killers to upstart kings and queens in domains far and wide.

The wardens grew wealthy as merchants of death. When the first generation of aberrant killers began to die off, the wardens' wizards became the first fleshgrafter, creating assassins as aberrant as those the dark rains had provided. The study of the effects of the black rain, by this time provided a basis for magical experimentation. From accident grew an art—the art of augmenting creatures with additional clawed limbs, eyes that see through arcane trickery, and organs that give boons nature denied.

Despite the advantages it offers to those who accept the strange fruits of this arcane pursuit, fleshgrafting is still rare outside of the blackened, damned, and still almost empty center of the Empire. Only those hungry for power or enslaved



By wealthy and malicious men would have their bodies altered by this twisted magic. Most civilized minds reject fleshgrafter when they are not discreetly employing them.

Now, to your problem. Regarding the creature you fought at the wharf, I fear your recent expedition to Rafikabeer may have attracted some undesirable attention from someone able to afford an assassin augmented with fleshgrafts. Be careful, friend Owain, for I believe you have made a powerful enemy from the heart of the Many-Storied Empire—from The Darkened Heart. In the attached journal, I include notes on the thirty fleshgrafts detailed in my library. I add supplementary but obviously incomplete notes on fleshgrafter and their craft.

Yours,
Pers Veilborn,
Librarian.

Fleshgrafts

Fleshgrafts are similar in many ways to magic items except that, with few exceptions, they must be attached to the person for whom they are made—the host—at the time the fleshgrafter creates them or if the fleshgraft is properly preserved (via say a gentle repose spell) attached during a complex procedure by a fleshgrafter. The host must spend time in the laboratory or temple of the fleshgrafter for a quarter of the crafting time (minimum 8 hours).

Unlike magic items, some fleshgrafts do not produce an aura. Although the fleshgrafter used magic in creating them, they are now completely integrated into the body of their host. They are no more magical than the host's original eye or arm. The auras of the magic involved in their creation and grafting no longer linger and, therefore, do not interfere with the auras of other magic items. Such fleshgrafts do not take up magic item slots. Only fleshgrafts that have an aura can have their abilities suppressed by spells such as *dispel magic* as any other magic item would.

Fleshgrafters

Most fleshgrafterers are wizards. A few are sorcerers or alchemists. However, all fleshgrafterers must be able to have access to healing spells. As a result, the majority of fleshgrafterers have cleric levels and some of the most powerful are members of dark cults, assassins' guilds, or both, as is the case with 'The Wardens of the Darkened Heart.' For such cultists, fleshgrafts are often gifts that allow mortals to resemble their dark masters.

Augmented Creatures

Many fleshgrafted creatures acquire fleshgrafts for purely rational purposes to make them more effective at their jobs. Others have a desire to change their body in dramatic ways. For some, this becomes an obsession. For these creatures, the need to acquire new fleshgrafts leads them to a life of theft and murder, selling themselves out to those who have use of their abilities. A few fleshgrafted creatures serve powerful masters. These may be outfitted with fleshgrafts far beyond what they could afford.

Fleshgrafts are expensive magic items and, yet, cannot be looted from NPCs. If you are outfitting your NPC villains with fleshgrafts, be sure to provide the player's with opportunities to gather an equivalent amount of treasure elsewhere. When the cost of the fleshgraft exceeds the recommended NPC gear, increase the CR of the creature judiciously.

Gibberers

While a fleshgrafter can produce any fleshgraft without assistance as long as he or she meets the requirements, some fleshgrafterers take an aberrant creature known as a gibberer as a familiar. A gibberer resembles an immature gibbering moulder, but has fewer abilities and is much less dangerous.

A fleshgrafter can make minor incisions on the surface of a gibberer and place material components in the wounds. As the wounds heal, the gibberer grows the required eyes, mouths, and other organs in these spaces. The fleshgrafter then

extracts the fleshgraft and transplants it to the new host.

Even with the aid of a gibberer, the crafting time and cost remain the same. The fleshgrafter, however, can work on multiple items at the same time as the gibberer aids in their growth.

New Feat

Graft Flesh (Item Creation)

You can create fleshgrafts.

Prerequisites: Caster level 5th, Craft Wondrous Items

Benefit: You can create and implant a variety of fleshgrafts. Creating a fleshgraft takes 1 day for each 1,000 gp in its price. To implant the fleshgraft requires that the host be present for one-fourth of the creation time. To create a fleshgraft, you must use up raw materials costing half of its base price.

New Spell

Flesh Culture

School conjuration (healing);

Level cleric 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (a piece of moldy bread and bits of flesh)

Range touch

Target object

Duration 1 day/level

Saving Throw Will negates (object);

Spell Resistance yes (object)

You cause bits of dismembered flesh to grow or expand. Dried flesh begins to return to its original condition. Bits of organs grow into full and complete organs. Fleshgrafterers use this spell in the preparation of flesh grafts. It cannot be used to resurrect creatures or heal wounds.

30 Fleshgrafts

Claws and Fangs

All fleshgrafts that deal damage draw upon the host's existing musculature and add either the host's full strength bonus (for primary attacks) or half the host's strength bonus (for secondary attacks) to both attack and damage.

Abyssal Barb

Aura strong conjuration; **CL** 15th

Slot hands; **Price** 32,000 gp; **Weight** none

Description

Made from a claw plucked from a bound bebelith, an abyssal barb grows from the back of the host's hand. The barb is often turned backwards allowing for a dangerous slashing attack. The barb is a +2 anarchic weapon dealing 1d6 points of damage and an additional 2d6 points of damage against any

creatures of lawful alignment. It bestows one permanent negative level on any lawful host and cannot be overcome unless the barb is removed by a fleshgrafter. Against creatures of the demon type, an abyssal barb is treated as cold iron and good. The host of an abyssal barb is never unarmed.

Construction

Requirements Graft Flesh, *binding*, *summon monster VII*, grafter must be chaotic; **Cost** 16,000 gp

Leech Maw

Aura none; **CL** 9th

Slot none; **Price** 38,000 gp; **Weight**

Description

While most civilized people find fleshgrafts abnormal, some fleshgrafts are more repulsive than others. This fleshgraft involves the reshaping of the mouth, teeth, and jaws into a leechlike maw. The host gains a 1d4 bite attack as a primary attack. The host also gains the grab ability, which allows the host to deal damage normally on a successful bite attack and start a grapple as a free action without provoking an attack of opportunity. Each round that it maintains a grapple, the host can attempt to drain the target's blood. At the end of each round that the host maintains its grapple, the blood drain causes 1 point of strength and constitution damage to its target.

A leech-mawed humanoid that does not normally drink blood must make a DC 20 Fortitude save at the beginning of its turn or it must break the grapple and vomit, becoming nauseated for 1d4 rounds.

Construction

Requirements Graft Flesh, *polymorph*; **Cost** 19,000 gp

Retractable Claws

Aura none; **CL** 6th

Slot none; **Price** 5,000 gp; **Weight** none

Description

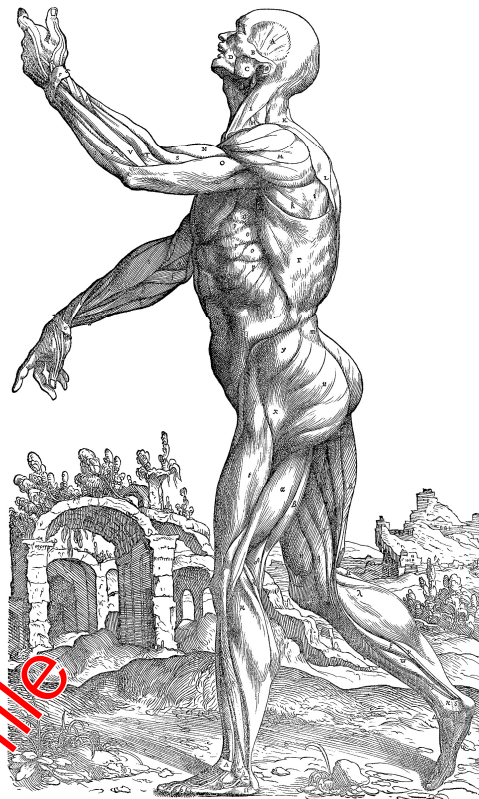
A set of sharp thin retractable claws grows from the host's fingers (or toes). They are treated as natural weapons for enhancement purposes. Instead of doing 1d3 points of bludgeoning damage for an unarmed strike (for a medium character), the host can choose to do 1d4 points of slashing damage (1d3 if small; 1d6 if large). Monks with retractable claws damage increase their unarmed damage by one step.

Construction

Requirements Graft Flesh, *cure serious wounds*; **Cost** 2,500 gp

Limbs and Limb Extensions

The fleshgrafts below are additional limbs that do not replace existing limbs. A fleshgrafter could replace an existing limb with these fleshgrafts, in which case any secondary attacks below would now become primary attacks.



Choker

Aura none; **CL** 13th

Slot none; **Price** 16,000 gp; **Weight** 10 lbs. (small creatures, 6 lbs.; large creatures, 14 lbs.)

Description

This long coiling tentacle emerges from the host's upper back or shoulder. It can make a secondary attack that deals 1d4 points of damage (1d3 if small; 1d6 if large) plus half the host's strength bonus. A creature can become host to up to six chokers. A creature with a choker can take the special attack grab instead of a feat.

Construction

Requirements Graft Flesh, *regenerate*, *animal growth*; **Cost** 8,000 gp

Mantid's Claws

Aura none; **CL** 13th

Slot none; **Price** 36,000 gp; **Weight** 8 lbs. (4 lbs. if small; 16 lbs. if large)

Description

This pair of mantis limbs extends from the host's midriff and is difficult to conceal. The host gains two claw attacks (reach 10 ft.). These attacks are primary attacks and deal 1d4 points of damage each (1d3 if small; 1d6 if large) plus strength modifier.

Construction

Requirements Graft Flesh, *regenerate*, *gentle repose*; **Cost** 18,000 gp