

MONSTER GRAFTS

harvest what you kill. wear what you harvest. pay what it costs.

Your party has slain a hundred monsters and looted a hundred identical coin pouches. Meanwhile the troll's regenerating arm, the basilisk's petrifying eye, and the displacer beast's impossible hide rotted where they fell. Grafts fix that.

A graft is a monster part surgically bonded to a willing creature. It grants a fragment of the monster's power — and it always, always costs something. Grafts make every kill a loot table, turn back-alley fleshcrafters into memorable NPCs, and give martial characters progression that isn't just a bigger number.

HARVESTING

Harvesting a graft-viable part takes **10 minutes per CR of the creature** (minimum 10 minutes) and requires a successful check with **leatherworker's tools, an herbalism kit, or a healer's kit** — harvester's choice, using Intelligence or Wisdom.

CREATURE CR	HARVEST DC	ON A FAILURE...
0 – 4	12	Part is ruined
5 – 10	15	Part is ruined
11 – 16	18	Part is ruined; harvester takes 2d6 damage of a type the monster dealt
17+	21	As above, and roll on the Rejection table as if grafted

A harvested part stays viable for **7 days**, or 30 days if preserved in salt, alcohol, or a *gentle repose* spell.

INSTALLATION & STRAIN

Installing a graft requires a surgeon (any creature proficient in Medicine or with relevant fleshcraft training), **8 hours of surgery**, and gold for materials based on the part's tier. The recipient finishes the surgery at 1 hit point and gains one level of exhaustion.

THE STRAIN RULE

A creature can safely carry a number of grafts equal to its **Constitution modifier (minimum 1)**. Each graft beyond that limit imposes one permanent level of exhaustion while installed, and forces a roll on the Rejection table at every dawn. The body keeps score.

TIER	SOURCE CR	SURGERY COST
Minor	0 – 4	150 gp
Major	5 – 10	600 gp
Dire	11 – 16	2,500 gp
Mythic	17+	10,000 gp

THE GRAFT CATALOG

every graft lists its gift and its price. never waive the price.

TROLL-SINEW ARM — MAJOR

Gift: At the start of your turn, regain 3 hit points if you have at least 1 hit point and took no fire or acid damage since your last turn.

Price: You have vulnerability to fire damage while below half your hit point maximum. The arm knows what kills it.

BASILISK EYE — MAJOR

Gift: As an action, force one creature within 30 feet to make a DC 13 Constitution save or be restrained by creeping stone until the end of your next turn. Once used, the eye needs a long rest.

Price: Your reflection is always slightly delayed. Mirrors unsettle you; you have disadvantage on saves against being frightened by anything you see in one.

DISPLACER HIDE PANEL — DIRE

Gift: The first attack roll made against you each round has disadvantage — you are never quite where you appear to be.

Price: Neither are your allies' spells. Any beneficial spell that targets you fails on a roll of 1–3 on a d20, wasted.

MIMIC PALM — MINOR

Gift: Objects you grip cannot be disarmed from you, and you have advantage on checks to grapple or climb.

Price: Letting go is a choice your hand doesn't always agree with. When you try to release something under stress, roll a d6 — on a 1, you can't until the start of your next turn.

OWLBEAR TALON FINGERS — MINOR

Gift: Your unarmed strikes deal 1d6 slashing damage, and you have advantage on Wisdom (Perception) checks relying on smell.

Price: Fine work is over. You have disadvantage on checks requiring delicate manipulation — thieves' tools, calligraphy, surgery, buttons.

WYVERN VENOM SAC — MAJOR

Gift: Once per short rest, coat a weapon as a bonus action; its next hit deals an extra 2d6 poison damage.

Price: Your own blood carries a trace. Whenever you drop to 0 hit points, you are also poisoned for 1 hour after you regain consciousness.

GHOUL TONGUE — MINOR

Gift: You can taste lies. When a creature within 10 feet knowingly speaks a falsehood, you may make a DC 14 Wisdom (Insight) check to notice the flavor of it.

Price: Cooked food tastes like ash to you. Only raw or bloody meals satisfy — and people notice.

DRAGON THROAT-GLAND — *MYTHIC*

Gift: You gain a breath weapon: a 30-foot cone of the dragon's damage type, 8d6, Dexterity save for half (DC 8 + your Con modifier + proficiency). Recharges on a long rest.

Price: The hoard-hunger comes with it. When you see unclaimed treasure, you must succeed on a DC 15 Wisdom save or be unable to take any action except moving toward it on your next turn. Your DM decides what counts as treasure. The gland decides too.

REJECTION TABLE (D10)

Roll when strain rules demand it, when a graft's host drops to 0 hit points from necrotic damage, or when a cursed or botched surgery says so. Effects last until removed by *greater restoration* or until the offending graft is removed.

D10 THE BODY OBJECTS

- 1 The graft goes numb — its gift is suppressed for 24 hours, its price is not
- 2 Fever dreams of the donor creature's death; no benefit from the next long rest
- 3 Visible spread — scales, fur, or veining creeps outward; disadvantage on Charisma checks with strangers for a week
- 4 The graft twitches toward violence; first attack roll each combat is made with disadvantage as you fight it for control
- 5 Appetite shift — you crave what the donor ate; standard rations no longer count as food for you this week
- 6 Phantom instinct — you must roll a Wisdom save (DC 12) to willingly approach fire, sunlight, or whatever the donor feared
- 7 The seam weeps; maximum hit points reduced by 1d10 until the graft settles (one week)
- 8 Your voice doubles for 1d4 days — yours, and something lower underneath it
- 9 The graft grows. Its gift improves slightly (DM's choice) and so does its price. Permanently.
- 10 Full revolt — the graft must be surgically removed within 7 days or the host gains one permanent level of exhaustion per week it remains

RUNNING GRAFTS AT YOUR TABLE

Introduce grafts through an NPC, not a menu — a fleshcrafter in a butcher's district who pays in surgery instead of coin. Let players discover the catalog one graft at a time on the bodies of enemies. And track every graft's price in your session notes, because the price is the story: the fighter who can't hold a quill anymore, the rogue the mirrors don't trust. Six sessions later, those details pay off — if anyone wrote them down.

FROM THE PUBLISHER

AUTOMATE YOUR SESSION NOTES

Grafts generate exactly the kind of small, weird, permanent details that make a campaign feel alive — and that everyone forgets by session twelve.

Loreify records your session and writes clean, searchable notes a few minutes after the table breaks — every graft, price, promise, and loose thread, organized without you lifting a quill.

Your first session is free. No card needed.

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