

FELL GRAFTS: DEMONS & DEVILS

GRITTING HER TEETH IN PAIN AS her muscles strain against the force of an ogre's club, the fighter parries with her shortsword but only barely in time to save her life. She lunges forward with a feinting longsword strike in response, catching her foe off guard and forcing him into the a wicked green gas that she belches forth from a rotted tongue—her monstrous enemy breathes deep and begins to slow, ripe for the kill.

AFTER HOURS OF CAREFUL HIDING, hushed footsteps, hasty retreats, and arduous climbing, the rogue had finally reached the empress' quarters, cloaked in darkness and clinging to the exterior of her tower. Waiting for what seemed to be an eternity but could only barely be more than an hour, he finally risked being sighted and lowered himself down just enough to spy through the window, making certain that only his target lay sleeping within.

WRITING MIKE MYLER
COLOR ART CAT LU
EDITING JAMES J. HAECK
LAYOUT ERIC LIFE-PUTNAM



Beckoning the evil from within himself to awaken, the rogue leans down and waves an arm covered in putrid feathers, letting forth deadly spores that waft into the interior of the empress' bedchamber, poisoning her in her sleep and fulfilling a weighty contract.

WHOOPING IN A PRIMAL ROAR THAT shakes the bones of her enemies as she leaps forward, the barbarian twists and contorts as two massive crimson wings sprout from her body to carry her aloft, her visage becoming ever more terrifying until nearly all who see her flee in panic. Those that remain raise their shields as she glides to mete out death with a wicked red arm that sputters with the flames of Hell itself.

Whether through blasphemous rituals, arcane experiments, or through mad science, some characters come to incorporate biological components that are not their own. Regardless of if they were willing to undergo the change or became a victim while captured by dark forces, these fundamental alterations to one's physical form are not easily undertaken and completely irreversible without the aid of epic magic. Those who survive the process are forever changed and marked as different from their peers, the foreign parts of their body undeniably bizarre and impossible to hide—but blessed with great, fell powers.



EXPERIMENTING AND GRAFTING

Simply acquiring an experiment feat immediately grants its benefits—unless the GM decrees otherwise, the actual acquisition of any following feats are narratively driven and do not require the PC to physically find and integrate a foreign body part.

However, should the GM so decree, the PC must have the part of another creature's body that they want to make their own in order to graft it. Though this can be challenging for rare targets, a character with an experiment feat is able to express their own will on a conjured creature in order to gain the desired limb. When the summoned creature dies, the character makes a Constitution saving throw opposed by a Constitution ability check by the summoner; on a success, the rest of the conjured creature disappears but the desired body part remains for 1d4+5 minutes.

So long as a body part comes from a creature permanently on the Material Plane (or as described above) and is fresh (or properly preserved with a *bag of holding*, *gentle repose* spell, or other appropriate measures), a character can graft it onto themselves. Grafting the foreign body part on requires the corresponding part from the grafting character's body be removed (dealing 1d10 points of damage to themselves) and a Wisdom (Medicine) check in a gruesome process that takes 5 minutes to perform. The DC of this check is equal to the grafting creature's Hit Dice. Other characters may assist with the Wisdom (Medicine) check as normal, but attempts to perform it themselves increase the DC to 8 + the grafting creature's Hit Dice.

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PATH OF THE FELL PACT (BARBARIAN PRIMAL PATH)

While most individuals grafted with the parts of monsters or other races are not willing to accept their new limbs and appendages, barbarians of the Fell Pact hunt down creatures to incorporate into their own bodies as a rite of passage. These despicable warriors hide their demonic or devilish abilities beneath their skin, utilizing their rage to manifest fiendish qualities that endow them with powers that make them terrors to behold on the battlefield.

Fell Rage

Starting when you choose this path at 3rd level, you can manifest fell powers when you rage. If you do so, for the duration of your rage you can gain the benefits of either the Abyssal Hide feat or the Imp's Eye feat. When your rage ends, you suffer one level of exhaustion if you used this feature.

Fell Scion

Beginning at 6th level, when you use Fell Rage you gain the benefits of either the Dretch Belch feat or the Infernal Horns feat. You do not require any rests between the uses of abilities granted by these feats but may only use rechargeable abilities once per rage.

Greater Fell Scion

Beginning at 10th level, when you use Fell Rage you gain the benefits of either the Infernal Mask feat or the Vrock Feathers feat. You do not require any rests between the uses of abilities granted by these feats but may only use rechargeable abilities once per rage.

Evil Incarnate

Beginning at 14th level, when you use Fell Rage you gain the benefits of either the Balor Wings feat or the Devil's Arm feat. You do not require any rests between the uses of abilities granted by these feats but may only use rechargeable abilities once per rage.

NEW FEATS

Abyssal Hide

The hide of a demon lays just beneath the surface of your skin, itching with every good deed you witness and urging you to act with the same despicable malevolence as the creature that it once belonged to. You gain the following benefits and flaw:

- ▶ You gain natural armor that increases your AC by 1.
- ▶ You may spend a reaction to gain advantage on a Strength, Dexterity, or Constitution saving throw. You may use this ability a number of times equal to your proficiency bonus, and regain all uses by completing a long rest.

Balor Wings

Prerequisite: Proficiency Bonus +4 or higher

You have acquired the terrifying wings of a great demon, able to take to the sky and call upon some of their original bearer's dark power to burn your foes with the flames of the Abyss. You gain the following benefits:

- ▶ You may spend an action to sprout wings that grant you a fly speed of 80 feet. While these wings are out, you have disadvantage on non-Intimidation Charisma ability checks against Good and Neutral creatures.
- ▶ By spending a bonus action you may retract your wings to a quarter of their size, losing your fly speed but gaining an aura of fire. At the start of your turn, each creature within 5 feet of you takes 10 (3d6) fire damage, and unattended flammable objects in the aura that aren't being carried or worn ignite. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 10 (3d6) fire damage. You may only use this fire aura for a number of rounds equal to your proficiency bonus before requiring a short rest. These rounds need not be consecutive and you can return the wings to full size as a bonus action.



Devil's Arm

Prerequisite: Proficiency Bonus +4 or higher

The ruby-red arm of a devil juts out of your shoulder or the hide of an infernal servant covers your own arm, granting you a conduit that draws power from Hell itself. You gain the following benefits:

- ▶ Your Strength score increases by 2. Your maximum Strength score is now 22.
- ▶ You are able to conjure flames to use as ranged attacks. By spending a bonus action, you generate as many flames as you have attacks in a round; at the beginning of your next turn, any unused flames dissipate. The range for your hurled flames is 150 feet and on a successful hit, they deal 4d6 fire damage + your Strength modifier. If the target is a flammable object that isn't being worn or carried, it also catches fire.
- ▶ You have disadvantage on non-Intimidation Charisma ability checks against Good and Neutral creatures.

Dretch Belch

Within your mouth is the wretched tongue of a dretch, a fetid and disgusting thing that both fortifies you against poison and gives you a means of poisoning others. You gain the following benefits:

- ▶ You gain immunity to the poisoned condition.
- ▶ By spending an action, you expel a 10-foot radius of disgusting gas that spreads around corners and makes its area lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions. You must complete a long rest before you are able to belch gas again.

Imp's Eye

One of your eyes has been replaced with an eye from one of Hell's lowliest denizens, allowing your vision to pierce darkness as easily as a dagger pierces flesh. You gain the following benefits:

- ▶ You gain darkvision 60 feet. If you already have darkvision it increases by 60 feet.
- ▶ Magical darkness does not impede your vision. You have disadvantage on non-Intimidation Charisma ability checks against Good and Neutral creatures.



Infernal Horns

Prerequisite: Proficiency Bonus +3 or higher

Jutting forth from your skull are grisly horns from one of Hell's devils, channeling infernal power to protect you from magical attacks but poisoning your mind with wicked impulses. You gain the following benefit and flaw:

- ▶ You gain advantage on saving throws against spells and other magical effects.
- ▶ You are at disadvantage when making non-Intimidation Charisma ability checks against creatures that are not evil.
- ▶ Once per week you must commit a duplicitous or evil act or you lose advantage on saving throws against spells and other magical effects.

Infernal Mask

Prerequisite: Proficiency Bonus +3 or higher

Your visage can contort and transform into a rictus that resembles the devil from whence it came, filling your enemies with terror.

When a creature you can see starts its turn within 30 feet of you, you can spend a bonus action to create an illusion that uses the creature's deepest fears to utterly horrify it. If the creature can see you, it must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be frightened until the end of its turn. By spending an action instead, you may affect a number of creatures equal to your proficiency bonus.

Vrock Feathers

Prerequisite: Proficiency Bonus +3 or higher

You are able to sprout the feathers of a dreaded vrock. Though this evil plumage does not grant you any aerial ability, they are as deadly and toxic as the demon that grew them. You gain the following benefits:



- ▶ You may spend an action to sprout feathers that grant you immunity to the poisoned condition and resistance to poison damage (if you have resistance to poison damage, you gain immunity to poison damage).
- ▶ By spending an action while your feathers are out, you emit a cloud of toxic spores in a 15-foot radius. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or gain the poisoned condition. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it. You must complete a short rest before you can release another cloud of toxic spores. 🧴