

# CORPSE STITCHER'S KIT

*With scalpel in hand, you harness a power to manipulate the remains of the departed, breathing life into constructs. Corpses are stitched together with surgical precision, spliced with threads of occult magic.*

**C**orpse Stitcher's Kit contains a hacksaw, vials of chemicals, needles and spools of thread, various scapels, fleshing hand tools, and an assorted collection of instruments for cutting and splicing.

Your tools weigh 15 lbs and cost 75 gp.

Proficiency with this kit allows you to add your Proficiency Bonus to any Corpse Stitcher's Kit checks you make to understand the dead and recreate life, typically using your Intelligence modifier.

## CORPSE STITCHING

To create life out of the flesh of the dead is a challenging endeavor for those who lack the blessings of the gods. But that power isn't only available to the divine. By studying life, death, the energy planes, and the passing of souls, you have learned to harness such power and create a semblance of life.

There are many names for this type of creation, such as monster, flesh golem, promethean, amalgamite, homunculus, necrocraft, stitched, and many others. To remain clear, this created creature will be referred to as a Crafted. It will be up to the corpse sticher to decide what they call their creation, that is, if they succeed in their endeavors.

## THE CORPSES

Before any work can be done, a corpse sticher must gather the required parts. This normally just requires the body parts of various humanoids, often found in a graveyard or after a battle. A corpse sticher will need a ready supply of bodies.

A Crafted requires a number of bodies stitched together based on the number of Necro Points required to build it. In addition, certain abilities will require a specific body to graft to the creature. You can, ordinarily, only use humanoids when building your Crafted, though there are legends that some corpse stichers have learned to craft with beasts, animals, monstrosities, and even aberrations.

A corpse, for your Crafted, can not be more than a week old. Older corpses are not suitable for the Crafted as too much rot has set in and will spoil your creation. A *gentle repose* spell extends the duration of a viable corpse for your work.

*For example, if you only have five Necro Points to build your Crafted, you will need up to five bodies to take parts from to build the Crafted, one corpse for each Necro Point. If you wish to grant the Crafted the Fire Resistance ability, it will require the body of a tiefling, or another humanoid creature resistant to fire. In addition, you are not required to spend all Necro Points when building your Crafted. If you spend less Necro Points than you have available, you will need fewer corpses.*

## NECRO POINTS

A corpse sticher who is attempting to produce a Crafted has a number of Necro Points that they can spend. These Necro Points determine the base statistics and max number of abilities you can graft onto your Crafted.

You have a number of Necro Points equal to your Intelligence modifier plus your Proficiency Bonus.

If you have created a Crafted, but at a later point have earned additional Necro Points, you can rebuild your Crafted, but it requires half the normal time to build a new Crafted, new corpses for each Necro Point you are adding to the Crafted, and you must make a check against the new DC.

## CRAFTED ABILITIES

There are a variety of special abilities you can graft on to your Crafted, with each having a specific Necro Point cost, a unique ability, and a requirement. Typically this requirement is for a specific humanoid body with traits that you are hoping to graft to your Crafted, but it may require other materials that may be harder to find than a corpse.

You can, if you wish to increase the Crafted's base statistics, spend Necro Points on bodies without gaining a special ability. For every Necro Point you spend, you must provide a corpse for your Crafted.

## WEAKNESSES

If you so choose, you can give your Crafted Weaknesses. These Weaknesses, while detrimental, grant you additional Necro Points to spend on your Crafted. A Weakness can not be removed by any means, including magical. If you wish for your Crafted to no longer have a Weakness, you must rebuild your Crafted, as described above.

## STITCHING A CRAFTED

Once you have gathered your required corpses, you can begin stitching them together. Typically, this must be done in a lab, or some other place where you can keep your corpses from rotting quickly and still be able to work on them, like a morgue. Most establishments are unlikely to allow a corpse sticher to work in their buildings, but so long as a corpse sticher is discreet and doesn't share many details on what they are working on, they can typically rent a large enough space in a settlement to go about their gruesome task.

Because of how involved it is to maintain your Crafted every day, and that you must give it some of your life force to sustain it, you can only have one Crafted created at a time. If you wish to create another, you must first destroy your original creation.

## TIME TO STITCH

It takes a number of days equal to half the number of Necro Points you are spending on your Crafted (rounded down) to build your creature. During these days, you must spend 8 hours working at your lab, morgue, or other space; stitching, melding, and combining your various corpses.

Because you must use 'fresh' corpses that are no more than a week old at the start of your stitching, once you begin stitching your Crafted, you must finish it as soon as possible. If you

are unable to work on your Crafted for a day, or longer, your collected corpses are typically too far gone for you to work with them, and you must gather fresh corpses.

## FINAL STITCHES

Once you have spent the time and resources, you must make an **Intelligence (Corpse Stitcher's Kit)** check against the DC of your Crafted. The DC of a Crafted is equal to 10 plus the number of Necro Points used in its construction.

If you exceed the DC of your Crafted by 5, you make a Masterwork Crafted, which grants it certain special bonuses, as found in the Crafted's stat block.

If you fail the DC, you must start over with all new corpses. Any corpses used in the attempted construction of your Crafted are too mutilated to be of any further use.

*For example, if you built a Crafted with 5 Necro Points, it's DC would be 15. If you failed to hit the DC, you would have to start over with fresh corpses. On a success, you create your Crafted. If you rolled a 20 or higher on the check, you would have made a Masterwork Crafted.*

## COMMANDING A CRAFTED

In combat, the Crafted shares your Initiative Count, but it takes its turn immediately after yours. It can move and use its Reaction, if it has one, on its own, but the only Action it takes on its turn is the Dodge Action, unless you take a Bonus Action on your turn to command it to take a different Action.

That Action can be in its stat block, or some other appropriate Action, like Grappling, Shoving, or similar. If you are Incapacitated, the Crafted moves to protect you and will refuse to move more than 5 feet away from you until once more commanded by you.

If you have created multiple Crafted, which requires you to take a specific ability, all of the Crafted follow the same order. You can give specific orders to a single Crafted, but multiple Crafted can not be given different orders as part of the same Bonus Action made to command them. The Crafted not given a command, in such a situation, will take the Dodge Action.

## HEALING A CRAFTED

A Crafted is a construct and is difficult to heal as most magic has no effect on it. It is not a true living creature, nor a true undead creature. It is at a certain state between life and death, suspended between them and cut off from both.

If the *mending* spell is cast on the Crafted, it can roll a Hit Die, regaining a number of Hit Points equal to the roll plus its Constitution modifier (minimum of 1 Hit Point).

In addition, you can spend 1 hour of light activity stitching torn skin, re-aligning bone, and repairing its body. At the end of the hour, you restore a number of Hit Points to the Crafted equal to your Intelligence modifier times your Proficiency Bonus (minimum of 1 Hit Point). You must finish a Long Rest before you can restore additional Hit Points to the Crafted in this way.

As usual, a Crafted regains half of its spent Hit Dice after a Long Rest, but it does not gain any other benefits of a Long Rest, including healing, unless it has an ability.

## CRAFTED ABILITIES

The following abilities can be bought with Necro Points for your Crafted, giving your creation special powers. An ability can only be bought once for a Crafted, unless it is specified otherwise. All requirements must be met if you wish to grant the ability to your Crafted.

You can spend Necro Points on additional bodies that do not provide any abilities if you wish to increase the power of your Crafted.

### BUILT TOUGH

*You have fortified the Crafted's bones, adding extra support where needed.*

The Crafted's Hit Points are equal to 6 times (Necro Points + its Constitution modifier), Mastercraft Crafted Hit Points are equal to 8 times (Necro Points + its Constitution modifier). It's Constitution base score is increased to 14 (+2).

**Corpse Requirement** Dwarf, Orc  
**Necro Points** 3

### DARK ADAPTION

*The eyes can see in the darkest of places, despite the fog of death that swirls in them.*

The Crafted can see in Dim Light within 60 feet as if it were Bright Light, and in Darkness as if it were Dim Light. The Crafted can't discern color in Darkness, only shades of gray.

**Corpse Requirement** Any humanoid with Darkvision  
**Necro Points** 1

### FEARLESS

*The Crafted lacks a sense of self-preservation.*

The Crafted is Immune to the Frightened condition.

**Corpse Requirement** Any humanoid with a Wisdom score of 14 or higher  
**Necro Points** 1

### FIRE RESISTANT

*The Crafted has gained a modicum of protection against fire and flame.*

The Crafted has Resistance to fire damage.

**Corpse Requirement** Any humanoid with fire Resistance, such as Tieflings  
**Necro Points** 1

**Special** Other corpses may offer different Resistances based on the humanoid's traits in life. You can build a Crafted out of multiple humanoids with different Resistances, but Resistances of the same type do not stack.

### LIGHTNING ABSORPTION

*You have created a creature capable of absorbing energy.*

The Crafted gains Immunity to lightning damage. When it takes lightning damage, it instead regains a number of Hit Points equal to half the damage dealt.

**Corpse Requirement** Any humanoid that could cast *lightning bolt* at least once per day, and had the spell known or prepared the day it died  
**Necro Points** 2

**Special** Other corpses with different spells they could cast can offer different damage types that the Crafted can absorb instead. The minimum level of spell must be of third level or higher, and the creature must've died having the spell known or prepared.



## LONG REACH

Your Crafted has exceptionally long appendages, giving it dominance over others.

When the Crafted makes a Melee Attack on its turn, its Reach for it is 5 feet greater than normal.

**Corpse Requirement** Bugbear

**Necro Points** 1

## LONG LIMBED

With exceptional speed, your Crafted can move with an unnatural gait that causes discomfort in those who watch it.

The Crafted's base walking Speed is 30 feet, 35 feet for Mastercraft.

**Corpse Requirement** Elf

**Necro Points** 1

## RESILIENT BODY

The Crafted is made of top athletes, giving it a physical resilience unmatched by others.

The Crafted is Immune to the Exhaustion condition.

**Corpse Requirement** Any humanoid with a Constitution score of 17 or higher

**Necro Points** 1

## RESILIENT MIND

Your link to the Crafted's mind is complete. There is no weakness in its mental fortitude.

The Crafted is Immune to the Charmed condition.

**Corpse Requirement** Any humanoid with an Intelligence score of 17 or higher

**Necro Points** 1

## SPLIT CRAFTED

You have unlocked the secrets of creating and maintaining multiple Crafted. The Crafted must be made from those who were once linked in life.

You can create two Crafted, instead of just one. Both Crafted share the same pool of Necro Points, but they do not share abilities.

For example, if you wish for them to both have Fire Resistance, you will need to spend 2 Necro Points, 1 point for each Crafted, and have two fire Resistant corpses.

**Corpse Requirement** Any humanoid twins

**Necro Points** 2

**Special** You can take this ability multiple times, but you must provide triplets for 3 Crafted, quadruplets for 4 Crafted, etc.

## TELEPATHIC

You have a psychic connection to your Crafted.

You can give telepathic commands to your Crafted, but your Crafted is still unable to reply. It can share basic emotions, but those are muted by its lack of life or unlife.

**Corpse Requirement** Any humanoid with psionic abilities

**Necro Points** 1

## WEAKNESS

The following Weakness can be applied to a Crafted, granting it bonus Necro Points, or some other bonus, for each Weakness. A Weakness can not be reduced in any way and you can only take a Weakness once.

## ANATOMY OF A CRAFTED

A Crafted uses the stat block below. Any mention of NP stands for Necro Points and is the number of Necro Points spent in the creation of the Crafted.

### CRAFTED

*SMALL CONSTRUCT, UNALIGNED*

**Armor Class** 10 + NP; **Mastercraft** 13 + NP

**Hit Points** 4 times (NP + Constitution modifier); **Mastercraft** 6 times (NP + Constitution modifier)

**Speed** 20 ft.; **Mastercraft** 25 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	8 (-1)	12 (+1)	5 (-3)	10 (+0)	5 (-3)

**Senses** passive Perception (10 + Wisdom modifier)

**Languages** Understands the languages of its creator but can't speak

**Proficiency Bonus** the creator's Proficiency Bonus

**Mastercraft Crafted.** A Mastercraft Crafted gains a higher AC, Hit Points, and Ability Scores. A Mastercraft Crafted gains a number of points equal to the Necro Points spent to make it. It can use these points to increase its Ability Scores, 1 point for each +1 bonus to a score, to a maximum of 20.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +Strength modifier plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus Strength modifier bludgeoning damage.

## BERSERKER

You failed to properly account for the Crafted's intensity when it has taken a large amount of damage.

If the Crafted starts its turn with half its Hit Points or fewer, roll a d6. On a 6, the Crafted goes berserk. The Crafted attacks the nearest creature it can see using its Action to make a Slam attack against it. It ignores all commands from its creator.

At the end of each of its turns, roll a d6. On a 6, its berserk state ends and can be commanded again.

**Bonus** You gain 2 Necro Points to spend on the Crafted.

## FIRE VULNERABILITY

Some of the chemicals used in preparation of the Crafted are highly volatile.

The Crafted gains a fire Vulnerability.

**Requirements** The Crafted can not have fire Resistance or Immunity

**Bonus** You gain 2 Necro Points to spend on the Crafted.

**Special** You can instead give the Crafted a Vulnerability to a different elemental magic from the following list: acid, cold, fire, lightning, or thunder. The Crafted can not have a Resistance or Immunity to the damage type selected.

## HASTILY CRAFTED

Built quickly, the seams are always coming undone.

The Crafted's Hit Points are equal to 4 times (Necro Points - 1). If you have the Built Tough ability, it's Hit Points are instead equal to 6 times (Necro Points - 1).

**Bonus** The Crafted requires only a single day to create. You must still succeed on the DC to build it.



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