

MAKE YOUR GAME LEGENDARY!

A rules supplement delving into the bizarre and perverse side of medicine, physic, and surgery, the diabolical ends to which supposedly mundane knowledge and practice can be put. Penned by truly vile scholars whose humanity was far less than their curiosity about the literal inner workings of the humanoid form, the secrets contained within the *Mad Doctor's Formulary* are an ideal complement to a Gothic Adventure Path or any game where mad scientists work their terrible trade in flesh and bone.



The Mad Doctor's Formulary

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WITH THE LEGENDARY GAMES DESIGN TEAM



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The Mad Doctor's Formulary

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ABOUT LEGENDARY GAMES

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Welcome to Adventure Path Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

What You Will Find Inside *The Mad Doctor's Formulary*

This supplement continues the Legendary Games tradition of exploring genre boundaries as they pertain to the progress of an Adventure Path. We look for places where we can flesh out and really explore topics of interest. In the case of this product, once upon a time it was the forgotten *Tome of Arcane Knowledge*, begun long ago but never quite finding a comfortable home amidst the various codices and grimoires we produced. It was such a unique product idea that the final solution should have been obvious: Stop trying to lump it in with other products; expand it and make it the core of a whole new product. What you see here is the fruit of that idea, *The Mad Doctor's Formulary*.

This product builds on the trope of the mad scientist, in particular the medical practitioner willing to undertake any experiment, no matter how awful, to earn greater knowledge of the inner workings of body and mind. The alternate rules contained within allow you to explore how a corrupt academic might accomplish risky yet effective strategies and techniques for mending or destroying the minds and bodies of others without resort to magic, making this product an especially good fit in a relatively low-magic setting like those sometimes found in horror campaigns. This product contains the base rules for surgery, the exotic and often terrifying brand of warped medicine these mad doctors practice, including 11 sample procedures. It also contains a sample surgical text wherein PCs might discover these fell secrets, including two new feats, as well as instructions for construct creation on some constructs that may be familiar and two entirely new constructs that represent the dark side of medical experimentation.

Who better to provide you with this kind of product than the writers that regularly contribute to building the rules, adventures, and support materials that make that game great? The answer: no one. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

JASON NELSON



HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Gothic Campaign" instead of the title of a recent Adventure Path. Or you may see us use the names "Raven" for the town or "the temple" instead of the regular proper names of specific locations and characters from those adventures. There are legal reasons for this. While we can create compatible products under the Open Game License, we still have to be respectful of certain content that Paizo Publishing owns. Because we want to be very respectful of their content and work in partnership with them we use these "replacement phrases" for certain content. Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So enjoy *Gothic Grimoires* in your gothic Adventure Path, set in a small gothic town, helping the Professor's Daughter and cleansing the unquiet spirits in the ruins of the local prison. See, that wasn't so hard, now was it.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product externally with links to the Pathfinder Reference Document, the official online compendium of game rules (when not present there, we also used the d20PFSRD). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.



Magical healing is common in a game world, but not necessarily universal, and there's nothing to suggest that non-magical healing could not also become advanced and sophisticated in its own right. For that matter, the availability and reliability of such healing might make it even more likely that the deeper researches into chiralurgical practices and procedures would be carried out by the desperate, deranged, or religiously corrupted, heretical, or entirely forsaken. Bereft of conscience, no experiment is too awful if knowledge can be gained. The pain and suffering of others is at best an unavoidable consequence and at worst a sadistically delicious fringe benefit.

CHIRURGERY

Chirurgery represents a combination of medical skills encompassing the encyclopedic diagnosis of ailments, the swift and skillful compounding of medicines tailored for them and the needs of the patient, as well as a deft hand at surgical maneuvers, operations, and equipment, allowing you to repair the physical body like a finely tuned machine. The radical procedures of chirurgery are so extreme that you can even manipulate the mind itself by subtle application of your techniques and alchemical concoctions to the nervous system.

In order to learn a chirurgical, you must first have the Skill Focus (Heal) feat or at least 5 ranks in the Craft (alchemy) and Heal skills. If you meet either prerequisite, you can learn procedures in a fashion similar to learning new spells. You must first find a suitable tome containing the instructions for the procedure or be taught by another character who already knows it for one week, after which you must practice the procedure on a living humanoid or a humanoid corpse that has died within the past 24 hours (including a corpse affected by gentle repose, as long as it was cast within 24 hours of the creature's death). Using a corpse for this purpose results in a -5 penalty to skill checks to master the procedure.

If you achieve complete success, you have mastered the procedure and can use it at will. If you achieve a partial success, you have mastered it albeit imperfectly and you take a permanent -2 penalty to skill checks related to that procedure until you achieve a perfect success with it, after which this penalty disappears. If you fail to master the procedure, you must study for an additional week and attempt to master it again with a living patient or corpse. You gain a cumulative +1 bonus to skill checks made to master the procedure for each week of practice after the first.

Each week you spend mastering a chirurgical procedure expends one alchemy crafting kit, one antidote kit, and one healer's kit. In addition, you must have an alchemist's lab and surgeon's tools in order to learn a chirurgical procedure, although once you have mastered the procedure you can try to perform it without these tools and their accompanying bonuses.

Special: If using the alternative Madness score rules from *Tomes of Ancient Knowledge*, chirurgical procedures violate the integrity of mind and body both surgically and through experimental psychotropic agents, causing the patient to gain 1 Madness point. A Fortitude save (DC equal to the procedure's skill check DC -5) negates this Madness gain.

Chirurgical Procedures

Once you have mastered a chirurgical procedure, you can perform it at any time. The time required for each procedure is listed, during which time the patient must be helpless, unconscious, or willing. A willing patient can remain awake during the procedure, though she automatically becomes fatigued and sickened for the duration of the procedure and for an identical amount of time thereafter. When performing chirurgery, you make three skill checks against the listed DC, one each against Craft (alchemy), Heal, and Disable Device, the latter representing the surgeon's skill at working with the body's intricate and delicate organic mechanisms. All checks also have a listed synergy skill; this skill provides a +1 bonus to skill checks related to the procedure for every 3 ranks in the skill. If all three skill checks succeed, the procedure is a complete success. Two successful checks produce a partial success and one check a failed procedure. If all checks fail, the procedure goes horribly awry, resulting in malpractice and dire complications. If the result of any skill check is a natural 1, the target must succeed at a Fortitude save with a DC equal to the procedure's DC or else the entire procedure results in malpractice regardless of the result of the other two skill checks. If two checks produce natural 1s, malpractice automatically occurs and the patient dies if it fails the Fortitude save. If all three checks produce natural 1s, the patient dies with no save allowed. A surgeon can always choose to fail any associated skill checks but cannot choose to roll a natural 1 and cannot take 10 or take 20 (creatures with Skill Mastery can take 10 if they have mastered one of the relevant skills).

Each procedure has a DC and requires the listed amount of time to complete. If the reader does not have at least one assistant available to assist with the procedure, including holding the book and its anatomical diagrams at the proper angle, this time is doubled and the reader takes a -5 penalty to all associated skill checks. Masterwork tools, a full or portable alchemist's laboratory, and a healer's kit provide their normal benefits to the relevant skill checks when used as a part of chirurgery. If the target is below 0 hit points when chirurgery is begun, all associated skill checks take a penalty equal to the patient's negative hit point total prior to receiving the procedure.

Chirurgical procedures are strenuous for the body. The patient becomes fatigued and sickened by pain for the duration of the procedure and is fatigued for 1 week thereafter. This fatigue is reduced by 1 day for every 5 points by which the surgeon exceeded the DC on any checks, though fatigue can never be reduced below 1 day. In addition, after receiving a chirurgical procedure the DC for any further procedures is increased by 5 for the next 24 hours. This stacks if additional procedures are attempted. This increase is doubled to 10 if the same procedure is repeated on a patient within 24 hours. Each procedure requires the listed number of uses of a healer's kit; if this number of uses is not available, each missing use results in a cumulative -2 penalty to all skill checks associated with the procedure. Any save DCs for effects that duplicate spells are Intelligence-based. Unless otherwise noted, all effects of a chirurgical procedure are permanent.

As a final note, many chirurgical procedures are damaging to the patient's psyche and the natural balance of their mental processes. This imbalance extends into the spiritual plane, and creatures who recently underwent mind-altering chirurgical

procedures might have a greater than normal chance of arising as unquiet dead, perhaps haunts that spread madness and torment, or as actual undead creatures such as allips or, more rarely, ghosts or spectres.

Adjust Appearance (DC 25, 1d4 days, 5 uses per day): Your surgery alters the outward appearance of a patient, changing their features or proportions as you deem fit. You may alter the patient as per the general rules of the disguise self spell: the patient could be made 1 foot shorter or taller, or could be made thinner or fatter. You cannot change the patient's creature type (although the patient could be made to appear as another subtype, granting a +10 alchemical bonus to Disguise checks to impersonate a creature of that type). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or change the patient to look like an entirely different person or gender.

Complete Success: The intended adjustment in appearance is achieved. If your appearance is changed to resemble another subtype or gender, your likeness is uncanny, granting a permanent +10 alchemical bonus to Disguise checks to impersonate a creature of the chosen type, and a +2 circumstance bonus to Bluff, Diplomacy, and Perform checks related to the patient's disguise.

Partial Success: The intended adjustment in appearance is achieved, and the patient gains a permanent +5 alchemical bonus to Disguise checks as a creature of the chosen type.

Failure: The patient's appearance is adjusted as desired but appears unnatural or imbalanced. The patient's sense of self is affected, dealing 2 points of Charisma damage.

Malpractice: The patient becomes horribly disfigured as grafts and adjustments become infected and necrotized while the disfigurement is also psychologically damaging. The patient takes 1d4 points of damage per character level and takes 1d6 points of Charisma drain and contracts filth fever.

Reversal: regenerate.

Synergy Skill: Disguise.

Adjust Attitude (DC 25, 1d4 days, 2 uses per day): You can alter the psycho-neurological behavior of a patient, changing their terrors & obsessions as you deem fit. Although you cannot affect the actual personality, desires or fears of the subject, you can implant permanent manias and phobias of your choice through selective stimulation of the brain and infusion of psychoactive drugs.

Complete Success: The intended mania or phobia is implanted in the target, and the saving throw DC is increased by 1 for every 3 points by which any of your skill checks exceeded the required DC.

Partial Success: The intended mania or phobia is implanted in the patient.

Failure: You deal 2 points of damage to the patient's Charisma, Intelligence, or Wisdom (determine randomly). In addition, the patient's response to the intended object of its mania or phobia becomes random. When exposed to it, she has a 50% chance to become shaken and a 50% chance to become sickened. If forcibly confronted with the mania or phobia (a standard action), roll randomly among the following effects to determine its response, with each effect lasting 1 round:

TABLE 1-1: ATTITUDE ADJUSTMENT FAILURE

D10	MANIA OR PHOBIA RESPONSE
1	confused
2	dazed
3	fascinated
4	frightened
5	nauseated
6	<u>mad hallucination</u> (as the spell)
7	<u>overwhelming grief</u> (as the spell)
8	<u>rage</u> (as the spell)
9	<u>unadulterated loathing</u> (as the spell)
10	<u>unnatural lust</u> (as the spell)

In addition to the above, the target retains a lasting negative mental association with the surgeon, and its reactions are adjusted negatively by one step.

Malpractice: You cause lasting mental damage to the patient, dealing 1d4 points each of Charisma, Intelligence, and Wisdom damage, and cause a random form of insanity. In addition to the above, the target retains a lasting negative mental association with the surgeon, and its reactions are adjusted negatively by two steps.

Reversal: An adjusted attitude can be repaired as normal for insanity effects.

Synergy Skill: Intimidate.

Graft Flesh (DC 20, 2d4 hours, 1 use per hour): You surgically remove (if necessary) and replace some portion of the target creature's body with something else. The tissue you wish to engraft onto the patient must be fresh, ideally taken from a still-living creature. For every hour the tissue has been removed or the donor creature has been dead, all skill checks take a -1 penalty. If the affected tissue or creature is under a gentle repose spell, only time that elapsed before the spell was used counts toward this penalty. Skeletal or corporeal undead creatures can have flesh grafted from other undead of the same type or from dead flesh (or bone, for skeletal undead) without facing this penalty.

Having alien flesh grafted is hard for the mind to accept. If the new limb is not essentially identical to the original limb (i.e., same creature type, subtype, and species), the target takes 2 points of Wisdom drain (a DC 20 Will save reduces this to Wisdom damage) for each graft; you may substitute Sanity loss for Wisdom drain if using Tomes of Arcane Knowledge.

Complete Success: You can replace a creature's natural weapon with a different one suited for the same limb (bite or gore for head; claw, slam, or wing buffet for arm; claw or hoof for leg; sting or tail slap for tail). You can instead add a prehensile hand in place of a claw on an arm). You cannot confer exceptional abilities such as constrict, grab, poison, pounce, rake, or rend. The natural weapon deals damage appropriate to the patient's size; you can transplant a natural weapon from a creature one size category larger or smaller, though the patient takes a permanent -2 penalty to attack rolls with that natural weapon. Whenever you add a natural weapon the creature did not previously possess, the patient is considered non-proficient with that natural weapon



and takes a -4 penalty to attack rolls with it, though he may take the Exotic Weapon Proficiency feat to obviate this penalty for the selected natural weapon.

You may instead alter a limb to aid in climbing, jumping, or swimming. Each limb that you alter in this way grants a +2 racial bonus to Climb, Acrobatics (jumping only), or Swim checks; this bonus does not stack with existing racial bonuses to these skills. If you graft wings onto a creature that previously lacked them, the patient can use them as natural weapons but they are not functional for flight.

By increasing the DC, you can add one of the following specialized grafts:

- **DC 25:** vestigial fins (grants a swim speed equal to half the patient's land speed)
- **DC 30:** functional fins (grants a swim speed equal to the patient's land speed),
- **DC 35:** functional gills (grants the amphibious trait)
- **DC 40:** functional wings (requires two wings; grants a fly speed equal to the patient's land speed, with poor maneuverability)

Partial Success: The graft succeeds, but the natural weapon takes a permanent -2 penalty to attack rolls and deals damage as one size smaller than normal. If the graft provides a skill bonus or movement, that bonus or speed is halved.

Failure: The graft functions as a partial success, but the graft necroses and fails, rotting away after 2d4 days. The patient contracts slimy doom.

Malpractice: The patient takes 1d6 points of Intelligence drain and gains the amnesia insanity, and in addition contracts either cackle fever or mindfire (equal chance of either).

Reversal: *regenerate*.

Special: In addition to the procedures listed in this product, chirurgery is a perfect fit with any number of subsystems and specialized rules for grafting alien limbs and assorted other horrors onto creatures by aboleths, demons, drow, and other such vile creatures in a variety of products for 3.5 and the *Pathfinder Roleplaying Game*. These rules can be used as presented in their original products or could be implemented as specific examples of the graft flesh procedure, with progressively more difficult DCs for larger or more challenging projects. Probably the best way to introduce such vile grafts would be to gather all grafting-related procedures in each resource as a separate mythos tome containing the secrets from that volume.

If you wish to allow more dramatic grafts, you could also consider allowing a surgeon use this procedure to duplicate *alter self*, *anthropomorphic animal*, or *monstrous physique I or II*, increasing the base DC by 5 times the level of the spell.

Synergy Skill: Knowledge (type dependent on the creature type of the creature providing the graft, not the host creature's type unless both are identical).

Implant Psychic Trigger (DC 30, 1d4 days, 4 uses per day): You implant in the patient a psycho-neurological 'back-door' of some kind, designed produce a certain behavioral reaction, such as a word, phrase, whistle, image, or song. Activating this key is a move action for you, and can cause in the patient any form of insanity you choose, follow a *suggestion* (as the spell), complete a *geas/quest*, or you may select any one of the effects listed under **TABLE 1-1: ATTITUDE ADJUSTMENT FAILURE**. If you use this procedure on a patient upon whom you have previously used the

instill identity or lobotomize procedure, the DC of this procedure is reduced by 5 and the procedure requires only one day.

Complete Success: The key functions as desired, with the effects lasting for 1 hour, plus 1 hour for every 3 points by which any of your skill checks exceeded the DC. Completing a *suggestion* or *geas/quest* before this time ends the effect.

Partial Success: As a complete success, but the effect lasts 1 minute, plus 1 minute for every 3 points by which any of your skill checks exceeded the DC.

Failure: The reaction of the patient when the key is activated is random, as a failed adjust attitude procedure.

Malpractice: When the key is activated, the patient takes 1d6 points of Wisdom drain and is *feble-minded*.

Reversal: *heal*, or any effect that remedies insanity.

Synergy Skill: Bluff.

Induce Amnesia (DC 25, 2d4 days, 3 uses per day): You can manipulate the patient's mind to selectively erase specific memories or to wipe its mind clean.

Complete Success: You may choose to erase or alter a memory as modify memory or to completely erase the patient's memory, as the amnesia insanity. Alternatively, you may erase the memory of one feat, spell, spell-like ability, or class ability, plus one additional feat, spell, spell-like ability, or class ability for every 3 points by which any of your skill checks exceeds the DC, causing the patient to lose access to it (the save DC for this effect is identical to that for modify memory, with a separate save allowed for each ability to be erased. The save DC for both modify memory (including the selective erasure of feats and the like) and amnesia is increased by 1 for every 3 points by which any of your skill checks exceed the DC.

Partial Success: As a complete success, but you may choose only to modify memory or induce amnesia, and the save DC is increased by 1 for every 5 points by which any of your skill checks exceed the DC.

Failure: Your mental manipulations have the desired effect but last for only 1d100 hours. In addition, the patient remembers your role in the corruption of its mind and gains a +1 morale bonus to all attack rolls, saving throws, and opposed skill checks made against you.

Malpractice: The patient takes 1d6 points of Intelligence drain and gains the amnesia insanity, and in addition contracts either cackle fever or mindfire (equal chance of either).

Reversal: *heal*.

Synergy Skill: Intimidate.

Insert Limbic Reservoir (DC 20, 2d4 hours, 5 uses): You implant a volatile cocktail of psychoactive compounds that you can unleash at a later time to drive the patient into a drug-fueled frenzy. You can refill the compounds in the limbic reservoir by using this procedure again, reducing the DC by 5 and requiring only 1 hour and 1 uses of a healing kit. Refilling a limbic reservoir does not cause fatigue and sickening as other procedures do.

Complete Success: You can insert up to ten doses of any drug, most often *scour* or *zerk*, which then can be infused directly into the patient's subdural spaces for faster absorption and intensified effect. The beneficial numeric effects of the drug are increased by 50%, but so is ability damage from the drug. The addiction save DC of any drug used in the limbic reservoir is increased by 2.

The reservoir can be activated with a manual switch as a move action that does not provoke attacks of opportunity. If the patient also has an implanted psychic trigger, that trigger can be used to activate their limbic reservoir in addition to (or, if the creator wishes, instead of) its normal effect.

Partial Success: The limbic reservoir functions as above, but each activation consumes 1d3 doses of the drug. The addiction save DC of any drug used in the limbic reservoir is increased by 4 (rather than 2).

Failure: The implantation process damages the target's brain, dealing 2 points of Intelligence and Wisdom damage. The limbic reservoir also begins to leak, delivering a dose of the drug every 1d6 hours even when not triggered. If triggered, there is a 50% chance that all remaining contents of the reservoir are released at once. If this occurs,

Malpractice: The limbic switch fails to function; however, the compounds within cause the target to take 1d4 points of Intelligence and Wisdom damage and develop the psychosis insanity.

Reversal: Ill effects from inserting a limbic reservoir can be remedied by effects that ability damage or insanity, as appropriate. The limbic reservoir itself, however, can only be removed with the surgery procedure.

Special: A limbic reservoir can also be filled with a mutagen; this takes the place of all 10 doses of drugs. The beneficial numeric effects of the mutagen are increased by 50% when instilled through a limbic reservoir, while numeric penalties from the mutagen are doubled. Instilling a mutagen into a limbic reservoir requires precise balancing. If the insertion is not a complete success, the mutagen is wasted. A creature with a limbic reservoir must still abide by the restrictions on the use of a mutagen; if not an alchemist using her own mutagen, an infused mutagen must be used.

Synergy Skill: Knowledge (type based on the patient's creature type).

Install Kill-Switch (DC 30, Disable Device, 2d4 hours, 8 uses): You implant in the patient a permanent physical 'kill-switch' of some kind, such as a removable heart plug or a razor-chain loop around the spine.

Complete Success: Activating the kill-switch can be done remotely as a move action if the patient is adjacent, and as a full-round action if the patient is within 10 feet. Treat this as a coup de grace that does not provoke attacks of opportunity and deals damage equal to twice the cumulative total by which your skill checks exceeded the DC. Even if the target survives, it is staggered for 1d4 rounds and takes 1 point of Constitution bleed damage per round.

Partial Success: Activating the kill-switch is a standard action if the patient is adjacent and cannot be performed if the target is not adjacent. It otherwise functions as a complete success, but a patient that survives is staggered for only 1 round and takes 1d4 hit points of bleed damage per round rather than the effects above.

Failure: Activating the kill-switch is a full-round action if the patient is adjacent and cannot be performed if the target is not adjacent. It deals damage equal to twice the amount by which your lone successful skill check exceeded the DC but is not treated as a coup de grace and has no other effect.

Malpractice: The patient takes 1 point of Constitution bleed and 1d4 points of hit point bleed damage immediately upon completing the surgery and contracts red ache. The kill-switch itself has no effect.

Reversal: Ill effects from installing a kill-switch can be remedied by effects that cure hit point or ability damage or disease, as appropriate. The kill-switch itself, however, can only be removed with the surgery procedure.

Synergy Skill: Knowledge (type based on the patient's creature type).

Instill Identity (DC 30, Bluff, 1d4 weeks, 10 uses per week): You create an entire false identity in the patient's mind, as the multiple personality disorder insanity; unlike implanting a psychic trigger, however, this insanity is permanent. The procedure allows you to create an entire false personality, which may be of a radically different alignment if desired, though the DC is increased by 2 for each step of difference between the patient's original alignment and the alignment of the alternate personality.

Complete Success: The new personality becomes the dominant personality, and the patient gains a +1 bonus to saving throws to avoid changing personality, increased by +1 for every 5 points by which any skill check exceeds the DC.

Partial Success: The new personality simply becomes one of many present in the patient's mind.

Failure: The new identity fails to form; however, the patient takes 1d3 points of Wisdom damage and Charisma damage due to mental uncertainty, disruption, and warped sense of self.

Malpractice: The patient develops a new personality, but its alignment is randomly determined. In addition, the patient develops the paranoia insanity.

Reversal: Ill effects from instilling an identity can be remedied by effects that cure ability damage or insanity, as appropriate.

Synergy Skill: Bluff.

Lobotomize (DC 25, Disable Device, 1d4 hours, 6 uses): You can apply the effects of a *feeblemind* spell on a subject. If the Charisma drain caused by this procedure is healed, the benefits of the lobotomy are lost.

Complete Success: The patient's emotional centers are completely severed and isolated. The patient takes 4 points of Charisma drain but gains immunity to all effects with the emotion descriptor (including fear effects) or that provide morale bonuses and gains a +2 alchemical bonus to saving throws against other mind-affecting effects. The patient's diverted synapses result in a -2 penalty to initiative and Intelligence checks or Intelligence-based skill checks. Alternatively, the patient can be feebleminded rather than the above effects.

Partial Success: The patient's emotional centers are deadened but not completely severed. The patient takes 2 points of Charisma drain and gains a +4 alchemical bonus to saving throws against effects with the emotion descriptor (including fear effects) and a +2 alchemical bonus to saving throws against other mind-affecting effects. The patient gains only half the normal benefit from morale bonuses (rounding down) and takes a -1 penalty to initiative and Intelligence checks or Intelligence-based skill checks. Alternatively, the patient can be feebleminded rather than the above effects.



Failure: The patient's mental pathways are scrambled. The patient gains a +2 alchemical bonus to saving throws against effects with the emotion descriptor (including fear effects) but takes a -2 penalty to saving throws against effects that cause confusion, insanity, or discord. If the target fails a saving throw vs. an emotion or fear effect, there is a 50% chance he becomes confused instead of the normal effect. In addition, any morale bonus the patient receives is 50% likely to function instead as a penalty, and any bonus or penalty to one of his mental ability scores is 50% likely to affect a different mental ability score (choose randomly).

Malpractice: The patient is affected as feeblemind and automatically contracts either cackle fever or mindfire (equal chance of either).

Reversal: heal or regenerate.

Synergy Skill: Knowledge (type based on the patient's creature type).

Stimulate Adrenal Cortex (DC 15, Disable Device, 1 minute, 2 uses): This procedure taps into the body's natural reserves of energy to fight off tiredness and to temporarily recover from incapacitating conditions, though this treatment may sap the target's energy and health once the treatment wears off.

Complete Success: The patient heals 2 points of nonlethal damage per character level, and the exhausted, fatigued, and staggered conditions are removed. A patient who is sleeping is immediately awakened, even if magically asleep, and an unconscious creature becomes staggered for a number of rounds equal to its Hit Dice plus its Constitution modifier (minimum 1 round) before lapsing back into unconsciousness.

Partial Success: The patient gains the benefits of a complete success but heals only 1 point of nonlethal damage per character level. In addition, after a number of hours equal to the patient's Constitution modifier (minimum 1 hour), the patient becomes fatigued.

Failure: The patient gains the benefits of a complete success but heals no nonlethal damage. In addition, after a number of minutes equal to the patient's Constitution modifier (minimum 1 minute) the patient becomes fatigued and takes 1 point of Strength and Dexterity damage.

Malpractice: The exhausted, fatigued, or staggered patient gains the benefits of a complete success but heals no nonlethal damage. In addition, she gains the benefits of *haste* for a number of rounds equal to her Constitution modifier (minimum 1 round). However, once the effects of *haste* expire any effects previously removed return the patient becomes exhausted takes 1d6 points of nonlethal damage and 1 point each of Strength and Dexterity damage for each round spent *hasted*. This *haste* effect cannot be ended voluntarily and is not magical and cannot be dispelled, though it can be suppressed by slow.

Reversal: Ill effects of stimulating the adrenal cortex can be removed by any effect that cures ability damage, exhaustion, fatigue, or hit point damage as appropriate.

Special: This procedure does not cause lasting fatigue or sickening as other procedures do.

Synergy Skill: Knowledge (type based on the patient's creature type).

Surgery (DC 20, Disable Device, 1d4 hours, 5 uses): You can conduct surgery to repair major damage to the target's body and

mind. After surgery, the patient becomes exhausted for 24 hours. For every point by which the surgeon exceeds the DC on the three checks, 1 hour of exhaustion is converted to fatigue instead, to a minimum of 1 hour of exhaustion. If the check results exceeding the DC would reduce exhaustion below 1 hour, they instead reduce the total duration of fatigue, to a minimum of 8 hours. Any bleed effects that affect the patient for the duration of this exhaustion and fatigue are doubled.

Complete Success: The patient heals 1d6 points of damage per character level (up to the patient's full normal hit point total) and 1 point of ability damage per character level (or half this amount of ability drain).

Partial Success: The patient heals 1d4 points of damage per character level (up to the patient's full normal hit point total) and 1 point of ability damage per two character levels.

Failure: The patient heals 1 point of damage per character level (up to the patient's full normal hit point total) but takes 2 points of damage to a randomly determined ability score.

Malpractice: The patient takes 1d6 points of damage and 1 point of damage to a random ability score per character level and the contracts filth fever.

Reversal: Ill effects of surgery can be removed by any effect that cures ability damage, disease, or hit point damage as appropriate.

Special: You can also use surgery to amputate a limb, excise a tumor, or remove an implanted device. Amputation requires only 1d4 rounds, reduced by 1 round for every 5 points by which the surgeon exceeds the DC on any of the checks related to the surgery. Other surgeries require the normal amount of time. Removal of a limb eliminates any natural weapon that is a part of that limb. Removal of an arm also precludes the use of two-handed weapons or any other action requiring two hands. Spellcasting with somatic components has a 50% spell failure chance. Removal of a leg reduces speed by 50% if the patient still has 2 or more ambulatory limbs remaining. If only one ambulatory limb remains, the patient's can move only 5 feet per round, and that by spending a full-round action on moving. Surgery can also be used to peel off natural armor, removing 2 points of natural armor bonus, plus 1 for every 5 points by which any skill checks exceed the DC.

Removing a tumor or lesion assists in curing a diseased character, adding a +2 bonus to the patient's next saving throw against a disease, increased by +1 for every 5 points by which any skill check exceeds the DC. The bonus from such a surgery stacks with the bonus granted by making a Heal check to treat disease.

Surgery can also remove a tumor familiar, magical tattoo, or similar effect, as well as implanted mechanical devices such as a kill-switch or limbic reservoir. Such surgical removal requires the normal amount of time for a surgery and a complete success for removal.

Synergy Skill: Knowledge (type based on the patient's creature type).



REGARDING THE CLOCKWORK OF CAPILLARIES: COLLECTED & ANNOTATED NOTES ON ENGINES OF SINEW, BONE, AND NERVE: SKILL/FEAT MYTHOS TOME

This odd medical treatise explores the raw, rude mechanics of the humanoid body from a purely hypothetical, inhumanly emotionless perspective and includes a multitude of truly shocking diagrams, illustrations and charts; individual chapters are accumulated from a variety of banned and heretical works on vivisection, extreme pain-tolerance & amputation studies, the limitations of physical recovery from shock-trauma and exploratory, invasive experiments on extended families for purposes of “codifying the pure template of man.” Several variations of the book exist, with each editor revising it and adding his own awful annotations and sometimes redacting some of the more restrained experiments of their predecessors in favor of their own, more ambitious and more horrific surgical blasphemies.

Appearance: Bound in worn yet pliable and moisture-resistant hide, these rare tomes are typically blood-spattered as their users often consult with them at close proximity to the subjects and objects of their experiments. The pages are bound with gut and glue, interspersed with numerous tabs and colored marking ribbons. In addition to the bound pages, the book is stuffed with unnumbered, ring-mounted loose-leaf pages, scrawled marginal notes and step-by-step instructional diagrams, and tiny preserved tissue samples mounted on packets or slides. The whole volume is copiously spattered with blood and thankfully unidentifiable visceral fluids and alchemical reagents.

Reading: The reader of this tome develops an all-consuming obsession with blood and vital organs and observing their operation. Whenever a living creature adjacent to the reader is affected by a bleed effect, the reader becomes fascinated (DC 19 Will negates) for 1 round as they observe the flow of blood. This same effect occurs whenever an attacker confirms a critical hit against a living creature adjacent to the reader.

If using the Madness score rules in *Tomes of Arcane Knowledge* treat this book as a mythos tome and treat learning a surgical procedure or construct formula the same as learning a mythos spell. The Sanity check for each procedure is equal to its skill check DC minus 10. Readers that become insane because of reading this tome develop a multiple personality disorder, as a cold, calculating, and cruelly clinical Lawful Evil version of the character begins to take root in the reader's psyche.

Benefits: Once this work, in any of its editions, has been studied at length, the reader gains a +2 circumstance bonus on Knowledge (local) checks to learn the strengths, weaknesses, or special abilities of any creature of the humanoid type and a +2 circumstance bonus to all attempts to treat deadly wounds using the Heal skill. If the creature has the book open and available when making the check, this bonus is doubled. The reader also gains a +2 bonus to Craft (alchemy) checks to produce medicinal alchemical items.

The tome contains the methods for all of the surgical procedures described in this product. In addition, the tome contains the formulae for creating a number of constructs, including flesh golems, cranial dissectibots, and cyberphrenic tadpoles (described below), and executor, griever, and ravager morgechs (described in the Construct Codex).

FEATS

Studying the tome allows the reader to learning the following feats, selecting them when she gains future feat slots.

Anatomical Precision

Your study of human and inhuman anatomies allows you to strike with deadly precision.

Prerequisites: Skill Focus (Heal), sneak attack class feature

Benefit: As a move action, you can study the anatomy and movement style of a creature within 30 feet, making a Knowledge skill check appropriate to the creature's type, with a DC of 15 plus the target's CR. If successful, you may add your Intelligence modifier to critical hit confirmation rolls and add +1 to each sneak attack die against that target for 1 minute.

Anesthetist

You are an expert at subduing a target with nonlethal poisons.

Prerequisites: Skill Focus (Heal) or poison use class feature, Craft (alchemy) 3 ranks

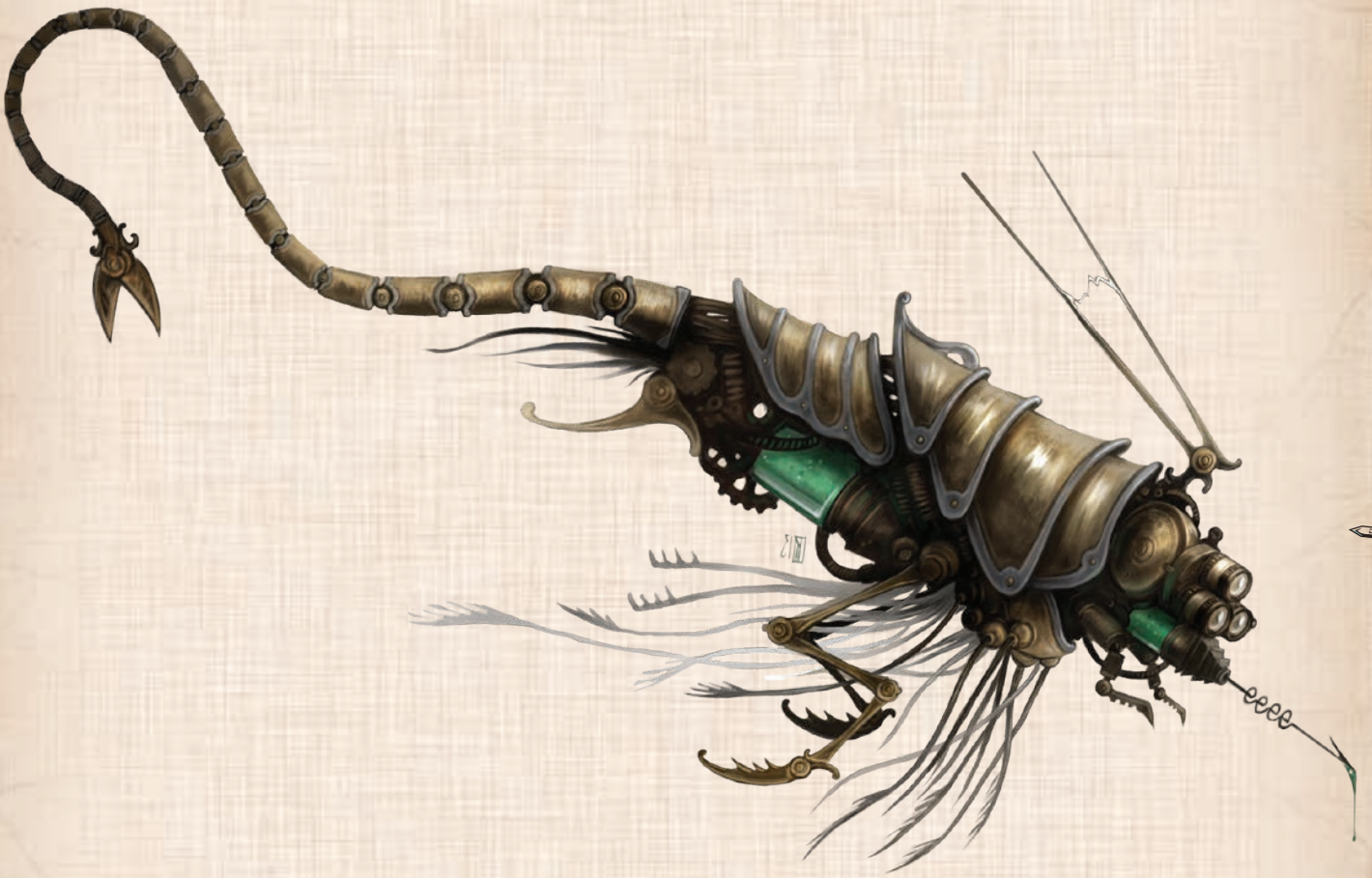
Benefit: When you use a poison that causes unconsciousness (e.g., blue whinnis, drow poison), you increase the DC by 1 for every 3 ranks of Craft (alchemy) you possess, and if the unconsciousness caused by that poison has a variable duration that duration is always the maximum amount. When examining a creature rendered unconscious by such a poison, you can make a Heal check against the poison's save DC +5 to determine how much time remains until the target awakens.

You can use the Heal skill to ameliorate pain. As a full-round action, you can infuse or inject a creature with a mixture of pain-deadening compounds. After 1 minute, the target gains a +5 alchemical bonus to saving throws against effects with the pain descriptor or that would cause the target to become sickened or staggered. This bonus lasts 1 hour if you use 5 doses of an antidote kit or healer's kit and 8 hours if you use all 10 doses. Alternatively, you can provide a fast-acting sedative that provides the above benefits 1 round after being injected rather than 1 minute; however, the duration of the effect is reduced to 1 minute if using 5 doses or 1 hour if using 10.

If the target is already affected by a pain effect or is already sickened or staggered, he can instead attempt a new saving throw (with no alchemical bonus) to suppress the effect as long as the anesthesia lasts.

CHIRURGICAL CONSTRUCTS

While a mad scientist or sinister surgeon can be a deadly and depraved menace in their own right, the theme of body horror is certainly accentuated by providing the demented mastermind with an array of paramedical minions who unquestioningly do what even the most biddable human assistant would balk at carrying out. Constructs of this type allow you to show the scientist's mad genius at work while also demonstrating the depths of their corruption. Alternatively, it allows you to introduce the madman's handiwork without directly implicating him. He could even maintain a cover identity as an ordinary physician or academic whom the party might consult in an attempt to discover the nature of a mechanical menace that has been plaguing them.



CYBERPHRENIC TADPOLE

CR 1/3

A tiny segmented terror, a mechanical mix of insect and crustacean yet trailing filamentous strands almost like a jellyfish, skitters and crawls while thrashing its many limbs and whirring menacingly. Its narrow body is covered by thin protective plates while its underside is a mass of pinprick diodes and backlit wiring.

XP 135

N Diminutive construct

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 5 (1d10)**Fort** +0, **Ref** +3, **Will** +0**Immune** construct traits

OFFENSE

Speed 10 ft., climb 10 ft.**Melee** +7 touch (attach)**Space** 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 1**Base Atk** +1; **CMB** +0; **CMD** 5**Feats** Weapon Finesse^B**Skills** Climb +3

ECOLOGY

Environment any**Organization** solitary**Treasure** none

SPECIAL ABILITIES

Attach (Ex) When a cyberphrenic tadpole hits with a touch attack, its barbed filaments bore into the target's flesh in search of solid attachment points, anchoring it in place. An attached tadpole is treated as grappled but its target is not. The tadpole loses its Dexterity bonus to AC but holds on with great tenacity and begins burrowing into the target's flesh, dealing 1 point of Constitution damage as it bores a hole through which to invade its host. A tadpole has a +8 racial bonus to maintain its grapple on a foe once it is attached, including to its CMD to resist grapple maneuvers made by others to remove it from its host. An attached tadpole can be struck with a weapon or removed by grappling or an Escape Artist check that exceeds its CMD (including the above bonus).

Internalization (Ex) A cyberphrenic tadpole that begins its turn grappling can make a grapple check to burrow inside its host rather than simply maintaining its grapple. If the grapple check succeeds, the tadpole implants itself along the host's brain stem or spine, entwining its filaments into the target's neural fibers. While internalized, the tadpole has total cover against any attacks coming from outside the host's body; however, if the target takes 10 or more points of electricity damage in a single round, the tadpole is rendered helpless for 1d10 x 10 minutes.

Removing an internalized tadpole is difficult, though as long as it remains helpless it can be removed using normal chirurgery, requiring 1 hour of work and DC 20 Disable Device and Heal checks. Removing the tadpole causes 1d3 points of

Charisma, Intelligence, and Wisdom damage, reduced by 1 for every 5 points by which the check exceeds the DC.

If the tadpole is not rendered inert first, it can be removed with an emergency surgery, though it squirms and slithers through its host's innards to avoid removal. Performing emergency surgery is a full-round action that provokes attacks of opportunity and can be performed only on a willing or helpless host. The host takes 1 point of Constitution damage per round and becomes immediately sickened and exhausted, with each effect lasting 1 hour for each round the surgery continues. Even after the surgery is complete, the host takes 1 point of Constitution bleed.

Each round of emergency surgery, the creature trying to remove the tadpole makes a Heal check and a Disable Device check with an initial DC of 20, but each time a check is failed both DCs increase by 1. After making 2d4 successful checks, the tadpole is isolated and a single ally of the surgeon can attack the tadpole with a readied action. The tadpole has improved cover (+8 bonus to AC, +4 to Reflex saves and improved evasion) against this attack, and a missed attack strikes the host instead. If the tadpole is destroyed, it can be removed as if it were inert (see above). Alternatively, the surgeon can attempt a drag or grapple combat maneuver to tear the tadpole free. This traumatic removal from the host's nervous system deals 1d6 points each of Charisma, Intelligence, and Wisdom damage to the host but also leaves the tadpole stunned for 1d4 rounds, after which it attempts to attach itself to the nearest living creature.

If the attack fails to destroy the tadpole or the drag or grapple maneuver fails to dislodge it, the tadpole slips away and 1d4 additional successful Disable Device and/or Heal checks are required to make another attempt to remove it. Only one attack or combat maneuver is allowed, though allies may use the aid another action or otherwise assist the attacker or the surgeon in their attempt.

Telepathic Relay (Su) A cyberphrenic tadpole emits a telepathic homing impulse that connects it with its creator and its host. Its creator can sense the tadpole's (and the host's) location once per day as if using locate creature. In addition, once per day the creator can spend 1 minutes attuning his mind to the tadpole in order to transmit one of the following effects to the host: *detect thoughts*, *dream*, *modify memory*, *nightmare*, *sending*, or *suggestion*. These abilities function at a caster level equal to the creator's character level, and relevant save DCs are set based on the spell level of the selected effect, modified by the tadpole's Wisdom score. Because of the creator's attunement with the host's mental processes through the tadpoles neural grafting, the host takes a -4 penalty to saving throws against mind-affecting effects used by the creator.

CONSTRUCTION REQUIREMENTS

Craft Construct, *modify memory*, *shrink item*, *telepathic bond*,
Skill Craft (metal) DC 20; **Cost** 2,000 gp

Cyberphrenic tadpoles are created by mad scientists to implant into their victims, rendering them more pliable to later mental influence and control and allowing the scientist to monitor the host's activities. A host may be unaware that a cyberphrenic tadpole has been introduced, as they may be implanted while a victim is unconscious, unaware, or otherwise helpless and the

wound left behind by its entry into the host healed and memory of this invasion of the flesh erased by a concomitant invasion of the mind. Grafting itself onto the host's nervous system, a cyberphrenic tadpole is very difficult to remove and subsists parasitically on the bioelectrical and biothermal processes within the host's body.

A cyberphrenic tadpole's body is usually only a few inches long and an inch wide, though its tentacular filaments can be up to a foot long. The creature as a whole weighs only a few ounces.





This mechanical horror bristles with wires, compartments, and blinking lights up and down its thick stalk-like metallic body, balanced atop six spidery legs and bristling with branching armatures, some with cables and clamps and others tipped with gleaming trocars and pneumatic needlers.

XP 1,600

NE Medium construct

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 58 (7d10+20)

Fort +2, **Ref** +3, **Will** +2

Defensive Abilities hardness 10; **Immune** mind-affecting, construct traits

OFFENSE

Speed 10 ft.

Melee 2 trocars +11 (1d4+4 plus poison), 2 clamps +11/+6 (grab)

Ranged dart +8/+3 (1d4+4 plus poison)

Special Attacks cortical puncture, poison, restraints

STATISTICS

Str 19, **Dex** 13, **Con** —, **Int** 12, **Wis** 10, **Cha** 1

Base Atk +7; **CMB** +11 (+15 grapple); **CMD** 22 (30 vs. trip)

Feats Anesthetist, Skill Focus (Craft (alchemy)), Skill Focus (Disable Device), Skill Focus (Heal)

Skills Craft (alchemy) +12, Disable Device +12, Heal +12 (+15 to treat deadly wounds, poison, or wounds), Perception +5

Languages Common (can't speak)

SQ medical installation, surgical assistant

Other Gear alchemist's lab, antidote kit, healer's kit, surgeon's tools, 10 doses of drow poison

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Cortical Puncture (Ex) A cranial dissectibot can use its trocars to drill into the skull of a helpless or pinned creature and selectively extract portions of the target's brain. It must pierce the target's skull with both trocars (a normal attack) but thereafter can maintain the puncture without needing to attack again as long as the target remains helpless or pinned. A cortical puncture does not deliver poison but instead deals 1d4 points of Charisma, Intelligence, or Wisdom drain (DC 15 Fortitude half) at the end of the dissectibot's turn each round; determine randomly if the dissectibot is acting independently, but if its creator is present it can specify which ability score to drain. It cannot use its darts while performing a cortical puncture.

Medical Installation (Ex) Despite its lack of hands, a dissectibot can use the following equipment: alchemist's lab, antidote kit, healer's kit, surgeon's tools, and masterwork thieves' tools. It can store up to 50 pounds of such gear in racks and compartments within its bodies, replacing them when they are exhausted.

Poison (Ex) Dart or trocar; *save* Fort DC 15; *frequency* 1/minute for 2 minutes; *effect* unconscious 1 minute/8 hours; *cure* 1

save. These statistics include adjustments for the dissectibot's Anesthetist feat.

Restraints (Ex) A dissectibot has two sets of restraints which it can use to bind a patient. Once it has grappled a creature, it can make grapple checks (whether to maintain the grapple, pin the creature, or perform other special grapple actions) against that creature in place of melee attacks with its clamps, allowing it to make two grapple checks in the same round as it attacks with its trocars.

Surgical Assistant (Ex) A dissectibot grants a +4 bonus when using the aid another action to assist Heal checks as well as Craft (alchemy) and Disable Device checks as part of a surgical procedure (during which it can assist with all relevant skill checks).

CONSTRUCTION REQUIREMENTS

Craft Construct, *keen edge*, *feeblemind*, **Skill** Craft (alchemy) DC 20 and Craft (metal) DC 20; **Cost** 12,000 gp.

A cranial dissectibot is an example of the light and dark sides of surgical practice. In principle, it is a semi-sentient mechanical assistant, programmed and equipped to assist a surgeon in medical matters both simple and complex, whether it be treating poisons or injuries or dealing with disease or dissection. Of course, in the hands of a demented surgeon, the cranial dissectibot becomes a terrifying instrument of torment, capable of reducing the bravest of souls to drooling impotence with soulless and heartless clinical precision.

A cranial dissectibot is 7 feet tall in total, its core body 3 feet tall, atop a set of legs 2 feet long and with the upper 2 feet a branching set of limbs and sensors. A cranial dissectibot weighs 500 pounds.



The Mad Doctor's Formulary

BY JASON NELSON AND CLINTON J. BOOMER

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