

"Broken girl", the street rats mocked her while robbing her of valuables, "Poor, broken girl." They were right to say so. Her feet twisted backwards from birth, head distorted like a basket of apples, alive only because of her pious mother.

But she found others like her. They taught her. They perfected her.

"No! No! No!", the street rats screamed, "Please, gods, help us." They were right to do so. She pounced on them with her claws and her antlers and her three flailing arms like cudgels of flesh and bone.

She was broken no more.

The Torn

The Fleshkeepers's sect is a group of individuals capable of shaping their bodies by sheer will. The ability stems from the Torn, a grisly demon preaching its revolutionary message to the mistreated.

Rumoured to have been a minor entity in the fringes of existence, the Torn was slaved by its demon overlord to shape matter in a neverending cycle, until a twist of fate brought a curious child in its path. On a whim the demon snared the boy and possessed him and recognized his dormant gift of body manipulation. The Torn awakened the powers and found them perfectly aligned with its knowledge of matter manipulation. A sudden enlightenment burst through the demon's fresh body. The oppressed would know of the path of the Fleshkeepers and rise against their tyrannical rulers.

The Sect

Members of the sect gather at temples which can most often be found at the outbacks: in caves, in deep forests, or in barren wastelands. A few individuals reside in towns and cities, spreading the word of the Torn but wary of being exposed. The temple can be any space adorned by the Torn's grisly symbol: braided strings of flesh tied to a knot.

Groups are not led by any one person; the acolytes acquaint and protect the newcomers, and the exalted teach and perform rituals which draw more of the abused to their fold. The exalted also receive visions from the Torn and carry out the demon's punishments to those who have misused their position of power.

Acolytes

Acolytes are the young beginners on the Fleshkeeper's path and can manipulate their physique in minor ways, toughening their skin, sharpening their claws, or creating tentacles, whiplike tails and other small weapons from their bodies.

Acolyte: Init +0; Atk brawl +2 melee (1d4+1); AC 13; HD 2d6; MV 40'; Act 2d20; SP heal d4 hp/round; SV Fort +3, Ref +3, Will +0.

Exalted

The exalted are the Sect's adepts who run the order, teaching and protecting the group. Their knowledge of the path is profound, and their bony shells, gruesome weapons and regenerative abilities make them formidable opponents in combat.

Exalted: Init +0; Atk brawl +4 melee (1d8+2); AC 16; HD 4d8; MV 60'; Act 2d20; SP heal 2d4 hp/round; SV Fort +6, Ref +6, Will +0

Shambling crudes

The Torn gifts its most eager servants with the blueprints for massive minions, Shambling crudes. Shambling crudes are beings made of flesh, sinew, and bone, trundling forward with mindless intent. They are servile creatures and often follow an exalted or other cult leader. A masterless crude is erratic, probably guarding the desiccated corpse of its master, ready to spring at adventurers from the temple's dark corner.

In combat Shambling Crudes do not feel pain or fear, cannot be blinded, stunned, slept, etc. They flail their heavy appendages with reckless rage and emit unnerving cacophonia of bones grinding and flesh stretching and straining. Crudes detect their victims with surprising accuracy for creatures with no eyes or ears.

Masterless crudes are easy to command. They suffer a -6 penalty to Will saves against any such effect.

Large Shambling Crude: Init +1; Atk pummel +4 melee (1d8+3); AC 13; HD 4d8+2; MV 30'; Act 2d20; SV Fort +4, Ref +0, Will +0.

Huge Shambling Crude: Init +1; Atk pummel +8 melee (1d10+6); AC 13; HD 6d8+4; MV 40'; Act 2d20; SV Fort +8, Ref +0, Will +0.