

d12 Monthly

WEIRD MONSTERS
ISSUE

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FREE VERSION

THE UNNATURAL

CORRUPTED FLORA &
FAUNA

MONSTER- BLOODED HEROES

NOT ALL HEROES ARE BORN
EQUAL

Monsters, Monsters, and More Monsters

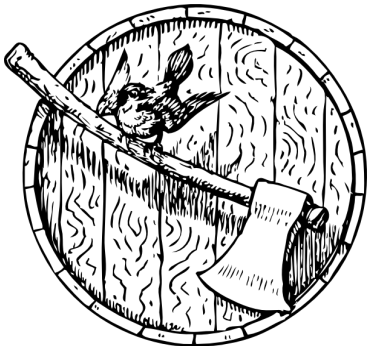


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Previous Issue

Did you miss the last issue of *d12 Monthly*?



Weird Monsters Issue

Fantasy roleplaying games have always been a game of wonder and imagination, where heroes delve into the unknown, uncovering ancient secrets and confronting dangers beyond mortal comprehension.

But not all foes are hulking dragons or cunning devils. Some lie just beyond the veil of understanding - creatures whose shapes defy natural order, whose motives are as alien as their forms. This issue is dedicated to them: the weird, the uncanny, and the monstrous.

In these pages, you will find beings that challenge the imagination and the bravery of even the hardest adventurers.

Some might leave you scratching your head as you piece together their eldritch logic, while others evoke a primal unease.

These monsters don't just attack or defend; they bring stories with them. Each entry invites questions: What does it want? Why does it exist? How can it be stopped?

The creatures here are not merely obstacles but opportunities to push the boundaries of your campaign world.

Let the corruption begin. And, as always, happy gaming!

- Russ from YUMDM
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The Unnatural

Corrupted Flora & Fauna



Corruption from various sources leak into the environment that surrounds them. This has the effect of mutating the natural plants and animals within that environment.

Below are a number of mutant flora and fauna you can use in your campaigns to add a little bit of weirdness.

Whispersap Trees

These trees resemble ancient oaks, but their bark is a sickly, dark green, and their sap glows faintly with an eerie blue light. The leaves rustle constantly, even in the absence of wind, producing faint, unintelligible whispers.

Abilities

Mind Fog: Creatures that rest within 30 feet of a Whispersap Tree must succeed on a saving throw Vs. spell or experience unsettling dreams and confusion for 1D4 hours after waking.

Enthralling Sap: The glowing sap can be harvested, but anyone who touches it must make a saving throw Vs. spell or become charmed, compelled to protect the tree at all costs.

Lore

Whispersap Trees are said to grow from seeds tainted by shadow magic, their roots feeding on the memories and fears of those who linger nearby.

Glasswing Moths

These large moths have wings that appear crystalline and refract light into dazzling patterns. Their bodies emit a faint, humming vibration that grows louder as they approach.

Abilities

Light Scatter: Their wings can scatter light into blinding flashes, forcing creatures within 20-ft to make a saving throw Vs. breath weapon or be blinded for 1 minute.

Harmonic Resonance: When gathered in swarms, the humming of Glasswing Moths causes intense headaches, dealing 1D4 damage to all creatures within 30-ft.

Lore

Glasswing Moths are said to originate from areas where planar gates have malfunctioned, their crystalline wings containing fragments of the shattered portals.

Thornscales Vipers

These serpents have scales that resemble jagged thorns, and their fangs drip a thick, resin-like venom that hardens on contact. They often coil around corrupted plant life to camouflage themselves.

Abilities

Petrifying Venom: Creatures bitten by a Thornscales Viper must succeed on a saving throw Vs. poison or have the venom harden into a resinous shell, reducing their movement speed by half and losing their DEX bonus to armour class.

Barbed Coil: When the viper constricts a creature, its thorn-like scales dig into the flesh, dealing 1D4 piercing damage each round.

Lore

Thornscales Vipers are the result of necrotic energy infusing a serpent's egg, causing the young to emerge as an amalgam of plant and reptile.

Lamenting Lilies

These aquatic flowers float serenely on the surface of dark, stagnant pools. Their petals shimmer like polished silver, but their stamens resemble humanoid fingers that twitch faintly.

Abilities

Song of Despair: The lilies emit a haunting melody that lures creatures into the water. Those who fail a saving throw Vs. spells are drawn toward the pool and may drown if not rescued.

Lashing Roots: Beneath the surface, the lilies' roots are prehensile and can grapple creatures, pulling them underwater.

Lore

Lamenting Lilies are said to sprout from the tears of water elementals that died in anguish, their haunting beauty masking a deadly trap.

Shardfang Boars

These boars have tusks made of jagged, crystalline material, and their hides are cracked and glowing faintly as though magma flows just beneath the surface.

Abilities

Erupting Charge: When a Shardfang Boar charges, its crystalline tusks heat up, causing additional 1D4 fire damage to its target.

Molten Fury: When reduced to half its hit points, the boar's body begins to crack, releasing bursts of flame and dealing 1D6 fire damage to all creatures within 10-ft at the start of each of its turns.

Lore

Shardfang Boars are believed to roam near volcanic rifts touched by elemental chaos,

their forms altered by the intense heat and magical energy.

Embercap Mushrooms

These mushrooms glow faintly with an orange hue, resembling burning embers. Their caps release wisps of smoke that carry a faint scent of ash and decay.

Abilities

Firelight Illusion: The glowing caps create flickering illusions of flames, potentially luring creatures into hazardous areas.

Ignition Spores: When disturbed, the mushrooms release a cloud of spores that ignite on contact with open flames, causing an explosion of 2D6 fire damage to everyone within 30-ft.

Lore

Embercap Mushrooms grow in places where wildfire and necromantic magic intersect, thriving on the energy left behind by destruction.

Phantom Stags

These spectral deer appear translucent, with their antlers glowing faintly and shifting into strange, otherworldly shapes. Their eyes emit a pale, ghostly light.

Abilities

Phase Leap: Phantom Stags can teleport up to 30-ft, leaving behind a disorienting burst of ghostly light.

Ethereal Trample: When charging, the stag's hooves briefly phase through the

material plane, striking both physical and ethereal targets simultaneously.

Lore

Phantom Stags are thought to be ordinary deer transformed by prolonged exposure to areas where the veil between planes is thin, their forms partially slipping into the ethereal.

Wailing Ivy

This ivy grows in tangled masses, with its leaves shaped like screaming faces. It emits an occasional wailing sound that echoes unnaturally, unsettling all who hear it.

Abilities

Clinging Dread: The ivy attempts to wrap around nearby creatures, sapping their willpower and imposing a -2 penalty on Wisdom saving throws.

Sonic Shriek: When cut or burned, the ivy releases a piercing shriek that deals 2D6 damage to all creatures within 15 feet.

Lore

Wailing Ivy grows in places where immense grief or despair has saturated the land, feeding on the emotions of those who venture too close.



The REDS Method

Make Better Monsters

Guest Post by Cole

In the wild, every creature is struggling to survive. Every creature has a few basic needs that must be met to keep them alive.

By thinking about what motivates a creature, we can ground our monsters in a sense of realism or turn the ideas on their heads for an uncanny experience.

Questions to Answer

Answer these four questions to build a realistic monster:

1. How does it reproduce?
2. What is its energy source?
3. How does it avoid being eaten?
4. When and where is it active?

Together these four questions make a handy acronym R.E.D.S.:

- **R**eproduction
- **E**nergy
- **D**efense and Evasion
- **S**pace and Time

Reproduction & Energy

There are two main motivations: eating and reproducing.

Some insects lay their eggs in other organisms, they don't eat the organism... at least not as an adult. Instead, they use them for a food source for their children.

The monsters you create could be looking for something to feed their offspring, or help attract a mate.

Thinking about a monster's life cycle can help us breathe life into our monsters. Even constructs have to be made, so this question still needs to be answered for them too.

Who made them? Do they replicate themselves? Are there secret blueprints somewhere that the players could use to make their own automata?

All organisms need energy. Without food their bodies cannot function.

If the PCs are fleshy in any way, this provides an instant motivator for the monster. Kill the PCs, get a full belly.

Except not all organisms eat other organisms. Plants get energy from the sun, and some microbes break down minerals for food. This doesn't mean that all fantasy plants are harmless. Let's not forget about Venus fly traps and other 'carnivorous' plants. They break down animals to get nitrogen, which isn't energy but it is plant food. Fantasy monsters could still want to attack PCs for other needs.

Machines and constructs are not immune from the need for power. Do they run on springs, steam, magic, or some kind of battery power? What do they do when they run out of their energy source? How do they refuel?

Defense & Evasion

Ok, lets say your monster has all the food it could ever want, and it can copy itself, that does not mean that it is safe.

Every organism needs to eat. Some organisms eat each other. So each creature we make needs some kind of defense system.

Plants use thorns, and yucky tasting chemicals to ward off unwanted grazing.

Prey animals tend to be able to outrun their predators or at least provide a solid kick, and maybe some horns or antlers to the face.

Even predators have to fend off other larger predators. The mighty lion is still at risk of other larger lions. How will your monster fight back?

It's not just fighting back though. Nature is dangerous. It gets hot, and cold, wet and dry.

How will your monster avoid the elements? Do they make thick fur and tough it out like the indomitable yak? Do they burrow down and eat roots like the naked mole rat? Do they huddle together like the penguins in Antarctica?

If you are playing in a high fantasy game with lots of magic, surely this monster has defenses against such magic. How do they ward off spells?

Space & Time

Which leads us to another couple of questions, when and where is the organism active?

Some organisms can be found almost everywhere (looking at you monarch butterfly) while others only live in a very specific location.

We would not expect this to be different for fantasy organisms. Maybe goblins are everywhere, but unicorns only live on the secluded island to the south.

Goblins are (usually) nocturnal, so they are only coming out at night. While unicorns are most active at dawn, because it makes their mane sparkle.

Thinking about when your monsters are active can change when you decide to unleash them on your players.

Lastly let's remember, organisms play to their anatomy.

Giraffes don't eat grass, they chew leaves because their long necks can reach treetops better than any other organism around.

Tigers don't eat grass, because they have giant claws, a camouflage coat of fur. It is easier for a tiger to get energy from eating another animal than it is for them to munch on grass.

If you give your monster a strange limb or coloring, how does that affect what they do?

And vice versa, how can what they do be improved by changing their anatomy?

The natural world is full of strange and wonderful creatures that you can use to inspire your own creature designs. I bet you never thought watching nature documentaries could be game prep!

Once you have answers to these questions you can use them to guide the behavior of your monsters.

The answers don't need to be long, just enough to give you a sense of direction.

Remember to have fun, and don't worry too much if it doesn't make total sense. It is fantasy elves after all.

Examples

I will give you an example below using a well known organism.

R- cubs in the spring

E- omnivore- eats plants and animals

D- claws capable of slashing as well as aiding in climbing

S- forested areas in the spring, summer, and fall. They hibernate during the winter.

Hopefully you figured out that's a bear.

Notice, I did not even use full sentences. Bullets and fragments work for this kind of thing.

Just with those answers you can get a sense of how the bear is going to behave. The PCs have food, they may try to eat it. If the PCs

fight back, they might scurry up a tree or riposte with claws to the face. And if a bear is out during winter, something strange has happened.

Now let's give another example using a fantasy organism I just made up.

R- lays egg sacks in the backs of medium sized mammals

E- carnivorous- eats mostly small rodents

D- giant insect-looking wings to fly and an ovipositor/stinger and tastes like old socks

S- very active at dawn and dusk

Even without a name or a stat block, you can get a sense of how this organism behaves. It will go out at dawn and dusk looking for rodents to eat. When it's time to reproduce, it will lay some eggs in the back of the adventurers, or perhaps die trying.



Character Building

Monster-Blooded Heroes



Not all heroes are born from noble lineage or divine favor.

Some arise from strange and often unsettling origins, bearing the marks of monstrous bloodlines within their very being.

These monster-blooded adventurers walk a tenuous path between hero and outcast, their strange heritage granting them both incredible powers and a deep connection to the unnatural.

Below, we explore the concept of monster-blooded heroes and how they can add depth and intrigue to your game.

What Does It Mean to Be Monster-Blooded?

Monster-blooded heroes possess traits derived from their monstrous ancestry.

This heritage could stem from a distant ancestor, a magical experiment gone awry, or a dark pact made long ago. While some societies might revile them for their strange appearances or abilities, others might see them as chosen champions destined for greatness.

The key to playing a monster-blooded character is embracing the tension between their monstrous origins and their heroic aspirations.

Origins of Monster-Blooded Characters

Fiendish Legacy: Descended from devils, demons, or other fiendish entities, these heroes might have horns, glowing eyes, or skin that radiates heat. Their abilities might include:

- Resistance to fire or necrotic damage.
- The power to conjure minor hellfire or manipulate shadows.

Draconic Ancestry Gone Awry: Unlike traditional dragonborn, these individuals might bear more bestial or warped traits, such as:

- Scaled patches of skin with irregular colorations.

- A venomous bite or corrosive saliva instead of a breath weapon.

Tainted by Aberrations: A family cursed by contact with eldritch horrors may produce individuals with unnatural traits, such as:

- Tentacle-like appendages or extra, hidden eyes.
- The ability to telepathically communicate or see into alternate dimensions.

Nature's Mutants: Exposure to corrupted forests or ancient druidic rituals might create heroes with plant-like or animalistic features, including:

- Bark-like skin or moss growing across their bodies.
- The ability to summon vines or tap into animalistic instincts.

Struggles of the Monster-Blooded

Being monster-blooded comes with unique challenges. Societies may fear or shun them, and their strange powers can be as much a curse as a gift.

However, these struggles provide rich role-playing opportunities.

Acceptance: Will they embrace their monstrous heritage or seek to suppress it?

Legacy: What secrets or dangers lie in their bloodline? Could their lineage draw the attention of others, for good or ill?

Conflict: Are they viewed as a harbinger of doom or as a symbol of hope?

Monster-Blooded Traits in Gameplay

Players and DMs can use existing classes with unique tweaks or homebrew abilities to represent monstrous traits.

Physical Adaptations: Special abilities like natural attacks, resistances, or movement options (e.g., climbing or swimming).

Magical Traits: Innate spells, curses, or passive magical effects.

Roleplaying Hooks: Traits that influence interactions with NPCs, such as unnatural charisma or alien appearances.

Using Monster-Blooded Heroes in Campaigns

Monster-blooded characters can enrich any campaign.

Personal Quests: A monster-blooded hero might seek to uncover the truth about their lineage, whether by confronting an ancient ancestor or finding a cure for their condition.

Social Dynamics: Their presence could challenge party dynamics or shape interactions with NPCs, highlighting themes of prejudice and acceptance.

Unique Abilities: Their strange powers might be the key to solving puzzles or overcoming challenges that would stymie others.

Solo Spotlight

Solo Play Inspiration

Sometimes you need some inspiration to kickstart your solo campaign. Below are three tables you can use to do just that.

Table: Monster-Infested Regions

D6	Region
1	Blighted Mire: A swamp teeming with cursed amphibians and undead flora.
2	Crumbling Citadel: Ruins overrun with shadow wraiths and creeping stone constructs.
3	Gloomwood Thicket: A dark forest alive with animate vines and ghostly animals.
4	Molten Hollow: Lava tubes crawling with fire snakes and obsidian golems.
5	Shifting Dunes: A desert where sand serpents and mirage-elementals hunt.
6	Frozen Wastes: An icy tundra stalked by frostbitten giants and spectral wolves.

Table: Monster Lairs

D6	Region
1	Bone Cavern: A subterranean maze of bones, home to skeletal beasts.

Cursed Well: A seemingly bottomless well harboring a water spirit and her corrupted minions.

Hanging Hive: A giant hive of venomous insectoids dangling from a cliffside.

Black Obelisk: A monolith radiating corruption, guarded by aberrant horrors.

Sunken Grotto: An underwater cave ruled by a monstrous sea serpent.

Abandoned Temple: A desecrated shrine filled with fiendish traps and guardian statues.

Table: Regional Rumors

D6	Region
1	<i>They say the swamp sings at night, but the tune drives men mad.</i>
2	<i>Travelers speak of a ruined castle where shadows dance without light.</i>
3	<i>The forest grows darker each year, and even the animals flee its heart.</i>
4	<i>A burning cave spits fire that roams the land as if alive.</i>
5	<i>The desert's sand seems to move on its own, swallowing whole caravans.</i>
6	<i>A glacier split open, and monstrous howls echo from the rift.</i>



Creature Feature

The Hunger Below



At first glance, The Hunger Below might appear to be an ordinary sinkhole or pit, but closer inspection reveals its unsettling nature. The edges of the pit are lined with strangely smooth stone, as if something has polished it from within. At times, faint tremors ripple out from its depths, like a great beast stirring in its slumber.

The Hunger Below is not merely a passive hazard. It is semi-sentient, possessing a strange awareness of its surroundings. It reacts to vibrations and noise, its edges widening imperceptibly to lure prey closer.

Some witnesses have claimed to see objects at the edge of the pit sliding toward its maw as if dragged by an invisible force.

The Nature of Its Hunger

The pit consumes anything it can draw near - living or non-living. Plants, animals, adventurers, even magical constructs - all are equally vulnerable.

Once something is consumed, it vanishes into the darkness below, never to be seen again. What happens within its depths is a mystery, though scholars speculate it might digest its prey in some incomprehensible manner, transforming it into energy or essence.

There are rumors that magical items dropped into The Hunger Below produce violent reactions - flashes of light or bursts of energy - suggesting it reacts differently to enchanted materials. Some theorize this pit might be connected to an extra-dimensional entity or plane that feeds on magic and life force.

Origins and Legends

The origins of The Hunger Below are hotly debated among scholars, mystics, and storytellers.

The Buried God: The pit is said to be the open maw of a god or titan imprisoned beneath the earth. Its hunger is eternal, and it feeds on the surface world to regain its strength.

Corruption of the Earth: In ancient times, a powerful ritual or curse corrupted the land, giving rise to the pit as a manifestation of endless greed or gluttony.

Planar Rift: The Hunger Below is a breach in the fabric of reality, leading to a plane of eternal consumption. Its presence grows slowly, expanding the pit as it devours.

Encounters with The Hunger Below

An encounter with The Hunger Below is a test of wits, courage, and restraint.

The Lure of Treasure: The pit might appear to hold glinting coins, rare gems, or ancient artifacts just within reach. Are they genuine, or an illusion created by The Hunger Below to draw victims closer?

Escaping the Maw: The adventurers find themselves stranded near the pit, perhaps after a rockslide or magical mishap. As it begins to expand toward them, they must escape without triggering its deadly pull.

Feeding the Pit: A desperate local village sacrifices livestock - or worse, people - to The Hunger Below to keep it from encroaching on their homes. The adventurers must decide whether to stop the practice or confront the pit itself.

Unraveling the Mystery: An eccentric scholar hires the party to investigate The Hunger Below, seeking its origins or a way to destroy it. The job may be more than they bargained for.

Mechanics for The Hunger Below

When The Hunger Below is present in your game, consider the following mechanics.

Lure: Creatures within a 30-ft radius must make a STR check) or be dragged 5-ft closer to the pit. The pull is stronger if there is loud noise or heavy vibrations nearby.

Engulf: Any creature or object that touches the edge of the pit must succeed on a STR check with a -2 penalty to avoid being pulled in. Failure results in immediate consumption.

Expansion: The pit grows slowly over time, especially if it has fed recently. After consuming significant prey, its radius increases by 5-ft.

Resonance: Magical items consumed by the pit release bursts of energy. Roll on a random effects table, such as an explosion, a shockwave, or an eerie wailing sound.

Adventuring Hooks

The Missing Caravan: A merchant caravan has vanished near the area where The Hunger Below lies. The adventurers are hired to investigate, but they must avoid being consumed themselves.

The Feeding Ritual: A cult has formed around The Hunger Below, believing it to be a god. They kidnap victims to "sacrifice" and must be stopped.

The Sealed Stone: An artifact said to neutralize The Hunger Below has been uncovered in nearby ruins. Retrieving it may offer a chance to stop the pit's growth - but at great peril.

Spellcraft

The Monster's Tongue

Every monster has its own language, a unique mode of communication shaped by its physiology, psychology, and magical essence.

These languages are not merely tools for exchanging information - they are embodiments of the creature's nature and power. To speak in a monster's tongue is to momentarily align oneself with its essence, drawing on its connection to the world's unseen forces.

Monster tongues fall into several categories:

Primal Languages: Spoken by elemental creatures or beasts of pure instinct, these tongues evoke raw natural forces like fire, water, or earth.

Abyssal and Fiendish Speech: The chaotic, multi-tonal language of demons or the measured, commanding diction of devils, imbued with dark intent.

Eldritch Whispers: Fragmented, dissonant utterances of aberrations that defy logic, hinting at the incomprehensible truths of the Far Realm.

Sacred Bestial Tongues: The guttural roars, chirps, or screeches of magical beasts, each syllable echoing the creature's innate magical power.

Learning the Tongues

Learning a monster's tongue is no simple feat. Few creatures willingly teach their

language to mortals, as it reveals vulnerabilities and secrets.

Scholars often study these tongues through painstaking transcription of monster utterances or delve into forbidden tomes that detail their structure.

Others acquire them more directly, through telepathic communion, magical compulsion, or arcane bargains.

Each tongue requires not only linguistic study but also a form of attunement to the creature's nature. This might involve:

- Spending significant time in the presence of the monster or its remains.
- Consuming part of the creature (blood, heart, or ichor) in a dark ritual.
- Gaining the trust of a creature willing to share its secrets.

Magic Through Monster Speech

When spoken aloud, a monster's tongue acts as a conduit to its power. This magic is not like the spells learned in academies or from spellbooks - it is raw, volatile, and deeply tied to the monster's essence.

Speaking these words allows the caster to draw on strange powers, often at great personal risk.

Abilities Gained Through Monster Tongues

Elemental Tongues (e.g., Fire Elemental Speech)

Summon a flicker of flame, ignite an object, or create a minor protective shield against fire (gain a +1 to all saves).

Cost: The speaker suffers minor burns or an increase in body temperature (causing D4 damage).

Fiendish Speech

Instill fear in nearby creatures, momentarily cowing them into submission, for 1D4 rounds.

Cost: The speaker risks a brief loss of morality or mental clarity (as the *Confusion* spell for the same time).

Eldritch Whispers

Glimpse a fragment of forbidden knowledge or disorient an opponent.

Cost: The speaker suffers 1D4 damage or vivid hallucinations.

Bestial Roars (e.g., Dragon Tongue)

Unleash a sonic shockwave, causing all within 30-ft to make a DEX check or fall prone; or imbue one's attack with elemental energy, causing an additional 1D4 damage.

Cost: The speaker experiences temporary vocal loss for 1D4 rounds.

Rules for Speaking the Monster's Tongue

When a character uses a monster tongue, the effects ripple beyond their intended target, drawing the attention of nearby creatures.

Basic Mechanics

Skill Check: A character attempting to use a monster tongue must succeed on an INT or CHA check (DM's choice) to properly enunciate the alien words.

Consequences of Failure: Failure may result in the following:

1. The spell or effect backfires, harming the caster.
2. A random creature within range is affected instead.
3. The monster tongue summons the attention of the original creature or its kin.

Corruption Risk: Prolonged use of monster tongues can alter the speaker. Roll a d20 whenever the tongue is used. On a roll of 1, the character gains a permanent mutation, such as glowing eyes, a monstrous voice, or scaled skin.

Environmental Effects

The act of speaking a monster's tongue can also warp the world:

Fiendish Speech: Shadows deepen, and the temperature drops unnaturally.

Eldritch Whispers: Time seems to lag, and faint, alien whispers fill the air.

Adventure Location

The Fleshmarket

The Fleshmarket is no ordinary bazaar. It is a sprawling, shifting network of shadowy stalls, glimmering vats, and sinister merchants offering biological and magical wares that defy natural law.

Here, coin alone is seldom enough - trades often require rare ingredients, enchanted artifacts, or even pieces of one's soul.

Some come to the Fleshmarket out of desperation: to replace a severed limb, cure a wasting disease, or seek unnatural longevity. Others arrive driven by curiosity or power, hoping to wield the strength of monsters or unlock forbidden knowledge.

But all who enter leave marked in some way, their bodies or minds twisted by the dark dealings within.

The Merchants of Flesh

The vendors of the Fleshmarket are as strange as their wares. Few are entirely human, their own forms altered by the goods they peddle.

Gristlewrack, the Fleshsmith: A hunched figure with elongated, bone-like fingers, Gristlewrack offers "customized" grafts. Need a manticore's tail or troll's regeneration? He can make it happen - for a steep price.

Lydia Vatborn: A pale, vat-grown humanoid who specializes in alchemical

concoctions and living ooze symbiotes. Her voice is soft, like bubbles rising in liquid.

Goods and Services

The Fleshmarket's inventory is a grotesque blend of the organic and the arcane. Some notable examples include:

Monstrous Grafts: Buy the arm of a hill giant (+2 Strength) or a beholder's eyestalk (can cast one random ray 1/day). Grafts often come with unintended side effects.

Rejuvenation Treatments: Extend your life at the cost of another's vitality. Beware: the effects may not be permanent.

Flesh Homunculi: Miniature, semi-living servants crafted from discarded body parts. Loyal but disturbingly independent.

Soulbound Relics: Living weapons and armor that bond to their wearer, offering great power but feeding off their life force.

Adventuring Hooks

The Fleshmarket is ripe for adventurers seeking moral dilemmas and unique opportunities. Here are some potential storylines:

A Price Too High: A noble hires the party to retrieve a family member who has become indebted to the Fleshmarket.

Fleshcrafted Abomination: A monster terrorizing the countryside is revealed to be an escaped experiment from the Fleshmarket.

Tempting Bargains: The party is drawn to the Fleshmarket to replace a critical injury or gain power for an impossible quest.

The Merchant's Secret: A Fleshmarket vendor claims to know the location of a long-lost artifact or treasure but demands a piece of one party member in exchange.

The Dark Cost

Dealing with the Fleshmarket is not without consequences.

The grafts and elixirs come with risks: graft rejection, physical corruption, or mental instability.

Worse still, those who partake may draw the attention of powerful entities, such as necromantic lords or aberrant patrons, who see the buyer as a growing investment - or threat.

Using the Fleshmarket in Your Game

The Fleshmarket is a tool to introduce dark fantasy elements and moral complexity into your campaign.

Whether it's a place of grim necessity or forbidden curiosity, it offers opportunities for players to face difficult choices and earn unusual rewards.

As a solo adventurer, the Fleshmarket can be a destination fraught with personal stakes.

Every trade becomes a gamble: What will you gain, and what will you lose in return?

Class Acts

Example Monster-Blooded Characters

Below are stat blocks for a few sample monster-blooded heroes.

Kael Thornfire (Fiendish Legacy)

Class/Level: Magic-User 2

Abilities: STR 9, DEX 12, CON 10, INT 16, WIS 11, CHA 13

HP: 6 (2d4)

AC: 9 (no armor)

Traits

Hellish Resistance: Fire damage is reduced by 1 point per die.

Infernal Magic: Can cast *Burning Hands* 1/day in addition to prepared spells.

Darkvision: Sees in darkness up to 30-ft.

Spells: Magic Missile, Sleep

Eryndor Greymoss (Nature's Mutant)

Class/Level: Druid 4

Abilities: STR 8, DEX 10, CON 12, INT 11, WIS 17, CHA 9

HP: 14 (4d6)

AC: 6 (leather armor)

Traits

Barkskin: Natural AC is 6, stacking with armor.

Spore Cloud: 1/day, all creatures within 10-ft. must save Vs. poison or take 1D4 damage.

Vine Snare: Cast *Entangle* 1/day.

Spells: Cure Light Wounds, Faerie Fire, Speak with Animals

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Next Month

There is even more weirdness coming next month as we delve into 20+ weird places for you to drop into your campaign world. Get ready for March Madness!



This will be a special issue as there won't be different articles per se, but 20+ locations (of the weird and wonderful variety) that you can use in your campaigns.

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Weird Monsters

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