



d12

Monthly

WEIRD MAGIC ISSUE

Issue 43
January, 2025

FREE VERSION

ORIGINS OF MAGIC

WHERE DID IT ALL
BEGIN?

MAGIC-EATING PREDATORS

SCARE YOUR PLAYERS
ONCE AGAIN

WEIRD MAGIC TOMES

SERIOUSLY WEIRD
WRITINGS

Time to get a little weird!

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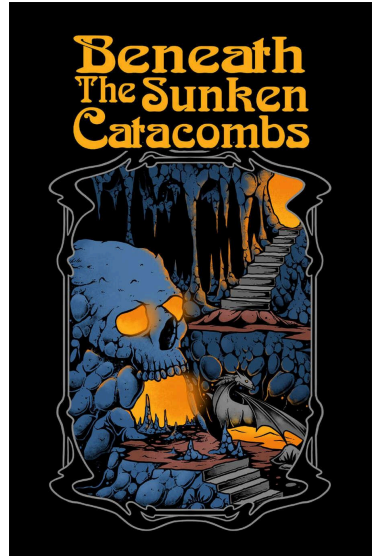
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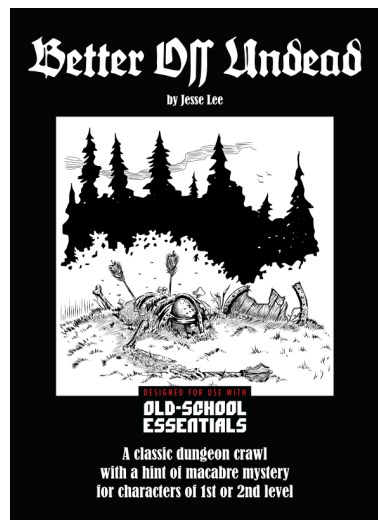
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Weird Magic Issue

You are now entering the weird.

Classic fantasy, with all its tropes, is a great place to start with a campaign setting, but every so often it needs to be shaken up.

Enter the weird.

In these pages (and the next two issues) I will be introducing you to some really weird magic, monsters, and places, respectively.

This isn't something you want to add to every session or story arc (or maybe it is??), but, like a flavourful spice, a touch now and then can give your campaign a real kick.

This issue gives you some ways to introduce some weird magic into your campaign world - whether it takes the form of a recurring NPC, an ancient artefact, or a Planar rip - that's up to you.

Just be careful, as weird magic comes with a powerful corruptive force that will consume all eventually.

Enter the weird, and use the magic within wisely... or face the consequences.

And, as always, happy gaming!

- Russ from YUMDM
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It's Magic, Jim. But Not As We Know It

What is Weird Magic?

In the realm of fantasy, magic is often seen as a force of wonder, mystery, and immense power. But not all magic fits neatly into the familiar framework of spellbooks and divine blessings.

Weird magic represents the strange, unpredictable, and often unsettling side of magic - a chaotic force that defies the known rules and challenges even the most seasoned practitioners.

Defining Weird Magic

Weird magic is the realm of the unexplained.

It exists outside the bounds of traditional arcane or divine power, often originating from forgotten gods, ancient artifacts, or the unraveling of planar boundaries.

Unlike conventional magic, which is studied, learned, or gifted, weird magic is often stumbled upon - its practitioners and victims alike unsure of its origins or ultimate consequences.

Traits of Weird Magic

There are a number of traits all weird magic have in common.

Unpredictability: Its effects are not always consistent, and using it often comes with unintended consequences.

Corruption: Exposure to weird magic has a transformative effect, altering people, creatures, and environments.

Alien Nature: Weird magic often feels unnatural, as if it doesn't belong in the mortal realm.

Incorporating Weird Magic

Weird Magic makes it a perfect fit for the emergent gameplay style of the old school ethos, where exploration and discovery often take precedence over balance or predictability.

Weird magic can be used in your campaign a number of ways.

Plot Hooks: A magical anomaly threatens to engulf a nearby town unless the party intervenes.

World-Building: Ancient ruins leaking strange magic hint at the rise and fall of a forgotten civilization.

Player Challenges: Magic items or spells with strange quirks that require ingenuity and risk-taking to wield effectively.

Will your adventurers dare to wield the strange and unknown - or will they become its next victims?



The Original Seed

Origins of Weird Magic



The origin of weird magics can be numerous. Below is a list of potential sources of weird magic in your campaign.

It is not suggested you use all of these - simply pick one or two to incorporate into your campaign world.

Ancient Artifacts

Objects imbued with potent and unstable magic can radiate strange effects, alter reality, or even reshape their surroundings.

Lost Relics: Objects from forgotten civilizations, their purpose obscured but their power undeniable.

Cursed Treasures: Items infused with malign energies, granting both blessings and burdens.

Experimental Creations: Artifacts made by ancient arcanists or artificers whose

understanding of magic was flawed or alien.

Forgotten Gods and Spirits

Divine beings whose names have faded from mortal memory may still exert influence, their powers manifesting unpredictably.

Elder Gods: Primordial deities whose domains defy comprehension (e.g., entropy, dreams, paradox).

Fallen Divinities: Deities weakened or imprisoned, their remnants leaking divine or corrupted power.

Nature Spirits: Elemental or fae beings bound to specific places, manifesting magic in raw, untamed forms.

Planar Anomalies

Rifts or connections to other dimensions can spill alien magic into the world.

Planar Bleeds: Areas where two planes overlap, merging their traits (e.g., fire and ice coexisting).

Dimensional Scars: Locations damaged by interplanar travel, creating localized distortions.

Ethereal Eddies: Currents in the ethereal or astral planes that deposit fragments of strange energy.

Astronomical Influences

The heavens may exert magical forces that affect the material world.

Celestial Alignments: Rare configurations of stars, moons, or planets trigger unique magical phenomena.

Fallen Stars: Meteorites carrying alien energy or physical fragments of the heavens.

Eclipses and Comets: Portents that weaken, strengthen, or alter magic temporarily.

Unstable Magic

Magic itself, when uncontrolled or damaged, can become a source of strange effects.

Mana Wells: Natural springs of raw magical energy, unpredictable and dangerous.

Broken Spells: Failed or sabotaged magic leaving behind unstable remnants.

Residual Energy: Lingering effects from a massive magical event, like a cataclysmic battle or ritual.

Forgotten Knowledge

Strange magic may arise from ancient, esoteric practices and the secrets they unlock.

Lost Schools of Magic: Disciplines that blend unusual techniques or focus on taboo concepts (e.g., emotion-driven casting, shadow weaving).

Forbidden Tomes: Books containing rituals that defy modern understanding or challenge the natural order.

Runes of the Old World: Prehistoric symbols etched into the land, their meanings and effects long forgotten.

Biological Sources

Living beings or their remains can radiate strange magical properties.

Magical Beasts: Creatures with inherent magical abilities, such as dragons, whose scales or blood carry arcane power.

Magical Parasites: Entities that infest a host, granting strange abilities at a cost.

Elder Trees: Enormous, ancient flora with deep connections to the world's magic.

The Undead and Necrotic

Magic tied to death and undeath can create eerie and unsettling effects.

Haunted Ruins: Locations saturated with ghostly or necrotic energies.

Soul Forges: Devices or sites powered by captured souls, warping the area around them.

Blood Magic Residue: Ritual sites tainted by sacrifices or deathly magic.

Time and Memory

Temporal and psychological forces can manifest as strange magic.

Temporal Rifts: Tears in time itself, creating loops, echoes, or strange aging effects.

Forgotten Timelines: Residual energies from events that never fully happened.

Dreamscapes: Magic linked to the collective unconscious or shared dreams.

Alien or Cosmic Forces

Entities or energies from beyond the known cosmos can bring unsettling and incomprehensible magic.

Outer Realm Entities: Beings from dimensions outside the planar cosmology, bringing magic that defies reason.

Void Fragments: Pieces of the "nothingness" between planes, disrupting reality when exposed.

Cosmic Sentience: Ancient beings, like star-born intelligences, granting or leaking knowledge and power.

Civilization and Technology

Advanced societies or their ruins can generate strange magical effects.

Runaway Constructs: Machines or magical automatons evolving beyond their programming.

Forgotten Tech-Magic: Devices fusing arcane and technological principles, still functioning millennia later.

Arcane Pollution: Residual waste from large-scale magical processes.

Collective Belief

When many believe in something, their faith can shape reality.

Mythical Objects: Items believed to be powerful, made real through collective belief.

Urban Legends: Local stories manifesting as magical phenomena.

Communal Rites: Ceremonies that unintentionally create lingering magical effects.

Introducing Weird Magic

When introducing strange magic, consider the following:

Scope

Is this a localized effect or something that impacts the entire region?

Duration

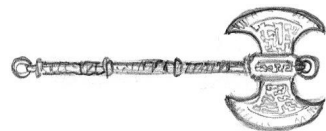
Does the magic fade, intensify, or remain constant?

Interaction

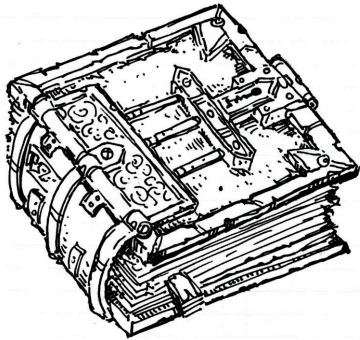
How do characters interact with the magic? Can they control or be harmed by it?

Mystery

Leave gaps for players to speculate or investigate.



What Harm Ever Came From Reading A Book? Weird Magic Tomes



The Codex of Endless Steps

This book is bound in worn leather etched with countless overlapping footprints. The pages are made of smooth sand fused into thin sheets, which crumble slightly when turned but always reform.

Contents: It contains spells related to travel, teleportation, and pursuit. Each spell references forgotten paths and astral trails.

Weird Feature: The book leaves faint footprints behind it, no matter where it's placed.

The Shardbook of Echoes

A jagged, metallic book composed of razor-thin shards of mirrored glass. The reflections distort and shift, showing fragments of unknown locations and events.

Contents: This grimoire holds spells of divination and illusion, teaching how to manipulate reflections, shadows, and alternate realities.

Weird Feature: The book occasionally reflects the reader's worst fears or greatest desires, which can make focusing on its spells disorienting.

The Gut-Bound Grimoire

This tome is bound in what appears to be writhing, fleshy tendrils, with pages made of stretched, translucent membrane. The entire book pulses faintly as if alive.

Contents: It holds grotesque spells of fleshcrafting, transformation, and biomanancy.

Weird Feature: The book occasionally "breathes" audibly and leaks a viscous, warm fluid that quickly evaporates.

The Codex of Silent Stars

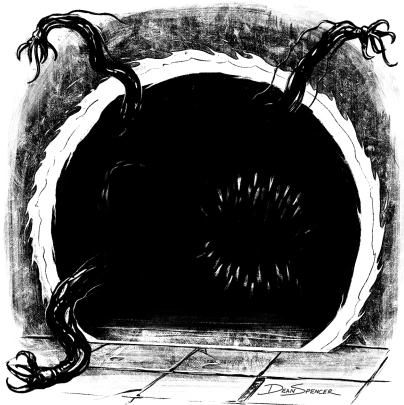
Bound in deep black leather flecked with tiny motes of glowing light, this book's pages are inky voids that seem to absorb all light around them.

Contents: The spells within focus on the cosmos, void, and manipulating space itself, including summoning creatures from beyond the stars.

Weird Feature: When opened, the area around the book grows unnaturally quiet, and the reader's shadow stretches toward the nearest window or sky.

Character Building

Touched by the Planes



Planar anomalies and otherworldly phenomena can leave a lasting mark on those who dare to venture too close.

These characters, altered by contact with forces beyond mortal comprehension, embody both the allure and the danger of the unknown.

The Mark of the Anomaly

These changes can be either physical, mental, or magical, but they always set the character apart. The touch of an anomaly is both a gift and a curse.

Possible Origins

There are several ways a character can be affected by an anomaly.

Proximity to a Rift: Exposure to a tear between planes floods the character with alien energies.

Contact with an Outsider: A brief encounter with an otherworldly entity leaves a fragment of its essence behind.

Cursed Relic: An artifact imbued with planar energy entwines its fate with the wielder's.

Accidental Summoning: A botched ritual drags the character through another plane, altering them forever.

Effects of the Influence

Physical Changes

Ethereal Glow: Their body faintly glows, especially in dim light, revealing their connection to other realms.

Distorted Features: Their eyes might take on impossible colors, their shadow might move independently, or their skin could shimmer like starlight.

Alien Appendages: Fingers elongate unnaturally, or faint, spectral wings appear during moments of stress.

Mental Shifts

Fragmented Memories: The character experiences flashes of alien knowledge or memories that aren't their own.

Unnatural Calm: They seem detached from mortal concerns, as if part of their mind remains in another plane.

Visions of the Beyond: Dreams or waking hallucinations show glimpses of impossible landscapes.

Magical Quirks

Planar Affinity: Their spells may take on unusual effects, like fireballs that burn cold or healing spells that leave glowing scars.

Unstable Powers: Their magic might trigger unintended effects, such as bursts of light or distortions in time.

Planar Resonance: The character can sense nearby planar anomalies, but this awareness comes with painful headaches or seizures.

Gameplay Mechanics

Characters touched by planar anomalies can bring flavorful and challenging elements to the game.

Random Tables: Introduce tables to determine specific effects, like unpredictable spell surges or physical mutations (Roll once on the *Boons Table* and once on the *Curse Table*).

Narrative Hooks: Their transformation can draw the attention of planar entities, cultists, or scholars.

Unique Abilities: Grant minor boons tied to the anomaly, such as the ability to see through illusions or survive without air.

Roleplaying Opportunities

The player can explore themes of alienation, curiosity, or the struggle to control powers they don't fully understand.

Will the character embrace their transformation, or will they seek a way to undo it, even if it costs their life?

As GM, use planar anomalies to add mystery and danger to your campaign, but don't over do it. This will possibly be a once-in-a-campaign occurrence.

Table: Boons

D12 Boon

- 1 **Ethereal Sight:** Can see invisible creatures or detect planar rifts.
- 2 **Planar Resilience:** Resistance to one type of damage (e.g., fire, cold, or necrotic).
- 3 **Unnatural Vitality:** Once per day, the character can reroll a failed saving throw.
- 4 **Void Step:** Can teleport a short distance (e.g., 10 feet) once per day.
- 5 **Alien Affinity:** A +4 bonus on Charisma checks when interacting with extraplanar beings.
- 6 **Reality Anchor:** Can stabilize minor planar distortions, closing small rifts.
- 7 **Luminous Presence:** Emits dim light in a 5-foot radius; allies within this radius gain a +4 bonus on saving throws against fear.
- 8 **Temporal Glimpse:** Can see a few seconds into the future, gaining a +1 bonus on initiative rolls.
- 9 **Eldritch Knowledge:** Gains proficiency in Arcana or a similar skill, with knowledge of planar lore. INT check needed.
- 10 **Planar Surge:** Once per day, add 1d4 radiant or necrotic damage to a successful attack or spell.

Table: Boons

D12 Boon

- 1 **Fragile Veil:** Once per day, the character inadvertently creates a small planar tear, inviting trouble.

2 **Unnatural Aura:** Animals are unnerved by the character and refuse to approach.

3 **Planar Wounds:** Any critical hit the character suffers causes lingering damage that can only be healed magically.

4 **Uncontrolled Glow:** Their body glows in the dark, making stealth nearly impossible.

5 **Mind Fractures:** A -2 penalty on saving throws against psionic attacks or charm effects.

6 **Temporal Instability:** Occasionally loses an action as time skips for them.

7 **Planar Hunger:** Must consume exotic substances (e.g., stardust or planar ichor) once per week or suffer exhaustion.

8 **Alienation:** A -2 penalty on Charisma checks with common folk, who are unnerved by their otherworldly nature.

9 **Whispering Madness:** Hears faint whispers from beyond, making it difficult to concentrate: a 10% chance of spell failure.

10 **Anomalous Mutation:** Develops a random physical mutation (e.g., a third eye, tentacle-like fingers).

Using Boons and Curses

Referees can introduce these effects gradually, allowing the character's connection to the anomaly to evolve over time. Some effects might require a saving throw to avoid, while others manifest permanently. Balancing boons with curses ensures the character's powers remain

compelling without overshadowing other party members.

Let the story of the planar influence unfold naturally, adding depth and danger to your campaign.



Solo Spotlight

Aeldrin the Fractured Mage

Aeldrin was once a respected scholar of arcane lore, but prolonged exposure to a planar anomaly warped his magic and his mind. Now, he wanders the wilderness, hunted by beasts drawn to his corrupted magic and shunned by those who fear his strange powers.

Aeldrin is a tragic figure who embodies the themes of strange magic: power gained at a terrible cost.

Corruption and Traits

Aeldrin's skin glows faintly, casting dim light in a 5-foot radius, making stealth nearly impossible.

His eyes shimmer like stars, granting him darkvision (60 feet).

Fungal growths sprout along his arms, reducing his Constitution score by 1 but

allowing him to commune with fungal creatures (e.g., myconids).

Aeldrin is increasingly paranoid, believing spellcasters seek to steal his power. He compulsively carves arcane sigils into wood, stone, and even his own skin when anxious.

Dreams of alien landscapes plague him, leaving him fatigued and distracted in moments of calm.

Sudden Unraveling

If Aeldrin loses control of his magic (e.g., is interrupted while casting a spell), one of the following occurs:

D6	Effect
1-2	A 20-ft radius explosion of energy deals 2D6 damage to all creatures within range (save vs. Spells for half).
3-4	He also shifts partially into another plane for 1D6 rounds, becoming incorporeal and unable to interact with the material world.
5-6	All magical items within 30 feet lose their enchantment for 1D6 turns.

Adventure Hooks

The Hunted: Aeldrin seeks aid in defeating a Mystivore Wurm that has been tracking him relentlessly.

The Sigil Quest: He offers the characters a powerful enchanted item if they help him decode a series of planar sigils he believes hold the key to curing his corruption.

Corrupted Power: Villagers claim Aeldrin has been abducting townsfolk to fuel his strange experiments. The truth may reveal a tragic figure spiraling out of control—or a burgeoning villain.

Aeldrin

Level: Magic-User 6

Alignment: Chaotic

Armor Class: 9 [10] (Unarmored)

Hit Points: 17

Move: 120' (40')

Attacks: Staff (1d6) or spell

Saving Throws:

Death/Poison: 11

Wands: 12

Paralysis/Petrify: 13

Breath: 15

Spells: 12

Daily Spell Slots:

1st Level: 2

2nd Level: 2

3rd Level: 1

Spell Book

1st Level: Magic Missile, Sleep, Detect

Undead

2nd Level: Mirror Image, Web, Invisibility

3rd Level: Fireball, Dispel Magic

Equipment

Wand of Magic Detection (5 charges)

Ring of Fire Resistance

Corrupted Spellbook: Contains dangerous, experimental spells that come with risks of corruption for those who use them.



Creature Feature

Magic-Eating Predators

Below are five new monsters that hunt and feed on spellcasters or enchanted items to sustain themselves.

Arcane Devourer

A hulking, insectoid predator with a chitinous body that glows faintly with absorbed magical energy. Its pincers crackle with stolen spells.

Armor Class: 5 [14]

Hit Dice: 6+2 (29 HP)

Move: 90' (30')

Attacks: 2 pincers (1D8 each)

Morale: 9

Alignment: Neutral

XP Value: 500

Special

- *Mana Drain*: When hit by a spell, the Arcane Devourer absorbs it, healing for the spell's level × 2 HP. Absorbed spells are nullified and do not take effect.
- *Spell Sense*: Can detect spellcasters or magical items within 120-ft, regardless of barriers.
- *Arcane Burst (1/day)*: Releases absorbed magic in a 30-foot radius burst, dealing 2D6 damage to all creatures (save vs. Breath Weapon for half).

Mana Leech Swarm

Small, glowing leech-like creatures that gather in swarms to drain magical energy from their prey.

Armor Class: 7 [12]

Hit Dice: 2 (Swarm: 12 HP)

Move: 60' (20'), climb 60' (20')

Attacks: Swarm attack (1D6)

Morale: 6

Alignment: Neutral

XP Value: 100

Special

- *Mana Drain*: Each successful attack drains 1 spell slot from the caster. If the caster has no spell slots, they take 1D4 Intelligence damage instead.
- *Magic Attraction*: Enchanted items within 30 feet glow faintly, drawing the swarm toward their bearer.

Spellshade Stalker

A shadowy predator that lurks in the ethereal plane, appearing only to ambush spellcasters or those bearing magical items.

Armor Class: 3 [16]

Hit Dice: 5 (22 HP)

Move: 120' (40'), ethereal 180' (60')

Attacks: 1 claw (1D10)

Morale: 8

Alignment: Chaotic

XP Value: 400

Special

- *Ethereal Form*: Can shift between the ethereal and material planes

at will. While ethereal, it cannot be harmed by non-magical means.

- *Magic Feeder*: Each time the Spellshade hits with its claw, it drains one randomly determined spell or magical charge from the target. If it drains a spell, the caster cannot re-memorize that spell until after a long rest.
- *Shimmering Strike*: When it appears from the ethereal plane, its first attack is at +2 to hit.

Enchantment Eater

A lumbering, ape-like creature with a crystal-covered hide that absorbs magic. Its hunger drives it to smash through dungeons in search of enchanted treasures.

Armor Class: 4 [15]
Hit Dice: 7+3 (35 HP)
Move: 60' (20')
Attacks: 2 fists (2D6 each)
Morale: 10
Alignment: Neutral
XP Value: 800
Special

Consume Magic: If it touches a magical item, it drains 1D4 charges or suppresses its magic for 1D6 rounds. Items with charges that reach zero are destroyed.

Resistant Hide: Immune to spells of 3rd level or lower. Higher-level spells deal half damage or have reduced effects (Referee's discretion).

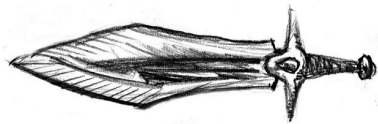
Berserk Rampage: When deprived of magic for too long, the Enchantment Eater goes berserk, gaining +2 to hit and damage but lowering its AC to 6 [13].

Mystivore Wyrm

A serpentine creature with glowing, crystalline scales that thrives on magic. It burrows through stone, seeking out magical currents and those who wield them.

Armor Class: 2 [17]
Hit Dice: 9 (45 HP)
Move: 90' (30'), burrow 60' (20')
Attacks: 1 bite (2D8)
Morale: 9
Alignment: Chaotic
XP Value: 1,200
Special

- *Consume Spell Energy*: Can target a spellcaster within 30 feet once per round, forcing them to save vs. Spells or lose their highest-level spell slot (or a memorized spell, if slots aren't used).
- *Magic Pulse*: After consuming magical energy, the Mystivore releases a radiant pulse in a 20-foot radius, dealing 2D6 damage (save vs. Spells for half).
- *Burrowing Ambush*: Can burrow underground and emerge suddenly, attacking with surprise if undetected.



Spellcraft

Spells That Evolve

When magic draws from strange and unpredictable sources, it often takes on a life of its own, influenced by the caster's state or surroundings.

Here's a list of ways spells might change when cast by a corrupted caster or in an environment steeped in otherworldly energy.

Corruption-Based Changes

Chaotic Amplification: The spell's damage increases, but it also harms the caster or allies within a certain range.

Warped Element: A fireball might burn cold, dealing necrotic damage instead of fire.

Corrupted Auras: Beneficial spells (like Bless) cause eerie visual or auditory effects, unsettling nearby creatures.

Tainted Healing: Healing spells restore hit points but leave faint physical scars or marks on the recipient.

Overload of Power: The spell's effects are doubled, but the caster must succeed on a save Vs. spell or gain a level of exhaustion.

Flesh to Fungi: Summoned creatures or conjured elements take on fungal or alien forms, changing their abilities or vulnerabilities.

Lingering Distortion: Area-based spells (like Web or Cloudkill) leave behind zones of warped reality that linger longer than usual.

Spell Echoes: Casting a spell causes a faint, delayed echo of the same spell to trigger 1D4 rounds later.

Unstable Channels: The spell targets a random creature within range, rather than the intended target.

Reality Tears: High-level spells momentarily tear a hole in reality, summoning a minor extraplanar creature or anomaly.

Environment-Based Changes

Elemental Shift: A Fireball might transform into an Iceball in a frozen tundra or a Thunderball during a storm.

Gravity Flux: Spells that affect movement (like Levitate) might work erratically in an area with unstable gravity, pulling targets in unexpected directions.

Planar Resonance: In a planar rift, spells take on traits of the nearby plane (e.g., fire magic becomes more powerful near the Plane of Fire).

Amplified Range: In high-magic areas, spell ranges increase significantly, but so does the likelihood of attracting magical entities.

Ethereal Echo: Illusion spells create ghostly duplicates that persist even after the spell ends.

Wild Surges: Every spell cast in a corrupted environment risks triggering a random magical effect.

Living Magic: Conjured objects or summoned creatures gain sentience and may not obey their caster fully.

Time Dilation: Spells with durations (e.g., Haste, Slow) last much longer or shorter than intended.

Environmental Harmony: Spells that align with the surroundings (e.g., Water Breathing near a lake) are cast with heightened power.

Fading Effect: In dead-magic zones, spells fizzle out mid-cast or have reduced effects.

Combining Corruption and Environment

When both factors influence a spell, the results can be even stranger.

A Magic Missile cast by a corrupted wizard in an eldritch swamp might transform into spectral serpents that chase their target. Invisibility might turn the caster into a living shadow, causing them to lose their physical form for the duration.

Lightning Bolt could become a crackling stream of necrotic energy that animates corpses in its path.

Incorporating Dynamic Spells into Gameplay

GMS can use these changes to create tension and drama, especially when players are unfamiliar with the environment or their corruption is progressing.



Adventure Location The Shattered Veil

Hidden between the folds of existence lies the Shattered Veil, a demi-plane where the very fabric of reality has unraveled.

Within this strange domain, time twists upon itself, space becomes a labyrinth, and magic pulses unpredictably. For those who stumble into its fractured realm, survival depends on wits, caution, and an uncanny ability to adapt to the incomprehensible.

The Nature of the Shattered Veil

The Shattered Veil is said to have formed when a great cosmic event - perhaps a failed attempt to fuse planes or the death of a forgotten god - tore reality apart.

Now, it exists as a kaleidoscope of broken rules, attracting the curious, the desperate, and the doomed.

Pockets of Distorted Time: In one area, time may flow backward, forcing travelers to relive moments they've just experienced. In another, it accelerates, aging objects and people rapidly. Some adventurers report meeting themselves—fragments of their future or past selves, offering cryptic warnings or pleas.

Warped Space: Distances in the Veil are nonsensical. A short walk may stretch into miles, while distant landmarks appear just steps away. Gravity shifts wildly, with some areas causing objects to float while others pin them to the ground.

Erratic Magic: Spells behave unpredictably, often with dramatic results. A simple light spell might cause the caster to glow for days, while a fireball could freeze its targets instead of burning them.

Encounters in the Veil

The Shattered Veil is home to creatures shaped by its chaos. These beings are often as unpredictable as the plane itself.

Temporal Echoes: Ghostly reflections of those who have died in the Veil, looping through the final moments of their lives.

Reality Wyrms: Serpentine creatures that feed on the unstable fabric of the plane. They are invisible until disturbed, at which point their shimmering forms reveal their immense size.

Spellwild Beasts: Animals twisted by the Veil's erratic magic, capable of unleashing random magical effects when threatened.

Effects on Visitors

Exploring the Shattered Veil is not without its dangers. Prolonged exposure can leave visitors permanently changed:

Spatial Anomalies: Items or body parts may phase slightly out of sync, causing them to flicker in and out of reality.

Chaotic Auras: Magic users may find their spells permanently altered, as if the Veil's influence has followed them home.

Adventuring Hooks

The Shattered Veil is a place of both peril and possibility, offering countless hooks for daring adventurers:

The Lost Archive: Legends speak of an ancient library drifting through the Veil, containing knowledge from countless worlds. Retrieving even a single tome could be worth a fortune.

Fractured Artifact: A powerful magic item was shattered during the creation of the Veil, with its fragments scattered across the plane. Each shard holds unique, unstable powers.

Escape the Loops: A group of adventurers has become trapped in a time loop, reliving their failed escape attempts. Can the players free them—or themselves?

Using the Shattered Veil in Your Campaign

The Shattered Veil is an excellent setting for surreal adventures, emphasizing problem-solving, creativity, and player ingenuity.

Exploration and Mystery: Its constantly shifting nature makes mapping impossible, forcing players to rely on memory and intuition.

Roleplaying Opportunities: The Veil's effects on time and identity can lead to deep character moments, such as meeting future versions of themselves or allies who never left the plane.

High-Stakes Magic: The unpredictability of magic in the Veil adds tension to every spell cast, as players never know what might happen.

Class Acts

The Sorcerer of Amalgamated Lineages

In the world of magic, lineage plays a significant role in determining a sorcerer's abilities. But some rare individuals are born from the confluence of magical bloodlines so complex, they defy easy categorization.

These sorcerers are the products of amalgamated creatures, their power stemming from the fusion of multiple magical or monstrous ancestries.

Unlike those born of single, distinct bloodlines - such as dragon or demon - sorcerers of amalgamated lineages are often the result of ancient pacts, unnatural experiments, or unions between creatures of diverse magical natures.

The result is a sorcerer whose powers can be as unpredictable as their origins. They might exhibit traits from multiple fantastical species, such as the wings of a harpy, the claws of a fiend, the scales of a dragon, or the innate charm of an elven bard.

Their abilities are often an unpredictable blend, a patchwork of talents that can shift with the whims of their magical heritage.

Magical Traits and Powers

A sorcerer with an amalgamated lineage may draw on the unique attributes of their mixed ancestry.

Some gain the ability to manipulate a broad spectrum of elemental forces, while others can tap into rare spells that echo the forgotten powers of the creatures that make up their heritage.

The versatility of an amalgamated sorcerer can be both a gift and a curse.

A Legacy of Uncertainty

The origins of these sorcerers are often shrouded in mystery. The unions that create them are rarely well-documented, and many are the product of long-forgotten rituals, forbidden experiments, or unintended consequences of magical tampering. Some even believe that these sorcerers are the living embodiment of lost or ancient magical creatures, their bloodlines resurrected through rare, arcane means.

Despite their unpredictable nature, many sorcerers of amalgamated lineages are driven by a singular purpose: to understand and control the complex forces that churn within their veins. Some may seek out ancient knowledge, while others embrace their heritage, exploring the depths of their power with abandon.

In the end, the sorcerer of an amalgamated lineage is a figure of mystery and wonder - an embodiment of magic in its most complex, fluid form.



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Next Month

We keep on getting weirder next month with the Weird Monsters issue. 28-pages of the living (and not-so-living) weirdness.



We will explore where the weirdness originates, the ecology of these weird beasts, combining monsters, weird undead, and much more!

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