

d12 Monthly

WEIRD PLACES
ISSUE

Issue 45
March, 2025

FREE VERSION

INTRODUCING THE WYRD

AND THE PEOPLE WHO LOOK FOR IT

FEAR THE FAE

ADD VARIOUS FEY REALMS TO
YOUR CAMPAIGN

QUEEN OF RAINBOWS

AND THE PRISMATIC COURT

Location, Location, Location!

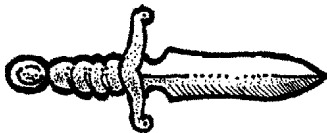
A surreal landscape with a red sky, mountains, and a large, cracked, muscular creature. A small figure with a staff is in the foreground.

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Ad



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Previous Issue

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Weird Places Issue

The final in the three-issue arc of the weird.

In this issue we introduce you to the Wyrd - a magic that infuses itself into the very fabric of reality.

We also help you create a Wyrd-Finder: an adventurer crazy enough to go seeking the weird.

There are also fey and godly realms to discover and explore, as well as strange artefacts to find there.

The weird has always had its place in roleplaying, and together, issues 43, 44, and 45 will bring the weird into your campaign world.

Whether it's a permanent feature of your world, or just a foray to mix things up a bit, I am sure your players will love the strange exploration into the weird.

These issues were designed to be used together, so go out and be a little bit (or a lot) weird.

And, as always, happy gaming!

- Russ from YUMDM

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... for making this zine as good as it is.

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(Tiers are available to receive a physical copy).

Fear the Fae

Various Fey Realms



There is not just one fey realm. There are thousands, if not more. The list below showcases a number of them.

The Frosted Reverie

Entry: Breathe into a frozen pond and whisper your deepest regret.

Notable Features

- Glacial temples where winter spirits guard ancient artifacts.
- Faerie foxes that guide travelers but demand secrets in return.
- Aurora-born storms that freeze magic in place for years.

Adventure Hook

1. The PCs are hired by a mage who wants to retrieve a magic item that was frozen in

this realm years before when he last visited it.

2. Someone or thing with the power of portals has jammed opened the portal to this realm and caused the surrounding area to become frozen - the PCs are either hired to find out why, or are in the settlement which is affected.

The Verdant Mirage

Entry: Drink the dew from a poisonous flower while under the influence of a dream-inducing potion.

Notable Features:

- Giant, glowing mushrooms that emit spores of wild magic.
- Carnivorous plants that hum lullabies to lure prey.
- Fey druids tending to hybrid creatures: a blend of plants and animals.

Adventure Hooks

1. A Fey Druid from this realm approaches the party's druid or ranger to help with a material world disease that is infecting the realm.

2. The PCs must collect a mushroom from this realm for a priest who needs it for a cure to save a village from a terrible disease.

The Orchard of Eternal Spring

Entry: Plant a seed in a graveyard and wait for it to bloom. Step through the flower's petals.

Notable Features

- Trees that grow fruits with names like “Memory Apple” and “Heart’s Desire Plum.”
- Fey gardeners who protect the orchard with enchanted pruning shears.
- A single black tree whose fruit contains nightmares.

Adventure Hook

1. The PCs are tasked by a sage to retrieve a fruit from the black tree as he wants to know more about the nightmares.

The Inkdark Sea

Entry: Spill black ink into a still pool at midnight and step through its reflection.

Notable Features

- Ships captained by fey pirates who trade in dreams and memories.
- Islands of glowing coral where lost treasure from countless realms is stored.
- A kraken-like creature that speaks in riddles and grants safe passage to the worthy.

Adventure Hook

1. A prince or other high noble has started to lose their memory. They hire the PCs to trade wealth for lost memories with the fey pirates.



The Prismatic Court

Entry: Catch a rainbow in a crystal vial during a rainstorm and release it in a field of clover.

Notable Features

- A throne room made of ever-shifting colors, where the Fey Queen presides.
- Emotion-infused artifacts, such as a blade fueled by joy or a shield powered by despair.

- Dancing lights that challenge travelers to duels, offering gifts if defeated.

Adventure Hook

1. A weird travelling circus has a “Rainbow House” and it leads to the Prismatic Court - can the PCs make it out alive.

The Hollow Feast

Entry: Share a meal with an uninvited guest in your home and allow them to leave without thanks.

Notable Features

- An endless table of food and drink, each with hidden curses or blessings.
- Shadowy servants that flit between the diners, whispering temptations.
- A cursed harp that plays mournful tunes, compelling listeners to dance until they collapse.

Adventure Hook

1. One moment the PCs are dining with the local noble, the next they seem to be in another place entirely.

The Realm of Ten Thousand Eyes

Entry: Stare into a pond of clear water until your reflection blinks before you do.

Notable Features

- Floating orbs that show glimpses of the past, present, and future.
- Eyeball-like creatures that barter information for favors.
- A towering monolith that acts as a portal to other fey realms, but only at great risk.

Adventure Hook

1. An explorer hires the PCs to take her to the Towering Monolith so she can travel to a particular fey realm.

The Withering Veil

Entry: Burn a living flower in a black iron brazier under a starless sky.

Notable Features

- Fields of blooming flowers that wither and die within seconds, creating waves of dust.
- Fey spirits dressed in decaying finery who offer wisdom at a cost.
- A river that flows backward, erasing memories of those who drink from it.

Adventure Hooks

1. A portal to the Withering Veil has opened up and is causing the fields and farms for miles around to wither and die. The portal must be closed. But who opened it in the first place?

Chronicler of the Unknown

The Hook Giver

You can use the NPC below, Alden Myrr, as a way to get your characters interested in various oddities.

Alden Myrr

Human Traveling Scholar, Lorekeeper
Age: Mid-50s

Appearance

Alden is a wiry man with keen, curious eyes behind enchanted spectacles that faintly glint with magical light. His patched but finely embroidered cloak marks him as both a traveler and a scholar, and his satchel overflows with scrolls, maps, and trinkets from far-off lands. His gray-streaked hair is tied back in a practical knot, and his boots are worn from countless miles of wandering.

Personality and Mannerisms

Alden is endlessly fascinated by the unknown. He is prone to stopping mid-sentence to scribble notes or sketch something intriguing.

A charismatic speaker, he often regales audiences with wild tales of the places he's visited - some true, some embellished.

Alden's enthusiasm can be overwhelming, and his habit of asking probing questions may unsettle more secretive individuals.

He is rarely seen without an atlas or freshly drawn map, which he updates obsessively.

Background

Alden spent his youth as an apprentice to a renowned cartographer but quickly found the known world too small for his ambitions. Drawn to the bizarre and unexplored, he left his guild to document strange and otherworldly places.

His travels have taken him to the edges of reality, and he claims to have set foot in the Frosted Reverie, danced at the Endless Carnival, and spoken with the Watchers of the Ten Thousand Eyes. While many dismiss his tales as exaggerations, those who know him well recognize that Alden's knowledge often leads to hidden truths.

Quests Alden Can Provide

The Missing Map

Alden's satchel was stolen in a bustling market, and among its contents was a rare map depicting the path to the Prismatic Court. He hires the party to recover it, warning them that the thief might already be using it to seek the treasures of that fey realm.

Reward: A Prism Shard or detailed knowledge of a nearby dungeon.

The Fading Veil

Alden has heard rumors of Veilblooms, flowers from the Withering Veil, blooming unnaturally in the mortal world. He believes this indicates a breach between

realms and implores the party to investigate.

Reward: A Veilbloom and access to lore about crossing into fey realms.

Lore Alden Provides

Alden's encyclopedic knowledge of strange places and artifacts makes him a valuable ally. He can:

- Identify the properties of magical relics, especially those from otherworldly realms
- Provide detailed maps and navigation advice, granting +1 bonus to navigation-related rolls
- Share rumors and quests tied to weird places, such as the Amber Labyrinth or the Inkdark Sea

Items Alden Might Offer

Glimmerfruit of the Orchard of Eternal Spring (restores HP and grants enchantment resistance).

Illusory Locket of the Endless Carnival (creates minor illusions with carnival themes).

Prism Shard of the Prismatic Court (casts Color Spray and detects invisibility).

Alden in Play

Alden can serve as:

- *Quest Giver:* His relentless pursuit of the strange brings him into contact with adventurers

- *Recurring NPC:* He might cross paths with the party in multiple locations, always in pursuit of some new oddity
- *Story Catalyst:* Alden's lore and items can guide the party into stranger, more fantastical adventures, deepening the world's mystique

Stat Block (Old School Essentials)

Armor Class: 7 [12] (robes and dexterity)

Hit Dice: 2 (9 HP)

Attacks: Dagger (1D4 damage) or Wand of Illumination (casts *Light* or *Color Spray* each 1/day).

Movement: 120' (40')

Saves: As a Level 2 Magic-User

Special Abilities:

- *Lorekeeper:* Can identify magical items and offer insight into their history.
- *Connections:* Knows individuals who can open portals to fey realms or provide related assistance.
- *Escape Plan:* Always carries a Scroll of *Dimension Door* for emergencies.



Queen of Rainbows

The Prismatic Court

The Prismatic Court is a dazzling and ever-changing fey realm where light, color, and emotion intertwine.

It is ruled by the enigmatic Fey Queen of Splendor, who commands a court of radiant beings tied to the hues of the spectrum.

The Court exists on the edge of perception, accessible only to those who can unravel the mysteries of its shifting portals or catch the fleeting glimmer of its aurora-like trails across the sky. It is a place of breathtaking beauty, overwhelming sensation, and perilous bargains.

Physical Description

The realm is an endless kaleidoscope of prismatic light that shifts and bends, creating a surreal and ever-changing terrain.

Crystalline trees grow in radiant forests, their branches refracting light into cascading rainbows. Rivers of liquid color flow through shimmering valleys, and skies flicker between sunset hues and auroral brilliance.

Structures

The Court itself is a palace of refracted light and solidified radiance, constantly changing shape and color. Its towers appear to grow organically, their hues rippling as if alive. Mirrors and stained glass decorate

every surface, reflecting and amplifying the ambient glow.

Atmosphere

Time and direction are fluid concepts in the Prismatic Court. Visitors often feel a sense of euphoria mixed with unease, as the vibrant beauty of the realm presses on their senses.

Thematic Elements

The Prismatic Court is a realm of beauty, danger, and intrigue, offering adventurers the chance to experience something truly otherworldly while navigating the perils of fey politics and the mercurial nature of its queen.

Emotion and Art

Everything in the Prismatic Court ties back to emotional resonance and artistic expression. Art and beauty are currency, and visitors must prove their worth through creativity or passion.

Duality

The vibrant beauty of the Court masks its darker, more sinister aspects. The Queen's desire for perfection often leads to cruelty, and her courtiers' devotion borders on obsession.

Light as Power

Magic in this realm often manifests as radiant light or shifting colors, with spells taking on unique visual effects. Light and similar spells are twice as powerful in this realm, while other spells take on the above

aspects. Darkness spells do not work here at all.

The Fey Queen of Splendor

The Queen is an ever-shifting figure, her form composed of radiant light and swirling colors. Her eyes are twin suns of white fire, and her voice resonates like a symphony.

Personality

While she exudes charm and majesty, the Queen's moods are as mercurial as the colors she embodies. She delights in beauty and creativity but despises monotony and mediocrity. Her court's rituals often involve displays of art, dance, and magical feats, with failure carrying severe consequences.

Agenda

The Queen seeks to spread her influence into the mortal world, where she desires to collect the most beautiful and unique souls for her court. She bargains with mortals, often offering boons in exchange for pledges of loyalty or artistic creations.

Denizens of the Prismatic Court

Chroma Fae

Fey beings tied to specific colors, each representing a different emotion or aspect of the spectrum. For example:

Crimson Blades: Fierce warriors embodying passion and rage.

Azure Oracles: Mystics who channel serenity and melancholy.

Emerald Guardians: Protectors of growth and jealousy.

Prismwrights

Artisans who craft items and enchantments from pure light and color. Their creations are both beautiful and dangerous, often carrying unintended side effects.

Colorless Shadows

Outcasts who have been drained of color, serving as spies or menial workers. They harbor bitterness toward the Queen and her court.

Accessing the Prismatic Court

There are a few ways to enter the Prismatic Court.

Natural Portals

Rainbows, shimmering auroras, or pools of liquid light may serve as temporary gateways. These portals often appear after storms or in moments of intense emotion.

Rituals

Painting a perfect spectrum on a reflective surface or playing a hauntingly beautiful melody can open a doorway.

Artefacts

Items like the Prism Shard can lead adventurers to the Court when used under specific conditions.

Dangers and Challenges

There are a few challenges visitors must watch out for.

Sensory Overload

The overwhelming light and color can disorient visitors. PCs must save vs. spells every hour or suffer penalties to perception and attack rolls.

Shifting Landscape

Paths through the Court's realm constantly change. Navigation requires successful rolls (or spells) to avoid becoming hopelessly lost.

Unforgiving Bargains

The Queen and her courtiers delight in making deals, but their terms are often vague or have unexpected consequences.

Rewards and Treasures

There are rewards to be had.

Prismatic Relics

Items infused with the power of light, such as:

Prism Shard

Allows the wielder to cast Color Spray or detect invisibility.

Aurora Blade

A weapon that changes its damage type based on the wielder's mood.

Fey Boons

The Queen may grant magical gifts or transformations, though these often come with strings attached.

Knowledge

Insight into the nature of light, color, and emotion, or even secrets about the mortal world.

Adventure Hooks

Here are some hooks to get your characters interested.

A Stolen Soul

A famed mortal artist has vanished, leaving behind a painting that seems to shift and glow unnaturally. The party must travel to the Prismatic Court to bargain for their return.

The Fading Spectrum

The colors in a nearby region have begun to fade, leaving everything gray and lifeless. The Queen of Splendor's displeasure may be the cause.

Shards of the Throne

Fragments of the Queen's throne have fallen into the mortal world, each containing powerful magic. The party must retrieve them before rival factions do.



Character Building

Memory Loss

in a roleplaying game (RPG) can add layers of intrigue, mystery, and character development to your campaign. Here are some strategies to make handling memory loss in your campaign, and to make it both engaging and manageable for players and the GM.

Collaborate with Players

Keep these in mind before heading down this road.

Consent is Key: Always ensure players are on board with memory loss as a plot device. It can be disorienting, so discuss how it will work in advance.

Character Buy-In: Work with players to decide which memories are lost. Some may prefer to lose specific parts of their backstory, while others might leave it to the GM.

Gradual Revelation

Clues and Hints: Scatter fragments of lost memories throughout the game world. These could be visions, written records, or interactions with NPCs who know the character.

Player Discovery: Let players piece together their own backstory as part of the campaign. It's rewarding to have agency in unraveling their character's mystery.

Flashbacks: Use flashbacks triggered by key moments, locations, or items to reveal snippets of the lost memories.

Mechanical Representation

Stat Adjustments: Memory loss can temporarily affect Intelligence, Wisdom, or Charisma, representing confusion or a loss of expertise.\n - Example: A scholar might lose proficiency in specific skills or languages.\n - Alternative: Replace lost abilities with mysterious or unexplained skills, hinting at forgotten training.\n\n

Unlockable Abilities: Treat the recovery of memories as a progression system. As players recover memories, they regain lost abilities or discover new powers tied to their forgotten past.

Story-Driven Approaches

Tied to the Plot: Make memory loss central to the campaign. For example: The characters' memories were stolen by an enemy, and recovering them drives the plot forward. The memories contain knowledge of a critical event, like the location of a powerful artifact or a forgotten betrayal.

Emotional Stakes: Losing memories of loved ones, alliances, or betrayals can add emotional weight. NPCs may react differently depending on what the character remembers or forgets.

Solo Spotlight

Weird and Wonderful Prompts

Weird places can be a lot of fun as part of your solo campaign. These prompts, tools, and methods can help you use weird places as your solo roleplay.

Discovering the Origins of a Weird Place

You stumble across a strange, ancient site - perhaps a crumbling temple covered in glowing runes or a forest where trees whisper your name. Who built it, and why? What role might you play in its forgotten purpose?

Gameplay Mechanic: Consult the oracle or use word lists to determine the answers as you investigate. Each clue could escalate the danger, mystery, or reveal a surprising connection to your character's past.

Exploring Personal Ties to a Strange Location

A weird place has a deep, personal connection to you. Perhaps your family vanished into it, or it appears in your recurring dreams. What secrets does it hold about your past, and why does it call to you?

Gameplay Mechanic: Write journal entries after each in-game day or event. Reflect on your character's emotional state and how the place reshapes their identity.

Unraveling a Local Mystery

A village at the edge of a weird place, like a cursed swamp or a labyrinth of glowing caves, is plagued by strange occurrences. You've arrived to investigate.

Gameplay Mechanic: Use oracles and word tables to guide the mystery. Roll for clues, NPC reactions, and escalating stakes as you uncover layers of the unknown.

Strange Events During Downtime

Your character takes refuge near a peculiar location, such as a house that changes rooms every sunrise or a garden where the statues seem to move when not watched.

Gameplay Mechanic: Generate daily occurrences using the D100 table in this issue. These events could be benign, eerie, or dangerous, forcing you to adapt and survive. Perhaps the place slowly changes you as well.

Becoming the Guardian of a Weird Place

You inherit a strange, sacred location - an ancient tower, a crystal forest, or a sentient fortress. Forces from other realms seek to control or destroy it. Can you protect it while uncovering its true purpose?

Gameplay Mechanic: Use a progression system. Roll for incoming threats, alliances, and the growth of the site's power. As you level up, decide whether to let the location shape you into something otherworldly.

Creature Feature

The Glowmarrow Beast

The Glowmarrow Beast is a predator from bioluminescent caves, glowing fungal forests, or other places where eerie light and shadow dominate. It appears as a massive, fungal amalgamation of beast and plant life, with glowing tendrils sprouting from its back, creating hypnotic patterns in the air.

The creature uses its bioluminescence to lure prey close, only to ensnare them in a burst of toxic spores or rend them apart with its powerful limbs.

Glowmarrow Beast Stats

Armor Class: 4 [15]

Hit Dice: 7+3** (33 HP)

Attacks: 2 claw (1d8), 1 bite (2d6)

Move: 60' (20')

Morale: 9

Alignment: Chaotic

XP Value: 775

Special Abilities

Hypnotic Glow: The Glowmarrow Beast's bioluminescent tendrils emit a hypnotic light that dances in mesmerizing patterns. At the start of combat, all creatures within a 30' radius must save vs. Spells or become fascinated, unable to attack or take any action for 1d4 rounds. Fascinated creatures can repeat the saving throw at the end of each of their turns if attacked or shaken by an ally.

Spore Cloud: Once per combat, the Glowmarrow Beast releases a cloud of glowing spores in a 15' radius.

All creatures in the area must save vs. Poison or suffer hallucinations for 2d4 rounds, giving them a -2 penalty to attacks and saving throws. Hallucinating creatures also have a 50% chance to attack an ally instead of the Glowmarrow Beast.

Regenerative Fungi: The Glowmarrow Beast regenerates 1 HP per round unless killed by fire or acid.

Camouflage: In areas with bioluminescence or fungal growth, the Glowmarrow Beast is nearly indistinguishable from its surroundings. If it surprises opponents, it gains a +2 to attack rolls on the first round of combat.

Adventure Hooks

The Alchemist's Request: A reclusive alchemist offers a rare magical item in exchange for tendrils from a Glowmarrow Beast. However, they neglect to mention the beast's immense power and intelligence.

Cult of the Glowmarrow: A strange cult worships the Glowmarrow Beast as a divine entity and offers it sacrifices. The party must decide whether to confront the cult, the beast, or both.



Spellcraft

Wyrd Wells

Wyrd Wells are ancient, enigmatic pools of concentrated magical energy scattered throughout the world. These wells, each tied to a specific school of magic, are places of intense, raw power. They serve as both conduits and amplifiers of arcane forces, making them irresistible to powerful spellcasters seeking to harness their potential.

The Birth of the Wyrd Wells

Wyrd Wells are not naturally occurring in the traditional sense. While they are anchored to fundamental magical forces, their creation is a tale of intentional design and unpredictable magic. It is believed that Wyrd Wells came into being during the Epoch of Twilight, a forgotten era when the fabric of the world was still being shaped by primordial forces. Ancient mages, scholars, and even gods experimented with the very nature of magic, seeking to understand and control its essence.

During this time, these early mages attempted to crystallize the raw magic of each school into a single, concentrated point - a pool of energy that could be drawn upon to amplify their magic.

Through a combination of powerful rituals, arcane artifacts, and unknown forces, these wells were born. Over time, these wells solidified and became focal points of magical energy - unique to each school of

magic and fully connected to the very essence of that school.

Wyrd Well Creation

The most well-known form of Wyrd Well formation occurs when an ancient or powerful spellcaster intentionally binds a magical force of a specific school into a singular location.

This requires vast amounts of magical power and knowledge - most commonly, an extremely complex and intricate ritual involving rare reagents, artifacts, and the alignment of celestial forces.

Wyrd Well of Illusion: The Wells of Deception

These wells appear as pools of shifting, iridescent liquid that constantly changes form, creating illusions of strange creatures, landscapes, and distant realms.

Magic Effects: These wells enhance illusions, making them nearly indistinguishable from reality. Casting *Invisibility* or *Mirror Image* from this well can make the effects last longer and feel more real.

Game Effect: Saves vs these illusions suffer a -4 penalty, and there is a 20% chance of the illusions, or effect becoming permanent.

Danger: The well's influence can cause the caster to lose track of what is real and what is illusion. Spending too much time near the well may result in the caster becoming trapped in a perpetual illusion.

Adventure Location

Weird of the Wyrd

Each of these locations is steeped in mystery, ripe for adventurers to explore, and serves as a focal point for wyrd magic, strange encounters, and unsettling truths.

The Singing Stones

A circle of monolithic stones hums with a low, harmonic resonance, audible only at night. Standing within the circle amplifies spellcasting, but prolonged exposure causes unsettling dreams of an endless void filled with shimmering lights. Local legend claims the stones are the remnants of a petrified celestial choir.

The Bleeding Hollow

A cavern deep beneath the earth leaks a viscous, crimson liquid with a faint metallic scent. The liquid has minor healing properties but inflicts disturbing visions on those who drink it. The walls of the cave are etched with pulsing veins of red crystal, said to be the blood of an ancient, slumbering god.

The Shard Spire

A jagged, glass-like tower juts from the ground, reflecting warped images of its surroundings. Approaching the spire causes echoes of the past to manifest as ghostly figures and sounds. Touching the spire drains magical energy but grants brief glimpses into the origin of the structure, revealing a world consumed by crystalline growth.

The Luminous Mire

A swamp where the waters glow softly in shades of blue and green, teeming with strange, phosphorescent flora and fauna. The mire radiates conjuration magic, and those who linger too long risk attracting extraplanar creatures that emerge from the glowing pools.

The Starfall Scar

A massive trench carved into the landscape, lined with shimmering black sand that sparkles like starlight. At the bottom, a fragment of a fallen celestial object hums with otherworldly energy. Prolonged exposure enhances magical abilities but slowly alters the mind, instilling an obsession with the void between the stars.

The Frostblight Fissure

A deep crevasse that exudes a biting cold, rimed with frost even in the height of summer. Strange, frost-covered skeletons litter the fissure's edges, their bones humming with abjuration magic. Descending into the fissure leads to a cavern of endless winter, rumored to be the prison of a forgotten ice elemental lord.

The Weeping Obelisk

A black stone monolith stands alone in a desolate plain, constantly leaking a clear, viscous liquid. The liquid, when collected, functions as a powerful potion of insight but leaves the drinker plagued with visions of weeping figures and desolate ruins. The obelisk is said to mark the grave of an ancient civilization consumed by sorrow.

Class Acts

The Wyrd-Finder



Wyrd-Finders are adventurers who delve into the strange and mysterious, seeking the arcane and the unknown. They are explorers of the uncanny, constantly drawn to places and objects that defy natural laws.

Core Classes for a Wyrd-Finder

The Wyrd-Finder is an excellent archetype for players who enjoy exploring the uncanny, delving into the bizarre, and uncovering arcane secrets.

Thief

As a Wyrd-Finder, the Thief becomes a cunning explorer of ruins and cursed places, relying on stealth and ingenuity to navigate the dangers of the unknown.

Roleplay: This Wyrd-Finder is a pragmatic treasure hunter who views the supernatural as just another challenge - albeit one they can't help but poke at.

Customization: Instead of the ability to read language at 4th level, a wyrd-hunter thief gains the ability to detect magic and the wyrd. Also, instead of Find/Remove Traps, they get the ability to find and commune

with the wyrd and other strange entities. This also applies to objects as well.

Cleric

A Wyrd-Finder Cleric sees the weird as divine revelation. They seek the strange as signs of their deity's influence or as warnings of otherworldly powers at work.

Roleplay: Their prayers are cryptic, their holy symbols strange, and their sermons filled with unsettling truths about the cosmos.

Customization: A Wyrd-Hunter cleric forgoes their turn undead ability, and instead they can turn or destroy weird creatures such as aberrations and entities from beyond.

Wyrd-Finder Backgrounds

The Wyrd-Finder's obsession with the uncanny often stems from a life-defining event.

The Marked Seeker: As a child, the Wyrd-Finder stumbled into a forgotten shrine or wellspring of power. The experience left them physically marked (a glowing scar, unusual eyes, etc.) and mentally altered.

Lost Knowledge: A once-revered scholar or mage cast out for dabbling in forbidden arts. They now seek redemption—or more forbidden secrets.

Survivor of the Wyrd: They alone survived an encounter with a cursed artifact or place, and now feel an inexorable pull toward similar mysteries.

Equipment and Tools

Wyrd-Finders often carry specialized tools and strange trinkets that help them navigate their unusual pursuits. They gain 1D4 of the following items:

Lantern of Shadows: A lantern that illuminates hidden glyphs, invisible paths, or lingering auras.

Runed Map: A partial map that reacts to proximity to Wyrd Wells or other strange phenomena.

Protective Charm: A talisman (likely inert but comforting) meant to ward off curses or strange effects.

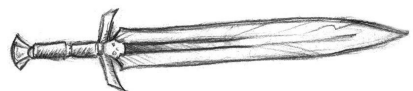
Book of the Strange: A leather-bound journal filled with sketches, glyphs, and half-legible notes about past encounters and rumors of the weird.

Roleplay Tips for Wyrd-Finders

Obsessive Curiosity: A Wyrd-Finder can't resist investigating the strange, often at the expense of safety or practicality. They are the first to open the cursed door or peer into the glowing portal.

Eccentric Personality: Lean into odd behaviors—muttering to unseen entities, wearing mismatched charms, or obsessing over omens and portents.

Moral Ambiguity: A Wyrd-Finder may value knowledge and power above conventional morals, willing to bargain with forces others would consider evil or unnatural.



Want Even More?

Looking for more adventure? Back issues are available to download on [my website](#).

I'm also expanding this zine via new articles on the website. This will include web enhancements and other regular features.

Web Enhancements are articles that for whatever reason didn't make it into the zine. Usually 2-3 are posted on the website each month for each issue.

<https://yumdm.com/>

Acknowledgements

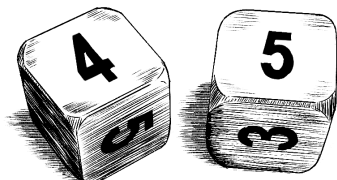
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Next Month

From Weird Places to Dark Cults - get ready for a dark journey through the lives of cultists and the sinister beings they worship.



This issue will feature articles on a new class: the cultist, cult activities in the local area, a quick cult generator, and more!

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Weird Places

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