



To print your Weird Deck, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

If you don't have a double-sided printer, print the pages individually and then glue them back-to-back with a thin, even coat of adhesive. Before glueing, hold the back-to-back sheets up to a light source to ensure they are lining up correctly.

The gutters between the cards give you a little bit of leeway if the two sides do not line up exactly.

Numenera is nothing if not weird. And sometimes a GM needs a little creative spark to help inspire new, strange things for the game. These cards are meant to do that. Just draw a card whenever you feel like it—whether it is while you're preparing for your next session or right in the middle of a session. The deck is meant to be used and reused, so there are three different entries on each card.

The basis for an idea: The first entry on each card is a single word. Use this as a creative prompt to single out the thing in the current situation that is weird. Take that thing and make it something askew from what's expected.

An idea: The second entry is a weird idea that can be inserted into most situations. These are a bit open-ended so you can massage them in anywhere.

A full-blown idea: This is a complete and detailed weird thing to put into the game. Not all of these are applicable in all situations, and you probably should use each idea only once.

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Gravity

A creature or object seems to ignore gravity.

A man pulls along a glass pyramid about 1 foot (0.3 meters) to a side on a copper chain fixed to his belt. The pyramid floats at the level of the man's head and occasionally moans, as if in pain.

Head

A creature's head has a number of mech replacement parts.

A creature looks like a bulky human male except that long, stonelike protrusions extend from his head in all directions. They are 2 inches (5 cm) in diameter, some almost 3 feet (1 m) long.

Intangible

A creature can become intangible or tangible.

The building has no doors, but with the proper verbal passphrases, any section of the walls, floor, or ceiling can be made momentarily intangible, allowing entrance or egress.

Adhere

A creature or object adheres to flesh with incredible strength.

A glass orb hangs down from the ceiling, filled with water and bioluminescent fish.

Eyes

The creature has far too many eyes, asymmetrically placed on its head.

The synth box appears locked, and from every side it watches with large, blinking eyes that seem to be organic.

Tree

The tree is made of a strange, normally inorganic material.

A leafless tree with bark as soft as skin grows in a ruin. Sometimes at night the tree whispers secrets in a strange language.

Inverted

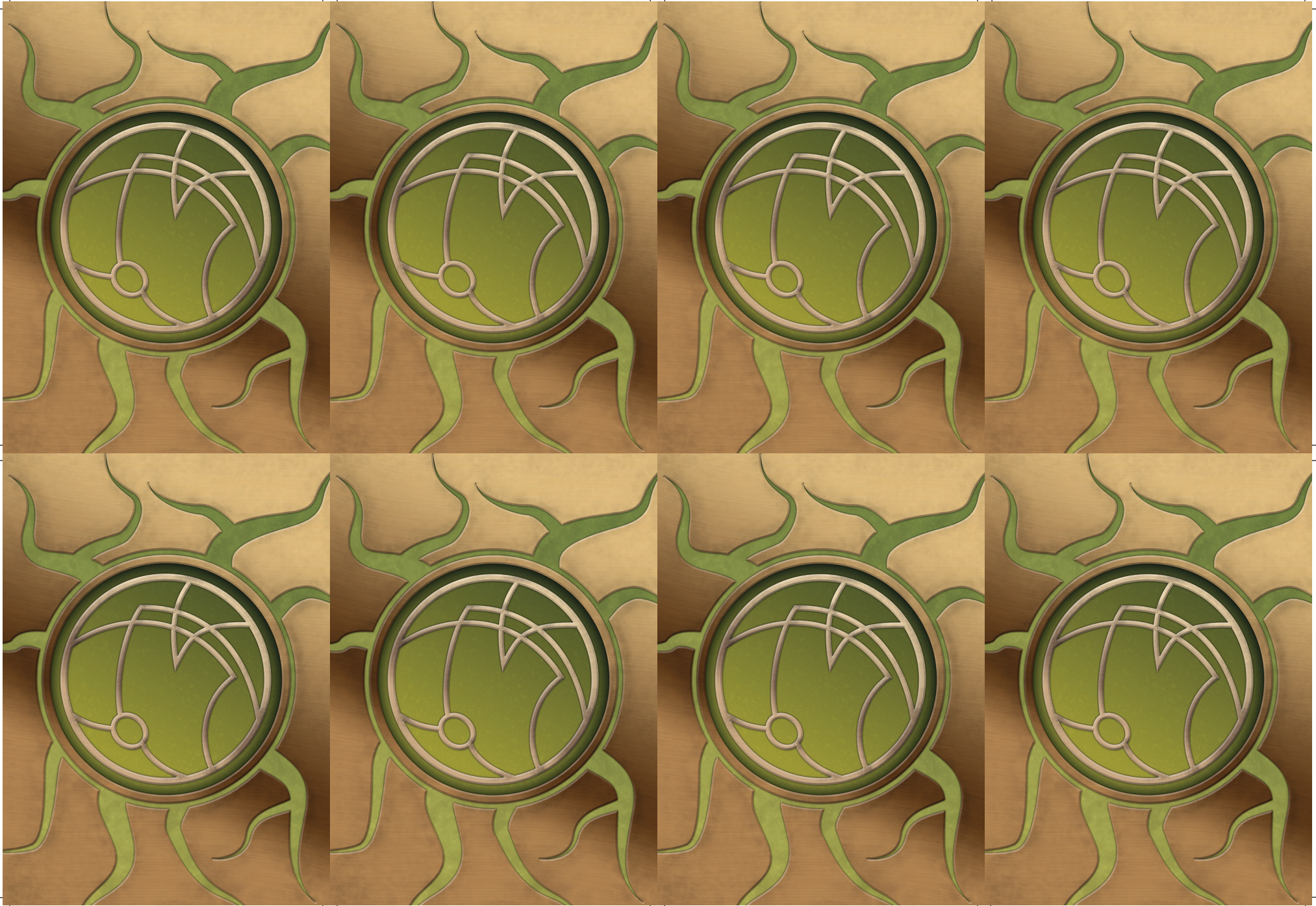
A creature or object is inside out, upside down, or otherwise oriented strangely.

The buildings of the town hang from fibrous cords attached to the underside of a practically invisible, transparent dome.

Mask

All the villagers wear masks.

The woman wears an eyeless mask of clay, from which spring writhing tentacles, also made of clay but as strong as steel.



Mouth

A creature has multiple mouths.

The storm gathering in the sky above has a mouth that forms soundless words, as if the sky is trying to speak.

Worm

A numenera device is actually a large, living worm.

The people of the village embed tiny worms in the tattoos on their flesh, which protect them from the dangerous telepathic viruses common in the region.

Shadow

A creature or object is invisible but still casts a shadow.

Although the glowglobe may look ordinary, the shadows cast by its light don't fit the people and objects around it. And they seem to be trying to tell you something.

Mechanism

A simple mechanism, like a lock or a crossbow, is actually a far more complex numenera device.

The woman wears a metal choker with a metal and glass mechanism on the back that rises up from behind her head. It allows her to create and control additional hands made of invisible force.

Hands

A disembodied, mechanical hand floats in the air.

The woman has seven fingers on one hand and three on the other. Each finger ends with a tiny mouth that has a flickering snake-tongue.

Mist

Violet mist clouds around an object.

In a sacred chamber, a crystal evaporates into orange mist that sustains creatures breathing it as food.

Door

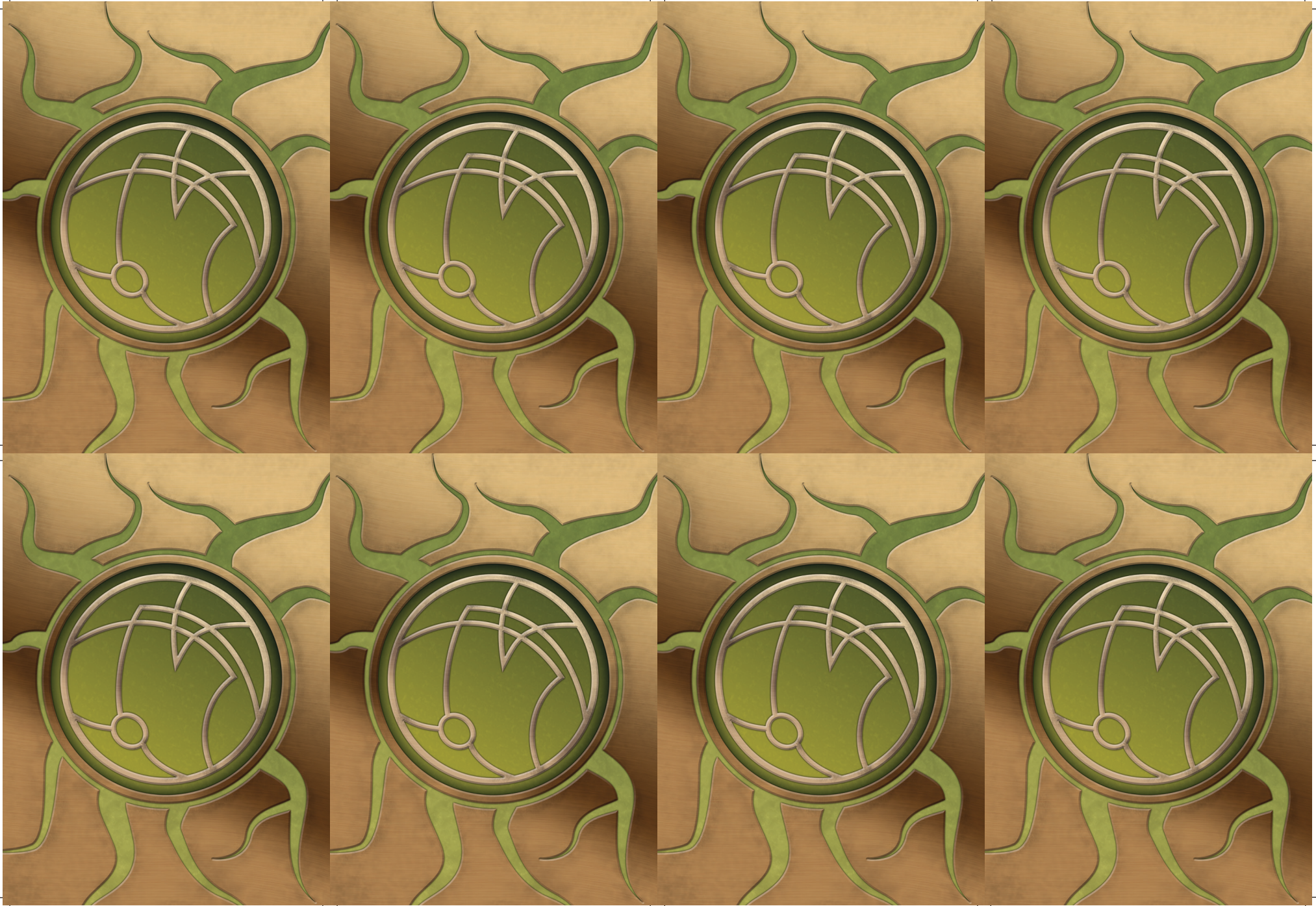
There is no door. Entrance is gained some other way.

An invisible ziggurat is topped by a spinning disk. Those who touch it are transported to the location of their birth.

Cause and Effect

Something caused by an event happens before the event.

The green-skinned man answers questions before they are ever asked of him.



Living

Something normally inorganic is actually organic.

From the top of the cliff hangs a massive balloonlike polyp that drips ichor down the rocky face, pooling at the bottom.

Light

A creature or object glows with a strangely colored radiance.

The building is suspended 80 feet (24 m) above in a beam of light projected from a disk 50 feet (15 m) across on the ground.

Plant

A seemingly normal plant is intelligent.

A hovering, blood-red bloom emits spores that cause humans to forget the difference between near and far.

Communication

A creature or an automaton has a unique method of communication.

Although the being looks like a human female, she does not speak—she communicates through impulses in her skin.

Armor

A person has natural or unnatural armor rather than normal flesh.

The abhuman wears armor made of the shells of small animals.

Debris

Remnants of a shattered device still have power when in proximity to one another.

Pieces of metal and synth, the remnants of a long-ago destroyed structure or craft, hover in the air, fluttering (but not moving) in the breeze. The pieces range from dust-sized to human-sized.

Memory

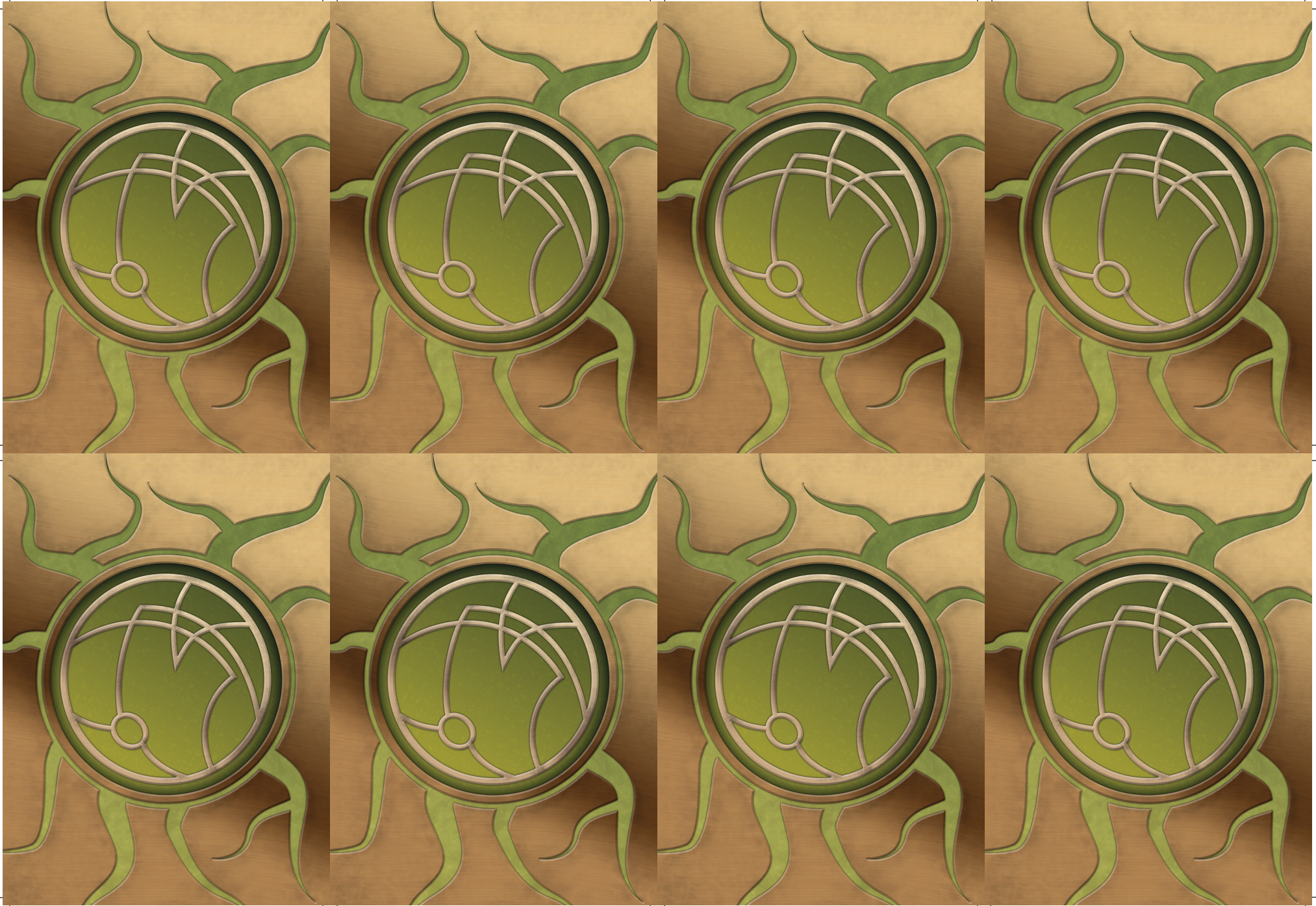
A locale adds new memories to those within it.

The man pulls a tiny, ghostly orb from his head, and it becomes solid in his hand. Whomever he gives it to gains one of his memories.

Arms

An unintelligent animal has humanlike arms.

One of the woman's arms occasionally turns to liquid, and it takes her a few minutes to regrow a new one.



Language

A numenera device allows the user to speak a new language.

A woman on the side of the road sells fist-sized orange spheres that roll, bounce, and giggle.

Sound

Sound is impossible in a certain location.

The people of the village speak in a language that involves sounds otherwise made only by certain machines.

Weather

An event or effect occurs only in specific weather.

It begins to rain. The glowing blue droplets make everyone lose their sense of balance.

Family

A creature reproduces in an unconventional way.

Ingesting the leaves of the erabish tree causes hallucinations that always involve killing the ones you love the most.

Ice

Something normally made of metal or glass is made of ice instead.

The odd sculptures in the ice garden melt every day. Completely new (though equally weird) sculptures appear by the next morning.

Containment

A container is larger on the inside than on the outside.

Some people have spotted a serpentine creature in the river, but their descriptions make it sound far too large to fit in those waters.

Weapon

Something that isn't normally dangerous is a hidden weapon.

The automaton holds a longbow made of wood. Its telescoping eye extends as it aims the weapon.

Combination

Two very different things are combined.

The creature's body and legs are like those of a centipede, but it has a rodentlike head with massive teeth that help it burrow through the earth.



Face

Something that shouldn't have a face has one.

The creature's amorphous body is covered in the contorted faces of the people it has absorbed.

Automaton

A creature is actually an automaton.

The mayor of the community is an automaton that the people call Brint. It looks like a cylinder with a variety of arms and a vaguely female head on top of it.

Stone

Part of a creature seems made of stone.

Every three and a half years, a green stone monolith emits a shrill cry that lasts for three days.

Glass

A piece of glass shows completely different vistas than what is on the other side.

The unearthed crystal vessel contains a blue-skinned woman with no eyes floating in liquid.

Metal

A creature or object is made of metal that flows like water.

The metal shards respond to specific noises, moving, assembling, or shattering to the right sounds.

Water

An object is made of solid water.

All items of steel or iron brought into the cave turn into an oily liquid within minutes.

Symbols

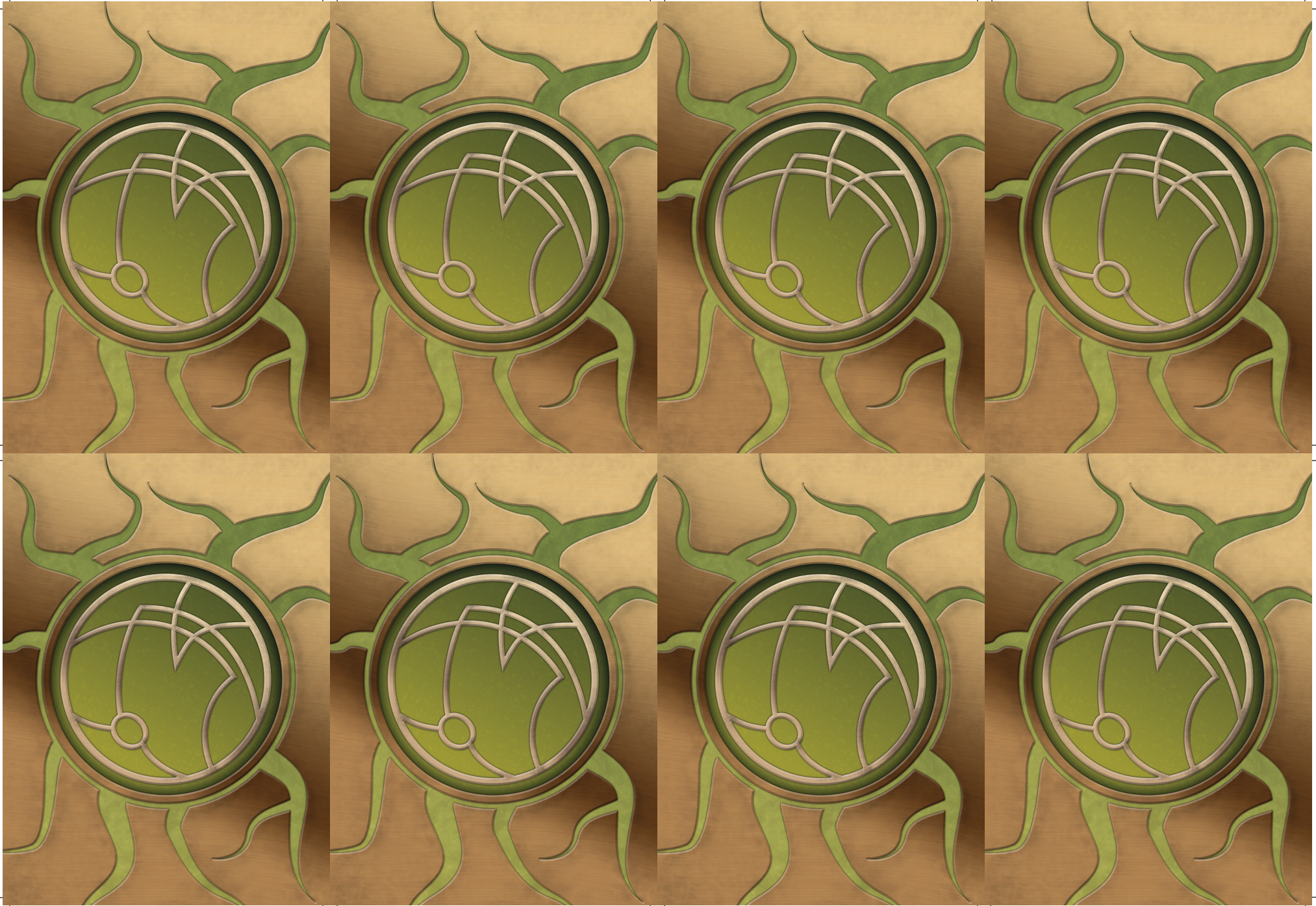
There is writing on a creature or object that should not be there.

Fish caught in a certain part of the sea often bear an identical blemish on their bodies that looks like a symbol or a rune.

Food

A creature feeds on something normally inedible.

Those infected by the virus will eat only synth, metabolizing it into strange gasses that are freed when the victims burst open.



Echo

The echoes in a locale do not match the original sounds.

People who walk into Echo Cave walk out with an extra mouth and can speak with two voices at once.

Stars

A meteorite gives off strange radiation.

When the purple star shines in the sky over the village, some residents lose the ability to say or even imagine prime numbers.

Companion

A person or creature has an atypical pet.

The man is covered in swarming beetles with dark blue flesh. They seem to do his unspoken bidding.

Clothing

People use atypical objects as clothing.

The man's overcoat moves like a thing alive. Occasionally grows come from within its folds.

Hair

A person has hardened spikes in place of hair.

The woman's extremely long hair is made of transparent synth fibers through which she can communicate with machines they touch.

Speed

A creature or object moves twice as quickly as anything around it.

In the basement of an ancient ruin near White Lake, stone sculptures slowly shift as if dancing, but each step takes years to complete. (White Lake, *Numenera* corebook, page 188)

Wind

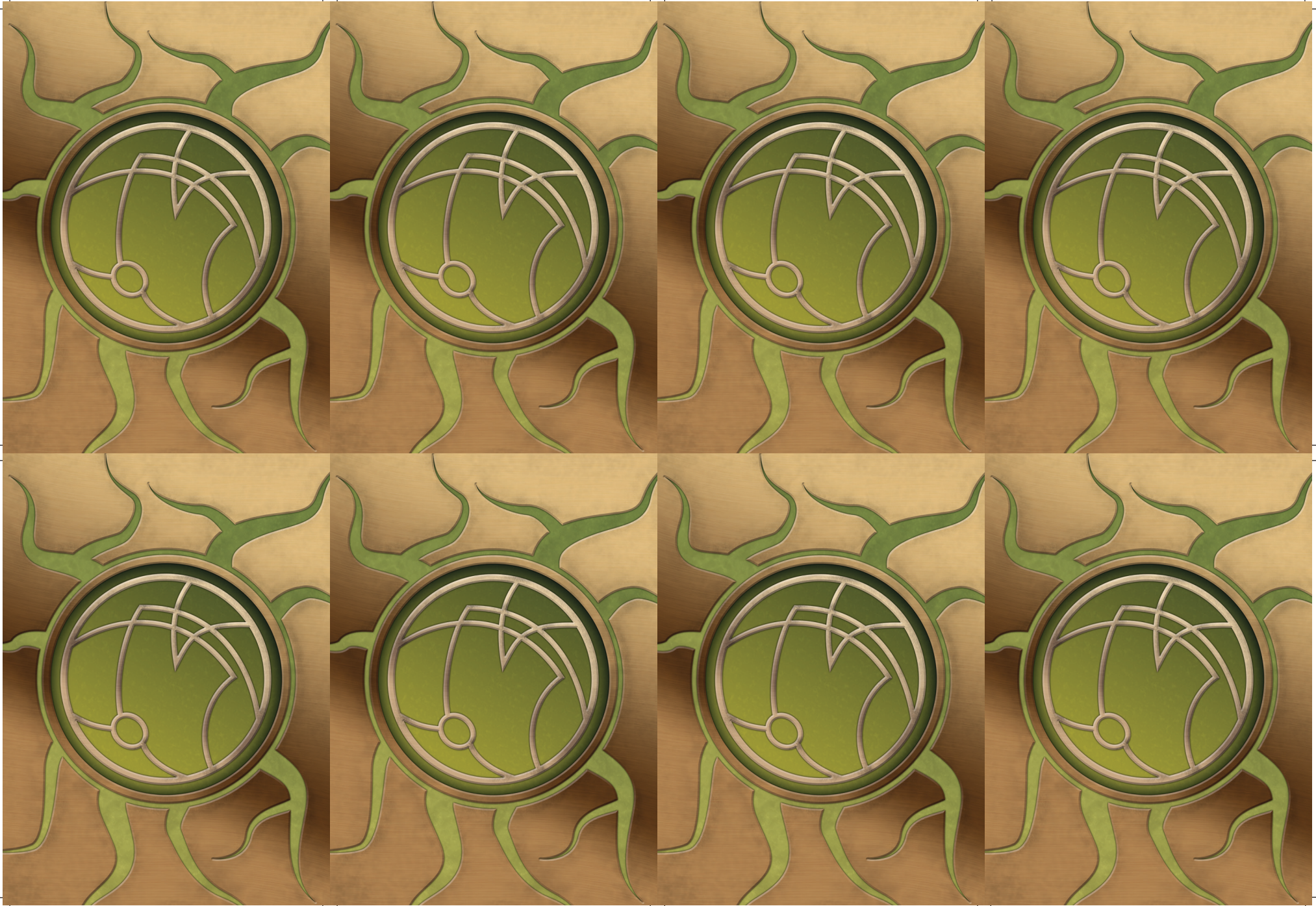
An object seems to be emitting strong wind.

A triangular structure is sometimes spotted over the southern shores of Sere Marica at night, but only when the winds blow toward the east. (Sere Marica, *Numenera* corebook, page 192)

Air

A moving haze obscures vision.

The woman does not breathe normally. Instead, over her nose and mouth she wears a hose that is connected to a tank filled with an orange gas poisonous to anyone else.



Illness

A disease transforms creatures.

Many people of the community have contracted a disease that forces them to speak and write backward.

Blood

A creature has acidic or poisonous blood.

The woman with mech eyes has a booth in the market where she pays high prices for just a dollop of blood. She won't say why.

Machine

A machine is controlled only by emotions.

Those who follow the river to its source find that it isn't natural at all, but issues forth from a huge machine that seems to create the torrent of water from nothing.

Bones

A creature has bones composed of something atypical.

The abhumans have exoskeletons rather than internal bones. These exteriors can be removed, and the remaining creatures are mostly gelatinous.

Thoughts

A creature or object is telepathic.

A dome in the middle of the lake broadcasts thoughts so strongly that creatures nearby have no idea where their thoughts end and its begin.

Custom

People or creatures in a community observe dark religious rituals.

The woman explains that each of the scars that cover her body represents a specific ancestor, and all the descendants of that person bear that mark. Thus, all of her ritual scars are messages from the past.

Emotion

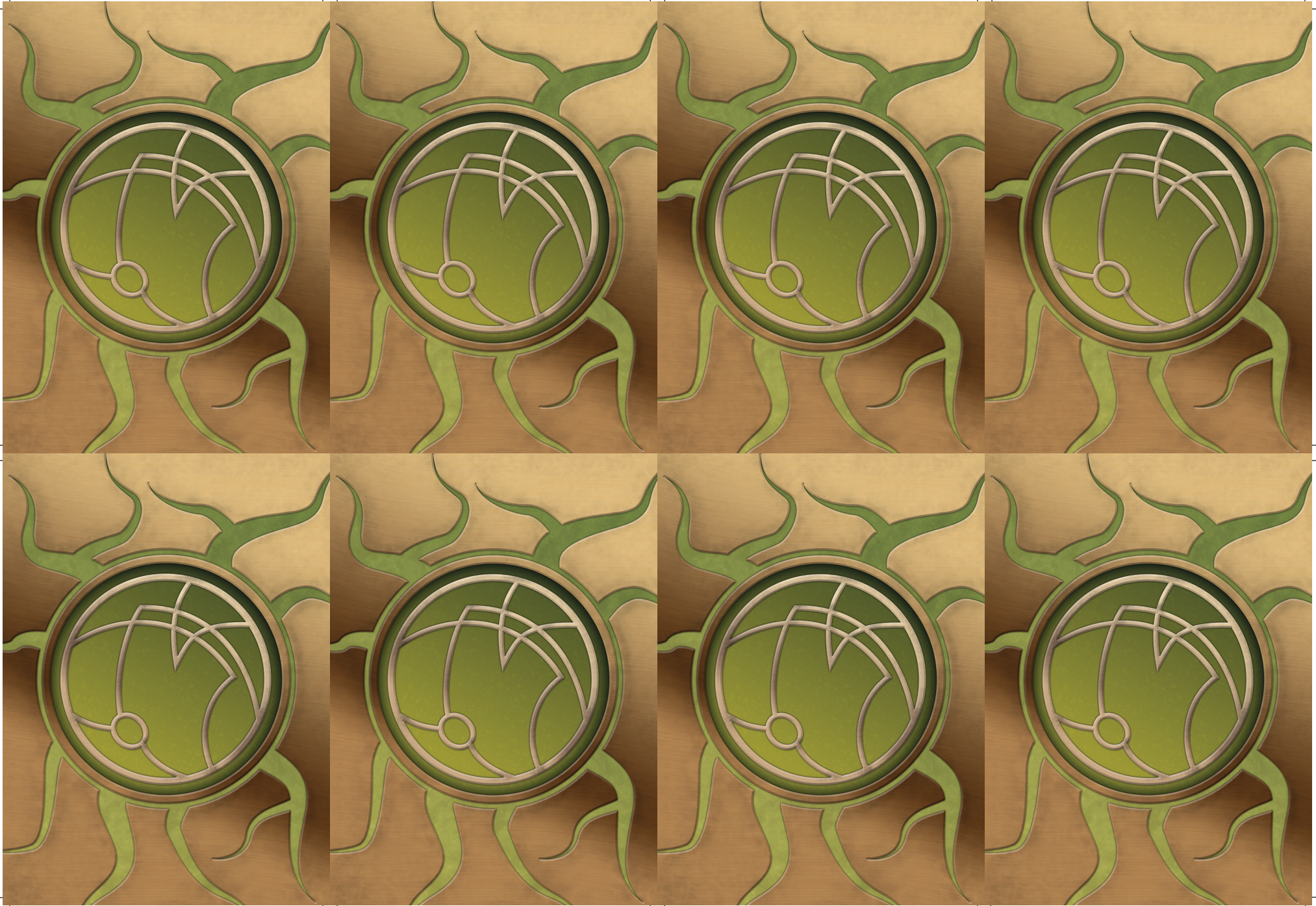
A machine expresses humanlike emotions.

A metal cube about the size of a human fist whispers the names of various emotions when they are felt by anyone near it.

Sleep

The dreams of a creature are somehow manifest.

Members of the clandestine order take special drugs to ensure that they never sleep, giving them secret time to meet and perform strange deeds.



Floor

The floor of a chamber is transparent, revealing something dangerous beneath.

Any object of wood placed on the floor begins to smolder and eventually burn.

Work

People use unexpected or strange creatures as beasts of burden.

The woman uses psychokinesis to pull the carriage in which she rides, complete with footfalls and other noises appropriate to the draft animal that is not actually there.

Wound

A creature or object is able to heal wounds instantly.

Whenever the dagger is used to stab a living creature, a minute aperture to another world opens in the wound, and a ratlike creature appropriate to the size of the wound wiggles through.

Temperature

It's far hotter or colder in one area than in the surrounding areas.

When the crystal-tipped rod is exposed to temperatures cold enough to freeze water, it begins to sing in a high-pitched voice.

Orb

A numenera orb floats in the air, producing some kind of effect.

The orb expands or contracts, seemingly at random. Its substance appears soft and red, but it is as hard as metal.

Battle

A person wields a dangerous, inexplicable, and offensive power.

The Aeon Priests erected a tower in the center of town that projects rays of energy at any target the elders select. A creature struck is teleported to an island more than a thousand miles away.

Music

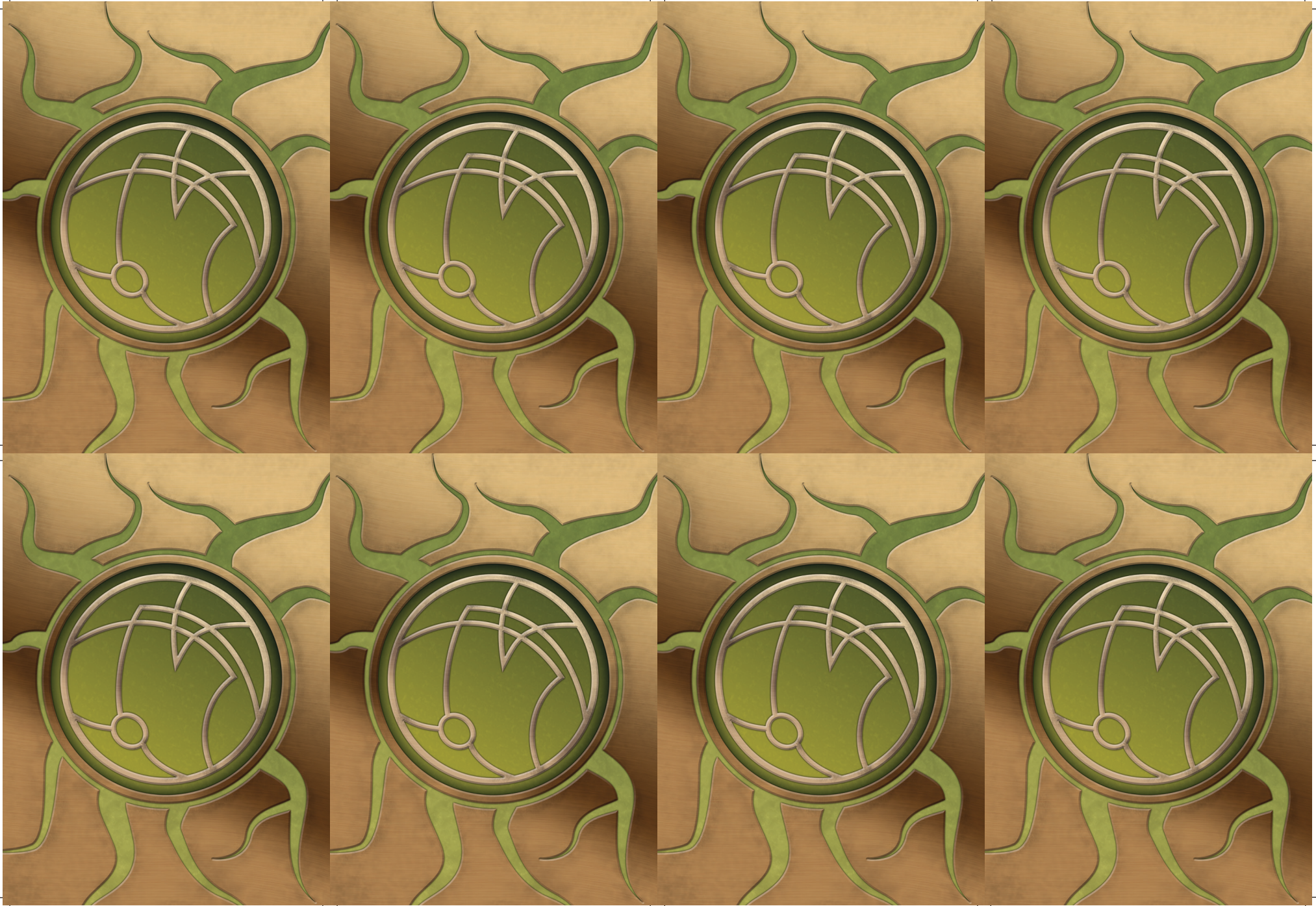
A creature or object produces beautiful music.

The massive beast is controlled by its rider, who must sing special songs that have been handed down from generation to generation.

Random Chance

A device works intermittently, with random effects.

The prismlike device would be a potent weapon, except that the devastating blasts of energy it emits select random targets.



Size

The otherwise normal creature or object is twice its typical size.

The projectiles the weapon fires are so small that they almost can't be seen, and they can't be felt, but they carry a powerful mind-affecting toxin.

Sight

An object is invisible, but only to certain creatures.

The lenses allow the wearer to see various invisible energies, the patterns of which indicate a vast and unseen intelligence at work.

Taste

Information is secretly coded and transmitted by taste.

The duke employs a taster to check his food for poison without realizing that his enemies have begun slipping drugs into the taster's food to make him immune to all toxins.

Balance

A creature has such incredible balance that it could walk across a thread.

The creature emits a spray of liquid that makes it difficult for foes to run or even walk without tipping over, as if their centers of gravity had radically changed.

Hidden

Powerful devices are so small they can't be seen.

An energy being invisibly holds up and moves the corpse of a creature, making it seem as if the dead creature is animate.

Teeth

A creature's teeth are removable.

When the woman smiles, her teeth form an articulated tendril of bone that extends out like a whip with a sharp, envenomed tip.

Color

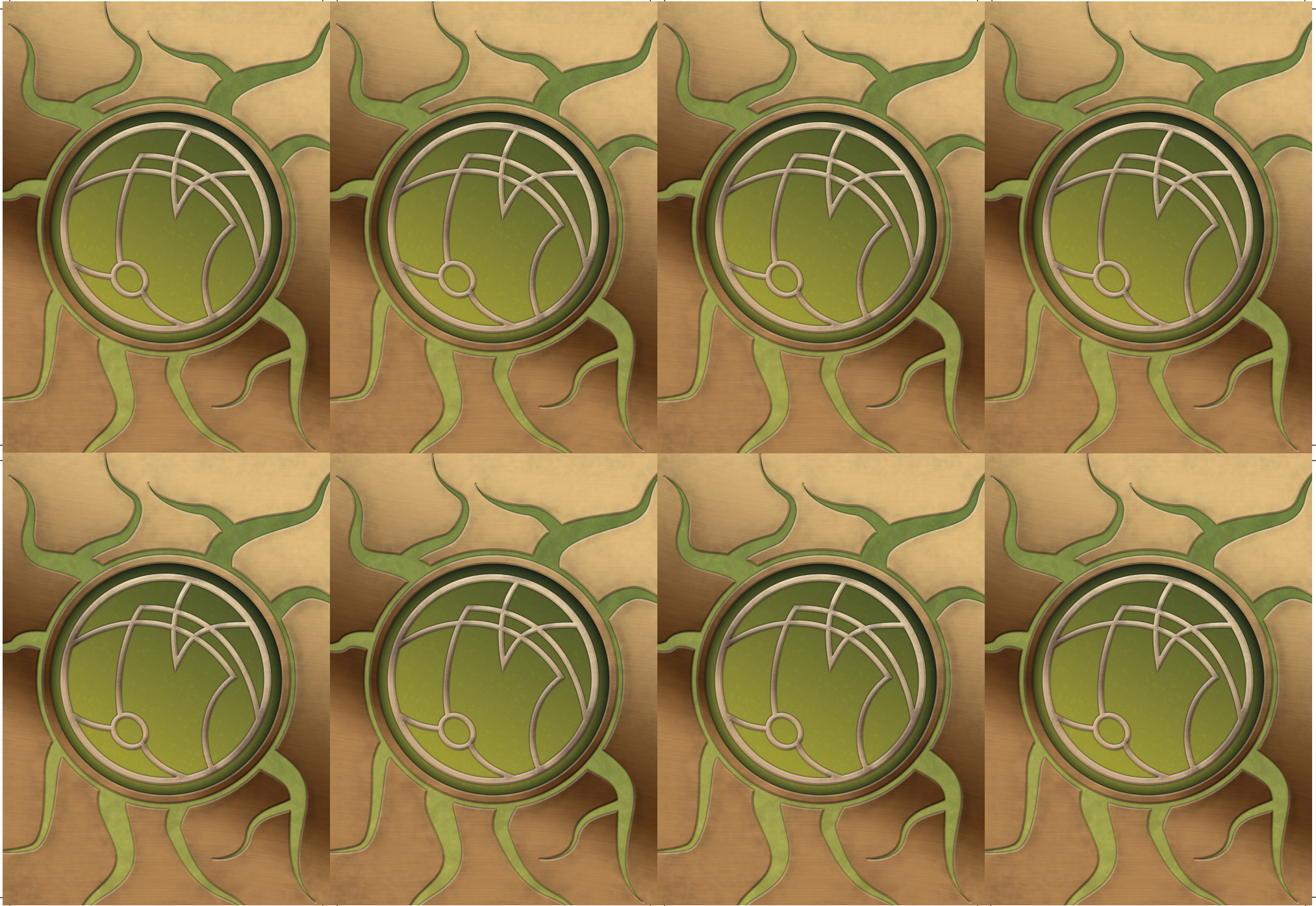
A creature or object is a color that does not exist in our spectrum.

The colossal prism suspended above the community makes everything in a given part of town the same color, permanently.

Birth

A creature reproduces asexually.

The woman has nine children of both genders, all different ages, from three different fathers. And they're all identical.



Spikes

A person or creature has horns or spikes on its flesh.

The woman's legs end in metal spikes that have replaced her feet. They are formidable weapons, but it is almost impossible for her to walk across a hard, smooth surface.

Shape

A creature or object has an extremely unexpected shape.

The large man has a metal cube for a head and metal pyramids for hands. Although he has no fingers, the pyramids are magnetized and can pick up metal objects.

Tower

A tower is made of an atypical substance but is as solid as steel.

The impossibly high and narrow tower is made of what appears to be dark blue glass. It has no doors, and only those with certain genetic qualities can enter.

Soil

A creature appears to be made of stone.

The orange sand surrounding the obelisk is actually the shells of tiny animals—long extinct—that were immune to psychokinetic manipulation. Thus, the shells are made into bricks used to build psychic-proof structures.

Density

A creature or object is far more dense than it appears.

The young girl became more and more faint over time, until she just faded away. They could hear her dim cries for a while after the disappearance, but then nothing.

Vision

An object or creature manipulates light so that it is actually a few feet away from where it appears to be.

The goggles improve vision drastically, but the wearer occasionally sees creatures that do not fully exist in this universe.

Movement

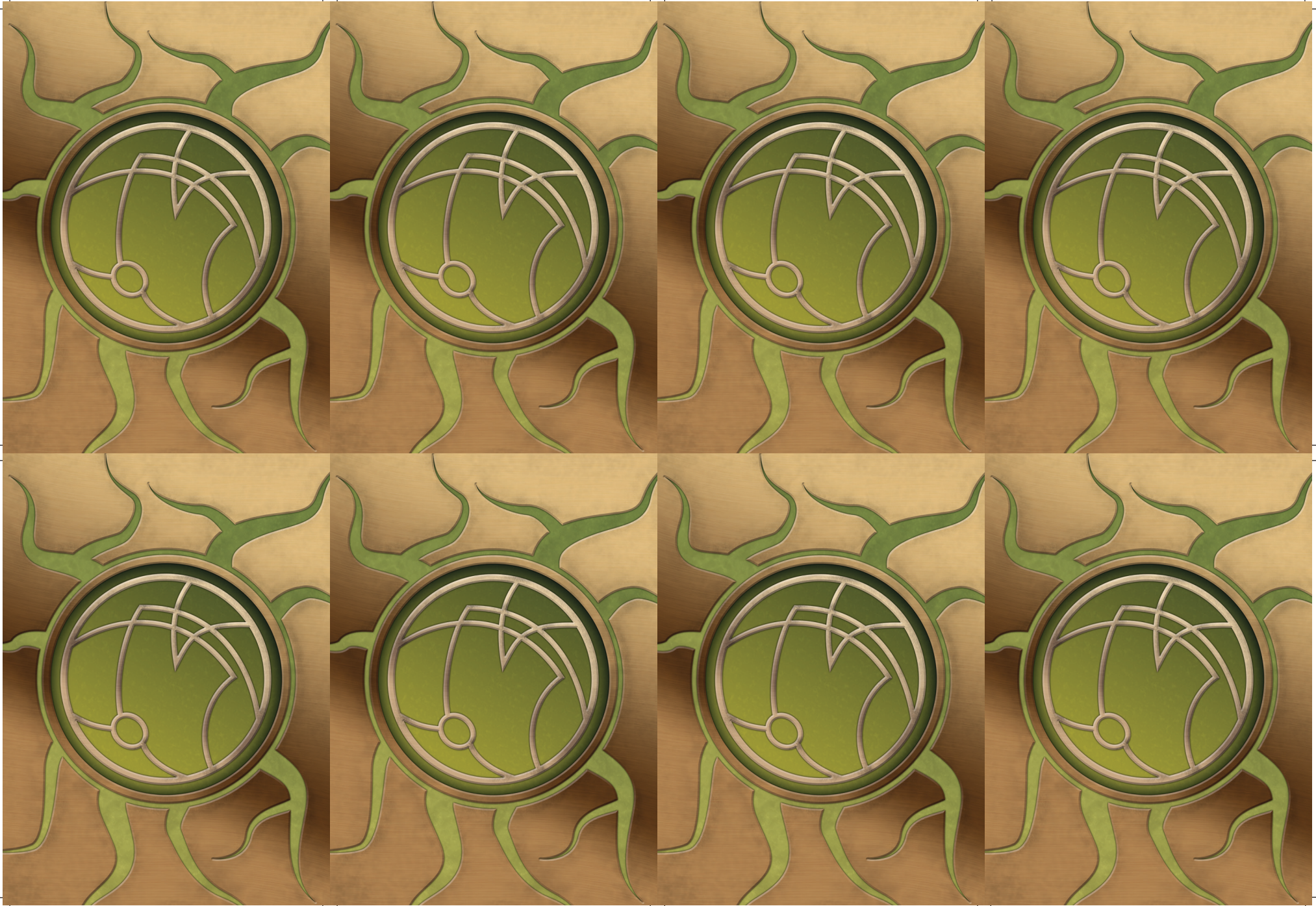
A creature moves in a stuttering, time-shifting manner.

The craft cuts across the surface of the water, but the path and wake it leaves remain for hours afterward.

Barrier

An invisible barrier hedges out only certain objects or creatures.

The walls of the dome are pliant. Pushing against them is like pushing against warm putty, but punctures are immediately resealed.



Human

A creature or machine claims to be a human.

The noblewoman has a number of small children and animals chained to the iron-reinforced hem of her gown.

Animal

People tend weird, giant insects or other atypical creatures for food.

Deep in the forest, multilegged, squidlike creatures live high in the trees and drop down on prey.

Consciousness

An object or (typically) mindless creature is extremely intelligent.

Through the use of mind-altering chemicals, the man is able to perceive levels of reality normally unseen, and thus he learns many secrets, although most are useless in our universe.

Fear

A creature or object instills irrational fear in those that can see it.

The woman says she has an intense fear of breathing, certain that her next breath will be poison and kill her. Thus, she searches for a device to alleviate the need to breathe.

Knowledge

A creature or object allows for the storage of knowledge in an atypical way.

If any single human mind ever learned each of the seven hidden words and all of the six lost symbols, that person would likely ascend to another state of being.

Path

A road or corridor does not lead where it appears to go.

There's something mysteriously dangerous about the ground—everyone in town moves from building to building on winding elevated walkways.

Death

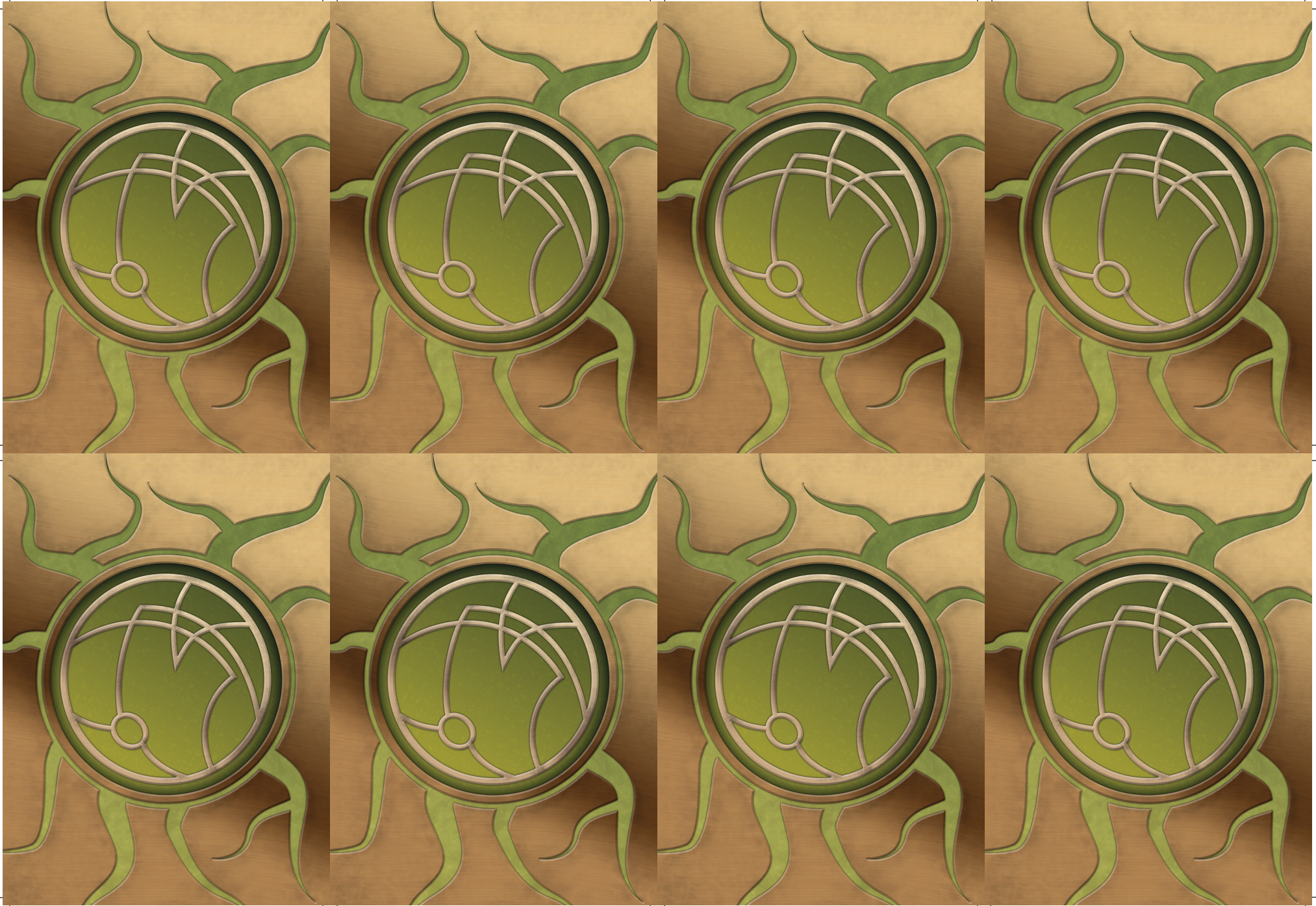
People in a community have unique death rituals.

When the tiny beast dies, the viruses within its body reorganize tissues so that the corpse gives birth to an even smaller, different creature.

Fire

Fire does not burn.

Pipes run through the giant ancient complex. If any of them crack or sustain damage, liquid fire bursts out. The pipes and the walls of the structures are entirely resistant to the heat, however, and eventually the damaged section of pipe seals off automatically.



Ruler

The leader of a locale is chosen in a unique manner.

The queen of the land is actually a composite entity, made of a swarm of psionic insects and a central serpentine creature that plays host to their many nests. All the creatures act as one.

Jewelry

A piece of jewelry is made of something entirely unexpected.

The woman is surrounded by beautiful, lustrous crystals that hover around her like a swarm of insects.

Pain

A creature is extremely susceptible to pain.

The beast not only enjoys pain but is clearly invigorated and strengthened by it.

Reflection

The reflection in a mirror or mirrored surface is not what is expected.

Energy reflects off the woman's flesh like light in a mirror, so much so that she is hard to see.

Angles

The geometry of an object or structure doesn't make sense.

The translucent crystal impossibly has nineteen equally matched sides and eight angles.

Attraction

An object is attracted (like a magnet) to a seemingly random substance.

The tall man has no interest in human mates or organic creatures at all. He is attracted only to self-aware machines.

Malfunction

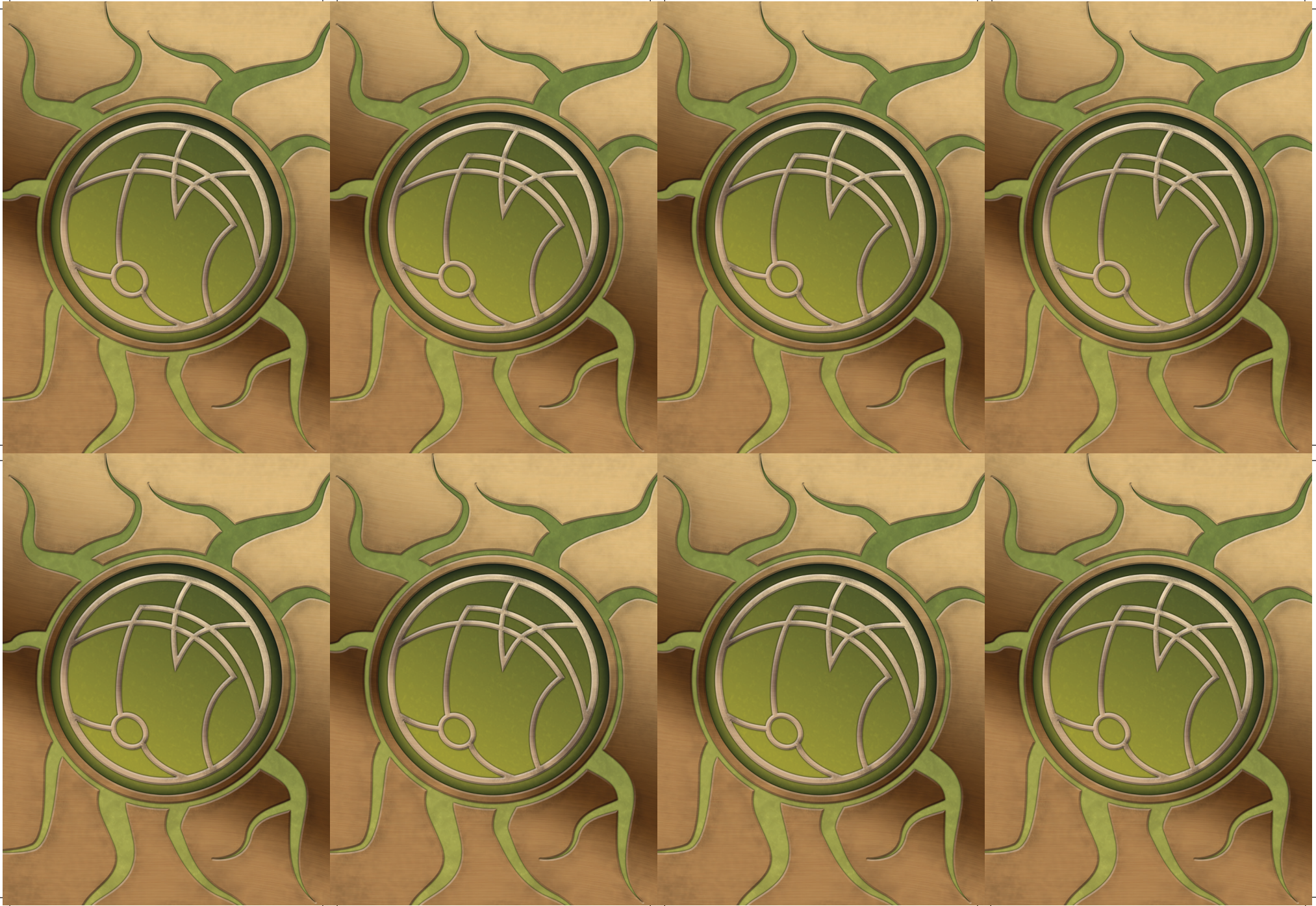
A machine malfunctions, but as a result, it takes on an entirely new function.

A machine somewhere begins to falter, and an entire section of the mountain range disappears, the space it occupied contracting.

Lost

Something important is missing, although its disappearance should be impossible.

Somehow, the man walks without a head, a metal plate covering the stump of his neck.



Legs

A creature floats through the air, moving without legs.

The city is built upon a platform held up by massive stiltlike supports. These supports can shift and move so that the city's position can be readjusted in the unstable landscape.

Hole

An invisible spot swallows matter and sends it elsewhere.

The room at the top of the tower absorbs light and warmth. It is always dark and cold, impossible to illuminate or heat.

Energy

A creature or object is made of solid energy.

The endless waves of energy given off by the shining, multifaceted jewel change slightly with each pulse, as if ever so slowly counting down to something.

Structure

The buildings in an otherwise typical town are ancient and unique.

The structure is a massive arch with a sphere at the apex. Cable-guided craft run up to the central sphere and the entrance at its underside.

