

NUMENÉRATM

DESTINY



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NUMENÉRA™
DESTINY

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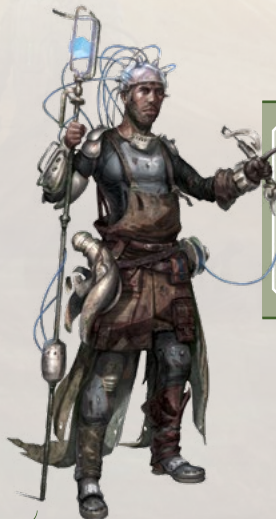
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Numenera Destiny is one of two corebooks. You need *Numenera Discovery* to play; it includes character generation, all the basic game rules, and detailed information on the Ninth World.

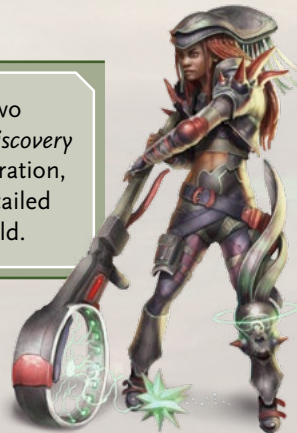


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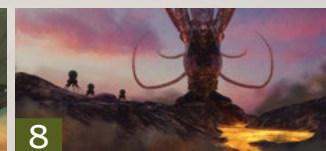
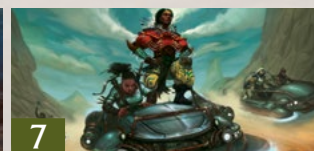
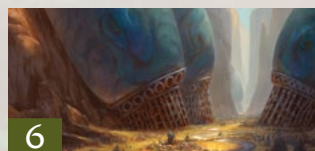
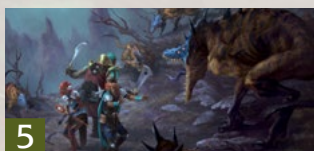
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A BETTER FUTURE

The genesis of *Numenera Destiny* really lies with the original Numenera Kickstarter campaign back in 2012. I had to come up with a single sentence that explained what Numenera was—something clear but brief that described what characters do in the game. I came up with “In Numenera, characters explore the ruins of the past and discover wonders to help build a better future.” (There were many variations on this statement, but that’s essentially the idea.) The game handled the parts about exploring ruins and discovering wonders, but building a new future was always left vague and open-ended.

That original Kickstarter campaign led to the creation of Monte Cook Games and a whole lot of products. So *Numenera Destiny* came about in 2015 when I pitched to the Monte Cook Games team the idea that there was a whole second half of Numenera that we hadn’t even really explored yet.

From *Minecraft* to *Fallout 4* to practically every other video game, players were awakening to the idea of building their own world, not just inhabiting one created whole cloth by a designer. As a player of games like these, I loved the idea, and I realized that I’d always loved it in tabletop RPGs as well. Back in around 1982, I remember turning to my fellow D&D players having just cleared out a dungeon and saying “Hey guys, we should make this our base!” We began designing the changes we would make, thinking about the magical and mechanical traps we wanted to install, and more. The game took on a whole new dimension as we did this—and it gave us a whole new reason to earn gold on other adventures.

Numenera Destiny, then, offers that new dimension to Numenera players in concrete terms. Building and designing your own numenera, aiding a local community with what you create, and of course, salvaging what you need to do so are all such vital parts of how I see the game that I knew *Destiny* needed to be a second corebook, not just a supplement. Its sister book, *Numenera Discovery*, is complete unto itself, but in my mind, Numenera really is both books together now. Because it’s not just about the stuff you discover; it’s about what you do with that stuff. *Destiny* is, in a way, a light at the end of a long, dark tunnel. The Ninth World is a dark, dangerous place, but those brave enough and capable enough can overcome the challenges that come and move the world—or at least their little corner of it—into a brighter future.

I think *Numenera Destiny* will reconfigure a Numenera game to be even more player-driven, more exciting, and more fun. What will you build?



Monte Cook



Throughout this book, you’ll see page references to various items accompanied by this symbol. These are page references to *Numenera Discovery*, where you can find additional details about that rule, ability, creature, or concept. Often, it will be necessary to look up the referenced item in order to find information you need for character creation and gameplay. Other times, it’s not necessary to look up the item, but doing so can deepen your experience and understanding of the game and the setting.



PART 1:

NEW CHARACTERS



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CHAPTER 1

DESTINY CHARACTERS

Numenera *Destiny* provides players with additional character options, expanding from those presented in *Numenera Discovery*. Whether used by themselves or with the types, descriptors, and foci provided in *Discovery*, *Destiny* characters are suited for inspiring others, exploring ruins, and building wondrous things. They can found settlements, grow communities, and safeguard the towns they foster by discovering valuable resources left behind by the ancients.

Cyphers, page 180

Artifacts, page 186

Arkus, page 7

Wright, page 18

Delve, page 29

Descriptors, page 40

Articulate, page 41

Civic, page 42

Organized, page 51

You can use the types, foci, and descriptors presented here with the character options in *Numenera Discovery*, and vice versa.

Focus, page 55

Descends from Nobility, page 73

Leads, page 83

Builds Tomorrow, page 66

Iotum, page 107

Explores Yesterday, page 77

TYPE BASICS

The new character types you can choose from are the *Arkus*, *Wright*, and *Delve*. Each of these is designed to help you get the most out of *Numenera Destiny*'s themes of community and building a better world.

Arkai (the plural of *Arkus*) are natural leaders of the Ninth World, using wit, rhetoric, and the strength of working together to overcome problems. "Arkus" is the common vernacular used by humans in the Steadfast and the Beyond for any person skilled in governing others, but in truth, it applies only to those who are specially gifted in leadership. Arkai have the potential to spearhead armies, cities, or even entire regions, because their abilities surpass those who are merely good at running a long confidence game.

Wrights are builders and crafters. When something special is required, a *Wright* can make it. When strange instructions are found in the ruins of the prior worlds, *Wrights* can decipher them and, using special components called *iotum*, craft their own *cyphers*, *artifacts*, or *installations*. In a way, *Wrights* are especially good at understanding and stealing the fire of creation that burned so brightly in the civilizations that rose to unimaginable heights before the Ninth World. *Wrights* are the rarest of the already rare *numenera* scholars; they aren't afraid of weird or incomprehensible tech—they try to take it apart and learn how to make more.

Delves are those willing to risk everything just to find something that no one else has ever seen

before. They are driven to expand the boundaries of the known, usually by rediscovering what was long forgotten. *Delves* delight in finding never-before-explored ruins of the prior worlds and cataloguing them from top to bottom. They are adept at salvaging hidden treasure called *iotum* that *Wrights* can use to craft *numenera* devices. This is what most *Delves* seek, though of course they won't ignore the *cyphers* and *artifacts* so prized by others. It's just that *Delves* see deeper and are skilled at extracting the building blocks of the prior worlds.

DESTINY DESCRIPTORS

As with the new types, *Numenera Destiny* greatly expands the number of *descriptors* you can choose from. These new *descriptors*—such as *Articulate*, *Civic*, and *Organized*—resonate with *Destiny*'s themes of leadership, improving the future, and building objects of wonder and usefulness.

DESTINY FOCI

Finally, *Numenera Destiny* presents new *foci* that thematically match the book's theme—creation, community building, and moving into the future. *Foci* offer a way to come at a concept from several different perspectives. For instance, *Descends from Nobility* and *Leads* both provide the player characters with a unique path to leadership, even apart from those abilities provided by the *Arkus* type. Conversely, *Builds Tomorrow* provides additional abilities for types other than a *Wright* to craft *numenera* devices, while the focus *Explores Yesterday* provides exciting exploration abilities to characters who aren't as dedicated as the *Delve*. Of course, you might decide you want to double down on your theme and be a *Wright* who *Builds Tomorrow* or a *Delve* who *Explores Yesterday*. But sometimes mixing up your character's abilities can provide interesting opportunities as your character explores the world.

CHAPTER 2

CHARACTER TYPE

Character type is the core of your character. Your type helps determine your character's place in the world and relationship with other people in the setting. It's the noun of the sentence "I am an *adjective noun* who *verbs*."

You can choose from a total of six different character types: the **Glaive**, **Nano**, and **Jack** described in *Numenera Discovery*, and the **Arkus**, **Wright**, and **Delve** presented in this book.

ARKUS

Arkai are natural leaders of the Ninth World, using wit, rhetoric, and the strength of working together to overcome problems. Heralds, nobles, and pioneers could be Arkai. Sometimes warlords, generals, and even guardians are Arkai. "Arkus" is common vernacular used by humans in the **Steadfast** and the **Beyond** for any person skilled in governing others, but in truth, the word applies only to those who are specially gifted in leadership. Arkai have the potential to spearhead armies, cities, or even entire regions, because their abilities surpass those who are merely good at running a long confidence game.

Arkai are usually quite intelligent, but being able to survive physical challenges is important for anyone exploring or establishing new communities in the Ninth World. As a result, many Arkai have a high **Intellect** and either **Might** or **Speed** as a high secondary statistic, depending on whether they like to come in strong or to get out of the way of threats. When forced to fight, Arkai prefer ranged weapons, though they'd rather get someone else to fight on their behalf if they can't defuse the situation another way.

Arkai in Society: People who don't have a talent for leadership or who haven't trained long and hard to lead sometimes discount an Arkus's abilities. Without personal experience

in being an effective leader, it's easy to assume that anyone can do it. In terms of public perception, Arkai are at the opposite end of the continuum from **Nanos**. **Nanos** are viewed with suspicion and fear because what they do is unknown, but anyone can tell someone else what to do. Of course, the secret is that it's incredibly hard to convince people to listen, let alone tell someone else the *best* thing to do and not inadvertently lead followers into some kind of disaster.

Tales of both mighty and disastrous leaders are common in the Ninth World, with anecdotes of the disastrous (or at least the mediocre and bad) ones outnumbering the positive by ten to one. That's because true

PLAYER INTRUSION

A player intrusion is the player choosing to alter something in the campaign, making things easier for a player character. Conceptually, it is the reverse of a **GM intrusion**: instead of the GM giving the player XP and introducing an unexpected complication for a character, the player spends 1 XP and presents a solution to a problem or complication. What a player intrusion can do depends on the PC's type, and it usually introduces a change to the world or current circumstances rather than directly changing the character. If a player has no XP to spend, they can't use a player intrusion.

Not every player intrusion listed here is appropriate for all situations. The GM may allow players to come up with other player intrusion suggestions, but the GM is the final arbiter about whether the suggested intrusion is appropriate for the character's type and suitable for the situation. If the GM refuses the intrusion, the player doesn't spend the 1 XP, and the intrusion doesn't occur.

Using an intrusion does not require a character to use an action to trigger it. A player intrusion just happens.

CREATING YOUR CHARACTER

If you're not already familiar with creating *Numenera* characters, you'll find the necessary guidance in *Numenera Discovery*, Chapter 3: *Creating Your Character*. The overview in that chapter is equally applicable to the new types here.



Chapter 3: *Creating Your Character*, page 22

Glaive, page 28

Nano, page 36

Jack, page 44

Steadfast, page 136

Beyond, page 169

GM intrusion, page 123



Intellect, page 22

Might, page 22

Speed, page 22

Arkai are relatively rare. Anyone can say they're a leader, and many people do have experience in ordering others around. But that experience doesn't necessarily equate to quality.

Arkai are almost always found with others—peers, at least, if not followers. An Arkus is at their best when surrounded by those who can help them develop their ideas, turn their goals into reality, and improve society in a way that the Arkus most values.

Some Arkai claim power by showing their competence and winning over others. Other Arkai rely on their legacy of a noble birth, an inheritance, or even claims that they are representatives of a god, some ancient and dead species, or one that no longer exists in the world. These latter claims are appeals

to authority and can be effective in the short term, but only if an Arkus can back up those claims with the actual ability to make good decisions on behalf of a larger community.

Arkai in the Group: Typically, an Arkus is the party member who leads from the rear, as their abilities are not directly aggressive. Compared to the *Glaive* or *Delve*, the Arkus isn't nearly as robust. However, an Arkus is never too far away to verbally intercede on the party's behalf. Many of their abilities require that they be able to talk to other creatures. This is especially true when an Arkus is operating within an allied community or *horde*. When the party needs to negotiate with enemies, calm a community, or take charge, the Arkus is the one they want.

Arkai and the Numenera: When it comes to the numenera, most Arkai are interested in items that allow communication across large distances or to many people at once, in objects that will extend their influence with others, and even in items that allow them to know what others think and believe. With such knowledge, an Arkus can better lead them or at least figure out how to gain their allegiance. Arkai understand that changing a creature's mind against its will or otherwise compromising consent is not the way to build a following over time, because reputations are hard to shed once tainted by bad behavior.

Advanced Arkai: An Arkus might begin as a wide-eyed idealist interested in leading people to a better tomorrow, but as they advance, they might use their skills to become one of the leaders in an allied or newly founded community. Their presence helps a community be more robust and better able to survive hard times. They can rule effectively, because they know how other creatures think.

ARKUS BACKGROUND

As an Arkus, you have the capacity to influence other people and, on a larger scale, communities, hordes, and even society itself. Something in your background explains these unique talents, whether it is genetics, enhancements, training, or something else. Choose one of those three options described below as the source of your skills, knowledge, and abilities, or create your own background. This choice will provide the foundation of your character and give you an idea of how you can improve. The game master (GM) can use this information to develop adventures and quests that are specific to your character and play a role in your advancement.



Glaive, page 28

Delve, page 29

Horde, page 313



ARKUS CONNECTION

Roll a d20 or choose from the list below to determine a specific fact about your background that provides a connection to the rest of the world. You can also create your own fact.

Roll	Background
1	You were in the military and had command over several others who still serve.
2	You were the head of a wealthy merchant family that lost everything in a disaster.
3	You owned a tavern for a while, but you sold it to a friend so you could seek greater challenges.
4	You learned at the feet of an incredibly talented leader who went into hiding for fear of assassination.
5	Your first love is involved in the ruling council of the community where you spent much of your youth.
6	One of your grandparents was a minor official, but they were ousted and run out of town on suspicion of corruption.
7	You spent some time leading a group of violent rebels but thought better of your actions later.
8	You once promised to help a negotiation with a group of <i>abhumans</i> that turned out badly.
9	A flock of traveling <i>murdens</i> always seek you out when they're nearby because you once helped them.
10	You are a member of a small secret society.
11	Your ex-best friend tried to have you arrested on trumped-up charges, so you left town.
12	You have traveled extensively, and during that time, you accumulated quite a collection of strange souvenirs.
13	You grew up in a large, thriving city and still have many friends and contacts back there.
14	You spoke up for a person you thought was wrongly accused of a crime. They were released partly based on your testimony, but you later came to have doubts.
15	As an orphan, you had a difficult childhood, and your entry into adulthood was challenging.
16	You headed a small church, and though you left to pursue your own strange journey, the congregation still tries to lure you back to the pulpit.
17	Before they died, your parent was a respected member of the Order of Truth. Those who knew your parent are fond of you, but they also expect great things from you.
18	As a political refugee, you are often treated with suspicion.
19	When you were a diplomat working for a large city, you made friends with several visiting envoys, some of whom you still contact.
20	You were married but lost your spouse in a horrific accident. The protection you failed to offer them is something you'd like to provide to save others.

INBORN TRAITS

You were born this way. Everyone always took to you. You always seemed to know the right thing to say. It all came naturally. Your voice was pleasant, your eyes shining and honest, and your face attractive. These qualities have always been strong enough that you could rely on them. While others studied a craft, learned to fight or steal, or tinkered with the numenera, you found that you could usually get what you needed and wanted by talking to people.

Now, all this might come from a heritage of quality forebears, or it could come from something more. A silver-tongued Arkus like yourself might have inherited these qualities from your family, or you might benefit from subtle mutations that alter your voice and mannerisms to be perfect for influencing others. You don't really know. You just know that you've always been this way and that, while you look just like everyone else, you're different. Of course, no one ever need know that but you.

Advancement: Just as you don't know the ultimate source behind your talents, you don't know their limits either. You have to continually test them and push yourself into trying new things. You might need to share your secrets with someone knowledgeable one day so that they can help you. Perhaps you'll even discover the source of your abilities. Regardless, when your stats improve and you gain new abilities, it's because you've taken the gifts you were born with and pushed them to the next level.

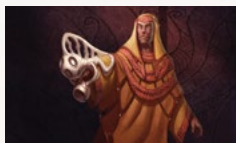
ENHANCEMENTS

You might be a leader, but you don't fit the mold. Although you gained your share of practical experience in learning how to influence others, you have the numenera on your side as well. Some of your knowledge of rhetoric and ability to speak at an enhanced volume is due to biomechanical bits implanted in your brain and spine, wired into your nerves and muscles. Your vocal cords are woven with

 *Abhuman, page 13*
 *Murdens, page 243*

If you're playing an Arkus, you might want to use the character sheet from Numenera Discovery, as you likely won't need the additional crafting space provided on the character sheet in this book.

Player intrusion, page 7



Aeon priest, page 264



Qi, page 144

Order of Truth, page 215

subtle resonant threads. Subdermal plating makes your appearance more symmetrical and pleasing. Your facial muscles are interlaced with small elements that give you complete control over your micro expressions.

Alternatively, your genetic code could have been rewritten by engineered viruses, or the tissues in your body could have been reworked by nanotech, turning you into a paragon that others are drawn to. Or maybe you've been altered by strange science—radioactive treatments of bizarre energies, chemical compounds and drugs, or extradimensional enhancements—that makes you smarter and more able to see the implications of long-term planning than anyone around you.

Whatever the case, you're the result of ancient knowledge made manifest in the present, and now you're shaping the future. Perhaps your modifications are obvious and visible; perhaps they're not. Regardless, you know that you're more than merely human.

Advancement: Your leadership abilities are in some ways predicated on keeping the enhancements in your body working well and, when possible, improving them. You're always on the lookout for new parts and systems that can be incorporated into your body or new doses of drugs and supplements to maintain your abilities. You might need to seek out surgeons, mechanics, or bioenhancement specialists to take you to the next level. Perhaps the Aeon Priests can help. At some point, you might find yourself in need of very specific, very rare parts to complete your enhancements. Such components might be found only in particular ruins of the prior worlds, or perhaps they're available elsewhere for a high price. Either way, getting them won't be easy.

When you improve your skills and abilities, it's because you've altered your enhancements in some way. Some of them may even produce a more overt effect, modulating your voice and further honing your appearance.

TRAINING AND EXPERIENCE

You are eloquent, good-looking, or both, but what really separates you from the crowd is your training. Perhaps you worked as an intern with the Aeon Priests in Qi that work behind the scenes to lead the Order of Truth, where they taught you how to speak eloquently, debate convincingly, and synthesize the best plans from all those put forth.

You know a thousand different ways to argue and influence. You learned how to read people to ascertain their moods, distinguish

their truths from their lies, and determine what they want and what they need to hear. You got a lot of practice using your skills in public, starting small at first but working your way up to leading community movements and taking charge of short-term community projects.

Advancement: When it comes to leadership, meeting with small convocations of your peers is always useful; however, there is no teacher like actual experience. You will develop some of your greatest skills and abilities on your own. Perhaps when the time comes, you will consider taking on an intern of your own, not only to pay back what's been given to you but because through teaching comes discovery.

ARKUS PLAYER INTRUSIONS

When playing a Arkus, you can spend 1 XP to use one of the following player intrusions, provided the situation is appropriate and the GM agrees.

Friendly NPC: An NPC you don't know, someone you don't know that well, or someone you know but who hasn't been particularly friendly in the past chooses to help you, though doesn't necessarily explain why. Maybe they'll ask you for a favor in return afterward, depending on how much trouble they go to.

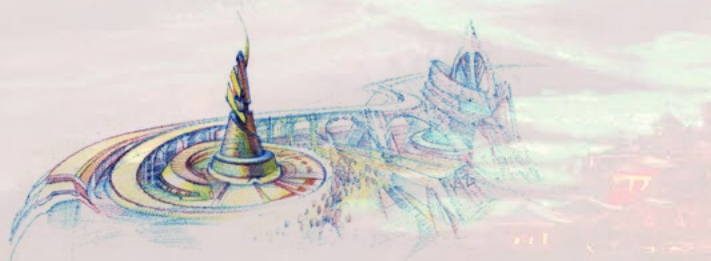
Perfect Suggestion: A follower or other already-friendly NPC suggests a course of action with regard to an urgent question, problem, or obstacle you're facing.

Unexpected Gift: An NPC hands you a physical gift you were not expecting, one that helps put the situation at ease if things seem strained, or provides you with a new insight for understanding the context of the situation if there's something you're failing to understand or grasp.

ARKUS STAT POOLS

Stat	Pool Starting Value
Might	8
Speed	9
Intellect	11

You get 6 additional points to divide among your stat Pools however you wish.



ARKUS TIERS

FIRST-TIER ARKUS

First-tier Arkai have the following abilities. Add them to the appropriate place on your character sheet, under **Effort**, **Edge** (in the appropriate stat Pool), equipment, and potentially skills and special abilities:

Effort: Your Effort is 1.

Leader: You have an Intellect Edge of 1, a Might Edge of 0, and a Speed Edge of 0.

Cypher Use: You can bear two cyphers at a time.

Weapons: You can use light weapons without penalty. You have an inability with medium and heavy weapons; your attacks with medium and heavy weapons are hindered.

Skills: You are trained in persuasion. In addition, you are trained in another interaction skill in which you are not already trained. Choose one of the following: negotiation, deceiving, public speaking, intimidation, or seeing through deception. You have an inability in crafting numenera, salvaging numenera, and understanding numenera. Enabler.

Community Leader: While you are present within a community, and actively and personally working on behalf of that community, the community's rank is +1 for all purposes except damage inflicted. Enabler.

Demeanor of Command (2 Intellect points): You exude confidence, knowledge, and charisma to all who see you for the next hour. Your demeanor is such that those who see you automatically understand that you are someone important, accomplished, and with authority. When you speak, strangers that are not already attacking give you at least a round to have your say. If speaking to a group that can understand you, you can attempt to have them produce their leader or ask that they take you to their leader. You gain a free level of Effort that can be applied to one persuasion task you attempt during this period. Action to initiate.

Starting Equipment: You start with stylish clothing and a light weapon of your choice, two cyphers (chosen by the GM), one oddity, and 9 shins. If you start with a ranged weapon that requires ammunition (arrows, for example), you start with 12 of that type of ammunition. Before choosing your weapon and other gear, you might want to wait until after you've chosen your precepts, descriptor, and focus.

Default Starting Cyphers and Oddity: Your GM may provide you with starting cyphers and an oddity. Otherwise, you begin with the following.

- **Cyphers:** farspeaker, harmony lamp
- **Oddity:** Feathered hat that occasionally makes bird noises

Precepts: You have a wide range of abilities that give you an edge over other people. Some of these precepts are similar to esoterics in that you call upon a strange ability, use a device, and so on. Others are more mundane, relying on skill. Almost all require that you can speak to use them. Unless otherwise described, if they affect another creature, that creature must be able to perceive and understand you. Some precepts are constant, ongoing effects; others are specific actions that usually cost points from one of your stat Pools.

Choose two of the precepts described below. You can't choose the same precept more than once unless its description says otherwise. You can keep track of these in the Special Abilities section of your character sheet.

- **Anecdote (2 Intellect points):** You can lift the spirits of a group of creatures and help them bond together by entertaining them with an uplifting or pointed anecdote. For the next hour, those who pay attention to your story are trained in a task you choose that's related to the anecdote, as long as it's not an attack or defense task. Action to initiate, one minute to complete.
- **Babel (3 Intellect points):** Once each day, choose one language that you've encountered on which you will concentrate. For the rest of that day, you can speak that language with reasonable facility. You don't lose the use of any other languages you know normally during this period. Action to initiate, ten minutes to complete.
- **Connection With an Organization:** You have a general connection with an important organization, such as the Order of Truth, the Angulan Knights, the aristocracy of a region, a merchant guild, and so on. Tasks related to interacting with members of that group gain an asset. Further, you can use this connection to learn about events related to that organization's focus. For instance, if you have a connection with the Angulan Knights, you may learn of events related to mutants in the area. You and the GM should work out the details together. You can choose this ability more than once and choose a new organization each time. Enabler.
- **Goad (1 Intellect point):** You can attempt to goad a target into a belligerent—and probably foolish—reaction that requires the target to try to close the distance between you and attempt to physically strike you on its next turn. They attempt this action even if this would cause them to break formation or to give up cover or a tactically superior position. Whether the target strikes you or fails to do so,



Esotery, page 40

Effort, page 23

Edge, page 23

Skills, page 27

Character sheet, page 409

Cypher, page 180



Inability, page 333

You can keep track of abilities like Community Leader and Demeanor of Command in the Special Abilities part of your character sheet.

Community rank, page 301



Actions and enablers, page 27



Order of Truth, page 215

Angulan Knights, page 217

Free level of Effort, page 103

Oddity, page 304

Shins, page 93

Farspeaker, page 182

Harmony lamp, page 182

Arkai who use Disincentivize typically promise, lie, or threaten in order to hinder actions.

Followers, page 17

The GM may require that you actually look for a suitable follower, as opposed to just gaining one, as a long-term task.

Long-term tasks, page 324

Modification, page 17

As time goes on, an Arkus becomes a central figure in any community they're a part of. That's even more true if the Arkus is one of the community's founders.

If you have both Inspire Action and a focus ability that also grants an ally an extra action, then you can apply a level of Effort when using Inspire Action to simultaneously inspire two allies to take the same action.

You can keep track of your training in defense tasks in the Skills/Inabilities part of your character sheet.

they come to their senses immediately afterward, after which further tasks attempting to goad the target again are hindered. Action to initiate.

- **Powerful Rhetoric (1 Intellect point):** After engaging a creature in conversation for at least a minute, you can attempt to influence how that creature is perceived, promoting it as a *friend*, dismissing it as a *fool*, or denouncing it as an *enemy*. Your words are so well chosen that even you and it are affected, because your conviction and its doubt are paramount. The accuracy of your assessment isn't important as long as you keep up the rhetoric. From then on (or until you change your rhetoric or the creature offers a convincing defense to those who've heard your label), the friend's social interactions gain an asset, the fool's social interactions are hindered, or the enemy's defenses are hindered. Action to initiate, one minute to complete.
- **Trained Without Armor:** You are trained in Speed defense actions when not wearing armor. Enabler.
- **Understanding (1 Intellect point):** You observe or study a creature or object. Your next interaction with that creature or object gains one asset. Action.

SECOND-TIER ARKUS

Second-tier Arkai have the following abilities:

Precepts: Choose one of the following Arkus precepts (or a precept from a lower tier) to add to your repertoire. In addition, you can replace one of your first-tier precepts with a different first-tier precept.

- **Calm Stranger (2+ Intellect points):** You can cause one intelligent creature to remain calm as you speak. The creature doesn't need to speak your language, but it must be able to see you. It remains calm as long as you focus all your attention on it and it is not attacked or otherwise threatened. In addition to the normal options for using Effort, you can also choose to use Effort to calm additional creatures allied with your initial target, one additional creature per level of Effort applied. Action.
- **Cloud Personal Memories (3 Intellect points):** If you interact with or study a target for at least a round, you gain a sense of how its mind works, which you can use against it in the most blunt fashion possible. You can attempt to confuse it and make it forget what's just happened. On a success, you erase up to the last five minutes of its memory. Action to prepare; action to initiate.

- **Disincentivize (1 Intellect point):** You hinder all actions attempted by any number of targets within short range who can understand you. You choose which targets are affected. Affected targets' actions are hindered for one round. Enabler.
- **Follower:** You gain a level 2 follower. One of their modifications must be persuasion. You can take this ability multiple times, each time gaining another level 2 follower. Enabler.
- **Gather Intelligence (2 Intellect points):** When in a group of people (a caravan, a palace, a village, a city, etc.) you can ask around about any topic you choose and come away with useful information. You can ask a specific question, or you can simply obtain general facts. You also get a good idea of the general layout of the location involved, note the presence of all major sites, and perhaps even notice obscure details. For example, not only do you find out if anyone in the palace has seen the missing boy, but you also get a working knowledge of the layout of the palace itself, note all the entrances and which are used more often than others, and take notice that everyone seems to avoid the well in the eastern courtyard for some reason. This ability takes about an hour to use.
- **Inspire Action (4 Intellect points):** If one ally can see and easily understand you, you can instruct that ally to take an action. If the ally chooses to take that exact action, they can do so as an additional action immediately. Doing so doesn't interfere with the ally taking a normal action on their turn. Action.
- **Skill With Defense:** Choose one type of defense task in which you are not already trained: Might, Speed, or Intellect. You are trained in defense tasks of that type. You can select this precept up to three times. Each time you select it, you must choose a different type of defense task. Enabler.

THIRD-TIER ARKUS

Third-tier Arkai have the following abilities:

- **Expert Cypher Use:** You can bear three cyphers at a time.
- **Improved Community Leader:** A community continues to modify its effective rank by +1 for any task except for attack and defense. However, you do not need to be constantly present in and actively working on behalf of the community for it to gain this benefit; it gains it merely because of your past work in the community. Enabler.
- **Precepts:** Choose one of the following Arkus precepts (or a precept from a lower tier) to add

to your repertoire. In addition, you can replace one of your lower-tier precepts with a different precept from the same lower tier.

- **Break the Line (4 Intellect points):** You have an eye for group discipline and hierarchy, even among your foes. If a group of foes is gaining any kind of benefit from working together, you can attempt to disrupt that benefit by pointing out the weak point in the enemy's line, formation, or swarm attack. This effect lasts for up to a minute or until all the affected foes spend a round assessing and resetting themselves to regain their normal advantage. Action to initiate.

- **Improved Follower:** You gain a level 3 follower. They are not restricted on their modifications.

Alternatively, you can choose to advance a level 2 follower you already have to level 3 and then gain a new level 2 follower. Enabler.

- **Informer:** You gain an informer within an allied community. They act as your secret (or known) informer. If something of note happens in your informer's location, they will use whatever means they have available to tell you what's happened. Enabler.
- **Lead by Inquiry:** You keep your allies on their toes with occasional questions, jokes, and even mock drills for those who care to join in. After spending 28 hours with you, your allies are treated as if trained in tasks related to perception. This benefit is ongoing while you remain in your allies' company. It ends if you leave, but it resumes if you return to the allies' company within 28 hours. If you leave the allies' company for more than 28 hours, you must spend another 28 hours together to reactivate the benefit. Enabler.
- **Oratory (4 Intellect points):** When speaking with a group of intelligent creatures that can understand you and aren't hostile, you convince them to take one reasonable action in the next round. A reasonable action should not put the creature or its allies in obvious danger or be wildly out of character. Action.
- **Perfect Stranger (3 Intellect points):** You alter your posture and way of speaking and make a small but real alteration to an outfit (such as putting on or taking off a hat, reversing a cloak, and so on). For the next hour (or as long as you keep up the alteration), even creatures that know you well don't recognize you. All tasks related to hiding your true identity during this period gain one free level of Effort. Action to initiate.

- **Quick Wits:** When performing a task that would normally require spending points from your Intellect Pool, you can spend points from your Speed Pool instead. Enabler.

FOURTH-TIER ARKUS

Fourth-tier Arkai have the following abilities:

Precepts: Choose one of the following Arkus precepts (or a precept from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier precepts with a different precept from the same lower tier.

- **Crowd Protection (5 Intellect points):** While in an allied community or horde, members who are near you press close in a protective formation to keep you safe for about a minute. This crowd moves with you during this period, keeping an eye out for anything that might hurt you. When it ends, the crowd disperses and individuals go on about their business. The protective crowd makes it harder for other creatures to attack you, giving you an asset on Speed



 Free level of Effort, page 103

Crowd Protection, page 13

The mere existence of an understood course of action—a strategy—improves the confidence and performance of everyone involved. That's true even if the strategy later becomes a pivot point toward something else.

Rank, page 301



Free level of Effort, page 103

Generally speaking, a character can't ease something by more than four steps (two steps from skills and two from assets). Effort, however, falls outside this restriction, up to a maximum of six levels of Effort.

defense tasks. In addition, while the crowd is around you, you can use an action to exhort them to attack all enemies within short range, dealing 1 point of damage to each creature and object in the area. Action to initiate.

- **Envoy (4 Intellect points):** If you interact with or study a target that lives within a community you're allied with for at least a round, you can attempt to convince it to become your envoy for a specific period or to deliver a specific message or object to another location. Distance does not matter as long as the location is somewhere your envoy can reach, either through their own means or means you provide. The envoy delivers your message or physical parcel to the desired location, and then reports back on whether they succeeded or failed. Action to initiate; hours, days, weeks, or months to get a report back.
- **Exile From Community (4 Intellect points):** If you are in a community you are allied with and you study a target for at least a round, you can attempt to convince them to leave the community, either permanently or for a specified period of time. The task is eased if a majority in the community believes that the target is a bad seed, troublemaker, criminal, or otherwise someone that makes things difficult for the community. Action to prepare; action to initiate.
- **Spur Effort (5 Intellect points):** You select an ally within immediate range. If that character applies Effort to a task on their next turn, they can apply a free level of Effort on that task. Enabler.
- **Strategize (6 Intellect points):** Having an action plan in place before facing a challenge improves the odds of success, even if that plan is eventually changed or discarded once it's put into play. If you and your allies spend at least ten minutes going over a plan of action, all of you gain one free level of Effort that can be applied to one task you attempt during the execution of that plan within the next 28 hours. The plan of action must be something concrete and executable in order to gain this benefit. Action to initiate, ten minutes to complete.
- **Unseen Among the People (4+ Intellect points):** You become effectively unseen for ten hours while you are within an allied community. During this time, the residents help you move from place to place in a variety of ways that makes it appear that

COMMUNITY-DEPENDENT ABILITIES

Some Arkus abilities rely on the character being located within an allied community or horde to gain their effect. For instance, *Crowd Protection* doesn't provide benefits to an Arkus if they use it while they are alone in a ruin or accompanied only by other PCs. Other abilities, like *Unseen among the People*, require that those in the area not only know that the Arkus is an ally, but also have at least some knowledge of the area. That said, an Arkus can gain some of these benefits if they have at least three allies willing to give up their own actions each round to help the Arkus. These allies could be followers, important NPCs, or even other PCs.

you are no one of importance. While moving unseen in a community, you are specialized in stealth and Speed defense tasks. This effect ends if you do something to reveal who you really are—attacking, using an ability, commanding someone in the community within earshot of an enemy, and so on. If this occurs, you can regain the remaining unseen effect by taking an action to focus on going into hiding.

You can attempt to move about unseen within an unallied community or horde; however, doing so requires that you apply one additional level of Effort per rank of the community or horde you wish to hide within. Action to prepare; action to initiate or reinitiate.

FIFTH-TIER ARKUS

Fifth-tier Arkai have the following abilities:

- **Adept Cypher Use:** You can bear four cyphers at a time.
- **Precepts:** Choose one of the following Arkus precepts (or a precept from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier precepts with a different precept from the same lower tier.
 - **Discipline of Watchfulness (7 Intellect points):** You keep your allies on their toes with occasional questions, jokes, and even mock drills for those who care to join in. After spending 28 hours with you, your allies can apply a free level of Effort to any initiative tasks they attempt. This benefit is ongoing while you remain in the allies' company. It ends if you leave, but it resumes if you return to the allies'

company within 28 hours. If you leave the allies' company for more than 28 hours, you must spend another 28 hours together to reactivate the benefit. You must spend the Intellect point cost each 28 hours you wish to keep the benefit active. Enabler.

- **Divide and Conquer (7 Intellect points):** If you brief and prep one of your followers or deputies for at least a round, they can act on your behalf within an allied community or horde so well that you can effectively take on two tasks simultaneously, whether they're regular actions or community tasks. If taking regular actions, you can take two actions on each of your turns for up to one minute, including using special abilities of up to tier 3, even in two different parts of the community or horde. Special abilities used by your follower or deputy are subtracted from your Pools because they are acting on your direct authority and are relying on your influence. Alternatively, you can take normal actions while your prepped follower attempts a community task, or you can both attempt community tasks. Action to prepare; action to initiate.
- **Healing Power of Words (6 Intellect points):** If you interact with or study a target for at least a round, you can attempt to restore points to the target's Might Pool or Speed Pool in one of two ways: either the chosen Pool regains up to 6 points or it is restored to a total value of 12 (you choose when you initiate this ability). The attempt is a level 3 task. Points are restored at a rate of 1 point each round. You must continue speaking with the target the whole time. In no case can this ability raise a Pool higher than its normal maximum. Action to prepare; action to initiate. If the target spends points from their Pool during the ongoing healing, the healing ends.
- **Infer Thoughts (4 Intellect points):** If you interact with or study a target for at least a round, you can attempt to read its surface thoughts, even if the subject doesn't want you to. You must be able to see the target. Once you have gained a sense of what it's thinking—through its body language, its speech, and what it does and doesn't say—you can continue to infer the target's surface thoughts for up to one minute as long as you can still see and hear the target. Action to prepare; action to initiate.
- **Knowing the Unknown (6 Intellect points):** While in an allied community or horde, you can spend an action tapping into a source of information beyond yourself.

You can ask the GM one question and get a general answer. The GM assigns a level to the question, so the more obscure the answer, the more difficult the task. Generally, knowledge that you could find by looking somewhere other than your current location is level 1, and obscure knowledge of the past is level 7. Gaining knowledge of the future is impossible. Action to prepare; action to initiate.

- **Raise a Champion (7 Intellect points):** While in an allied community or horde, you can spend a minute rousing the community to put forth a champion—a level 5 NPC or creature that could conceivably live in and be part of the community. The champion appears for one minute then returns home. While present, the champion acts as you direct, requiring no additional actions on your part. One minute to prepare; action to initiate.
- **Rouse to Violence (6+ Intellect points):** While in an allied community or horde, you can spend an action rousing the ire of residents to a killing frenzy and then point out a target that the crowd can see. If you succeed and the target is a creature of level 3 or lower, the crowd kills it. If the target is a PC, they move down one step on the damage track. In addition to the normal options for using Effort, you can choose to use Effort to increase the maximum level of the target (each level of Effort used this way increases the target's maximum level by 1). Action to prepare, action to initiate.
- **Suggestion (5+ Intellect points):** You suggest an action to a creature within immediate range. If the action is something that the target might normally do anyway, it follows your suggestion. If the suggestion is something that is outside of the target's nature or express duty (such as asking a guard to let an intruder pass), the suggestion fails. The creature must be level 2 or lower. The effect of your suggestion lasts for up to a minute.

In addition to the normal options for using Effort, you can also choose to use Effort to increase the maximum level of the target you can affect by 1. If its level is higher than 2, you can immediately apply levels of Effort to increase the maximum level allowed up to that creature's level.

When the effects of the ability end, the creature remembers following the suggestion but can be persuaded to believe that it chose to do so willingly. Action to initiate.

Follower, page 17

Community tasks any PC can attempt, page 310



Damage track, page 110





Follower, page 17

Leaders are those who inspire others to thought and action by words and deeds. Being a leader is more than just telling others what to do; it is showing others a way to be through one's own actions.



Visitants, page 394

Community actions, page 305

Community tasks any PC can attempt, page 310

SIXTH-TIER ARKUS

Sixth-tier Arkai have the following abilities:

Recruit Deputy: You gain a level 4 follower. They are not restricted on their modifications. Enabler.

Alternatively, you can choose to advance a level 3 follower you already have to level 4 and then gain a new level 3 follower. Enabler.

Precepts: Choose one of the following Arkus precepts (or a precept from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier precepts with a different precept from the same lower tier.

- **Assume Control (6+ Intellect points):** You control the actions of another creature you have interacted with or studied for at least a round. This effect lasts for ten minutes. The target must be level 2 or lower. Once you have assumed control, the target acts as if it wants to accomplish your desire to the best of its ability, freely using its own best judgment unless you use an action to give it a specific instruction on an issue-by-issue basis. In addition to the normal options for using Effort, you can also choose to use Effort to increase the maximum level of the target. Thus, to attempt to command a level 5 target (three levels above the normal limit), you must apply three levels of Effort. When the effect ends, the target remembers

everything that happened and reacts according to its nature and your relationship to it; assuming control might have soured that relationship if it was previously a positive one. Action to initiate.

- **Coax the Crowd (7 Intellect points):** You convince a large number of people—all within long range—to change a belief and take a long-term action or set of actions. For example, you might convince them to identify the location of a local criminal that no one has previously been brave enough to act against, or you might convince them to welcome a group of visitants as friends in the community. This takes ten minutes to accomplish, during which time you can't be seriously interrupted or the attempt automatically fails.
- **Extra Community Action (9 Intellect points):** During the course of a conflict between communities, you can fire up one community so much that it can take two community actions in the same amount of time it could normally take only one. This means the community could inflict damage twice, inflict damage while another segment of the community tries to persuade some other neutral community or horde to become allied, or something else. This is considered a community task. Action to initiate, one hour to complete.

FOLLOWERS

Player characters have the option to gain followers as they advance in tier, as provided by type or focus special abilities. Followers do not need to be paid, fed, or housed, though a character who gains followers can certainly make such arrangements if they wish. A follower is someone whom a character has inspired (or asked) to come work with the character for a time, aiding the character in a variety of endeavors. A follower puts the PC's interests ahead of, or at least on par with, their own.

The PC generally makes rolls for their follower when the follower takes actions, though usually a follower's modifications provide an asset to a specific action taken by the PC they follow.

Modifications: A follower can help a PC in one or more tasks, granting the PC an asset to that task. The level of the follower indicates the number of different tasks they can help with. The tasks that the follower is able to help with are predetermined, usually chosen by the PC when they gain the follower. A level 2 follower who the player determines is a spy could grant a PC an asset on two different tasks, such as stealth and deception. Followers cannot help with tasks that they don't have modifications for; for the purpose of helping, treat the follower as if they had inabilities in all non-modified tasks.

When the follower acts autonomously rather than helping the PC, they act like a normal NPC that has modifications. Thus, the modification increases their effective level for the associated task by one step. For example, the level 2 spy follower with modifications for stealth and deception attempts stealth and deception tasks as if they were level 3 and all other tasks as level 2.

Follower Assets to Combat and Defense: A follower cannot grant an asset to a character's attacks or defense until the follower is level 3 or higher. Even then, the follower can help with attacks and defense only if they have a modification for that kind of task.

Some focus abilities may grant a special exception to this rule. For instance, the *Controls Beasts* focus in *Numenera Discovery* grants a level 2 follower (a beast companion) with modifications for combat.

Follower Level Progression: A follower increases in level by 1 each time a PC advances two tiers after gaining that follower. When the follower gains a level, the PC also chooses the task that the follower gains a modification for.

Exceptional Follower: When a character gains a follower, there's a small chance that the follower will be exceptional in some way, a cut above other followers of their kind. The GM determines when an exceptional follower is found, possibly as an additional reward for smart or engaging roleplaying where the PCs impress or otherwise positively interact with one or more NPCs, some of whom may later go on to become one of the PCs' followers. An exceptional follower has the same qualities as a regular follower but is 1 level higher.

Pet: Any PC can potentially gain a pet, though a pet typically doesn't provide modifications. If a character wants a pet that can do this, they must gain the pet through an ability that grants followers. On the other hand, a well-cared-for pet grants an asset to a PC's tasks related to achieving peace of mind, finding comfort, and resisting loneliness.

BREATHING LIFE INTO FOLLOWERS

The modifications provided by followers could come across as fairly dry and mechanical. To avoid that, you could present each follower in a way that makes them more compelling and interesting. Here are a few examples of how to describe a follower, depending on their mix of modifications.

- A firebrand diplomat able to convince an enemy horde to back down.
- A veteran commander whose presence bolsters the entire community's military might.
- A genius chiurgeon who invigorates everyone with their healing techniques.
- An imaginative architect whose works both beautify and defend the city.
- A tricky spy whose intelligence on enemy movements is invaluable.



If a follower dies, the character gains a new one after at least two weeks and proper recruitment.



Helping, page 118



Modifications, page 223



Controls Beasts, page 62



Followers cannot help with tasks that they don't have modifications for; treat the follower as if they had inabilities in all non-modified tasks for the purpose of helping.

Arkai make new paths rather than following where others lead.



Recovery roll, page 111

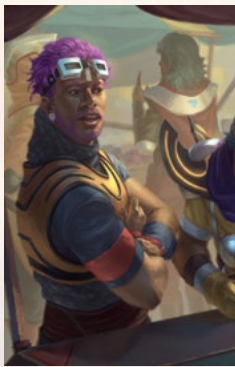
Horde, page 313

Serene, page 54

Descends From Nobility, page 73



Free level of Effort, page 103



Goad, page 11

Anecdote, page 11

- **Inspiration (6 Intellect points):** You speak words of encouragement and inspiration. All allies within short range who can hear you immediately gain a *recovery roll*, gain an immediate free action, and have an asset for that free action. The recovery roll does not count as one of their normal recovery rolls. Action.
- **Sway Horde (12+ Intellect points):** You can attempt to sway a *horde* of up to rank 2 to disperse or attack a community other than the one it is currently targeting, or you can try to raise a horde from a village or larger community that contains enough able-bodied adults. If you succeed at raising a horde, its level is equal to the rank of the community it comes from, and the horde remains cohesive for up to three days or until it is destroyed. In addition to the normal options for using *Effort*, you can also choose to use *Effort* to increase the rank of the horde you sway by 1 for each level of *Effort* applied. Action to initiate, one hour to complete.
- **Take Command (3 Intellect points):** You issue a specific command to another character. If that character chooses to listen, any attack they attempt on their next turn is eased, and a hit deals 3 additional points of damage. If your command is to perform a task other than an attack, the task is eased as if it benefited from a *free level of Effort*. Action.
- **Will of a Leader (9 Intellect points):** You harden your allies' dedication and capabilities. Each ally within immediate range gains +1 *Edge* to one stat of their choice for one hour. You also gain this benefit to one stat of your choice. Action.

ARKUS EXAMPLE

Darcy wants to create an Arkus. She puts 4 of her additional points into her Intellect Pool and 2 into her Speed Pool; her stat Pools are now Might 8, Speed 11, and Intellect 15. She's smart and charismatic, somewhat graceful, but not particularly tough. As a first-tier character, her *Effort* is 1, her Intellect *Edge* is 1, and her Might *Edge* and Speed *Edge* are 0.

Darcy chooses the precept *Goad* to help to aid her friends when dealing with dangerous or annoying creatures and *Anecdote* to help them in most other situations. As her skills, she is automatically trained in persuasion, and chooses negotiation for her second skill—she really wants to be able to influence people to get them to do what she wants. Finally, she gains the Community Leader ability, which provides a benefit to any allied community or horde that she is part of.

An Arkus starts with two cyphers. For her character, the GM chooses an injector that will ease any tasks she makes to deceive for one hour as well as a cypher that unfolds like a suitcase to create a level 5 installation that persists for 28 hours, providing water and food to anyone who triggers it during that time.

Darcy carries a long knife, a decorative light weapon that she decides was a gift given to her by a relative. The knife is both a weapon and an impressive implement of office, should she choose to use it that way. As a light weapon, attacks are eased and it inflicts 2 points of damage.

Darcy chooses *Serene* for her descriptor, as a way to both increase her Intellect Pool—which increases to 17—and provide training in Intellect defense tasks. *Serene* also provides training in tasks related to having grace under pressure, which is something she knows that anyone trying to step into a position of leadership must acquire. *Serene* provides options for an initial link to the starting adventure, which Darcy decides is related to remaining calm during a difficult situation involving an attack of strange alien creatures that rained from the sky like hail.

For her focus, Darcy chooses *Descends From Nobility*, but only after spending some time deciding what kind of character she wants to play: a somewhat privileged and naive character who, for reasons that might not be immediately obvious, has left the place where she would've had everything and moved into a much wilder region and way of life. She hopes to prove to herself that she isn't defined by the choices of those who've gone before her.

WRIGHT

Wrights are builders and crafters. When something special is required, a Wright can make it. When strange instructions are found in the ruins of the prior worlds, Wrights can decipher them and, using special components called *iotum*, craft their own cyphers, artifacts, or installations. In a way, Wrights are especially good at understanding and stealing the fire of creation that burned so brightly in the civilizations that rose to unimaginable heights before the Ninth World. Wrights are the rarest of the already rare numenera scholars; they aren't afraid of weird or incomprehensible tech—they try to take it apart and learn how to make more.

Wrights are especially skilled in the many tasks related to crafting. They need to be at least a little skilled at a lot of things. They want Intellect to help them decipher and develop

numenera plans, identify components, and craft amazing items.

Wrights are not afraid to explore, especially because the iotum they need to make their wondrous items can usually be found only by salvaging it from places where physical danger is certain. They're happy to don heavy armor to protect themselves from danger, even though it slows them down a little. Though such armor can be restrictive, Wrights can usually rely on allies or followers to help them search out a particularly difficult-to-reach or tight spot.

Wrights in Society: People are usually very accepting of Wrights since the things they craft are often useful or even necessary, whether that means a wagon, a wall, or an installation that can light up a small community. When Wrights begin to dabble in more exotic installations, automatons, or vehicles, public concern can creep in. A Wright with an automaton servant might be seen by some as a sorcerer who has infused a demonic spirit into crude matter, giving it life like the automatons that litter the landscape and that most people have enough sense to avoid.

But a Wright can be a vital part of any community, especially one that has special needs that can't be met any other way. With enough time and resources, a Wright can provide clean water, nutrition, defense, and of course, comfortable homes for people to live in.

Wrights get along well with Glaives and Delves. They rely on the former to protect them while they focus on creative tasks, and they trust that Delves will find and return fresh plan seeds and iotum that Wrights need to conduct their basic craft. Nanos can be friendly, but Wrights sometimes find themselves in competition with Nanos who want the same iotum, possibly for their own inscrutable tasks or even as an ingredient for their own crafting.

Arkai often come to Wrights asking for the creation of particular structures or installations. As long as they're asking and not ordering, the alliance remains on good terms. Wrights are friendly with some Jacks and sour on others; it depends on the Jack in question.

Wrights in the Group: While an Arkus might naturally assume some authority in a newly founded settlement or allied community, Wrights can also fulfill that role because they

tend to remain in such locations for extended periods of time. On the other hand, a Wright is usually happy to let others make the hard decisions so they can focus on making interesting things. In a straight-up fight, Wrights rely on their creations to aid both themselves and their allies; an established Wright might even have created defensive or offensive installations in the group's base or newly founded settlement.

Wrights and the Numenera: Wrights wouldn't exist without the numenera. To craft anything other than mundane objects and structures, Wrights depend on iotum salvaged from scrap found in ruins and other locations,

Plans, page 135

As much as Wrights claim that the province of crafting numenera items is a skill unique to them, nothing could be further from the truth. Nanos in particular, should they decide to pursue crafting, can come closest to achieving a similar status. That said, Wrights have advantages that even Nanos can't replicate.



Glaive, page 28

Jack, page 44

Nano, page 36

Delve, page 29

Plan seeds, page 136

Iotum, page 107

Arkus, page 7

as well as fragments of information encoded in knowledge caches for millions of years or longer. So like Delves and Nanos, Wrights value any and all devices and discoveries related to the numenera and crave more.

Wright usually craft items that help a larger community, but they can also craft objects to aid themselves, if they can find the plans to do so. Artifacts and cyphers that provide protection, store knowledge, and extend their crafting capabilities further are the kinds of numenera items Wrights are most excited to find or fashion.



Advanced Wrights: As Wrights gain experience and become more skilled and powerful, they develop more plans for building numenera objects and structures, they can drastically reduce the amount of time required to craft complex objects or structures, and they can take direct control of objects and structures they've built to create amazing effects.

WRIGHT BACKGROUND

Not everyone that crafts numenera items is a Wright—Wright are simply those who've trained (or otherwise gained) unique abilities related to building wondrous things. Something in your background has put you in this position and is at least partially responsible for your talents. Choose one of the three options described below as the source of your skills, knowledge, and intuitions for craft, or create your own. It will provide the foundation of your background and give you an idea of how you can improve. The GM can use this information to develop adventures and quests that are specific to your character and play a role in your advancement.

UNUSUAL UPBRINGING

From a very early age, you had access to machines and tools, and you were encouraged to learn how to use them. Perhaps you were raised by a Nano or an Aeon Priest who thought building was more important than playing. Maybe your parents were obsessed with the numenera. Or perchance you were incubated and trained by machines who needed human ingenuity and creativity to solve a problem they couldn't overcome. You stacked gears and circuits instead of wooden blocks, and your earliest drawings were schematics for toys you wanted to build. Your bedtime stories were about automatons, nanites, and electronics, and your dreams were filled with the wondrous things you would create with an endless supply of iotum and parts.

When you grew older and prepared to set out on your own, you asked those who raised you what great work you could build for them as thanks for what they taught you—something contributing to their research, a device to overcome an infirmity, or even a new self-willed automaton to join them. Now you search for a suitable plan, the iotum to craft it, or both.

Advancement: You're always looking for new plans and, to the extent you can do so, researching new ones on your own. You have to push yourself, because researching new plans doesn't come easy. You're not even sure a limited mind like yours can do so without hurting itself. But you press on anyway, hoping for a breakthrough. Eventually, you hope to find a plan that will allow you to bring into this world something truly amazing so you can honor your caregivers and prove that you were worthy of their work and attention.

UNEXPECTED BRILLIANCE

Your mind developed early, way before your peers. Your parents realized it and delighted in challenging you with puzzles and projects. You could fix household items, and eventually you found your true passion: taking apart oddities, scrap, and depleted cyphers. You figured out how to make broken machines work again, and honed your ability to recognize what a jumble of parts could do if you put them together in just the right configuration. Most people respected and appreciated your talent, some tried to exploit you, and a few feared you, but your incredible mind made sure you always came out ahead—or gave you enough of a head start to get away from serious trouble.

Whence did your brilliance spring? Just an accident of nurture and nature? Did you have a great-grandparent who was equally skilled? Or is your facility with objects and structures something inherent in you, such as a mutation in your brain that gives you insights that others can't imagine? It's a mystery, and one you'd like to solve one day. But only after you finish your current list of crafting projects.

Advancement: Even your amazing talents have their limits. Even when you have the perfect plan for creating an amazing new installation, you've had setbacks and failures. This means you're always looking for others like you, people with whom you can share your knowledge and they with you, so that perhaps together you'll all progress to new heights. That's not always possible, so usually your stats improve and you gain new abilities because you've taken the gifts you were born with and pushed them to the next level.



Aeon Priest, page 264

WRIGHT CONNECTION


Roll a d20 or choose from the list below to determine a specific fact about your background that provides a connection to the rest of the world. You can also create your own fact.

Roll	Background
1	Your mother praised your artistic talent as a child, but you chose to give it up in favor of crafting.
2	You lost your brother when you were young. Your only memory of him is a doll you yet keep.
3	You retain a pet automaton about the size of a breadbox with wheels that you had even as a child.
4	You are known as a seller of strange gadgets and once even made your living doing so.
5	You once created a machine for distilling spirits that your friends still tell stories about.
6	You had a partner who also enjoyed crafting, but there was an accident and they died.
7	You created a device that caused you to disappear for three months. You later reappeared with no memory of what had happened and a star-shaped scar on your left temple.
8	You're a member of a secret organization of wrights who occasionally share messages and plans.
9	You once owned a plan for crafting a <i>dread destroyer</i> , but it was stolen.
10	One of your creations accidentally triggered a local incident with the <i>iron wind</i> . At least, that's what some accused you of after it was all over and the dead were counted. You don't think it was your fault, but you wonder.
11	You had an apprentice you were teaching your craft to, but they left you in the middle of your most important project, causing it to fail.
12	Your best friend from your youth is now a hated outlaw, though others say they are a hero. You're not sure where the truth lies.
13	You once met the <i>Amber Pope</i> in <i>Qi</i> and received a verbal invitation to return one day.
14	On a few occasions, you've found just the iotum you needed to proceed in your work. You don't know who or what has been responsible for providing them.
15	You were a member of the <i>Convergence</i> , until you thought better of it. You still know one or two members.
16	Religion has always been part of your life, though only recently have you thought to question it.
17	A great musician in a nearby large city claims they owe their success to an instrument you crafted.
18	You know where dozens, perhaps even hundreds, of <i>plan seeds</i> are located, but you haven't been able to mount an expedition to locate and secure the cache yet.
19	You were accused of murdering your brother. You fled to where you are now.
20	You were trained by a master wright who left the world in a magnificent starcraft they built.

MECHANICAL INDOCTRINATION

The Prophecy was clear. If the machine that squatted at the center of town could not be awoken by midnight during the next eclipse, the Spear of God would strike like a burning sword from the void and blast everyone and everything to drit. You were one of the ones selected to awaken the Red Cube. You were schooled, drilled, and cypher-fed all manner of information, plans, knowledge, and even some physical know-how dripped into your blood by strange machines the city elders kept in dark basements. Others who were selected weakened and eventually died under the brutal regime of learning. It was rough on you, too, but where so many others failed, you succeeded. You learned. And with that knowledge, you repaired the machine and saved the city. But in the aftermath, you were different, both physically and psychologically.

You weren't taught how to craft things—it was programmed into you, hard-coded into your flesh and mind with drugs and technology, conditioned into your psyche with repetitive drills. You don't know if the motivations of your captors/doctors/instructors were noble or nefarious, but the end result is that building things is as natural for you as breathing. You can assemble basic components when you're half asleep just by using muscle memory. You may even have subdermal implants that convert nutrition and bodily wastes into components you need. You might feel like you were robbed of a normal childhood, or you might celebrate your strange education and embrace opportunities to learn and experience childish things with adult senses and intellect. In some ways, you are an organic machine built to create and repair other machines, but your skills are what allow you to survive and thrive in the Ninth World.

-  *Dread destroyer*, page 234
- Iron wind*, page 135
- Amber Pope*, page 133
- Qi*, page 144
- Convergence*, page 216
- Plan seeds*, page 136

Character sheet, page 409

If this is the first time you're playing a Wright, you probably should choose two cypher plans instead of artifact or installation plans.

Write the types of weapons you can use in the Skills/Inabilities part of your character sheet.



Inability, page 333

Player intrusion, page 7

Relevant crafting skills, page 119

Community stats, page 301

Infrastructure, page 299

Write abilities like Community Builder and Always Tinkering in the Special Abilities part of your character sheet.

The base materials required for Always Tinkering could include a wide variety of things, including scrap, burned-out (used) cyphers, or actual iotum and parts. In the latter case, only 1 unit of iotum and 1 point worth of parts is used to create the temperamental cypher.

Numenera plans, page 135

Rather than there being a general "crafting" skill, a crafter can learn specific skills in order to ease tasks related to crafting. There's a world of difference between crafting a canoe to cross a lake and crafting a lightning tower that can help defend a community.

Iotum, page 107

Parts, page 107

Your goal may be to destroy those who created you, better understand their motives, or push forward their agenda.

Advancement: You're not sure if you learned because of, or despite, the many odd substances and cyphers used to make you what you are now, so you continue to try both. Learning and, whenever possible, using machines that promise to unlock new avenues of thought and creativity within you. You're constantly on the lookout for new injections, energies, concoctions, and devices to improve your abilities and stats.

WRIGHT PLAYER INTRUSIONS

As a Wright, you can spend 1 XP to use one of the following player intrusions, provided the situation is appropriate and the GM agrees.

Device Perfection: A device or installation works even better than you expected it would, at least in this instance. Maybe the range is twice as long, the duration is 100% longer, or the effect itself is 50% stronger.

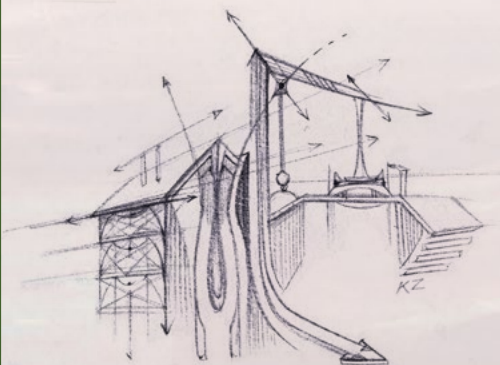
Crafting Insight: You are inspired, and you finish crafting the object or structure earlier than was expected (maybe even halving the total time).

Tinkering Vision: When using your Always Tinkering special ability, you discover that the materials you're using are of unexpectedly high quality, giving you specific options to choose from. So instead of gaining a random cypher, you gain the cypher of your choice (though it's still a temperamental cypher, so it's 2 levels lower than normal and you can't give it to someone else without destroying it).

WRIGHT STAT POOLS

Stat	Pool Starting Value
Might	9
Speed	7
Intellect	12

You get 6 additional points to divide among your stat Pools however you wish.



WRIGHT TIERS

FIRST-TIER WRIGHTS

First-tier Wrights have the following abilities. Add them to the appropriate place on your character sheet, under Effort, Edge (in the appropriate stat Pool), equipment, and potentially skills and special abilities:

Effort: Your Effort is 1.

Inventor: You have an Intellect Edge of 1, a Might Edge of 0, and a Speed Edge of 0.

Cypher Use: You can bear three cyphers at a time.

Weapons: You can use light weapons without penalty. You have an inability with medium and heavy weapons; your attacks with medium and heavy weapons are hindered.

Skills: You are trained in crafting numenera. In addition, you are trained in a crafting skill in which you are not already trained. Choose one of the following: salvaging numenera, understanding numenera, engineering, woodcrafting, armoring, weaponsmithing, or another crafting skill of your choice. You have an inability in salvaging numenera and understanding numenera. Enabler.

Community Builder: While you are present within the community, and actively and personally working on behalf of that community, +3 is added to the community's infrastructure. Enabler.

Always Tinkering: If you have any tools and materials at all, and you are carrying fewer cyphers than your limit, you can create a cypher if you have an hour of time to spend. The new cypher is random and always 2 levels lower than normal (minimum 1). It's also temperamental and fragile. These are called *temperamental cyphers*. If you give it to anyone else to use, it falls apart immediately, useless. Action to initiate, one hour to complete.

Numenera Plans: You start with two numenera plans of your choice. Enabler.

Starting Equipment: You start with clothing, one weapon, an explorer's pack, a book about crafting, three cyphers (chosen by the GM), one oddity (chosen by the GM), a box of crafting tools, and 5 shins (coins). If you start with a ranged weapon that requires ammunition (arrows, for example), you start with 12 of that type of ammunition. Before selecting your weapons, armor, and other gear, you might want to wait until after you've chosen your abilities, descriptor, and focus.

Starting Iotum: In addition to your starting equipment, you start with 4 units of io and 4 units of responsive synth. You also have 6 units of parts.

CHOOSING PLANS FOR YOUR WRIGHT

When choosing plans for your Wright, there are a few things to keep in mind. At lower tiers, Wrights should probably choose plans for objects and structures that have a lower **minimum crafting level**. Just as important, lower-tier Wrights should probably choose plans for objects and structures that don't have high modifiers for **assessed crafting difficulties**. Artifacts, for instance, have an assessed crafting difficulty of +3, which means that if you're trying to craft a level 3 artifact, the difficulty of the crafting task is actually 6. On the other hand, the modifier for cyphers is only +1, so attempting to craft a level 3 cypher is a difficulty 4 crafting task.

Higher assessed difficulties not only decrease the odds of succeeding at the crafting task, they also increase the amount of time required to craft the project and require that you find and salvage more and rarer kinds of iotum.

Default Starting Cyphers and Oddity: Your GM may provide you with starting cyphers and an oddity. Otherwise, you begin with the following.

- **Cyphers:** crafter's eyes, instant item, gravity changer
- **Oddity:** Piece of extremely strong and thin cable 8 feet (2.5 m) long

Inspired Techniques: You have a special talent for crafting and can create objects and structures that others can barely imagine. These talents are called inspired techniques. Some inspired techniques are constant, ongoing effects, and others are specific actions that usually cost points from one of your stat Pools. You gain some of your inspired techniques using special numenera tools. For instance, when you use Scan for Iotum, it's probably from a device that you've either made, found, or been given.

Choose two of the inspired techniques described below. You can't choose the same inspired technique more than once unless its description says otherwise. You can keep track of these in the Special Abilities section of your character sheet.

- **Additional Numenera Plans:** You gain two additional numenera plans. You can take this ability multiple times. Enabler.
- **Deconstruct (3 Intellect points):** You take the time to closely study a bit of

scrap, machine, cypher, artifact, or other numenera object or structure before attempting to salvage iotum from it. If the salvage source possesses iotum that can be salvaged (as determined by the GM), the salvage task gains an asset. In addition, you gain one additional iotum from the salvage attempt, which means one additional roll on the Iotum Result Table. Action to initiate, ten minutes to complete.

- **Extra Use (3 Intellect points):** You attempt to gain an extra use from an installation or artifact without triggering a depletion roll. The difficulty of the task is equal to the level of the installation or artifact. If you crafted the installation or artifact, you gain an asset to the task. On a failure, the depletion roll occurs normally. You could also try to use a cypher without burning it out, but the task is hindered. A failed attempt to gain an additional use from a cypher destroys it before it can produce the desired effect. Action.
- **Natural Crafter:** All commonplace objects or structures you craft are effectively 1 level higher than an average example of that object or structure. For instance, if you craft a defensive wall that would normally be level 4, its effective level is 5. Enabler.
- **Right Tool for the Job (1 Intellect point + iotum):** If you have at least 1 unit of iotum, you can fashion a temporary device that provides an asset to one physical, non-combat task, identified ahead of time. For example, if you need to climb a wall, you could create some sort of climbing assistance device; if you need to break out of a cell, you can tune iotum in your possession to serve as a lockpick; if you need to create a small distraction, you could trigger an iotum to make a loud bang and flash; and so on. Once fashioned, the adapted iotum lasts for about a minute or until used for the intended purpose. This use destroys the iotum. Action to prepare the iotum; action to initiate.
- **Scan for Iotum (2 Intellect points):** Using a device or some kind of unique sense, you scan an area equal in size to a 10-foot (3 m) cube, including all objects or structures. The area must be within immediate range. The difficulty of the task is equal to the level of the object or structure being scanned. Scanning in this fashion grants an asset to initial salvage tasks in the area to determine if anything is worth salvaging. This ability doesn't improve your ability to find a

Minimum crafting level, page 135

Iotum result table, page 110

Assessed difficulty for crafting tasks, page 117

The crafting numenera skill also applies to any task to repair numenera objects or structures. Similarly, mundane crafting skills apply to the repair of associated items. In either case, if a Wright attempts to repair an object or structure they personally crafted, they gain an asset to the repair task.

Repairing damaged objects and structures, page 122

Commonplace objects and structures, page 124

Cyphers, page 180

Crafter's eyes, page 181

Instant item, page 183

Gravity changer, page 182



Oddities, page 304

When you advance to a higher tier and have the option of replacing one of your existing inspired techniques, you can't replace Additional Numenera Plans.

Character sheet, page 409

Salvaging, page 108



Armor, page 109

specific kind of iotum, only to discover whether there is iotum within the salvage source in the first place. That said, many materials and energy fields prevent or resist scanning. Action.

- **Scramble Machine (2 Intellect points):** You render one machine within short range unable to function for one round. Alternatively, you can hinder any action by the machine (or by someone attempting to use the machine) for one minute. Action.
- **Trained in Armor:** You can wear armor for long periods of time without tiring and can compensate for slowed reactions from wearing armor. You can wear any kind of armor. You reduce the Speed Effort cost for wearing armor by 1. If you choose this as one of your starting inspired techniques, you start the game with armor of your choice. Enabler.
- **Trigger Iotum Ray (1 Intellect point or iotum):** If you have at least 1 unit of iotum, you can trigger it to release a short-range ray of force that inflicts 3 points of damage. This does not destroy the iotum. Alternatively, you can choose to have this destroy the iotum, in which case there is no Intellect cost. Action.

SECOND-TIER WRIGHTS

Second-tier Wrights have the following abilities:

- **Numenera Plans:** You gain two additional numenera plans of your choice. Enabler.
- **Inspired Techniques:** Choose one of the following inspired techniques (or an inspired technique from the first tier) to add to your repertoire. In addition, you can replace one of your first-tier inspired techniques with a different inspired technique from the first tier.
 - **Additional Training:** You are trained in two additional crafting skills of your choice. Enabler.
 - **Boost Cypher (2 Intellect points):** The cypher you activate with your next action functions as if it were 2 levels higher. Action.
 - **Disable Machine (3+ Intellect points):** With a few deft touches, you infuse a powered device of level 3 or lower with conflicting instructions. If affected, the device is destroyed or disabled for at least one minute, depending on its size and complexity. The GM may rule that the disabling effect lasts until the device is repaired. In addition to the normal options for using Effort, you can also choose to use Effort to increase the maximum level of the target by 1 for each level applied. Thus, to

overload a level 5 device (two levels above the normal limit), you must apply two levels of Effort. Action.

- **Impressive Device (3 Intellect points or iotum):** If you have at least 1 unit of iotum, you can fashion a temporary device that causes some kind of impressive visual or audio display, such as colored lights that form a tracery over your entire body and change according to your mood and desire. The effect lasts for one minute. During this period, all your interaction tasks gain an asset. Once fashioned, the adapted iotum lasts for about a minute or until used for the intended purpose. This does not destroy the iotum. Alternatively, you can choose to have this destroy the iotum, in which case there is no Intellect cost. Action to prepare the iotum; action to initiate.
- **Interaction Skills:** You are trained in two skills in which you are not already trained. Choose two of the following: deceiving, persuading, public speaking, seeing through deception, or intimidating. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.
- **Knowledge Skills:** You are trained in two skills in which you are not already trained. Choose two areas of knowledge such as history, geography, archeology, and so on. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.
- **Make Do With Available Iotum (3+ Intellect points):** Given an hour or so, you can figure out a way to substitute one kind of iotum called for in a plan with another kind of iotum, as long as the iotum you use is at least 1 level higher than the iotum originally called for. Alternatively, you can make do with 1 unit less than the number of units called for by the plan (to a minimum of 1 unit). For each additional level of Effort you apply, you can reduce the number by an additional unit, to a minimum of 1 unit. You can never substitute more than one kind of iotum per individual crafting task, though you could simultaneously substitute an iotum and decrease the number of units required by applying additional Effort. Action to initiate, one hour to complete.

THIRD-TIER WRIGHT

Third-tier Wrights have the following abilities:

Improved Community Builder: A community continues to gain +3 to infrastructure due to your influence. However, you do not need to be constantly present in and actively working on behalf of the community for it to gain this benefit; it gains it merely because of your past crafting work in the community. Enabler.

Expert Cypher Use: You can bear four cyphers at a time.

Numenera Plans: You gain two additional numenera plans of your choice. Enabler.

Inspired Techniques: Choose one of the following inspired techniques (or an inspired technique from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier inspired techniques with a different inspired technique from the same lower tier.

- **Adept Builder:** When you attempt a crafting task, you lower the assessed difficulty for creating a complex object or structure by one step. For example, if the assessed difficulty for creating a level 3 installation would normally be 6, for you the assessed difficulty is 5 (this also reduces the crafting time). If you're trained or specialized in a relevant crafting skill (which you likely are), that could reduce the assessed crafting difficulty to 4 or 3, also reducing the time to build even more. Enabler.

• **Community Awareness (4 Intellect points):** While you are within a community that currently benefits from your Community Builder or Improved Community Builder ability, you can ask the GM a very simple, general question about that general area, such as "Are there enemies trying to sneak over the wall?" or "Is someone watching the flower shop?" or "Is there a Nano sensor active by my home?" If the answer you seek is not in the area, you receive no information. Action.

• **Device Insight (3+ Intellect points):** When examining any numenera device, you can ask the GM one question about the device to gain an idea of its capabilities or functions, how it can be activated or deactivated, what its weakness is, how it can be repaired, or any other similar query. This ability is for difficult or strange things beyond those readily identified by understanding numenera. The GM may require a roll whose difficulty is equal to the device's level; however, you gain two assets to any such task, and training in the understanding numenera skill also applies. Each time you use this ability on the same

In the seasons since the margr attack, the city had recovered and grown. Some of that growth was Calistina's doing. As a Wright, she knew a few plans for creating minor wonders. Indeed, she'd crafted luminous dynamos to bring light to the growing community at night, some vermin wards, and—her crowning achievement—a swiveling machine able to shoot lightning that she'd mounted on a tower.

Assessed difficulty, page 117

Installation, page 154

Followers, page 17

The GM may require that you spend time seeking out a suitable follower as a long-term task as opposed to merely gaining one.

Long-term tasks, page 324

Temperamental cypher, page 22

Always Tinkering, page 22

Io, page 111

Assessed difficulty, page 117

If you become trained with a weapon that you have an inability in, the inability and training cancel each other out.

device after the first use, you must apply one additional level of Effort. Action.

- **Follower:** You gain a level 2 follower. One of their modifications must be for crafting, such as crafting numenera. You can take this ability multiple times, each time gaining another level 2 follower. Enabler.
- **Modify Cyphers:** You can take any two cyphers and quickly jury-rig a new cypher of the same level as the lowest-level cypher. You determine the function of the new cypher, but it must be that of a cypher you have used before (but not necessarily one for which you have plans). The new cypher is a **temperamental cypher**, like those created with your *Always Tinkering* ability. The original two cyphers are consumed in this process. This ability does not function if one or more of the original cyphers are temperamental. Action.
- **Quick Armoring (4 Intellect points + io):** You can siphon the residual energy in io (the eponymous iotum) to integrate and reinforce a layer of tightly wrapped clothing or encompassing cloaks that you wear. This requires at least one io, although it is not consumed in the process. For the next hour, you gain +2 to Armor. Action to initiate, one minute to complete.
- **Skill with Attacks:** Choose one type of attack in which you are not already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are trained in attacks using that type of weapon. You can select this ability multiple times. Each time you select it, you must choose a different type of attack. Enabler.

FOURTH-TIER WRIGHT

Fourth-tier Wrights have the following abilities:

Numenera Plans: You gain two additional numenera plans of your choice. Enabler.

Inspired Techniques: Choose one of the following inspired techniques (or an inspired technique from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier inspired techniques with a different inspired technique from the same lower tier.

- **Boost Artifact (2 Intellect points):** An artifact you activate with your next action functions as if it were two levels higher. Action.
- **Confounding Jargon (4 Intellect points):** You begin to discuss the intricacies of crafting numenera, which goes completely over the heads of most creatures but is sufficient to distract a target within immediate range until your next turn. You and each of your allies

gain an asset on one interaction, attack, or defense task associated with the target before your next turn. This ability doesn't work on creatures you can't talk with. Action.

- **Energy Redirection (5+ Intellect points):** You take the time to closely study a bit of scrap, machine, cypher, artifact, or other numenera object or structure. When you've finished, you can drain the energy from it and redirect it elsewhere. Iotum are burned out. Cyphers are rendered useless. Artifacts, installations, vehicles, and automatons must make a depletion roll. You can redirect the energy from the target object to restore 1 Might point per level of the target object.

Alternatively, you can redirect the energy into a depleted cypher, artifact, installation, vehicle, or automaton that has a level equal to or less than the drained object. If the device isn't broken, it gains one additional use and then becomes depleted *and* broken. Each additional level of Effort you apply increases the maximum level of the object you can recharge. Action to initiate, ten minutes to complete.

- **Expert Crafter:** Instead of rolling, you can choose to automatically succeed on a crafting task you're trained in. The task must be difficulty 4 or lower. If you are able to reduce the *assessed difficulty* of a crafting task to 4 or lower, this ability also applies to each subtask, assuming something doesn't interrupt you during the ensuing time to build. Enabler.
- **Knowing the Weak Points:** You gain +3 damage when attempting to damage a device, automaton, or other machine. Enabler.
- **Machine Bond:** From very long range, you can activate and control a device (including an installation, automaton, or vehicle) that you have bonded with. For example, you can detonate a cypher even when it is held by someone else, or cause an installation turret to fire where you direct. Bonding is a process that requires 28 hours of meditation in the presence of the machine. Action.

FIFTH-TIER WRIGHT

Fifth-tier Wrights have the following abilities:

Numenera Plans: You gain two additional numenera plans of your choice. Enabler.

Master Cypher Use: You can bear five cyphers at a time.

Inspired Techniques: Choose one of the following inspired techniques (or an inspired technique from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier inspired techniques with a

different inspired technique from the same lower tier.

- **Boost Cypher Function (4 Intellect points):** Add 3 to the functioning level of a cypher that you activate with your next action, or change one aspect of its parameters (range, duration, area, etc.) by up to double or down to one tenth. Action.
- **Faster Builder:** When you attempt a crafting task, you lower the assessed difficulty for creating a complex object or structure by two steps. (This replaces Adept Builder, if you took that; you can exchange that ability for another tier 3 inspired technique.) Enabler.
- **Improved Follower:** You gain a level 3 follower. They are not restricted on their modifications. You can take this ability multiple times, each time gaining another level 3 follower.
Alternatively, you could choose to advance a level 2 follower you already have to level 3 and then gain a new level 2 follower. Enabler.
- **Modify Artifact Function (5 Intellect points):** You can take an artifact and any two cyphers and quickly jury-rig a new artifact of the level of the lowest-level cypher. You determine the function of the new artifact, but it must be that of an artifact or cypher you have used before (but not necessarily one for which you have plans). The GM sets the depletion of the new artifact, if applicable (it will usually be a bit worse than the original artifact). The two cyphers and the original artifact are consumed in this process. The original cyphers cannot be temperamental cyphers. Action.
- **Modify Artifact Power (6 Intellect points):** You permanently add +1 to the level of an artifact of up to level 5. The difficulty of this task is equal to the modified higher level of the artifact. If the task is failed, the artifact makes a depletion roll and is not advanced in level. Once modified, the artifact can't be similarly boosted again. Action.
- **Quick Mind Boost:** You can siphon the residual energy in a single iotum to enhance your Intellect Edge by +1 for one minute. The iotum is destroyed. This ability does not allow you to enhance your Edge by more than +1. Action.
- **Town Pride:** While you're in a community that currently benefits from your *Community Builder* or *Improved Community Builder* special ability,

your *Might Edge*, *Speed Edge*, and *Intellect Edge* all increase by 1. When you make a recovery roll in this community, you recover twice as many points. You can gain the benefit of this inspired technique even if you're not in the community, as long as you have visited within the last three days. Enabler.

SIXTH-TIER WRIGHT

Sixth-tier Wrights have the following abilities:

- **Numenera Plans:** You gain two additional numenera plans of your choice. Enabler.
- **Recruit Deputy:** You gain a level 4 follower. They are not restricted on their modifications. Enabler.
- **Inspired Techniques:** Choose one of the following inspired techniques (or an inspired technique from a lower tier) to add to your


Recovery roll, page 111

Followers, page 17

Modification, page 17



Community Builder, page 22

Improved Community Builder, page 25



If Juggernaut is used during a community action, the community's infrastructure is reduced by 5 points (until repairs are made), and for that community action only, the damage inflicted by the community is increased by 6.

repertoire. In addition, you can replace one of your lower-tier inspired techniques with a different inspired technique from the same lower tier.

Installation, page 154

- **Juggernaut (9 Intellect points):** You call upon your connection to one installation you've built or repaired to become a single-use weapon of immense destruction, though this also destroys the installation. While you are within a community that currently benefits from your Community Builder or Improved Community Builder ability, you can select an installation of level 5 or higher within very long range. The installation launches itself like a massive missile at a target you specify within very long range of the installation and then detonates, inflicting 20 points of damage on all targets within short range. This destroys the installation. Targets who successfully defend still suffer 8 points of damage. Action.
- **Master Machine (8 Intellect points):** You can control the functions of a machine you

Sferic, page 275

have bonded with, including installations, intelligent or otherwise. In addition, if you use an action to concentrate on a machine, you are aware of what is going on around it (you see and hear as if you were standing next to it, no matter how far away you are). You must touch the machine to create the bond, but afterward, there is no range limitation. This bond lasts for one week. You can bond with only one machine at a time. Action to initiate.

- **Rapid Builder:** When you attempt a crafting task, you lower the assessed difficulty for creating a complex object or structure by three steps. (This replaces Adept Builder and Faster Builder, if you took either of those; you can exchange those abilities for another tier 3 and tier 5 inspired technique.) Enabler.
- **Summon Sferic (8+ Intellect points):** A sferic appears within a few days after you construct a simple beacon designed as a lure. If you apply an additional level of Effort as part of the call, the sferic is amenable to your instructions toward building an object or structure; otherwise, it acts according to its nature (which means it might still build something for you, but you risk having your mind plucked from your head when you make your request). The sferic remains until it finishes creating the structure you asked of it or it is attacked (in which case it defends itself and then leaves). Action to initiate, three days to construct beacon and summon sferic.
- **Usurp Cypher:** Choose one cypher that you carry. The cypher must have an effect that is not instantaneous. You destroy the cypher and gain its power, which functions for you continuously. You can choose a cypher when you gain this ability, or you can wait and make the choice later. However, once you usurp a cypher's power, you cannot later switch to a different cypher—the ability works only once. Action to initiate.



WRIGHT EXAMPLE

Andrew wants to create a Wright character who can build fantastic artifacts. He puts 5 of his additional points into his Intellect Pool and 1 into his Might Pool; his stat Pools are now Might 10, Speed 7, Intellect 17. As a first-tier character, his Effort is 1, his Intellect Edge is 1, and his Might and Speed Edge are 0—a character built for puzzling out hard-to-craft numenera.

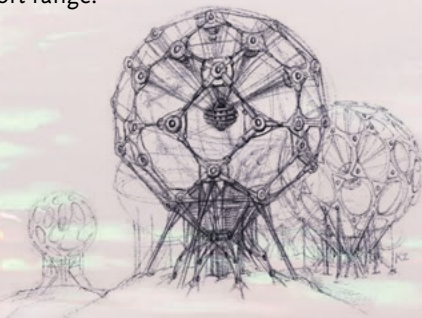
He chooses to use a dagger (a light weapon, so its attacks are eased and it inflicts 2 points of damage), figuring that he'll make something more impressive as his crafting knowledge improves. Andrew decides that the first two numenera plans he learns are for a stim dispenser that eases knowledge and creative tasks, and a basic turret that, though fixed in place, can fire on foes within long range.

Andrew is trained in **crafting numenera**. He chooses woodcrafting for his additional crafting skill. For his first inspired technique, he chooses to learn two more plans for installations. For his second inspired technique, he chooses **Deconstruct** so he has a better chance of gaining the iotum he needs to craft exotic structures. As a Community Builder, he can add +3 to a community's infrastructure while directly and personally seeing to the community's needs.

The GM decides that Andrew's three cyphers are a pill that renders the imbiber invisible for an hour, an injector that restores 4 Might, and a tool that eases one crafting task when used.

Andrew still needs to pick a descriptor and a focus. He chooses the **Tough** descriptor, which doesn't affect his Pools but grants +1 to **Armor** and provides +1 to his recovery rolls. The descriptor also grants him training in Might defense and an extra light weapon. He's a somewhat sturdy fellow, able to endure late nights in the workshop (to say the least).

For his focus, Andrew chooses **Talks to Machines**. Now in addition to everything else, he might be able to convince the GM that for some crafting tasks involving electrical machines, an asset should be applied. He can also activate or deactivate machines within short range.



DELVE

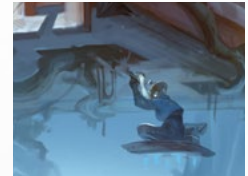
Delves are willing to risk everything just to find something new, something that no one else has seen before. They are driven to expand the boundaries of the known, often rediscovering what was long forgotten. Delves delight in finding never-explored ruins of the prior worlds and cataloguing them from top to bottom. Mysteries presented by weird machines and broken scrap are nearly identical for Delves. They know that what others dismiss as debris might contain hidden treasure called iotum—like apt clay, protomatter, philosophine, data orbs, and more! That's what most Delves seek. They won't ignore cyphers and artifacts prized by others, of course, but Delves see deeper and are skilled at extracting the building blocks of the prior worlds.

As with other kinds of explorers, Delves are rare. Most people in the Ninth World would rather gnaw off a hand than risk the horrors that often lie within ruins or even just over the next hill. But without Delves, who would bring back the special components that some crafters have come to depend on? Delves aren't fools; they take precautions, and they're not immune to fear. But the lure of the unknown and the thrill of discovery outweigh the risks. Longevity isn't as important to a Delve as discovery.

That said, a Delve won't discover much if they don't have the stamina to push through when things get tough. Delves need to be at least a little skilled at a lot of things. They need Might and Speed to deal with the challenges they face, but they need Intellect to help them salvage for iotum and other numenera items.

To explore inscrutable ruins, Delves have to be able to react quickly, squeeze through small spaces, and often run away without being weighed down by heavy armor. A few might choose light armor, though most prefer clothes that don't restrict them at all.

Delves in Society: Delves don't spend much time in society because they're off exploring. When they do come back to a base, settlement, or larger community, they are given a wide berth by those afraid of the numenera, which is often a surprising number of people. To commoners, the numenera is as likely to help you as it is to kill you, disfigure you, or send you hurtling into the void. So Delves usually seek the company of other explorers, such as **Nanos**, **Jacks**, **Glaives**, and others. Delves also seek the acquaintance of **Wrights**, and vice versa, because the iotum that Delves prize is equally sought by **Wrights** to craft installations and other wonders.



Crafting numenera, page 120

Deconstruct, page 23



Tough, page 57

Armor, page 109

Talks to Machines, page 86



Nano, page 36

Jack, page 44

Glaive, page 28

Wright, page 18

Sometimes Delves deliver objects or messages between distant locations, or they provide their expertise on travel routes to merchants and other explorers. But these are usually secondary goals, convenient in that a long-distance trip allows them to find more previously unexplored locations. Sometimes a Delve's deliveries are delayed while the Delve spends an extra week or more investigating an abandoned structure or ruin. This can put a strain on otherwise cordial relationships with Glaives and Nanos, who each see in the Delve a bit of themselves. Arkai are least likely to want to upend their stay inside newly developed communities, but they understand

Arkus, page 7



the value a Delve associated with a community can bring, if the Delve decides to use the community as their base.

Delves in the Group: A Delve isn't so much a leader as a scout, though some Delves do naturally step into the role of directing a group, since they're often the ones who can find the best route forward. Though they are resilient in a fight, they are not front-line defenders; that's obviously a job for a Glaive. They pay attention to knowledge provided by Nanos, but they know enough about the numenera themselves that they don't need to rely on them. Delves may spend long periods of time exploring, but many enjoy talking about what they found with a small group of friends or allies.

Delves and the Numenera: In many ways, the numenera is what draws Delves to explore—the numenera and the special components that bring the numenera to life. But Delves are excited by any discoveries related to the numenera, whetting their appetite to explore further. Their skills and knowledge give them excellent means to find and salvage iotum and other valuables from otherwise dead ruins.

Delves look for items that help them improve their ability to search and find out information. If a Delve doesn't know where to look, then they're virtually useless.

Advanced Delves: As Delves gain experience and become more skilled and powerful, they gain abilities to better understand the numenera, to tinker with it, and to salvage and find new uses for iotum.

DELVE BACKGROUND

Lots of people explore, but not all of them are Delves. Delves have a special relationship with the iotum. Something in your background has put you in this position and is at least partially responsible for your talents. Choose one of the three options described below as the source of your skills (or create your own).

This will provide the foundation of your background and give you an idea of how you can improve. The GM can use this information to develop adventures and quests that are specific to your character and play a role in your advancement.

WHAT OTHERS FEAR TO KNOW

Your knowledge of what underlies the numenera is a degree beyond what even most **Aeon Priests** and **Nanos** know. Some see it as devilry and ill magic, believing it is knowledge that should remain in the ruins of the past. Mimetic gel, tamed iron, kaon dots, and even data orbs are things that you understand because you found them and were taught by them in turn. The tamed iron nearly killed you because, as you know, it's a cousin to the **iron wind**. The data orb was almost your death, because when you connected it to the **datasphere**, an automaton was dispatched to your location as a security measure. But you survived and learned yet more in the process. In fact, you learned to disassemble both the active devices and the long-dead machines of the prior worlds in order to salvage that which gave them form and substance. This **iotum**, you learned, was a completely new source of wonder and knowledge.

Advancement: You must continue to salvage **iotum**. There's far more to the numenera than one person can ever know, but that doesn't mean you shouldn't try to discover more. More secrets, more knowledge, and more components mean more power. At some point in your career, you might need to find a mentor or another data orb willing to give you answers to your many questions.

When your stats improve or you learn new skills, it's because you have discovered another new kind of **iotum**. When you gain a new ability, it's the result of long hours of exploration, salvage, and attempts at unlocking new wonders.

PART MACHINE

Is it any wonder you can take apart other devices and machines when you're at least half mechanical yourself? Your connection with machines is obvious: modules, ports, and other strange tech protrudes from your skin, hinting at deeper connections beneath. Perhaps your skin is shiny or metallic, or maybe it has a coating that absorbs light. You can find your way deeper into ruins of the prior worlds at least partially because you can open ways that others can't with just a touch. When you salvage **iotum** from dead cyphers and scrap, you do so by commanding **nanites** through your ports. Your abilities are at least partially derived from the hidden devices that lace your nervous system. Sometimes, you wonder if the components and **iotum** that you salvage from other machines also lie within you.

How you came to be part machine is a story all its own. Were you always like this? Did you fall into a ruin and wake up this way? Did you undergo surgeries offered by a strange entity, taking a chance on becoming something more? However it happened, you're not human, and commoners sometimes look upon you with fear and suspicion. That's all right, as long as another **Delve** doesn't look upon you as a potential source for components. Sometimes, rather than worry about it, you hide your true nature beneath concealing garments or a hood.

Advancement: Learning new things helps you advance, as do practice and persistence. However, it seems your surest way to unlock new abilities is to connect yourself to new devices uncovered in your explorations. Sometimes this leads to dangerous threats, but other times, it provides you with a new insight or an entirely new ability. Depending on how you came to be part machine, you might also be open to implanting new, permanent devices into your body, which is another route to advancement.

MENTOR

You grew up in service to another **Delve** from whom you learned to train your stamina, patience, and love for the weird. You were taught not to fear things that would make most people weak, sick, or outright dead. Instead, you cherish them as part of a life steeped in discovery. Your mentor taught you to love the wilderness, the unknown, and places of ancient power, in particular—exactly the opposite of how most are raised in the Ninth World. After a time, you and your mentor parted ways—perhaps due to a philosophical disagreement, a scarcity of resources, a rare opportunity requiring travel, or some kind of tragedy. Sometimes you wonder, as you gaze at some new amazing, impossible edifice: what would your mentor think of this?

Advancement: To advance, you explore. Without your mentor to guide you, it's just you and the world. That said, a part of you will never stop yearning to reunite with the one who taught you so much. If you do, maybe they will unlock an entirely new chapter in your advancement. And who knows? Maybe the things you've learned since you parted will have a similarly important effect on them.



Aeon Priest, page 264

Iron wind, page 135

Datasphere, page 355

Viel wasn't a maker, or a crafter, but she thought she could probably be a finder. A scrounger. A scavenger. A delve. In the past year, she'd learned that she had a knack for it. She could almost smell the numenera. Let someone else figure out how to put it together. She could find the stuff.



Delves push boundaries and plunge in where others turn around and depart. But they're not crazed explorers who never consider the risk. They are simply highly competent, and better able to gauge their own abilities against the challenges that arise in the course of mapping a ruin.

DELVE CONNECTION

Roll a d20 or choose from the list below to determine a specific fact about your background that provides a connection to the rest of the world. You can also create your own fact.

Roll	Background
1	You always seem to run into another delve when you explore. Sometimes they help, but sometimes they take the best a ruin has to offer and leave you with drit.
2	A merchant in a nearby city is always asking you for rare and wondrous items, which you're pretty sure they resell for a far higher price than they ever give you.
3	One of your parents was a minor official, with access to many privileges and much information.
4	Your sibling became a glaive and now serves with a traveling band of specimen collectors in the employ of some organization whose name you can never remember.
5	Before becoming a full-time explorer, you sometimes sang in taverns for your meals. You even created a few songs that are still sung by other balladeers.
6	The town you grew up in was destroyed in a disaster that involved a flock of brilliant spheres of light that burst from the earth and rose into the sky, each taking a portion of the town away.
7	You were taken into slavery as a child but later escaped. You still have scars and bad dreams.
8	The Amber Gleaners have been attempting to recruit you, but so far you've put them off.
9	You owe money to a number of people and don't have the funds to pay your debts. Nobody seems interested in taking iotum.
10	You ran with bandits for a short period, but you left them after thinking better of it. Now, however, they are after you, swearing that no one leaves their group while still breathing.
11	You taught children for many years, but those days are behind you now.
12	As an orphan, you had a difficult childhood, and your entry into adulthood was challenging.
13	You led a double life. Most people know you as a conscientious and daring explorer, but you led another life as a thrill-seeking thief. You don't indulge much in the latter anymore, but you sometimes dream about your lost cache of "trophies."
14	You led a popular uprising in the town where you grew up, and you won. The old leaders were exiled.
15	You were married, but your partner was stolen by transdimensional beings.
16	The Order of Truth cut you from the ranks when you consistently failed to finish the tasks they set before you, but you claim it was because your supervisor failed to tell you what those tasks actually were.
17	As an envoy working in a distant city, you made friends that you still miss today.
18	You had a pet that you loved dearly, but it was killed in an accident. You're still searching for how that accident came to be; could it have been a deliberate act by your enemies?
19	You were best friends with a nano , possibly even lovers, but the iron wind took them away from you.
20	You've often been maligned for your looks. Ungainly, different, of a different species or cultural background—the reason you look different than others is up to you.

Amber Gleaners, page 245



Glaive, page 28

Order of Truth, page 215

Nano, page 36

Iron wind, page 135

Player intrusion, page 7

DELVE PLAYER INTRUSIONS

When playing a Delve, you can spend 1 XP to use one of the following player intrusions, provided the situation is appropriate and the GM agrees.

Fortuitous Malfunction: A trap or a dangerous device malfunctions before it can affect you.

Serendipitous Landmark: Just when it seems like the path is lost, or you are, a trail marker, landmark, or simply the way the terrain or corridor bends, rises, or falls away suggests to you the best path forward, at least from this point.

Weak Strain: The poison or disease turns out not to be as debilitating or deadly as it first seemed, and inflicts only half the damage that it would have otherwise.

DELVE STAT POOLS

Stat	Pool Starting Value
Might	9
Speed	9
Intellect	10

You get 6 additional points to divide among your stat Pools however you wish.

DELVE TIERS

FIRST-TIER DELVES

First-tier Delves have the following abilities. Add them to the appropriate place on your character sheet, under **Effort**, **Edge** (in the appropriate stat Pool), equipment, and potentially skills and special abilities:

Effort: Your Effort is 1.

Talented: You have an Intellect Edge of 1, a Speed Edge of 1, and a Might Edge of 0.

Cypher Use: You can bear two cyphers at a time.

Weapons: You can use light and medium weapons without penalty. You have an **inability** with heavy weapons; your attacks with heavy weapons are hindered.

Skills: You are trained in salvaging numenera. In addition, you are trained in an exploration skill in which you are not already trained. Choose from the following: navigation, perception, sensing danger, creature knowledge, initiative, peacefully opening communications with strangers, or tracking. You have an **inability** in crafting numenera and understanding numenera. Enabler.

Community Explorer: While you are present within a community, and actively and personally working on behalf of that community, the community's effective rank for purposes of finding resources, locating new trade routes, knowing about conditions just beyond the community, and detecting sneak attacks by enemies is +1. Enabler.

Starting Equipment: You start with clothing, one weapon, light armor or 1 extra unit of responsive synth (your choice), a pack of light tools, an explorer's pack, two cyphers (chosen by the GM), one oddity (chosen by the GM), and 3 shins (coins). If you start with a ranged weapon that requires ammunition (arrows, for example), you start with 12 of that type of ammunition. Before selecting your weapons, armor, and other gear, you might want to wait until after you've chosen your Delve lore, descriptor, and focus.

Default Starting Cyphers and Oddity: Your GM may provide you with starting cyphers and an oddity. Otherwise, you begin with the following.

- **Cyphers:** phasing gloves, travel bubble
- **Oddity:** Shirt that displays your muscles, bones, and internal organs when you wear it

Delve Lore: You have special abilities called Delve lore that are related to exploring strange places and using numenera. Some of these abilities are constant, ongoing effects, and others are specific actions that usually cost points from one of your stat Pools.

Choose two of the lores described below. You can't choose the same lore more than once unless its description says otherwise. You can keep track of these in the Special Abilities section of your character sheet.

- **Additional Training:** You are trained in two additional skills in which you are not already trained. Choose from the following: navigation, perception, sensing danger, initiative, peacefully opening communications with strangers, and tracking. Enabler.
- **Familiarize:** You can familiarize yourself with a new area if you spend at least one hour studying a region up to a long distance across that you are able to directly access and move about in. Once you've familiarized yourself with an area, all your tasks related to perception, navigation, salvaging, defense, and moving about the area gain an asset. Each time you familiarize yourself with a new area, you lose focus on a previous area unless you spend 1 XP to retain the familiarity permanently. Action to initiate, one hour to complete.
- **Find the Way:** When you apply Effort to a navigation task because you don't know the way, are lost, are attempting to blaze a new route, need to choose between two or more otherwise similar paths to take, or something very similar, you can apply a free level of effort. Enabler.
- **Right Tool for the Job (1 Intellect point + iotum):** If you have at least 1 unit of iotum, you can fashion a temporary device that provides an asset to a physical, non-combat task (identified ahead of time). For example, if you need to climb a wall, you could create some sort of climbing assistance device; if you need to break out of a cell, you can tune iotum in your possession to serve as a lockpick; if you need to create a small distraction, you could trigger an iotum to make a loud bang and flash; and so on. Once fashioned, the adapted iotum lasts for about a minute or until used for the intended purpose. This use destroys the iotum. Action to prepare the iotum; action to initiate.
- **Skill With Defense:** Choose one type of defense task in which you are not already trained: Might, Speed, or Intellect. You are trained in defense tasks of that type. You can select this lore up to three times. Each time you select it, you must choose a different type of defense task. Enabler.
- **Trained in Armor:** You can wear armor for long periods of time without tiring and can compensate for slowed reactions from

Character sheet, page 409



Effort, page 23

Edge, page 23

Skill, page 27

Inability, page 333

If you're playing a Delve, you might want to use the character sheet from Numenera Discovery, as you likely won't need the additional crafting space provided on the character sheet in this book.

Write abilities like Community Explorer in the Special Abilities part of your character sheet.

Community stats, page 301



Free level of Effort, page 103

iotum, page 107

Though the Wright and Delve both have the Right Tool for the Job special ability, the way they approach tasks is likely different. Even if both improvise a tool to ease the exact same task using this ability, it's likely that only one or the other tool actually provides a benefit.

Cyphers, page 180

Phasing gloves, page 184

Travel bubble, page 185



Oddities, page 304

The GM may allow you to use higher-level *iotum* for Environmental Adaptation instead of *io*, counting the *iotum*'s level as an equivalent number of *io*.

io, page 111



Free level of Effort,
page 103

Surprise, page 113

wearing armor. You can wear any kind of armor. You reduce the Speed Effort cost for wearing armor by 1. Enabler.

- **Trained Without Armor:** You are trained in Speed defense tasks when not wearing armor. Enabler.

SECOND-TIER DELVE

Second-tier Delves have the following abilities:

- **Delve Lore:** Choose one of the following lores (or a lore from a lower tier) to add to your repertoire. In addition, you can replace one of your first-tier lores with a different first-tier lore.
 - **Curious:** You're always curious about your surroundings, even on a subconscious level. Whenever you spend Effort to attempt navigation, perception, or initiative tasks in an area that you've only rarely or never visited before, you can apply an additional, free level of Effort. Enabler.
 - **Danger Instinct (3 Speed points):** If you are attacked by surprise, whether by a creature, a device, or simply an environmental hazard (a tree falling on you), you can move an immediate distance before the attack occurs. If moving prevents the attack, you are safe. If the attack can still potentially affect you—if the attacking creature can move to keep pace, if the

attack fills an area too big to escape, etc.—the ability offers no benefit. Enabler.

- **Environmental Adaptation (2+ Intellect points):** You use your wits and some learned tricks to survive a hostile environment. You can breathe safely in smoke or poison gas or survive temperature extremes for up to ten hours. In certain instances, the GM might require simple materials (like a bit of cloth to cover your mouth or a cloak soaked in water to survive heat).

In extreme cases, such as crushing gravity or burning lava, this ability requires *io*, which are consumed after the use. In these extreme environments, the GM might increase the cost of activating this ability to equal the amount of damage you would sustain in a given round, split evenly between *io* and Intellect. For example, if you enter a hostile environment that would normally deal 6 points of damage per round, avoiding that damage would cost 3 *io* and 3 Intellect points. You can protect other creatures in addition to yourself, but each additional creature costs you the same number of *io* and Intellect points as it costs to protect you. Thus, if it costs 3 *io* and 3 points to protect yourself, it costs 6 additional *io* and Intellect to protect two other people. In extreme environments, this ability lasts for about a minute.



This ability never protects against quick, instantaneous threats, like an attack with a weapon or a sudden explosion of fire. Action to initiate, unless io or elaborate materials are required, in which case action to initiate, one minute to complete.

- **Eye for Detail (2 Intellect points):** When you spend five minutes or so thoroughly exploring an area no larger than a short distance in diameter, you can ask the GM one question about the area. The GM must answer you truthfully. You cannot use this more than one time per area per 28 hours. Action to initiate, five minutes to complete.
- **Foil Danger (2 Intellect points):** You negate one source of potential danger related to one creature or object that you are aware of within immediate distance for one round. This could be a weapon or device held by someone, a trap triggered by a pressure plate, or a creature's natural ability (something special, innate, and dangerous, like an *ithsyn's* gas spray or a *cragworm's* venom). You can also try to foil a foe's mundane action (such as an attack with a weapon or claw), so that the action isn't made this round. Make your roll against the level of the attack, danger, or creature. Action.
- **Scorn Harm:** You ignore the impaired condition and treat the debilitated condition as impaired. Enabler.
- **Trapster:** You are trained in creating simple traps for human-sized or smaller targets, especially many varieties of deadfalls and snares using natural objects from the surrounding environment. When you lay a trap, decide whether you want to hold the victim in place (a snare) or inflict damage (a deadfall). Creating a snare is a difficulty 3 task, while the difficulty of creating a deadfall is equal to the number of points of damage you want it to inflict. For example, if you want to inflict 4 points of damage, that's a difficulty 4 task (the training that comes with this ability eases the task).

On a success, you create your one-use trap in about one minute, and it is considered level 3 for the purposes of avoiding detection before it is sprung and for a victim trying to struggle free (if a snare). If you take one additional hour and use additional resources equal to 10 io, the trap can instead be up to level 4, or level 5 if you use additional resources equal to 20 io. Action to initiate, one minute or one hour to complete.

THIRD-TIER DELVE

Third-tier Delves have the following abilities:

Improved Community Explorer: A community continues to modify its rank by +1 on any task that involves finding resources, locating new trade routes, knowing about conditions just beyond the community, and detecting sneak attacks by enemies. However, you do not need to be constantly present in and actively working on behalf of the community for it to gain this benefit; it gains it merely because of your past efforts in the community. Enabler.

Expert Cypher Use: You can bear three cyphers at a time.

Delve Lore: Choose one of the following lores (or a lore from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier lores with a different lower-tier lore.

- **Creature Insight (3 Intellect points):** When examining any nonhuman creature, you can ask the GM one question to gain an idea of its level, its capabilities, what it eats, what motivates it, what its weaknesses are (if any), how it can be repaired, or any other similar query. This is for difficult or strange creatures beyond those readily identified by using skills. Action.
- **Device Insight (3 Intellect points):** When examining any numenera device, you can ask the GM one question to gain an idea of its capabilities, how it functions, how it can be activated or deactivated, what its weaknesses are (if any), how it can be repaired, or any other similar query. This is for difficult or strange things beyond those readily identified by using the numenera skill. Action.
- **Follower:** You gain a level 2 follower. One of their modifications must be for salvaging numenera, navigation, perception, sensing danger, initiative, or tracking. You can take this ability multiple times, each time gaining another level 2 follower. Enabler.
- **Quick Wits:** When performing a task that would normally require spending points from your Intellect Pool, you can spend points from your Speed Pool instead. Enabler.
- **Resilience:** You have 1 point of Armor against any kind of physical damage, even physical damage that normally ignores Armor. Enabler.
- **Seize Opportunity (4 Speed points):** If you succeed on a Speed defense roll to resist an attack, you gain an action, but the action is hindered. You can use your hindered action

Delves who want to make the most of their Foil Danger special ability will want to be trained in some kind of creature knowledge to ease tasks related to those creatures.

*Using Foil Danger to suppress a natural ability can be described as being clever with a mundane action. An *ithsyn's* gas might be suppressed by the Delve's use of a leather bag to block it. A Delve might suppress a *cragworm's* venom by spraying its victim with a bit of wine.*



Ithsyn, page 237

Cragworm, page 230

Impaired, debilitated: see damage track, page 110

Followers, page 17

The GM may require that you actually look for a suitable follower—as opposed to merely gaining one—as a long-term task.

Long-term tasks, page 324

immediately even if you have already taken a turn in the round. Using this ability doesn't prevent you from taking your normal action this round. Enabler.

- **Thinking Ahead (variable Intellect points):** You produce a remedy that removes a negative condition because you've previously spent considerable time thinking ahead and preparing for your current situation. For instance, if another character is poisoned, you produce an antidote, or if they're blinded, you produce a salve that returns sight (assuming they weren't blinded because their eyes were destroyed). The Intellect cost for using this ability is equal to the level of effect or creature that caused the negative condition. Action.
- **Trapfinder (3+ Intellect points):** You find any traps (like a floor that would give way beneath you) or mechanical triggers to a trap or defense system that might pose a threat. You can do this without setting them off and in lieu of making a roll to find them. This ability can find traps of level 4 or below. For each level of Effort you use, the level of traps that can be found increases by 2, so a Delve using two levels of Effort can find all traps of level 8 or below. Action.
- **Wrest From Chance:** If you roll a natural 1 on a d20, you can reroll the die. If you reroll, you avoid a GM intrusion—unless you roll a second 1—and might succeed on your task. Once you use this ability, it is not available again until after you make a ten-hour recovery roll. Enabler.



GM intrusion,
page 123

FOURTH-TIER DELVE

Fourth-tier Delves have the following abilities:

Iotum Cache: Whenever you find or salvage iotum, you gain an additional result on the Iotum Result Table. Enabler.

Delve Lore: Choose one of the following lores (or a lore from a lower tier) to add to your repertoire. In addition, you can also replace one of your lower-tier lores with a different lore from the same lower tier.

- **Counter Danger (4 Intellect points):** You negate a source of potential danger related to one creature or object within immediate distance for one minute (instead of one round, as with *Foil Danger*). This could be a weapon or device held by someone, a creature's natural ability, or a trap triggered by a pressure plate. You can also try to counter an action (like moving or making a conventional, mundane attack with a weapon, a claw, etc.). Action.

- **Delve's Fortitude (4 Might points):** If you are affected by an unwanted condition or affliction (such as disease, paralysis, mind control, a broken limb, and so on—but not damage), you can ignore it and act as if it does not affect you for one hour. You can use this ability to act as if you were one step higher on the damage track for an hour—impaired becomes hale, debilitated becomes impaired. If the condition would normally last less than an hour, it is entirely negated. If you have a focus ability that grants this same benefit, you can ignore a condition for five hours instead of one hour. Action.
- **Experienced Finder (6+ Intellect points):** When you are looking for something specific, such as a particular kind of iotum, a chemical needed to complete a vaccine for a disease, a spare part required to repair a damaged device, the tracks of a specific beast, or the sword that a thief stole from you, this ability is of great use. For the next 28 hours, if you come within short range of the thing and circumstances are such that it is possible for you to perceive the thing (for example, it's not in a locked chamber for which you do not have the key), you find it. This ability assumes that you are constantly on the lookout, always looking everywhere possible, peering behind obstacles, and so on—if you're running for your life, sleeping, or otherwise occupied, this ability does not help you. You use this ability in lieu of making a roll to find the thing, but only if the difficulty for finding the object is level 6 or below. You can apply Effort to increase the maximum level of the thing you're trying to find (each level of Effort used this way increases the maximum level by 1). Enabler.
- **Greater Skill With Defense:** Choose one type of defense task, even one in which you are already trained: Might, Speed, or Intellect. You are trained in defense tasks of that type, or specialized if you are already trained. You can select this lore up to three times. Each time you select it, you must choose a different type of defense task. Enabler.
- **Skill With Attacks:** Choose one type of attack in which you are not already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are trained in attacks using that type of weapon. You can select this ability multiple times. Each time you select it, you must choose a different type of attack. Enabler.

Iotum Result Table,
page 110

If you become trained with a weapon that you have an inability in, the inability and training cancel each other out.

Foil Danger, page 35



A Delve is focused on exploration but can call on a wide range of abilities, including modifying iotum to enable specialized, one-use capabilities.

- **Subtle Steps:** When you move no more than a short distance, you can move without making a sound, regardless of the surface you move across. Enabler.

FIFTH-TIER DELVE

Fifth-tier Delves have the following abilities:

- **Adept Cypher Use:** You can bear four cyphers at a time.
- **Refine Iotum:** When you discover iotum on an initial salvage task, your follow-up attempts to locate a specific variety of iotum gain one free level of Effort if you use at least one level of Effort (maximum six levels). Enabler.
- **Delve Lore:** Choose one of the following Delve lores (or a lore from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier lores with a different lore from the same lower tier.
 - **Concussion (5 Intellect points + iotum):** If you have at least 1 unit of iotum, you can fashion a concussive device. The adapted iotum can explode with concussive force, either after being tossed up to a long distance or on a short timer, whichever you prefer. The explosion deals 5 points of damage to everything within short range. Even if you fail the attack roll, targets in the area take 1 point of damage. Once fashioned, the adapted iotum lasts for about a minute or until detonated. This use destroys the iotum. Action to tinker with the iotum; action to initiate.
 - **Free to Move:** You ignore all movement penalties and adjustments due to terrain or other obstacles. You can fit through any space large enough to fit your head. Tasks involving breaking free of bonds, a creature's grip, or any similar impediment gain three free levels of Effort. Enabler.
 - **Group Friendship (4 Intellect points):** You convince a sentient creature to regard you (and up to ten creatures that you designate within immediate distance of you) positively, as they would a potential friend. Action.
 - **Hard to Kill:** You can choose to reroll any defense task you make but never more than once per round. Enabler.
 - **Improved Follower:** You gain a level 3 follower. They are not restricted on their modifications. You can take this ability

multiple times, each time gaining another level 3 follower. Alternatively, you can choose to advance a level 2 follower you already have to level 3 and then gain a new level 2 follower. Enabler.

- **Numenera Adaptation:** You have 2 points of Armor against any attack that comes from a numenera device, automaton, or other mechanism. This is true even if the attack would normally ignore Armor. Enabler.
- **Vigilant (5 Might points):** When affected by an attack or effect that would daze or stun you, you are not dazed or stunned. Enabler.

SIXTH-TIER DELVE

Sixth-tier Delves have the following abilities:

- **Recruit Deputy:** You gain a level 4 follower. They are not restricted on their modifications. Enabler.
- **Delve Lore:** Choose one of the following lores (or a lore from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier lores with a different lore from the same lower tier.
 - **Inspire Coordinated Actions (9 Intellect points):** If your allies can see and easily understand you, you can instruct each of them to take one specific action (the same action for all of them). If any of them choose to take that exact action, they can do so as an additional action immediately. This doesn't interfere with them taking their normal actions on their turns. Action.
 - **Mastery With Attacks:** Choose one type of attack in which you are trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are specialized in attacks using that type of weapon. Enabler. (If you aren't trained in an attack, select Skill With Attacks to become trained in that attack.)
 - **Negate Danger (7 Intellect points):** You permanently negate a source of potential danger related to one creature or object within immediate distance. This could be a weapon or device held by someone, a creature's natural ability, or a trap triggered by a pressure plate. Action.



Free level of Effort, page 103

Followers, page 17

Modifications, page 17



The difference between being someone who merely dabbles in exploration and a true Delve is the ability to survive whatever dangers are uncovered in the course of the journey. One can't be an explorer if they die before returning with news of their discoveries.



*Debilitated, impaired:
see damage track,
page 110*

Recovery roll, page 111

*Explores Dark Places,
page 71*

Risk-Taking, page 53

- **Not Dead Yet:** When you would normally be dead, you instead fall unconscious for one round and then awaken. You immediately gain $1d6 + 6$ points to restore your stat Pools, and you are treated as if debilitated (if you also have Delve's Fortitude, you are only impaired) until you rest for ten hours. If you die again before you take your ten-hour recovery roll, you are truly dead. Enabler.
- **Share Defense:** If your skill in a defense type is greater than that of an ally within short range, your advice and insight can allow them to use your skill on that defense task. Enabler.

DELVE EXAMPLE

Monte wants to create a Delve character who is both tough and smart. He puts 3 of his additional points into his Might Pool and 3 into his Intellect Pool; his stat Pools are now Might 12, Speed 9, Intellect 13. As a first-tier character, his Effort is 1, his Intellect Edge and Speed Edge are 1, and his Might Edge is 0—a fairly well-rounded character.

He chooses to use a broadsword (a medium weapon that inflicts 4 points of damage) and a crossbow (a medium weapon that inflicts 4 points of damage but requires the use of both hands). Monte decides to forgo armor of any sort, so for his first Delve lore, he chooses Trained Without Armor, which makes him trained in Speed defense tasks when he's not wearing armor. For his second lore, he chooses Right Tool for the Job, which helps him with many tasks. As a Delve, Monte gains the Community Explorer ability. If he is personally present and actively using his abilities on a community's behalf, the community gains several benefits of knowledge about things beyond its walls, the ability to sense sneak attacks, and more.

The GM decides that Monte's two cyphers are a head-mounted device that allows the wearer to speak in all languages for 28 hours and a small, metallic cube that opens into a pocket extradimensional space for 28 hours.

Monte still needs to pick a descriptor and a focus. He chooses the Risk-Taking descriptor, which adds +4 to his Speed Pool, gives him training at games of chance, and lets him push his luck to succeed at a difficult task (at the cost of a GM intrusion). Risk-Taking also hinders his sneaking tasks.

For his focus, Monte decides to expand his spelunking abilities and picks Explores Dark Places. This gives him some additional equipment and makes him trained in searching, listening, climbing, balancing, and jumping tasks.



COMMUNITY ABILITIES FOR GLAIVE, JACK, AND NANO

If you are using the community rules provided in *Numenera Destiny* but playing a Glaive, Jack, or Nano from *Numenera Discovery*, your character gains additional abilities associated with their effect on communities. Add these to your character sheet at the appropriate tier for your type, in addition to other regular benefits.

GLAIVE

FIRST-TIER GLAIVE

Community Defender: While you are present within a community, and actively and personally working on behalf of that community, the community's effective rank for damage inflicted is +1. Enabler.

THIRD-TIER GLAIVE

Improved Community Defender: A community continues to modify its effective rank for damage inflicted by +1. However, you do not need to be constantly present in and actively working on behalf of the community for it to gain this benefit; it gains it merely because of your past defense of the community. Enabler.

SIXTH-TIER GLAIVE

Ability Choice: Choose either Rampaging Beast Horde or Recruit Deputy as an additional tier 6 ability. The ability you do not choose remains available as a choice from the list of other tier 6 ability options that you normally choose from.

- **Rampaging Beast Horde (12 Might points):** You can take community actions with a horde or a community as if you were a rank 3 rampaging beast horde for one hour. You can spend a few rounds or minutes here and there taking character actions if something requires attention and still retain your horde status. For each allied PC that joins you and remains with you during this period who also spends 12 points from one of their Pools, you can extend the duration by one hour. Each point of damage you take while being treated as a rampaging beast horde is deducted from your Might Pool, or if you have allied PCs helping, the damage is split up and deducted from all your Might Pools evenly. Action to initiate.
- **Recruit Deputy:** You gain a level 4 follower. They are not restricted on their modifications. Enabler.

JACK

FIRST-TIER JACK

Community Fixer: While you are present within a community, and actively and personally working on behalf of that community, the community's effective rank for health or infrastructure is increased by +1. You choose which is modified during any given community action. Enabler.

THIRD-TIER JACK

Improved Community Fixer: A community continues to modify its health or infrastructure by +1 rank. However, you do not need to be constantly present in and actively working on behalf of the community for it to gain this benefit; it gains it merely because of your past efforts on the community's behalf. Whichever stat you modified last remains active until you return and modify it to something else. Enabler.

SIXTH-TIER JACK

Recruit Deputy: You gain a level 4 follower. They are not restricted on their modifications. Enabler.

NANO

FIRST-TIER NANO

Community Scholar: While you are present within a community, and actively and personally working on behalf of that community, the community's health and infrastructure are both increased by +1. Enabler.

THIRD-TIER NANO

Improved Community Scholar: A community continues to modify its health and infrastructure by +1 rank. However, you do not need to be constantly present in and actively working on behalf of the community for it to gain this benefit; it gains it merely because of your past efforts on the community's behalf. Enabler.

SIXTH-TIER NANO

Recruit Deputy: You gain a level 4 follower. They are not restricted on their modifications. Enabler.



Glaive, page 28

Jack, page 44

Nano, page 36

Community action, page 305

A Glaive who starts their career as a mercenary or explorer looking out for no one else could one day find themselves putting all their experience to use helping others by helping a community marshal its defenses against an abhuman attack.



Abhuman, page 13



Rampaging beast, page 315



Followers, page 17

Modifications, page 17

CHAPTER 3

CHARACTER DESCRIPTOR



Descriptors, page 53

Forward-Thinking,
page 45

Meddlesome, page 50

Serene, page 54

Numenera *Discovery* details twelve descriptors. You can choose from any of the descriptors there, regardless of type, or from one of the new descriptors presented here.

The *Numenera Discovery* selection of descriptors is robust and, in most cases, covers the basic needs for creating starting player characters (PCs) in the setting. That said, descriptors provided in this book, like Forward-Thinking, Meddlesome, and Serene, allow players to create characters with traits they couldn't replicate using *Numenera Discovery* alone. The descriptors provided here have been selected with an eye toward how well they might pair with the thrust of *Numenera Destiny* and its emphasis on leadership, creating a legacy, improving the future, and building objects of special wonder and usefulness.

ADAPTABLE

You flex and sway with changes both physical and mental. When something bad happens to you, you feel the pain and the loss, but soon, you're back on your feet and in the action. When you have to learn a new skill, you don't back away, but instead, you jump in and try your best. Being adaptable means that you're often cooperative, because you know that, by working together, a group can overcome things that might be impossible for an individual. Some seek you out because of your adaptability, but others don't see it as a positive trait and instead see you as someone

DESTINY DESCRIPTORS

Adaptable	Intuitive
Articulate	Irrepressible
Beneficent	Lawful
Cheerful	Loyal
Civic	Meddlesome
Committed	Nurturing
Confident	Obsessive
Cultured	Optimistic
Curious	Organized
Earnest	Passionate
Empirical	Persevering
Exacting	Prepared
Forward-Thinking	Protective
Gregarious	Relentless
Heroic	Risk-Taking
Imaginative	Serene
Industrious	Vicious
Intimidating	

who always changes their mind—someone without a foundation. You laugh at those accusations. That's just the sort of thing someone would say if they had never changed their mind about anything in their life—a way for that person to feel good about their lack of growth.

You gain the following benefits:

Versatile: +2 to any one Pool, which you can reassign after each ten-hour recovery roll.

Skill: You're trained in pleasant social interactions.

Resilient: You're trained in all actions that involve overcoming or ignoring the effects



Training, page 15



The descriptors provided here have been selected with an eye toward how well they might pair with the thrust of Numenera Destiny and its emphasis on leadership, creating a legacy, improving the future, and building objects of special wonder and usefulness.

of deprivation, sorrow, or pain. This includes tasks related to ending an ongoing condition such as being dazed, blinded, stunned, and so on. (However, you are not trained in tasks to resist effects that confer those conditions in the first place.)

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. The other PCs were impressed by how quickly you adapted to a bad situation and invited you to join them.
2. The other PCs were looking for someone else, but you convinced them that you were the perfect person to join them instead.
3. The other PCs were in a bind, but you were able to convince a third party to let the PCs go about their business—and you with them.
4. One of the other PCs used to remark on your adaptability when you were younger, and now they've asked you to come along on a new outing where your skills are likely to be useful.

ARTICULATE

When you speak, people understand exactly what you're saying. You're fluent, coherent, and, some might even say, silver-tongued, though you'd beg to differ. You don't manipulate people; you just explain things so clearly and with such imaginative examples that those who disagree with you often come around to your point of view. Your eloquence is something that many praise you for, though some hate you for it because, compared to you, they find themselves wanting.

You gain the following benefits:

Lucid: +2 to your Intellect Pool.

Skill: You're trained in persuasion.

Skill: You're trained in all actions that involve making plans, explaining plans, and convincing others to accept your plans.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. One of the other PCs asked you to explain something to them. Impressed, they asked you to accompany them on a mission.
2. You were delighted with one of the other PCs' ability to convey their ideas and asked to come along.
3. You've made some enemies despite—or perhaps because of—your articulate nature, and you need to find friends or, better yet, leave the area for a while.
4. Another PC asked you to take part in the mission because they felt it would fail without you.

BENEFICENT

Helping others is your calling. It's why you're here. Others delight in your outgoing and charitable nature, and you delight in their happiness. You're at your best when you're aiding people, either by explaining how they can best overcome a challenge or by demonstrating how to do so yourself.

You gain the following benefits:

Helpful: +2 to your Intellect Pool.

Devoted: Allies who have spent the last day with you add +1 to their recovery rolls. You also gain this benefit if at least one other ally gains it.

Skill: You're trained in all tasks related to pleasant social interaction, putting other people at ease, and gaining others' trust.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Even though you didn't know most of the other PCs beforehand, you invited yourself on their quest to help them.
2. You saw the other PCs struggling to overcome a problem and selflessly joined them to help.
3. You're nearly certain the other PCs will fail without you.
4. You had to choose between living your tattered life and helping others. You haven't looked back since.

Being beneficent means caring for others genuinely rather than being kind for the sake of getting what you want.



Numenera plans,
page 135



CHEERFUL

Happy and optimistic, you rarely feel down. Usually, you wake up with anticipation for what the day will hold. Your good spirits aren't necessarily something you try to share with others, because you know that what lies in another's heart isn't for you to change. But sometimes your mere presence and lighthearted nature is enough to mend sadness. Of course, sometimes bad things happen to you too, and your basic nature is suppressed for a time. But eventually, your light-heartedness always returns.

You gain the following benefits:

Bright: +4 to your Intellect Pool.

Skill: You are trained in one activity that most would consider to be a hobby, such as woodworking, singing, writing, and so on.

Skill: You are trained in tasks related to making friends, ending conflicts, and making a positive first impression on strangers.

Inability: You have a hard time recognizing when others aren't as bright and forthcoming as you. Tasks to detect falsehoods and disguises are hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. One of the other PCs asked you to come along because of your pleasant nature in the hopes that it would help bond the group.
2. You were just trying to be agreeable, but you ended up agreeing to go on a mission.
3. You woke up with a great idea for an expedition and got the other PCs to join you.
4. Your cheerfulness saved you from violence when bad elements confronted you. Instead of beating you (or worse), they told you about something that led to your mission.

CIVIC

You put the good of the many over the needs of the few, at least in a sense. You implicitly understand that only through cooperation can groups of people remain happy and productive. Your experience has shown that cooperation generates greater benefits for everyone in the long term—including access to food, protection, and knowledge. As a result, you tend to become especially invested in whatever **community** you live in or, perhaps one day, found yourself.

You gain the following benefits:

Civic-Minded: You add +1 to the health of any community you are currently living in.

Cooperative: +2 to your Intellect Pool.

Community stats,
page 301

Skill: You're trained in tasks related to finding out about both current events and secrets within the community where you live.

Skill: You're trained in all tasks related to aiding a community, including repairing infrastructure, quelling riots, defending against incursions, and so on.

Additional Equipment: You start with a **numenera plan** for an installation.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. While picking up litter around the community, you overheard the other PCs talking about a mission and asked to join.
2. You need resources and friends to help you in your civic aspirations later.
3. It was clear that the mission couldn't succeed without your civic skills and knowledge.
4. You thought the community would be endangered if you didn't come along.

COMMITTED

You are wholeheartedly dedicated and loyal to a cause, activity, or job, shrugging off any obstacles that get in your way. When you pick this descriptor, you can work with your GM to figure out what that cause is. For instance, maybe you're committed to tracking down someone who wronged you long ago. Alternatively, you can wait for a cause to catch your attention in the campaign. Either way, being committed is a personality trait for you, and once you decide to do something, you throw yourself into it with a vengeance.

You gain the following benefits:

Steadfast: +4 to your Might Pool.

Skill: You're trained in tasks related to enduring trials of mind and body.

Dedication Brings Rewards: You tend to practice things over and over. Once between each ten-hour recovery roll, you gain an asset to similar actions involving the same task (such as making attacks against the same foe or operating the same device). The asset doesn't apply to similar but different tasks (such as attacking a different foe, even if of the same kind, or operating a different but very similar device).

Inability: Sometimes you come across as so single-minded that you put people off. Persuasion tasks are hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Your commitment to your cause seems to overlap some aspect of what the other PCs want to accomplish.



Most characters who are Cultured were raised in large cities, but some grew up in special circumstances that provided a similar benefit, such as being tutored by an automaton designed to provide a high education.

2. You were looking for something to commit to, and the other PCs had a job they needed to get done.
3. Obviously, a task like what the PCs had in mind needed someone as committed as you to see it through.
4. As you completed another mission with great success, you overheard the other PCs talking about a new mission and asked to join.

CONFIDENT

You're self-assured, which helps in almost every situation—at least situations where violence is not involved. Fortunately, because you're so self-confident and positive, you're usually able to steer situations away from violent endings. It's possible that your confidence makes you seem levelheaded and cool in a tough situation, or your confidence could make you eager to prove your skills when the going gets rough—it's up to you. Either way, others eventually learn that you're confident for a good reason.

You gain the following benefits:

Self-Reliant: +1 to each of your Pools.

Skills: There is some basis for your confidence. You are trained in three non-physical, non-combat skills of your choice.

Confident Outlook: Sometimes confidence counts as much as or more than competence. When you set your mind to it, you are trained in one task for ten minutes, as long as that task is not an attack or a defense. You can do this once per rest (the ability is renewed each time you make a recovery roll).

Failure Has Its Consequence: Sometimes confidence leads to overconfidence and a stark realization of failure. You trigger a GM intrusion on a d20 roll of 1 or 2.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You dragged one of the other PCs into it, certain that together you could accomplish anything.
2. When the other PCs asked for help, you were confident that you could provide whatever was necessary.
3. How could you not be involved? The mission requires someone with your skills to succeed.

4. You told another PC that you've never failed and probably never would. They took you at your word and brought you along.

CULTURED

Your excellent education and privileged upbringing has lent you a refined taste. You're able to discern degrees of difference where others see, hear, or taste the same thing. Your awareness extends to artistic endeavors and general knowledge of the area you reside in and areas far from you (to the extent this knowledge is possible). You're an example, if you do say so yourself, of the benefits that civilization can bring to someone. Though that doesn't mean you can't appreciate other ways of living.

You gain the following benefits:

Skill: You're trained in all tasks related to knowledge of current events and history.

Skill: You're discerning, trained in all tasks related to perception, detecting differences, and noticing minor flaws (or strengths) in the works of others.

Learned: Being well read and well educated, you have a wide range of talents. You can attempt one task in which you have no training as if you were trained. This ability refreshes every time you make a recovery roll, but the uses never accumulate.

Inability: People who are not Cultured may think of you as a snob. Any task involving getting people to believe or trust you is hindered.

Additional Equipment: You have a book on a topic of your choice and a set of very fine clothing.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You could see that the other PCs would fail without your help.
2. You convinced one of the other PCs that you had invaluable skills.
3. You know that expanding your education requires experience as well as study, and you believe that you can learn a lot by joining the other PCs.
4. Just because you're cultured doesn't mean you don't wish to explore, see new places, and make a name for yourself!

Being cultured isn't an accident (or doesn't have to be); anyone can decide to broaden their horizons by trying to learn more, see more, and appreciate things outside their normal experience.



GM intrusion,
page 123

More times than not, a curious person is someone who is willing to be wrong.

CURIOUS

There once was a time when the prior worlds spoke to the stars, reshaped the creatures of the world, and mastered form and essence. Isn't that incredible? Each day is a chance to rediscover a secret, a bit of knowledge, a story, or something you can't even imagine yet. It's dizzying, when you consider all there is to learn and discover. You're drawn to explore the ruins of the prior worlds, places that are brand new and unique to the Ninth World, or civilizations that still exist among the stars high overhead.

Of course, if you're going to satisfy your curiosity, you need to be careful. Before plunging directly into the unknown, you learn as much as you can about a new area through inquiry or exploration. Otherwise, you might not live long enough to see everything you want to see and do everything you want to do.

You gain the following benefits:

Inquisitive: +2 to your Intellect Pool.

Skill: You see things others miss. You are trained in perception.

Skill: You're always investigating something new and building up your knowledge. As a result, you can always find something interesting or engaging about any situation. You're trained in all tasks related to detecting falsehoods, piercing illusions or disguises, and seeing past facades.

Additional Equipment: You have three books on whatever subjects you choose.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You were curious about what the PCs were doing and followed them.
2. You heard that the other PCs were going someplace new and begged to go along.
3. You got in over your head pursuing something fascinating, and the other PCs rescued you.
4. One of the other PCs fascinates you, perhaps due to a special or weird ability they have.

EARNEST

You always speak from the heart, rarely remembering that dissembling can be useful to smooth over awkward interpersonal situations. You're sincere and feel things deeply. You like to get to the meat of whatever problem prevents you from succeeding, whether it's a person, a physical obstacle, or a puzzle of some kind.

You gain the following benefits:

Purposeful: +2 to your Intellect Pool.

Skill: You're trained in persuasion.

Skill: You have a passion. You are trained in one area of lore or knowledge of your choice.

Skill: You're trained in defense rolls to resist disease and poison.

Skill: You're trained in all tasks involving providing consolation and emotional support to others.

Inability: You never could detect a lie. Tasks that involve seeing through lies or trickery are hindered.

Additional Equipment: You make deep and abiding friendships. Thanks to your earnest nature, a friend has given you an additional expensive item worth up to 10 shins.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Another PC told you what they were up to, and you joined them.
2. Hard times overwhelmed you, and having no funds, you joined the other PCs.



3. It was either join the other PCs or be kidnapped into a far worse situation.
4. You suspect that the other PCs won't succeed without you.

EMPIRICAL

You trust only what you can see with your own eyes—and sometimes not even that. You're most comfortable when you've had time to complete your research, find all the facts, and figure out the truth.

You gain the following benefits:

Observer: +4 to your Intellect Pool.

Skill: You are trained in all actions involved with conducting tests to find proof, discern the truth, or glean information.

Quick Study: When you take a round to study whatever is in front of you and gain the facts, you feel more confident that you're about to do the right thing. Your next non-combat action gains an asset.

Non-Resilient: If you haven't had time to study something, you have a hard time taking action and moving forward. Whenever you receive a GM intrusion, any action you take in response is hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You've been studying a topic for a long time, and you think one of the other PCs has some knowledge about said topic.
2. You need to gather some additional materials for something you are studying, and joining the other PCs seemed like a good way to get it.
3. Someone told you an impossible story about this area, and you absolutely need to see for yourself to prove them wrong (or begrudgingly let them know they're right).
4. You recently read something that suggested there was more knowledge in the world than could be found in study. You'd like to find out if that is true.

EXACTING

You expect a lot from others. From your point of view, you are drawing out their very best. Demanding the utmost of those around you can be challenging in and of itself. Many people would rather take things easier because putting in extra effort is hard. But for you, effort is what it's all about. You expect the most from yourself, so why wouldn't you expect greatness from those you work with? People sometimes call you demanding, but you take it as a compliment.

You gain the following benefits:

Unyielding: +4 to your Might Pool.

Skill: You're trained in persuasion and intimidation tasks.

Skill: You're trained in tasks to sense when someone isn't telling the truth.

Inability: You're sometimes accused of being unpleasant. Tasks involving positive social interaction are hindered.

Inability: Being so concerned with how those around you are performing their tasks makes you vulnerable to anything that attacks your mind. Intellect defense rolls are hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. The other PCs demonstrated they could meet your standards, and you offered to accompany them.
2. Another PC helped you out of a difficult situation, and you accompanied them to repay the debt.
3. Most people aren't even worth considering, but the other PCs show promise.
4. To tell the truth, being exacting all the time also leads to loneliness. You joined the other PCs because you wanted some company.

FORWARD-THINKING

You take time to think about all angles of a future project or mission, so you can prepare for any and all contingencies. You're not necessarily bad at thinking on your feet, but you work better when you have time to prepare for a situation. Because you're forward-thinking, people may come to you for advice.



GM intrusions,
page 123



A character who is Exacting isn't necessarily thought of in a bad light by other PCs. They just make sure to frame all the facts as baldly as possible, without softening them. This can rub some people the wrong way, but an Exacting character is merely trying to achieve the best possible outcome.

You're not better at guessing equally weighted outcomes, but then again, you know that few events are completely random. Things usually happen for a reason, and you excel at identifying such things ahead of time.

You gain the following benefits:

Thinker: +2 to your Intellect Pool.

Skill: You are trained in initiative tasks.

Skill: You know how to leverage risk. You're trained in tasks that involve some element of chance, such as playing games or choosing between two or three apparently equal options.

Additional Equipment: You have about 30 extra shins hidden away for emergencies.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. A new danger arose, but you were prepared and responded with a pre-planned contingency.

2. You showed up when and where you did after due consideration and forethought.

3. In order to gain the resources you need for some longer-term projects, you need to accomplish shorter-term goals.

4. You told one of the other PCs that nothing could surprise you because you're always thinking ahead. They brought you along to test your claim.

GREGARIOUS

You love people, and they generally love you. You know how to interact with large groups and work the crowd. You're likely to be a leader, a diplomat, or a very successful businessperson. You enjoy being around people, and you're generally interested in what they have to say and what they think about things. You ask a lot of questions, and you're generous and kind to those who deserve it (in fact, you're often willing to give latitude to people who others would have given up on).

You gain the following benefits:

Likable and Informed: +2 to your Intellect Pool.

People Person: When you are within immediate range of at least two allies, the difficulty of one non-combat-related task is eased. You can do this only once, but its use is restored each time you make a recovery roll.

Getting the Word: If you spend an hour amid a large group of people, you can glean general rumors, gossip, or opinions they hold.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You asked around and learned the other PCs were doing something interesting.

2. You bought the other PCs a round of drinks, and they welcomed you into their ranks.

3. You gathered the other PCs together for the task at hand.

4. Doing anything is better than being alone.

HEROIC

You are courageous, daring, and altruistic in equal measures. You're not afraid to face horrors that make others quaver, especially if it means helping someone who couldn't succeed (or survive) without you. Some say you're made of the stuff of legends and that your exploits will one day become the stories that inspire a new generation.

You gain the following benefits:

Mighty: +2 to your Might Pool.

Heroic Guise: You hold yourself in a way that inspires others. You are trained in all social interactions.



Hero's Complication: Although the GM can use GM intrusions on you normally (awarding XP), they can also introduce a GM intrusion on you as if you had rolled a 1 on a d20 roll (without awarding XP) based on how your heroic nature tends to attract danger. Every other time the GM uses this ability to introduce a GM intrusion without giving you XP, your heroic nature works to your advantage. Your weapon breaks, but that allows you to notice something everyone else missed. A trap catches you, but it also catches your enemies. A new foe enters the fray, but your current foe mistakes it for your ally and attacks it instead of you. You and the GM should determine the advantage together.

Skill: Things tend to go your way. You are trained in tasks involving perception and finding hidden things.

Inability: You tend to take others at their word. Tasks that involve detecting falsehoods are hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You were hunting a great foe and hired the other PCs to accompany you.
2. The PCs were looking for someone like you to round out their number.
3. A mentor recommended you to the other PCs.
4. You killed a mighty foe, and the other PCs were aided (or rescued from captivity) by that act.

IMAGINATIVE

You have a flair for making things up. Whenever something else isn't occupying your attention, you're creating an ongoing narrative or mental picture within the confines of your own mind. Sometimes, what you imagine becomes a useful idea or something you write, paint, or draw. Mainly, however, you live inside your own head, content to imagine all the things that the world around you sometimes fails to provide.

You gain the following benefits:

Brainy: +2 to your Intellect Pool.

Skill: You've got a flair for art and are trained in one of the following skills: painting, drawing, singing, poetry, writing, sculpting, playing a style of musical instrument, or something similar.

Imaginative Solution: When you apply a level of Effort to any Intellect task, you gain a free level of Effort. You can do this one time, although the ability is renewed each time you make a ten-hour recovery roll.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. In your head, the only way the group would succeed is if you were with them to save the day.
2. You needed money, and this seemed like a good way to earn some.
3. Experience is the best ingredient for even better panoramas of imagination.
4. It sounded like fun.

INDUSTRIOUS

You're rarely satisfied with the status quo. You're always thinking about how you'd like to advance your agenda or improve a situation (whether it's your situation or someone else's). Whatever your goal, you come at things with an idea of how you'll accomplish everything that needs to be done to achieve it.

You gain the following benefits:

Energetic: +4 to your Speed Pool.

Ready for What's Next: You add +1 to your recovery rolls.

Imaginative Solution: When you apply a level of Effort to any Intellect task, you gain a free level of Effort. You can do this one time, although the ability is renewed each time you make a ten-hour recovery roll.

Inability: You're energetic but not fast. All movement-related tasks are hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Following your plan got you to this point.
2. Industry requires resources, and this mission seemed likely to provide what you needed.
3. You believed the mission would be a great way to learn more about some of the roadblocks that stand in the way of achieving your goal.
4. One of the other PCs said they'd help you if you helped them.

INTIMIDATING

You are imposing, either in manner, stature, or both. People's eyes often grow wide as you enter a room. There's a touch of danger around you, and most people can sense it. It's

One of the secrets to being industrious is learning how to manage time wisely.



Free level of Effort, page 103



Being intimidating is sometimes as easy as keeping your mouth closed.

off-putting and unnerving, but you can use it to your advantage.

Perhaps your voice is gravelly and low. Perhaps it's the hardened stare you give people or the scars that cover your face. Or maybe you're just a looming presence with a big weapon. Whatever it is, you scare people.

You gain the following benefits:

Threatening: +2 to your Might Pool or +2 to your Intellect Pool or +1 to both Pools.

Skill: You're trained in all intimidation tasks.

Threaten: Foes within immediate distance hesitate, which hinders their next action. You can do this once, although the ability is renewed each time you make a recovery roll.

Menace: One foe you choose within immediate range uses their next action to move away from you. You can do this once, although the ability is renewed each time you make a recovery roll.

Inability: You're threatening but not a quick study. Tasks related to lore and knowledge are hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You saw that the other PCs were in trouble and moved in on your own to see what was going on.
2. You heard rumors that the other PCs were doing something interesting or profitable.
3. One of the other PCs is a childhood friend of yours.
4. One of the other PCs hired you to be a bodyguard.

INTUITIVE

You are often tickled by a sense of knowing what someone will say, how they will react, or how events might unfold. Maybe you have a mutant sense, maybe you can see just a few moments ahead through time, or maybe you're just good at reading people and extrapolating a situation. Whatever the case, many who look into your eyes immediately glance away, as if afraid of what you might see in their expression.

You gain the following benefits:

Innate: +2 to your Intellect Pool.

Skill: You are trained in perception tasks.

Know What to Do: You can act immediately, even if it's not your turn. Afterward, on your next regular turn, any action you take is hindered. You can do this one time, although the ability is renewed each time you make a recovery roll.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You just knew you had to come along.
2. You convinced one of the other PCs that your intuition is invaluable.
3. You felt that something terrible would happen if you didn't go.
4. You're confident the reason you arrived at this point will soon become clear.

IRREPRESSIBLE

Your enthusiasm knows few bounds. Even when things become truly dire, you aren't deterred for long. If you're hurt, you bounce back. If you're insulted, you try to find common ground. In fact, that's what people say about you—that you always make a comeback, even if it seems like you were beaten. You may change your plans based on the situation at hand, but you never really give up. You just move along toward something better and brighter.



Sturdy Spirit: +4 to your Might Pool.

Bounces Back: You add +1 to your recovery rolls.

Skill: You're enthusiastic, trained in all tasks related to positive social interaction.

Inability: You have a hard time recognizing confidence games and similar schemes, especially when you're the target. Intellect defense tasks to do so are hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. The other PCs needed someone like you to keep them on track.
2. One of the other PCs is a good friend or relation, and you wanted to look after them.
3. Your last situation didn't turn out as you had hoped, so you're looking for a new direction.
4. How hard can it be?

LAWFUL

You live by a code. It might be your own set of rules or the rules of a religious, military, or other organization (perhaps one steeped in dogma) to which you belong or once belonged. The important thing is that you're not governed by passions but by a steadfast confidence that to follow the law is to live in grace.

You gain the following benefits:

Justified: +2 to your Might Pool and +2 to your Speed Pool.

Skill: You are trained in tasks related to knowing, understanding, and interpreting the laws of the land.

Inability: You can't abide law-breaking, especially when you're the culprit, however unjust those laws might be. While engaged in any activity that breaks the law, your Intellect-based tasks are hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You heard what the other PCs were up to and knew they could use your expertise.
2. You gathered the other PCs together to accomplish a lawful task.
3. You agreed to provide money for the upkeep of an organization you are or were previously affiliated with and find yourself in need of new funds, so you joined the other PCs.
4. You think the other PCs will help you bring law to areas that suffer lawlessness, once you get them on board with your way of thinking.



"A friend who can't help but tell the truth all the time is certainly a lawful friend, but maybe a friend you shouldn't tell certain things to."

~Masaro, a jack

LOYAL

It's in your nature to form strong attachments. And when you attach yourself to a person, a group, or an institution, you can't do anything else but remain true to it, even in the face of attacks that put you at risk of life and limb. It gives you pleasure to give your aid to others. In the past, some may have accused you of being blindly loyal, which is ridiculous. If someone shows you truly incontrovertible evidence that the person or institution that you've given yourself to is not worthy, you'd like to think that you would weigh all the evidence and come to a decision based on the facts and the facts alone.

You gain the following benefits:

Resolute: +2 to your Intellect Pool.

Devoted: If an ally within immediate range descends one step on the damage track, you can act immediately but in a restricted fashion. You can use this action either to move the willing ally up to an immediate distance or to attempt a healing task on your ally.

Faithful: When you help a creature to make or avoid an attack in combat, you regain 1 point to one of your Pools (this is true whether the task you helped with succeeds or fails). You can do this one time, although the ability renews each time you make a recovery roll.

Inability: You have a hard time seeing disloyalty in others. Tasks that involve detecting falsehoods and seeing through disguises are hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. One of the other PCs needed help, and you obliged without a second's hesitation.
2. The other PCs were going somewhere, and you came along even though they didn't ask you to.
3. The other PCs thought you'd bring some much-needed grounding and connection for the team.
4. You decided that the institution that previously commanded your loyalty wasn't worthy of you, so you joined up with the other PCs.

Being loyal starts with treating someone else like you want to be treated.



Damage track, page 110

MEDDLESOME

Some say you're nosy and ask too many questions. It's true you constantly ask why, because the Ninth World is a big place full of both wonderful and terrifying things. If you don't explore it, how will you ever know what's going on? But even more than the mysteries of prior-world ruins, you relish uncovering the complexities and relationships that spring up inside communities. You especially like to figure out who is sweet on whom, who is lying to whom, and who is secretly on the wrong side of the law. You relish knowing the full story, and the only way to get that in difficult situations is to meddle.

You gain the following benefits:

Analytical: +2 to your Intellect Pool.

Skill: You see things other people miss.

You are trained in perception and detecting falsehoods.

Skill: You have a knack for getting into places others want to remain undisturbed. You are trained in stealth tasks.

Skill: You get a thrill from knowing the right answer. You're trained in tasks to remember pertinent details on a topic you once heard or read about.



Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You noticed that strange noises were coming from an abandoned area, so you gathered the other PCs to check it out.

2. One of your mutual friends has gone missing, and you and the other PCs are determined to find them.

3. You believed that the other PCs' task might lead to important and maybe even amazing discoveries.

4. Frightened by something, you fled to safety, but you returned with the other PCs to watch your back.

NURTURING

You're a born caregiver. When you see someone in need, you're there with an encouraging word, assistance, and an honest desire to see them grow and improve. Some nurturers focus only on children, who of course have the most growing to do, but your focus is wider. You nurture anyone—not only people but institutions and communities, too.

You gain the following benefits:

Caregiver: +2 to your Might Pool.

Skill: You are trained in healing tasks.

Nurturing: Allies who have spent the last day with you add +1 to their recovery rolls. You also gain this benefit if at least one other ally gains it.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You saw that one of the other PCs was hurt, so you offered your aid.

2. You thought you heard someone crying out in need. When you investigated, you found the other PCs.

3. You believed that the other PCs' task could end up helping a huge number of people.

4. You'd helped someone else until they no longer needed your care. So you went looking for someone or something new to nurture.

OBSESSIVE

Few things are as wonderful as getting lost in what you love. Time slips past, hour after hour, while you're in the flow. Whether you are obsessed with killing bandits, climbing, or studying something like secrets, abhumans, or mutants, your ability to sink into what most interests you is what allows you to succeed. Everything else seems less important, and this allows you to focus.

You gain the following benefits:

Your Obsession: At the beginning of each day, choose one concept on which you will concentrate. For the rest of that day, you're obsessed with that concept. This doesn't mean you ignore anything not related to your obsession. It just means you are at your best when performing tasks related to the obsession, and you are slightly inattentive when performing tasks that are not.

Enthralled: When you attempt a non-combat task that is directly related to your current obsession, you gain an asset. The player and GM can decide whether a particular situation warrants this benefit.

Preoccupied: Any task that is not related to your current obsession is hindered. The player and GM can decide whether a particular situation warrants this disadvantage.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You wouldn't take no for an answer when you asked the other PCs if you could join their mission.
2. You were preoccupied with something else and didn't realize what you'd agreed to until it was too late.
3. You believed that you could learn a lot by joining the other PCs.
4. One of the other PCs asked you to come along, believing that your obsessive nature would be invaluable to the mission.

OPTIMISTIC

You're more than hopeful about what the future will bring, confident that it will be bright. Some optimistic people are bubbly and full of cheer. Others are quietly confident, their optimism revealed by the shine in their eyes and the way they're quick to try again when they fail. Optimism sometimes means you expect the best in others, but it doesn't mean you are blind to other's failings. You only hope they can do better, just as you hope you yourself can.

You gain the following benefits:

Spirited: +4 to your Intellect Pool.

Skill: You are trained in Intellect defense tasks.

Shrugs Off Disappointment: When you fail at a non-combat task and try that task again the very next round, you can apply a free level of Effort toward the success of that task. This benefit effectively alleviates the requirement to apply a level of Effort when *retrying failed tasks*.

Inability: You have a lightness of being, but you really feel it when you're physically challenged. Might defense tasks are hindered.

Inability: You're spirited but not fast. All movement-related tasks are hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. The PCs were in a bad spot, and one of the other PCs asked you along to add some perspective.
2. You had a spot of bad luck, but you jumped back in to try something new, hopeful it would work out.
3. To make good on a promise to help, you came with the other PCs.
4. You answered a cry for help when another PC got in over their head.

ORGANIZED

You can't stand a mess, whether physically or metaphorically, when it comes to plans and activities. Your explorer's pack is neatly catalogued and perfectly packed, so you never have to dig around in it when you're looking for something. The same is true of where you live, whether that's in a home, a temporary lodging, or a camp site. A neatly arranged living space and a well-conceived plan both contribute to everyone's peace of mind.

You gain the following benefits:

Ordered: +4 to your Intellect Pool.

Skill: You are trained in tasks related to perception, planning, and organizing.

Benefits of Organization: You can take one additional free action while you are at a location that you have organized to your liking (which means having spent at least ten minutes there tidying and organizing) or if you are following a plan that hasn't diverged from the original conception. You can do this only once, but its use is restored each time you make a ten-hour recovery roll.

Inability: You really can't stand a mess. Intellect defense tasks are hindered in messy or chaotic locations.

Additional Equipment: You have an explorer's pack with extra pockets and compartments.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You could tell from a distance that the other PCs needed your skills.
2. The other PCs came to you looking for help with a plan of action.
3. Things fell through, and going with the other PCs was your backup plan.
4. There wasn't a lot of call for neatness where you came from, which brought you to your current point.

An Optimistic explorer is far more likely to find something worthwhile than someone who expects the worst. No matter what the optimist finds, it's likely to be appreciated rather than denigrated.



Free level of Effort, page 103

Retrying a Task After Failure, page 106

PASSIONATE

A fire burns in you. Whether that fire is for a person, a place, a people, a concept, or something else, you are driven by it. Passionate characters are sometimes champions for a cause or defenders of a faith. Or they might just be driven individuals.

You might be seen as a hothead by some, temperamental and dangerous. But even if that's true, you keep your word and take your commitments seriously, and it's hard to find fault with that. You won't let any challenge stand in your way. You charge right in.

You gain the following benefits:

Skill: You are trained in running, climbing, and swimming.

Fever: You are a devil when angered, inflicting 1 additional point of damage with any attack.

Fire Inside: You gain one asset to an action when doing so can be justified by your passion. You can do this only once, but its use is restored each time you make a recovery roll.

Inability: Your temper is hard to control. Tasks requiring restraint or subtlety, including sneaking or lying, are hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You are madly in love with one of the other PCs and will do anything for them.
2. The mission the other PCs were planning seemed vital to you for your own reasons. They had no choice but to let you get involved.
3. You were guided to the other PCs and their task by someone you deeply respect.
4. You're looking for a cause worthy of you and your skills.

PERSEVERING

You don't give up even in the face of calamity, danger, or personal tragedy. Luckily, calamity and tragedy are rare enough that you're not constantly testing your resolve. Instead, you show your perseverance most often in the face of boredom, long slogs, and situations where others are tempted to give up.

You gain the following benefits:

Determined: +2 to your Intellect Pool or +2 to your Might Pool.

Skill: You are trained in tasks related to endurance and keeping at an undertaking in the face of difficulties.

Irrepressible Reaction: Whenever you receive a GM intrusion (either by rolling a 1 or by getting one from the GM), one action you take in response within the next minute gains an asset.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. By sticking with a difficult situation, you found the other PCs already involved in a task that you joined.
2. Sometimes persevering means starting over when things don't work out, and that's how you found the other PCs.
3. The other PCs earned your respect by accomplishing a difficult task in the face of many challenges.
4. The other PCs said their mission would be difficult to complete, so you signed up to help.

PREPARED

It's usually not for you to make the plans. Instead, you prepare for whatever the plan is. You're happiest when you've got enough time before an event to assemble the best possible selection of tools, provisions, or resources that will contribute toward that event's overall success. Often, being prepared means having the tools necessary to fix, fashion, or modify another piece of equipment, be it mundane or exotic.

You gain the following benefits:

Ready: +4 to your Speed Pool.

Skill: You are trained in initiative tasks.

Tool Aficionado: If a tool enables a non-combat task but does not provide an asset, you gain an asset to that task anyway when using a tool. If a tool provides an asset to a non-combat task, you gain one additional asset when using it.

Inflexible: You're not usually surprised, so it's extra surprising when you are. The first action you take after being surprised or when a foe attacks you before you have acted is hindered.

Additional Equipment: A bag of light tools.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You could tell the other PCs weren't bringing the right tools for the job, so you offered to help.
2. For someone as prepared as you are, having friends to help you is just common sense.
3. When all your preparations came to nothing, you had nothing left but to strike out on your own, which is when the other PCs found you.
4. The other PCs asked you to help them get ready for an important journey, and you ended up going with them.

Any group of PCs is happy to have someone prepared along on a journey, because more often than not, the difference between success and failure is preparation.



*Bag of light tools,
page 98*



*GM intrusion,
page 123*

PROTECTIVE

You protect what's close to you, which is usually your friends and allies, as well as an institution or a community. To some extent, people and communities can look out for themselves, but people join together for a reason. When others find themselves in harm's way, you're a perfect fit for helping to avoid such outcomes. It's deeply satisfying to know that your attention contributes to the safety and well-being of everyone around you.

You gain the following benefits:

Watchful: +4 to your Intellect Pool.

Skills: You are trained in tasks related to perception and healing.

Step in Front: If you successfully draw the attack so that a foe attacks you instead of the target they originally intended to attack, you have +2 Armor against that attack. You can do this one time, although the ability renews each time you make a recovery roll.

Inability: You're watchful, not bright. Knowledge-based tasks are hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You protected another PC from a bad situation, and now you're friends.
2. You thought that, without you, the other PCs would be in too much danger, and you offered to come along.
3. The other PCs sought you out because of your reputation for helping others.
4. You believed that by coming along with the other PCs, you would learn something that would help you protect an entire community later on.

RELENTLESS

Life has thrown a lot of trouble your way. Disasters large and small have nearly stamped you out, but you've emerged from each alive and moving forward. You are stronger for it, but also scarred by what you had to do to survive. People less unyielding than you are now gone. That's not going to happen to you because you never give up.

You gain the following benefits:

Survivor: +4 to your Might Pool.

Skills: You are trained in tasks related to healing and finding food and water.

Survivor's Intuition: You can come up with a random piece of information pertinent to the current situation when you wish. It is always an objective fact and must be something you could have logically read or seen in the past. You can do this one time, although the ability renews each time you make a ten-hour recovery roll.

Inability: You're not a people person. Interaction tasks are hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You found the other PCs in trouble and decided to help.
2. Uncharacteristically, you were caught in a bind. The other PCs helped to free you.
3. It was either do what needed doing or die. Now, here you are along with the other PCs.
4. To protect a loved one, you agreed to join the other PCs because their quest was related to your own.

RISK-TAKING

It's part of your nature to question what others think can't or shouldn't be done. You're not insane, of course—you wouldn't attempt to leap across a mile-wide chasm just because you were dared. There's impossible and then there's the just barely possible. You like to push the latter further than others, because it gives you a rush of satisfaction and pleasure when you succeed. The more you succeed, the more you find yourself looking for that next risky challenge to try yourself against.

You gain the following benefits:

Nimble: +4 to your Speed Pool.

Skill: You're adept at leveraging risk, and you are trained in tasks that involve some element of chance, such as playing games or choosing between two or three apparently equal options.

Pressing Your Luck: You can choose to automatically succeed on one task without rolling, as long as the task's difficulty is no higher than level 6. When you do so, however, you also trigger a GM intrusion as if you had rolled a 1. The intrusion doesn't invalidate the success, but it probably qualifies it in some fashion. You can do this one time, although the ability renews each time you make a ten-hour recovery roll.

Inability: You may be nimble, but you're not sneaky. Tasks related to sneaking and staying quiet are hindered.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. It seemed like there were equal odds that the other PCs wouldn't succeed, which sounded good to you.
2. You think the tasks ahead will present you with unique and fulfilling challenges.
3. One of your biggest risks failed to go your way, and you need money to help pay that debt.
4. You bragged that you never saw a risk you didn't like, which is how you reached your current point.



Draw the Attack,
page 118

When a GM intrusion qualifies a success, it means that something else happens in addition to the success that the target wasn't expecting. For instance, maybe the attack hits, but the character falls down or their weapon becomes stuck.

Examples of using Survivor's Intuition:
The PC recalls that the abhumans they just encountered secrete poison. The PC remembers that the strange weather ahead doesn't resemble iron wind activity.

SERENE

You are as still as untroubled water and as smooth as glass. Even when difficulties arise, you maintain your cool, your self-control, and your serene demeanor. Part of it comes to you naturally, but serenity also requires discipline and conscious control of your emotions. Rising to the bait offered by an ally, a foe, or a chance-met lout in the street is something you would do only if it advanced your own agenda—not because you lost control.

You gain the following benefits:

Self-Possessed: +2 to your Intellect Pool.

Skill: You are trained in Intellect defense tasks.

Skill: You are hard to rile, and you are trained in all actions that involve overcoming or ignoring the effects of fear, intimidation, or panic.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. By staying calm in a difficult situation, you gained the trust of the other PCs.
2. No one else would take up the task, but you weren't afraid to try.
3. You were investigating a series of strange occurrences, which led you to the other PCs and your current situation.
4. Sometimes you need to blow off a little steam and helping the other PCs seemed like a way to do that.

VICIOUS

You try to hide what's inside, fold it into yourself when everything inside you screams to let go, make them pay, make them hurt, and make them bleed. Sometimes you succeed for your friends—smiling like they smile, laughing when they laugh, and sometimes even having other emotions of your own. But it's always there, that feeling of frantic glee mixed with hate that sometimes leaps out of you when you confront a foe. Violence your friends can tolerate, but you sometimes worry they will also learn that you are cruel.

You gain the following benefits:

Skill: You are trained in tracking creatures. If a creature has wronged you, the tracking task is eased.

Bloodthirsty: Once you begin fighting, you see only red. You inflict 2 additional points of damage with any attack.

Berserk: Once you begin fighting, it's hard for you to stop. In fact, it's a difficulty 2 Intellect task to do so, even if your foe surrenders or you've run out of foes. If the latter occurs and you fail to stop, you attack the nearest ally within short range.

Additional Equipment: You have a book in which you've listed the names of those who've wronged you.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Another PC saw you take down a mean drunk in a tavern, not realizing you were the one who started the fight.
2. You wanted to get away from a bad situation, so you went with the other PCs.
3. You want to change, and you hope that being with the other PCs will help you calm yourself.
4. One of the other PCs asked you to come along, believing that your viciousness could be harnessed for the benefit of the mission.



A vicious ally is a good thing to have, until it isn't.



As presented in *Numenera Discovery*, a focus is what makes your character unique. Your focus is the verb of the sentence “I am an *adjective noun* who *verbs*.” No two PCs in the same group should have the same focus. The additional foci presented in this chapter make that goal even more achievable. *Discovery* also describes what foci are, how to choose them, and how to understand and use them.

Many of the new foci presented in this chapter have a theme in keeping with *Numenera Destiny*—creation, community building, and moving into the future. Foci offer a way to come at a concept in several unique fashions. For instance, *Descends From Nobility* and *Leads* each provide the PC with a different path to leadership, even apart from those abilities provided by the Arkus type.

ABSORBS ENERGY

Every movement is an expression of energy. You can harness this kinetic energy and transform it into other kinds of energy. At first, once you absorb energy, you must use it before you can absorb any more. You can use the absorbed energy as a weapon, or you can infuse an object with dangerous energy that is released upon touch. Eventually, you will be able to use the energy for nonviolent purposes, such as healing or invigorating creatures.

Glaives often gain the biggest benefit from being energy absorbers, as they are the ones most often being struck in combat, and many of the initial uses of absorbed energy are for combat. However, Wrights can potentially use some of that energy to improve their crafting abilities.

Connection: Choose one of the following.

1. Pick one other PC. For reasons unknown to you, this character is completely immune to the energy you release, whether you use it for help or harm.

DESTINY FOCI

Absorbs Energy	Hunts Abhumans
Acts Without Consequence	Imparts Wisdom
Adjures the Leviathan	Leads
Augments Flesh With Grafts	Learns From Adversity
Battles Automatons	Metes Out Justice
Brandishes an Exotic Shield	Moves Like a Cat
Breaks Down Walls	Needs No Weapons
Builds Tomorrow	Never Says Die
Dances With Dark Matter	Possesses a Shard of the Sun
Defends the Gate	Radiates Vitality
Defends the Weak	Sees Beyond
Descends From Nobility	Shepherds the Community
Emerged From the Obelisk	Shreds the Walls of the World
Explores Yesterday	Thunders
Fights With a Horde	Touches the Sky
Fuses Mind and Machine	Wields Words Like Weapons

2. Pick one other PC. You knew of this character years ago, but you don't think they knew you.

3. Pick one other PC. You're always trying to impress them, but you're not even sure why.

4. Pick one other PC. This character has a habit that annoys you, but you're otherwise quite impressed with their abilities.

Minor Effect Suggestions: The energy you release is even more potent than you thought. Your opponent's actions are hindered next round.

Major Effect Suggestions: The energy you release is even more potent than you thought. Your opponent loses their next action.

Tier 1: Absorb Kinetic Energy. You absorb a portion of the energy of a physical attack or impact. You negate 1 point of damage you would have suffered and store that point as energy. Once you have absorbed 1 point of energy, you continue to negate 1 point of damage from any incoming blow or impact, but the residual energy bleeds off with a flare of harmless light (you cannot store more than 1 point at a time). Enabler.



Character Focus,
page 58

Descends From Nobility,
page 73

Leads, page 83

Arkus, page 7

Absorbs Energy GM intrusions: *Energy has a way of going to ground in destructive ways. Some predators feed directly on energy. Sometimes more than just the intended item is drained of energy.*

A character can use *Release Energy* in place of *io* while crafting the numenera. One point of damage equals 1 unit of *io*.

FOCI OPTIONAL SPECIAL ABILITIES

At tier 3 and tier 6, you can choose one of two options as your ability for that tier. If later you decide you want the option you didn't select at tier 3, the next time your tier increases, you can either swap the ability you chose for the one you didn't, or select that ability in place of the focus ability you'd normally get at tier 4, 5, or 6. If you do the latter, every time you advance another tier, you have the option of taking any previous ability you haven't taken yet instead of that tier's ability. If your game uses the rules for advancing beyond tier 6, you may eventually gain all the abilities provided by a focus, including both options at tier 3 and tier 6.

Release Energy. You release 1 point of energy you've absorbed—magnifying and focusing it into a blast of energy—that strikes a single foe within long range for 4 points of damage. (If you don't have any kinetic energy absorbed, you can still use this ability, but it requires that you transform a fraction of yourself into the blast, which costs 1 point of Might.) Action.

Tier 2: Energize Object. You infuse energy you have absorbed into an object, like a weapon. The object holds the energy until it is touched by anyone but you, so putting it into your melee weapon or the ammo of a ranged weapon allows the weapon to trigger the energy in combat. The energy inflicts 3 points of damage on the creature touched in addition to any damage the weapon itself might do. You cannot have more than one energized object on your person at a time. Action to initiate.

Tier 3: Ability Choice. Choose either Absorb Pure Energy or Improved Absorb Kinetic Energy as your tier 3 ability.

Absorb Pure Energy. You can also absorb and store energy from attacks made with pure energy (focused light, radiation, transdimensional, psychic, etc.) or from conduits that direct energy, if you can make direct contact. This ability does not change how many points of energy you can store. If you also have Improved Absorb Kinetic Energy, you can absorb 2 points of damage from other energy sources as well. Enabler.

Improved Absorb Kinetic Energy. Instead of being able to absorb 1 point of damage from a physical attack or impact, you can absorb 2 points. You can also store up to 2 points of energy from any source. However, you can still only release energy 1 point at a time. Enabler.

Tier 4: Overcharge Energy. When you use Release Energy, it inflicts an additional 2 points of damage. Enabler.

Tier 5: Energize Creature (6+ Might points). You extend your Absorb Kinetic Energy ability to one creature within immediate range so that they also can absorb energy from physical attacks and impacts for one hour. That creature, however, cannot release excess energy as a blast. For each level of Effort you apply, you can increase the number of targets you affect by one. If you have Absorb Pure Energy or Improved Absorb Kinetic Energy, those abilities are also duplicated in your target when you use Energize Creature. Action to initiate.



Tier 6: Ability Choice. Choose either Energize Crowd or Overcharge Device as your tier 6 ability.

Energize Crowd (9 Might points). You extend your Absorb Kinetic Energy ability to up to thirty creatures within short range so that they also can absorb energy from physical attacks and impacts for one hour. If you have Absorb Pure Energy or Improved Absorb Kinetic Energy, these creatures can use those abilities as well. The creatures, however, cannot release excess energy as a blast. Action to initiate.

Overcharge Device. You infuse 1 point of energy you've stored into a device, such as an artifact or installation, which raises its effective level on its next use by 3 (to a maximum of 10). Enabler.

ACTS WITHOUT CONSEQUENCE

You're a rebel. You resist the dictates of authority, you try to break away from the control that society holds over you, and you like to flout traditions that you view as backward. That's not to say that you automatically disagree with anything or anyone you deal with. It's more that you believe certain institutions and conventions are foolish and even hurtful. This is why you often press your luck and defy the status quo. Often enough, you get away with it.

In fact, your success is more than a mere twist of statistics. You enjoy some kind of psychic enhancement, implanted device, or attention of a datasphere spirit. You've also practiced certain skills, behaviors, and attitudes that allow blame to slip off you like water off a murden.

Glaives, Jacks, Delves, and Arkai are drawn to acting without consequence.

A character who acts without consequence often dresses in flamboyant garments designed to draw the eye, as if they're tempting the universe to notice them after all.

Connection: Choose one of the following.

1. Pick one other PC. Through a quirk of fate, this character is sometimes blamed for your exploits, even if they're not near you.
2. Pick one other PC. You recently discovered that they always seem to be able to track you when you Slip Into Shadow.
3. Pick one other PC. You saved them from certain death by taking a lucky gamble. It could've gone either way, but in the end, they lived. If you'd lost, they would've certainly died.
4. Pick one other PC. They rescued you from an awful predicament during one of the few times your luck failed you. You're a bit embarrassed that they know you have limits.

Additional Equipment: Deck of cards and a "lucky" oddity of the GM's choice.

Weird Ability: You can choose to learn Danger Sense instead of one of the abilities granted by your type.

Danger Sense (1 Speed point). Your initiative tasks are eased. You pay the cost each time the ability is used. Enabler.

Minor Effect Suggestions: Your foe is surprised by or has a bad reaction to you for one round, during which time all its tasks are hindered.

Major Effect Suggestions: A foe forgets about you unless you draw attention to yourself.

Tier 1: Slip Into Shadow (2+ Intellect points).

You attempt to slip away from a selected target and hide from view in a nearby shadow, behind a tree or a furnishing, or into the next room, even if in full view of the target. For each level of Effort applied, you can attempt to affect one additional target, as long as all your targets are next to each other. Action to initiate.

Blameless. You are trained in one of the following: deception, stealth, or disguise. Enabler.

Tier 2: Get Away (2 Speed points). After your action on your turn, you move up to a short distance or get behind or beneath cover within immediate range. Enabler.

Tier 3: Ability Choice. Choose either Goad or Seize Opportunity as your tier 3 ability.

Goad (2 Might points). After you successfully attack a creature, Speed defense tasks by all others against the creature's attacks are eased until the end of the next round. Enabler.

Seize Opportunity (4 Speed points). If you succeed on a Speed defense roll to resist an attack, you gain an action. You can use it immediately even if you have already taken a turn in the round. You can use this ability once per round, after which you don't take an action during the next round. If you use this action to attack, the attack is eased. Enabler.

When you use Energize Crowd on a crowd of people pledged to defend a ranked community or a horde from attack, the community or horde gains +1 Armor.

Community stats, page 301

Acts Without Consequence GM

Intrusions: *Luck has a way of turning at the worst possible time. What if the concept of karma is real?*

Those who can successfully act without consequence could walk into the center of a city square, steal a fruit from a vendor, pass it to a beggar in full view of everyone, and suffer no repercussions whatsoever.



"See the way these marks on the stone are so regular and even? They're tracks, but not those left by an abhuman or other living thing. No, these were made by a heinous, amoral machine."

~Kurse Bluespear, who Battles Automatons

Tier 4: Uncanny Luck (4 Speed points). When you roll for a task and succeed, roll again. If the second number rolled is higher than the first, you get a minor effect. If you roll the same number again, you get a major effect. If you have Uncanny Luck from another source or a similar ability, it's your choice (no roll required) whether you get a minor effect, a major effect, or a free activation of one of your tier 1–3 focus abilities. Enabler.

Tier 5: Invisibility (4 Intellect points). You become invisible for ten minutes. While invisible, you are specialized in stealth and Speed defense tasks. This effect ends if you do something to reveal your presence or position—attacking, using an ability, moving a large object, and so on. If this occurs, you can regain the remaining invisibility effect by taking an action to hide your position. If you have a type ability that also confers invisibility, using either ability allows you to remain invisible for twice as long as the duration specified. Action to initiate or reinitiate.

Tier 6: Ability Choice. Choose No Fate or Twist of Fate as your tier 6 ability.

No Fate. You don't believe in any luck except that which you make for yourself. If you fail on a task (including an attack or a defense), you can change the die result to a natural 20. (That still might not be enough to succeed if the difficulty is higher than 6.) Once you use this ability, it is not available again until after you make a ten-hour recovery roll. This ability doesn't work if you roll a natural 1 for an attempted task, unless you also have Twist of Fate or a similar ability. Enabler.

Twist of Fate. When you roll a 1, you can reroll. You must use the new result, even if it's another 1. Enabler.

ADJURES THE LEVIATHAN

You have the power to command the Leviathan—your name for the horrific things that wait in the empty ruins or hunt in the dark beyond the town walls, creatures with long teeth, hellish fury, and a hunger for human flesh. The Leviathan is the spirit of the predatory, the monstrous, and the sociopathic. Sometimes, you suspect the term applies to a specific variety of creature, all descended from a literal entity called the Leviathan—a bloodline you perhaps share in some small way, explaining why you can command and control these terrible creatures that preferentially hunt humans over all other flesh.

Ninth Worlders are generally unaware of the Leviathan, but here and there, you run across pockets of people who know of the horrors of which you speak. Some believe it is a spirit that takes up residence in certain creatures, though others suggest the same as you believe: it is a strain of life that corrupts and changes what it touches. Metaphorically, it's easy to say that all living, nonhuman predators are of the Leviathan. But you have a feeling, even if you've not said it in so many words yet, that one day a creature you encounter will *be* the Leviathan.

Glaives, Jacks, and Delves are eager to command creatures that would otherwise try to eat them, putting a leash on them.

Connection: Choose one of the following.

1. Pick one other PC. A creature you control will take commands both from this character and from you. But if it ever receives conflicting commands, it turns on you both.
2. Pick one other PC. You captured a creature for this character, but it promptly tried to kill them. They still have scars from the incident.

3. Pick one other PC. You are pretty sure you can command that PC as a creature if you apply enough Effort (though you don't think you can capture the PC). You haven't tried, and you're not sure you should; it might unlock some previously bestial part hidden inside them.

4. Pick one other PC. You saved them from a creature attack, and they owe you their life.

Additional Equipment: A leash.

Minor Effect Suggestions: One additional creature takes no action for a round.

Major Effect Suggestions: A creature you control takes an immediate extra action of your choice.

Tier 1: Adjure Creature (2+ Intellect points). For one minute, you can verbally control a living, nonhumanoid creature of up to level 2 within short range whose motive is some variant of "hungers for flesh," commanding it to do simple tasks on your behalf.

Alternatively, you can force up to three such creatures within range to take no actions for as long as you focus all your attention on them. Every round, each member of the group can attempt to escape your control.

Whichever effect you attempt, you can apply Effort to increase the maximum level of the affected creature. Thus, to command a level 4 creature to do simple tasks on your behalf (two levels above the normal limit), you must apply two levels of Effort. Action to initiate.

Adjures the Leviathan
GM intrusions: *Captured creatures are vicious and sometimes attack allies despite being "tamed."*



“Sometimes I dream that each time I adjure the spawn of the Leviathan, I’m yanking on the tail of the mother of all these creatures. One day, she may wake and come for me.”

Ninth World Bestiary Knowledge. You are trained in the lore of flesh-eating, non-humanoid creatures—recognizing them, knowing their weaknesses, and knowing their habits and behaviors. Enabler.

Tier 2: Capture Creature. Instead of attempting to use your *Adjure Creature* on a target, you can attempt to capture it, as long as it is level 1 or level 2. A captured creature becomes tame in your presence, becoming a *follower*. As a special exception to the rules for followers, one of your captured creature’s modifications is for attacks, and the other modification must be for something basic that a non-intelligent creature could help you with, such as perception or initiative. You can have only one captured creature at a time. Enabler.

Tier 3: Ability Choice. Choose *Enrage Creature* or *Vigor of the Leviathan* as your tier 3 ability.

Enrage Creature (3+ Intellect points). With a touch and whispered word, you can trigger a biological response in a creature you’ve captured with *Capture Creature*, causing it to fly into a bone-ripping rage for up to one minute. During this period, treat the creature as a level 5 creature that inflicts 6 points of damage each round. However, after this extreme effort, the creature either dies or becomes so enfeebled by its expenditure of energy that it becomes ineffective for several days. Each level of Effort you apply increases the temporary level of the creature (to a maximum of level 10) and damage done by 1. Action to initiate.

Vigor of the Leviathan. You can make an extra one-action recovery roll each day. Enabler.

Tier 4: Duo. You can use your tier 2 ability to have two *Captured Creatures* at a time instead of just one, and you can capture creatures of up to level 3. Enabler.

Tier 5: Lash of the Tamer (4+ Intellect points). You can demand more of the creatures that you have captured. One creature you have captured within short range is granted an additional, immediate action, which they can take out of turn. Alternatively, you can attempt to provide any creature within short range an

additional, immediate action, which they can take out of turn, but to do so, you must apply a level of Effort. Action.

Tier 6: Ability Choice. Choose *Become the Leviathan* or *Menagerie* as your tier 6 ability.

Become the Leviathan (9+ Intellect points). You change shape into a monstrous creature up to three times your normal size for one minute. When you do, you become practiced in using whatever natural weapons—teeth, claws, tail, and so on—your new shape possesses. You also add 15 temporary points to your *Might Pool* and +3 to *Might Edge*, and you deal 4 additional points of damage with melee attacks. For each level of Effort you apply, your size increases by 5 feet (1.5 m) and you add 1 additional temporary point to your *Might Pool*.

Becoming the Leviathan is incredibly taxing. While doing so, your *Speed* defense tasks are hindered by two steps. After you revert to normal size, you are exhausted, you descend one step on the damage track, and you can’t use this ability again until after your next ten-hour recovery roll. Action to change. Action to revert or take some other shape.

Menagerie. You can use your tier 2 ability to have up to four *Captured Creatures* at one time instead of just two. Enabler.

AUGMENTS FLESH WITH GRAFTS

Machines can be upgraded and improved, and the human body is just an organic machine. Your goal is to keep improving your physical form, replacing obsolete parts of your body with new grafts and trying to become supremely efficient at your normal and augmented biological processes. Whether you do this with technology or pieces from other creatures depends on what you find in your explorations and your estimation of your flaws and shortcomings. You don’t believe it’s possible to achieve perfection—perfection is an ongoing process, not a final state. If following this path makes you something more than human, so be it. You left behind childish toys and forms to become an adult, so you are willing to leave your humanity behind in order to become something greater.

Followers, page 17

Augments Flesh With Grafts GM intrusions:
The PC’s body suddenly and painfully rejects a graft, creating an open, bleeding wound.

Glaives see grafting as a way to increase their physical power and survive attacks from dangerous opponents. Delves often have many opportunities to find and use grafts, and Wrights can use their own knowledge of the numenera to craft custom limbs and other body grafts for themselves.

Connection: Choose one of the following.

1. Pick one other PC. They have an ability you'd like as a graft, and you want to find a creature or cypher that duplicates that ability.
2. Pick one other PC. They once saved your life when one of your surgeries had a complication.
3. Pick one other PC. You think they're offended or disgusted by your grafts, and you want to demonstrate the value of your abilities.



Augment Cypher,
page 48

Free level of Effort,
page 103



4. Pick one other PC. They're interested in grafts, but you've rebuffed their requests because you think they'd have a fatal reaction to the surgery.

Minor Effect Suggestions: An upgraded body part is especially effective or efficient at a particular physical task. You gain an asset to similar actions involving the same task (such as making attacks against the same foe or dealing with a physical obstacle).

Major Effect Suggestions: Your foe is especially vulnerable to some aspect of one of your implants, like an allergy or radiation sensitivity. Make an immediate attack against that foe (using the same stat as the action that caused the major effect). If the attack succeeds, it deals 3 points of damage (ignores Armor).

Tier 1: Autodoctor. You are trained in healing, performing surgical procedures, and withstanding pain. You can perform surgeries on yourself, remaining conscious while you do so. Enabler.

Surgical Graft. You use your knowledge to surgically attach a cypher to your body, linking it to your nerves and muscles. Activating or using this cypher is as natural for you as breathing and doesn't require any obvious motion (allowing you to activate it secretly). A grafted cypher still counts toward your cypher limit, but it is not destroyed after one use. A grafted cypher has a depletion of 1 in 1d10.

The GM may allow you to graft biological parts from other creatures, giving you an ability like one of the creature's abilities. This is treated exactly the same as if it were a grafted cypher (that is, it counts toward your cypher limit, has a depletion of 1 in 1d10, etc.), except for the graft to work you must make a surgery skill roll against a difficulty chosen by the GM. The less human the creature is, the more difficult it is to perform a successful grafting surgery. Action to initiate surgery, one hour to complete.

Tier 2: Augment Graft (2+ Intellect points).

When you activate a grafted cypher, add 1 to its level. Every level of Effort applied increases the level of the grafted cypher by 1. You can't increase the grafted cypher's level above 10. If you have the Jack trick of the trade *Augment Cypher*, when you apply Effort to augment a graft, you get a free level of Effort on that task. Enabler.

Tier 3: Ability Choice. Choose either Hardy or Recharge Graft as your tier 3 ability.

Hardy. You gain +5 to your Might Pool. These additional points can be used only to absorb damage. You can't spend them to apply Effort to rolls. Enabler.

Recharge Graft (2+ Intellect points). You recharge a grafted cypher that was depleted in the past ten minutes, allowing it to be used again. You must touch the graft, spend 1 XP, and succeed at a surgery roll (difficulty equal to the level of the graft) to recharge it; otherwise the graft remains spent and useless. Some grafts (particularly pills and injections) cannot be recharged in this way. In addition to the normal options for using Effort, you can also choose to use Effort to recharge a graft that was depleted more than ten minutes ago, with each level of Effort extending this time period by ten minutes. If you have the Jack trick of the trade *Recharge Cypher*, the time increments for recharging a graft are one hour each instead of ten minutes each. Action.

GRAFTING CREATURE PARTS

If a PC who Augments Flesh With Grafts wants to graft part of another creature to their body in order to gain a special ability, the GM should choose a cypher similar to the creature's ability and set a difficulty for the surgery task according to how dissimilar the creature's biology is to the PC. The default difficulty is the creature's level. Grafts from abhumans or mutant humans might not hinder the difficulty or hinder it by only one step, but most other creatures hinder the task by two or more steps. If the roll fails, the creature body part is ruined and cannot be used.

For example, grafting brain tissue from a *murden* in order to gain telepathy is comparable to having a *telepathy implant* cypher. *Murdens* are level 3, so the difficulty of the surgery task is 3 or 4. Grafting the energy generator from a *raster* is comparable to having a *ray emitter* cypher. *Rasters* are level 4, but are larger than humans and biologically very different from humans, so the difficulty of the surgery task might be 6 or 7. Grafting something from an creature like a *travonis ul* (level 6) might be a difficulty 9 or 10 surgical task.

Tier 4: Artifact Fusion. You can surgically graft artifacts to your body. These fused devices function as if they were one level higher. Enabler.

Additional Cypher. The number of cyphers you can bear (whether or not they are grafts) increases by one. Enabler.

Tier 5: Faster Grafting. You've permanently altered your body to make it faster and easier to add or remove grafts. You gain an asset on surgical tasks, and adding or removing a graft takes only one minute instead of an hour. Enabler.

Tier 6: Ability Choice. Choose either Defensive Augmentation or Transhuman Organs as your tier 6 ability.

Defensive Augmentation. By upgrading your nervous and immune systems, you are trained in Might defense and Speed defense tasks. Enabler.

Transhuman Organs. After a ten-hour surgical procedure where you upgrade or replace most of your internal organs with new ones, you gain +5 to each of your three stat Pools. Enabler.

BATTLES AUTOMATONS

Life is for the living—the biological. Automaton, animate machines, thinking machines, and anything similar are abominations. You excel at battling these anathemas, cleansing the world of their contaminating presence.

Maybe your desire to battle automatons comes from religious zealotry. Maybe it's steeped in revenge for some past crime committed by a machine. Maybe you don't know why you're driven to destroy animate machines. Maybe you're just good at it.

You probably bear the trophies of former "kills" on you, wearing bits of numenera on your belt or around your neck. You also likely use heavy weaponry, ideal for penetrating armor. Glaives are most often automaton fighters, particularly those who are quick and nimble, able to leap in, cutting a few vital wires here or slicing through a component panel there.

Connection: Choose one of the following.

1. Pick one other PC. You suspect that this character is put off by your hatred of animate machines. You can choose whether or not they know of your suspicions.
2. Pick one other PC. You know that this character has suffered at the hands of automatons in the past, and perhaps you can

Grafting flesh for cosmetic purposes doesn't count as a grafted cypher. Many characters with this focus graft parts from their enemies and show them off like trophies.

Grafters can experiment with adding grafts to other creatures, but the process is painful and prone to failure. Amoral grafters usually keep multiple "volunteers" on hand for experimentation.



Recharge Cypher, page 49



Murdens, page 243

Telepathy implant, page 287

Raster, page 248

Ray emitter, page 285

Travonis ul, page 257



Some creatures are a mixture of machine and biological. Your GM decides whether such creatures can be treated as biological, machine, or both in some cases.

convince them to help you in your calling. Regardless, you feel protective of them.

3. Pick one other PC. This character does not appear to share your feelings about automatons. In fact, you believe that they might secretly have machine parts.

4. Pick one other PC. This character comes from the same place you do, and you knew each other as children.

Additional Equipment: You have bits and pieces that you tore from the husks of automatons you have destroyed in the past.

Anti-Machine Abilities: You are trained in understanding numenera. In addition, if your type grants you special abilities that inflict damage, they inflict 1 additional point of damage to automatons and similar beings, and 1 fewer point of damage to biological, living targets. If you have abilities that normally would not work against automatons (like mind control), they will now. Enabler.

Minor Effect Suggestions: Your automaton foe experiences an error for one round, during which time all tasks it attempts are hindered.

Major Effect Suggestions: Your automaton foe experiences a major error and loses its next turn.

Tier 1: Machine Vulnerabilities. You inflict 3 additional points of damage against

automatons and animate machines of all kinds. Enabler.

Tier 2: Defense Against Automatons. You have studied your enemy and are trained in anticipating the actions that an automaton or machine is likely to take in a fight. Defense tasks you attempt against these foes are eased. Enabler.

Machine Hunting. You are trained in tasks associated with tracking, spotting, or otherwise finding automatons and animate machines. You are also trained in all stealth tasks. Enabler.

Tier 3: Ability Choice. Choose either Disable Mechanisms or Surprise Attack as your tier 3 ability.

Disable Mechanisms (3 Speed points). With a keen eye and quick moves, you disrupt some of an automaton's functions and inflict upon it one of the following maladies:

- The difficulty of all its tasks is hindered for one minute.
- The automaton's speed is halved.
- The automaton can take no action for one round.
- The automaton deals 2 fewer points of damage (minimum 1 point) for one minute.

You must touch the automaton to disrupt it (if you are making an attack, it inflicts no damage). Action.

Surprise Attack. If attacking from a hidden vantage, with surprise, or before your opponent has acted, you get a free level of Effort on the attack. On a successful hit, you inflict 2 additional points of damage. Enabler.

Tier 4: Automaton Fighter. When fighting an automaton or intelligent machine, you are trained in attacks and defense. Enabler.

Pierce Metal Hides. You ignore 2 points of Armor on an automaton. Enabler.

Tier 5: Drain Power (5 Speed points). You affect the main power source of the automaton, inflicting upon it all four conditions listed for Disable Mechanisms at once. You must touch the automaton to do this (if you are making an attack, it inflicts no damage). Action.

Tier 6: Ability Choice. Choose either Blind Machine or Deactivate Mechanisms as your tier 6 ability.

Blind Machine (6 Speed points). You deactivate the sensory apparatus of the machine, making it effectively blind until it can be repaired. You must either touch the target or strike it with a ranged attack (inflicting no damage). Action.

Deactivate Mechanisms (5+ Speed points). You make a melee attack that inflicts no damage against a machine. Instead, if the attack hits, make a second Speed-based roll. If successful, a machine of level 3 or lower is deactivated for one minute. For each additional level of Effort applied, you can affect one higher level of machine or you can extend the duration for an additional minute. If you have the Wright special abilities Scramble Machine or Disable Machine (or a type ability that works similarly), when you apply a level of Effort to any of them, you gain an additional free level of Effort. Action.

BRANDISHES AN EXOTIC SHIELD

Anyone can use a shield. But few can project a protective force field that crackles with otherworldly energy. Maybe your ability comes from a childhood encounter with a strange machine or a metallic nodule that protrudes above your flesh along your spine, or perhaps it is something that people in your family are capable of once every few generations. You use your force field to not only protect yourself,

but to aggressively bash those who would do you harm. At first, you can create only a small protective plane. But as your skills improve, you can learn to throw it at foes and have it rebound, heal allies, and release an explosion of destructive energy each time it strikes home.

Glaives and Delves are most likely to choose this focus.

Connection: Choose one of the following.

1. Pick one other PC. You overheard them say that anyone who uses a shield doesn't really know how to fight. You're looking for an opportunity to prove them wrong.
2. Pick one other PC. Someone related to this character gave you the plans to create, or themselves created, your shield.
3. Pick one other PC. You rescued them from a bad situation.
4. Pick one other PC. You're drawn to them and don't know why. There's just something about them. A shared destiny? Or destined to become bitter foes one day?

Shield Abilities: If you wish, you can replace one of your tier 1 type abilities with Force Fall.

Force Fall (1 Speed point). If you fall, you can use your force field shield to absorb the impact of landing and gain +5 Armor against damage you would otherwise take from the fall. Enabler.

Minor Effect Suggestions: You bash your target and knock them prone.

Major Effect Suggestions: Your bash your target, and they are dazed for one minute, during which time their tasks are hindered.

Tier 1: Force Field Shield. You manifest a small plane of pure force, which takes on a shield-like shape with the barest flicker of a thought. You can dismiss it just as easily. To use the force shield, you must hold it in one of your hands. You are practiced in using your exotic shield in one hand as a light melee weapon; however, if you attack with both your shield and a weapon held in the other hand, both attacks are hindered. When you are unconscious or sleeping, the force field dissipates. Enabler.

Force Bash (1 Might point). This is a pummeling melee attack you make with your force shield. Your attack inflicts 1 fewer point of damage than normal but dazes your target for one round, during which time all tasks it performs are hindered. Enabler.

Tier 2: Enveloping Shield. Your force shield produces an envelope of force that enfolds you while you are holding the shield, granting you +1 to Armor. Enabler.



Free level of Effort,
page 103



Speed defense, page 22

Scramble Machine,
page 24

Disable Machine, page 24

Brandishes an Exotic Shield GM intrusions: Abilities that rely on mechanisms sometimes malfunction. A foe ends up with the shield.

Breaks Down Walls GM intrusions: *Sometimes walls collapse in ways that are dangerous for allies. Falling debris can trap the character in a collapse.*



Glaive, page 28

Delve, page 29

Tier 3: Ability Choice. Choose either Healing Pulse or Throw Force Shield as your tier 3 ability.

Healing Pulse (3 Intellect points). You and all targets you choose within immediate range gain the immediate benefits of using one of their recovery rolls (as long as it is not their ten-hour recovery roll) without having to spend an action, ten minutes, or one hour. Targets regain points to their Pools immediately but mark off that recovery use. PCs who have already used up their one-action, ten-minute, and one-hour recovery rolls for the day gain no benefit from this ability. NPCs targeted by this ability regain a number of health points equal to their level. Action.

Throw Force Shield. You can throw your force shield up to short range as a light ranged weapon. Whether the shield hits or misses, it immediately dissipates and then reforms in your grasp. Enabler.

Tier 4: Energized Shield. Your force shield now pulses with dangerous energy whenever you manifest it. Each time you use your shield as a melee or ranged weapon, it inflicts +3 damage. Enabler.

Tier 5: Force Wall (5 Intellect points). You can trigger the energy in your force shield to expand outward in all directions to create an immobile plane of solid force up to 20 feet by 20 feet (6 m by 6 m) for up to one hour or until you take your shield back. (The force shield becomes the force wall.) The plane of the force wall conforms to the space available. While the force wall remains in place, the only other focus ability you can use is Healing Pulse. Action to initiate.

Tier 6: Ability Choice. Choose either Bouncing Shield or Shield Burst as your tier 6 ability.

Bouncing Shield. If you throw your force shield as a light weapon at a target within short range, whether it hits or misses, it will attack up to two additional targets within short range. Effort or other modifiers applied to the first attack affect all other targets as well. Whether you hit all, some, or none of your targets, the shield dissipates and then reforms in your grasp. (If you choose Bouncing Shield and have previously taken the tier 3 ability Throw Force Shield, you have the option to exchange your tier 3 ability for Healing Pulse.) Enabler.

Shield Burst. When you make a melee or ranged attack and hit with the force shield, it releases an explosion of energy, inflicting an additional 2 points of damage on the target

and everything within immediate range of the target. If you applied Effort to inflict additional damage as part of the attack, each level of Effort inflicts only 2 additional points to all targets instead of 3 points. If you use Shield Burst with a melee attack, you and creatures behind you are not affected by this explosion. If you use Shield Burst as a ranged attack, the shield dissipates after the attack and then reforms in your grasp. Enabler.

BREAKS DOWN WALLS

Through some modification of your body—mutation, mechanical enhancement, nano-reinforcement, or something else—you have the ability to smash through walls, destroy weapons, shatter shackles, break devices, and otherwise annihilate objects that would be difficult or even impossible for others to demolish. You're a breaker. You do not flinch; you punch right through that wall, smash that machine, and fold the enemy's metallic sword in half in an impressive and intimidating display. Depending on the method that gives you this ability, your act might be accompanied by flashes of energy, sound, or acidic odors. Once you display your impressive skills as a destroyer, your enemies sometimes surrender rather than face an apparent force of nature like yourself.

You likely wear armor, but probably not the heaviest armor you can because you don't want anything to slow you down too much.

Breakers are often Glaives or Delves.

Connection: Choose one of the following.

1. Pick one other PC. You accidentally struck this character once when you tried to break through a wall. It ruined your attempt and gave the character a nasty bruise that they claim still aches months later.

2. Pick one other PC. You're certain this character appreciates your abilities and is as impressed as you are with the sound of walls being smashed. This may or may not actually be the case.

3. Pick one other PC. You and this character were childhood friends.

4. Pick one other PC. This character provides excellent covering fire while you break down walls. If they use ranged attacks in the same round as you make a charge attack, they can fire their weapon through the hole you just made.

Additional Equipment: A mechanism of some sort is fused with your flesh. You think it might have something to do with your ability to pierce solid material.

Minor Effect Suggestions: Your feat of destruction thrills you. You gain an asset to Speed defense tasks until your next action.

Major Effect Suggestions: Your feat of destruction inspires you. You knock your opponent off their feet, and they lose their next action.

Tier 1: Breaker. You are trained in tasks related to damaging objects with the goal of breaking, piercing, or demolishing them. (It is a Might action to damage an object, and on a success, the object moves one step down the object damage track. If the Might roll exceeds the difficulty by two steps, the object instead moves two steps down the object damage track. If the Might roll exceeds the difficulty by four steps, the object moves three steps down the object damage track and is immediately destroyed. Brittle material reduces the effective level of the object, while hard material like wood or stone adds 1 to the effective level or 2 for very hard objects like those made of metal.) Enabler.

Hard as Synthsteel. To damage an object normally, the tool or weapon used to attack the object must be at least as hard as the object itself. However, your hands and body automatically adjust so that, for the purpose of breaking things, they momentarily become at least as hard as the object you are attempting to damage or break. This ability doesn't apply if you're attempting to break through force fields, unless you have the tier 4 ability Force to Reckon With. Enabler.

Tier 2: Field of Destruction (4 Might points). When you cause an object to descend one or more steps on the object damage track, you gain 1 additional point of Armor for one minute. Enabler.

Tier 3: Ability Choice. Choose either Break Through or Machine Vulnerabilities as your tier 3 ability.

Break Through (4 Might points). You can move up to a short distance and attempt to break through a section of wall at some point along the way, with a difficulty equal to the wall's level. Your attempt is hindered by one step for every 6 inches (15 cm) thickness of the wall. You can't break through force fields using this ability, unless you have the tier 4 ability Force to Reckon With. On a failed attempt, you take 4 points of damage. Even if you successfully break through, you still take 1 point of damage. This leaves a hole the size of your body in the barrier, which others can use

to pass through it. If you have a special ability from your type that allows you to move and take an action, when you use this ability, you gain an asset to break through the wall. Action.

Machine Vulnerabilities. You inflict 3 additional points of damage against automatons and animate machines of all kinds. Enabler.

Tier 4: Force to Reckon With. You can break through force fields and energy barriers as if they were physical walls. Enabler.

Tier 5: Jump Attack (5 Might points). You attempt a difficulty 4 Might task to jump high into the air as part of your melee attack action. If you succeed at the jump and your attack hits, you inflict 3 additional points of damage and knock the foe prone. If you fail at the jump, you still make your normal attack roll, but you don't inflict the extra damage or knock



Attacking objects,
page 116

Object Damage Track

Intact: The default state for an object.

Minor damage: A slightly damaged state. An object with minor damage reduces its level by 1.

Major damage: A critically damaged state. An object with major damage is broken and no longer functions.

Destroyed: The object is ruined. It no longer functions and cannot be repaired.





Glaive, page 28

Numenera plans,
page 135

Parts, page 107

A character who Breaks Down Walls who successfully destroys an object or portion of a structure in a community that provides protection or some other important surface may also inflict 1 point of damage to the ranked community's infrastructure.

Community stats,
page 301

Builds Tomorrow GM intrusions: *Someone the builder didn't expect learns the secret of activating the functions of their customized object or structure.*

At tier 1 of Builds Tomorrow, consider restricting your choice to plans of level 3 or lower, because a plan's level indicates the minimum level at which the object described can be constructed. Obtaining the requisite iotum to craft numenera objects of higher level—not to mention achieving the more-difficult crafting tasks that higher levels entail—would be difficult for a tier 1 character.

Crafting, page 117

Iotum, page 107

down the opponent on a hit. In addition to the normal options for using Effort, you can also choose to use Effort to enhance your jump; each level of Effort used in this way adds +2 feet (60 cm) to the height and +1 damage to the attack. If you have the Glaive special ability of the same name, when you use either, the Might task to jump high as part of the attack is difficulty 2 instead of 4. Action.

Tier 6: Ability Choice. Choose either Break the Ranks or Destroyer for your tier 6 ability.

Break the Ranks (6 Speed points). You move up to a short distance and attack up to four different foes as a single action as long as they are all along your path. Any modifiers that apply to one attack apply to all the attacks you make. If you have a special ability from your type that allows you to move and take an action, when you use Break the Ranks, you gain an asset to attacking these foes. Action.

Destroyer (6 Might points). If you succeed on a Might task to damage an object, instead of descending one step on the damage track, the object descends all three steps and is destroyed. Action.

BUILDS TOMORROW

One of your favorite pastimes involves imagining what the skylines of the previous worlds might have looked like. Their inspiring heights, strange shapes, colors that human eyes can't see, connections between structures that allowed the unknowable peoples of those bygone eras to step from one to the next . . . Well, you don't know for certain what it must have been like, but you gain just as much pleasure imagining the future you will build, using the seeds of ancient knowledge as your guide for tomorrow.

Are you a Wright, or are you some other type that has a keen interest in crafting? Although anyone can try their hand at crafting, someone who Builds Tomorrow has an advantage.

Whatever else you wear, you likely have a belt strung with various spare parts, tools, and iotum, if you have any on hand.

Connection: Choose one of the following.

1. Pick one other PC. This character seems able to use all the objects and structures you

craft with ease, even when you hide how to access certain functions.

2. Pick one other PC. This character knows a few things that can help when the objects or structures you crafted need repair.

3. Pick one other PC. This character has a special tool that you think would be perfect for your own set, but they regard it as a keepsake or are otherwise reluctant to give it up, even though they don't seem to know what it's good for.

4. Pick one other PC. When you were developing a plan from a seed of knowledge from the prior worlds, this character was burned in an unexpected incident. They still have a small scar.

Additional Equipment: You begin with one numenera plan for an installation or cypher of your choice and a bag of light tools. You also have 3 units of io, 3 units of responsive synth, and 3 units of parts.

Minor Effect Suggestions: You are elated with how well an object you crafted is functioning, easing Speed defense tasks for the next round.

Major Effect Suggestions: The object or structure creates some startling effect that causes the foe to lose their next turn.

Tier 1: Natural Crafter. You are trained in crafting numenera. Enabler.

Seeds of a Plan. You immediately gain two new plans to create any object of up to level 3 plus your tier. Each time you advance a tier, you can gain two additional plans of up to level 3 plus your tier. Enabler.

Starting Iotum. You have, find, or otherwise obtain a cache of iotum sufficient to build one installation or cypher that you have a plan for. Enabler.

Tier 2: Customize Creation (2 XP). When you craft an installation, you can modify it to possess one additional ability from the Builds Tomorrow Customization Table. You can modify only installations. Customization occurs as part of the time it would normally take you to complete the crafting project. Enabler.

Tier 3: Ability Choice. Choose either Disable Machine or Improvised Repair as your tier 3 ability.



A character who Builds Tomorrow doesn't have to be a Wright, but a Wright who Builds Tomorrow gains even more custom options for crafting objects or structures.

BUILDS TOMORROW CUSTOMIZATION TABLE

Each option on the table can be chosen only once for a given installation. When implementing a customization, you decide whether you want to make the new function obvious or a hidden feature that requires some investigation to discover, if applicable. If a customization effect depletes, you can choose to repair that effect by spending an additional 2 XP and a number of days equal to the level of the object or structure.

Improved. The completed installation is one level higher than normal (to a maximum of level 10). This improvement does not affect the time required to build the object or structure.

Concealed. The installation is harder to see or be recognized for what it is. All tasks to find, recognize, or locate the installation are hindered by two steps. For example, you might build a force field generator to resemble a tree, a buttress on a mundane wall, and so on.

Door and Chamber. You can add a door (or small hatch) and an associated small interior space to an installation. The door and space can be up to an immediate distance across. You can fashion the door so that anyone can use it or just you (unless they successfully force it). When you add a door and space to a small installation, the size of the installation is increased so that it's large enough to contain it.

Intelligence. The installation can sense its immediate surroundings. It can speak and interact as an intelligent being. The intelligence has one modification for a specific knowledge skill of your choice as if it were a level 2 follower.

Guarding. The installation can sense its surroundings within about 1 mile (1.5 km). When you activate this customization as your action, it provides additional surveillance within the area for the next hour. This effect eases initiative tasks for you and anyone else who is aware of the results of the surveillance. If this function is attached to an installation that is part of a community, the community's effective rank for sensing attacks by *stealthy hordes* is increased by 1. This effect has a depletion of 1 in 1d20 each time it is used, which is separate from any other depletion effect.

Acquisition. The installation can sense its surroundings within about 1 mile (1.5 km). When you identify an object you can see within that area as your action, provided the object is no bigger than a 5-foot (1.5 m) cube, that object disappears from its location and reappears in your hands or in an open space you choose within immediate range of you. If the object is held by another creature or otherwise protected, the installation must succeed on an acquisition task to acquire the object (compare the installation's level to the creature's level to see if the installation succeeds). This effect has a depletion of 1 in 1d20 each time it is used, which is separate from any other depletion effect.

Healing. The installation can provide a health benefit to a creature by touch or a mechanical tendril that it extends toward a creature you designate within immediate range as your action. If an impaired or debilitated character is targeted, they move one step up the damage track (a debilitated PC becomes impaired, and an impaired PC becomes hale). Alternatively, if you use this function on a PC during a rest, they gain a +3 bonus to their recovery roll. This effect has a depletion of 1 in 1d20 each time it is used, which is separate from any other depletion effect.

Alliance. The installation can produce a level 4 automaton of about your size when you use your action activating this function. The automaton follows the instructions of whoever triggered it, persisting for up to one hour before it must return to the installation for at least one hour. This effect has a depletion of 1 in 1d12 each time it is used, which is separate from any other depletion effect. When you add an automaton to a small installation, the size of the installation is increased so that it's large enough to contain the resident automaton.

Followers, page 17

Stealthy horde, page 315

Disable Machine (3+ Intellect points). With a few deft touches, you infuse a powered device of level 3 or lower with conflicting instructions. The device is destroyed or disabled for at least one minute, depending on its size and complexity. The GM may rule that the disabling effect lasts until the device is repaired. For each additional level of Effort applied, you can

increase the maximum level of the target by one. Thus, to overload a level 5 device (two levels above the normal limit), you must apply two levels of Effort. If you have the *Wright* ability of the same name, when you apply a level of Effort on either ability, you get a free level of Effort. Action.

Wright, page 18



Free level of Effort, page 103

Improvised Repair (5 Intellect points). When an object or structure with a depletion chance becomes depleted, you can temporarily repair it with just a few rounds of tinkering. This grants an artifact a new depletion chance of 1d6 or an installation (which typically has a long-term depletion chance of days, weeks, or months of use per check) an additional 1d6 days of operation. Once an object or structure has benefited from Improvised Repair once, it can't be repaired again with this ability. Instead, it must undergo actual repair. Action to initiate, a few rounds to complete.

Tier 4: Fast Builder. When you attempt a crafting task, you lower the assessed difficulty for creating a complex object or structure by 1. Enabler.

Tier 5: Dual Customization (2 XP). When you use Customize Creation, you can modify the object or structure to possess a second additional ability from the Builds Tomorrow Customization Table for an additional 2 XP. You can modify artifacts, installations, vehicles, and automatons with this ability, but never cyphers. Additional customization of a creation occurs as part of the time it would

DELUXE CUSTOM OPTIONS TABLE

Each option on the table can be chosen only once for a given object or structure. When implementing a deluxe customization, you decide whether you want to make the new function obvious or a hidden feature that requires some investigation to discover, if applicable. If a customization effect depletes, you can choose to repair that effect by spending an additional 2 XP and a number of days equal to the level of the object or structure.

Enhanced. The completed object or structure is two levels higher than normal (to a maximum of level 10). This improvement does not affect the time required to build the object or structure.

Improbability Field. The object or structure can manipulate probability for one creature within short range, increasing their luck dramatically. That creature must call for the assistance during their action. If the creature fails on a task (including an attack roll or a defense roll), they can change the die result to a natural 20 (though that still might not be enough to succeed if the difficulty is higher than 6). This effect has a depletion of 1 in 1d10 each time it is used, which is separate from any other depletion effect.

Machine Control. The object or structure grants a user an attempt to control the functions of one machine, intelligent or otherwise, within very long range that the user can see or sense (compare the installation's level to the machine's level to see if the installation succeeds). The control lasts for ten minutes. This effect has a depletion of 1 in 1d20 each time it is used, which is separate from any other depletion effect.

Extend Awareness. The object or structure grants a user extended awareness by linking their mind into all installations and other machines within 3 miles (5 km), allowing a user who takes an action to know generally what's happening in the area (as long as it's not covert activity or activity occurring inside a structure) for as long as the user does nothing else but continue to look. This awareness lasts up to one hour per use. This effect has a depletion of 1 in 1d20 each time it is used, which is separate from any other depletion effect.

Transport. The object or structure grants a user the ability to instantly transport a target creature that can be seen within very long range to another area that the user can see, in any direction, as long as it is not into another creature or object. This effect has a depletion of 1 in 1d10 each time it is used, which is separate from any other depletion effect.

Concealing Cloak. The object or structure grants a user the ability to cause light to bend around a target within short range for ten minutes. The user triggers the effect as their action. While invisible, the target is specialized in stealth and Speed defense tasks. This effect ends if the target does something to reveal their presence or position—attacking, using an ability, moving a large object, and so on. This effect has a depletion of 1 in 1d20 each time it is used, which is separate from any other depletion effect.

Illuminate the Horde. The object or structure grants a user the ability to mark most creatures in a horde with a vertical beam of bright light. The horde must be within 1 mile (1.5 km) and visible to the user. This mark lasts for about an hour. Any other horde or community has an effective rank of +1 for attacks against the marked horde. This effect has a depletion of 1 in 1d10 each time it is used, which is separate from any other depletion effect.

Grow a Champion. The object or structure grants a user the ability to cause a creature to grow to the towering height of 30 feet (9 m) for an hour, granting the creature 10 temporary points to their Might Pool and +1 Might Edge. The target is so big that they can move massive objects more easily, climb structures by using hand- and footholds unavailable to regular-sized people, ignore difficult terrain by just stepping over it, and so on. Generally speaking, all climbing, lifting, and jumping tasks are eased by two steps. If it makes sense to do so depending on the situation, the enlarged target can be treated as a rank 2 rampaging horde for the duration. This effect has a depletion of 1 in 1d10 each time it is used, which is separate from any other depletion effect.

normally take you to complete the crafting project. Enabler.

Tier 6: Ability Choice. Choose either Deluxe Custom Options or Triple Customization as your tier 6 ability.

Deluxe Custom Options (2 XP). When you craft a numenera object or structure, you can modify it to possess one additional ability from the Builds Tomorrow Customization Table as normal, or to possess one additional ability from the Deluxe Custom Options Table. You can modify artifacts, installations, vehicles, and automatons with this ability, but never cyphers. Customizing a creation occurs as part of the time it would normally take you to complete the crafting project. Enabler.

Triple Customization (2 XP). When you use Customize Creation and Dual Customization, you can modify the object or structure to possess a third additional ability from the Builds Tomorrow Customization Table for an additional 2 XP. You can modify artifacts, installations, vehicles, and automatons with this ability, but never cyphers. Additional customization of a creation occurs as part of the time it would normally take you to complete the crafting project. Enabler.

DANCES WITH DARK MATTER

You've felt the edges of something more real than the substanceless shadows that dance behind the light—something you dubbed dark matter. It responded to you, almost like a living thing. When you made shadow puppets, they were dark matter condensed and became briefly real. As you grew older, you learned to harness your gift for more than play. You can condense dark matter from thin air, pulling it from the void spaces or a transdimensional pocket that few others can access. You don't fear dark matter, but others should when you're around.

Nanos, Jacks, and Delves probably get the most out of this focus. That said, an Arkus could parlay the sense of dread that accompanies anyone able to command darkness, bolstering their authority among many.

Connection: Choose one of the following.

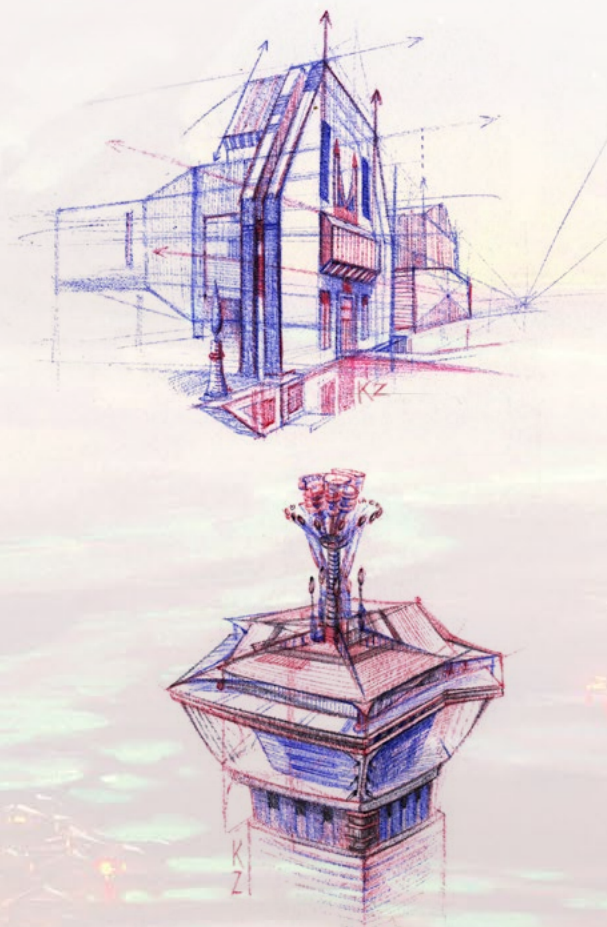
1. Pick one other PC. This character also likes the dark. You both gain +1 on any die rolls when you collaborate on the same task, fight the same foe, and so on.
2. Pick two other PCs. You think you once saw them doing something illegal at night. You can choose whether or not to share that information. The characters can choose whether it was really them (it could have been neither, one, or both), and they may or may not share that information in return.
3. Pick one other PC. This person always seems to see you, even when you're totally cloaked by darkness.
4. Pick one other PC. This character once flashed a cypher in your eyes so brightly that you were blinded for several days. You recovered, but you keep an eye on this character, just in case.

Minor Effect Suggestions: Darkness is drawn to your foe's eyes, hindering any attacks the foe attempts on its next turn.

Major Effect Suggestions: Darkness thickens and momentarily clogs your foe's throat like a wad of felt. Coughing and choking, they lose their next turn.

Tier 1: Ribbons of Dark Matter (2 Intellect points). For the next minute, dark matter condenses within an area within long range that is no bigger than an immediate distance in diameter, manifesting as swirling ribbons. All tasks attempted by creatures in the area are hindered, and leaving the area requires the creature's entire action to move. You can dismiss the dark matter early as an action. Action to initiate.

Dances With Dark Matter GM intrusions:
The dark matter skulks away, once created, as if it somehow has a mind of its own.



Tier 2: Void Wings (3 Intellect points). Swirling ribbons of weird matter grasp you and lift you up, allowing you to fly for one round as quickly as you can move. Enabler.

Tier 3: Ability Choice. Choose either Dark Matter Shroud or Dark Matter Strike as your tier 3 ability.

Dark Matter Shroud (4 Intellect points).

Ribbons of dark matter condense and swirl about you for up to one minute. This shroud eases your Speed defense tasks, inflicts 2 points of damage to anyone who tries to touch you or strike you with a melee attack, and gives you +1 Armor. Action to initiate.

Dark Matter Strike (4 Intellect points). When you attack a foe within long range, dark matter condenses around your target and entangles its limbs, holding it in place and easing your attack by two steps. The ability works for whatever kind of attack you use (melee, ranged, energy, and so on). Enabler.

Tier 4: Dark Matter Shell (5 Intellect points).

For the next minute, you cover yourself with a shell of dark matter. Your appearance becomes a dark silhouette, and you gain an asset to sneaking tasks and gain +1 to your Armor. The dark matter shell works seamlessly with your desires, and if you apply a level of Effort to any physical task while the shell persists, you can apply an additional free level of Effort to that same task. Action to initiate.

Tier 5: Windracked Traveler (4+ Intellect points).

You condense a wide wing of dark matter that can carry you through the air for a period of up to one hour. For each level of Effort applied, you can add one hour to the duration or carry one additional creature of your size or smaller. You must touch the additional creatures for them to be tucked under your wing. They must remain relatively still while the wing lasts or they will fall. In terms of overland movement, you fly at about 20 miles (32 km) per hour and are not affected by terrain. Action to initiate.

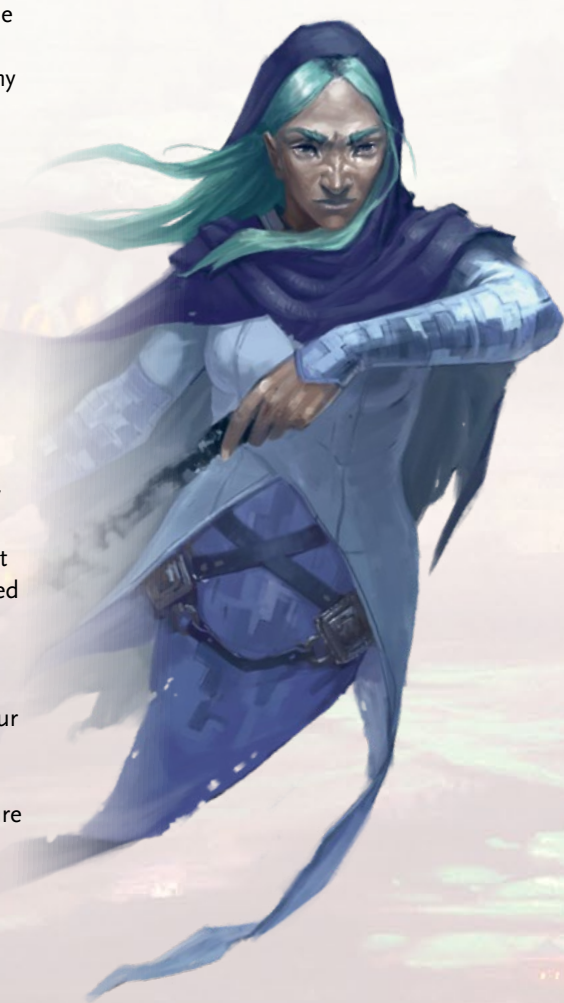
Tier 6: Ability Choice. Choose either Dark Matter Structure or Embrace the Night as your tier 6 ability.

Dark Matter Structure (5 Intellect points).

You can form dark matter into a large structure consisting of up to ten 10-foot (3 m) cubes. The structure can be somewhat complex, though everything has the same matte black color from which no light shines. Otherwise, the structure can possess different densities,

textures, and capacities. This means it can include windows, doors with locks, furnishings, and even decor, as long as it is all black as pitch. For example, you could shape the dark matter into a large, defensible structure; a sturdy 100-foot (30 m) bridge; or anything similar. The structure is a level 6 creation and lasts for 28 hours. You can't keep more than one such structure solid at any one time. Action.

Embrace the Night (7+ Intellect points). You fashion a truly horrifying facade of a creature from swirling ribbons of dark matter and launch it at your foes within long range. You can attack each round against a target within long range using the creation as your weapon. When you attack, the creature inserts hair-fine tendrils of shadow into the target's eyes and brain. The target takes 3 points of Intellect damage (ignores Armor) and is stunned for one round so that it loses its next turn. Alternatively, you can cause the creature to take other actions, as long as you are able to see it and mentally control it as your action. The creature disperses after about a minute. Action to initiate.



Free level of Effort,
page 103

Depending on the kind of structure created with Dark Matter Structure, a community can gain +1 infrastructure or +1 Armor for the duration of the effect.

DEFENDS THE GATE

You are a defender. Places are special to you, and seeing them overrun hurts your soul to its core. Perhaps you had a bad experience once, where a place that you loved was lost in war. After that, you vowed: never again. You sought out special training, and more than that, a connection to the nanites that some possess but most people think of as magic. This connection is conferred via mutation, a special device, psychic concentration, or some other method that links you to the numenera. Your connection grows over time, granting you the ability to defend a city, a wall, or even just a single but all-important gate.

You probably wear obvious armor, perhaps even distinctive in its defensive nature. A few spikes and scowling faces worked into the pattern might discourage those seeking to get past you.

Glaives are the obvious character to prefer this focus, though a Wright defending an installation might enjoy the additional protection this focus provides.

Connection: Choose one of the following.

1. Pick one other PC. Though you once defended this character from a foe's attack, you weren't completely successful. This character still bears a scar (it's up to them where and how prominent that scar is).
2. Pick one other PC. You defended them once from an abhuman's attack when they were debilitated. You were completely successful, saving this character's life.
3. Pick one other PC. You're always trying to impress this character with your strength, ability to withstand pain, capacity for drink, and so on. Perhaps they are a rival, perhaps you desire their respect, or perhaps you're romantically interested in them.
4. Pick one other PC. This character seems to anticipate your next move almost before you begin it. When this character collaborates with you on the same task or defends the same area, both of you gain an asset to initiative tasks.

Additional Equipment: You have a strange device, either handheld or fused to your forearm. It might be purely decorative, or it might be related to your connection to the numenera.

Minor Effect Suggestions: The target is pushed back by your strong defense, so much so that it's dazed for one round, during which time its tasks are hindered.

Major Effect Suggestions: Make an additional attack with your weapon on your turn.

Tier 1: Fortified Position (2 Might points). For the next minute, you gain +1 Armor and an asset to your Might defense tasks, as long as you haven't moved more than an immediate distance since your last turn. Action to initiate.

Rally to Me (2 Intellect points). You cry out, blow a battle horn, or otherwise signal to everyone within very long range that you require aid. All allied creatures who respond by moving to within an immediate distance of you within the next few rounds gain one asset on any one attack or defense task within the next hour that you suggest, such as "hold the gate," "charge that group of abhumans," or something similar. Action to initiate.

Tier 2: Mind for Might. When performing a task that would normally require spending points from your Intellect Pool, you can spend points from your Might Pool instead, and vice versa. Enabler.

Tier 3: Ability Choice. Choose either Fortification Builder or Train Defenders as your tier 3 ability.

Fortification Builder. Whenever you attempt a crafting task—or help in the crafting task—to build a wall or other fortification (regardless of whether it is commonplace or a numenera installation designed as a fortification or defense), you lower the assessed difficulty for creating a complex object or structure by two steps, to a minimum of difficulty 1. Enabler.

Train Defenders. During idle moments in the month or more that you've been active in an allied community or horde, you trained a troop of up to ten level 2 followers. One of their modifications must be for tasks related to defending the community from attack. These followers do not accompany you when you leave the horde or community, but rather remain behind to see that the community or horde remains safe. If you ever use Rally to Me within earshot of your trained defenders, each one gains an additional asset each round in tasks related to defending the community. Enabler.

Tier 4: Living Buttress. You are mightier than others. Add +5 to your Might Pool. Enabler.

Tier 5: Reinforcing Field (6+ Intellect points). You can reinforce any object or structure by infusing it with a force field for one hour. The force field increases the level of the object or structure by 2 for tasks related to durability and withstanding damage and destruction. Action to initiate.

Defends the Gate GM intrusions: *The gate threatens to collapse. The object or structure being protected is threatened from another direction.*

When you use Rally to Me within a ranked community or horde, a group of about a dozen able-bodied members usually respond if you are known by and on good terms with that community or horde. If they do, the community attacks as if one rank higher than normal during the next community action.

Community actions, page 305

Community stats, page 301

Community interactions, page 305

Followers, page 17



Defends the Weak GM intrusions: *A character focused on protecting others may periodically leave themselves vulnerable to attacks.*

Retreating Horde,
page 313



Draw the attack,
page 118

Guarding, page 121

Tier 6: Ability Choice. Choose Generate Force Field or Rout Horde as your tier 6 ability.

Generate Force Field (9+ Intellect points). You create six planes of solid force (level 8), each 30 feet (9 m) to a side, which persist for one hour. The planes must be contiguous, and they retain the position that you choose when initiating the special ability. For instance, you could arrange the planes linearly, creating a wall 180 feet (55 m) long, or you could create a closed cube. The planes conform to the space available. Each additional level of Effort you apply increases the level of the barrier by one (to a maximum of level 10) or increases the number of hours it remains by one. Action to initiate.

Rout Horde (9+ Intellect points). With a display of energy, force, and shaking earth, you can attempt to *rout* a horde of up to rank 2 for one hour (or potentially longer if the horde has second thoughts about pressing its attack). A routed horde retreats several hundred yards and assesses its options. For each level of Effort you apply, you can attempt to affect a horde whose rank is one higher. Action to initiate.



DEFENDS THE WEAK

Someone has to stand up for the helpless, the weak, and the unprotected. You believe this duty falls to you, and thus you have spent much of your life watching out for the people around you. When you see them in trouble, you are the first to come to their aid. You might give up your last shin to help the hungry, take a beating to save a person from the same, or rally your friends to take on injustice wherever you find it.

You probably bear many scars from previous conflicts, but for each scar, you likely also have a token of gratitude. You may have a dried flower given to you by a lady you saved from brigands, or a bit of metal given to you by a starving man you fed.

Glaives typically take up the cause of the weak, having the grit, determination, and durability to face down dangerous threats. Jacks, however, may pursue these goals as vigilantes, while Nanos bring to bear fabulous powers in the defense of others. Delves are least likely to take up this cause, as they tend to be loners. On the other hand, Wrights and Arkai, many of whom have the good of others in mind at all times, are sometimes drawn to more direct methods of defending others.

Connection: Choose one of the following.

1. Pick one other PC. You failed to protect this character at some point in the past, and you feel compelled to make up for your failure.
2. Pick one other PC. This character claimed innocence during a long-ago event, and you protected them. Now that time has passed, you're not entirely convinced that they were blameless.
3. Pick two other PCs. They seem to think that you are more of an arbitrator than you really are, and they keep asking you to choose which one of them is correct.
4. Pick one other PC. They believe that one of the tokens of gratitude you carry came from their father.

Additional Equipment: You have a shield.

Minor Effect Suggestions: You can *draw an attack* without having to use an action at any point before the end of the next round.

Major Effect Suggestions: You can take an extra action, though you can use this action only to *stand guard*.

Tier 1: Courageous. You are trained in Intellect defense tasks and initiative tasks. Enabler.

Warding Shield. You have +1 to Armor while you are using a shield. Enabler.

Tier 2: Devoted Defender (2 Might or Intellect points). Choose one character you can see. That character becomes your ward. You are trained in all tasks involving finding, healing, interacting with, and protecting that character. You can have only one ward at a time. Action to initiate.

Insight. You are trained in tasks to discern others' motives and to ascertain their general nature. You have a knack for sensing whether or not someone is truly innocent. Enabler.

Tier 3: Ability Choice. Choose either Dual Wards or True Guardian as your tier 3 ability.

Dual Wards. You can have two wards from Devoted Defender at a time. Choosing a second ward can be its own action, or you can choose two wards with one action (and only pay the cost once for doing so). The wards must remain within an immediate distance of each other. Benefits provided by Devoted Defender apply to both your wards. If your wards separate, you choose which retains the benefit. If they come back together, both regain the benefit immediately. Enabler.

True Guardian (2 Might or Intellect points). When you stand guard as your action, allies within immediate range of you gain an asset to their defense tasks. This lasts until the end of your next turn. Enabler.

Tier 4: Combat Challenge. All attempted tasks that draw an attack to yourself (and away from someone else) are eased by two steps. Enabler.

Willing Sacrifice. When you take an attack meant for another character, you know how to take the attack in a way that minimizes its effect. The attack automatically strikes you, but instead of taking 1 additional point of damage, you take 1 less point of damage (to a minimum of 1 point). Additionally, you can take more than one attack in a given round provided all the attacks were originally meant for one target. Enabler.

Tier 5: Taunt Foe (4 Might or Intellect points). You can make an attack on a foe as part of drawing an attack (which is not something you can do normally when attempting to draw an attack). In cases where an intelligent or determined foe isn't drawn to you, you can attempt an Intellect action as part of the attack. If that Intellect action is successful, the foe attacks you. Your defenses against that attack are hindered by one step, instead of being hindered by two steps as normal when drawing an attack. Enabler.

Tier 6: Ability Choice: Choose either Resuscitate or True Defender as your tier 6 ability.

Resuscitate (6 Intellect points). You can resuscitate a character who is up to two steps down on the damage track as your action. The target ascends one step on the damage track. If a character has dropped all three steps on the damage track (dead) but is otherwise in one piece and less than a minute has passed since they descended the third step, you can resuscitate them if you succeed at a level 6 healing task. If you use this ability on an NPC who has no health but is otherwise in one piece, the NPC is resuscitated with 1 health. Action.

True Defender (6 Might or Intellect points). This ability functions as the Devoted Defender ability, except the benefit applies to up to three characters you choose. If you choose just one character, you become specialized in the tasks described under the Devoted Defender ability. Action to initiate.

DESCENDS FROM NOBILITY

You descend from privilege, wealth, and power. Your family once owned land (perhaps they still do), wielded political control, and accumulated vast wealth. You've stepped away from that somewhat, though you still carry a noble title, whether you want it or not. People sometimes recognize your name, and sometimes they recognize you as being descended from nobility. But with many areas being so isolated from each other, people in an area far from where you came from may never even have heard of the place where your family is known.

Since you were raised a certain way, you probably dress smartly and carry yourself in such a way that inspires, endears, or intimidates. You have a voice suited to drawing attention (unless you choose to disguise it).

Connection: Choose one of the following.

1. Pick one other PC. This character was once in service to your parents' household, but you have since grown to think of them as a peer.
2. Pick one other PC. You're pretty sure that they are descended from a rival house, even if they don't know it.
3. Pick one other PC. You used your nobility—your influence, your wealth, or the promise of a favor—to intercede on this character's behalf.
4. Pick one other PC. You were once very close with this character in the distant past.

Descends From Nobility

GM intrusions: *Debts incurred by a family find the last living heir: the PC. A long-lost sibling seeks to disinherit rivals. A shake-up in the lineage puts a spotlight on surviving nobles.*



Take the Attack, page 118

Two characters attempting to draw an attack at the same time cancel each other out.



Descends From Nobility pairs well with a type such as Glaive or Nano because it provides an additional dimension of history to a character who can otherwise become single-minded in their focus to increase their knowledge of fighting or the numenera, respectively.

Followers, page 17

Additional Equipment: A set of expensive clothing suitable for nobility.

Noble Advantage: If you wish, you can swap an ability gained from your type for the following.

Servant. Your name entitles you to a level 2 follower. One of their modifications must be for tasks related to serving as your personal assistant. You can ask your servant to deliver things for you, run messages, pick up objects of interest or items on a list—pretty much whatever you want, within reason. They can also run interference if you’re trying to avoid someone, help hide you from the attention of others, help you muscle through a crowd, and so on. Enabler.

Minor Effect Suggestions: The next time you attempt to command, captivate, or otherwise influence the same foe, the task is eased.

Major Effect Suggestions: The foe is influenced, captivated, or otherwise affected by your ability for twice as long as normal.

Tier 1: Privileged Nobility. You are adept at claiming the rewards that a noble background can generate. When recognized, you can be seated at any eating establishment no matter how full, get a room in an inn even if that means others are turned out, be let into any court or other structure where laws are decided or nobility rules, be invited to any gala, and get a seat at a private function of any sort. In addition, you are trained in persuasion. Enabler.

Tier 2: Trained Interlocutor. Through wit, charm, humor, and grace (or sometimes rudeness, threatening posture, and obscenity), you’re better able to talk others into what you want. You are trained in all interactions. Enabler.

Tier 3: Ability Choice. Choose either Command or Noble’s Courage as your tier 3 ability.

Command (3 Intellect points). Through sheer force of will, you can issue a simple imperative command to a single living creature, who then attempts to carry out your command as its next action. The creature must be within short range and able to understand

you. The command can’t inflict direct harm on the creature or its allies, so “Commit suicide” won’t work, but “Flee” might. In addition, the command can require the creature to take only one action, so “Unlock the door” might work, but “Unlock the door and run through it” won’t. A commanded creature can still defend itself normally and return an attack if one is made on it. If you possess a type ability that allows you to command a creature, you can target two creatures at once as your base effect if you use either ability. Action.

Noble’s Courage (3+ Intellect points).

Your noble lineage teaches that courage is necessary to do things that are difficult, tedious, or dangerous. When your mind would be negatively affected by an effect of up to level 4, whether something as overt as a psychic command or illness or something as subtle as fear or even boredom, your courage neutralizes the effect for up to a minute or, if actively being attacked, until the next attack. For each level of Effort applied, you can increase the level of the effect you can neutralize by 1. Enabler.

Community Tasks Any PC Can Attempt, page 310

**DESCENDS FROM NOBILITY
COMMUNITY BENEFITS**

A character who Descends From Nobility gains a few additional benefits they can attempt as **community tasks**.

At tier 3, while a noble is present within the community, and actively and personally working on behalf of that community, they can undertake a community task to rouse defenders to additional ferocity, adding an additional +1 to the damage inflicted by the community or horde.

At tier 6, while a noble is present within the community, and actively and personally working on behalf of that community, they can undertake a community task to make plans that bolster the community during a crisis, adding an additional +2 to either damage inflicted or health on the *following* phase.



A PC who Leads, Fights With a Horde, Descends From Nobility, or has a similar focus related to leading others is likely to find their experience more satisfying if they choose play against expectations by selecting something other than Arkus as their type.

Leads, page 83

Descends From Nobility, page 73

Arkus, page 7

Tier 4: Retinue. Four additional level 2 followers join you (and your first servant, if you have one). One of their modifications must be for tasks related to serving as your personal assistants. In addition to other tasks they might individually take on your behalf, they can also work together to run interference if you're trying to avoid someone, help hide you from the attention of others, help you muscle through a crowd, and so on. If a situation becomes physically violent, they provide an asset to your Speed defense tasks and, if you command it, try to hold a foe's attention while you escape. Enabler.

Tier 5: Asserting Your Privilege (3 Intellect points). Acting as only a privileged noble can, you verbally harangue a foe who can hear you so forcefully that they are unable to take any action, including attacks, for one round. Whether you succeed or fail, the difficulty of the next action the target takes is hindered. Action.

Tier 6: Ability Choice. Choose either Font of Inspiration or Mind of a Ruler as your tier 3 ability.

Font of Inspiration (7 Intellect points).

An allied character within immediate range gains a free level of Effort on their next turn. Once this ability is used, others can't gain inspiration from you again until after you make a recovery roll. Action.

Mind of a Ruler (6 Intellect points). When you develop a course of action to deal with a future situation, you can ask the GM one very general question about what is likely to happen if you carry out the plan, and you will get a simple, brief answer. Action.



EMERGED FROM THE OBELISK

There is a gap in your memory lasting well over a year. One moment, you were marveling at the appearance of a floating obelisk. The next, you were waking up in a shallow crater, being helped up by a traveler. They witnessed you emerging from the side of that same obelisk, then falling and smiting the ground. Instead of dying, you made a crater, because your body was somehow changed and had become crystalline.

You've tried to return to the obelisk in an attempt to determine what happened to you, but failed. Eventually, you hope to return. Until then, you explore, hoping to learn more about the numenera in general and master more of your own crystalline nature in particular.

Any character type can have emerged from an obelisk, though the crystalline body they enjoy is most likely to be appreciated by Glaives and Delves.

Connection: Choose one of the following.

1. Pick one other PC. When your appearance raises concerns among other people who don't know you, this character seems interested in giving you support and knowledge to help you fit in.
2. Pick one other PC. They saw you emerge from the obelisk and came to your aid.
3. Pick one other PC. They saw you emerge from the obelisk but thought you were a numenera device to be salvaged, which is how you got off on the wrong foot. It's up to you whether you still hold a grudge.
4. Pick one other PC. In the past, this character has indulged you by listening to you wonder about your origins, how to get into obelisks, and why you might have been ejected.

Additional Equipment: A 1-pound (450 g) chunk of inert amber crystal.

Minor Effect Suggestions: Your foe is dazed for one round, during which time all their tasks are hindered.

Major Effect Suggestions: Your foe loses their next turn.

Tier 1: Crystalline Body. You are composed of animate, translucent crystal the color of amber. Work with your GM to decide your exact form,

Emerged From the Obelisk GM intrusions:

Entities that expelled the character from the obelisk send hunters to kill them. Sometimes, iotum and artifacts react weirdly with someone made of amber crystal.



Free level of Effort, page 103

Weird creatures are something that explorers might expect to see on a regular basis, and someone who has emerged from an obelisk qualifies. However, residents in small communities and others who do not travel often will likely be highly suspicious and perhaps even afraid of such a character, at least initially.



Free level of Effort,
page 103

though it is likely about the shape and size of a humanoid. Your crystal body grants you +2 to Armor and +4 to your Might Pool. However, you're not quick and your Speed defense tasks are hindered. Certain conditions, like mundane diseases and poisons, do not affect you. Enabler.

NONHUMANOID CRYSTALLINE FORM

If your character who Emerges From the Obelisk is significantly different from a regular human shape—such as if you choose to be a levitating crystal shard—you'll have to work with your GM to come up with an alternative method for manipulating objects like a regular human could, whether that's short-range telekinesis or crystalline tendrils.



Special Healing. Your crystalline body repairs itself more slowly than that of living flesh. You have only the one-round, one-hour, and ten-hour recovery rolls available each day; you do not have a ten-minute recovery roll available. Any ability you have that requires a ten-minute recovery roll instead requires a one-hour recovery roll. Enabler.

Tier 2: Amber Levitation (3+ Intellect points). You learn how to energize your crystalline form and lift away from the pull of gravity. You can levitate an immediate distance in any direction each round for up to a minute. Each level of Effort applied allows you to lift one other creature of up to your size, assuming they can come up with some way to secure themselves to you. Action to initiate.

Tier 3: Ability Choice. Choose either Inhabit Crystal or Immovable as your tier 3 ability.

Inhabit Crystal (4 Intellect points). You transfer your body and whatever you are carrying into a crystal at least the size of your index finger. While in the crystal, you are aware of what is going on around it, seeing and hearing through the crystal. You can even speak through the crystal and carry on conversations. You cannot take actions other than to exit the crystal. You remain within as long as you wish, but you are not in stasis and should exit to eat, drink, sleep, and so on as normal (breathing is not an issue). If the crystal is destroyed or takes major damage while you are within it, you immediately exit, cannot act for three rounds, and move two steps down the damage track. Action to enter and exit.

Immovable. You can attempt a Might task to avoid being knocked down, pushed back, or moved against your will even if the effect attempting to move you doesn't allow it. If you apply Effort to this task, you can apply two free levels of Effort. In addition, you gain +3 to your Might Pool. Enabler.

Tier 4: Crystal Lens. You can focus the inherent energy surging through your crystalline body. This allows you to fire a blast of energy that inflicts 5 points of damage at a target within very long range. Action.

Tier 5: Resonant Frequency. You can infuse an item of up to level 7 that you can hold in one hand with a special vibration generated from your core. The object then functions as if two levels higher for one minute. At the end of that minute, the resonant frequency ramps up exponentially until the object finally shatters

from the energy buildup. Anything within immediate range of the detonation suffers 5 points of damage. Action to initiate.

Tier 6: Ability Choice. Choose either Resonant Quake or Return to the Obelisk as your tier 6 ability.

Resonant Quake (7 Intellect points). You can infuse the ground beneath you with a special vibration generated from your core. This creates a small quake whose epicenter you can select within a very long distance. Everyone within short range of the epicenter is subject to 8 points of damage (from shaking and being struck by toppling objects, crumbling walls, and so on). However, you are dazed for a round afterward yourself, during which time all your tasks are hindered. If you have the Nano ability *Move Mountains*, both abilities cost 3 fewer Intellect points to use. Action.

Return to the Obelisk (7+ Intellect points). You transfer your body and personal possessions into a crystal of any size and exit from another crystal of any size, including any crystal obelisks that you are aware of. You must know of the crystal you are going to use as an exit before you enter the first crystal. You can take one additional creature with you for each level of Effort applied. Action.

EXPLORES YESTERDAY

What things were like long ago fires your imagination. You are equally thrilled to learn about how a dead civilization lived as you are to regain a still-functioning oddity, cypher, or iotum that the dead civilization used. For you, knowledge is an end in itself, but that doesn't make you naive to the dangers exploration poses. The opposite is true, which is why you're no slouch when it comes to defending yourself. You're a born excavator and explorer, adept at moving and maneuvering, making discoveries, and resisting the dangers that forgotten places often hold.

You probably wear sensible garments that can stand up to both rain and sun, as well as a hat or head wrapping to keep off the sun and extra water for when the trail peters out in the middle of nowhere.

Connection: Choose one of the following.

1. Pick one other PC. This character has been your partner in previous explorations, and the

two of you work so well together that you both gain +1 to any roll when you collaborate on the same task, fight the same foe, and so on.

2. Pick one other PC. This character nearly drowned while following you on one of your excavations. It's up to them whether they trust you enough to go exploring with you again.

3. Pick one other PC. They suspect that you were involved with criminals who stole from the *Amber Gleaners*. Whether you were or not is up to you.

4. Pick one other PC. You suspect this character possesses secret knowledge of a hidden tomb, lost city, or treasure. Whether they really do or not remains up to them to decide.

Additional Equipment: Bag of excavation tools.

Minor Effect Suggestions: You can take an extra action. You may use this action only to perform a movement-related activity or a knowledge-based activity, such as trying to climb a treacherous cliff or attempting to decipher strange cave markings.

Major Effect Suggestions: Speed defense tasks you attempt before the end of the next round are eased.

Tier 1: Trained Excavator. You are trained in perception, climbing, and salvaging numenera tasks. Enabler.

Tier 2: Resilient. In your explorations of uncivilized regions, you've been exposed to all sorts of terrible things and have developed a general resistance. You gain +1 to Armor and are trained in Might defense tasks. Enabler.

Tier 3: Ability Choice. Choose Fellow Explorer or Weapon Master as your tier 3 ability.

Fellow Explorer. You gain a level 2 follower. One of their modifications must be for tasks related to perception. Enabler.

Weapon Master. Excavating the past means entering ruins that are often filled with dangers, some of which can be overcome by force. Choose one kind of weapon you can use. You gain a +1 bonus to damage with that weapon. Enabler.

Tier 4: Got a Feeling (4 Intellect points). Your experience excavating the ruins of the prior worlds gives you an uncanny intuition when it comes to finding things. While exploring, you

Amber Gleaners,
page 245



Move Mountains,
page 43

Explores Yesterday GM intrusions: *Exciting new discoveries often come with unpleasant—and dangerous—surprises.*

Followers, page 17



Getting between an excavator and what they want to learn is like getting between a ravage bear and its prey.

can extend your senses up to 1 mile (1.5 km) in any direction and ask the GM a very simple, general question—usually a yes-or-no question—about that area, such as “Is there an abhuman encampment nearby?” or “Is there iotum to be found in that rusted hulk?” If the answer you seek is not in the area, you receive no information. Action.

Tier 5: Maneuvering Adept. If you apply at least one level of Effort to a task involving climbing, jumping, balancing, or some other kind of maneuvering, you get a free level of Effort. Enabler.

Tier 6: Ability Choice. Choose Incredible Recovery or Quick Hands as your tier 6 ability.

Incredible Recovery (6 Might points). You move up one step on the damage track or shake off any unwanted ongoing condition. Action.

Quick Hands (5 Speed points). Being quick with a chosen weapon is important for excavators who come across an unexpected and aggressive threat. Choose one kind of weapon you can use (if you have the Weapon Master ability, this can be the same kind of weapon that you chose for Weapon Master). Once per round, you can make an additional attack with it. Make separate attack rolls for each foe, but both attacks count as a single action in a single round. You remain limited by the amount of Effort you can apply on one action. Anything that modifies your attack or damage applies to both of these attacks. Enabler.

FIGHTS WITH A HORDE

You were once part of a much larger martial society, where you held a position of elevated respect. The society might have been a tribe of abhumans, a military unit, a secret group of warriors that live in a limited dimension, or something else. Whatever the specifics (which you and your GM should work together to decide), you formed close personal ties with them and trained to fight in small and large groups alike. But at some point, you left, perhaps to seek your destiny, because you were exiled, or because everyone in the society spends a significant time away before returning to retire. Though you are gone, the lessons of teamwork and leadership that you learned while part of that society remain with you.

Whatever you wear, it likely includes the symbol, insignia, or some other reminder of the group you left behind.

Connection: Choose one of the following.

1. Pick one other PC. You're related, either siblings or cousins, but were separated when you were young.
2. Pick one other PC. They're a good fighter, but if you could teach them a few things about working together, they'd improve.
3. Pick one other PC. This character doesn't seem to approve of your past association.
4. Pick one other PC. Long ago, the two of you were on opposite sides of a fight. You won, thanks to your association with your martial society. Whether they remember you or still hold a grudge is up to them.

Additional Equipment: A melee weapon you gained from your association with the martial society with their symbol or crest on the hilt.

Minor Effect Suggestions: Your foe is knocked to the ground.

Major Effect Suggestions: Your foe is held immobile and can't take their next turn.

Tier 1: Teamwork. Through example, acts of camaraderie, stories of martial prowess, or other forms of instruction, you and your allies work better together as a cohesive unit. During any round in which you rally your team (by spending 2 Intellect points as part of another action), you and your allies inflict 1 additional point of damage in combat. This benefit applies only to allies with whom you have spent the last 28 hours. It ends if you leave, but it resumes if you return to your allies' company within 28 hours. If you leave for more than 28 hours, you must spend another 28 hours together to reactivate the benefit. Enabler.

Tier 2: Nucleus of a Horde. One level 3 follower associated with your past martial connection joins you and the rest of your allies. One of their modifications must be for providing an asset to attacks or defenses. They don't accompany you everywhere, but you can assign the follower specific tasks like helping you guard a community's perimeter for a day or accompanying you on an expedition. Enabler.

Tier 3: Ability Choice. Choose either Enhance Dexterity or Enhance Strength as your tier 3 ability.

Enhance Dexterity. When the follower from your Nucleus of a Horde ability is near you and working with you to accomplish tasks that depend on agility—such as balancing, winning a foot race, or hitting someone with a ranged weapon—your follower provides an asset on those tasks, even if those aren't their modifications. Enabler.



Free level of Effort,
page 103

Followers, page 17

Fights With a Horde

GM intrusions: A horde might flee, attack a community, or put forth a challenger to your leadership.



Enhance Strength. When the follower from your Nucleus of a Horde ability is near you and working with you to accomplish tasks that depend on brute force—such as moving a heavy object, smashing down a door, or hitting someone with a melee weapon—your follower provides an asset on those tasks, even if those aren't their modifications. Enabler.

Tier 4: Growing Horde. A group of four additional level 3 followers associated with your past martial connection joins you and the rest of your allies (and those gained by Nucleus of a Horde, for a total of five followers from your martial society). One of their modifications must be for providing you an asset to attacks or defenses. They don't accompany you everywhere, but you can assign them specific tasks like helping you guard a community's perimeter for a day or accompanying you on an expedition. Enabler.

Tier 5: Horde Tactics (7 Might points). For up to one hour a day, you and your allies can act like a single creature. Use your stats, but add +8 to your Might Pool, +1 to your Might Edge, +2 to your Speed Pool, +1 to your Speed Edge, and +1 to your Armor. Alternatively, you and your group can act as a rank 1 horde for one hour. Enabler.

Tier 6: Ability Choice. Choose either Advance Rank or Charging Horde as your tier 6 ability.

Advance Rank (10 Might points). For the next hour, the rank of any horde you fight with is increased by 1. If you have the Glaive ability Rampaging Beast Horde, Advance Rank also applies. Enabler.

Charging Horde (7 Might points). You and your followers gained from this focus can act like a single creature to make a charge attack. When you do, all of you move up to a short distance, during which time you can attack anything that comes within immediate range along your path with an asset to the attack. Targets that take damage take an additional 3 points and are knocked prone. Action.

FUSES MIND AND MACHINE

You believe that the finest machine ever created is the human brain, and experience and training have taught you that any machine can be improved. Through the use of implants and mechanical enhancements, your brain processes input faster, stores more information, and eventually can tap right into the datasphere. Mentally, you function on an entirely different level than your fellows.

Did you make these improvements yourself? Did someone else? Was it with your blessing

Rampaging Beast Horde, page 39

When a character commands the Nucleus of a Horde fortified with Growing Horde to protect a ranked community, that community increases its rank by 1 as long as the followers remain active.

Community stats, page 301

Community actions, page 305

Fuses Mind and Machine GM intrusions:

Machines malfunction and shut down. Powerful machine intelligences can take control of lesser thinking machines. Some people don't trust a person who isn't fully organic.

Augments Flesh With Grafts, page 59



Mind Reading, page 41

Free level of Effort, page 103

or against your will? Regardless, you are now more than just a person. You are both living creature and machine. But unlike someone who *Augments Flesh With Grafts*, all of your refinements and upgrades are on the inside. You don't need mech eyes or metal arms to be enhanced. It's all about what's inside your skull.

Nanos are most often those who fuse their mind with machines, but Arkai and Wrights are almost as likely to do so.

Connection: Choose one of the following.

1. Pick one other PC. This character knows a few things that can help when your implants and enhancements malfunction.
2. Pick one other PC. They seem to find you off-putting. You wonder if it's because you're clearly smarter than they are or if it's for some other reason.
3. Pick one other PC. This character has a small device that can shut down your brain with a single switch. However, you don't think they have any idea what it is or what it can do.
4. Pick one other PC. Within your memory circuits, you have data of someone who looks just like this character committing terrible crimes—hundreds of years ago. You have no explanation.

Additional Equipment: You have an artifact that protects your implants and enhancements from disruption or intrusion. Resisting such attacks is eased.

Minor Effect Suggestions: You foresee your foes' moves so well that your Speed defense rolls for the next round gain an asset.

Major Effect Suggestions: Processing surge! On your next action, you can use points from your Intellect Pool on Might or Speed tasks.

Tier 1: Mechanical Assistance. You gain +4 to your Intellect Pool through the use of implants and tiny processing devices. Enabler.

Stored Memories. You are trained in one area of knowledge of your choice (history, geography, astronomy, and so on). Enabler.

Tier 2: Network Tap (4 Intellect points). You can ask the GM one question and get a very short answer if you succeed on an Intellect roll against a difficulty assigned by the GM. The more obscure the answer, the more difficult the task. On a failed roll, feedback or perhaps some defense from the datasphere itself inflicts 4 points of Intellect damage on you (ignores Armor). Action.

Tier 3: Ability Choice. Choose either Action Processor or Machine Telepathy as your tier 3 ability.

Action Processor (4 Intellect points).

Drawing upon stored information and the ability to process incoming data at amazing speeds, you are trained in one physical task of your choice for ten minutes. For example, you can choose running, climbing, swimming, Speed defense, or attacks with a specific weapon. Action to initiate.

Machine Telepathy (3 Intellect points). You can read the surface thoughts of a machine within short range of you, even if the machine doesn't want you to. You must be able to see the machine. Once you have established contact, you can read the target's thoughts for up to one minute. If you or the target move out of range, the connection is broken. If you have the Nano's *Mind Reading* ability, when you apply Effort to Machine Telepathy, you gain a *free level of Effort*. Action to initiate.

Tier 4: Processing Power. You gain +5 to your Intellect Pool. Enabler.

More Stored Memories. You are trained in one area of knowledge of your choice (history, geography, astronomy, and so on). Enabler.

Tier 5: See the Future (6 Intellect points).

Based on all the variables you perceive, you can predict the next few minutes. This has the following effects:

- For the next ten minutes, your defense rolls gain an asset.
- You have a sort of danger sense. For the next ten minutes, you gain an asset in seeing through deceptions and attempts to betray you, as well as avoiding traps and ambushes.
- You know what people are probably thinking and what they will say before they say it. For the next ten minutes, you gain an asset to tasks involving interaction and deception. Enabler.

Tier 6: Ability Choice. Choose either Machine Enhancement or Reboot as your tier 6 ability.

Machine Enhancement. Any time you use Effort on an Intellect action, add one of the following enhancements to the action (your choice):

- A free level of Effort
 - An automatic minor effect
- Enabler.

Reboot. In addition to your normal recovery rolls each day, you can—at any time between ten-hour rests—recover 1d6 + 10 points to your Intellect Pool. Action.

Generally, knowledge that you could find by looking somewhere other than your current location is level 1, while obscure knowledge of the past is level 7. Gaining knowledge of the future is impossible.

HUNTS ABHUMANS

Abhumans are a threat to humanity. You know this more than anyone. The threat is obvious—bestial abhumans attack villages, caravans, and travelers all the time in the wilderness. But the threat is also far subtler. The progenitors of the abhumans were once human. They gave up their humanity to become horrific, monstrous things. How this happened, or how long ago, are things you cannot conceive. But you know that they are true, so abhumans must be eradicated for the good of all.

Abhuman hunters are usually Glaives who wear tough but practical armor and carry a wide variety of weapons. But a Jack, Delve, or Nano could join their ranks as well, becoming decidedly more warriorlike than their fellows. Abhuman hunters spend much of their time stalking through the wastelands and desolate wilds as well as guarding what few roads and paths connect the towns and villages of the Ninth World.

Connection: Choose one of the following.

1. Pick one other PC. This character has had experiences with abhumans in the past, and you'd like to know more about them.
2. Pick one other PC. You are friends, and you'd hate to see this character harmed.
3. Pick one other PC. This character doesn't understand just how dangerous and horrible abhumans can be.
4. Pick one other PC. Abhumans are sometimes drawn to certain people. They always seem to attack those people first and with more fervor. This character appears to be one such person.

Minor Effect Suggestions: Your foe is so intimidated by your prowess that it backs away, unwilling to attack. It can still defend itself.

Major Effect Suggestions: Your foe is terrified by your skill and flees.

Tier 1: Tracker and Hunter. You are trained in tracking, looking for, interacting with, and hiding from abhumans. Enabler.

Abhuman Fighter. You inflict 2 additional points of damage when fighting abhumans. Enabler.

Tier 2: Abhuman Sense (2 Intellect points). For one hour, through scent, specific signs, and past experience, you know when abhumans are within long range. Enabler.

Expert Combatant. Choose one type of attack in which you are not already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy

ranged. You are trained in attacks using that type of weapon. Enabler.

Tier 3: Ability Choice. Choose either Answering Attack or Horde Fighting as your tier 3 ability.

Answering Attack (3 Speed points). If you are struck in melee, you can make an immediate melee attack against that attacker once per round. The attack is hindered, and you can still take your normal action during the round. Enabler.

Horde Fighting. When two or more foes attack you at once in melee, you can use them against each other. You gain an asset to Speed defense rolls or attack rolls (your choice each round) against them. Enabler.

Tier 4: Improved Abhuman Fighter. You inflict 3 additional points of damage when fighting abhumans. Enabler.

Tier 5: Abhuman Slayer. When fighting abhumans, your attack rolls and defense rolls gain an asset. Enabler.

Tier 6: Ability Choice. Choose either Abhuman Anathema or Master Combatant as your tier 6 ability.

Abhuman Anathema. When fighting abhumans, you can apply a free level of Effort to all attack rolls and defense rolls if you first apply a level of Effort to one of those tasks. Enabler.

Master Combatant. Choose one type of attack in which you are already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are specialized in attacks using that type of weapon. Enabler.

Hunts Abhumans GM intrusions: *Abhumans are often smart enough to take out the biggest threat first. They sometimes make surprising use of poison, traps, and ambushes.*



Abhumans, page 13



Imparts Wisdom GM intrusions: *Sometimes NPCs take offense at being told what to do and only dig their heels in more fully.*

IMPARTS WISDOM

You've studied philosophy and other higher truths. But you do more than learn about such esoteric teachings; you practice them. Every day you consider hard questions or questions that everyone else has an easy answer for. That's just the way you live. By focusing on things that bear on life, existence, and the underlying principles that guide the most sublime processes in the universe, you know contentment. Others often see in you a teacher, a higher being, or perhaps even some sort of savior. However, you see yourself as merely another student studying at the feet of eternity.

You probably wear bright clothes and cloaks with many pockets for collecting bits of this and that for study, and you may have voluminous bags for your books.

Connection: Choose one of the following.

1. Pick one other PC. This character also yearns for enlightenment. You both gain +1 on any die rolls when you collaborate on the same task, fight the same foe, and so on.

2. Pick two other PCs. You have seen them, or someone who looked like them, stray from the path of wisdom before you became allies. You can choose whether or not to share that information. These characters can choose whether it was really them (it might not have been), and they may or may not share that information in return.

3. Pick one other PC. This character never seems to learn from you, and you both gain -1 on any die rolls when you collaborate on the same task, fight the same foe, and so on.

4. Pick one other PC. This character is so wrong in everything that you feel obligated to try to help them better understand the world. Whether or not the character is interested is up to them.

Wisdom Benefits: If you wish, you can swap an ability gained from your type for the following.

Philosophic Confusion (1 Intellect point).

Your esoteric words confuse a creature that can understand you, making it stand without taking actions as it attempts to pierce the puzzle set before it. For as long as you do nothing but pontificate (you can't even move), the other creature takes no actions other than to defend itself, even over multiple rounds. If the creature is attacked, the effect ends. If you have a type ability that accomplishes the same thing, you can attempt to use either ability on two creatures at a time. Action.

Minor Effect Suggestions: You don't have to use an action ahead of time to use your next Learning the Path or Imparting the Path ability.

Major Effect Suggestions: Intuition flares, and you can ask the GM one question about what you're looking at.

Tier 1: Learning the Path (2 Intellect points).

You observe or study a creature, object, or location for at least one round. The next time you interact with it (possibly in the following round), a related task (such as persuading the creature, attacking it, or defending from its attack) is eased. Action.

Philosophy. You are trained in two areas of knowledge of your choice.



Tier 2: Imparting the Path. Through example, teaching, and frank speech about piercing what only *seems* to be mysterious in the world, you impart wisdom to your allies. After spending 28 hours with you, each of your friends can ease one task once per day. This benefit is ongoing while you remain in the friend's company. It ends if you leave, but it resumes if you return to the friend's company within 28 hours. If you leave the friend's company for more than 28 hours, you must spend another 28 hours together to reactivate the benefit. Enabler.

Tier 3: Ability Choice. Choose either Genius or Soothe Mind and Body as your tier 3 ability.

Genius. The more you accumulate wisdom, the sharper your mind becomes. You gain +5 to your Intellect Pool. Enabler.

Soothe Mind and Body. The body and the mind are connected. All healing tasks you attempt are eased by two steps. Enabler.

Tier 4: Inspire Action (4 Intellect points). If one ally can see and easily understand you, you can instruct that ally to take an action. If the ally chooses to take that exact action, they can take it as an additional action immediately. Doing so doesn't interfere with the ally taking a normal action on their turn. If you have the Arkus ability of the same name, when you use either ability, you can also move up to a short distance as part of the same action. Action.

Tier 5: Change the Paradigm (6+ Intellect points). You sway the worldview of a creature you spend at least one round speaking to, as long as it can understand you. The creature changes its mind on some significant belief, which could include something as straightforward as helping you instead of trying to kill you, or it could be something more esoteric. This effect lasts for at least ten minutes, but it can last longer if the creature wasn't previously your foe. During this time, the creature takes actions in accordance with the wisdom you have imparted to it. The target must be level 2 or lower. In addition to the normal options for using Effort, you can also choose to use Effort to increase the maximum level of the target by one for each level applied. Action to initiate.

Tier 6: Ability Choice. Choose either Impart Understanding or Undo as your tier 6 ability.

Impart Understanding. Your Learning the Path ability works more effectively, allowing

you to ease a task by two steps or to provide two assets to a friend's task, instead of easing normally. Enabler.

Undo (5 Intellect points). What just happened isn't what actually happened; it was a thought experiment. Knowing better, you can effectively undo a single creature's most recent action. That creature can then immediately repeat the same action or try something different. Action.

LEADS

Using charisma, natural leadership, and perhaps some training, you command the actions of others, who follow you willingly. You are a commander, a captain, a leader, or a general. Your skills allow you to make people do what you want, but you also have the wisdom to know what actions would be best for your followers and allies.

Since you need the respect of others, you probably dress and carry yourself in such a way that inspires, endears, or intimidates. You have a voice suited to barking orders that can be heard even on a noisy battlefield.

Arkai are already leaders, so only a few will choose to further enhance their expertise. Glaives make excellent military leaders, but a Jack could easily lead a group of explorers or a den of thieves. A Nano might be the head of a group of "mages" or scholars, or they might have a gang of bodyguards as followers.

Connection: Choose one of the following.

1. Pick one other PC. This character was once a follower of yours, but you have since grown to think of them as a peer.
2. Pick one other PC. Independent and stubborn, they are not affected by your abilities.
3. Pick one other PC. They introduce you to the follower you gain at tier 2.
4. Pick one other PC. You were once very close with this character in the distant past.

Additional Equipment: You have an artifact that allows you to tag up to seven followers. By looking into the glass plate on the device, you can determine their distance and direction relative to you. The tagging process is somewhat demeaning, so it is likely that only your followers would ever submit to it.

Minor Effect Suggestions: The next time you attempt to command, captivate, or otherwise influence the same foe, the task is eased.

Major Effect Suggestions: The foe is influenced, captivated, or otherwise affected by your ability for twice as long as normal.

Leads GM intrusions:

Followers fail, betray, lie, become corrupted, get kidnapped, or die.



Healing, page 121



Glaive, page 28

Jack, page 44

Arkus, page 7



Helping, page 118

Followers, page 17

The GM may require that you actually look for a suitable follower as a long-term task.

Long-term tasks, page 324

Community stats, page 301

Community interactions, page 305

Tier 1: Natural Charisma. You are trained in all social interactions, whether they involve charm, learning a person's secrets, or intimidating others. Enabler.

Good Advice. Anyone can help an ally, easing whatever task they're attempting. However, you have the benefit of clarity and wisdom. When you help another character, they gain an additional asset. Enabler.

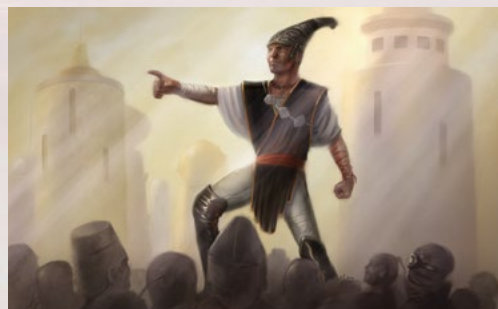
Tier 2: Lead From the Front. No one is going to allow themselves to be governed by someone not willing to lay it on the line themselves. Thus, you constantly test yourself, and this toughens you. You gain +3 to your Might Pool. Enabler.

Follower. You gain a level 2 follower. They are not restricted on their modifications other than the general restriction that followers of level 2 and lower cannot grant an asset to a character's attacks or defense. Enabler.

Tier 3: Ability Choice. Choose Command or Improved Follower as your tier 3 ability.

Command (3 Intellect points). Through sheer force of will and charisma, you issue a simple command to a single living creature, which attempts to carry out your command as its next action. The creature must be within short range and be able to understand you. The command can't inflict direct harm on the creature or its allies, so "Commit suicide" won't work, but "Flee" might. In addition, the command can require the creature to take only one action, so "Unlock the door" might work, but "Unlock the door and run through it" won't. A commanded creature can still defend itself normally and return an attack if one is made on it. If you possess a type ability that allows you to command a creature, you can target two creatures at once as your base effect if you use either ability. Action.

Improved Follower. You gain a level 3 follower. They are not restricted on their modifications. You can take this ability multiple times, each time gaining another level 3 follower. Enabler.



Tier 4: Captivate or Inspire. You can use this ability in one of two ways. Either your words keep the attention of all NPCs that hear them for as long as you speak, or your words inspire all NPCs that hear them to function as if they were one level higher for the next hour. In either case, you choose which NPCs are affected. If anyone in the crowd is attacked while you're trying to speak to them, you lose the crowd's attention. Action to initiate.

Tier 5: Confidence. Leaders inspire confidence, and confidence comes from real ability. You gain 6 new points to divide among your stat Pools however you wish. Enabler.

Tier 6: Ability Choice. Choose either Band of Followers or Mind of a Leader as your tier 6 ability.

Band of Followers. You gain four level 3 followers. They are not restricted on their modifications. Enabler.

Mind of a Leader (6 Intellect points). When you develop a plan that involves your followers, you can ask the GM one very general question about what is likely to happen if you carry out the plan, and you will get a simple, brief answer. Action.

LEADS COMMUNITY BENEFITS

A character who Leads gains a few additional benefits they can apply when ranked communities interact.

At tier 1, a leader who actively and personally spends their time talking to the community using their Good Advice ability to provide additional insight into a particular task adds +1 to the community's infrastructure.

At tier 4, a leader who actively and personally spends their time using Captivate or Inspire to inspire the community or horde to be their best selves raises the effective rank of the community or horde by 1 for that period. This ability is draining for the populace (not to mention the leader) and can't be sustained for more than a few hours.

At tier 6, when a leader whose Band of Followers has at least one modification for attacks or defense commands that band to a ranked community's or horde's defense, they increase the community's or horde's rank for attacks by 1.

LEARNS FROM ADVERSITY

You've been around, which means that you've experienced the pendulum swings that living delivers to every creature. No matter the heights that someone might attain, situations change, disasters happen, friends die, and mistakes are made. No matter how brilliant you might be, or believe yourself to be, those mistakes are often made by you. What distinguishes you from others is that you learn from those mistakes. You learn from the past and use experience as your guide. You're older than many, but you've seen some amazing things in that time, and you can draw on that experience to do amazing things.

As someone who's survived the long years and trials of life, you probably dress simply and practically. Though older than most others who risk exploration, you remain fit, lean, and probably have either no hair or hair as white as the frozen water that's said to cover the land in the far south.

Glaives, Jacks, and Arkai are most likely to prefer the focus Learns From Adversity.

Connection: Choose one of the following.

1. Pick one other PC. You languished in some kind of terrible situation until this character plucked you out of it. You learned a lot from that experience.
2. Pick one other PC. They don't seem to think much of your experience.
3. Pick one or more other PCs. They came looking for help with a problem and found you. It's up to them whether they're satisfied with what they found or not.
4. Pick one other PC. This character believes you're some kind of legend based on a decade-old story about you that's grown in the telling. Sometimes, that makes you confident. Other times, it's a lot to live up to.

Additional Equipment: A book filled with knowledge on a topic of your choice.

Minor Effect Suggestions: The range or duration of one of your abilities is doubled.

Major Effect Suggestions: You can take another action on the same turn.

Tier 1: Quicker Than Most. Experience has honed your reaction times, because those who act first gain the advantage in most situations. You're trained in tasks related to initiative, seeing underlying patterns, and solving puzzles. Enabler.

Toughened Up. Adversity has made you tougher. You gain +3 to your Might Pool. Enabler.

Tier 2: Inner Defense. Life's trials have toughened you and made you hard to read.

You are trained in any task to resist another creature's attempt to discern your true feelings, beliefs, or plans. You are likewise trained in resisting torture, telepathic intrusion, and mind control. Enabler.

Mental Fortitude. Your mind is stronger for overcoming bad experience. You gain +3 to your Intellect Pool. Enabler.

Tier 3: Ability Choice. Choose either Know Their Faults or Tall Tale as your tier 3 ability.

Know Their Faults. You don't live as long as you have without learning what makes others tick. If a creature that you can see has a special weakness, such as a vulnerability to loud noises, a negative modification to perception, and so on, you know what it is. Ask and the GM will tell you; usually, this is not associated with a roll, but in certain cases the GM may decide that there is a chance for you not to know. In these cases, you are specialized in knowing creature weaknesses. Enabler.

Tall Tale (3 Intellect points). You tell a short anecdote to a foe that can understand you about something you've witnessed in your life that's so over the top yet so convincing that, if you are successful, the foe is dazed for one minute, during which time its tasks are hindered. Action.

Tier 4: Seize Opportunity (4 Speed points).

You've learned that you have to react instantly when danger threatens. Once per round, if you succeed on a Speed defense roll to resist an attack, you gain an action. You can use it immediately even if you have already taken a turn in the round. If you use this action to attack, your attack is eased. You don't take an action during the next round. Enabler.

Tier 5: Twist of Fate. Experience has taught you a lot, including that luck is sometimes something that you have to make for yourself. When you roll a 1, you can reroll. You must use the new result, even if it's another 1. Enabler.

Expeditious. Learning from adversity includes recognizing when to move quickly. You gain +3 to your Speed Pool. Enabler.

Tier 6: Ability Choice. Choose either Exploit Advantage or Lethal Ploy as your tier 6 ability.

Exploit Advantage. Even if you can do something well, you've learned that you can always do it even better. Whenever you have an asset for a roll, you ease the task by one additional step. Enabler.

Lethal Ploy (5+ Intellect points). Long experience has revealed to you that subterfuge

Learns From Adversity GM intrusions: *Life always has new and potentially hurtful or even deadly lessons to teach.*

Those who've endured defeat, struggled against the odds, known loss, and suffered deeply are primed to learn from adversity. Not everyone is able to appreciate such bitter lessons, but the few who do so can go far.



is your friend in desperate situations. You push, attack, or distract the target in some seemingly inconsequential way that leads to the target's death. The target must be level 2 or lower. In addition to the normal options for using Effort, you can also choose to use Effort to increase the maximum level of the target by 1. Thus, to kill a level 5 target (three levels above the normal limit), you must apply three levels of Effort. Action.

METES OUT JUSTICE

There is so much injustice in the world. It takes a special person to take it upon himself to right wrongs, protect the innocent, and punish the guilty. You are such a person.

Justicars, as they are sometimes called, are knights errant who wear armor, bear swords and shields, and travel the land looking for tyranny, corruption, and oppression. But some operate a little less ostentatiously, and sometimes justice comes from more subtle tactics. A justicar might also be a masked vigilante or just a badass who rights wrongs.

The importance of justice in your life might come from religion, your upbringing, or your highly developed sense of principles. Regardless, you not only adhere to your values, but you also believe it is your calling to act on them and help make the world more just, more fair, and more ethical. You want to see wrongdoing punished.

Although any character can be a justicar, Arkai and Glaives most often take on the role.

Connection: Choose one of the following.

1. Pick one other PC. You strongly suspect that this character has a past that might involve serious crimes or wrongdoing. You have no proof, however, and you've never witnessed them doing anything seriously wrong.

2. Pick one other PC. This character seems to share your value systems and sees right and wrong the same way you do, which is refreshing.

3. Pick one other PC. This character, while ethical, defines right and wrong in different ways than you do.

4. Pick one other PC. In the past, you and this character witnessed an event that helped shape your moral code. They may or may not have come away with a similar outlook.

Additional Equipment: You have a shield to help you protect yourself and others.

Minor Effect Suggestions: You shame or intimidate your foe so much that they are shaken and use their next turn to flee.

Major Effect Suggestions: You mark your foe permanently with a distinctive scar so that their guilt will be known by all.

Tier 1: Make Judgment. You are trained in discerning the truth of a situation, seeing through lies, or otherwise overcoming deception. Enabler.

Designation. You assign an innocent or guilty label to one creature within immediate range, based on your assessment of a given situation or a predominant feeling. In other words, someone who is labeled innocent can be innocent in a certain circumstance, or they can be generally innocent of terrible crimes (such as murder, major theft, and so on). Likewise, you can declare that a creature is guilty of a particular crime or of terrible deeds in general. The accuracy of your assessment isn't important as long as you believe it to be the truth; the GM may require you to give a rationale. Henceforth, your tasks to socially interact with someone you designate as innocent gain an asset, and your attacks against those you designate as guilty gain an asset. You can change your assessment, but it requires another designation action. The benefits of the designation last until you change it or until you are shown proof that it is wrong. Action.

Tier 2: Defend the Innocent (2 Speed points).

For the next ten minutes, if someone you have designated as innocent stands next to you, that creature shares any defensive advantages that you might have, other than mundane armor. These advantages include the Speed defense from your shield, the Armor offered from a force field, and so on. In addition, Speed defense rolls made by the innocent creature gain an asset. You can protect only one innocent creature at a time. Action to initiate.

Improved Designation. You can designate one additional creature to be innocent or guilty when you use Designation, which means up to two creatures at a time may be innocent, or two guilty, or one innocent and one guilty. Enabler.

Tier 3: Ability Choice. Choose either Defend All the Innocent or Punish the Guilty as your tier 3 ability.

Defend All the Innocent. You protect everyone within immediate range whom you have designated as innocent. Speed defense rolls made by such creatures gain an asset. Enabler.

Punish the Guilty (2 Might points). For the next ten minutes, if you attack someone

Metes Out Justice

GM intrusions: *Guilt or innocence can be complicated. Some people resent the presumption of a self-appointed judge. Passing judgment makes enemies.*

The benefits provided by Designation apply to the justicar, the justicar's allies, and anyone who hears or is told of the justicar's judgment and believes the justicar's assessment.

you have designated as guilty, you inflict 2 additional points of damage. Action to initiate.

Tier 4: Find the Guilty. If you have designated someone as guilty, you are trained in tracking them, spotting them when they are hidden or disguised, or otherwise finding them. Enabler.

Greater Designation. You can assign an innocent or guilty label to all creatures within immediate range when you use Designation. The one label applies to all affected creatures. This lasts until you use Greater Designation again. Action.

Tier 5: Punish All the Guilty (3 Speed points). You can attack up to five foes within immediate range that you have designated as guilty, all as part of the same action in one round. Make separate attack rolls for each foe, but all attacks count as a single action in a single round. You remain limited by the amount of Effort you can apply on one action. Anything that modifies your attack or damage applies to all attacks. If you also have the Glaive special ability *Spin Attack*, you inflict 1 additional point of damage when you use Punish All the Guilty. Action.

Tier 6: Ability Choice. Choose either Damn the Guilty or Inspire the Innocent as your tier 6 ability.

Damn the Guilty (3 Intellect points). You speak words of revelation and judgment to everyone within close range. Those whom you have designated as guilty take an additional 3 points of damage from any attack they receive from anyone who heard your judgment. This judgment lasts for up to one minute or until they move at least a long distance away from you. Action.

Inspire the Innocent (3 Intellect points). You speak words of encouragement and inspiration to everyone within immediate range whom you have designated as innocent. They immediately gain a free recovery roll. One person you choose can gain an immediate free action instead of a free recovery roll. Justicars who have both Inspire the Innocent and the Arkus ability *Inspiration* gain one additional effect when using Inspire the Innocent: the target who gains a free action also gains an asset on it. Action.

MOVES LIKE A CAT

You are extremely dexterous. Your speed and agility make you almost a thing of wonder. Your body is lithe, flexible, and graceful. Your training—or perhaps a bit of magic or technology—allows you to move quickly and smoothly, land safely when you fall, and avoid danger.

You likely wear tight clothing that doesn't hinder you as you move. Likewise, you probably don't allow yourself to be overburdened by a lot of equipment. You'll wear armor only if it doesn't slow you down.

Glaives are very often catlike, but Jacks can be, too.

Moves Like a Cat
GM intrusions: *Even a cat can be clumsy sometimes, especially when overconfident. A well-calculated jump isn't quite as easy as it looks. An escape move is so overzealous that it sends the character right into harm's way.*



Spin Attack, page 35

Inspiration, page 18



Needs No Weapons
GM intrusions: *Striking certain foes hurts you as much as it hurts them. Opponents with weapons have greater reach. Complicated martial arts moves can knock you off balance.*

Connection: Choose one of the following.

1. Pick one other PC. Their occasional clumsiness and loud behavior irritate you.
2. Pick one other PC. This character comes from the same place you do, and you knew each other as children.
3. Pick one other PC. You aid them with advice and a helping hand when they need it. Anytime the two of you are next to each other, balancing, climbing, and jumping tasks are eased for them.
4. Pick one other PC. They owe you a significant amount of money.

Minor Effect Suggestions: You restore 2 points to your Speed Pool.

Major Effect Suggestions: You can take a second action this round.

Tier 1: Reflexes. You gain +5 to your Speed Pool. Enabler.

Balance. You are trained in balancing. Enabler.

Tier 2: Movement. You are trained in climbing and jumping. Enabler.

Safe Fall. You reduce the damage from a fall by 5 points. Enabler.

Tier 3: Ability Choice. Choose Greater Reflexes or Hard to Pin Down as your tier 3 ability.

Greater Reflexes. You gain +1 to your Speed Edge. Enabler.

Hard to Pin Down. You are trained in all defense tasks. Enabler.

Tier 4: Quick Strike (4 Speed points). You make a melee attack with such speed that it is hard for your foe to defend against, and it knocks them off balance. Your attack is eased by two steps, and the foe, if struck, takes normal damage but is dazed so that their tasks are hindered for the next round. Action.

Tier 5: Phenomenal Reflexes. You gain an additional +5 to your Speed Pool. Enabler.

Slippery. You are trained in escaping any kind of bond or grasp. Enabler.

Tier 6: Ability Choice. Choose either Burst of Action or Deep Resources as your tier 6 ability.

Burst of Action (6 Speed points). You can take two separate actions this round. Enabler.

Deep Resources. You gain an additional +6 to your Speed Pool. Enabler.



NEEDS NO WEAPONS

You don't use weapons—you are a weapon. With powerful punches, kicks, and full-body moves, you inflict incredible damage on your foes. By focusing your energy, the combined power of your body and mind allows you to do incredible amounts of damage without depleting your energy reserves. You might have gained your skills through intense training, various implants and enhancements, genetic mutations, or any combination of these things. Whatever the origin of your feats, you likely take good care of your body, ensuring that it remains the sharpest, most dependable weapon at your disposal.

Martial artists or kasundas (as those with your training are sometimes called) are both feared and revered. They wear loose, comfortable clothing that allows them a full range of movement, and they rarely use weapons other than their body's own implements (although some carry items designed to enhance their body movements for greater effect, such as knuckle weapons, knee spikes, or boot blades).

Glaives are perhaps best suited for using their bodies as weapons, but Jacks are also good candidates. Sometimes, Arkai choose this focus because having a backup when persuasion fails is a useful leadership strategy.

Connection: Choose one of the following.

1. Pick one other PC. They seem to believe that the only true weapons are those that you can hold in your hand, and they might look at you with disdain.
2. Pick one other PC. This character seems incredibly unaware of their body and always happens to get in your way. If you miss your foe and accidentally hit someone else in close range, it's likely to be them.
3. Pick one other PC. You once trained with a close friend of theirs, and you owe that mutual friend much.
4. Pick two other PCs. Once these two heard about your skills, they expressed interest in being your students. However, only one seems to have any aptitude.

Minor Effect Suggestions: You trip your target and knock them prone.

Major Effect Suggestions: You strike your target in a limb, making that limb useless for the next minute.

Tier 1: Fists of Fury. You inflict 2 additional points of damage with unarmed attacks. Enabler.

Flesh of Stone. You have +1 to Armor if you do not wear physical armor. Enabler.

Tier 2: Advantage to Disadvantage (3 Speed points). With a number of quick moves, you make an attack against an armed foe, inflicting damage and disarming them so that their weapon is now in your hands or 10 feet (3 m) away on the ground—your choice. This disarming attack is hindered. Action.

Fighting Style. You are trained in unarmed attacks. Enabler.

Tier 3: Ability Choice. Choose either Dazing Attack or Moving Like Water as your tier 3 ability.

Dazing Attack (3 Might points). You hit your foe in just the right spot, dazing them so that tasks they attempt on their next turn are hindered. This attack inflicts normal damage. Action.

Moving Like Water (3 Speed points). You spin and move so that your defense and attacks are aided by your fluid motion. For one minute, all your attacks and Speed defense tasks gain an asset. Enabler.

Tier 4: Deflect Attacks (4 Speed points). For one minute, you automatically deflect or dodge any ranged projectile attacks. However, on your next turn after you're attacked with ranged projectiles, all your other actions are hindered. Action to initiate.

Tier 5: Stun Attack (6 Speed points). You attempt a difficulty 5 Speed task to stun a creature as part of your melee or ranged attack. If you succeed, your attack inflicts its normal damage and stuns the creature for one round, causing it to lose its next turn. If you fail, you still make your normal attack roll, but you don't stun the opponent if you hit. If you have the Jack's special ability of the same name, these abilities cost you only 3 points instead of 6 points. Action.

Tier 6: Ability Choice. Choose either Master of Style or Whirling Assault as your tier 6 ability.

Master of Style. You are specialized in unarmed attacks. If you are already specialized in unarmed attacks, you instead deal 2 additional points of damage with unarmed attacks. Enabler.

Whirling Assault (7 Speed points). For one minute, you can attack all targets within immediate range of you. All of the attacks have to be the same sort of attack (melee or ranged). Make a separate attack roll for each foe. You remain limited by the amount of Effort you can apply on one action. Anything that modifies your attack or damage applies to all of these attacks. All other actions are hindered in any round in which you attack more than one foe using this ability. If you have the Glaive's Spin Attack ability, when you use it or Whirling Assault, all your attacks inflict +1 damage. Action to initiate.

NEVER SAYS DIE

You are as stalwart, hardy, and driven as can be imagined. When others are ready to quit, you're just getting started.

You probably don't spend a lot of time on your appearance—it is far less important than your actions. For that matter, so are words. You're likely not much of a talker. You're a doer.

Characters with this focus are sometimes called stalwarts or diehards. They are often soldiers, mercenaries, or other tough-as-nails individuals, but sometimes they take a more heroic stance. A character who is hard to kill is around longer to help others, after all.

Stalwarts are most often Glaives or Delves, but Nanos and Arkai who like to stand at the back of the pack out of harm's way can do serious damage as diehards.



Glaive, page 28

Jack, page 44



Spin Attack, page 35



Nano, page 36

Never Says Die GM intrusions: *Even if you never give out, sometimes your equipment or weapons do.*

Delve, page 29

Arkus, page 7

- Connection:** Choose one of the following.
1. Pick one other PC. You feel the overwhelming need to impress this character, although you're not sure why.
 2. Pick one other PC. This character seems quite capable, but in your mind, their spirit needs motivating. You're constantly trying to convince them to keep trying, go the distance, and keep fighting the good fight.
 3. Pick one other PC. You feel very protective of this character and don't want to see them harmed.
 4. Pick one other PC. This character comes from the same place you do, and you knew each other as children.

Minor Effect Suggestions: You restore 2 points to your Might Pool.

Major Effect Suggestions: Your next action is eased by two steps.

Tier 1: Rapid Recovery. Your ten-minute recovery roll takes only one action instead, so that your first two recovery rolls are one action, the third is one hour, and the fourth is ten hours. Enabler.

Push on Through (2 Might points). You ignore the effects of terrain while moving for one hour. Enabler.

Tier 2: Ignore the Pain. You ignore the impaired condition and treat the debilitated condition as impaired. Enabler.

Tier 3: Ability Choice. Choose either Blood Fever or Hidden Reserves as your tier 3 ability.

Blood Fever. When you have no points in one or two Pools, you gain an asset to attacks or defense rolls (your choice). Enabler.

Hidden Reserves. When you use an action to make a recovery roll, you also gain +1 to both your Might Edge and your Speed Edge for ten minutes thereafter. Enabler.

Tier 4: Increasing Determination. If you fail at a non-combat physical task and then retry the task (pushing open a door or climbing a cliff, for example), the task is eased. If you fail again, you gain no special benefits. Enabler.

Outlast the Foe. If you have been in combat for five full rounds, all tasks in the remainder of that combat gain an asset, and you deal 1 additional point of damage per attack. Enabler.

Tier 5: Not Dead Yet. When you would normally be dead, you instead fall unconscious for one round and then awaken. You immediately gain 1d6 + 6 points to restore your stat Pools, and you are treated as if debilitated (which for you is like impaired, thanks to your Ignore the Pain ability) until you rest for ten hours. If you die again before you take your ten-hour recovery roll, you are truly dead. If you also have the Not Dead Yet ability granted by your type, your healing from this ability increases to 1d6 + 12. Enabler.

Tier 6: Ability Choice. Choose either Final Defiance or Ignore Affliction as your tier 6 ability.

Final Defiance. When you would normally be dead, you instead remain conscious and active for one more round plus one additional round each time you succeed on a difficulty 5 Might task. During these rounds, you are debilitated (which for you is like impaired, thanks to your Ignore the Pain ability). If you do not receive healing or otherwise gain points in a Pool during your final round(s) of activity, you are subject to the effects of Not Dead Yet. Enabler.

Ignore Affliction (5 Might points). If you are affected by an unwanted condition or affliction (such as disease, paralysis, mind control, broken limb, and so on, but not damage), you can ignore it and act as if it does not affect you for one hour. If the condition would normally last less than an hour, it is entirely negated. Action.

POSSESSES A SHARD OF THE SUN

You have the ability to create and sculpt light, to bend it away from you or gather it to use as a weapon. Perhaps a shard of amber crystal, midnight stone, or other iotum became embedded in your flesh and through it you can control light. Or you might have always had the gift, a freak talent handed down to you by the ancients.

Most people able to command light favor bright colors in their clothing since those colors reflect light rather than absorb it. Nanos and Delves tend to be the ones who possess shards of the sun, calling themselves light bearers or sun savants. They find its power useful for exploration and personal protection.



*Impaired, debilitated:
see damage track,
page 110*

Possesses a Shard of the Sun GM intrusions:
Sudden bright light can leave others dazzled or even blinded when you don't intend them to be.



When a character who possesses a shard of the sun becomes invisible, they bend the light that would otherwise fall on them around their bodies.

Jacks appreciate how the abilities help them trick and elude foes, and Arkai like how they awe onlookers.

Connection: Choose one of the following.

1. Pick one other PC. You have a strong emotional connection to this character, and when in their presence, you can change the color of the light you create.
2. Pick one other PC. They are especially perceptive to your light and occasionally your flashes leave them dazzled, hindering their defense tasks for a round.
3. Pick one other PC. Something about their nature dampens the light. Your light-based powers cost 1 additional Intellect point if they stand immediately next to you.
4. Pick one other PC. This character appears to have an oddity that was once yours, but that you lost in a game of chance years ago.

Additional Equipment: You have a crystal lens. When you shine light through it, the light extends for double the normal distance.

Radiant Abilities: If you perform esoterics or similar abilities, those that would normally use force or other energy instead use light and heat. For example, when you use *Ward*, light dapples your body and flares when you would be attacked, preventing your enemies from landing a solid blow.

Minor Effect Suggestions: A flash of light leaves the creature dazzled, and its defense tasks are hindered for one round.

Major Effect Suggestions: An intense flash of light leaves the creature blinded for one minute.

Tier 1: Enlightened. You are trained in any perception task that involves sight. Enabler.

Illuminating Touch (1 Intellect point). You touch an object, and that object sheds light to illuminate everything in short range. The light remains until you use an action to touch the object again, or until you've illuminated more objects than you have tiers, in which case the oldest objects you illuminated go dark first. Action.

Tier 2: Dazzling Sunburst (2 Intellect points). You send a barrage of dazzling colors at a creature within short range and, if successful, inflict 2 points of damage on the target. In addition, the creature's attacks are hindered on its next turn, unless the target relies primarily on senses other than sight. Action.

Tier 3: Ability Choice. Choose either *Burning Light* or *Sculpt Light* as your tier 3 ability.

Burning Light (3 Intellect points). You send a beam of light at a creature within long range

and then tighten the beam until it burns, inflicting 5 points of damage. Action.

Sculpt Light (4 Intellect points). You create an object of solid light in any shape you can imagine that is your size or smaller that persists for about an hour. The object appears in an area adjacent to you. The object is crude and can have no moving parts, so you can make a sword, a shield, a short ladder, and so on. The object has the approximate mass of the real object and is level 4. Action.

Tier 4: Mote of Sunlight (4 Intellect points). A mote of light travels from you to a spot you choose within very long range. When the mote reaches that spot, it flares and casts bright light in a radius of very long range and darkness within 1,000 feet (300 m) of the light becomes dim light. The light lasts until you use an action to dismiss it or you use this ability again to create a new mote. Action.


Ward, page 40





Nano, page 36

Tier 5: Invisibility (4 Intellect points). You become invisible for ten minutes. While invisible, you are specialized in stealth and Speed defense tasks. This effect ends if you do something to reveal your presence or position—attacking, using a special ability, moving a large object, and so on. If this occurs, you can regain the remaining invisibility effect by taking an action to focus on hiding your position. If you have the Nano's ability of the same name, the effect lasts for an hour when you use either. Action to initiate or reinitiate.

Tier 6: Ability Choice. Choose either Living Light or Improved Sculpt Light as your tier 6 ability.

Living Light (6+ Intellect points). Your body dissolves into a cloud of photons that instantly travel to a location you choose and then reform. You can choose any open space big enough to contain you that you can see within very long range, or any place you have

lit by a Mote of Sunlight that is still shining. You disappear and almost instantly reappear in the space you chose. It takes until the end of the round for your body to become fully solid, so until the start of the next round, you take a maximum of 1 point of damage from any given attack or source of damage. Each level of Effort you apply allows you to bring along one additional person besides yourself, as long as they are within immediate range when you depart. Action.

Improved Sculpt Light (7+ Intellect points). You create an object of solid light in any shape you can imagine whose base size can fit within a 10-foot (3 m) cube. The object appears in an area adjacent to you or floating freely in space up to a long distance away, and the object lasts for a few days. The object is crude and can have no moving parts, so you can make a wall segment, a block, a box, stairs, and so on. The sculpted object has the approximate mass of the real object and is level 6. If you apply Effort to increase the size of the object, each level applied increases the size by an additional 10-foot (3 m) cube. Action.

SHARD OF THE SUN COLOR

For added customization, a character can choose a particular color of light that their sun shard sheds. If your GM agrees, you also gain color-related effects, such as those suggested here, which change how some of your abilities work. Why does a particular color change the effect? That's something for you and your GM to determine.



Red: Dazzling Sunburst inflicts +3 damage but doesn't daze.



Yellow: Dazzling Sunburst frightens the target instead of dealing damage, and all the tasks attempted by the target are hindered by two steps for a round.



Green: Your healing tasks are eased, and you can attempt a healing task within long range by targeting an ally with your light.



Blue: Dazzling Sunburst causes the target to lose its next turn instead of dealing damage, but the target can still defend itself.



Violet: Dazzling Sunburst also inflicts 1 point of Intellect damage (ignores Armor), but doesn't daze.

RADIATES VITALITY

You radiate a strange energy—a “biomorphic field” according to a nano you once met—that makes you tougher than others, with an ability to heal that outstrips that of normal people. The field seems to strengthen as you gain experience, and you're certain that as it grows in power, you'll be able to touch other creatures with it to sense their presence, heal them, detect their feelings, and possibly even hurt those who are revealed to be enemies.

You might consider your biomorphic field a curse, the effect of a strange numenera item embedded in your flesh, a metallic amulet that keeps turning up no matter how many times you try to lose it, a genetic mutation (or genetic tweak from your forebears), or maybe even as the direct intervention of some prior-world deity that you hope to meet one day. However it came to be, it's a fact that dangerous risks are lessened for you, though not completely without consequence; if you are damaged enough, the flame of vitality that you radiate will be snuffed out.

You wear tough clothing that can withstand a lot, because even though you are mighty, regular clothing and possessions are not. Usually your biomorphic field is little more than a subtle sparkle, but when you use an ability, you radiate a momentary flash of gold light.

Radiates Vitality GM

intrusions: Sometimes creatures with strange biology or who emit energy fields of their own interact with a biomorphic field in an unexpected manner.



Healing, page 121

Though anyone might find that coming back from death, at least in the short term, is a desirable trait, those who put themselves into harm's way most directly, like Glaives and Delves, are likely to benefit the most from it.

Connection: Choose one of the following.

1. Pick one other PC. They were close to you in some fashion. The first time they saw you die, they grew despondent. When you returned, they were confused and upset. How they feel now, you're not entirely sure.
2. Pick one other PC. Your ability to regenerate doesn't seem to work as well around them.
3. Pick one other PC. They told you once that they worried your ability was the result of a potentially dangerous demon or alien parasite inhabiting your body. You don't know how they feel now.
4. Pick one other PC. You once died to save them, but they don't know it. You may choose whether or not to tell them.

Additional Equipment: You have a small, metallic pendant that always seems to turn up, even after you've apparently lost it or left it behind. It's resisted all attempts you've made to scan, understand, or find out more about it.

Minor Effect Suggestions: You spontaneously regain 1 point in one of your stat Pools.

Major Effect Suggestions: You spontaneously regain 2 points in two of your stat Pools.

Tier 1: Mighty. Your biomorphic field sustains you. You gain +6 to your Might Pool. Enabler.

Tier 2: Extra Recovery. Your biomorphic field grants you an additional one-action recovery each day. Enabler.

Tier 3: Ability Choice. Choose either Detect Life or Empathy as your tier 3 ability.

Detect Life (3+ Might points). You consciously send out a pulse of your biomorphic field. You detect all living creatures within short range, even if they are behind cover, though not if they're behind a force field. When you detect a creature, you detect its general location (to within an immediate range). If you apply two additional levels of Effort, you can increase the range of detection to long. Action.

Empathy (4 Might points). You consciously send out a pulse of your biomorphic field and focus it on a living creature within short range that you can see or know to be there. If you succeed, you learn that creature's level, as well

as its surface feelings and thoughts for up to the next minute. If it becomes aware of your empathic probe, it can attempt to escape your focus with a mental effort or by moving out of short range. Action to initiate.

Tier 4: Biomorphing Healing (4+ Might points).

You consciously send out a pulse of your biomorphic field and focus it on a living creature within short range. The target gains a free and immediate one-action recovery roll. You can't use this ability again on that creature until after its next ten-hour rest. Action.

Tier 5: Regenerate. Your biomorphic field continues to function even if you die from violence, as long as your body is mostly intact. One minute after your death, your biomorphic field pulses and brings you back to life; however, you come back with a permanent 2-point deduction from your Intellect Pool. Enabler.

Tier 6: Ability Choice. Choose either Biomorphing Detonation or Regenerate Other as your tier 6 ability.

Biomorphing Detonation (7+ Might points). You radiate a pulse of biomorphic energy up to a short distance away, but you tune it to disrupt life in an area an immediate distance across. All within the detonation take 5 points of damage that ignores Armor (unless it is Armor provided by a force field effect). If you apply additional Effort to increase the damage, you deal 2 additional points of damage per level of Effort (instead of 3 points); targets in the area take 1 point of damage even if you fail the attack roll. Action.

Regenerate Other (9 Might points). You can confer your tier 5 Regenerate ability on another creature that you touch and attempt to return it to life, as long as its body is mostly intact. The difficulty of the task is equal to 3 plus the number of days the target has been dead. (If the body has been perfectly preserved in stasis or through some other non-damaging preservation mechanism, then no time limit applies.) Enabler.



A character who Radiates Vitality might discover that their tier 5 Regenerate ability is both a blessing and a curse, because relying on it too much leads to a kind of malaise that vitality alone can't fix.

Sees Beyond GM intrusions: *Not everything that can be seen should be seen. Sometimes seeing too much can be overwhelming.*

SEES BEYOND

Unlike most people, you know there are far more than three dimensions, more colors than can be found in the rainbow, and more things in the world than most can see, sense, or even understand. With practice and help (through drugs, lenses, manipulated energy fields, or a combination of all three), you can perceive things that others cannot.

What you see in other dimensions has changed your understanding of even the most basic things like weapon and dress. Where others might see your drab outfit and plain weapons, you see something entirely different—myriad colors and patterns that showcase your unique vision of the world. Your weapons likely bear marks of other dimensions as well.

Connection: Choose one of the following.

1. Pick one other PC. You are fairly certain that this character doesn't believe that your abilities are real.
2. Pick one other PC. You see a gathering of energy and colors on this character that seem to imply they too can see beyond. Whether you ask them about it is up to you.
3. Pick one other PC. Whenever this character is near, your abilities seem to take longer and become more difficult.
4. Pick one other PC. Wherever this character goes, you are aware of the general distance and direction of their location.

Additional Equipment: You have a single item of your choosing—drugs, lenses, or a piece of the numenera—that helps you perceive things that others cannot. If you don't have this item or something like it, tasks directly related to seeing beyond are hindered.

Minor Effect Suggestions: The period of concentration needed is cut in half.

Major Effect Suggestions: You see even more than you normally do and can ask the GM one question about what you're looking at.

Tier 1: See the Unseen. You can automatically perceive creatures and objects that are normally invisible, out of phase, or only partially in this universe. When looking for things more conventionally hidden, the task is eased. Enabler.

Tier 2: See Through Matter (3+ Intellect points). You can see through matter as if it were transparent. You can see through up to 6 inches (15 cm) of material for one round. Doing so is a task whose difficulty is equal to the material or object's level. In addition to the normal options for using Effort, you can also choose to use Effort to see through another 6 inches (15 cm) of material for each additional level of Effort you apply toward that goal. Action.

Tier 3: Ability Choice. Choose either Find the Hidden or Sensor as your tier 3 ability.

Find the Hidden (4+ Intellect points). You see the traceries of objects as they move through space and time. You can sense the distance and direction of any specific inanimate object that you once touched. This takes anywhere from one action to hours of concentration, depending on what the GM feels is appropriate due to time, distance, or other mitigating circumstances. However, you don't know in advance how long it will take. If you use at least two levels of Effort, once you



have established the distance and direction, you remain in contact with the object for one hour per level of Effort used. Thus, if it moves, you are aware of its new position. Action to initiate; action each round to concentrate.

Sensor (4 Intellect points). You create an immobile, invisible sensor within immediate range that lasts for 28 hours. At any time during that duration, you can concentrate to see, hear, and smell through the sensor, no matter how far you move from it. The sensor doesn't grant you sensory capabilities beyond the norm. If you have the *Nano's* special ability of the same name then, when you use either, you gain an asset to any perception task you attempt in conjunction with perceiving through the sensor interface. Action to create; action to check.

Tier 4: Remote Viewing (6 Intellect points).

Distance is an illusion, as all space is one space. With great concentration, you can see another place. This ability can be used in one of two different ways:

- Distance and direction. Pick a spot a specific distance away and in a specific direction. You can see from that vantage point as if you had used the Sensor ability there, but only for one minute.
- Think of a place that you have seen before, either conventionally or using the other application of this power. You can see from that vantage point as if you had used the Sensor ability there, but only for one or two rounds.

Either application takes anywhere from one action to hours of concentration, depending on what the GM feels is appropriate due to time, distance, or other mitigating circumstances. However, you don't know in advance how long it will take. Action to initiate; action each round to concentrate.

Tier 5: See Through Time (7 Intellect points).

Time is an illusion, as all time is one time. With great concentration, you can see into another time. You specify a time period regarding the place where you now stand. Interestingly, the easiest time to view is about one hundred years in the past or future. Viewing farther back or ahead is a nearly impossible task.

This takes anywhere from one action to hours of concentration, depending on what the GM feels is appropriate due to time, distance, or other mitigating circumstances. However, you don't know in advance how long it will take. Action to initiate; action each round to concentrate.

Tier 6: Ability Choice. Choose either Mental Projection or Total Awareness as your tier 6 ability.

Mental Projection (6+ Intellect points). Your mind fully leaves your body and manifests anywhere you choose within immediate range. Your projected mind can remain apart from your body for up to 28 hours. This effect ends early if your Intellect Pool is reduced to 0 or if your projection touches your resting body.

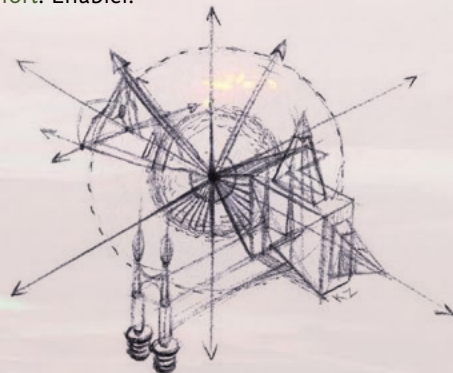
Your disembodied mind is a psychic construct that looks like you, though its frayed edges trail off into nothingness. You control this body as if it were your normal body and can act and move as you normally would with a few exceptions. You can move through solid objects as if you were phased, and you ignore any terrain feature that would impede your movement.

Your attacks inflict 3 fewer points of damage (to a minimum of 1) and you take 3 fewer points of damage (to a minimum of 1) from physical sources, unless they can affect transdimensional or phased beings, in which case you take full damage. Regardless of the source, you take all damage as Intellect damage first.

Your mind can travel up to 1 mile (1.5 km) from your body. Each level of additional Effort applied extends the range that you can travel by 1 mile (1.5 km).

Your physical body is helpless until this effect ends. You cannot use your physical senses to perceive anything. For example, your body could sustain a significant injury, and you wouldn't know it. Your body cannot take Intellect damage, so if your body takes enough damage to reduce both your Might Pool and your Speed Pool to 0, your mind snaps back to your body, and you are stunned until the end of the next round as you try to reorient yourself to your predicament. Action to initiate.

Total Awareness. You possess such a high level of awareness that it's very difficult to surprise, hide, or sneak up on you. When you apply a level of Effort to initiative and perception tasks, you gain two free levels of Effort. Enabler.



Nano, page 36



Free level of Effort, page 103

An impossible task has a difficulty of 10.

Shepherds the Community GM intrusions: *People in the community misunderstand the character's motives. Rivals try to oust the character.*

Arkus, page 7

Wrights, page 18

Community Leader, page 11

SHEPHERDS THE COMMUNITY

You have an abiding affection for the community you live in, have adopted, or guard from afar. It's not just the place, but also the people you want to keep safe and healthy and see have success in their life. Certainly, there are individuals within the community who are more troublesome than others, but unless they become an actual danger to the others, you include them in those you shepherd. To accomplish your goal, you've honed not only your ability to fight in order to preserve the community against invaders, but also your ability to understand the concerns of the community and persuade them toward smart decisions about the problems that face them now or could crop up later if not guarded against.

Glaives make ideal shepherds, but *Arkai* and *Wrights* can also easily step into this role to supplement their other community-oriented abilities.

Connection: Choose one of the following.

1. Pick one other PC. This character grew up in the community you shepherd, and you are especially keen to see that they stay safe when they venture beyond it.
2. Pick one other PC. You originally thought they might be a danger to the community, which is why you introduced yourself, in order to discover if your first impression was correct.
3. Pick one other PC. This character is from a community that has been a rival of the community you protect, but you hope that maybe through them, you can build a bridge.
4. Pick one other PC. You hope this character will come to find as much comfort in your community as you.

Minor Effect Suggestions: Your foe is so intimidated by your dedication that it backs away, unwilling to attack on its next turn. It can still defend itself.

Major Effect Suggestions: Your foe is terrified by your dedication and flees.

Tier 1: Community Knowledge (2 Intellect points). If you've invested yourself in a community and have spent at least a few months living there, you can learn things about it through a variety of methods. Sometimes contacts slip the information to you. Other times, you're able to draw conclusions simply by what you can see and hear. When you use this ability, you can ask the GM one question about the community and get a very short answer. Action.

Community Activist. When speaking to others in the community you foster, you are trained in persuasion and intimidation tasks about topics that directly relate to the community. Enabler.

Tier 2: Community Protector. Choose one type of attack in which you are not already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are trained in attacks using that type of weapon. Enabler.

Tier 3: Ability Choice. Choose either Community Advocate or Shepherd's Fury as your tier 3 ability.

Community Advocate. While you are present within the community, and actively and personally working on behalf of the community, its effective rank for all tasks, except for attacks and defense, is +1 (this includes determining health and infrastructure values, but not damage inflicted). If you also have the *Arkus Community Leader* ability, the +1 rank modifier also includes attacks and defense. Enabler.

Shepherd's Fury. You inflict 3 additional points of damage when engaging in combat that directly relates to advancing the needs of a community you foster. (You and the GM can decide whether a particular situation warrants the additional damage.) Enabler.

Tier 4: Inexhaustible Shepherd. You cannot shepherd a community without immense stamina. You gain +3 to your Might Pool and +3 to your Intellect Pool. Enabler.

Tier 5: Unassailable. Your devotion to keeping your community safe against all dangers has hardened you against all vicissitudes. You are trained in defense tasks. Enabler.

Tier 6: Ability Choice. Choose either Master Combatant or Protective Wall as your tier 6 ability.

Master Combatant. Choose one type of attack in which you are already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are specialized in attacks using that type of weapon. Enabler.

Protective Wall (6+ Might points). When engaging in combat that directly relates to defending a community you are fostering, you

can attack up to five different foes as a single action as long as they are all within immediate range. If you hit an attacker, they are pushed back an immediate distance. All of the attacks have to be the same sort of attack (melee or ranged). Make a separate attack roll for each foe. You remain limited by the amount of Effort you can apply on one action. Anything that modifies your attack or damage applies to all of these attacks. In addition to the normal options for using Effort, you can also choose to use Effort to increase the number of foes you can attack with this ability, one additional foe per level of Effort. Enabler.

SHREDS THE WALLS OF THE WORLD

When you move, your body changes state and becomes partially phased, reflecting a bizarre alternate dimension where distance and time are different than they are in the Ninth World. It's only when you're still that you remain solid and fully part of the real world. Sometimes that's a relief, but other times you feel like you're stuck in wet sand. Moving is your key to changing phase—and perhaps happiness. While you're phased, you skate along the surface of reality far more quickly than others. Such rapid movement across normal reality

sometimes leaves behind scratches, which you can selectively make, suppress, or bear down upon to create particularly devastating attacks and, eventually, phase detonations.

You got your ability because you're descended from an entity that hailed from the bizarre dimension of altered distance and time, because you were touched and ultimately spared by an encounter with the iron wind, or because of a mechanism that you carry or that is embedded in you.

You probably wear clothing designed to stay out of your way, because the less you carry, the less likely you are to come out of phase prematurely.

Characters who want to get around quickly, like Jacks and Delves, are most drawn to this type, though Nanos and Arkai who want to stay out of harm's way might also be interested.

Connection: Choose one of the following.

1. Pick one other PC. For some reason, they never lose a sense of where you are, no matter how you sprint around, change phase, or even become invisible (to everyone else).
2. Pick one other PC. You recently discovered that if they stand near you when you begin a Phase Sprint, they become partially phased in the same way as you for one round, though they can't sprint or use any other abilities of this focus.

Shreds the Walls of the World GM

intrusions: *Moving so quickly while sprinting sometimes leads to stumbles on unexpected, exotic obstacles.*



3. Pick one other PC. Seeing you phase seems to trigger some unpleasant memory in this character. That memory is up to the other PC, although they may not be able to consciously recall what the memory might be.

4. Pick one other PC. Something about them interferes with your abilities. When they stand next to you, your focus abilities cost 1 additional point.

Minor Effect Suggestions: The target is dazed, and their next action is hindered.

Major Effect Suggestions: The target is stunned and loses their next action.

Tier 1: Phase Sprint (1+ Speed points). You can run up to a long distance as long as you take no other actions. During your action and until the beginning of your next turn, you are partially phased, and some attacks pass through you harmlessly. While phased, you gain an asset to your Speed defense tasks, but you lose any benefit from armor you wear.

Note that some of your other special abilities enable specific actions that you can take while using Phase Sprint. For instance, when using Disrupting Touch, you can make one touch attack while moving (though this ends your movement). Action.

Disrupting Touch (1+ Might points). You can turn your Phase Sprint into a melee attack by purposefully grazing another creature as you run. When you do, the touch releases a violent blast of energy that inflicts 2 points of damage to the target (ignores Armor). Whether you hit or miss, your movement (and turn) ends immediately, which puts you within immediate distance of your target. If you apply Effort to increase damage rather than to ease the task, you deal 2 additional points of damage per level of Effort (instead of 3 points); the target takes 1 point of damage even if you fail the attack roll. Enabler.

Tier 2: Scratch Existence (1+ Might points). You can choose to phase in a way that “scratches” normal matter in a long streak as you run using Phase Sprint. This tears a bit at you, too, reflected by the Might cost. When you use Phase Sprint, you inflict 2 points of damage (ignores Armor) to one target you select as you pass within immediate range, without triggering Disrupting Touch. In addition to the normal options for using Effort, you can also choose to use Effort to increase the number of targets along your path that you can attack as part of the same action. Make a separate attack roll for each foe. You remain limited by the amount of Effort you can

apply on one action. Anything that modifies your attack or damage applies to all of these attacks.

Alternatively, if you apply Effort to increase the damage rather than ease the task, you deal 2 additional points of damage per level of Effort (instead of 3 points); the target takes 1 point of damage even if you fail the attack roll. Enabler.

Tier 3: Ability Choice. Choose either Invisible Phasing or Walk Through Walls as your tier 3 ability.

Invisible Phasing (4 Might points). You become invisible while Phase Sprinting and during the following round. While invisible, stealth and Speed defense tasks are eased by two steps (replacing the asset to Speed defense tasks provided by Phase Sprint). The first attack you make using any Shreds the Walls of the World attack abilities is also eased by two steps; however, if you attack a creature, Invisible Phasing ends immediately instead of lasting for one additional round. If you have the Nano *Invisibility* esotery, you can remain invisible during the entire round, which means that if you use Scratch Existence or Shred Existence, attacking each target along your path is eased by two steps. Enabler.

Walk Through Walls (2 Intellect points). You can slowly pass through physical barriers at a rate of 1 inch (2.5 cm) per round (minimum of one round to pass through any barrier). You can't act (other than moving) or perceive anything until you pass entirely through the barrier. You can't pass through energy barriers. Action.

Tier 4: Phase Detonation (2+ Might points). When you use Phase Sprint or Walk Through Walls, you can choose to significantly damage normal matter around you with a blast of transdimensional energy when you first go into or come out of phase (your choice). This detonation inflicts 4 points of damage that ignores Armor to all creatures and objects within immediate range. If you apply Effort to increase the damage rather than ease the task, you deal 2 additional points of damage per level of Effort (instead of 3 points); targets in the area take 1 point of damage even if you fail the attack roll. Enabler.

Tier 5: Very Long Sprinting. When you use Phase Sprint, you can travel up to a very long distance as your action instead of a long distance. Enabler.

You don't have to run in one long, straight line when using Phase Sprint, but can instead choose to zig and zag, curve, or even return to where you started.



Invisibility, page 42

Several abilities for a character who Shreds the Walls of the Worlds are additive enablers and may require spending points from two different Pools, as is the case when a character using Phase Sprint also uses Disrupting Touch or Scratch Existence.

Tier 6: Ability Choice. Choose either Shred Existence or Untouchable While Moving as your tier 6 ability.

Shred Existence. When you use Disrupting Touch, Scratch Existence, or Phase Detonation, you inflict an additional 5 points of damage that ignores Armor. Enabler.

Untouchable While Moving (4 Intellect points). You change your phase state for the next minute so that you can't affect or be affected by normal matter or energy, as long as you move at least an immediate distance each round while phased. If you don't move on your turn, the effect ends. While you are phased, only mental attacks and special transdimensional energies, devices, or abilities can affect you, but likewise you can't attack, touch, or otherwise affect anything. Action to initiate.

THUNDERS

For you, sound is a tapestry of sensation that surpasses light and perhaps even vision itself. Existence is a soundscape of noise whose meanings are not only clear, but insistent. You can't ignore them. Then again, why would you want to? You've learned how to manipulate sound by emitting both constructive and destructive interference. At first, your manipulations of the soundscape are brutal and straightforward, but the more you learn, the more you know that subtleties of sound manipulation will not be beyond you for long. Even so, you'll exult the most when you allow your abilities to thunder.

You got your abilities thanks to a weird nodule that you salvaged in a ruin, because you're a mutant, or perhaps because you're partly (or completely) mechanical yourself.

Glaives and Delves are most likely to choose this focus, but Arkai who want to impress their followers may also choose to Thunder.

Connection: Choose one of the following.

1. Pick one other PC. You can always hear this character, even when the sound of your abilities seems to drown everyone else out.
2. Pick one other PC. You suspect that this character is slightly deaf, because they don't seem to react to your abilities like most others do.
3. Pick one other PC. You once paid off a large debt for this character. Whether they're grateful is up to them, and whether you think you're owed a debt in return is up to you.
4. Pick two other PCs. They both have perfect pitch, which impresses you greatly.

Minor Effect Suggestions: The sound knocks the target to the ground.

Major Effect Suggestions: The sound deafens the target for about a minute, during which time it is dazed.

Tier 1: Thunder Beam (2 Might points). You direct a beam of focused sound at a target within long range, inflicting 2 points of damage and inducing a resonant destructive wave in their body. Each round after this initial attack, you can make another roll for the destructive wave to inflict an additional 1 point of damage to the target. If you fail this roll, the destructive wave ends. Unlike the initial attack, the destructive wave ignores Armor.

Alternatively, you can set up a destructive resonance in a physical melee weapon for one minute or until you let go of it. All attacks made with the target weapon inflict 1 additional point of damage. Action to initiate.

Tier 2: Sound Conversion Barrier. Attacks that hit you—especially energy attacks like focused light, heat, radiation, and transdimensional energy—are partially converted to surges of harmless noise similar to the sound of a wave crashing to shore. This ability grants you +1 Armor against all attacks and an additional +2 Armor against energy attacks. Enabler.

Tier 3: Ability Choice. Choose either Echolocation or Nullify Sound as your tier 3 ability.

Echolocation. You are especially sensitive to sound and vibration, so much so that you can sense your environment within a short distance regardless of your ability to see. Enabler.

Nullify Sound (3 Might points). You pulse perfectly misaligned sounds within short range to create a zone of absolute quiet up to an immediate distance across for one minute. All sound is canceled in the zone. Action to initiate.

Tier 4: Shattering Shout (5 Might points). Your focused shout sets up a destructive resonance in a creature or object within long range. Nothing happens on the round you strike your target other than an ominous humming or buzzing sound emitted by the target. But on your next turn, the resonance shatters discrete inanimate objects, inflicts major damage to structures and installations, or inflicts 4 points of damage on a creature (ignores Armor).

If you shatter a discrete object, it shatters explosively, inflicting 1 point of damage on all creatures and objects within immediate range of it. If you apply Effort to increase the damage rather than ease the task, you deal 2 additional

Thunders GM intrusions: A surge in sonic energy might temporarily deafen you or allies, or attract unwanted attention to yourself.



Glaive, page 28

Delve, page 29

Arkus, page 7



Attacking objects, page 116



If Earthquake is used against a ranked community or horde, the quake inflicts 3 points of damage to the community's health and infrastructure or 6 points of damage to the horde's health.

Community stats, page 301

points of damage per level of Effort (instead of 3 points); targets in the area take 1 point of damage even if you fail the attack roll. Action to initiate.

Tier 5: Subsonic Rumble (2 Intellect points).

For one minute or until you use your ability to manipulate sound in some other way, you emit a subsonic rumble that most living creatures can't hear but which has an effect on them all the same. The effect lasts for one minute and affects all creatures you select within short range. All tasks related to resisting persuasion, intimidation, and fear are hindered by two steps for affected targets. Action to initiate.

Amplify Sounds (2 Might points). For one minute, you can amplify distant or small sounds so that you can hear them clearly, even if it's a conversation or the sound of a small animal moving through an underground burrow up to a very long distance away. You can attempt to perceive the sound even if interceding barriers block it or if the sound is very slight, though this requires a few additional rounds of concentration. To discriminate the sound you wish in a noisy environment might also require a few additional rounds of concentration as you audibly explore the surrounding soundscape. Given enough time, you could pinpoint every conversation, every breathing creature, and

every device creating noise within range. Action to initiate, up to several rounds to complete, depending on the difficulty of the task.

Tier 6: Ability Choice. Choose either Earthquake or Lethal Vibration as your tier 6 ability.

Earthquake (7 Might points). You direct your destructive resonance into the ground and trigger an earthquake centered on a spot you can see within very long range. The ground within short range of that spot heaves and shakes for five minutes, causing damage to structures and terrain in the area. Buildings and terrain features shed debris and rubble. Each round, creatures in the area take either 3 points of damage due to the general shaking, or 6 points of damage if in or adjacent to a structure or terrain feature shedding debris. Action to initiate.

Lethal Vibration (7 Might points). You set up a lethal vibration in your own body and pass it to a creature you touch with a successful attack. If the target is level 2 or lower, it explodes in a peal of thunder. If the target is level 3 or higher, it sustains 6 points of damage and is stunned on its next action. If the target is a PC of any tier, they move down one step on the damage track. In addition to the normal options for using Effort, you can

choose to use Effort to affect a more powerful target (one level of Effort means a target of up to level 3 explodes and a target of level 4 or higher takes damage and is stunned, and so on). Action.

TOUCHES THE SKY

The storm smells like life to you—like love. Electricity charges the air, dances across your skin, and connects you to the wind, the weather, and the sky. That connection is due to a device fused to your flesh, a mutation, or just your training with the nanomachines that suffuse everything. You issue commands through that connection, and the weather listens. The winds curl to your desire; they lift you, protect you, and give you the power to summon storms or break them apart. An electrical storm, a blizzard, or—when your mastery reaches its zenith—even a tornado is something you can call up and loose upon the world.

You probably wear sleek clothing designed to stay out of your way when high winds roar past you. Flaring coats, cloaks, and capes can look dramatic, though, if you train yourself in managing the excess fabric.

No matter a character's type, the ability to fly is something almost everyone desires.

Connection: Choose one of the following.

1. Pick one other PC. You can't affect this character with your focus abilities, though you don't know why.
2. Pick one other PC. You recently discovered that if they stand near you when you use your tier 1 Hover ability, they too lift into the air. They must remain within short range of you to retain the effect, and it lasts only for as long as you hover yourself.
3. Pick one other PC. Their parents (or other loved ones) were killed in a freak storm. When they discovered your connection to the weather, they didn't know how to react. They either feel anger toward you or hope you can help provide some answers; it's up to them.
4. Pick one other PC. Something about them interferes with your abilities. When they stand near you, your focus abilities cost 1 additional point.

Additional Equipment: You have a device that sometimes crackles with electricity. Whoever holds it is immune to your weather abilities (but only if you willingly give it to them).

Weather Abilities. If you wield powers that would normally use force or other energy, they instead use various effects generated

by extreme weather. For example, a blast of energy could be a wind blast, a blast of blizzard cold, or a small bolt of lightning. Also, if you wish, you can swap an ability gained from your type for the following.

Zap (2 Intellect points). You attack a foe within short range with an electrical discharge that inflicts 4 points of damage and dazes your target so that its next action is hindered. Action.

Minor Effect Suggestions: The target is dazed, and their next action is hindered.

Major Effect Suggestions: The target is stunned and loses their next action.

Touches the Sky GM intrusions: *An ally is accidentally struck by a fork of lightning. An unexpected grounding effect inflicts damage. The weather is seeded by a much smaller effect, and a storm grows out of control.*



Tier 1: Hover (1 Intellect point). You float slowly into the air. As your action, you can concentrate to remain motionless in the air or float up to a short distance, but no more; otherwise, you drift with the wind or with any momentum you have gained. This effect lasts for up to ten minutes. If you also have the Hover ability granted by your type, you can hover for twenty minutes and move your normal speed. Action to initiate.

Tier 2: Wind Armor (1 Intellect point). When you wish it, a cyclone of wind surrounds your body for ten minutes, giving you +1 to Armor and an additional +2 to Armor against physical projectile weapons specifically. While the cyclone is active, you feel no discomfort from the wind, and you can interact with other creatures and objects normally because the wind flow automatically diverts to enable such interaction. Enabler.

Tier 3: Ability Choice. Choose either Lightning Discharge or Storm Seed as your tier 3 ability.

Lightning Discharge (5+ Intellect points).

You blast a fan of lightning out to short range in an arc that is approximately 50 feet (15 m) wide at the end. This discharge inflicts 4 points of damage. If you apply Effort to increase the damage rather than to decrease the difficulty, you deal 2 additional points of damage per level of Effort (instead of 3 points); targets in the area take 1 point of damage even if you fail the attack roll. Action.

Storm Seed (3 Intellect points). If outside or in a large-enough enclosed space, you can seed a natural storm of a kind common to the area. Doing so requires at least an hour's concentration as you use your connection to nanites in the air to initiate proper conditions, though it could take longer if the GM feels there are additional obstacles at play. Once the storm begins, it lasts for about ten minutes. Once during that period, you can create a more dramatic and specific effect appropriate to that kind of storm, such as a lightning strike, a squall of giant hailstones, the brief touchdown of a twister, a single gust of hurricane-force winds, and so on. These effects must occur within long range of your location. You must spend your turn concentrating to create the effect, which occurs a round later. The effect inflicts 6 points of damage, after which the storm begins to disperse. Action to initiate, an hour or more to complete.

Tier 4: Windrider (4+ Intellect points). You summon winds that pick you up and allow you

to fly for one minute at a rate of up to a long distance each round. For each level of Effort you apply, you can carry one ally of about your size with you through the air or increase the duration of the effect by one minute. Action to initiate.

Tier 5: Cold Burst (5+ Intellect points). You emit a blast of cold in all directions up to short range. All within the burst take 3 points of damage and are dazed on their next turn, hindering any actions they attempt. If you apply Effort to increase the damage rather than to decrease the difficulty, you deal 2 additional points of damage per level of Effort (instead of 3 points), and targets in the area take 1 point of damage even if you fail the attack roll. Action.

Tier 6: Ability Choice. Choose either Control Weather or Wind Chariot as your tier 6 ability. (If you previously chose Storm Seed as your tier 3 ability and now choose Control Weather, you can replace Storm Seed with Lightning Discharge as your tier 3 ability.)

Control Weather (10 Intellect points). You change the weather in your general region. If performed indoors, this creates minor effects, such as mist, mild temperature changes, and so on. If performed outside, you can create rain, fog, snow, wind, or any other kind of normal (not overly severe) weather. The change lasts for a natural length of time so that a storm might last for an hour, fog for two or three hours, and snow for a few hours (or for ten minutes if it's out of season). For the first ten minutes after activating this ability, you can create more dramatic and specific effects, such as lightning strikes, giant hailstones, twisters, hurricane-force winds, and so on. These effects must occur within 1,000 feet (300 m) of your location. You must spend your turn concentrating to create an effect or maintain it in a new round. These effects inflict 6 points of damage each round. If you have the Nano ability of the same name, the cost for the ability is 7 Intellect points instead of 10. Action to initiate.

Wind Chariot (7+ Intellect points). You summon winds that pick you up and allow you to fly for up to a long distance each round in combat or with an overland speed of up to 200 miles per hour (320 kph) for up to ten hours. For each level of Effort you apply, you can bring one ally of about your size with you through the air or increase the duration of the effect by one hour. Action to initiate.



WIELDS WORDS LIKE WEAPONS

You are a talker. Maybe you got your start telling stories, arguing with your siblings, running a shop, and so on. You learned how people think, how they respond to some lines of argument and words more than others, and how to apply that influence selectively. You negotiate for your sake, on behalf of others, or for a cause you believe in. Charismatic, your natural talent shows through any time you open your mouth to speak. You know when it's appropriate to joke, when to be serious, and, sometimes, when an insult is required to wound someone's pride in just the right way to get what you want.

You probably wear flamboyant or at least fashionable clothes, and you use cosmetics, tattoos, or hair stylings for dramatic effect.

Arkai and Jacks are most likely to have this focus, given that it enhances abilities they likely already possess.

Connection: Choose one of the following.

1. Pick one other PC. This character tends to believe everything you say, even when you are clearly joking. It's up to you whether you want to tone down your rhetoric when speaking to them.
2. Pick one other PC. You convinced them not to break up with their significant

other, thinking you were helping. Now the relationship seems even more terrible, and you regret your earlier action.

3. Pick one other PC. They've always been there for you and helped you when you couldn't help yourself.

4. Pick one other PC. You both had a mutual friend who died. You're not sure whether this character blames you or not.

Minor Effect Suggestions: The target is dazed for a round, hindering all tasks they attempt on their next turn.

Major Effect Suggestions: The target is favorably disposed toward you for days or more.

Tier 1: How Others Think. You have a sense of how people think. You're trained in one of the following tasks: persuasion, deception, or detecting falsehoods. Enabler.

Misdirect Blame (2+ Intellect points). Using your clever words and knowledge of others, you can attempt to alter the narrative so that a target of up to level 3 within short range becomes uncertain of its conviction in one simple area, such as their conviction that you just stole a fruit from their stand or their belief that they've never met you before. This effect usually lasts only for the period of time you spend speaking, and perhaps up to a minute

Wields Words Like Weapons GM

intrusions: Sometimes allies become entangled in words that you mean for others.

Arkus, page 7



Jack, page 44



Wielding words like weapons is a great way for a character to get what they want in the short or medium term. However, unless one watches their words especially closely, it's also a great way to make enemies who remember the word-slinger for insults to their honor—honor that might one day need to be upheld.

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page 301*

*True and successful
leadership isn't attained
by authority, at least not
over the long term. It is
attained by influence.*

longer, before the target realizes its error. In addition to the normal options for using Effort, you can also choose to use Effort to increase the target level that can be affected. Afterward, all your tasks to persuade or otherwise socially interact with the target are hindered. Action.

Tier 2: Negotiate (3 Intellect points). In any gathering where two or more people are trying to establish the truth or come to a decision, you can sway the verdict with masterful rhetoric. If you are given a few rounds or more to argue your point, either the decision goes your way or, if someone else effectively argues a competing point, any associated persuasion or deception task is eased by two steps. Action to initiate, one or more rounds to complete.

Tier 3: Ability Choice. Choose Command or Keen Mind as your tier 3 ability.

Command (3 Intellect points). Through sheer force of will and charisma, you issue a simple command to a single living creature, which attempts to carry out your command as its next action. The creature must be within short range and be able to understand you. The command can't inflict direct harm on the creature or its allies, so "Commit suicide" won't work, but "Flee" might. In addition, the command can require the creature to take only one action, so "Open the door" might work, but "Open the door and run through it" won't. A commanded creature can still defend itself normally and return an attack if one is made on it. If you possess a type ability that allows you to command a creature, you can target two creatures at once as your base effect if you use either ability. Action.

Keen Mind. You gain +1 to your Intellect Edge. Enabler.

Tier 4: Interruption (4 Intellect points). Your vociferous, booming command prevents a creature within short range from taking any action for one round. It can defend itself if attacked, but when it does so, its defense is hindered by two steps. Each additional time you attempt this ability against the same

target, you must apply one more level of Effort than you applied on the previous attempt. Action.

Tier 5: Community Negotiator. You are trained in two of the following skills: persuasion, deception, intimidation, research, knowledge in one area, or seeing through deception. If you choose a skill in which you're already trained, you become specialized in that skill instead. In addition, an allied community's effective rank is increased by 1 for tasks related to the skills you choose, as long as you have been active and working on the community's behalf in any given seven-day period. Enabler.

Tier 6: Ability Choice. Choose either Break Their Mind or Explains the Ineffable as your tier 6 ability.

Break Their Mind (7+ Intellect points). Using your clever words and knowledge of others, and given a couple of rounds of conversation to gain a few specific pieces of context regarding your target, you can utter a sentence designed to cause your target immediate psychological distress. If the target can hear you, it suffers 6 points of Intellect damage (ignores Armor) and forgets the last day of its life, which might mean it forgets you and how it came to be where it currently is. In addition to the normal options for using Effort, you can also choose to use Effort to attempt to break the mind of one additional target who can hear you. Action to initiate, action to complete.

Explains the Ineffable. Through anecdotes, historical retellings, and citing knowledge that few but you have previously understood, you enlighten your friends. After spending 28 hours with you, once per day, each of your friends can ease a particular task by two steps. This benefit is ongoing while you remain in your friends' company. It ends if you leave, but it resumes if you return to your friends' company within 28 hours. If you leave your friends' company for longer than that, you must spend another 28 hours together to reactivate the benefit. Enabler.

PART 2:

SALVAGING AND CRAFTING



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CHAPTER 5

BUILDING THE NINTH WORLD

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Commonplace Objects and Structures, page 124

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The new character types presented in this book, especially the **Wright** and the **Delve**, give player characters the chance to build the world they want to live in. They can create and expand their world, establish and foster settlements, grow those settlements into communities by crafting ever more elaborate technology handed down by the prior worlds, and defend those new seeds of civilization from the inexplicable threats and unfathomable entities that roam the Ninth World.

To do all that, characters have to know how to **salvage**, design, and craft a variety of commonplace objects and structures.

SALVAGING

Numenera Destiny presents a robust salvaging system that allows characters to take weird and broken scrap and discover parts and special components called **iotum**, which is what they need to craft numenera objects and structures. Iotum can be found in the structures and ruins of the prior worlds. Chapter 6 describes how iotum and parts can be scavenged.

Iotum comes in a wide variety of forms, including slivers of scrap, tiny motes trapped in force, fist-sized silver canisters filled with colorless goo, and chaotic soups of bubbling fluid contained within strongglass canisters the size of small houses. Regardless of form, iotum can be salvaged from **oddities**, **cyphers**, **artifacts**, and other ancient devices that characters find. Delves are best at salvaging, but any character can try to winnow these treasures from the remnants of yesterday.

CRAFTING

Chapter 7 presents an expanded crafting system that provides specific guidance on how to craft an object or structure, whether a character wants to craft a sword, a house, a cypher, a **lightning tower**, or a vehicle that can fly through the air. Wrights have the most insight into crafting, but any character can use the crafting system, at least at some level. This chapter provides all the information a character needs to get started, including the concept of assessed difficulty for crafting tasks.

COMMONPLACE OBJECTS AND STRUCTURES

People need houses, walls, wagons, clothing, and other basic things to live. Crafting such things is much easier than crafting numenera devices that require iotum and plans, but that doesn't mean it's easy. Chapter 8 provides a broad overview as well as several specific examples for building such things as palisades, bridges, and civic structures. It also gives some guidance on how these things might contribute to **community statistics**, which could become important if a community fostered by the characters is ever threatened by a flood or an enemy community.



CHAPTER 6

SALVAGING



Iotum are special components that can be used to craft new numenera objects and structures, including cyphers, artifacts, installations, vehicles, and automatons.

Ruins are everywhere in the Ninth World. That cliff over there? Its wide expanse is the edge of a million-year-old complex. The bald hill where camp was set? That weathered curve traces an ancient domed city. Even the soil under your feet isn't natural—it's the remnants of accumulated artificial structures ground into dust over a billion years. Characters don't have to go far to find ruins, and in such ruins, PCs can find amazing salvage, including cyphers, artifacts, and, for those who know where to look, building blocks of the future.

IOTUM

As part of a regular game of exploration and discovery, characters already explore ruins looking for oddities, cyphers, artifacts, and other useful items left behind by previous, inscrutable civilizations. However, characters can do even more. They can look for essential crafting ingredients called iotum. Iotum are special components that can be used to fashion unique objects, repair broken artifacts and cyphers, and craft installations, artifacts, vehicles, and more.

Iotum comes in a wide variety of forms, including slivers of scrap, tiny motes trapped in force, silvery canisters filled with colorless goo, or bubbling fluid contained within etched stronglass canisters the size of small houses. Regardless of form, iotum can be salvaged from oddities, cyphers, artifacts, and other ancient devices that characters find. Working devices and installations are more likely to be good sources of salvage, but characters may also salvage iotum from scrap that was once part of such machinery.

Iotum can also sometimes be purchased or at least traded for iotum of equal or greater value.

Using iotum for crafting requires a set of directions called **plans**. Plans allow crafters

to build powerful installations, weird devices, inscrutable automatons, amazing vehicles, and more.

PARTS

Many crafters view iotum as an ingredient so special that each one is essentially a piece of magic. Thus, iotum is held as a class apart from everyday components like iron screws, synth casements, wood struts, glass panes, and so on. But fashioning numenera devices usually also requires simple parts like struts, screws, plates, casings, spars, conduits, cables, frames, bolts, fasteners, and more. It's relatively easy to find these parts (or purchase them in large communities), though it's somewhat more burdensome to lug them around.

DEFINING TERMS: OBJECT AND STRUCTURE

Object and **structure** are general terms used to refer to any result of a crafting attempt, whether crafting a spear or an energy detonation cypher, a hut or a lightning tower, a cart or a hover car, a toy or an automaton. A **commonplace** object or structure specifically means something that can be crafted without a numenera crafting skill. Commonplace objects and structures include cups, simple weapons, carts, huts, houses, wood or stone walls, and so on.

When we want to refer to crafting using the numenera, it is necessary to specify whether they are **installations**, **artifacts**, **cyphers**, **vehicles**, or **automatons**.

Installations, page 154

Automatons, page 148

Numenera plans, page 135



By spreading out, characters could potentially find more iotum in the same time period, but if they work together, their chances of salvaging are higher.

When used in conjunction with a salvage attempt, the Scan esotery eases the task.

Numenera skills:

- understanding numenera
- salvaging numenera
- crafting numenera



Scan, page 40

Iotum result table, page 110

Looking for a Specific Kind of Iotum, page 110



Cyphers, page 272

Working cyphers and artifacts can also be broken down and salvaged for iotum.



Bag of light tools, page 97

SALVAGING IOTUM, PARTS, AND OTHER NUMENERA

Any time characters are exploring ruins of the prior worlds and have a chance to find cyphers, artifacts, or oddities, they also have the opportunity to discover sources of iotum and parts to salvage.

Applicable Training and Abilities: Training in salvaging numenera (often simply referred to as salvaging) helps anyone looking to find parts, iotum, cyphers, artifacts, and shins. But as is true for all tasks, anyone can attempt to salvage numenera, assuming they know to look in the first place. (Characters who don't know to look for iotum can find shins, parts, oddities, cyphers, and artifacts, but usually not iotum.)

Training in understanding numenera doesn't directly help with salvage tasks; however, a successful understanding numenera task could identify a potential salvage source in the first place (as could a successful salvage task itself).

Other skills can also be useful on a case-by-case basis. For example, someone trained in breaking objects might provide an asset to some salvage tasks when the salvage source is protected by a metallic casing or a synth sheath or when it has been melted into a pile of weird slag.

The Nano's **Scan** esotery works similarly to the understanding numenera skill; if used, it identifies a potential salvage source (though not specifically what kind of iotum might be there). When used in conjunction with a salvage attempt, the Scan esotery eases the task.

Salvage Sources: Sources include machine scrap and old machines, functioning and dead installations, integrated machines, workbench supplies kept by a wright, crashed and working vehicles, caches of chemicals and other materials set aside by a delve, automatons, and similar objects and structures.

Sometimes iotum, parts, oddities, cyphers, and artifacts can also be salvaged from creatures, especially creatures that are part machine. Even scrap and debris of the right kind could contain valuable components, though they might seem worthless at first glance. A source can range in size from a small pile of random junk to the entire bulk of a crashed vehicle. Size doesn't equate to the potential value (in components, cyphers, and artifacts) that scrap might yield.

Salvage Time: It's ideal if characters can devote at least fifteen minutes poring over a suitable source with **light tools** in hand—opening up access panels, taking apart devices, and otherwise accessing the source's

interior. On the other hand, if the character is salvaging from a discrete installation or defeated automaton, the salvage attempt requires only about a round. If the PCs want to rush through salvaging an area, they can get it done in one minute instead of fifteen minutes, but the task is hindered by three steps.

The more time PCs spend in one area, the greater the chance they'll attract potentially dangerous attention. If they spend an hour or more to fully investigate a potential salvage source, that's an ideal time for GMs to introduce tension via GM intrusions and unexpected encounters with creatures and NPCs.

Salvage Task: Once a potential salvage source is identified, a character—or several characters working together using the helping rules—can attempt to salvage it. Doing so requires using light tools. The difficulty of the task is equal to the level of the source, though in some cases that difficulty might be adjusted due to the nature of the source. For example, a level 6 integrated machine or installation might be crafted in such a straightforward fashion that salvaging tasks are only level 4. On the other hand, a level 2 mass of junk and cypher scrap might be so burned out and corroded that salvaging tasks are level 5 or even higher.

Salvage Success: To a large extent, what characters are looking for determines what they find, assuming their salvaging numenera task is successful. If they're looking for iotum, a successful salvage task likely means they've recovered iotum (and some parts), usually worth one or two rolls on the **Iotum Result Table**. If the characters are attempting to find a specific variety of iotum, refer to the section on **Looking for a Specific Kind of Iotum**.

If PCs are looking specifically for cyphers, they find them. The GM can either determine ahead of time how many and what kind of cyphers might be found in the area or roll a d6 to determine how many cyphers are found and randomly determine which ones. If salvaging cyphers, a successful task often includes manipulating what is found to cobble together something that works. For example, the PCs not only find something of interest but also figure out that, if they hook it up to a nearby power cell, open a small panel, and fiddle with the workings, they produce the cypher's effect (which might not be the device's original use at all).

Finally, if characters are just looking for whatever they can find, the GM determines what is found either randomly (using results suggested on the Random Salvage Result

table, for example) or based on the context of the situation. For example, if the salvage source is an integrated machine or installation that was built by a wright or similar NPC, the PCs are more likely to find iotum. If they're scavenging the carcass of a weird biomechanical creature, they're more likely to find cyphers or possibly an artifact.

In most cases of successful salvage, PCs can also find a few shins.

RANDOM SALVAGE RESULT

1d6	Salvage Discovered
1–2	1d10 shins + parts
3	1d10 shins and an oddity or two + parts
4	1d10 shins and either one roll on the Iotum Result Table or 1d6 cyphers + parts
5	1d10 shins and either two rolls on the Iotum Result Table or 1 artifact + parts
6	1d10 shins and three rolls on the Iotum Result Table + parts

Shins and Iotum: Salvaging numenera for shins usually doesn't degrade the possibility of iotum being salvaged from that same source.

Cyphers, Artifacts, and Iotum: A salvage source that has already been successfully salvaged for cyphers and artifacts *might* still contain iotum. However, all associated salvage tasks are hindered by two steps. Likewise,

attempts to find cyphers and artifacts in a salvage source that has already been successfully salvaged for iotum are hindered by two steps.

Parts: In addition to iotum, crafters also need parts. Any time a character successfully salvages iotum, cyphers, or artifacts, they also find parts, which are tracked in units. When a character salvages shins or oddities, they also find 1 unit worth of parts. If they salvage iotum, artifacts, or cyphers, they find a number of units of parts equal to the combined levels of the items salvaged. For instance, if a character salvages a level 3 cypher, a level 4 cypher, and a level 5 iotum, they also find 12 units of parts.

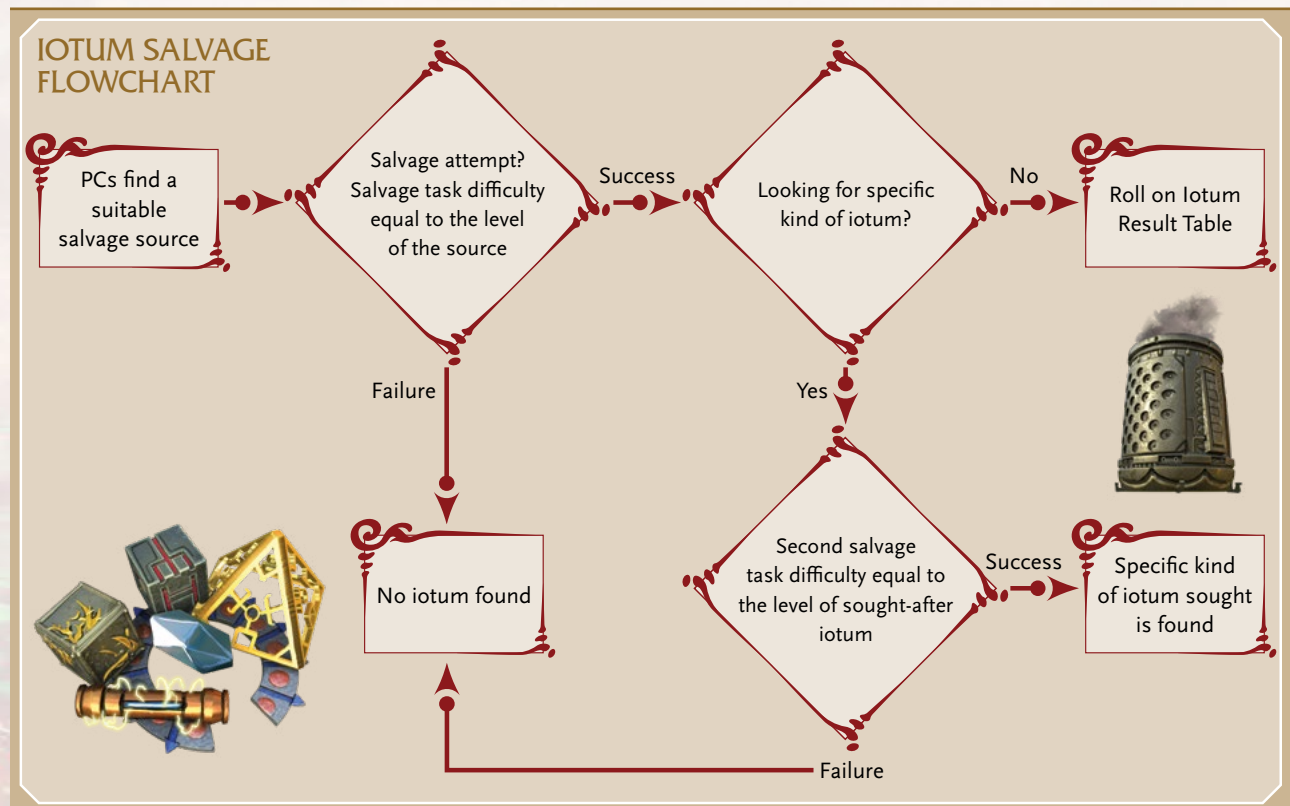
Parts come in all sizes and weights but can be abstracted for the purpose of tracking how much a character can find and carry. Generally speaking, 10 units of parts weigh about 1 pound (450 g) and fill a volume of space equal to a 1-foot (30 cm) cube. So a character with 400 units of parts probably keeps a workshop with at least 40 cubic feet (1 cubic meter) of storage.

Salvage Failure: If the initial salvage attempt fails, the source the PCs are attempting to salvage turns out not to contain iotum (or it did contain iotum, but the PCs ruined it in the process of trying to extract it). Even if iotum can't be salvaged, characters can still extract 1 unit of parts.

The difficulty of salvaging numenera from a source is equal to the level of the source being salvaged, potentially adjusted by how difficult or easy it is to open, access, or break to see what's inside and by how much time characters devote to the task.

Although parts encompass a multitude of different items—conduits, wires, bolts, and more—the idea is abstracted into units of parts so you don't need to keep track of individual items.

Salvage GM intrusions: An alarm sounds. Abhumans hear and investigate. An automaton is activated and attacks. The component removed was vital to keeping the area from falling into the earth.



It's possible to salvage iotum from a character who Fuses Flesh and Steel; however, doing so drops the character two steps on the damage track, where they remain until the iotum is replaced.



Fuses Flesh and Steel, page 74

Numenera plans, page 135

If the crafter wants to salvage something they made and know contains a specific kind of iotum, skip the task to determine whether the source contains the desired iotum. Such salvaging tasks are eased.

Additional Salvage Attempts: Each time characters locate a potential salvage source, a subsequent attempt to search the same area for another source is hindered by one additional step. What constitutes an “area” depends on the situation. If salvagers are in a place that’s thick with the numenera, an area might be one wall of one room. But if they’re in a place that’s already been well picked over or otherwise isn’t amenable to containing components (such as where a single automaton has corroded into scrap), an area could be the entire site.

LOOKING FOR A SPECIFIC KIND OF IOTUM

Often, PCs will be looking for specific kinds of iotum rather than just whatever they can find. After all, **numenera plans** have specific requirements. Any time a character wants to salvage a particular kind of iotum—such as responsive synth—they must attempt two

salvage numenera tasks. The first salvage task is described above and determines whether the salvage source contains iotum. Then, instead of rolling on the Iotum Result Table, the PCs can attempt a second salvage task whose difficulty is equal to the level of the sought-after iotum. For instance, if PCs are looking for responsive synth (a level 2 material), the second salvage task is level 2.

Salvaging Failure: If the PCs fail the second salvage task, they end up finding no iotum,

SALVAGING THE NUMENERA

Oddities are unlikely to contain iotum. Cyphers can sometimes contain iotum, but only a single unit of material with a level equal to or less than the cypher. An artifact is likely to contain iotum but usually only half the number of units as indicated on the Iotum Result Table (to a minimum of 1) with a level equal to or less than the artifact.

IOTUM RESULT TABLE

d100	Iotum	Level	Units Salvaged	Value Per Unit
01–12	Io	1	1d6	1 io
13–24	Responsive synth	2	1d6	3 io
25–32	Apt clay	3	1d6	5 io
33–38	Bio-circuitry	4	1d6	10 io
39–44	Synthsteel	4	1d6	10 io
45–50	Pliable metal	4	1d6	10 io
51–55	Azure steel	5	1d6	20 io
56–60	Mimetic gel	5	1d6	20 io
61–65	Quantium	5	1d6	20 io
66–69	Amber crystal	6	1d6	30 io
70–71	Protomatter†	6	1	60 io
72–75	Thaum dust	6	1d6	30 io
76–78	Smart tissue	7	1d6	40 io
79–81	Psiranium	7	2	40 io
82–84	Kaon dot	7	2	40 io
85–86	Plan seed	*	*	10 io x plan level
87–89	Monopole	7	2	40 io
90–91	Midnight stone	8	2	50 io
92–93	Oraculum	8	1	50 io
94–95	Virtuon particle	8	1	50 io
96	Tamed iron	9	1	70 io
97	Philosophine	9	1	70 io
98	Data orb	9	1	100 io
99	Scalar boson rod	9	1	100 io
00	Cosmic foam	10	1	200 io

* Instead of iotum, sometimes a PC discovers the seeds of a numenera plan embedded in the salvage source.

† Protomatter can’t be salvaged from cyphers, artifacts, automatons or other objects, scrap, or ruins of the numenera that are smaller than 40 feet (12 m) on a side because 1 unit of protomatter is almost that massive (unless some sort of extradimensional space to house the protomatter unit is involved). If this result occurs in relation to a source that’s too small, thaum dust is salvaged instead.



Iotum are necessary ingredients for crafting numenera objects or structures. But some iotum provide additional benefits, either all on their own or if they're added to the crafting process as additional ingredients in any given plan. Thus, components can also serve as "micro-treasures" for characters.

either because they ruin what they're attempting to salvage or because they were wrong and there was nothing to salvage in the first place.

Iotum Level Limits: A salvage source can never contain iotum of a higher level than the source itself. If the level of the cypher the PCs are salvaging is less than the minimum level of the iotum on the Iotum Result Table, reroll on the table.

IO AND IOTUM ECONOMY

Most iotum are priceless if assessed in shins. The average NPC simply doesn't have the resources or economic network to pay what it's worth. PCs are likely to have more success in bartering for other components.

In fact, trade and barter in iotum is becoming more common. Io, the most commonly salvaged component (from which the more general term iotum comes), is used itself as a currency for valuing other kinds of iotum. Thus, io is both a specific kind of iotum and a currency. Io is not compatible or exchangeable with shins or similar currencies, because it is at least ten times more valuable. If characters want to buy, sell, or barter iotum of various kinds, they can value that trade by its relative io value.

In some communities, characters might be able to use io as currency to buy cyphers or artifacts.

IOTUM DESCRIPTIONS

Hundreds or perhaps even thousands of kinds of iotum can be found in the ruins of the prior worlds. The following list is only a fraction of the special components that crafters could find a use for when building numenera devices.

Io: Found embedded within most numenera objects and structures, io is a sort of catch-all term for a variety of basic kinds of iotum. As such, it comes in many forms, but each can easily be held in the palm of the hand—smooth shards of muddy crystal in which a glimmer of gold light gleams, tiny green metallic boxes with etched lines that form strange patterns, cylindrical tubes of a soft but resilient material that sparks with static electricity, and so on. At a basic level, io provides or stabilizes energy to power crafted

objects. It is also used as a currency in its own right for valuing other kinds of iotum.

One unit: About 1 pound (450 g)

Responsive synth: Though scrap synth is everywhere, a rarer variety of synth exists upon which instructions can be etched. It's durable but not a particularly strong material. It can be worked into nearly any conformation and still retain its durability.

One unit: About 3 pounds (1.5 kg)

Apt clay: This brittle clay has a blue-grey, metallic luster and is usually salvaged from the forms of disabled and broken automatons. When used as an additional component in a crafting task, 6 units of apt clay ease one task that the object or structure is built to perform. For example, adding 6 units of apt clay to a **lightning turret** eases attack rolls made with the turret.

Apt clay can also be eaten. It is a difficulty 3 task to choke down 1 whole unit, and it gives the consumer an upset stomach (subtract 1 point from your Speed Pool), but it also restores 1 point to your Intellect Pool.

One unit: About 3 pounds (1.5 kg)

The GM may choose to provide certain hard-to-find or high-level iotum as treasure for completing a quest instead of letting a PC randomly find iotum they want. In fact, the GM could even reserve such iotum for the quest's end, even if PCs attempt to invoke the rules for looking for a specific kind of iotum.

Iotum as treasure, page 348

USING IO AS CURRENCY

Cypher: level × 50 io

Artifact: level × 125 io

Installation: level × 100 io

Automaton: level × 100 io

Vehicle: level × 150 io

Lightning turret, page 168



Amber crystal doesn't prevent a cypher from being consumed or an artifact or installation from failing a depletion roll. It just helps ensure the item won't rust, seize up, or otherwise become nonfunctional due to the passage of time.

True automaton, page 149

Cyphers can be duplicated with mimetic gel but not artifacts or other more complex objects.

Thaum dust is also sought by those crafting mundane structures that take months or years to construct.

Bio-circuitry: Resembling a fine mesh of veins and living nerves embedded in a flexible sheet of skin-like gel, bio-circuitry is partly alive and, when fed the proper instructions as part of a larger device (or organism), can grow and develop to take on many different kinds of characteristics.

When used as an additional component as part of a crafting task, bio-circuitry can be substituted for responsive synth on a unit-per-unit basis. It can also be substituted for smart tissue, but 3 units of bio-circuitry are needed for each 1 unit of smart tissue.

One unit: About 2 pounds (1 kg)

Synthsteel: Similar in appearance to synth, this somewhat misnamed substance is harder and tougher than synth, making it stronger but far lighter than steel.

One unit: About 9 pounds (4 kg)

Pliable metal: This material retains the strength and durability of steel but is pliable enough to make bags, boots, or similar objects. As iotum, it can be used in far more complex cyphers, artifacts, vehicles, installations, or **true automatons**. Sometimes pliable metal temporarily molds to the shape of whatever is pressed against it, similar to 21st-century memory foam.

One unit: About 9 pounds (4 kg)

Azure steel: This bluish metal is not steel and may not be from Earth at all. While somewhat lighter than steel, it is at least ten times harder and tougher.

One unit: About 9 pounds (4 kg)

Mimetic gel: In its inactivated state, mimetic gel is usually salvaged in fist-sized, silvery canisters filled with what appears to be a colorless, translucent goo. When used as an additional component as part of a crafting task, mimetic gel can be substituted for any other required iotum of up to level 5 on a unit-per-unit basis.

Mimetic gel can also be used for other purposes. If an object of up to level 5 is submerged in 4 units of gel, the object is potentially duplicated (an Intellect task with a difficulty equal to the level of the object being duplicated). If the duplication effect fails, the mimetic gel (and anything submerged in it) explodes as a level 5 detonation cypher. Either way, the 4 units of mimetic gel are used up.

One unit: Between 9 and 90 pounds (4–40 kg)

Quantium: This type of iotum is glittering points of light that are almost always confined inside an opaque synth box. One box represents about 1 unit of quantium.

In addition to being a needful crafting material, 3 units of quantium can be used to attempt to move the user one round back in time, a difficulty 5 Intellect task. On a success, the user can relive the previous round, and even change what action they took. On a failure, the user instead hops forward about a minute. For the user, no time passes, but for everyone else, the user is simply gone for about a minute. Either way, the attempt uses up the quantium.

One unit: One box, which weighs about 3 ounces (85 g)

Amber crystal: This component resembles its name, but it is twenty times harder and tougher than steel. It also enjoys a self-repair capacity, which means that cyphers, artifacts, vehicles, installations, or true automatons made with amber crystal can last for thousands or even millions of years. Finally, it tends to cancel out its own weight when energy is applied.

Amber crystal can also be used for other purposes. When properly joined with a detonation cypher (an Intellect task with difficulty equal to the level of the cypher), the cypher's effective level is increased by 1 per unit of amber crystal connected when it detonates (destroying the crystal in the process, of course).

One unit: Between 9 and 90 pounds (4–40 kg)

Protomatter: Normally found within etched stronglass canisters the size of small houses, protomatter appears as a chaotic soup of thick, bubbling fluid.

Protomatter is dangerous in that it tends to dissolve and erase anything it comes into contact with if not handled properly. Of course, this very quality can be used intentionally to destroy a solid object of up to level 6 that is doused in protomatter. Failure indicates that the protomatter boils or surges unexpectedly, dousing everyone nearby, all of whom descend one step on the damage track. Either way, the protomatter is used up.

One unit: One canister 30 feet (9 m) long and 15 feet (5 m) wide, weighing about 8 tons (7 t)

Thaum dust: This sparkling material, which is sometimes visible and sometimes not, is usually salvaged within clear synth receptacles. When used as an additional component as part of a crafting task, every 2 units of thaum dust reduces the time to craft by half.



In addition, 1 unit of thaum dust can be used as part of another action to gain one additional action (for a total of two actions on the round the thaum dust is used). However, this burst of quickened time inflicts 3 points of Speed damage (ignores Armor) on the character. It also uses up the unit of thaum dust.

One unit: One clear synth receptacle, which weighs about 7 ounces (200 g)

Smart tissue: This skin-like material possesses the strength and durability of synthsteel but can be induced to grow to cover an area many times larger than the original amount over time, making it an ideal material for construction.

Smart tissue can also be used to reinforce a mundane object or area up to 20 feet (6 m) on a side. If properly applied (a difficulty 4 Intellect task), the tissue rapidly expands over the course of ten hours and increases the ability of the structure to withstand harm or be broken by force by 1 level. On a failure, the object or portion of a structure up to 20 feet (6 m) on a side is destroyed instead.

One unit: About 1 to 9 pounds (450 g to 4 kg)

Psiranium: When salvaged, psiranium usually takes a thick, disc-like form about 10 inches (25 cm) across that is surprisingly light in heft. Psiranium reacts to hopes and desires, as well as specific mental instructions. When used as an additional component in a crafting task, 2 units of psiranium ease the *assessed difficulty* of the task.

If a unit of psiranium is pressed to the user's head, the user can attempt to telepathically communicate with a creature within long range that the user knows about. The difficulty of the task is equal to the creature's level. Contact lasts for up to a minute but damages the user's mind, inflicting 3 points of Intellect damage (ignores Armor). Using the psiranium in this way destroys it.

One unit: One disc, which weighs about 4 ounces (100 g)

Kaon dot: These tiny, glowing blue specks are vortices of concentrated force that can organize themselves and constituent iotum into many different forms, making them a wondrous crafting material. When used as an additional component in a crafting task, a kaon dot can be substituted for any other required component of up to level 7 on a unit-per-unit basis.

Kaon dots can also be used to perfectly preserve objects, creatures, or areas up to 10 feet (3 m) on a side. The difficulty of applying



a unit in this fashion is equal to the level of the kaon dot or the creature or object, whichever is higher. If successful, the affected subject or area goes into stasis. Stasis lasts for a specified period or until another kaon dot is used by an external agency to break it. Utilizing a kaon dot in this fashion destroys it.

One unit: One speck of glowing blue light with negligible weight

Monopole: Often appearing as metallic cylinders with flat ends about the length and width of a human forearm, monopoles are useful iotum for any cypher, artifact, vehicle, installation, or true automaton that requires energy production or utilization. When used as an additional component in a crafting task, 1 monopole unit can increase the expected depletion range (see the Standard Depletion Ranges) by one step, making it less likely that the object created will deplete as quickly.

One unit: One cylinder that weighs about 1 pound (450 g)

Midnight stone: This component is usually salvaged as mottled black-and-green lumps of a solid, stone-like material, as smooth to the touch as river rocks or eggs. Midnight stones are highly reactive because they contain a volatile substance called void matter. Although they *could* be induced to provide a myriad of

Sometimes smart tissue "wakes up" and forms a creature called a revehent.

Revehent, page 272

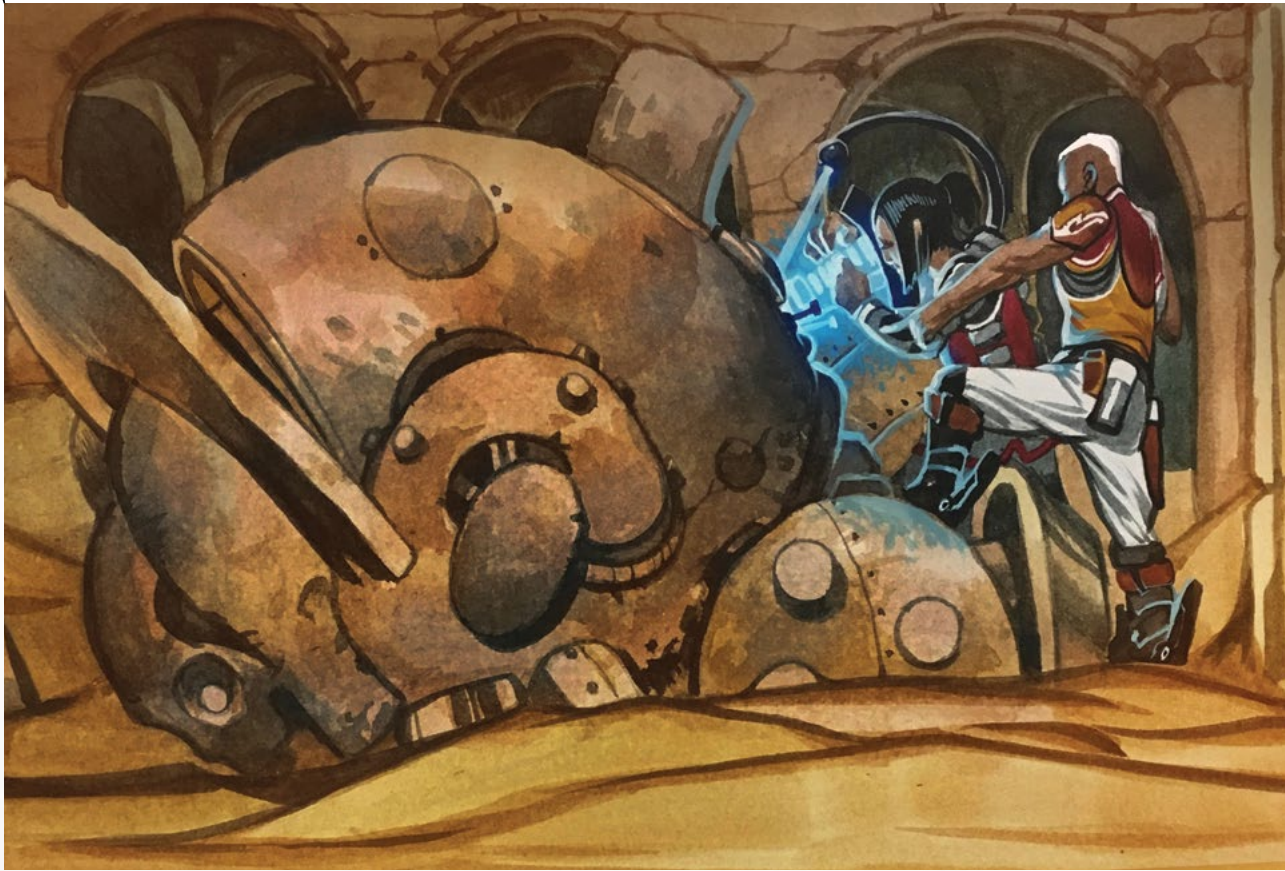
Assessed difficulty, page 117

Midnight stones count toward a character's cypher limit, but it takes two stones to equal one cypher.

STANDARD DEPLETION RANGES

Each entry on this list indicates a standard depletion range for numenera objects, from least permanent to most stable.

- *Cypher* can be used only once and counts against the cypher limit for PCs
- *Automatic* can be used only once
- 1 in 1d6
- 1 in 1d10
- 1 in 1d20
- 1 in 1d100
- — no depletion



cypher-like effects, those effects are almost always random and as likely to be dangerous as helpful. So crafters usually focus on midnight stones' utility for growing and self-mending, allowing them to create immense structures that can last almost indefinitely. When one stone is used as an additional component in a crafting task, the resulting object is treated as 1 level higher for the purposes of resisting attacks and damage.

Midnight stones can also create a variety of other effects, but it's difficult to control such outcomes. See the [Midnight Stone Effect Table](#), page 116

Midnight Stone Effect Table, page 116

Strongglass looks, feels, and is worked like glass, but it has the strength of steel.

One unit: One mottled black-and-green stone, which weighs about 4 ounces (100 g)

Oraculum: Snow-white and cold, oraculum doesn't melt in the heat. When etched into a cypher, artifact, vehicle, installation, or true automaton, oraculum provides hints of self-awareness and the ability to react to the environment. When 3 units are used as additional components in a crafting task, they inject a limited sentience into any cypher, artifact, vehicle, installation, or true automaton being crafted, even something that normally wouldn't have it. This sentience has the capacity to control the cypher, artifact, vehicle, installation, or true automaton of which it is a part.



Iron wind, page 135



In addition, oraculum can be used to invest mundane objects with a hint of consciousness. Successfully applying the material to an object is a difficulty 3 task, after which the object can psychically sense its surroundings but can't interact with anything that doesn't have some means of telepathic communication.

One unit: About 1 ounce (28 g)

Virtuon particle: It's hard to pin down a virtuon particle, which is sometimes there and sometimes not. Normally found locked in strongglass prisms, virtuon particles provide a wide range of useful, though difficult to articulate, properties of cyphers, artifacts, vehicles, installations, or true automatons. When a virtuon particle is used as an additional component in a crafting task, it eases the assessed difficulty of the crafting task by two steps.

One unit: A strongglass prism that traps one virtuon particle, weighing about 4 ounces (100 g)

Tamed iron: Is tamed iron really a tamed cloud of the [iron wind](#), as some claim? If so, it would pay to be cautious with the glittering, drit-like substance. Tamed iron can be instructed to become a self-organizing tool in whatever is being crafted, making it an essential building component in many high-level numenera



Many iotum are easily transportable, but some—such as canisters of protomatter—are massive. To transport them back to their base or settlement, PCs may have to use multiple aneen, brehm-drawn wagons, or their own custom vehicle.

objects and structures. When used as an additional component in a crafting task, 1 unit of tamed iron can be substituted for any other required iotum of up to level 8 on a unit-per-unit basis.

Tamed iron has one additional use: if a unit is tossed into the howling front of an iron-wind storm, the iron wind is potentially quelled for several minutes in an area a short distance across.

One unit: One handful of the drit-like substance, weighing about 4 ounces (100 g)

Philosophine: This diaphanous, colorless material usually appears trapped within a translucent synth cube studded with transdimensional nodules. Philosophine brings that which is being crafted closer to its intended ideal, overcoming obstacles of mere physical law by fusing multiple dimensions together and then synthesizing a local reality where the high-level cypher, artifact, vehicle, installation, or true automaton is realized more perfectly.

A unit of philosophine can also be used exactly like a level 9 artifact that returns 9 points to a character's Pools and has a depletion roll of 1 in 1d6.

One unit: One synth cube that weighs about 7 ounces (200 g)

Data orb: These extremely rare but amazing spheres are usually about 4 inches (10 cm) in diameter and composed of etched amber crystal. The etchings contain rafts of condensed information, a quantity beyond understanding. Installing a data orb into a crafted object provides it with a host of potential additional qualities, up to and including a link to the [datasphere](#).

A data orb can also be used exactly like a level 9 artifact that allows the character to ask the datasphere a question and receive an answer and has a depletion roll of 1 in 1d6.

One unit: One amber sphere that weighs about 7 ounces (200 g)

Scalar boson rod: This extremely rare iotum contains a flux of scalar particles that affect fundamental fields and transdimensional applications. A scalar boson rod appears as a

rectangular metallic case about 3 feet (1 m) long and 8 inches (20 cm) wide and deep, in which countless tiny particle rods shimmer. Scalar boson rods don't usually contribute directly toward a numenera device's function; however, each one used as an additional component of a crafting task reduces the [reactive field](#) produced by installations to one-tenth its normal size.

One unit: One metallic case holding tiny rod-shaped units of particles or energy, which weighs about 13 pounds (6 kg)

Cosmic foam: More conceptual than physical, cosmic foam is difficult to see directly. It is said to be the foundation of reality, a component of the fabric of existence itself. When salvaged, cosmic foam is contained in matrices of multicolored hard light bounded by strips of tamed iron to create a complex, many-sided solid about 2 inches (5 cm) in diameter. As a foundational component of reality, cosmic foam is an ideal component when crafting objects that can transcend time, dimension, space, and other constants of physical law.

One unit of cosmic foam can also be used exactly like a level 10 artifact that allows the character to immediately take five turns in an instant. When this happens, time stands still for everything else, but the cosmic foam has a depletion of "automatic."

One unit: One polygon of light in a tamed iron frame, weighing about 4 ounces (100 g)



Reactive field, page 322

The level of an iron wind storm varies. Obviously, it's much easier to quell a low-level instance of the iron wind than episodes whose level approaches 10.



Datasphere, page 355

MIDNIGHT STONE EFFECT TABLE

To activate a midnight stone's void matter, a character must hold the stone and concentrate, a difficulty 4 task. If successful, a ribbon of greenish-black energy coils out of the stone and produces a random effect, such as one of those in the table below. A character can try to channel the energy to achieve a specific effect—either one on the table or one of the character's own choosing (with the GM's permission)—but this requires a second and more difficult (level 8) task. On a failure, the stone becomes somnolent once more and isn't activated.

When used successfully, a midnight stone crumbles, turns to ash, and is gone.

d20 Effect

- | | |
|-------|---|
| 1 | The user makes a free one-action recovery roll and adds 2 to their Intellect Edge for one hour. |
| 2 | The stone sprouts fine, glassy tendrils similar to hair. If the user continues to hold the stone, their body sprouts the same sort of hair (first their hand, then their arm, and so on across their body), inflicting 4 points of ambient damage each round until they let go of the stone. |
| 3 | A thundering sound somehow blinds (rather than deafens) the user for several minutes. |
| 4 | A used cypher in the user's possession is renewed or a depleted artifact is recharged. |
| 5 | The skin around the user's eyes, mouth, ears, and all other orifices is sealed with a sudden surge of new skin growth. The user suffocates if not helped by someone poking a hole over the mouth or nostrils and keeping it open (the skin keeps trying to grow closed). After about ten minutes, the growth reverses (if the user is still alive). |
| 6 | The user makes a free one-action recovery roll and adds 2 to their Might Edge for one hour. |
| 7 | The user's legs and arms bloodlessly drop off. If held in place to where they were once attached, they will reattach themselves if the user makes a recovery roll. |
| 8–10 | The user learns the answer to one question in an intuitive leap, but this leaves a nagging headache for several hours afterward. |
| 11 | The user becomes distracted by a strange crunching noise that only they can hear, apparently coming from behind the nearest wall or the floor. Intellect tasks for the user are hindered for a few days. |
| 12 | As part of the same action used to activate the stone, the user can direct a ray of transdimensional energy, inflicting 6 points of damage on a target within long range with a successful attack. |
| 13 | The midnight stone detonates, inflicting 6 points of damage to the user and everyone within immediate range unless they can resist (difficulty 6 task). |
| 14–16 | The user gains a beneficial mutation that lasts for 28 hours. |
| 17 | The user gains a harmful mutation that lasts for 28 hours. |
| 18 | The user gains a beneficial mutation that is permanent, replacing any previous permanent beneficial mutation from a midnight stone. |
| 19 | The user gains a harmful mutation that is permanent. |
| 20 | The user gains a powerful mutation that is permanent, replacing any previous powerful mutation from a midnight stone. |



*Ambient damage,
page 110*



*Beneficial mutation,
page 398*

*Harmful mutation,
page 398*

*Powerful mutation,
page 399*



When used successfully, a midnight stone crumbles, turns to ash, and is gone.



CHAPTER 7

CRAFTING

Crafting includes building commonplace items like canoes, wooden palisades, and clothing. To create them, the crafter needs access to basic **materials** (stone, wood, clay, iron, and so on).

However, crafting also includes the numenera. Crafting numenera objects is different from commonplace crafting. To craft numenera objects and structures, one needs **iotum** usually **salvaged** from ruins (amber crystal, mimetic gel, responsive synth, tamed iron, and more), special **parts** (iron screws, synth casements, wood struts, glass panes, and so on), and specific directions on how to use them called **plans**.

Numenera plans are not actually cohesive blueprints but instead represent a combination of contemporary anecdotes from decades of trial and error; practical knowledge distilled from wrights, nanos, Aeon Priests, and other numenera scholars; and actual seeds and fragments of prior-world knowledge detailing mind-bending energy sources, impossible materials, universal constants, and concepts that defy words. When amalgamated, plans allow crafters to build powerful installations, weird devices, inscrutable automatons, amazing vehicles, and more. It's likely that the objects and structures that Ninth Worlders create using seeds and fragments of prior-world knowledge bear only a passing resemblance to what an entity of a prior world would've done with the same seed concepts, but they are amazing nonetheless.

Plans specify which and how much iotum can be used to create a specific object or structure. They also set the **minimum crafting level** for the object or structure. Seeds of plans can sometimes be found when iotum and other types of numenera are salvaged for valuables. These seeds can later be developed into complete plans by someone with the experience to do so. Some characters—including **Wrights**—develop new plans through constant study and discipline.

ASSESSED DIFFICULTY FOR CRAFTING TASKS

The assessed difficulty of crafting a commonplace object or structure is the same as the object or structure's level, but that's not true for numenera objects and structures.

The assessed difficulty of a crafting task to build a numenera object or structure is always higher than the level of the completed project. For instance, an installation that cures maladies might be level 5 once completed. But the assessed difficulty of the crafting task to build it is 7.

Assessed difficulties can increase beyond difficulty 10, though crafters have many means to decrease the difficulty, including the use of special tools, type abilities, cyphers, certain special components, and of course, relevant skills. If the assessed difficulty for a crafting task would remain above 10 even after all modifications have been applied, then the installation or object cannot be crafted, at least not until some other help is applied to reduce the difficulty.

An assessed difficulty for a crafting task could potentially be reduced so that it becomes a **routine task**. However, such a task still requires the same time to build as if it had an assessed difficulty of 1.

Materials, page 125

Iotum, page 107

Salvaging, page 107

Parts, page 107

Numenera plans, page 135

Limited automaton, page 149

True automaton, page 149



Routine task, page 15

Minimum crafting level, page 135

Wright, page 18

DETERMINING ASSESSED DIFFICULTY

Crafting Task	Assessed Difficulty Equal To
Commonplace object	Level of object
Commonplace structure	Level of structure
Cypher or similar item	1 + level of cypher
Installation	2 + level of installation
Limited automaton	2 + level of limited automaton
Artifact	3 + level of artifact
Vehicle	3 + level of vehicle
True automaton	4 + level of true automaton





A PC who wants to build lightning towers or other numenera wonders should become trained in the crafting numenera skill.

*Crafting cyphers,
page 120*

*Object or structure
minimum crafting level,
page 135*

*Chapter 10: Numenera
Plans, page 135*

*The level of a completed
object, installation, and
so on is usually less than
the assessed difficulty of
the crafting task itself.*

Adept Builder, page 25

When building a numenera object or structure, PCs also need to keep in mind the minimum level at which the object or structure in question can be built, called its **minimum crafting level**.

For instance, even if a character has a plan for building a turret that spits poison at foes, that turret might not be able to be constructed at any level less than 5. This, in turn, means that the assessed difficulty for building that turret at the minimum crafting level would be 7, because the modifier for assessing the crafting difficulty of an installation is +2.

The plans described in **Chapter 10: Numenera Plans** each have a minimum crafting level associated with the object the plan describes. That chapter also includes a table of minimum crafting levels for cyphers and artifacts presented in *Numenera Discovery*. The new cyphers and artifacts presented in this book have minimum crafting level information already associated with each entry.

MULTIPLE SUCCESSES FOR CRAFTING SUBTASKS

Crafting tasks, whether crafting a commonplace or exotic object, require the crafter to succeed on multiple subtasks to achieve overall success. The number of subtasks required is equal to the assessed difficulty of the crafting task attempted. So a crafting task assessed as difficulty 5 requires five subtask successes.

The difficulty of each individual subtask begins at 1 and then increases by one step for each remaining subtask, until the crafter succeeds on the final, highest difficulty subtask. Generally, subtask attempts occur at equally divided intervals over the course of the full time required to craft the item.

For instance, a character wants to craft a level 2 cypher. Because crafting a cypher has a difficulty equal to the level of the cypher +1, the assessed difficulty of the crafting task is level 3, which means the crafter must succeed on

three subtasks. The **Crafting Cyphers** table says it should take about 4 hours to finish crafting it, so the character must succeed on one subtask about every hour or so, starting at difficulty 1 and ending with a difficulty 3 task at the end of the crafting time.

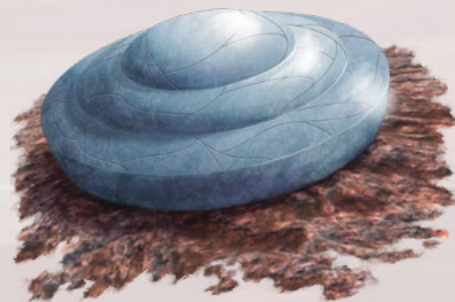
If at any point the crafter fails on a single subtask, the object or structure isn't ruined. Instead, the crafter merely loses time. A failure means the time spent on that crafting roll was wasted, but the character can spend that much time again and then try to succeed at that same subtask. If the crafter fails twice in a row on the same subtask, the character can continue crafting but in addition to losing another interval of crafting time, 1 unit of iotum (of the highest-level iotum being used) is destroyed in a mishap and must be replaced before crafting can continue.

REDUCING CRAFTING DIFFICULTY

Crafters can reduce the assessed difficulty of a crafting task with applicable training, assets, special abilities provided by their focus or type, and so on. Use the reduced assessed crafting level as the starting point for determining the time to build, the number of crafting subtasks attempted, and the difficulty of the final and highest subtask. The amount of time it takes to craft an object or structure varies by the final, modified assessed difficulty, so decreasing the assessed difficulty not only makes it more likely that the crafter will succeed, but it also means they have to spend less time on the project.

This means that someone trained in crafting numenera treats an assessed difficulty 7 task as difficulty 6 in terms of difficulty, number of subtasks, and time required. A Wright who's trained in crafting numenera and has the **Adept Builder** ability (which lowers the assessed difficulty by 1) reduces an assessed crafting difficulty of 7 to difficulty 5. A mid- to upper-tier Wright focused on crafting numenera can quickly turn around even higher-level cyphers in just a few hours or days.

A character may ask to apply Effort to each subtask. Of course, applying Effort is something characters do in the moment, not over the course of days or weeks. Generally speaking, it's impossible to apply sustained Effort over periods greater than a day, so Effort cannot be applied to any crafting task or subtask that exceeds 28 hours.





RELEVANT CRAFTING SKILLS

There's a world of difference between crafting a canoe to cross a lake and crafting a lightning tower that can blast a horde of attacking abhumans.

This is why there isn't a general crafting skill that applies to both. Instead, a character who wishes to become trained in building numenera objects and structures should focus on becoming skilled in crafting numenera, which eases associated tasks like any other skill.

To craft objects like canoes, palisades, and normal buildings, a character can choose a skill that provides general crafting knowledge such as carpentry or masonry.

To create weapons or armor, a character should learn a more specific skill, such as weaponsmithing or armoring, respectively.

As is true with other skills, crafting skills can further ease the assessed difficulty of a crafting task when a crafter has two skills that both directly apply to the task. For example, if a crafter trained both in crafting numenera and in bowyering attempts to make a numenera artifact that works something like a bow, the assessed difficulty to make that artifact is decreased by two steps.

TIME TO BUILD

It takes time to craft or repair objects and structures. The following tables list times to build in minutes, hours, days, and longer for large projects. Any crafting task that lasts one day or longer assumes that the crafter spends an average of about nine hours per day on in-depth, full-time work, not a full 28 hours each day. The object or structure still requires a minimum of 28 hours or longer to craft; however, the crafter is able to set up certain processes—letting a hide soak to soften it, allowing glue to dry, letting responsive synth settle, allowing mimetic gel to replicate, and so on—and walk away to sleep, attend to other tasks, and so on, before returning to the crafting task.



Skills, page 27



Generally speaking, it's impossible to apply sustained Effort over periods greater than a day, so Effort cannot be applied to any crafting task or subtask that exceeds 28 hours.

CRAFTING COMMONPLACE OBJECTS

Object Level	General Time to Build
Routine (tying a simple knot)	1 minute
1 (torch)	5 minutes
2 (bench)	1 hour
3 (cabinet)	1 day
4 (light weapon or armor)	2 days
5 (medium weapon or armor)	1 week
6 (heavy weapon or armor)	1 month



Rejuvenator, page 286

Battle armor, page 292

Chapter 8: *Commonplace Objects and Structures*, page 124

When characters become involved in creating communities, campaign time is sometimes tracked in days, weeks, or months instead of rounds, minutes, or hours.

Long-term play, page 324

CRAFTING COMMONPLACE OBJECTS

Commonplace objects are items that are not crafted using special components of the prior worlds. They can be as simple as a spear or as complex as plate armor. Generally, commonplace items do not include items that are self-powered (unless that power is provided via a waterwheel or some other very basic technology).

Objects that use wood or coal as fuel, similar to twentieth-century steam engines, may seem simple by modern standards, but to the average Ninth Worlder, both steam engines and zero-point engines work via equally inscrutable principles.

Plans for creating commonplace objects are not nearly as complex as those for crafting numenera items, but crafting lore is still useful. A list of plans for commonplace objects is presented in Chapter 8: *Commonplace Objects and Structures*.

CRAFTING COMMONPLACE STRUCTURES

A commonplace structure is a lean-to, a shed, a hut, a one-room house, an inn, a shop, a stone mansion, a five-story tower, a caravanserai, or even a fortress. From the simple to the elaborate, these discrete structures vary in complexity by level.

Ideas for commonplace structures are presented in Chapter 8: *Commonplace Objects and Structures*.

CRAFTING COMMONPLACE STRUCTURES

Structure Level	Time to Build
Routine (one-person lean-to)	~30 minutes
1 (hut)	~3 hours
2 (cottage)	~3 days
3 (wooden palisade)	~3 weeks
4 (watchtower)	~3 months
5 (mansion)	~1 year
6 (keep)	~10 years
7 (castle)	~30 years



CRAFTING CYPHERS AND ARTIFACTS

Cyphers and artifacts are numenera devices that most characters are already familiar with, though up until now, PCs could usually only get them by finding them in some weird ruin or other.

Now, with the proper plans, components, and time, characters can attempt to craft their own cyphers and artifacts! This means if a character wants a level 5 rejuvenator, they can make it, provided they have the plans to do so and some time to spare.

Likewise, characters who have plans for level 6 battle armor can try their hand at crafting it once they acquire the proper components and spend the appropriate amount of time to build their new synth-and-steel battle suit.

CRAFTING CYPHERS

Assessed Difficulty	Time to Build
1	~10 minutes
2	~1 hour
3	~4 hours
4	~9 hours
5	~28 hours
6	~2 days
7	~1 week
8	~3 weeks
9	~2 months
10	~6 months

CRAFTING ARTIFACTS

Assessed Difficulty	Time to Build
1	~2 days
2	~4 days
3	~8 days
4	~2 weeks
5	~1 month
6	~2 months
7	~6 months
8	~1 year
9	~10 years
10	~20 years

CRAFTING INSTALLATIONS

Installations are discrete, fixed-in-place artifacts that provide some kind of service or supply a community need such as illumination, warmth, water, defense, offense, and so on. PCs often craft installations to aid a base or community. They can be as simple as a tiny power source for a few lights in a community (level 1 installation) to a massive device that connects the surface of the planet to the airless void of space (level 10 installation). Other installations might create water for a certain number of people, throw up a defense screen of a particular size, shift the community's phase once a year so it doesn't get stomped by a massive automaton that moves through the area, and so on.

Plans for a wide variety of installations are provided in [Chapter 10: Numenera Plans](#).

CRAFTING INSTALLATIONS

Assessed Difficulty	Time to Build
1	~1 day
2	~2 days
3	~4 days
4	~6 days
5	~2 weeks
6	~1 month
7	~3 months
8	~6 months
9	~1 year
10	~10 years



CRAFTING AUTOMATONS

Automatons are mechanical entities that range from limited mobile devices created for specialized purposes to fully autonomous, intelligent, and individual entities—true automatons—that possess powerful abilities and aspirations of their own. A disc-shaped device that patrols a small area and whistles loudly when it senses unexpected movement is an example of a level 1 device, while an intelligent massive war machine that chooses for itself if and when to apply its destructive energies is an example of a level 10 automaton.

Automaton plans are found in [Chapter 10: Numenera Plans](#).

CRAFTING AUTOMATONS

Assessed Difficulty	Time to Build
1	~2 days
2	~4 days
3	~8 days
4	~2 weeks
5	~1 month
6	~2 months
7	~6 months
8	~1 year
9	~10 years
10	~20 years

CRAFTING VEHICLES

Crafting a hover disc or even a motorized wheeled vehicle is fundamentally different from crafting a beast-drawn cart. Wagons, carts, carriages, and similar things are built using skills associated with building commonplace objects (see [Crafting Commonplace Objects](#)). Exotic vehicles include the aforementioned hover disc and motorized wheeled vehicles, as well as powered flying craft and ships that can travel to distant stars or even burrow into different dimensions.

Plans for exotic vehicles are presented in [Chapter 10: Numenera Plans](#).

CRAFTING VEHICLES

Assessed Difficulty	Time to Build
1	~3 days
2	~5 days
3	~10 days
4	~3 weeks
5	~2 months
6	~4 months
7	~1 year
8	~10 years
9	~20 years
10	~50 years

Chapter 10: Numenera Plans, page 135



PCs often craft installations to aid a base or community. They can be as simple as a tiny power source for a few lights in a community (level 1 installation) to a massive device that connects the surface of the planet to the airless void of space (level 10 installation).



Attacking objects,
page 116

Bio-circuitry, page 112

Responsive synth,
page 111

The rules for repair provided in Numenera Discovery are an abstracted version of the repair rules here. If the PCs are using only Discovery, they can stick with those rules. But if they're using Wrights and numenera crafting rules from Numenera Destiny, you should also use the repair rules provided here.

Training in crafting numenera eases tasks related to repairing numenera objects and structures.

CRAFTING CONSIDERATIONS

SUBSTITUTING IOTUM

If a crafter doesn't have all the correct iotum a plan calls for, a substitution can be attempted, as long as the substituted iotum is at least equal to the level of the missing iotum and is provided in equal units. Substituting a component hinders the crafting task, unless the substituted iotum has a special quality that allows it to be substituted. For example, if substituting bio-circuitry for responsive synth, the assessed crafting difficulty remains unchanged.

Generally speaking, only one type of iotum substitution can be attempted in any given crafting numenera task.

CRAFTING AND EXPLORING

A character can leave their crafting tasks idle for short periods while they turn their attention to other things, such as a short exploration of a nearby ruin, without any appreciable effect on the ongoing crafting tasks. Although the components are weird and volatile, they will still be where a crafter left them when they return. The only real effect is that the time spent away from the project doesn't count toward the time needed to build it. However, with the GM's permission, a character might leave the crafting task in the hands of an ally or follower with training in the appropriate crafting skill and not lose any time.

MULTIPLE SIMULTANEOUS CRAFTING PROJECTS

A character can work on more than one crafting project at a time. Generally, a character can have a number of concurrent crafting projects equal to their tier. However, some characters may have special abilities or equipment that can increase that limit.



ASSESSED TASKS ABOVE LEVEL 10

If the assessed difficulty for a crafting task exceeds level 10, the character can't actually begin crafting the project until they can lower the assessed difficulty. A character can do so by applying skills, special equipment, cyphers, artifacts, and, in the case of Wrights, special abilities derived from their type.

DISABLED, MINOR, AND MAJOR DAMAGE

Objects and structures can sometimes sustain damage without being completely destroyed. Depending on how damaged an object is, its abilities might be degraded (minor damage) or may no longer work at all (major damage).

An object or structure may also be disabled, in which case it no longer works but repairing it is a simple task compared to repairing an object that has sustained major damage.

Finally, an object might be completely destroyed, in which case not only does it not work, but it's also not really a candidate for repair.

Disabled: Object doesn't work but repairing it is a straightforward task.

Minor Damage: Object's effective level is -1.

Major Damage: Object is broken and no longer functions.

Destroyed: Object no longer functions and is so broken that it can't be repaired.

REPAIRING DAMAGED OBJECTS AND STRUCTURES

If an object or structure becomes disabled or damaged (but not destroyed), a character can attempt to repair it. The repair time, assessed difficulty, and iotum required for repairing numenera objects and structures vary based on how damaged the object or structure is.

Sometimes, a numenera object or structure is merely disabled, meaning it doesn't work, but it hasn't otherwise sustained damage—for example, an installation is disabled by vandalism, through enemy salvage of a critical part, or due to a simple malfunction. In this case, repair could be a simple, one-round task.

MINOR AND MAJOR DAMAGE TAKEN BY AUTOMATONS

Objects that are also creatures, such as automatons, should be treated as creatures that have health, rather than objects that can sustain minor and major damage. Of course, the GM always has final say over what special damage will affect an NPC and how it is applied.

Damage	Repair Requirements
<i>Disabled</i>	A single, one-round crafting roll with a difficulty usually equal to the level of the disabled object or structure. Depending on how the object or structure was disabled, the GM may decide that it takes several rounds, that replacement iotum is required, and that the device has also sustained minor damage.
<i>Minor</i>	20% of time and difficulty (minimum 1) of the original crafting requirement plus replacement of all units of second-highest-level iotum. Multiple crafting subtask rolls may be required as though crafting the device for the first time.
<i>Major</i>	50% of time and difficulty (minimum 4) of the original crafting requirement plus replacement of all units of highest-level iotum. Multiple crafting subtask rolls may be required as though crafting the device for the first time.
<i>Depleted</i>	Treat a depleted object as if the object had sustained major damage.
<i>Destroyed</i>	Cannot be repaired.

MODIFICATION

A plan or instruction set usually creates a specific object or structure. But what if a crafter wants to make a few modifications? For example, a character who creates a **ray emitter** cypher might want to extend its range. A character who fashions a **detonation** cypher may want to tune it so that it detonates only when it senses a particular trigger nearby—something as simple as movement to something as complex as a particular individual. A character creating an installation that creates a force field may want to increase the area protected by the field.

In addition, some crafters may wish to make purely aesthetic modifications. A character may want to add a little style and personality to the objects and structures they create. Or they may want to make small decorative additions or other changes that don't have a real effect on the object or structure's purpose—attaching an installation to another installation or a large vehicle, or putting the control surface for an installation in a protected cubby, without changing anything else.

For instance, the crafter making an automaton may want it to be covered in a soft, fur-like coating instead of bare metal. Or they may want a ray emitter to sport a beast head so that, when it's used, the beast head looks like it's spitting the ray. Another crafter may not care so much about adding personality to a crafted object or structure, but they may want the result to appear smooth and fashionable, as opposed to a cobbled-together mess of parts and iotum (which is how many contemporary crafted numenera items appear).

MODIFICATIONS FOR EFFECT

To modify the effect of an object or installation, a crafter must contribute an additional unit of iotum to the crafting process whose level is equal to or higher than the completed object or structure's level. In addition, a modification to an object or structure's effect adds at least one step to the assessed crafting difficulty.

A small modification to a device's target, range, or duration is an acceptable modification. "Small" is subjective and up to the GM, but generally, it means increments of one additional target for an effect (though the GM may rule that the benefit is too great for one additional target in the case of some higher-level devices), a range increment of an additional 50 feet (15 m), or a duration increase of an additional round (for powerful effects) or hours (for effects that already have durations of several hours).

Desired modifications that go beyond such minor changes aren't considered modifications. Instead, the crafter is moving into the territory of having to develop a new plan altogether.

MODIFICATIONS FOR APPEARANCE

A crafter can modify the appearance of an object or installation to give it a particular style or a visual customization that is pleasing to the crafter—to improve its aesthetic quality beyond that of a jumble of wire and synth melded to strange components. To do so, a crafter must contribute double the number of points' worth of parts that they'd otherwise contribute to the process. If the character wants to add sleek styling and winglike protuberances to a headpiece artifact, they can do it as long as modifying the appearance of the item doesn't grant new effects or change existing ones. Modification for appearance is simply a matter of the crafter deciding how they want their project to look when they're all done.

Installations and artifacts can also be repaired by the Repair Unit cypher.



Repair unit, page 286

Ray emitter, page 285

Detonation, page 277

Modifications to an already completed object or structure are also possible. Treat such modifications-after-the-fact as if doing a minor repair to the object or structure.

Repairing damaged objects and structures, page 122



The iotum required to craft an object or structure can also be salvaged from a different object or structure that a crafter has personally built and which they know to contain those components. Such salvaging tasks are eased.

CHAPTER 8

COMMONPLACE OBJECTS AND STRUCTURES

When Brucha told Gurner and the others to build a tall watchtower so they could see farther in every direction and be forewarned, they'd clapped him on the back. Grinning, they told him that was just the kind of thinking they needed to survive.

Plans for commonplace objects and structures are very different from plans gleaned from the ruins of the dead civilizations that came before. They are not inspired by fragments of knowledge etched into telepathic substrates, trapped in the memory of an integrated machine, embedded in a local universal constant, or stored in some other magical fashion. Instructions for commonplace objects and structures are born from the lore and practical knowledge developed by the people of the Ninth World.

Crafting something commonplace is similar in some ways to crafting a numenera device, but it's also far easier—so much easier, in fact, that many artisans, crafters, builders, and smiths don't use plans at all but instead rely on oral explanations, their own intuition and experience, or trial and error.

This means that the plans provided in this chapter are not actually required for an artisan to build the indicated object or structure. However, these plans have several important aspects:

Commonplace Plans as Guides. Commonplace plans serve as guides to a range of creations that a crafter can choose from when they head to the workbench and begin a new project. As PCs look over the lists of things they can craft, they might be inspired to build a bridge across a gorge, fashion an inn, or lay the groundwork for a castle.

Commonplace Plans as Contributions to Community Stats. If your character wants to establish settlements that use the **community stats** and the layout guidelines in chapter 28, then commonplace plans are important. Each time a structure is built using one of these plans, it directly contributes to a settlement's

physical footprint on the landscape. It can also serve as an element that contributes to the community's stats. For instance, if you build a level 5 or higher structure, it likely contributes to the community's infrastructure stat.

Commonplace Plans to Ease Crafting. Although plans are not strictly necessary, having a plan that spells out issues and provides specific directions is still preferred. If a builder or artisan has a plan for a commonplace object or structure, the assessed difficulty of the crafting task is eased. (The same is not true for plans for numenera objects or structures. Having a plan for such items doesn't ease those tasks; it makes them possible.)

UNDERSTANDING COMMONPLACE PLANS

A commonplace plan is usually obvious and self-explanatory. Such plans often come in the form of one or more sheets of paper describing a method to create a particular thing. Helpful diagrams are also common as part of commonplace plans.

Commonplace plans include the following parameters.

Level: This number indicates the level of the final object or structure created and the **assessed difficulty** of the crafting task to make it.

A crafter can try to craft an item at 1 level higher than the basic level of its kind, but doing so increases the assessed crafting difficulty by two steps. The limitations of mundane materials make it difficult to raise the level of a basic object or structure by more than 1 level without adding special components. However, a character could attempt to further raise the level of a basic object or structure by one or even two steps by **using iotum in commonplace crafting**.

Kind: Commonplace plans are for either objects or structures.

Assessed difficulty, page 117

Community stats, page 301

Using iotum in commonplace crafting, page 125



If a builder or artisan has a plan for a commonplace object or structure, the assessed difficulty of the crafting task is eased.

Materials: Whereas numenera objects require iotum, commonplace structures require lots of basic materials like stone, wood, scrap synth, iron, and so on. To build a stone wall, for instance, requires a lot of stone. Rather than keep track of exactly what kind of material they have, the character can just track the units of material. *One unit:* Between 9 and 90 lbs. (4–40 kg).

Acquiring Materials: Acquiring basic materials isn't too difficult for crafters. The easiest way is by cutting, mining, or smelting the material themselves, which takes about two hours per unit of material acquired (assuming a material source is accessible).

Crafters in a community can also hire a trader, miner, logger, or other NPC to gather materials on their behalf. The average price an NPC might ask for gathering about 100 units of material is about 50 shins, a cypher, or the payment of some kind of favor.

Specifications: A short description of the object or structure created by the plan.

Depletion: For the most part, commonplace objects and structures do not have a depletion. Unless specifically designed to be used up, such as a torch or an arrow, a commonplace object or structure remains until it is destroyed or falls into disrepair due to age or poor care. Generally, a well-crafted commonplace item can last many decades.



Palisades or stronger defensive walls are often built atop ramparts, which are themselves surrounded by deep ditches, ideally deep enough to channel nearby water into them, creating a moat.



Some complicated commonplace objects—like buzzers, dart throwers, and spyglasses—also require parts to make.



USING IOTUM IN COMMONPLACE CRAFTING

Iotum might be used in commonplace crafting. For instance, a crafter might try to line their palisade wall with synthsteel struts, make a rowboat out of responsive synth, craft a whip with azure-steel braiding, or weave armor with bio-circuitry. Doing so increases the assessed crafting difficulty by one step.

A GM can decide if incorporating a particular kind of iotum provides a specific benefit on a case-by-case basis. A good rule of thumb is to increase the level of the resultant item by one or two steps. For instance, using responsive synth or pliable metal to create special light armor increases the level of the light armor created by 1 and 2, respectively.

USING PARTS IN COMMONPLACE CRAFTING

If a commonplace item requires **parts**, the number of units required is called out in parentheses under the materials listing.

Materials are often incorporated into numenera devices to enhance their usability, though not their core function. For instance, a crafter may add a leather strap to carry their ray emitter or a wooden handle to lug around a teleporter. These minor additions do not affect the assessed difficulty of the crafting task.

Parts, page 107



Crafters who have the time and means should focus on building a simple or specialty workshop first. Doing so eases crafting tasks that occur within a workshop.

Crafting time requirement, page 119

How specific structures contribute to a community's statistics is described in Chapter 26: Community Stats.

Community stats, page 301

"Palisade" is another term used for wooden defensive walls, usually made of fitted timber.

BUILDING MULTIPLE STRUCTURAL SECTIONS

The general time to build any given structure depends on the structure size. If a crafter wishes to build something larger in any one dimension, they can do so by doubling the components and time required for each additional structural unit. For example, crafting a 30-foot (9 m) long bridge requires three weeks, so crafting a 60-foot (18 m) long bridge of the same type requires six weeks. (Note that this assumes the terrain allows for structural bridge supports; commonplace bridges can't be extended indefinitely, and an installation would be required to span distances longer than a short distance without support.)

DEFENSIVE STRUCTURES

Structure	Level	Materials	Specifications
Wood gate	2	8 units	Defensive gate up to 20 feet by 20 feet (6 m by 6 m) that can be closed to control access
Gravel road	2	100 units	10-foot (3 m) wide course extending a long distance, allows movement at normal speed through wild or uneven terrain
Wooden bridge	3	20 units	30 feet (9 m) long, 10 feet (3 m) wide, wooden supports
Defensive ditch (moat)	3	20 units	6 feet (2 m) deep, 10 feet (3 m) wide, 30 feet (9 m) long
Wooden keep	3	40 units	Fortified tower 30 feet (9 m) to a side with wooden gate
Wooden wall (palisade)	3	20 units	10 feet (3 m) tall, 2 feet (60 cm) thick, 30 feet (9 m) long
Wooden watchtower	3	15 units	30 feet (9 m) tall, enclosed-and-roofed chamber with openings for watching or making ranged attacks
Stone arch bridge	4	20 units	30 feet (9 m) long, 10 feet (3 m) wide, stone arch support
Drawbridge	4	15 units (parts: 5 units)	30 feet (9 m) long, 10 feet (3 m) wide, can be raised
Cobbled road	4	200 units	15 feet (5 m) wide, 200 feet (60 m) long, allows movement at normal speed through wild or uneven terrain
Stone watchtower	4	60 units	30 feet (9 m) tall, enclosed-and-roofed chamber with openings for watching or making ranged attacks
Gatehouse	5	40 units (parts: 10 units)	Defensive gate up to 20 feet by 20 feet (6 m by 6 m), can be lowered to control access, includes two flanking stone watchtowers
Stone wall (rampart)	5	55 units	25 feet (8 m) tall, 3 feet (1 m) thick, 50 feet (15 m) long with a walkway along the top protected by a parapet
Stone keep	6	100 units (parts: 20 units)	Fortified tower 50 feet (15 m) to a side with gatehouse
Castle	7	400 units (parts: 30 units)	Includes keep, courtyard (bailey), surrounding stone wall with gatehouse, moat, and 5 additional structures of up to level 5, fills area up to 200 feet (60 m) across

BATTLEMENTS AND DEFENSIVE WALLS

Walls, watchtowers, and even bridges built with defense in mind usually have battlements, which are narrow shield walls built to protect defenders who are on the structure. Battlements ease defense tasks against ranged attacks if a character takes cover behind one. Many battlements include crenellations, which are narrow notches in the protective wall through which arrows or other ranged attacks can be made.

Defensive structures are built with an eye toward sturdiness and resisting damage. Unless otherwise noted, tasks relating to breaking through a defensive wall, tower, or gate, or to collapse a watchtower or bridge, are hindered.

Watchtowers can be built atop stone walls to further increase sight distance.

Options and rules for mapping out your base, settlement, or community are provided in Chapter 28: Laying Out a Community.

UTILITY OBJECTS

Object	Level	Materials	Specifications
Short ladder	1	3 units	6 feet (2 m) tall
Wheelbarrow	1	4 units (parts: 2 units)	Eases task for transporting heavy objects
Tall ladder	2	6 units	15 feet (5 m) tall
Crafting tools	3	15 units	Enable tasks to craft commonplace objects and structures
Extension ladder	3	12 units (parts: 2 units)	30 feet (9 m) tall

CIVIC STRUCTURES

Structure	Level	Materials	Specifications
Hut	1	5 units	Single small room an immediate distance across
Pier	2	12 units	Basic wood platform extending from shore into a body of water, eases tasks related to mooring, loading, and unloading water craft by two steps
Residence, cottage	2	15 units	Two main rooms each about 15 feet (5 m) on a side with only one or two small window openings
Shrine	2	12 units	Sacred area, idol, or holy site for believers to gather, meditate, and hold services
Stables	2	12 units	Simple covered structure to stable up to ten mounts
Amphitheatre, wood	3	25 units	Open-air area with raised seating for performances
Barracks or orphanage	3	45 units	House up to twenty people in close quarters, including basic bunks and bedding
Granary, wood	3	25 units	Raised structure about 30 feet (9 m) on a side, ideal for storing grain and other food
Healer's hall	3	50 units	One 30-foot (9 m) wide public sickroom and several smaller ancillary chambers for the sick and dying, plus a chamber for one dedicated healer
Residence, small	3	30 units	Three main rooms each about 15 feet (5 m) on a side, or more smaller rooms fitting the same area, with two or three glass windows
Mill	3	40 units (parts: 10 units)	Wooden structure with equipment for cutting lumber or grinding grain, 40 feet (12 m) on a side
Mortuary	3	25 units	Stone structure where dead can be prepared for burial, cremation, or respectful disposal
Shop	3	40 units	Wooden structure with a counter, a 30-foot (9 m) square area for displaying goods, three tiny back rooms for stock (reinforced to hinder entry attempts by two steps), an office, and residence for shopkeeper
Storehouse	3	50 units	Wooden structure 50 feet (15 m) on a side for storing goods in a concentrated or stacked fashion, reinforced to hinder entry attempts by two steps
Tavern	3	45 units	One 50-foot (15 m) wide public room with a bar, a kitchen, a pantry, and one room for the proprietor

Structure	Level	Materials	Specifications
Winery	3	45 units	Wooden structure with up to four rooms about 15 feet (5 m) on a side, plus basic equipment for making wine, distilling spirits, or brewing ale
Workshop, simple	3	45 units (parts: 1 unit)	Structure 20 feet (6 m) to a side that includes tools, work surfaces, and other aids ideal for crafting; eases commonplace crafting tasks
Arena, stone	4	10 units	Open-air area with raised seating for competitions, includes up to five rooms underneath for various uses, including barred cells
City hall	4	50 units	One 50-foot (15 m) wide public room and several smaller ancillary chambers for offices and meeting rooms
City watch	4	55 units	A large structure for community patrol, watch, or other deputized source to meet, receive instructions from leaders, plan strategies to deal with issues, and so on, often situated near a jail
Inn	4	60 units	One 20-foot (6 m) wide public room, a kitchen, several small ancillary chambers for guests, and one room for the proprietor on the upper floor(s)
Jail	4	55 units	Entry lobby, office, and dozens of 10-foot (3 m) wide barred cells that hinder attempts to break or unlock
Moneylender	4	60 units (parts: 3 units)	Secure stone structure with large lobby, up to four side rooms each about 15 feet (5 m) on a side, and a vault that hinders attempts to break or pick it by two steps
Monument, grand	4	30 units	Sculpture of an important person as art or to celebrate or memorialize them for their leadership
Residence, large	4	50 units	Ten main rooms each about 15 feet (5 m) on a side or more smaller rooms fitting the same area, ten or more glass windows
Academy	5	150 units	Twenty main rooms each about 20 feet (6 m) on a side, or more smaller rooms fitting the same area, includes courtyard, observatory, and simple workshop
Bazaar or public square	5	80 units	Paved central area a very long distance across with central well, statues, or other pleasant features and space for setting up temporary shops or for public gatherings
Caravanserai	5	85 units	Defensive walls surround up to twenty 15-foot (5 m) square private rooms, a stable, a central courtyard, and a central well; could also serve as a market bazaar
Mansion	5	90 units	Thirty main rooms each about 15 feet (5 m) on a side, or more smaller rooms fitting the same area, dozens of glass windows, includes furnishings
Temple	5	90 units	Sacred building containing idol or other sacred material where many believers can gather, meditate, and hold services; contains a few small chambers for those who minister to the believers; fills an area up to a long distance across
Base	6	300 units (parts: 4 units)	Includes defensive wooden wall (palisade), workshop, two wagons, and up to five level 3 structures or two level 4 structures; fills an area up to a long distance across
Workshop, specialty	6	100 units (parts: 5 units)	Structure 20 feet (6 m) to a side that includes tools, work surfaces, furnace, and other items ideal for (choose one): smithing, tanning, tailoring, cobbling, or similar trades; eases commonplace and numenera crafting tasks
Grand palace	7	300 units (parts: 10 units)	Amazing edifice that is designed both to impress and be defended; includes nearly fifty interior rooms, external grounds protected by defensive stone walls, a workshop, and many other appurtenances; fills an area up to 300 feet (90 m) across
Settlement	7	1,000 units (parts: 12 units)	Five wagons and up to fifteen level 3 structures, six level 4 structures, or five level 3 structures plus one level 5 structure; fills an area up to a quarter mile (400 m) across

COMMONPLACE ARMOR

Light Armor (1 point of Armor)	Level	Materials	Specifications
Hides and furs	2	3 units	As light armor
Leather jerkin	3	4 units	As light armor
Armoring cloth	4	2 units (responsive synth: 2 units)	As light armor
Micromesh	5	2 units (pliable metal: 2 units)	As light armor

Medium Armor (2 points of Armor)	Level	Materials	Specifications
Beastskin	3	4 units	As medium armor
Brigandine	4	5 units	As medium armor
Chainmail hauberk	4	6 units	As medium armor
Metalweave vest	5	4 units (pliable metal: 1 unit)	As medium armor
Synth breastplate	5	2 units (synth steel: 3 units)	As medium armor

Heavy Armor (3 points of Armor)	Level	Materials	Specifications
Plate armor	4	8 units	As heavy armor
Scale armor	4	7 units	As heavy armor
Self-fitting plate armor	5	6 units (responsive synth: 4 units)	As heavy armor

COMMONPLACE WEAPONS

Light Weapons (2 points of damage)	Level	Materials	Specifications
Blowgun	2	2 units	Short range
Blowgun darts (12)	2	3 units	—
Buzzer	3	4 units (parts: 1 unit)	See Weapon Notes in <i>Numenera Discovery</i>
5-disk buzzer magazine	3	2 units (parts: 2 units)	—
Club	2	1 unit	Hand-to-hand light weapon
Dagger	3	3 units	Hand-to-hand light weapon, can be thrown up to short range
Dart thrower	3	2 units	Long range
Darts (12)	3	4 units	—
Forearm blade	3	3 units (parts: 1 unit)	See Weapon Notes in <i>Numenera Discovery</i>
Knife	2	2 units	Hand-to-hand light weapon, can be thrown up to short range
Punching dagger	3	3 units	Hand-to-hand light weapon
Rapier	4	3 units	Hand-to-hand light weapon
Razor ring	4	1 unit	See Weapon Notes in <i>Numenera Discovery</i>
Sisk	4	2 units (parts: 1 unit)	See Weapon Notes in <i>Numenera Discovery</i>
Whip	3	2 units	Hand-to-hand light weapon

If a material required to craft a given object has several different material components or the material component is metallic, the units of material required are usually higher than if the object was made primarily of stone or wood.

Normal plate armor can take several minutes to don with or without help, but self-fitting plate armor can be donned without help in just a couple of rounds.



Weapons, page 95



Weapon Notes, page 95



Weapon Notes,
page 95

Medium Weapons (4 points of damage)

	Level	Materials	Specifications
Battleaxe	4	3 units	Hand-to-hand medium weapon
Bow	4	2 units	Long range
Arrows (12)	4	2 units	—
Broadsword	4	3 units	Hand-to-hand medium weapon
Crank crossbow	5	3 units (parts: 2 units)	See Weapon Notes in <i>Numenera Discovery</i>
Crossbow	4	3 units	Long range
Medium crossbow bolts (12)	4	2 units	—
Flail	3	3 units	Hand-to-hand medium weapon
Hammer	3	2 units	Hand-to-hand medium weapon
Javelin	3	1 unit	Long range
Mace	3	2 units	Hand-to-hand medium weapon
Polearm	4	2 units	Often used two-handed
Quarterstaff	3	1 unit	Often used two-handed
Spear	3	2 units	Hand-to-hand medium weapon, can be thrown up to short range
Verred	3	2 units	See Weapon Notes in <i>Numenera Discovery</i>
Yulk	3	2 units	See Weapon Notes in <i>Numenera Discovery</i>

Heavy Weapons (6 points of damage)

	Level	Materials	Specifications
Greataxe	4	4 units	Hand-to-hand heavy weapon
Greatsword	4	4 units	Hand-to-hand heavy weapon
Heavy crossbow	4	4 units (parts: 1 unit)	Long range, action to reload
Heavy crossbow bolts	4	2 units	—
Maul	3	2 units	Hand-to-hand heavy weapon
Sword-staff	4	4 units	Hand-to-hand heavy weapon

THE DIFFICULTIES OF TRAVEL

The relative difficulty of crossing a body of water without capsizing, or a stretch of terrain without flipping over, is something the GM determines. Generally, the task is routine unless there are adverse conditions at play. The level of a boat or land vehicle could be compared to the level of the adverse condition to see how easily it can handle the situation. For example, a canoe hits level 2 rapids. As a level 2 object itself, it easily rides through the disturbance. But if the canoe hits level 4 rapids, the canoe pilot must attempt to avoid capsizing, a difficulty 2 task (equal to the level of the rapids minus the level of the canoe).

COMMONPLACE OBJECTS

Exploring	Level	Materials	Specifications
Burlap sack	1	2 units	Simple fabric bag for carrying a few items
Torches (4)	1	4 units	Provides dim light within short range for one hour
Backpack	2	3 units	Pack for carrying basic supplies and equipment
Bedroll	2	2 units	Makes sleeping outdoors more comfortable
Crowbar	2	3 units	Applies extra force in a small area
Grappling hook	2	2 units	Good for attaching a rope to a distant object
Lockpicks	2	3 units	Eases tasks to pick locks
Pouch	2	1 unit	Leather bag that can be secured to waist and tied shut
Shield	2	3 units	See Weapon Notes in <i>Numenera Discovery</i>
Disguise kit	3	6 units	See Other Equipment Notes in <i>Numenera Discovery</i>
First aid kit	3	6 units	See Other Equipment Notes in <i>Numenera Discovery</i>
Matchsticks (10)	3	5 units	Wooden stick, one end flames when scratched
Tent	3	5 units	Large enough for two people
Flask, metallic	4	4 units	Sturdy container for water or other fluid
Rope	4	2 units	50 feet (15 m) long
Tools, heavy bag	4	7 units	See Other Equipment Notes in <i>Numenera Discovery</i>
Tools, light bag	4	5 units	See Other Equipment Notes in <i>Numenera Discovery</i>
Compass	5	4 units (parts: 1 unit)	Points consistently (usually) in one direction
Goggles	5	3 units	Protects eyes against glare, light, wind
Binoculars/Telescope	6	4 units (parts: 3 units)	Eases tasks to see within very long range by two steps

Clothing	Level	Materials	Specifications
Cloak	2	1 unit	Minimal protection against elements
Gloves	2	1 unit	General hand protection for work
Hat	2	1 unit	Minimal head protection
Jewelry, simple	2	2 units	Decoration for body
Sandals	2	1 unit	Minimal foot protection
Boots	3	3 units	Sturdy protection for feet from rough terrain
Clothing, general	3	4 units	Clothing for everyday wear
Hat, all-weather	3	2 units	Keeps head warm in the cold, dry in the rain
Jacket	3	3 units	Keeps body dry in the rain
Coat, all-weather	4	4 units	Keeps body warm in the cold, dry in the rain
Footwear, chic	4	4 units	Eases interaction tasks if worn with chic clothing
Clothing, chic	4	4 units	Eases interaction tasks if worn with chic footwear
Hat, elegant	4	4 units	Perfect for social gatherings but not much else
Jewelry, elegant	5	7 units	Dazzling decoration for the body

Some commonplace objects, like disguise kits, first aid kits, and matchsticks, can seem closer to numenera objects than not to people who don't understand the principles that contribute to their functions.



Other Equipment Notes, page 98

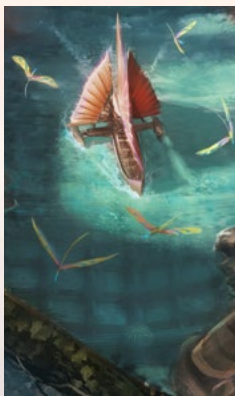




Other Equipment Notes, page 98

To make a house into a home, a crafter can choose individual elements, choose the furnished home option, or use both for even further customization.

A well-built musical instrument played by a master is every bit as magical in aspect as many cyphers and artifacts. Wonder is in the eye (and ear) of the beholder.



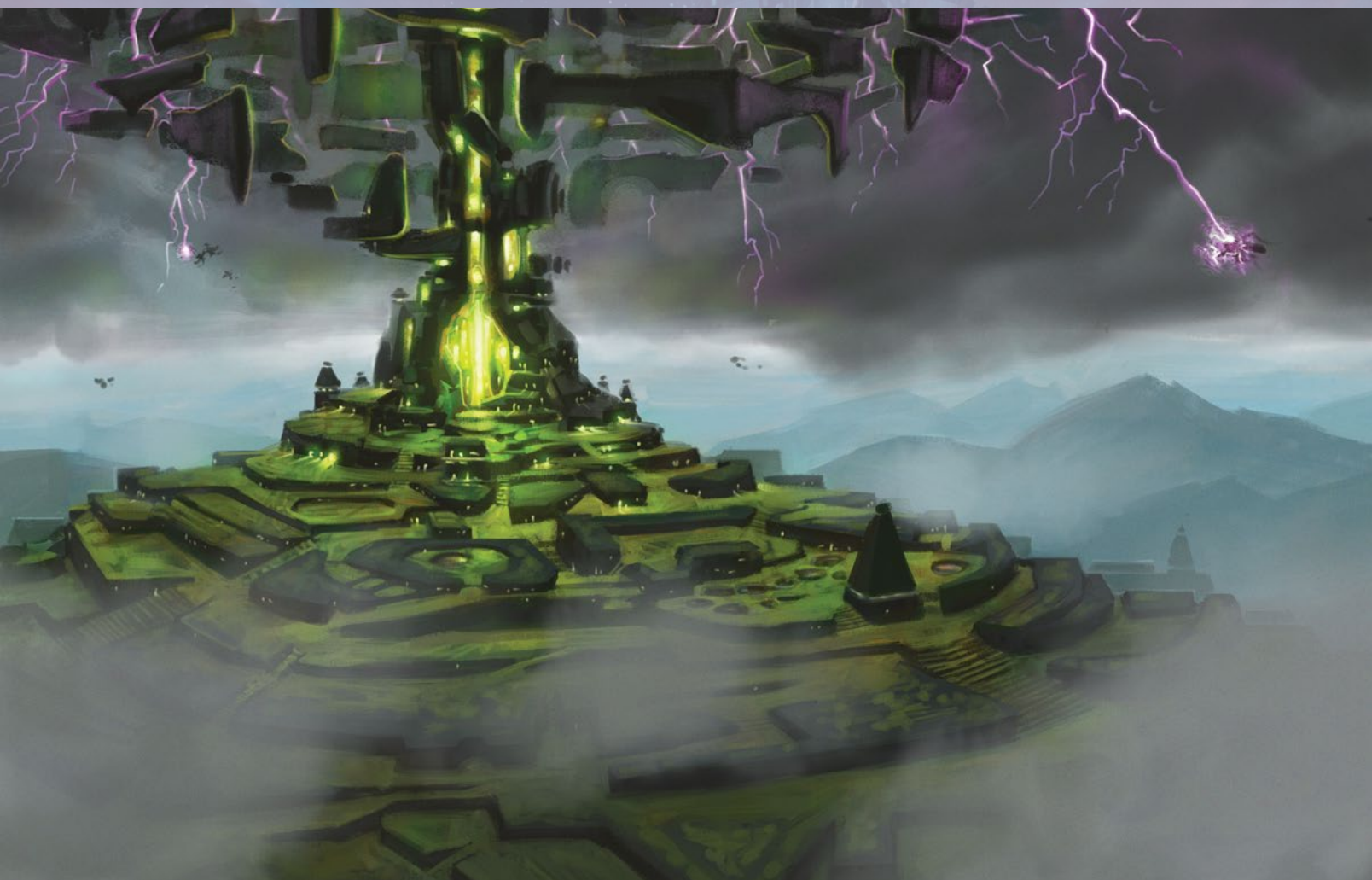
Home Furnishings	Level	Materials	Specifications
Decoration, simple	2	2 units	Hangings, simple figures, inscribed designs, and so on
Furniture, simple	2	3 units	Stool, table, footstool, bookcase, and so on
Musical instrument, simple	2	2 units	Primitive flute, drum, and so on
Book	3	6 units	See Other Equipment Notes in <i>Numenera Discovery</i>
Decorations, elaborate	3	4 units	Complex art, carvings, statuary, pictures, and so on
Dinnerware (five sets)	3	4 units	Utilitarian plates and utensils
Furniture, complex	3	6 units	High-backed chair, cabinet with drawers, and so on
Furniture, deluxe	3	8 units	Padded chair, curio cabinet, apothecary cabinet, and so on
Book bound in metal	4	8 units	Book protected against harm with a lock
Cookware	4	5 units	Pots, pans, some cooking tools for general cooking
Furnished home	4	20 units (parts: 4 units)	Includes furniture, cookware, decorations, and so on (only items up to level 4) for a small house
Musical instrument	4	6 units (parts: 2 units)	Harp, orchestral stringed, complex horn, and so on
Stove	4	8 units	Food cooking surface, requires heat source
Mirror	5	6 units	Large surface that provides reflection, framed

Transport	Level	Materials	Specifications
Raft	1	2 units	Carries up to five people on water; intrinsically poor quality hinders tasks to pilot, repair, and otherwise use the raft by two steps
Cart	2	5 units	Enables task of carrying small amounts of cargo, debris, riders, and so on, if hitched to beast trained to pull
Canoe	2	4 units	Carries up to two people on water
Chariot	2	12 units	Carries one or two passengers in small cab up to a long distance each round, if hitched to a beast trained to pull
Rowboat	2	7 units	Carries up to six people on water
Wagon	2	7 units	Enables task of carrying large amounts of cargo, debris, riders, and so on
Coach	3	8 units (parts: 2 units)	Carries up to six people inside and two on the driver's seat outside
Kayak	3	5 units	Carries one person on water; eases tasks to avoid capsizing by two steps
Sailboat	4	20 units (parts: 2 units)	Carries up to ten people on water plus a moderate amount of cargo; enables overwater movement of about 12 miles per hour (20 kph) as long as the wind is right
Longship	5	60 units (parts: 3 units)	Carries up to forty people on water plus a moderate amount of cargo; enables overwater movement of about 16 miles per hour (26 kph) as long as the wind is right, and half that against the wind with rowing

PART 3:



THE NUMENERA



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CHAPTER 9

USING THE NUMENERA

Wrights and others with numenera plans can attempt to craft numenera devices by mixing the technology of the past with the ingenuity of contemporary humans.

Chapter 10 provides plans for more than 140 numenera objects and structures, including **cyphers**, **artifacts**, **vehicles**, and fixed-in-place devices called **installations**.

Installations are typically built to improve a character's base or community. As with everything else in the Cypher System, installations have levels, and the higher an installation's level, the more it can do. A level 1 installation might provide illumination for a few nearby homes, while a mid-level installation might provide automated defenses for a community. And a high-level installation might completely protect a community behind a force dome or a wrinkle in reality.

Wrights, with their ability to craft cyphers and artifacts, will likely spend a lot of time in this chapter, which provides guidance for crafting all the cyphers and artifacts found in *Numenera Discovery* as well as the new cyphers and artifacts described here in *Numenera Destiny*.

CYPHERS

Chapter 11 expands the cyphers presented in *Numenera Discovery*. All the cyphers in this chapter have a connection to building a community, crafting, salvaging, exploration, cooperation, communication, and other familiar themes. Some of these cyphers can also affect a ranked community's or horde's **statistics**.

ARTIFACTS

As with the new cyphers, the new artifacts in chapter 12 of *Numenera Destiny* resonate with the themes of this book. They also can sometimes have dramatic effects on a community that finds itself under threat by a natural disaster or an aggressive abhuman horde.

Cyphers, page 180

Artifacts, page 186

Vehicles, page 170

Community statistics, page 301

Installations, page 154

Wright, page 18

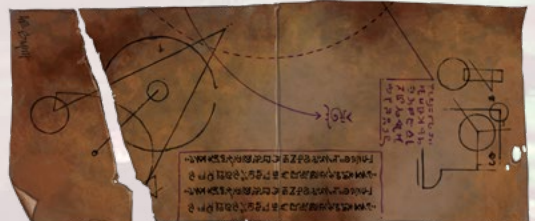
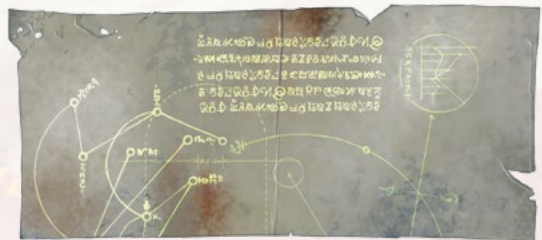


Cyphers, page 272

Artifacts, page 289

NUMENERA DEVICES AND COMMUNITY STATISTICS

Numenera Destiny introduces the concept of community statistics. Community statistics allow a community to interact in a meaningful fashion with a nearby town or city, an approaching enemy horde, or a natural disaster like an earthquake or fire. Some of the plans for numenera devices, as well as many of the new cyphers and artifacts described here, can modify a community's stats in one way or another. When you're ready to delve into stats for communities, refer to Chapter 26: Community Stats.



Chapter 26: Community Stats, page 297

CHAPTER 10

NUMENERA PLANS



Many of the amazing structures, weird devices, inscrutable automatons, and broken vehicles that dot the landscape were fashioned using plans from now-vanished civilizations.

The Ninth World is a strange place filled with the ruins of structures that can seem alien even to natives who move far beyond the small area they're familiar with. Spires that touch the sky, floating arches, horizon-spanning fortresses, and flashes of cities visible only in the twilight are not uncommon. Many of the amazing structures, weird devices, inscrutable automatons, and broken vehicles that dot the landscape were fashioned using plans from now-vanished civilizations.

These plans, in one form or another, can be found by people of the Ninth World and used to create all-new wonders.

UNDERSTANDING PLANS

The easiest and most straightforward way for a character to craft any numenera object or structure is to use a plan. Seeds of plans can be found potentially anywhere information is encoded, cached, or phased, including with special requests to the datasphere. Seeds of a plan are something that a numenera scholar can develop into an actual plan. Plans are also granted as a tier reward for some types, such as the Wright. Commonplace objects and structures do not require plans, but all numenera objects and structures—including installations, artifacts, cyphers, vehicles, and automatons—require plans.

Crafting complex objects and structures, as described in *Part 2: Salvaging and Crafting*, is not a simple task, but rather a series of subtasks that escalate in difficulty after each success, until the final assessed difficulty is eventually achieved (if all goes well).

The plans provided in this chapter include the following parameters.

Minimum Crafting Level: Each object or structure has a minimum level that a completed version of it can possess. For instance, a **temporal chime** has a minimum crafting level of 4, which means it's impossible to craft a temporal chime installation whose level is less than 4. A **lightning turret** has a minimum crafting level of 6, which means level 6 is the minimum level at which a crafter can choose to build that installation. A **detonation cypher** has a minimum crafting level of 1, a **stim** cypher has a minimum level of 6, a **battle armor** artifact has a minimum level of 7, and so on.

A crafter could choose to **increase the level** of the completed crafted object or structure beyond its minimum crafting level but not to craft an object or structure whose final level is less than this minimum level.

The level at which a crafter builds an object or structure is the basis for determining the **assessed difficulty** of each crafting task. The assessed difficulty for crafting is higher than the level of the finished numenera object or structure itself. Once the object or structure is completed, its level is equal to the minimum crafting level indicated by the plan, unless the crafter chose to craft the object or structure at higher than minimum level.

Temporal chime, page 167

Lightning turret, page 168



*Detonation cypher
page 277*

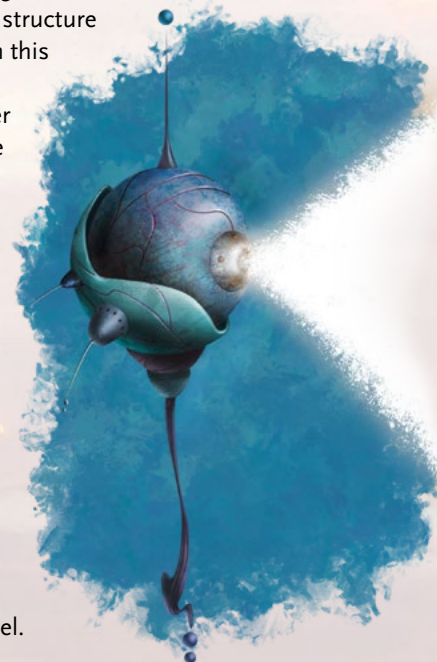
Stim, page 287

Battle armor, page 292

*Crafting at higher than
minimum level, page 142*

*Assessed difficulty for
crafting tasks, page 117*

*Part 2: Salvaging and
Crafting, page 105*



Kind: Numenera plans are broadly divided into installations, automatons, vehicles, artifacts, and cyphers.

Installation: A discrete, fixed-in-place artifact that usually provides some kind of service, such as power, water, defense, offense, and so on. Installations crafted by PCs are often deployed to aid a community.

Automaton: Mechanical entities that range from limited mobile devices created for specialized purposes to fully autonomous and intelligent individual entities with powerful abilities and aspirations.

Vehicle: Something that can transport passengers or riders more quickly and efficiently than a commonplace vehicle ever could. Exotic vehicles can hover, fly, and swim, as well as move in space, between dimensions, or even in time.

Artifact or Cypher: Artifacts and cyphers are something most PCs are already well aware of.

Iotum: This entry provides a list of components and how many units of each that a PC must have on hand during the crafting process. From these, the entire object or structure can be fabricated, even if it seems like less material goes into the object than what is finally produced—many special components have iterative and self-replication features.

Parts: This entry indicates the units of parts that a character must contribute in order to craft the object or structure.

Specifications: A description of the object or structure created by the plan, including its general appearance, nature, background, and uses. If the created object or structure has more than one possible conformation, that is noted here as well. If the completed object has any specific mechanical effects, they are described here.

Modifications: Some plans can be modified easily to provide additional effects. Such plans have this entry describing the process.

Depletion: Most numenera objects and structures have a rate of depletion. When an object is used or activated, the player rolls the designated die (1d6, 1d10, 1d20, or 1d100). If the die shows the depletion number(s), the object works, but that is its last use unless it is repaired. A depletion entry of “—” means that the object never depletes, and an entry of “automatic” means that it can be used only once. An entry of “cypher” means that it can be used only once and also that it counts against a PC’s cypher limit.

FINDING PLANS AND PLAN SEEDS

Whenever characters are exploring ruins of the prior worlds and have a chance to find *iotum*, they also have a chance to find the seeds of a plan. Plan seeds are fragments of prior-world knowledge on one or more esoteric subjects. A Wright or other numenera scholar can *develop a plan seed* into a useable plan over the course of a few days.

As with *iotum*, finding plan seeds requires that the characters know to look for them in the first place. In addition to finding plan seeds as part of a search through likely sources, these seeds can also be found in integrated machines, among the transcribed notes of an accomplished numenera scholar, or cached within an artifact or oddity.

Whenever a plan seed is found randomly, roll on the Plan Seed Result Table to determine the seed’s level and the kind of plan that one might eventually develop with it.

PLAN APPEARANCE

Plans are not discrete objects but instead usually take the form of a scholar’s copious notes scribed in books and on other surfaces (including nearby walls) plus one or more prior-world objects containing fragments of mind-bending knowledge called plan seeds. Plan seeds can appear as etchings in crystal discs that light up when touched, a song that reverberates through a metallic rod, pulses of light in a device, whispers repeated by the datasphere, telepathic thoughts of cryogenically frozen heads, or liquid that transfers knowledge directly into a user’s mind. The plan seed might be stored in a light pattern, a curl of space-time, the biological molecules of a living creature, and so on.



Cypher limit, page 272

Finding *iotum*, page 108

Developing plans from seeds, page 117

Iotum, page 107

Parts, page 107

The GM can use the specification and depletion in a plan as the basis for finished items of the type that the plan describes (artifact, vehicle, automaton, and so on).



Commonplace objects and structures do not require plans, but all numenera objects and structures—including installations, artifacts, cyphers, vehicles, and automatons—require plans.

Integrated Machine: Generally speaking, an integrated machine is something found in a ruin or vehicle of the prior world. It usually has some kind of interface, such as a control surface, an activation platform, an arch, a cavity, and so on. An integrated machine can be salvaged for 2d20 shins, one or two cyphers, and maybe an artifact, but this destroys the machine and any possibility of finding plans within it.

In addition to any other functions an integrated machine might possess, the machine might also contain a plan seed. Attempting to find a seed requires several minutes of investigating the machine. The difficulty is based on the machine's level. Unless the machine was designed to hold and display knowledge, however, the task is usually hindered by two steps. A failed attempt to call up plan seeds in the machine has negative consequences, usually inflicting damage equal to the machine's level.

Artifact: When characters find numenera items, it's rare that they ever discover that item's complete purpose and full range of abilities. In fact, characters usually discover a likely use for an artifact and move on. However, additional effects may sometimes be gleaned from these incompletely understood objects, and one of those effects might well be a plan seed. Attempting to find a seed in an artifact requires about a minute of checking. The difficulty is based on the artifact's level. Unless the artifact was designed to hold and display knowledge, however, the task is usually hindered by at least two steps, or even more at the GM's discretion. A failed attempt to call up plan seeds in the artifact causes the artifact to deplete.

Once an artifact has been successfully checked for a plan seed, regardless of whether that search was fruitful, additional attempts

to pull up cached fragments of knowledge are unsuccessful.

Transcribed Notes: NPC numenera scholars with talent and experience have likely accumulated several plans of their own, either by careful experimentation, trial and error, or directly as a PC might. Such plans are rare and valuable. Even if an NPC possesses some, they probably have only a handful, and even then, the plans are jealously guarded. To grant access to a plan, the scholar would likely require that the PC make some kind of payment, undertake some difficult task, or owe them a large favor. If a full plan crafted by some other wright—rather than a plan seed—is discovered, a PC can add it to the plans they know by spending a few days studying it and making notes.

Discovering a Plan Seed: When a plan seed is discovered, the GM may just decide what it is or determine randomly. For random determination, first roll on the Plan Seed Result Table to determine the seed's level. For random determination, first roll on the Plan Seed Kind Table to determine if the plan seed is for a cypher, installation, artifact, automaton, or vehicle. Then, roll on the associated plan table to identify the exact plan seed found.

PLAN SEED KIND TABLE

d20	Kind
01–06	Cypher
07–11	Installation
12–15	Artifact
16–18	Automaton
19–20	Vehicle

As always, a GM could just decide that the PCs discover a particular plan, without rolling on the Plan Seed Result Table for a random result.

GM intrusions: *The plan seed gained is actually for something different and more dangerous. The plan seed is flawed and likely to detonate unless the flaw is noticed. The plan seed is prone to becoming scrambled.*



USING CYPHERS AND OTHER METHODS TO ACCESS PLANS

Unlike artifacts, cyphers with established uses don't also contain fragments of knowledge that can be teased out and used as plan seeds, unless of course the established and primary use of the cypher is to cache a plan seed (or a full plan).

However, some cyphers and certain character abilities could allow PCs to access resources that might possess plans. For instance, some cyphers and abilities allow the PCs to make requests of the datasphere. If the PC requests a plan and succeeds on the task (difficulty equal to the level of the plan they're requesting), they should gain a plan seed that they can use. Even if the PCs fail in that task, the GM could still provide them with a random plan seed from the Plan Seed Result table.

Cyphers, page 180

Artifacts, page 186



Cyphers, page 272

Artifacts, page 289



Catholicon, page 276



Chemical factory, page 276

Setting a minimum crafting level for other cyphers and artifacts, page 142

THE BEST LAID PLANS

If PCs borrow a plan or get only a glimpse of a plan developed by another crafter, that could still be enough to use the plan for their purposes. If they can borrow a plan long enough to transcribe it or glimpse it long enough to commit it to memory (or some other storage device), they can still attempt the crafting task. However, transcribing a plan or recalling a plan from memory could introduce errors. One way to handle this is to increase the GM intrusion range for failed tasks from 1 to 1–4.

ARTIFACT AND CYPHER PLANS

The plans provided for artifacts and cyphers in this chapter are more general than those for installations, automatons, and vehicles. The cyphers and artifacts presented in *Numenera Discovery*, *Numenera Destiny*, and other sources (such as *Technology Compendium: Sir Arthur's Guide to the Numenera*) are not each replicated as separate and discrete plans. Instead, one artifact plan and one cypher plan are provided as bare-bones templates, with notes for additional iotum requirements as the minimum crafting levels advance from 1 to 10.

If a first-tier Wright decides they want a catholicon cypher plan as one of the two plans they gain as a type ability, they get a plan for that cypher only—not a plan for building any and all cyphers (even though the template is the same for all cyphers). On the other hand, with the catholicon cypher plan in hand, the Wright can craft the cypher at any level from 1 to 10. The higher the level, the more iotum is required—as described by the plan—and the higher the assessed difficulty of the crafting task.

Cypher and Artifact Minimum Crafting Level:

Some cyphers and artifacts can't be crafted at lower levels because they're just too complex. So even if a character has a chemical factory cypher plan, the minimum crafting level of the chemical factory cypher is 5. They can't try to build that cypher at any level less than 5, though they do have the option to craft that cypher so that the completed object is level 6 or higher.

Determining Cypher and Artifact Minimum Crafting Levels: Cyphers and artifacts in this book are presented with a minimum crafting level in their entries. If a character chooses a plan for an artifact or cypher from *Numenera Discovery*, refer to the table on the following page. If a character chooses a plan for an artifact or cypher from some other source, the GM can determine the minimum crafting level; refer to the discussion under *Setting a Minimum Crafting Level for Other Cyphers and Artifacts*.



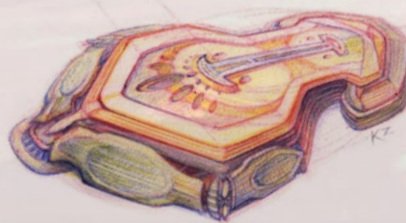
NUMENERA DISCOVERY CYPHER MINIMUM CRAFTING LEVEL TABLE

Minimum Crafting Level	Cyphers from <i>Numenera Discovery</i>	Minimum Crafting Level	Cyphers from <i>Numenera Discovery</i>
2	Adhesion clamps	1	Magnetic attack drill
1	Antivenom	3	Magnetic master
3	Attractor	3	Magnetic shield
4	Banishing nodule	2	Memory lenses
4	Blinking nodule	6	Mental scrambler
1	Catholicon	5	Metal death
2	Catseye	3	Monoblade
5	Chemical factory	5	Motion sensor
7	Comprehension graft	3	Personal environment field
5	Controlled blinking nodule	5	Phase changer
6	Datasphere siphon	7	Phase disruptor
4	Density nodule	3	Poison (emotion)
1	Detonation	8	Poison (explosive)
1	Detonation (desiccating)	5	Poison (mind-controlling)
3	Detonation (flash)	2	Poison (mind-disrupting)
4	Detonation (gravity)	5	Psychic communique
6	Detonation (massive)	3	Ray emitter
3	Detonation (matter disruption)	4	Ray emitter (numbing)
3	Detonation (pressure)	5	Ray emitter (paralysis)
10	Detonation (singularity)	5	Reality spike
3	Detonation (sonic)	1	Rejuvenator
6	Detonation (spawn)	3	Remote viewer
4	Detonation (web)	6	Repair unit
5	Disrupting nodule	4	Retaliation nodule
2	Eagleseye	3	Sheen
1	Fireproofing spray	4	Shock nodule
3	Flame-retardant wall	1	Shocker
6	Force cube projector	1	Skill boost
5	Force nodule	2	Sleep inducer
7	Force screen projector	3	Sonic hole
7	Force shield projector	2	Sound dampener
2	Friction-reducing gel	8	Spatial warp
4	Frigid wall projector	6	Speed boost
6	Gas bomb	6	Stim
6	Gravity nullifier	6	Strength boost
3	Gravity-nullifying spray	7	Subdual field
4	Heat nodule	5	Telepathy implant
7	Hunter/seeker	4	Teleporter (bounder)
2	Image projector	8	Teleporter (traveler)
4	Inferno wall projector	3	Temporal viewer
2	Infiltrator	6	Time dilation nodule (defensive)
2	Instant servant	6	Time dilation nodule (offensive)
5	Instant shelter	2	Tracer
5	Intellect enhancement	4	Visage changer
2	Invisibility nodule	4	Visual displacement device
4	Knowledge enhancement	6	Vocal translator
4	Lightning wall projector	1	Warmth projector
1	Living solvent	2	Water breather
3	Machine control implant	5	X-ray viewer



NUMENERA DISCOVERY ARTIFACT MINIMUM CRAFTING LEVEL TABLE

Minimum Crafting Level	Artifacts from <i>Numenera Discovery</i>	Minimum Crafting Level	Artifacts from <i>Numenera Discovery</i>
5	Amber casement	4	Living armor sheath
1	Amulet of safety	2	Mephitic staff
3	Analyzing shield	5	Metabolism bud
4	Armored flesh	3	Mind imager
1	Automated cook	3	Molecular bonder
7	Battle armor	3	Multidimensional blade
8	Battlesuit	4	Murder globe
2	Bounding boots	4	Nano-needler
5	Brain bud	6	Needler
3	Carryall	2	Nightvision goggles
5	Cellular disruptor	1	Phasing piton
5	Chameleon cloak	1	Plant jar
4	Chiurgeon sphere	2	Poison brain implant
5	Cohesion stabilizer	3	Psychic helmet
3	Cypher bag	3	Psychic whistle
8	Dimensional armor	3	Recorder headband
5	Disruption blade	1	Redlight clip
4	Drill spear	1	Remote clamp
4	Ecstasy paralyzer	6	Repair sphere
1	Exploding arrow	3	Safe corridor
3	Fearmaker	2	Second skin
5	Fiery hellmaker	5	Shatter wand
3	Filtration straw	2	Shock manacles
1	Food scanner	3	Skill bud
2	Food tube	3	Skull blaster
5	Force dome	2	Slugspitter
4	Healing sword	5	Snipewand
6	Hoop staff	3	Stunner
4	Hover belt	3	Suspensor belt
2	Hover square	1	Telltale glass
1	Imager	2	Tendril graft
2	Instant bridge	5	Thunder cannon
2	Kinetic shield	3	Transdimensional ray projector
4	Launcher	1	Trigger trap
3	Light spike	3	Vuechi
4	Liquid armor	3	Weapon graft
2	Liquid sword	2	Windrider
		2	Windslice blade



NUMENERA DESTINY CYPHER MINIMUM CRAFTING LEVEL TABLE

Minimum Crafting Level	Cyphers from <i>Numenera Destiny</i>
4	Ablative thrower
3	Acidic resonator
5	Community beacon
4	Crafter's eyes
2	Deception filter
3	Destiny nodule
3	Detonation (horde suppressor)
5	Effort enhancement
3	Emotion smoother
3	Farspeaker
5	Gravity changer
1	Harmony lamp
4	Health resonator
7	Hiding alarm nodule
5	Immobilizer
3	Infrastructure drill
6	Installation enhancer
5	Installation mover
2	Instant item
1	Instant wall
3	Instant workshop
3	lotum stabilizer
5	lotum upgrader
7	Iron wind resistance
6	Mechanical wright
4	Object replicator
7	Organ factory
3	Phasing gloves
3	Psychic defense nodule
2	Rage thrower
4	Retriever
4	Salvage graft
5	Shapemetal
5	Slash-retardant spray
4	Stealth thrower
6	Summoning alarm nodule
3	Sustenance implant
2	Trail blazer
3	Transdimensional sense
7	Travel bubble

NUMENERA DESTINY ARTIFACT MINIMUM CRAFTING LEVEL TABLE

Minimum Crafting Level	Artifacts from <i>Numenera Destiny</i>
2	Abhuman lure
1	Amulet of operation
2	Automated bath
4	Boring lance
5	Brain fogger
3	Breathing field spinner
6	Cellular annealer
3	Cloak of finery
4	Cognition tester
4	Dead timeline viewer
2	Empty field generator
3	Energy nullifier
1	Explorer's gloves
2	Explorer's lenses
2	Febrifuge
5	Field destabilizer
5	Fingert brace
3	Flame suppressor
7	Instant refuge
3	lotum scanner
4	Liquid transfer orb
4	Multidimensional projector
3	Multi-opener
3	Natalitial
3	Pacifying needler
4	Psychic eradicator
7	Rumbler
4	Salvage pack
3	Stability spike
2	Stasis pod
3	Structural extruder
3	Telepathic wire
1	Temporary wing
5	Toxic fogger
4	Wearable workshop
6	Wearable workshop, smart



SETTING A MINIMUM CRAFTING LEVEL FOR OTHER CYPHERS AND ARTIFACTS

Some things are just too complex and powerful for a PC to construct as level 1 objects or structures. For example, a *stim* cypher should have a minimum crafting level of 6. A *battlesuit* artifact might have a minimum crafting level of 8. On the other hand, a *detonation* or *rejuvenator* cypher could have a minimum crafting level of 1, because its effects vary directly by the level.

If you want to set the minimum crafting level for a cypher or artifact that does not appear here, use the following as a guide.

Simple: If a cypher or artifact has a straightforward, level-based effect, you can set the minimum crafting level to 1.

Complex: If the cypher or artifact has a hard-coded effect that doesn't vary significantly by level, then some judgment is required. Keep the following in mind as you apply that judgment:

- Compare the cypher or artifact (or other object or structure) with something similar here in *Numenera Destiny*. If you find something equivalent, you can use that minimum crafting level.
- Artifacts are portable (unlike installations) and reusable (unlike cyphers), but that's already taken into account by the assessed difficulty modifier, which increases all artifact crafting tasks by three steps. This means you don't have to make the minimum crafting level artificially high; you can essentially set an artifact's minimum crafting level at the same level as a cypher's. That said, if the depletion is 1 in 1d100 or if it never depletes, consider increasing the minimum crafting level by 1.
- You can also look at the [Effect by Level Table](#). The effects indicated there are not hard and fast but do provide additional guidance.

After that, just make your determination. It'll be fine.



Stim, page 287

Battle suit, page 293

Detonation, page 277

Rejuvenator, page 286

Effect by level, page 143

Alarm mech, page 148

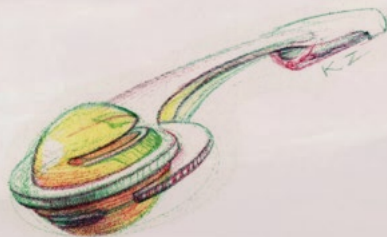
IMPROVISING PLANS

A character can improvise plans in a few different ways.

CRAFTING AT HIGHER THAN MINIMUM LEVEL

A PC can choose to craft an object or structure at a higher level to gain a greater effect. For instance, a character might want to craft a *detonation* cypher at level 6 instead of level 1 so that it inflicts 6 points of damage instead of 1 point. The character might want to craft an *alarm mech* automaton at level 4 instead of level 1 so that it's tougher and able to withstand more abuse.

Crafting an object or structure at a level higher than its minimum requires additional iotum, which the GM can determine by comparing to plans for objects and structures with similar minimum crafting levels, as well as referring to the discussion under GM Plan Creation. A project created at a higher level than the minimum also requires more parts, whose value equals the level of the completed object or structure. And of course, increasing the minimum level also increases the assessed difficulty of the crafting task, which means it takes more time to finish, among other things.



CRAFTING SOMETHING WITHOUT A PLAN

A character may be so desperate to craft something that they're willing to try doing so without a plan and, instead, fly by the seat of their pants. Doing so isn't impossible, but it is difficult, and the crafter suffers from the following factors.

- The assessed difficulty to create an object or structure without a plan is hindered, above and beyond anything else that increases a crafting task's difficulty.
- GM intrusions automatically trigger on rolls of 1–2 instead of 1 when a PC is attempting crafting tasks.

If the character succeeds in their task to create a custom object or structure without having a plan to go by, they gain the desired object or structure as well as a plan to build the same thing again, which means that the negative factors described above no longer apply in the future.

GM PLAN CREATION

If the GM wants to give the PCs a plan for a custom object or structure that isn't covered here or elsewhere, it's a two-step process.

Assign a minimum crafting level to the object or structure described by the plan. Refer to the plans presented in this book, which provide a good cross-section of what's possible as well as templates you can use for your new plan. Also refer to the [Effect by Level Table](#) for additional guidance.

Determine iotum for your plan. Refer to Choosing Iotum for additional guidance.

EFFECT BY LEVEL

Assigning a minimum crafting level to a numenera object or structure is more art than science. However, the following table provides a rough idea for objects and structures that provide certain effects. Note that this is the minimum crafting level for a short-lived effect. Plans that create objects or structures that grant extended use of a given effect—beyond single-use or a limited number of rounds—should be higher level.

EFFECT BY LEVEL TABLE

Level	Effect
1	Illumination, simple and severely limited automation
2	Basic nutrition for a limited number of users, easing a task by one step
3	Levitation, limited healing, purification of food and water
4	Invisibility, force field generator, easing a task by two steps, short-range flight, short-range teleportation
5	Long-range flight, small-scale weather manipulation in a localized area, simple mechanized tasks (including offensive)
6	Teleportation up to very long distances, easing a task by three steps
7	Teleportation across the world
8	Large-scale weather manipulation across larger areas, teleportation to other worlds, interplanetary travel
9	Transdimensional travel, complete biological rejuvenation from any condition
10	Time travel

CHOOSING IOTUM

As with assigning a minimum crafting level based on effects, you have leeway when choosing iotum required by any plans you create. You could even create some iotum of your own, if an interesting idea strikes you. However, you should also keep the following information in mind.

Basic Building Materials: Most numenera plans rely on a foundation of basic building materials like io, responsive synth, and parts. These materials provide a framework for more advanced materials, as needed, such as psiranium, mimetic gel, or even data orbs.

Unit Quantity: Something large like a tower requires a lot more basic building material than something small. On the other hand, mimetic gel, smart tissue, virtuon particles, and other components with a capacity for self-replication and augmentation can keep overall unit amounts under control, especially if they're part of a plan in the first place (rather than being added as an additional crafting ingredient).

Iotum by Minimum Crafting Level: At minimum, a plan should include at least one iotum whose level is equal to the minimum crafting level of the final object or structure being built. For instance, if you are devising a plan for a new kind of automaton that can teleport very long distances (minimum crafting level of 6, according to the Effect by Level Table), the components should include a level 6 iotum such as amber crystal or thaum dust.

Iotum by Effect: If a particular effect is required from the object or structure, the plan will often require one or two iotum of a specific kind, even if the iotum's level is much higher than the minimum crafting level.

Sense Environment: Responsive synth is required to monitor surroundings in even the most basic fashion.

Automation: Responsive synth or, better yet, apt clay are required to instill behavior that can vary, even in a limited fashion, based on a changing environment. The more apt clay involved, the better the automaton's adaptable behavior, though rarely is apt clay enough to bridge the divide to **true automatons**; that likely requires the installation of oraculum and one or more data orbs.

Partially Alive: If the creation is partly living, bio-circuitry should be included, though other components like smart tissue can sometimes similarly foster life.

Telepathy: If the creation involves any sort of mind-to-mind contact, psiranium should be included to ensure the best connection.

Self-Assembly: Almost any plan of level 5 or higher requires that a portion of the actual crafting work be handled by specialized iotum themselves. Mimetic gel is a workhorse in this regard, but quantum, smart tissue, virtuon particles, and tamed iron can accomplish similar functions for more complex objects.

Breaking Rules: The void matter found in midnight stones is useful for creating a wide range of effects that don't have any other corollaries. At the very least, midnight stones are a powerful energy source.

Many kinds of iotum are "smart" materials. This property allows a crafter to substitute one kind of iotum for another with a little work. A few iotum varieties are actually alive. Living iotum has an even greater range of adaptability. This explains why Ninth World crafters use many more types of iotum than the few dozen described in chapter 6.

True automatons, page 149





"I don't know why, but whenever the green band on the moon appears, the installation glitches and strange voices speak out of the control surface. Maybe it's nothing, but maybe it's something we should investigate."

~ A hopeful wright

Unfettered Destruction: Tamed iron, which is distilled from the iron wind, is used to create a variety of weapon systems and other destructive applications of energy.

Self-Repair: Structures that are meant to last for hundreds or thousands of years should include a large quantity of amber crystal.

Deep Knowledge: Data orbs either maintain connections to the datasphere or actually *are* nodes in the datasphere (depending on which Aeon Priest you believe). Objects or structures that rely on knowing secrets, navigating to distant locations, solving transdimensional equations, and so on should include at least one data orb.

Transcendence: Cosmic foam allows a crafted item to reach past the edges of the known universe into parallel planes and states of being. It is necessary for objects or structures that truly transcend the world.

Force Fields: Quantum is useful for ordering and sustaining invisible force that can provide protection.

SECONDARY EFFECTS

Secondary effects are additional effects an object or structure might possess due to an accident in the crafting process. Accidents can occur because a component is flawed, because a crafter fails on a crafting subtask, because a plan is based on a seed containing completely alien and inexplicable knowledge, or simply due to misfortune (and GM intrusion). Secondary effects usually (but not always) manifest after the object or structure is completed.

It's up to the GM to determine if a secondary effect is minor or major. Major secondary effects probably occur only if there is a confluence of misfortune, but the GM may simply decide that a major secondary effect is appropriate for the situation.

All secondary effects come into play when the primary effect of the object or structure is used. For example, an **oblivion tower** might erase the location of a hidden community from memory (primary effect), but everyone in the community suffers mild insomnia for a night or two afterward (secondary effect).

 GM intrusion, page 123

Oblivion tower, page 162

MINOR SECONDARY EFFECTS

d100	Effect
01–05	Strange glow
06–11	Unintelligible utterances
12–17	Dramatic static discharge
18–23	Disturbing odor
24–29	Complex input required (+1 round)
30–35	Irregular malfunction for brief periods
36–40	Regular malfunction for a brief period
41–46	Shoddy, broken-down appearance
47–51	Heats up unpleasantly
52–58	Cools down unpleasantly
59–63	Doesn't work except for crafter
64–69	Discolors flesh for brief period
70–74	Disturbs sleep for brief period
75–79	User's hair thins or falls out for brief period
80–85	Requires regular maintenance
86–90	Requires regular exposure to sunlight
91–95	Slow
96–00	Semi-sentient

MAJOR SECONDARY EFFECTS

d100	Effect
01–05	Inflicts 1 point of damage
06–11	Random cyphers triggered
12–17	Causes blindness for a day
18–23	Hinders Might tasks for a day
24–29	Hinders Speed tasks for a day
30–35	Hinders Intellect tasks for a day
36–40	Renders creatures mute
41–46	Functions only in darkness
47–51	Component must be regularly replaced
52–58	Develops an antagonistic personality
59–63	Triggers depletion roll on other devices
64–69	Violently shakes the ground
70–74	Kills nearby wildlife and plants
75–79	Complex input required (+1 round and Intellect check)
80–85	Nearby windows shatter
86–90	Causes deafness for a day
91–95	Nightmares prevent benefits of ten-hour rest for a day
96–00	Doubles the chance of depletion

CRAFTING SETBACKS

Some crafting failures or damage accrued after an object or structure is crafted are so severe that a setback occurs. Setbacks tend to affect the crafter more than other creatures, but not always. Unlike secondary effects, setbacks are usually one-time effects.

CRAFTING SETBACKS

d100	Effect
01–05	Explosion inflicts damage (1 point per level) on all creatures within long range
06–11	All iotum gathered for crafting task are lost
12–17	Develops a murderous personality
18–23	The object or an important component from the structure is stolen
24–29	Damages another nearby object or structure
30–35	Explosion disfigures crafter
36–40	Crafter gains the enmity of a philethis
41–46	Crafter infested with level 4 parasites
47–51	Rip in reality to dangerous dimension
52–58	Crafter blasted into a dangerous dimension
59–63	The item's plan or the item itself is destroyed
64–69	Explosion cripples crafter for several days
70–74	Causes blindness for several days
75–79	A powerful Aeon Priest claims completed item
80–85	Using the item risks attracting the attention of a dread destroyer
86–90	Explosion kills an acquaintance of crafter
91–95	All parts gathered for crafting task are lost
96–00	It just doesn't seem to work

ARTIFACT PLANS

Instead of plans for each kind of [artifact](#) presented in this book or in *Numenera Discovery*, this section presents a template of a plan for a typical artifact at various levels. The minimum crafting level and specific iotum requirements depend on what artifact is being crafted.

Each kind of artifact requires its own plan. For example, a level 1 [automated cook](#) and a level 1 [exploding arrow](#) might have similar minimum crafting levels and iotum requirements, but a Wright who knows the plan to create an automated cook can't use that plan to create an exploding arrow.

ARTIFACT TEMPLATE

Minimum Crafting Level: 1–10

Kind: Artifact

Specifications: When a crafter has a plan for a specific artifact, they can try to craft it at that artifact's minimum crafting level or higher. Use this template to determine the iotum requirements based on the level of the completed artifact. The GM may decide that additional iotum is required, depending on the effect produced.

Depletion: 1 in 1d20 or varies

Parts: 10 × the level of the completed artifact
iotum for level 1 artifact: lo (1d6 units); responsive synth (8 units); synthsteel (2 units)

iotum for level 2 artifact: lo (1d6 units); responsive synth (12 units); synthsteel (2 units)

iotum for level 3 artifact: lo (1d6 units); responsive synth (12 units); synthsteel (4 units); pliable metal (2 units)

iotum for level 4 artifact: lo (1d6 units); responsive synth (12 units); synthsteel (4 units); pliable metal (2 units); amber crystal (1 unit)

iotum for level 5 artifact: lo (1d6 units); responsive synth (12 units); synthsteel (4 units); pliable metal (2 units); amber crystal (4 units)

iotum for level 6 artifact: lo (1d6 units); responsive synth (12 units); synthsteel (4 units); pliable metal (2 units); amber crystal (2 units); thaum dust (2 units)

iotum for level 7 artifact: lo (1d6 units); responsive synth (12 units); synthsteel (4 units); pliable metal (2 units); amber crystal (2 units); thaum dust (2 units); kaon dot (1 unit)

iotum for level 8 artifact: lo (1d6 units); responsive synth (23 units); synthsteel (4 units); pliable metal (2 units); amber crystal (2 units); thaum dust (2 units); kaon dot (1 unit); tamed iron (1 unit)

iotum for level 9 artifact: lo (1d6 units); responsive synth (32 units); synthsteel (4 units); pliable metal (2 units); amber crystal (2 units); thaum dust (2 units); kaon dot (1 unit); tamed iron (2 units)

iotum for level 10 artifact: lo (1d6 units); responsive synth (32 units); synthsteel (4 units); pliable metal (2 units); amber crystal (2 units); thaum dust (2 units); kaon dot (1 unit); tamed iron (2 units); data orb (1 unit)



Philethis, page 247



Dread destroyer, page 234



Artifacts, page 186

Artifacts, page 289

Automated cook, page 292

Exploding arrow, page 295

PLANS LISTING

INSTALLATION PLANS

d100	Minimum Crafting Level	Plan
01-02	1	Cooling obelisk
03-04	1	Compactor
05-06	1	Luminous dynamo
07-08	1	Warming obelisk
09-10	2	Express tube
11-12	2	Floatstone
13-14	2	Keepsafe bin
15-16	2	Music box
17-18	2	Pabulum extruder
19-20	2	Pain taker
21-22	2	Restorative dispenser
23-24	2	Structural booster
25-26	2	Turret, basic
27-28	2	Vermin ward
29-30	2	Water purifier, basic
31-32	3	Automender
33-34	3	Cleansing arch
35-36	3	Hovering slab
37-38	3	Language translator
39-40	3	Luminous dynamo, improved
41-42	4	Body toughener
43-44	4	Farspeaking pylon
45-46	4	Force gate
47-48	4	Materials extruder
49-50	4	Monorail
51-52	4	Structural booster, improved
53-54	4	Sustenance synthesizer
55-56	4	Taming tower
57	4	Temporal chime
58	4	Turret, improved
59	5	Alarm tower
60	5	Automender, enhanced
61	5	Keepsafe bin, advanced
62	5	Library obelisk
63	5	Rain caller
64	5	Sensorium

d100	Minimum Crafting Level	Plan
65	5	Shield wall, basic
66	5	Truthbox
67	5	Turret, mechanized
68	5	Vitalium
69	5	Water excitation engine
70	5	Water purifier, enhanced
71	6	Everflowing fountain
72	6	Fabricator
73	6	Force wall
74	6	Luminous dynamo tower
75	6	Seminarium
76	6	Shrink pad
77	6	Turret, lightning
78	6	Water signal (destruction) emitter
79	7	Birthing vat
80	7	Envirosphere
81	7	Farspeaking pylon, advanced
82	7	Phase dome
83	7	Portal mouth
84	7	Turret, gravity
85	7	Vanisher
86	8	Earthquake carillon
87	8	Everflowing nectar
88	8	Force dome
89	8	Keepsafe capsule
90	8	Lightning tower
91	8	Water purification station
92	9	Automender, ultimate
93	9	Datasphere obelisk
94	9	Dimensional abode
95	9	Farspeaking pylon, ultimate
96	9	Force sphere
97	9	Oblivion tower
98	10	Space elevator
00	10	Spire of a thousand rooms



Though the children of the Ninth World can learn to craft wonders that echo the heights of the worlds that came before, they must do so using plans that are just as mysterious and inscrutable in origin and full meaning.

VEHICLE PLANS

d100	Minimum Crafting Level	Plan
01–05	1	Dynamic frame
06–10	2	Hover disc
11–15	2	Hover frame
16–20	2	Junkwing
21–25	2	Scream wheeler
26–29	2	Snowskimmer
30–33	2	Swimming mount
34–37	2	Thunder harness
38–41	2	Waterskimmer
42–45	3	Deep diver
46–50	3	Mud roller
51–53	4	Chainpod
54–56	4	Jet frame
57–59	4	Jumper
60–62	4	Sliver
63–65	4	Transport cart
66–68	4	Windrider
69–71	5	Planetary escape pod
72–73	5	Voidstrider
74–75	6	Burrower
76–77	6	Deep swimmer
78–79	6	Fiery ascender
80–81	6	Flyer
82–83	6	Galloping gambado
84–85	6	Lava eel
86–87	6	Terapede
88–89	7	Battle cart
90–91	7	Battle flyer
92–93	7	Dimensional treader
94–95	8	Chrono engine
96–97	8	War chariot
98–99	9	Dimensional wing
00	10	Voidglider

CONTROLLING CRAFT ABUSE

It happens to everyone: your players find or design a plan (or you design one yourself) that you realize is just too good and, if allowed to remain in PC hands, will make your game less fun.

If this happens, you could try to live with it. But it might be better if you came up with a way to moderate the overpowered plan by introducing secondary effects or even a setback.

AUTOMATON PLANS

d100	Minimum Crafting Level	Plan
01–06	1	Alarm mech
07–12	2	Cleaning mech
13–18	2	Garden mech
19–24	3	Gazer swarm
25–30	3	Lifting aventron
31–36	4	Extractor
37–42	4	Mech soldier, basic
43–48	4	Storyteller
49–55	5	Assistant
56–72	5	Salvister
73–79	5	Servitor, basic
80–84	6	Servitor, biocoat
85–88	7	Companion
89–92	7	Salvister, advanced
93–96	7	Servitor, shifting
97–98	8	Exploring aventron
99	9	Buildnought
00	10	Warstriker

CYPHER PLANS

d100	Minimum Crafting Level	Plan
01–30	1	Cypher
31–50	2	Cypher
51–60	3	Cypher
61–69	4	Cypher
70–77	5	Cypher
78–84	6	Cypher
85–90	7	Cypher
91–95	8	Cypher
96–99	9	Cypher
00	10	Cypher

ARTIFACT PLANS

d100	Minimum Crafting Level	Plan
01–30	1	Artifact
31–50	2	Artifact
51–60	3	Artifact
61–69	4	Artifact
70–77	5	Artifact
78–84	6	Artifact
85–90	7	Artifact
91–95	8	Artifact
96–99	9	Artifact
00	10	Artifact

AUTOMATON PLANS

The following plans all build some kind of mobile automaton.

ALARM MECH

Minimum Crafting Level: 1

Kind: Automaton

lotum: lo (1d6 units); responsive synth (4 units); apt clay (1 unit); pliable metal (3 units)

Parts: 8 units

Specifications: This plan produces a disc-shaped limited automaton about half a foot (15 cm) in diameter. The mech moves on a dozen metallic legs. When released and set to guard, the mech patrols an area a short distance across (or less, if set within a smaller room or structure). It provides an asset to all tasks related to perception, noticing intruders, and initiative in the patrolled area for those who set the automaton.

Depletion: 1 in 1d20 (check per week of use)

ASSISTANT

Minimum Crafting Level: 5

Kind: Automaton

lotum: lo (1d6 units); responsive synth (14 units); apt clay (8 units); pliable metal (7 units); smart tissue (3 units); monopole (1 unit); psiranium (2 units)

Parts: 52 units

Specifications: This plan produces an automaton that stands about 5 feet (1.5 m) tall with a body plan that only approximately resembles a human. The automaton moves on a single rolling sphere but has two mechanical arms. It is a level 5 creature with a limited repertoire of capabilities. Those capabilities are hard-coded into the assistant when it is first constructed, allowing it to provide an asset on up to five non-combat tasks for a PC or other creature that makes use of the assistant automaton. The assistant is suited to staying in one location, but it can travel if asked to do so. However, each full day of travel requires an additional depletion roll.

Modification: To modify the assistant to have additional capabilities, add 2 units of responsive synth for each additional capability desired.

Depletion: 1 in 1d20 (check per month of use)

BUILDNOUGHT

Minimum Crafting Level: 9

Kind: Automaton

lotum: lo (1d6 units); responsive synth (50 units); apt clay (10 units); azure steel (100 units); mimetic gel (20 units); amber crystal (10 units); protomatter (4 units); psiranium (4 units); kaon dot (2 units); monopole (4 units); virtuo particle (10 units); data orb (2 units)

Parts: 95 units

Assistant automatons are popular, because they provide an alternative method for a character to gain what is essentially a follower.

Followers, page 17



Specifications: This plan produces a gargantuan automaton about 1,000 feet (300 m) in diameter that moves on hundreds of legs. The automaton's function is to build cities. Over the course of one year, a buildnought can construct the infrastructure—including walls, homes, structures, and some basic installations—to house a community of 5,000 people. If citizens were to immigrate into the new community, fill it, and take up appropriate roles, the infrastructure and installations already in place would make it a rank 5 community.

A buildnought can be tasked with building specific things, even if plans are not provided to it, because it can take a few months or years to figure out a plan for itself. It takes a buildnought about as long to build any given item or structure as a wright. A buildnought sees to its own iotum needs by building small armies of **extractors**, which it sends out to salvage from nearby ruins.

Depletion: 1 in 1d100 (check per century of building)

CLEANING MECH

Minimum Crafting Level: 2

Kind: Automaton

Iotum: lo (1d6 units); responsive synth (10 units); apt clay (4 units); pliable metal (4 units); quantum (1 unit)

Parts: 18 units

Specifications: This plan produces an automaton about 3 feet (1 m) on a side. The mech moves on a dozen metallic legs, up to an immediate distance each round. It follows simple verbal directions on where to go, and once it arrives in a new location, it begins to clean using special manipulators, sprays, and sonic devices for abrasion. A cleaning mech can clean an area a short distance across in about twenty minutes.

Depletion: 1 in 1d20 (check per month of cleaning)

COMPANION

Minimum Crafting Level: 7

Kind: Automaton

Iotum: lo (1d6 units); responsive synth (15 units); synthsteel (10 units); apt clay (10 units); pliable metal (8 units); smart tissue (3 units); monopole (1 unit); psiranium (6 units); oraculum (2 units)

Parts: 74 units

LIMITED vs. TRUE AUTOMATON

Crafters generally divide automatons into two broad categories.

Limited: A limited automaton can take instruction, but it is limited in range and can usually perform only one or two sets of related tasks with proficiency. Tasks that lie outside those task sets cannot be completed, even if the limited automaton is ordered to attempt them. Most (but not all) limited automatons lack the framework to ever develop conscious individuality. Most of the automatons that PCs will make over their career will likely be limited automatons.

True: A true automaton can take on multiple tasks and can learn from experience. It is also usually capable of traveling arbitrarily far from where it was first crafted and attempting new tasks or accompanying other creatures who travel. Not all true automatons are fully conscious individuals, though some have the capacity to become so over time (or accidentally).

If a PC wants to modify a plan to create a true automaton, the assessed crafting task is increased by four steps (creating artificial intelligence is really hard, to put it mildly). If the true automaton is successfully created, the GM controls its actions.

Specifications: This plan produces an automaton that stands about 6 feet (2 m) and has a body plan similar to that of a human. The automaton moves on two legs and has two arms. It is a level 7 creature with 1 Armor. It can learn from experience. Over time, it can become trained or specialized in certain tasks like a follower. It begins with a predilection toward the safety of its crafter and a desire to be near them. However, it can unlearn such things or gain stronger preferences that override its initial predilections, depending on circumstance and time.

Depletion: 1 in 1d100 (check per year of use)

EXPLORING AVENTRON

Minimum Crafting Level: 8

Kind: Automaton

Iotum: lo (1d6 units); responsive synth (6 units); synthsteel (10 units); apt clay (10 units); pliable metal (8 units); smart tissue (3 units); monopole (3 units); psiranium (6 units); midnight stone (3 units); oraculum (2 units); data orb (1 unit)

Parts: 80 units

Specifications: This plan produces an automaton about 10 feet (3 m) in diameter. The automaton can sense its environment, as well as manipulate its

Extractors, page 150

The plans for the companion and exploring aventron allow a builder to craft true automatons. In both cases, the self-consciousness a true automaton enjoys takes a few months to develop.

The minimum crafting levels of the companion and exploring aventron are 7 and 8 respectively, but the assessed difficulty for these crafting tasks is at +4 in both cases, because these plans produce only true automatons.

Assessed difficulty for crafting tasks, page 117



If left untended, a buildnought continues to build out a city, even in areas where there is no hope that anyone will ever come to live in what it has wrought.



Gazer: level 1, perception as level 5, Speed defense as level 2 due to size; Armor 1; long-range focused light attack ignores cover and inflicts 2 points of damage; three gazers can act as a single level 4 swarm that inflicts 4 points of damage (even on a miss, a swarm still inflicts 1 point of damage); for more details, see *The Ninth World Bestiary*, page 56

Extractor automatons are useful helpers, though users should be aware that they can become damaged or lost when in an unknown area. Care should also be taken not to let them loose near newly built installations, lest they begin to salvage them for iotum.

immediate environment with fields of force. The automaton can fly up to a short distance each round in combat or up to 200 miles per hour (320 kph) on extended trips inside an atmosphere; however, it can launch itself into the void and travel at much higher sustained velocities in order to travel between worlds. It is a level 8 creature with 2 Armor. Its primary motivation, at least initially, is exploration. Depending on the initial mission provided, it will explore a designated area and return with a complete report if it is able. However, because it can learn from experience and mentally wake to become a fully conscious individual, it may decide to change its purpose. Over time, it can become trained or specialized in certain tasks, make alliances and enemies, and act as a living creature might in other ways.

Modifications: To modify the exploring aventron to be able to travel between dimensions instead of worlds, add 1 unit of cosmic foam.

Depletion: 1 in 1d100 (check per year of use)

EXTRACTOR

Minimum Crafting Level: 4

Kind: Automaton

Iotum: 10 (1d6 units); responsive synth (16 units); apt clay (4 units); pliable metal (4 units); quantum (3 units)

Parts: 44 units

Specifications: This plan produces a disc-shaped automaton about 4 feet (1 m) in diameter that moves up to a short distance each round on a bed of forced air. When released in an area where iotum salvage can be potentially found, the automaton harvests what it can find and extract on its own, providing one additional iotum (up to level 6) per hour that the extractor works in an area that still has salvage. Once it has acquired 5 units of iotum, it returns to a predetermined location and waits to be unpacked. It can return earlier if set to do so.

Modifications: To double the iotum the extractor can gather and increase the level of iotum it can gather by 1, a crafter can treat the plan as 1 level higher and add 3 units of smart tissue and 1 unit of psiranium.

Depletion: 1 in 1d20 (check per week of use)

GARDEN MECH

Minimum Crafting Level: 2

Kind: Automaton

Iotum: 10 (1d6 units); responsive synth (9 units); apt clay (2 units); pliable metal (4 units)

Parts: 20 units

Specifications: This plan produces a disc-shaped limited automaton about 1 foot (30 cm) in diameter. The mech moves on a dozen metallic legs. When released in an area where tended plants are already growing, whether decorative or food crops, the automaton sets to work tending to their needs within an area up to a short range across. It removes pests by hand, aerates the soil, and performs other related tasks, providing an asset to any task attempted by characters to successfully grow plants within that area.

Depletion: 1 in 1d20 (check per growing season)

GAZER SWARM

Minimum Crafting Level: 3

Kind: Automaton

Iotum: 10 (1d6 units); responsive synth (31 units); apt clay (3 units); pliable metal (6 units); mimetic gel (6 units)

Parts: 33 units

Specifications: This plan produces a swarm of three metallic, spherical limited automatons called *gazers*, each about 1.5 feet (45 cm) in diameter. A concavity on one side of the sphere incessantly emits a beam of scarlet light. Each gazer is level 1, moves up to a long distance each round when flying, and has 1 Armor.

The gazers can be set to patrol an area. If they come across creatures not designated as friendly, they automatically attack with their scarlet beams at long range until the targets flee or are eliminated. When attacking as a group, treat the gazer swarm as a single level 3 creature that inflicts 4 points of damage.

As long as one gazer from a swarm survives a combat, it can recreate the other two using stores of mimetic gel, assuming it doesn't become depleted. Deploying these automatons to patrol a community modifies a community's damage inflicted by +1.

Depletion: 1 in 1d20 (check once after any hour that the gazer swarm attacks, or each time a gazer duplicates itself to replace a missing swarm member)

LIFTING AVENTRON

Minimum Crafting Level: 3

Kind: Automaton

lotum: lo (1d6 units); responsive synth (12 units); apt clay (3 units); pliable metal (4 units)

Parts: 31 units

Specifications: This plan produces a blocky, limited automaton about 3 feet (1 m) on a side with a pair of extendable lift arms. The automaton moves on a dozen metallic legs up to a short distance each round. If commanded, the automaton can move and lift heavy objects, either stacking them in precise piles or unstacking them, as required. Lifting aventrons move too slowly to lift creatures that have the ability to move away from its lifter arms. A lifting aventron can be commanded to stack only certain kinds of objects, to stack different kinds of objects using alternate methods and in different locations, and so on.

Depletion: 1 in 1d20 (check per year of use)

MECH SOLDIER, BASIC

Minimum Crafting Level: 4

Kind: Automaton

lotum: lo (1d6 units); responsive synth (19 units); apt clay (4 units); pliable metal (4 units); mimetic gel (2 units)

Parts: 42 units

Specifications: This plan produces a limited automaton with a humanoid frame whose arms end in metallic blades. The level 4 creature has 1 Armor. The mech soldier has two modes: attack and patrol.

If activated as a character's action (usually via voice command), the soldier attacks a selected target with its blades until the target flees or is eliminated.

Alternatively, the soldier can be set to patrol an area. It will activate automatically if it comes across creatures not designated as friendly, attacking them until the targets flee or are eliminated.

Depletion: 1 in 1d20 (check once after any hour that the mech attacks)

SALVISTER

Minimum Crafting Level: 5

Kind: Automaton

lotum: lo (1d6 units); responsive synth (15 units); apt clay (5 units); pliable metal (5 units); mimetic gel (2 units); quantum (1 unit)

Parts: 53 units

Specifications: This plan produces a limited automaton that stands about 6 feet (2 m) high and is nearly as wide. The automaton balances and moves on a single rolling

sphere up to a short distance each round. In addition to extendable lift arms ideal for lifting heavy objects and sorting them according to kind, many smaller arms extend from the salvister, each tipped with a different kind of tool. It can sort objects like a lifting aventron, and it can also take scrap collected from ruins and break it down into useful components (if any can be found in a given quantity of scrap). It takes the salvister a few days to process the same amount of scrap that a character with light tools could salvage in an hour. If a salvister is used, roll one additional time on the [lotum Result Table](#) to determine what components are found; however, a salvister can only salvage components of up to level 5.

Depletion: 1 in 1d20 (check per year of use)

SALVISTER, ADVANCED

Minimum Crafting Level: 7

Kind: Automaton

lotum: lo (1d6 units); responsive synth (25 units); apt clay (7 units); pliable metal (5 units); psiranium (5 units); tamed iron (2 units); data orb (1 unit)

Parts: 72 units

Specifications: As salvister, except the advanced version can salvage components of up to level 7

Depletion: 1 in 1d20 (check per year of use)

SERVITOR, BASIC

Minimum Crafting Level: 5

Kind: Automaton

lotum: lo (1d6 units); bio-circuitry (4 units); responsive synth (10 units); apt clay (2 units); pliable metal (4 units)

Parts: 46 units

Specifications: This plan produces a limited automaton with a bipedal, humanoid frame. It is covered in a flexible rubber or synth skin that makes it look like an actual human (or, depending on the plan, as a humanoid creature such as a lattimor, varjellen, near-human mutant, humanlike abhuman, or perhaps a humanoid creature no longer found in the Ninth World).

The exterior skin is durable but not particularly lifelike—accurate enough that the automaton could pass as a human if clothed appropriately and observed at a long distance. At a short distance, tasks to recognize the servitor as a disguised machine are eased, or eased by two steps at an immediate distance. The level 5 creature has 1 Armor.

The servitor has two modes: observation and combat.

lotum Result Table, page 110





“Even if one were to develop the plans to craft a warstriker, not to mention collect the iotum required, actually going through with the crafting process would require a death wish on the wright’s part.”

~Unaers of Ellomyr

An easy modification might only require additional parts, a difficult one might also hinder the assessed difficulty, and a very challenging one might hinder it by an additional step.

Modifications, page 123



Margr, page 240

Varjellen, page 394

Lattimor, page 396

Sathosh, page 251

In observation mode, the servitor can be set to observe an area or group of creatures at a distance (such as by waiting on a nearby roof or across a busy street), watching their actions and noting anything unusual, which it can report to its creator or controller at a later time.

If combat mode is activated (as a character’s action, usually via voice command), the servitor attacks a selected target until the target flees or is eliminated.

The automaton can use simple humanoid equipment like swords, crossbows, and easy-to-use cyphers (such as detonations and ray emitters). If it has to defend itself and doesn’t have a weapon, it attacks with its fists. It can speak and understand one language known by its creator.

The plan creates an automaton that looks like a nondescript member of a specific species (human, varjellen, and so on). Building the servitor with a different appearance (whether changing the skin color, height, facial features, or other cosmetic changes) requires **modifying the plan**. Depending on the plan and the intended appearance, this sort of modification might be easy, difficult, or very challenging. For example, modifying a human servitor plan to build a **margr** automaton is easy, modifying a **varjellen** servitor plan to build a human automaton is difficult, and modifying a hulking **lattimor** servitor plan to build a gaunt **sathosh** automaton is very challenging.

Depletion: 1 in 1d20 (check each day it is active or after any hour that it attacks)

SERVITOR, BIOCOAT

Minimum Crafting Level: 6

Kind: Automaton

Iotum: 10 (1d6 units); bio-circuitry (6 units); responsive synth (14 units); apt clay (5 units); pliable metal (4 units); mimetic gel (3 units); smart tissue (4 units); psiranium (2 units)

Parts: 60 units

Specifications: As the basic servitor plan, except this automaton’s skin is living, organic tissue, and the servitor is level 6 with 1 Armor. The outer skin makes it look like a normal living member of the species it is emulating (so, unlike the simple

servitor, tasks to see through this disguise are not eased at a short or immediate distance). The skin heals if damaged (at the same rate as human skin heals) and is fed with a concentrated protein paste the automaton produces and applies internally. In addition to its observation and combat modes, the automaton has a hunting mode where it is given a specific target (requiring direct observation, a recorded image, or a very detailed description). It then searches for that target and automatically activates combat mode when it finds the target. It continues to pursue the target until the target is dead, after which the automaton returns to its creator or a designated location.

Depletion: 1 in 1d20 (check each day it is active or after any hour that it attacks)

SERVITOR, SHIFTING

Minimum Crafting Level: 7

Kind: Automaton

Iotum: 10 (1d6 units); bio-circuitry (10 units); responsive synth (20 units); apt clay (7 units); pliable metal (5 units); mimetic gel (12 units); amber crystal (1 unit); smart tissue (12 units), psiranium (4 units), philosophine (2 units)

Parts: 69 units

Specifications: As the biocoat servitor plan, except the automaton is level 7. It can change its appearance over the course of one minute, allowing it to disguise itself as almost any humanoid (although disguising itself as a different species than its base plan is difficult or unreliable). The servitor might accomplish this with a personal hologram, chromatic emulators in its skin, expanding or absorbing its organic layer, reconfiguring a subdermal shaping matrix, or similar methods.

Depletion: 1 in 1d20 (check each day it is active or after any hour that it attacks)

STORYTELLER

Minimum Crafting Level: 4

Kind: Automaton

Iotum: 10 (1d6 units); responsive synth (23 units); apt clay (4 units); pliable metal (4 units); mimetic gel (2 units); psiranium (2 units)

Parts: 41 units

Specifications: This plan produces a limited automaton with a humanoid frame about the size of a very small child, but covered with soft fur and with some *seskii*-like features. The storyteller has two modes: story mode and companion mode.

If activated as a character's action (usually via voice command), the storyteller spins an entertaining yarn—usually a story that is designed to delight a child, though the storyteller can adapt to its audience.

Alternatively, the storyteller can be set to companion mode where it interacts in an apparently smart but programmatic fashion to a particular person (usually its owner), providing simple feedback, encouragement, and company.

Depletion: 1 in 1d20 (check per month of use)

WARSTRIKER

Minimum Crafting Level: 10

Kind: Automaton

Iotum: lo (1d6 units); responsive synth (45 units); synthsteel (50 units); apt clay (10 units); pliable metal (20 units); protomatter (4 units); smart tissue (20 units); monopole (5 units); psiranium (6 units); midnight stone (3 units); oraculum (5 units); tamed iron (3 units); cosmic foam (1 unit)

Parts: 120 units

Specifications: This plan produces a giant war machine about 40 feet (12 m) in diameter with hundreds of synthsteel legs ideal for running or clinging to almost any surface. Once created, warstrikers are difficult to control or influence. Built for destruction, even a newly constructed warstriker is likely to turn on its creator.

Warstrikers can lob life-seeking detonations at targets up to 3 miles (5 km) away that inflict 15 points of damage on all targets within short range of the explosion; targets who succeed on a Speed defense roll suffer 5 points of damage. At close range, the automaton can apply its nest of blade-tipped synthsteel legs to attack all creatures within immediate range simultaneously as one action, inflicting 10 points of damage per strike. Warstrikers automatically regain 3 points of health each round.

Modifications: To modify a warstriker to be less belligerent toward its creator, add 1 data orb. Doing so lessens the depletion chance from a check per week of use to a check per month of use.

Depletion: 1 in 1d20 (check per week of use; on depletion it turns on creator and everything around it)

RANDOM CYPHER EFFECTS FROM PLANS

Unless noted to the contrary in a cypher description, if a Wright has a cypher plan, that plan details one specific effect of a cypher, even if the cypher in *Numenera Discovery* has an effect that is presented as two or more randomized elements. For instance, when a Wright learns a plan for a *rejuvenator*, they know how to make a specific kind of rejuvenator that targets Might, Intellect, or Speed; they do *not* learn a plan for a cypher that randomly targets one of the three Pools, nor can they choose to make a Might rejuvenator *and* a Speed rejuvenator with the same plan. Likewise, when a Wright learns a plan to make a *detonation* cypher, they learn how to produce one specific effect, like fire or electricity. If a Wright wants to be able to make both fire and electricity detonation cyphers, they'll have to learn two plans, one for each kind of energy.

On the other hand, a Wright knows how to make a cypher at any possible level. They don't need a different plan for a level 4 fire detonation and a level 5 fire detonation.

CYPHER PLANS

Instead of plans for each kind of cypher presented in this book or in *Numenera Discovery*, this section presents a template of a plan for a typical cypher at various levels. The minimum crafting level and specific iotum requirements depend on what cypher is being crafted. Each kind of cypher requires its own plan. For example, level 2 *adhesion clamps* and a level 2 *catseye* might have similar minimum crafting levels and iotum requirements, but a Wright who knows the plan to create *adhesion clamps* can't use that plan to create a *catseye*.

CYPHER TEMPLATE

Minimum Crafting Level: 1–10

Kind: Cypher

Specifications: This plan is a template. When a crafter has a plan for a specific cypher, they can try to craft it at that cypher's minimum crafting level or higher. Use this template to determine the iotum requirements based on the level of the completed cypher. The GM may decide that additional iotum is required, depending on the effect produced.

Depletion: Cypher

Parts: 3 × the level of the completed cypher

Iotum for level 1 cypher: lo (1d6 units); responsive synth (3 units); quantum (1 unit)

Iotum for level 2 cypher: lo (1d6 units); responsive synth (5 units); quantum (1 unit)

Iotum for level 3 cypher: lo (1d6 units); responsive synth (5 units); apt clay (1 unit); quantum (1 unit)

Iotum for level 4 cypher: lo (1d6 units); responsive synth (5 units); apt clay (3 units); quantum (2 units)



Seskii, page 252

Rejuvenator, page 286

Detonation, page 277

Adhesion clamps, page 276

Catseye, page 276

lotum for level 5 cypher: lo (1d6 units); responsive synth (5 units); apt clay (3 units); pliable metal (2 units); quantum (1 unit); thaum dust (1 unit)

lotum for level 6 cypher: lo (1d6 units); responsive synth (5 units); apt clay (3 units); pliable metal (4 units); quantum (1 unit); thaum dust (2 units)

lotum for level 7 cypher: lo (1d6 units); responsive synth (5 units); apt clay (3 units); pliable metal (4 units); quantum (1 unit); thaum dust (2 units); psiranium (1 unit)

lotum for level 8 cypher: lo (1d6 units); responsive synth (5 units); apt clay (3 units); pliable metal (4 units); quantum (2 units); thaum dust (2 units); psiranium (1 unit); oraculum (1 unit)

lotum for level 9 cypher: lo (1d6 units); responsive synth (5 units); apt clay (3 units); pliable metal (4 units); quantum (2 units); thaum dust (2 units); psiranium (1 unit); oraculum (2 units); philosophine (1 unit)

lotum for level 10 cypher: lo (1d6 units); responsive synth (5 units); apt clay (3 units); pliable metal (4 units); quantum (2 units); thaum dust (2 units); psiranium (1 unit); oraculum (2 units); philosophine (1 unit); cosmic foam (1 unit)

INSTALLATION PLANS

The following plans all build some kind of fixed installation.

ALARM TOWER

Minimum Crafting Level: 5

Kind: Installation

lotum: lo (1d6 units); responsive synth (10 units); synthsteel (8 units); apt clay (3 units); mimetic gel (2 units); amber crystal (5 units); quantum (2 units); midnight stone (2 units)

Parts: 48 units

Specifications: This plan produces a 3-foot (1 m) diameter crystal sphere fixed atop a metallic mast that reaches 50 feet (15 m) into the air. It also produces a linked, handheld device with a control surface. The alarm tower

MULTIPLE INSTALLATIONS AND COMMUNITY STATS

Some installations modify a community's rank or other stats. For instance, an alarm tower modifies a community's rank by +1 for tasks related to perception. Unless otherwise noted, multiple instances of the same installation do not increase a community's stats more than once.

monitors along a circumference up to a very long distance away from the tower in all directions. The tower notifies the holder of the handheld device if it detects unusual motion, behavior associated with attempts at stealth, or attempts at crossing the circumference that haven't been previously cleared by the builder (for example, normal traffic on a road or through a gate would probably be cleared by the builder). The alarm tower could be set to scan for different criteria, such as the appearance of a certain kind of creature or even a specific individual. Such a device modifies a community's rank by +1 for tasks related to perception.

Depletion: 1 in 1d20 (check per year of use)

AUTOMENDER

Minimum Crafting Level: 3

Kind: Installation

lotum: lo (1d6 units); responsive synth (5 units); synthsteel (2 units); apt clay (3 units); mimetic gel (2 units); quantum (2 units)

Parts: 29 units

Specifications: This plan produces a fixed solid no less than 3 feet (1 m) on a side with a cavity large enough for a human to stick their arm or leg into. Someone who does so regains 3 points to a Pool of their choice but no more than once in any ten-hour period.

Depletion: 1 in 1d20 (check after each day the automender is used)

AUTOMENDER, ENHANCED

Minimum Crafting Level: 5

Kind: Installation

lotum: lo (1d6 units); responsive synth (5 units); synthsteel (2 units); apt clay (3 units); mimetic gel (2 units); quantum (2 units); midnight stone (2 units)

Parts: 50 units

Specifications: As the basic automender, but restores 5 points to one Pool of a character's choice, and it cures diseases, poisons, and other afflictions of up to level 5 with an injection. It can also treat up to one hundred injured people in any ten-hour period. Such a device adds +10 to a community's health stat.

Depletion: 1 in 1d20 (check after each month the automender is used)

AUTOMENDER, ULTIMATE

Minimum Crafting Level: 9

Kind: Installation

lotum: lo (1d6 units); responsive synth (5 units); synthsteel (2 units); apt clay (3 units);

The wielder of an alarm tower's control device can cause the tower to emit an audible alarm either manually or as an automatic response to what it is set to watch for.

mimetic gel (2 units); quantum (2 units); midnight stone (5 units); tamed iron (3 units); data orb (1 unit)

Parts: 91 units

Specifications: As the enhanced automender, but the ultimate model is large enough for a full-size human to rest within. It restores all points to a character's Pools; cures diseases, poisons, and other afflictions of up to level 9 with an injection; and it can even resuscitate those who haven't been dead for long (a task with a difficulty equal to the number of days the body has been dead; days the body has been somehow preserved do not count toward this difficulty). The ultimate automender can also regrow missing eyes, limbs, and organs; heal scar tissue; and even make an aged creature decades younger. Such a device adds +30 to a community's health stat.

Depletion: 1 in 1d20 (check after each year the automender is used)

BIRTHING VAT

Minimum Crafting Level: 7

Kind: Installation

lotum: lo (1d6 units); responsive synth (15 units); bio-circuitry (10 units); apt clay (2 units); mimetic gel (10 units); amber crystal (5 units); psiranium (1 unit); kaon dot (1 unit); monopole (2 units); virtuon particle (1 unit)

Parts: 61 units

Specifications: This plan produces a structure about 30 feet (9 m) on a side with an intake hatch on one end and an iris-ing doorway on the other end. If at least 200 pounds (90 kg) of living animal biomass is fed into the intake hatch, the iris-ing door opens ten minutes later to release a bio-mechanical creature called a **vat warrior**.

A vat warrior is vaguely humanoid and cannot speak, but it understands one language known by the builder of the birthing vat. A vat warrior is loyal to its community and instinctively defends the people who live there. The warrior automatically dies 1d6 + 20 hours after it is birthed.

The biomass is used up, modified and augmented to create the vat warrior. Usually a community puts criminals, slaves, or animals into the intake hatch (multiple smaller creatures can be added at the same time to meet the minimum biomass requirement, creating a vat warrior that is an amalgam of these donor creatures). The vat warrior might have a vague resemblance to the source of its biomass (such as a scar, tattoo, or eyes), but it has no memories or

awareness of its prior life. It has only a basic awareness of its community's layout and a programmed psychological conditioning to follow its directives.

Modification: To modify the installation to create level 4 vat warriors, increase the level by 1 and add smart tissue (3 units) and more psiranium (1 unit).

Depletion: 1 in 1d100 (check each use)

BODY TOUGHENER

Minimum Crafting Level: 4

Kind: Installation

lotum: lo (1d6 units); responsive synth (10 units); synthsteel (5 units); apt clay (2 units); pliable metal (2 units); psiranium 1 unit

Parts: 42 units

Specifications: This plan produces a fixed solid no less than 3 feet (1 m) on a side with several metallic antennas protruding at odd angles. Once activated, the device operates for up to one hour per day, thickening the flesh of creatures within a short distance just enough so that they gain +1 Armor while they remain in the area. Such a device adds +1 to a community's Armor stat but only during the hour the device is active.

Depletion: 1 in 1d20 (check each use)

CLEANSING ARCH

Minimum Crafting Level: 3

Kind: Installation

lotum: lo (1d6 units); responsive synth (10 units); synthsteel (2 units); mimetic gel (5 units); quantum (3 units)

Parts: 33 units

Specifications: This plan produces a fixed solid about 5 feet (1.5 m) wide and long, on top of which rises a thick arch some 9 feet (3 m) tall and 3 feet (1 m) wide. If a creature walks through it, sweat, oil, bad smells, stains, drit, and dust are instantly removed from them and their equipment. Objects sent through are similarly cleaned, and sometimes an object that has fallen into disrepair begins working again (meaning the malfunction was caused by an excess of filth, not something more serious).

Depletion: 1 in 1d20 (check after each month of use)

COOLING OBELISK

Minimum Crafting Level: 1

Kind: Installation

lotum: lo (1d6 units); responsive synth (10 units); synthsteel (1 unit)

Parts: 11 units

Communities with a birthing vat normally use it to quickly create strong, loyal defenders whenever the community is threatened.

Vat warrior: level 3, melee attacks and resisting trickery, lies, and mental control as level 4; Armor 1





An object or structure produced by a plan that allows access to an alternate dimension is usually called an otherspace rather than an installation.

Specifications: This plan produces a 3-foot (1 m) long synth-and-metal obelisk that cools the air around it. If placed within an area protected from the wind, the elements, direct vacuum, or other environmental effects (such as in a small hut, in a tent, under the eaves of a lean-to, and so on), the cooling obelisk can cool a single area (or several contiguous, bounded areas) up to a short distance in diameter at a temperature that is comfortably cool for humans, even amidst desert-like conditions.

Depletion: 1 in d20 (check per month of use)

COMPACTOR

Minimum Crafting Level: 1

Kind: Installation

Iotum: lo (1d6 units); responsive synth (8 units); synthsteel (3 units)

Parts: 13 units

Specifications: This plan produces a fixed solid no less than 5 feet (1.5 m) on a side with a cavity that can either be permanently exposed or protected behind an iris or sliding panel. Anything placed within the cavity is crushed to one tenth of its normal volume if the item is a level 3 material or less. Creatures that place a limb in the compactor descend one step on the damage track, unless they can resist, which is a difficulty 3 Might task. Even if they resist, they suffer 3 points of damage.

Depletion: 1 in 1d20 (check per week of use)

DATASPHERE OBELISK

Minimum Crafting Level: 9

Kind: Installation

Iotum: lo (1d6 units); responsive synth (50 units); synthsteel (20 units); amber crystal (20 units); pliable metal (10 units); protomatter (1 unit); psiranium (10 units); oraculum (2 units); data orb (1 unit)

Parts: 94 units

Specifications: This plan produces a hovering crystal obelisk about 60 feet (18 m) tall and 10 feet (3 m) square at the widest point. The obelisk hovers with its nadir about 3 feet (1 m) off the ground. A control surface on the obelisk allows a user to contact the datasphere and ask a question. Answers are provided if the user succeeds on an Intellect task with a difficulty equal to the level of the question posed.

Modification: To modify the installation to ease the task of receiving an answer, increase the level by 1 and add one data orb to the required iotum.

Depletion: 1 in 1d100 (check once in any one-hundred-year period in which the installation was used)

DIMENSIONAL ABODE

Minimum Crafting Level: 9

Kind: Installation

Iotum: Responsive synth (30 units); synthsteel (20 units); mimetic gel (8 units); pliable metal (10 units); quantum (10 units); kaon dot (5 units); midnight stone (3 units); virtuo particle (4 units); cosmic foam (1 unit)

Parts: 96 units

Specifications: This plan produces a fixed solid no less than 20 feet (6 m) on a side. When activated, it non-destructively transfers everything (creatures, objects, structures, and so on) within a very long range, including itself, into a separate pocket dimension. A single doorway about 20 feet (6 m) in diameter exists between the origin dimension and the pocket dimension. This doorway can be opened or closed from within the pocket dimension using control surfaces attached to the installation's side.

Depletion: 1 in 1d100 (check each millennium of use)

EARTHQUAKE CARILLON

Minimum Crafting Level: 8

Kind: Installation

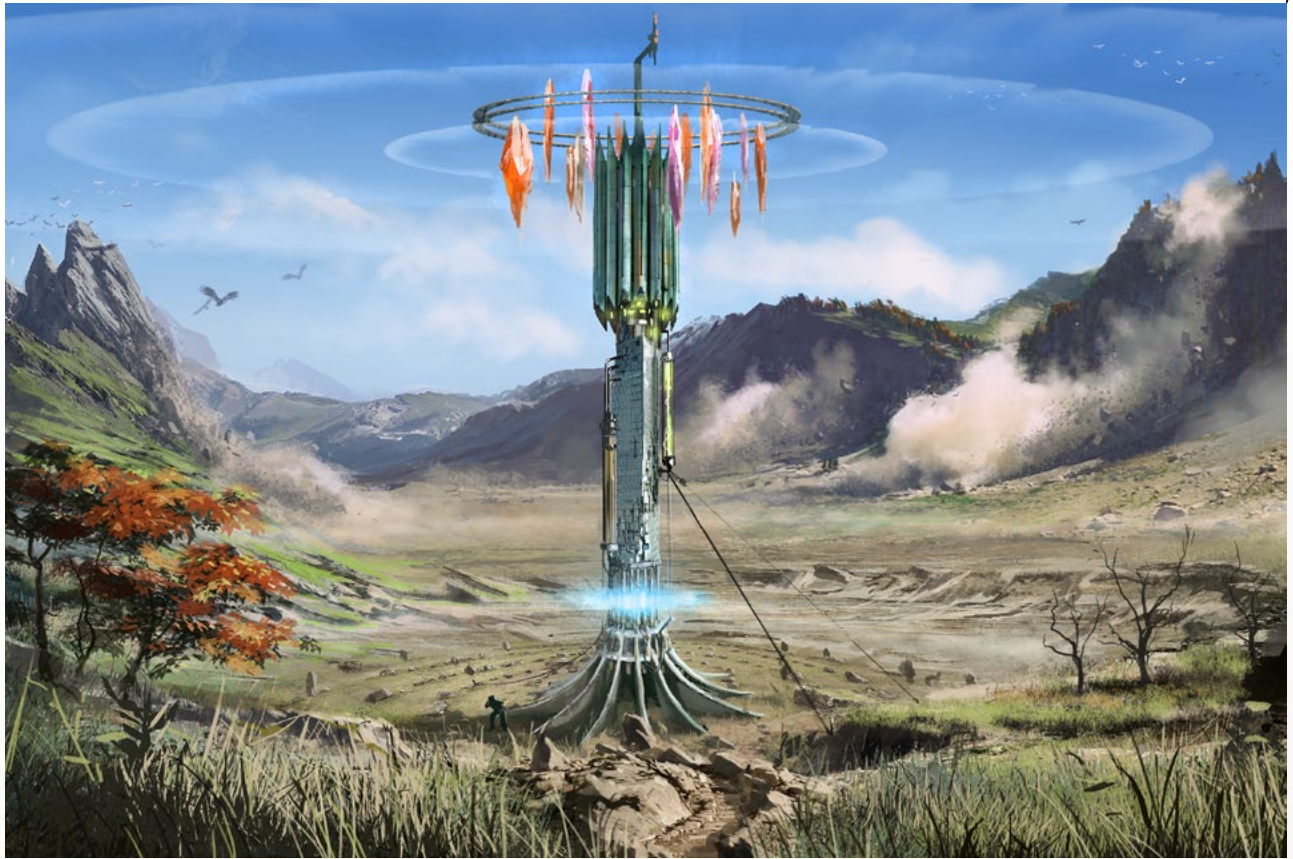
Iotum: lo (1d6 units); responsive synth (50 units); azure steel (15 units); amber crystal (15 units); pliable metal (10 units); protomatter (1 unit); monopole (4 units); philosophine (4 units)

Parts: 81 units

Specifications: This plan produces a tower of metal and synth about 50 feet (15 m) tall and 10 feet (3 m) square at its base. At the tower's top, a series of crystalline rods of various lengths hang within a pliable metal ring. When not in use, chimes from the rods brushing together pleasantly sound across the surrounding area. When triggered, the rods peel forth a sonic wave that builds in intensity the farther outward it travels such that anything near the tower merely vibrates but objects and creatures half a mile (1 km) or more away are targeted as if by an earthquake, inflicting 12 points of damage from sonic disruption on a failed Might defense task. This installation modifies a community's damage inflicted by +3.

Depletion: 1 in 1d100 (check once after any day the tower was used)





ENVIROSPHERE

Minimum Crafting Level: 7

Kind: Installation

lotum: lo (1d6 units); responsive synth (20 units); synthsteel (5 units); mimetic gel (20 units); protomatter (1 unit); amber crystal (6 units); virtuon particle (2 units)

Parts: 73 units

Specifications: This plan produces a synthsteel sphere about 140 feet (42 m) in diameter with several connected chambers, corridors, and stairs within it that can be customized for ideal living using fairly easy-to-understand control surfaces. This customization includes the extrusion of basic shapes that can serve as seats, beds, counters, toilet facilities, and so on. The envirosphere can maintain air, temperature, and water for up to ten humans at a time even when the installation is sited in harsh environments such as deserts, arctic regions, underwater, or in the vacuum of space. Entering and exiting the envirosphere is done via one of two airlocks that prevent inimical exterior environments, if any, from entering the sphere.

The sphere can be fixed in place during crafting or it can be crafted in the void of space.

Depletion: 1 in 1d100 (check once per year)

EVERFLOWING FOUNTAIN

Minimum Crafting Level: 6

Kind: Installation

lotum: lo (1d6 units); responsive synth (13 units); amber crystal (5 units); thaum dust (1 unit)

Parts: 61 units

Specifications: This plan produces a fixed crystal bowl about 5 feet (1.5 m) across on a short pedestal. Pure water constantly jets up from the center of the bowl before falling back and filling the bowl to overflowing. No source of water is required. The fountain produces about 10 gallons (40 l) of pure, potable water per day, enough to satisfy the water requirements of twenty normal humans per day. This device adds +5 to a community's infrastructure stat.

Depletion: 1 in 1d20 (check each year of use)

EVERFLOWING NECTAR

Minimum Crafting Level: 8

Kind: Installation

lotum: lo (1d6 units); responsive synth (18 units); amber crystal (5 units); thaum dust (3 units); oraculum (2 units)

Parts: 82 units

Specifications: This plan produces a fixed crystal bowl about 5 feet (1.5 m) across on a short pedestal. A glowing, amber fluid



Envirosphere builders can choose to make an envirocube, enviropyramid, or some other regular shape rather than a sphere.

MOVING INSTALLATIONS

An installation is fixed to a particular location and cannot be (easily) moved.

Moving an installation to a new location is a task with a difficulty equal to the structure's level. Moving also takes time—at least an hour for the smallest installations to days, weeks, or months for large ones. A failed attempt means the installation is moved, but it requires some repair or may even be depleted.

A farspeaking pylon is sometimes able to tap into other, stranger channels. However, the messages being transmitted on these hidden and unexpected channels are difficult to decipher.

constantly jets up from the center of the bowl before falling back and filling the bowl to overflowing. No source of fluid is required. The outflow produces about 10 gallons (40 l) of fluid per day. The fluid is an amazingly delicious and refreshing liquid and is enough to satisfy both the water and food requirements of twenty normal humans per day. In addition, the first task attempted after drinking from the fountain for the first time on any given day is eased. This device adds +10 to a community's infrastructure stat and modifies the community's rank by +1 for tasks related to pleasant social interaction.

Depletion: 1 in 1d00 (check each year of use)

EXPRESS TUBE

Minimum Crafting Level: 2

Kind: Installation

lotum: lo (1d6 units); responsive synth (10 units); synthsteel (1 unit); mimetic gel (4 units)

Parts: 20 units

Specifications: This plan produces two 3-foot (1 m) cubes of synth and metal connected by a synth tube up to 1 mile (1.5 km) long, as well as five synth canisters about 20 inches (50 cm) long and 10 inches (25 cm) in diameter. A canister placed in one of the cubes is transported along the synth tube at about 30 miles per hour (50 kph) and arrives at the other cube. There are switching stations along the length of the cube that allow canisters to pass each other in either direction. The tubes are usually buried or elevated to keep them out of the way of human activity.

Connecting multiple express tubes together creates a transportation network with controls on the cubes directing each canister to the correct end point.

Depletion: 1 in d20 (check per month of use)

FABRICATOR

Minimum Crafting Level: 6

Kind: Installation

lotum: lo (1d6 units); responsive synth (25 units); apt clay (2 units); mimetic gel (10 units); amber crystal (5 units); psiranium (1 unit); kaon dot (1 unit); monopole (2 units); virtuo particle (1 unit)

Parts: 64 units

Specifications: This plan produces a structure about 30 feet (9 m) on a side with a control chamber, an input cavity, and an output surface. If provided with a plan for an object of up to level 5 and all the requisite lotum noted in the plan, it will create the desired object, installation, vehicle, or automaton, taking only half the time that crafting the object would normally require.

Depletion: 1 in 1d20 (check after every time an object or structure higher than level 3 is produced)

FARSPEAKING PYLON

Minimum Crafting Level: 4

Kind: Installation

lotum: lo (1d6 units); responsive synth (12 units); pliable metal (3 units); quantum (5 units)

Parts: 40 units

Specifications: This plan produces a metallic pylon rising from the ground to the height of 9 feet (3 m). A control surface on the pylon's side allows a user to compose and transmit a message. All other similar pylons across the world (as well as other installations and mech that have the capacity to send and receive messages) receive that message. Characters at two different towers could talk to each other in real time, if they desired. A sophisticated user could layer their message in a secret form so only someone else at a receiving pylon who knew the same form could receive that message. This device adds +3 to a community's infrastructure stat.

Depletion: 1 in 1d100 (check each day the pylon is used)

FARSPEAKING PYLON, ADVANCED

Minimum Crafting Level: 7

Kind: Installation

lotum: lo (1d6 units); responsive synth (22 units); pliable metal (3 units); quantum (5 units); psiranium (4 units)

Parts: 73 units

Specifications: As the farspeaking pylon, but the message transmitter can specify up to ten recipients they know or have had described to them to receive the message as a psychic transmission. Those who receive such a transmission can answer

back in the same fashion. This device adds +5 to a community's infrastructure stat.

Depletion: 1 in 1d100 (check each month the pylon is used)

FARSPEAKING PYLON, ULTIMATE

Minimum Crafting Level: 9

Kind: Installation

lotum: lo (1d6 units); responsive synth (5 units); pliable metal (3 units); quantum (5 units); psiranium (4 units); oraculum (2 units); philosophine (1 unit); cosmic foam (1 unit)

Parts: 94 units

Specifications: As the advanced farspeaking pylon, but messages can reach anywhere across space (even a distant star in the void) or in another dimension entirely. It might even be possible to send a message back in time, but sending a temporal message burns out the pylon and also risks a time anomaly that could negatively impact the message sender. This device adds +10 to a community's infrastructure stat.

Depletion: 1 in 1d100 (check each month the pylon is used)

FLOATSTONE

Minimum Crafting Level: 2

Kind: Installation

lotum: lo (1d6 units); responsive synth (14 units); amber crystal (4 units)

Parts: 16 units

Specifications: This plan produces a brick-like object that is usually installed in a larger structure or otherwise fixed to an object with more mass than it. A floatstone pulls against gravity. Most people think of it as having a negative weight of about -10 pounds (-5 kg). If attached to anything lighter than itself, it floats away.

Depletion: 1 in 1d20 (check each century)

FORCE DOME

Minimum Crafting Level: 8

Kind: Installation

lotum: lo (1d6 units); responsive synth (20 units); synthsteel (5 units); mimetic gel (4 units); pliable metal (10 units); quantum (10 units); kaon dot (5 units); virtuon particle (4 units)

Parts: 81 units

Specifications: This plan produces a fixed solid no less than 10 feet (3 m) on a side. When activated, the device creates an immobile dome of force up to a very long range across. The dome conforms to the space available. The dome can be toggled on and off directly or through a remote; handheld device. Up to three apertures of arbitrary

diameter can be opened or closed in the dome by whomever holds the remote device. This device adds +3 Armor to a community's stats (this doesn't add to the benefit provided by a force sphere).

Depletion: 1 in 1d20 (check each century of use)

FORCE GATE

Minimum Crafting Level: 4

Kind: Installation

lotum: lo (1d6 units); responsive synth (23 units); synthsteel (5 units); mimetic gel (4 units); pliable metal (5 units); quantum (4 units)

Parts: 36 units

Specifications: This plan produces a fixed solid no less than 5 feet (1.5 m) on a side. When activated, it creates an immobile plane of solid force up to 20 feet by 20 feet (6 m by 6 m) within long range. The plane conforms to the space available. The force plane can be toggled on and off directly or through a remote handheld device. This device adds +1 Armor to a community's stats if the gate controls a check point.

Depletion: 1 in 1d20 (check each year of use)

FORCE SPHERE

Minimum Crafting Level: 9

Kind: Installation

lotum: lo (1d6 units); responsive synth (29 units); synthsteel (5 units); mimetic gel (4 units); pliable metal (10 units); quantum (12 units); kaon dot (5 units); virtuon particle (4 units); monopole (2 units)

Parts: 93 units

Specifications: As the force dome, except the force field it creates is a sphere up to a very long range across, and up to six apertures of arbitrary diameter can be opened or closed in the sphere by whomever holds the remote handheld device. This device adds +3 Armor to a community's stats (this doesn't add to the benefit provided by a force dome).

Depletion: 1 in 1d20 (check each millennium of use)

FORCE WALL

Minimum Crafting Level: 6

Kind: Installation

lotum: lo (1d6 units); responsive synth (17 units); synthsteel (5 units); mimetic gel (4 units); pliable metal (10 units); quantum (4 units); kaon dot (5 units)

Parts: 64 units

Specifications: This plan produces a fixed solid no less than 5 feet (1.5 m) on a side. When activated, it creates an immobile plane of

Floatstone is considered by many wrights to be closer to an installation than an artifact because it is usually incorporated—fixed—into structures.





Obtaining a single unit of protomatter is an adventure in itself, if only because of how large the smallest divisible unit of protomatter is.

solid force up to 25 feet (8 m) tall, 50 feet (15 m) long, and 3 feet (1 m) thick within very long range. The wall conforms to the space available. The wall can be toggled on and off directly or through a remote handheld device. The force wall adds +2 Armor to a community's stats if the wall controls a checkpoint.

Depletion: 1 in 1d20 (check each year of use)

HOVERING SLAB

Minimum Crafting Level: 3

Kind: Installation

lotum: lo (1d6 units); responsive synth (14 units); synthsteel (2 units); pliable metal (4 units); apt clay (2 units)

Parts: 27 units

Specifications: This plan produces a black metallic slab about 10 feet (3 m) square and 1 foot (30 cm) thick. Once fashioned, it hovers about 2 feet (60 cm) above the ground and moves in a slow circle up to a short distance in circumference that never varies unless a strong external force acts upon it. (It returns to its former position when that external force is relieved.) It can carry up to 2 tons (1.8 t) of weight before it ceases to hover and is pressed to the ground.

Modification: To modify the installation to have some continual movement pattern other than a simple circle, increase the level by 1 and add quantum (3 units).

Depletion: 1 in 1d100 (check per year of use)

KEEPSAFE BIN

Minimum Crafting Level: 2

Kind: Installation

lotum: lo (1d6 units); responsive synth (13 units); synthsteel (3 units); thaum dust (1 unit)

Parts: 15 units

Specifications: This plan produces a fixed solid no less than 4 feet (1 m) on a side with an interior cavity almost as large that can be closed. When closed, no time passes within the cavity for a period of up to a week outside. At the end of the week, the cavity hatch opens and must be reset.

Depletion: 1 in 1d20 (check after each week of use)

KEEPSAFE BIN, ADVANCED

Minimum Crafting Level: 5

Kind: Installation

lotum: lo (1d6 units); responsive synth (18 units); synthsteel (3 units); mimetic gel (5 units), thaum dust (5 units)

Parts: 50 units

Specifications: As the keepsafe bin, but no time passes within the cavity for up to ten years outside.

Depletion: 1 in 1d20 (check after each ten years of use)

KEEPSAFE CAPSULE

Minimum Crafting Level: 8

Kind: Installation

lotum: lo (1d6 units); responsive synth (19 units); synthsteel (10 units); mimetic gel (10 units), thaum dust (15 units); kaon dot (3 units); data orb (1 unit)

Parts: 82 units

Specifications: This plan produces a fixed solid up to 20 feet (6 m) on a side with an interior cavity almost as large that can be closed. When closed, no time passes within the cavity for an indefinite period lasting until some predetermined time (assuming the operator sets a future date for the cavity to open) or until some external agent opens the cavity.

Depletion: 1 in 1d100 (check after each millennium of use)

LANGUAGE TRANSLATOR

Minimum Crafting Level: 3

Kind: Installation

lotum: lo (1d6 units); responsive synth (9 units); synthsteel (5 units); apt clay (4 units); pliable metal (2 units); psiranium (3 units)

Parts: 33 units

Specifications: This plan produces a fixed solid no less than 3 feet (1 m) on a side with several metallic antennas protruding at odd angles. The device operates continually once activated, allowing all creatures with a language in an area up to a short distance across to speak with each other, even if they don't normally know each other's language.

Depletion: 1 in 1d20 (check each month of use)

Keepsafe bins are an ideal way to store perishable food, though other uses include storing dangerous items for a short period.

Someone who spends several months in the psychic field of a language translator installation sometimes retains the knowledge of many languages for a few days after leaving the area.

LIBRARY OBELISK

Minimum Crafting Level: 5

Kind: Installation

Iotum: lo (1d6 units); responsive synth (5 units); amber crystal (4 units); pliable metal (2 units)

Parts: 54 units

Specifications: This plan produces a hovering obelisk of crystal and synth about 6 feet (2 m) tall and 1 foot (30 cm) square at its widest. The obelisk hovers with its nadir about 1 foot (30 cm) off the ground. A control surface allows a user to record audio or video, transcribe voices into text (in the Truth or another language its builder knows), or search existing archives for information. Answers are provided if the user succeeds on an Intellect task with a difficulty equal to the level of the question posed. The installation is not connected to the datasphere, so it can only answer questions about information it has been given. Information from other storage devices (such as a [recorder headband](#)) can be copied to the library by connecting the device to the installation. The library can store thousands of hours of video and a nearly limitless amount of text. Over time, the recordings and information added to the library can make it an excellent record of the history and events of a community.

Modification: To modify the installation to ease the task of receiving an answer, increase the level by 1 and add one data orb to the required iotum.

Depletion: 1 in 1d100 (check each month of use)

LIGHTNING TOWER

Minimum Crafting Level: 8

Kind: Installation

Iotum: lo (1d6 units); responsive synth (52 units); synthsteel (20 units); amber crystal (15 units); pliable metal (10 units); protomatter (1 unit); monopole (4 units); midnight stone (4 units)

Parts: 83 units

Specifications: This plan produces a tower of metal and synth about 50 feet (15 m) tall and 10 feet (3 m) square at its base. A single metallic antenna that constantly hums and crackles with lightning reaches up from the top an additional 50 feet (15 m). Targets can be designated by a user on the installation's control surface at any time. The tower releases a storm of lightning automatically on targets within very long range (up to ten attacks per round). The attacks inflict 8 points of damage from electricity and, on a failed Might defense task, stun the target so that it loses its next turn. This installation modifies a community's damage inflicted by +3.

Depletion: 1 in 1d100 (check once after any day the tower was used)

LUMINOUS DYNAMO

Minimum Crafting Level: 1

Kind: Installation

Iotum: lo (1d6 units); responsive synth (9 units); quantum (1 unit)

Parts: 12 units

Specifications: This plan produces a cube-like device about 3 feet (1 m) on a side and up to four somewhat fragile crystalline spheres. As long as the spheres are within long range of the cube, touching them triggers bright light in an immediate range (and dim light within short range) for up to ten hours or until they are touched again to turn the light off.

Depletion: 1 in 1d100 (check per week of use)

LUMINOUS DYNAMO, IMPROVED

Minimum Crafting Level: 3

Kind: Installation

Iotum: lo (1d6 units); responsive synth (12 units); synthsteel (2 units); quantum (2 units)

Parts: 30 points

Specifications: As the luminous dynamo, but the cube-like device is about 10 feet (3 m) on a side, and up to twenty somewhat sturdier crystalline spheres are created. The spheres function within 300 feet (90 m) of the cube, providing light for up to 28 hours or until they are touched again to turn the light off. This installation adds +2 to a community's infrastructure stat.

Depletion: 1 in 1d100 (check per week of use)

LUMINOUS DYNAMO TOWER

Minimum Crafting Level: 6

Kind: Installation

Iotum: lo (1d6 units); responsive synth (50 units); synthsteel (10 units); amber crystal (5 units)

Parts: 61 units

Specifications: This plan produces a tower of metal and synth about 30 feet (9 m) tall and up to 300 fairly tough crystalline spheres. While the spheres are within 1 mile (1.5 km) of the tower, touching them triggers bright light in an immediate range (and dim light within short range) for up to 28 hours or until they are touched again to turn the light off. This installation adds +5 to a community's infrastructure stat.

Depletion: 1 in 1d100 (check per year of use)

MATERIALS EXTRUDER

Minimum Crafting Level: 4

Kind: Installation

Iotum: lo (1d6 units); responsive synth (20 units); pliable metal (3 units); mimetic gel (5 units)

Parts: 42 units



*Recorder headband,
page 300*

Each day the materials extruder is operated at full capacity, it can produce up to 10 units of materials useful for crafting most commonplace objects and structures.

Commonplace objects and structures, page 124

It's not clear if the music produced by a music box is a recording of melodies from a prior world or if the box creates unique tunes as part of its function.

Oblivion towers are ideal for communities that want to remain hidden.

Specifications: This plan produces a structure in the form of a cube 30 feet (9 m) to a side. One side has an opening connected to a chute, conveyor belt, or hopper. Raw materials (ore, logs, and so on) are fed into the large opening and processed into refined materials that are spit out on the opposite end, with the surplus material discarded out of a side aperture. The machinery works two to five times faster than direct human labor, and in some cases, the only limit to how fast it can process materials is how long it takes to feed more into the intake aperture.

Most plans for materials extruders are multipurpose, but a specific installation must be built to process one type of material. For example, a wright with this plan could build a smelter (to turn ore or scrap metal into ingots or castings), a lumber mill (to turn trees into boards), a glassworks (to turn sand into glass), a brickwork (to turn clay into bricks), or a cotton engine (to separate cotton fibers from the seeds), but they could not use the plan to make an installation that does all of these things.

The extruder has multiple settings, allowing the user to determine what form the processed materials appear in. For example, a lumber mill can produce long square beams (useful for constructing buildings), flat panels (for furniture and doors), or round dowels (for axles or reinforcing wooden joints). A smelter can produce ingots, bars, pipes, billets, or slabs. A brickwork can make various sizes of bricks and tiles.

Even the surplus material cast aside by the extruder might have additional uses—sawdust and other debris from a lumber mill can be burned for fuel, slag from a smelter can be ground up and mixed with water to form cement, and so on.

Depletion: 1 in 1d20 (check each year of use)

MONORAIL

Minimum Crafting Level: 4

Kind: Installation

lotum: lo (1d6 units); responsive synth (10 units); apt clay (20 units); synthsteel (20 units); pliable metal (10 units)

Parts: 39 units

Specifications: This plan produces a track 2 miles (3 km) long with one 30-foot (9 m) long wheeled transport car fitted to the track that can carry a pilot and twenty passengers. The track is usually built as a line (with the car making trips back and forth along it) or in a loop (with the car making a complete pass around the loop

on a regular basis). The car can move up to 30 miles per hour (50 kph), traversing the length of the track in about five minutes.

Connecting multiple monorails together creates a transportation network, perhaps with switching stations connecting multiple routes together.

Depletion: 1 in 1d20 (check per month of use)

MUSIC BOX

Minimum Crafting Level: 2

Kind: Installation

lotum: lo (1d6 units); responsive synth (13 units); synthsteel (2 units); apt clay (1 unit); pliable metal (1 unit)

Parts: 22 units

Specifications: This plan produces a fixed solid no less than 1 foot (30 cm) on a side with a control surface on one side. When triggered, the box produces a variety of songs for a period of up to one hour. The music is mostly instrumental, though most listeners would be hard pressed to identify what kind of instruments were playing. The music volume can be adjusted from a bare whisper to loud enough to thunder through a space a long distance across.

Depletion: 1 in 1d20 (check after each week the music box is used)

OBLIVION TOWER

Minimum Crafting Level: 9

Kind: Installation

lotum: lo (1d6 units); responsive synth (90 units); synthsteel (20 units); amber crystal (15 units); pliable metal (10 units); protomatter (1 unit); psiranium (10 units); monopole (4 units); midnight stone (6 units); oraculum (2 units)

Parts: 90 units

Specifications: This plan produces a tower of metal and synth about 50 feet (15 m) tall and 10 feet (3 m) square at its base. A single metallic antenna that is sometimes visible and sometimes so innocuous it can't be seen reaches up from the top an additional 50 feet (15 m). Targets can be designated by a user on the installation's control surface at any time. The antenna automatically releases a stroke of psychic turbulence at targets within very long range (one attack per round). The attacks cause the target to move directly away from the tower for a period of at least one hour and forget that they ever saw the tower, associated structures, or associated community, if any.

Depletion: 1 in 1d100 (check per month of use)

PABULUM EXTRUDER

Minimum Crafting Level: 2

Kind: Installation

Iotum: lo (1d6 units); responsive synth (12 units); mimetic gel (2 units); quantum (1 unit)

Parts: 22 units

Specifications: This plan produces a fixed cabinet composed of stone, metal, and synth about 6 feet (2 m) tall and 3 feet (1 m) wide and deep. When triggered, a slot on the front extrudes a chewy, nutritious, nearly tasteless white material. Each extrusion can satisfy the food requirements of one normal human for one day. This installation adds +2 to a community's infrastructure stat.

Modifications: To modify the structure to make ten times more food each day before requiring a depletion roll (a total of fifty times per day), increase the level by 3 and add virtuon particles (3 units).

Depletion: 1 in 1d20 (check each time an extrusion is triggered after the first five times that day)

PAIN TAKER

Minimum Crafting Level: 2

Kind: Installation

Iotum: lo (1d6 units); responsive synth (18 units); apt clay (2 units); mimetic gel (3 units)

Parts: 21 units

Specifications: This plan produces a fixed solid no less than 3 feet (1 m) on a side that sprouts a metallic tendril. If the tendril is held for a few rounds, minor aches and pains are apparently drained away for one day. If someone's tasks are being hindered due to excess pain, using the pain taker installation removes the hindrance for the day.

Depletion: 1 in 1d00 (check each day of use)

PHASE DOME

Minimum Crafting Level: 7

Kind: Installation

Iotum: lo (1d6 units); responsive synth (21 units); synthsteel (5 units); mimetic gel (4 units); pliable metal (10 units); quantum (10 units); kaon dot (5 units); midnight stone (3 units); virtuon particle (4 units)

Parts: 70 units

Specifications: This plan produces a fixed solid no less than 10 feet (3 m) on a side. When activated, it renders everything (creatures, objects, structures, and so on) within a very long range out of phase for up to ten hours. Out-of-phase creatures and objects that leave the area remain out of phase for about a minute. Once the ten hours expire, the installation undergoes a cool-down

period and can't be activated again for another ten hours.

Depletion: 1 in 1d100 (check each ten years of use)

PORTAL MOUTH

Minimum Crafting Level: 7

Kind: Installation

Iotum: lo (1d6 units); responsive synth (2 units); pliable metal (12 units); mimetic gel (10 units); kaon dot (1 unit); monopole (3 units); quantum (5 units); protomatter (1 unit); oraculum (2 units)

Parts: 74 units

Specifications: This plan produces a solid structure 60 feet (18 m) on a side with a 10-foot (3 m) wide tunnel running through it. If paired with another structure built using this same plan, a connection is made between the tunnels, no matter how far from each other the two structures are located (though not between other dimensions or times). A series of structures could be linked, allowing travel from one to the next and then to the next in a circuit.

Modification: To modify the structure to connect tunnels across dimensions or through time, increase the level by 2 and add midnight stone (2 units) and tamed iron (5 units) to the required iotum.

Depletion: 1 in 1d100 (check each century of use)

You must first reach the place you want to build a portal mouth before it can be connected to another.



The dark fluid produced by a restorative dispenser has almost as many different names as the number of communities that produce it. In places where it has been adopted, the stimulating fluid is regarded by some as essential for any kind of mental work.

The hollow interior of a seminarium can be decorated and furnished to create an inviting space for study or deliberation.

RAIN CALLER

Minimum Crafting Level: 5

Kind: Installation

lotum: lo (1d6 units); responsive synth (12 units); synthsteel (2 units); mimetic gel (3 units); quantum (1 unit); kaon dot (1 unit)

Parts: 53 units

Specifications: This plan produces a fixed pedestal about 5 feet (1.5 m) on a side that sprouts an array of slender, metallic arms that reach up to 20 feet (6 m) into the sky. Upon activation, clouds begin to gather overhead (if located in an open area). After about an hour, the clouds release a rainstorm that lasts for another hour, covering an area up to 1 mile (1.5 km) in diameter.

Depletion: 1 in 1d100 (check each use)

RESTORATIVE DISPENSER

Minimum Crafting Level: 2

Kind: Installation

lotum: lo (1d6 units); responsive synth (13 units); mimetic gel (4 units); quantum (1 unit)

Parts: 22 units

Specifications: This plan produces a fixed solid no less than 1 foot (30 cm) on a side with an input and output. The input is an extendable pipe that gently imbibes water (or any fluid composed partly of water) it is placed in. Assuming there is sufficient water, this installation can produce three cups of warm, fragrant, stimulating fluid per day. The fluid is a moderate mood enhancer; drinkers attempting knowledge tasks can reroll 1s for up to one hour after it has been consumed.

Depletion: 1 in 1d100 (check each month of use)

SEMINARIUM

Minimum Crafting Level: 6

Kind: Installation

lotum: lo (1d6 units); responsive synth (60 units); synthsteel (10 units); amber crystal (5 units); psiranium (3 units)

Parts: 60 units

Specifications: This plan produces a hollow dome of metal and synth about 20 feet (6 m) tall with a single entry. A soft glow from the dome's inner surface provides illumination upon entry. All Intellect tasks

attempted within the dome are eased.

This installation adds +4 to a community's infrastructure stat and modifies the community's rank by +1 for knowledge-related tasks and discovering secrets.

Depletion: 1 in 1d20 (check per year of use)

SENSORIUM

Minimum Crafting Level: 5

Kind: Installation

lotum: lo (1d6 units); responsive synth (52 units); synthsteel (12 units); amber crystal (5 units); psiranium (3 units)

Parts: 48 units

Specifications: As the seminarium, but the sensorium is a place of relaxation instead of study. Those inside find that all tasks related to finding escape in entertainment, meditation, or other pastimes are eased by two steps. This installation adds +2 to a community's infrastructure stat.

Depletion: 1 in 1d20 (check per year of use)

SHIELD WALL, BASIC

Minimum Crafting Level: 5

Kind: Installation

lotum: lo (1d6 units); responsive synth (50 units); synthsteel (30 units); mimetic gel (10 units); thaum dust (3 units); monopole (1 unit)

Parts: 51 units

Specifications: This plan produces a fixed wall of metal and synth about 20 feet (6 m) tall, 1 foot (30 cm) thick, and 50 feet (15 m) long. Synthsteel spines protrude from the top of the wall. If several shield walls are joined together to create a completely encircled protected area, or if a single shield wall is built to create a circular protected area 16 feet (5 m) in diameter, a protective field springs up and covers the encircled area. Treat the wall and protective field as level 7 for the purposes of withstanding direct physical and energy attacks. All ranged attacks that attempt to cross a wall with a protective field or penetrate the walled area from above are hindered by three steps. The only weak points are any entrances made in the wall to allow access. This device adds +2 Armor to community stats if formed to create a protective field, but it doesn't add to the benefit provided by installations that create force walls, domes, or spheres.

Depletion: 1 in 1d100 (check per year of use)



The community of Ballarad once built a sensorium. Three years later, the sensorium was closed because too many people decided they never wanted to leave.

SHRINK PAD

Minimum Crafting Level: 6

Kind: Installation

lotum: lo (1d6 units); responsive synth (30 units); synthsteel (10 units); mimetic gel (10 units); quantum (3 units); thaum dust (4 units); oraculum (1 unit)

Parts: 60 units

Specifications: This plan produces a fixed platform no less than 5 feet (1.5 m) on a side and about 3 feet (1 m) thick. A raised control surface is connected to the platform, facing away. The control surface can be used to shrink whatever objects or creatures are on the platform and transfer them into a crystal vial that appears in a small cavity on the control surface. Items can be shrunk from 6 inches (15 cm) down to a tenth of a millimeter. The items remain that size for about 28 hours, whereupon all shrunk matter returns to its normal size wherever it happens to be.

Depletion: 1 in 1d100 (check each use)

SPACE ELEVATOR

Minimum Crafting Level: 10

Kind: Installation

lotum: lo (1d6 units); responsive synth (800 units); synthsteel (100 units); amber crystal (100 units); protomatter (1 unit); mimetic gel (100 units); smart tissue (10 units); midnight stone (10 units); oraculum (2 units); tamed iron (10 units); data orb (1 unit)

Parts: 1,000 units

Specifications: This plan produces a fixed tower of metal and synth about 50 feet (15 m) tall and 20 feet (6 m) square at the base. A silvery cable extends from the top of the tower up as high as the eye can see into the sky. Two enclosed cabins (each large enough to hold about twenty people and several tons of cargo) are attached to the wire with a dozen metallic legs each. The cabins can move up and down the cable at incredible speeds, triggered by passengers who enter the cabins. Once triggered, a cabin moves either all the way up, from the base tower to a position located in the vacuum of space some 22,000 miles (35,000 km) above, or all the way back down. A trip from one end to the other takes more than fifty hours. Those who take a trip to the top of the space elevator are treated to a magnificent view of the world beneath them. If they leave the cabin, they are exposed to the airless vacuum of space (unless they've planned ahead). This installation adds +5 to a community's infrastructure stat.

Depletion: 1 in 1d100 (check every millennium of use)



SPIRE OF A THOUSAND ROOMS

Minimum Crafting Level: 10

Kind: Installation

lotum: lo (1d6 units); responsive synth (50 units); azure steel (25 units); mimetic gel (20 units); amber crystal (10 units); smart tissue (3 units); virtuo particle (4 units); oraculum (2 units); tamed iron (4 units); philosophine (1 unit); cosmic foam (1 unit)

Parts: 95 units

Specifications: This plan produces a spire 70 feet (20 m) tall and 30 feet (9 m) square at its base. The spire serves as the seed of what will eventually grow to be a much larger structure. Inside the spire are several connected chambers, corridors, and stairs that can be customized for ideal living using fairly easy-to-understand control surfaces. Customization includes the extrusion of basic shapes that can serve as seats, beds, counters, toilet facilities, and so on.

Every year, the spire has a spurt of growth, increasing its internal volume and extending its height and width. This growth doubles the internal living volume at first, though the growth rate falls off over time.

The spire interior can maintain air, temperature, and water for up to ten humans at a time, even if the spire is located in a hostile environment such as a desert, an arctic region, underwater, or in the vacuum of space. The spire is entered and exited via one of several airlocks that keep inimical exterior environments, if any, safely outside the spire. This installation adds +80 to a community's infrastructure stat.

Depletion: 1 in 1d100 (check once every millennium)

Sometimes, new chambers created by the spire of a thousand rooms come pre-decorated with odd and inscrutable furnishings or, more alarmingly, occupants.

Normally a space elevator connects to an orbital shelter such as an envirosphere or spire of a thousand rooms, allowing extended stays above the planet's surface.

Envirosphere, page 157



Those who take a trip to the top of the space elevator are treated to a magnificent view of the world beneath them. But if they leave the cabin, they are exposed to the airless vacuum of space, unless they've planned ahead.

STRUCTURAL BOOSTER

Minimum Crafting Level: 2

Kind: Installation

lotum: lo (1d6 units); responsive synth (25 units); synthsteel (5 units); mimetic gel (4 units); quantum (2 units)

Parts: 23 units

Specifications: This plan produces a fixed solid no less than 5 feet (1.5 m) on a side with an extendable metallic cable that extends for up to 100 feet (30 m). If the cable is fixed along the length of a defensive wall or the outer walls of a discrete building or other standing structure or installation, invisible tendrils of force further stabilize the wall or structure. The wall or structure is treated as 1 level higher than it would be otherwise (for structures of up to level 7). This device also adds +1 Armor to a community's stats if the wall or structure controls a checkpoint. Multiple structural boosters in the same community never add more than +1 Armor.

Depletion: 1 in 1d20 (check each year of use)

STRUCTURAL BOOSTER, IMPROVED

Minimum Crafting Level: 4

Kind: Installation

lotum: lo (1d6 units); responsive synth (31 units); apt clay (2 units); synthsteel (5 units); mimetic gel (4 units); quantum (4 units)

Parts: 24 units

Specifications: As the structural booster, but the associated wall or structure is treated as if 2 levels higher than it would be otherwise (for structures of up to level 7). This device also adds +2 Armor to a community's stats if the wall or structure controls a checkpoint. Multiple structural boosters in the same community never add more than +2 Armor.

Depletion: 1 in 1d20 (check each year of use)

SUSTENANCE SYNTHESIZER

Minimum Crafting Level: 4

Kind: Installation

lotum: lo (1d6 units); responsive synth (15 units); mimetic gel (2 units); quantum (2 units); thaum dust (2 units)

Parts: 40 units

Specifications: This plan produces a house-sized installation with an input cavity and an

output basin. The input cavity takes in husks, offal, garbage, dead animals, and other waste and produce. After much humming and buzzing, it produces bland but nutritious bars in the output basin. About 20 pounds (9 kg) of waste product produces one bar. Three bars will feed one human each day. The synthesizer's only limit is how much requisite material can be provided for it to process. This installation adds +5 to a community's health stat.

Modification: To modify the installation to improve the flavor and consistency of the bars, increase the level by 1 and add midnight stone (2 units) to the required lotum.

Depletion: 1 in 1d20 (check after each week of use)

TAMING TOWER

Minimum Crafting Level: 4

Kind: Installation

lotum: lo (1d6 units); responsive synth (5 units); synthsteel (4 units); apt clay (3 units); psiranium (1 unit)

Parts: 39 units

Specifications: This plan produces a 3-foot (1 m) diameter crystal sphere fixed atop a metallic mast that reaches 50 feet (15 m) into the air. The sphere produces a subtle psychic field out to a very long distance that makes one type of beast (such as aneens, gallens, or seskii) act calm and domesticated. The type of beast is chosen on construction. It can't turn a hostile beast into a friendly one, but in general, it makes all wild creatures of this type act domesticated, and domesticated creatures of this type act tame.

All tasks to influence, tame, command, persuade, or intimidate creatures of this type are eased within this psychic field. The field doesn't override a beast's training, so a guard seskii within the field is just as effective as one outside the field (the field makes it easier for its handler to deal with, but it is still trained to react aggressively toward intruders, who do not gain the benefits of the field against it).

The plan includes a psychic imprint for one particular kind of beast. The plan can



Once a community gains a temporal chime, leave it to some clever nano to try to send coded chime messages back in time. Such efforts are usually thwarted by the random intervals at which the chime responds in the past.

Modifications, page 123

A basic turret requires a gunner or cannoneer to operate it.

be modified to craft a taming tower that affects a different kind of beast, but doing so requires a living specimen to calibrate the installation or very detailed notes about the mental functioning of the desired creature (which usually requires extensive observation and testing).

Depletion: 1 in 1d20 (check per year of use)

TEMPORAL CHIME

Minimum Crafting Level: 4

Kind: Installation

lotum: lo (1d6 units); responsive synth (13 units); pliable metal (3 units); mimetic gel (10 units); thaum dust (2 units); kaon dot (1 unit); monopole (2 units); quantum (5 units)

Parts: 40 units

Specifications: This plan produces a hollow structure 20 feet (6 m) on a side. Inside, a crystal chime hangs in thin air at the very center. If the chime is struck, it rings weeks earlier, usually between five and ten weeks before it was struck.

Modification: To modify the structure to reliably cause the chime to ring about one week earlier than struck, increase the level by 3 and add midnight stone (2 units), thaum dust (10 units), and tamed iron (5 units) to the required lotum.

Depletion: 1 in 1d20 (check each use)

TRUTHBOX

Minimum Crafting Level: 5

Kind: Installation

lotum: lo (1d6 units); responsive synth (9 units); synthsteel (2 units); apt clay (4 units); pliable metal (2 units); psiranium (3 units)

Parts: 33 units

Specifications: This plan produces a fixed solid no less than 3 feet (1 m) on a side with several metallic sensors protruding at odd angles. The device operates continually once activated, scanning the biometrics and speech of all creatures up to a short distance away. If someone within range knowingly tells a lie, the truthbox uses an audible chime and flashing directional lights to indicate that the speaker isn't telling the truth. Telling a lie without being detected by the truthbox is a task with a difficulty equal to the level of the truthbox; this task is hindered when within immediate range of the truthbox.

Depletion: 1 in 1d20 (check each month of use)

TURRET, BASIC

Minimum Crafting Level: 2

Kind: Installation

lotum: lo (1d6 units); responsive synth (10

units); synthsteel (5 units); pliable metal (3 units); quantum (2 units)

Parts: 22 units

Specifications: This plan produces a fixed solid no less than 3 feet (1 m) on a side. A slender tube, open at one end, rotates slowly on the surface. When activated as a character's action, the turret tube discharges a metallic slug with a loud bang at a target up to very long range that the character can see. Treat this as a level 4 attack that inflicts 5 points of damage. If a battery of ten or more of these turrets is installed, modify the community's damage inflicted by +1.

Depletion: 1 in 1d20 (check once after any hour the turret was used)

TURRET, GRAVITY

Minimum Crafting Level: 7

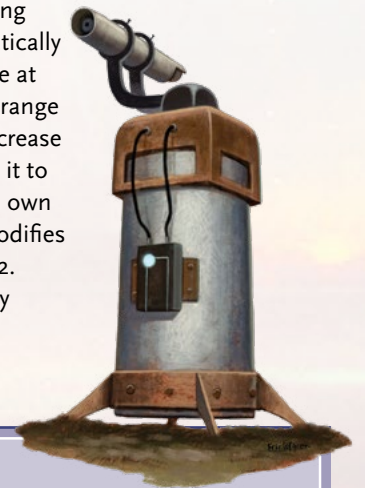
Kind: Installation

lotum: lo (1d6 units); responsive synth (17 units); synthsteel (5 units); pliable metal (3 units); psiranium (2 units); monopole (3 units); virtuon particle (3 units); philosophine (1 unit)

Parts: 70 units

Specifications: This plan produces a fixed solid no less than 3 feet (1 m) on a side. A single metallic antenna extends from the top an additional 10 feet (3 m) and bends this way and that as if under fluctuating gravity conditions. The turret automatically releases a stroke of warped spacetime at designated enemies within very long range (one attack per round). The attacks increase a target's weight dramatically, pulling it to the ground so it can't move under its own power for one minute. This device modifies a community's damage inflicted by +2.

Depletion: 1 in 1d20 (check once after any week the turret was used)



AUTOMATED FRIENDLY FIRE

Certain installations, such as lightning towers and mechanized turrets, as well as certain automatons designed for fighting, can automatically attack targets at their own discretion once targets are initially identified. Normally, targets can be designated by a user on the installation's control surface at any time. This opens them up to the possibility of misidentifying a target and attacking a friend, an event which could be introduced by GM intrusion.

Installations and automatons keep a record of who has been previously designated as an enemy. Characters can attempt to change those designations if they are not the original crafter, but it's not easy. Changing a designated enemy is a task with a difficulty equal to the level of the installation or automaton +2.

Communities use vanishers as waste disposal, sometimes as a form of execution (most assume those who enter are destroyed), or rarely—and without much evidence to confirm its truth—as a method to “travel to a new world” or to “transcend.”

TURRET, IMPROVED

Minimum Crafting Level: 4

Kind: Installation

lotum: lo (1d6 units); responsive synth (17 units); synthsteel (5 units); pliable metal (4 units); quantum (3 units)

Parts: 43 units

Specifications: As the basic turret, but targets can be designated by a user on the installation's control surface at any time. Once an improved turret is activated as a character's action, the turret continues to attack a selected target on its own for up to one minute or until the target is eliminated. If a battery of five or more of these turrets is installed, modify the community's damage inflicted by +1.

Depletion: 1 in 1d20 (check once after any hour the turret was used)

TURRET, LIGHTNING

Minimum Crafting Level: 6

Kind: Installation

lotum: lo (1d6 units); responsive synth (27 units); synthsteel (5 units); pliable metal (3 units); psiranium (2 units); monopole (2 units)

Parts: 62 units

Specifications: This plan produces a fixed solid no less than 3 feet (1 m) on a side. A single metallic antenna extends from the top an additional 10 feet (3 m) and constantly hums and crackles with lightning. The turret automatically releases a stroke of lightning at designated enemies within long range (one attack per round). The attacks inflict 8 points of damage from electricity and, on a failed Might defense task, stun the target so that it loses its next turn. This device modifies a community's damage inflicted by +1.

Depletion: 1 in 1d20 (check once after any week the turret was used)

TURRET, MECHANIZED

Minimum Crafting Level: 5

Kind: Installation

lotum: lo (1d6 units); responsive synth (17 units); synthsteel (5 units); pliable metal (3 units); psiranium (2 units); quantum (3 units)

Parts: 54 units

Specifications: As the improved turret, except the turret fires automatically on targets (one attack per round) it detects that have been designated as enemies. If a battery of three or more of these turrets is installed, modify the community's damage inflicted by +1.

Depletion: 1 in 1d20 (check once after any week the turret was used)

VANISHER

Minimum Crafting Level: 7

Kind: Installation

lotum: lo (1d6 units); responsive synth (13 units); azure steel (3 units); mimetic gel (10 units); kaon dot (1 unit); monopole (3 units); quantum (5 units)

Parts: 77 units

Specifications: This plan produces a fixed solid about 10 feet (3 m) on a side with an empty cavity that can either be permanently exposed or be placed behind an iris or sliding panel. Anything placed within the cavity vanishes as long as the entire object or creature fits within the enclosure (placing part of an object or creature within the cavity will have no effect). It's not known where the vanished objects go, but none have ever been found again.

Depletion: 1 in 1d100 (check per year of use)

VERMIN WARD

Minimum Crafting Level: 2

Kind: Installation

lotum: lo (1d6 units); responsive synth (14 units); synthsteel (5 units); apt clay (2 units)

Parts: 22 units

Specifications: This plan produces a fixed solid no less than 3 feet (1 m) on a side with several metallic antennas protruding at odd angles. The device operates continually once activated, warding an area at least a short distance across from mundane insects and vermin via a psychic exclusion field.

Depletion: 1 in 1d20 (check each month of use)

VITALIUM

Minimum Crafting Level: 5

Kind: Installation

lotum: lo (1d6 units); responsive synth (50 units); synthsteel (10 units); amber crystal (3 units); mimetic gel (2 units)

Parts: 50 units

Specifications: As the *seminarium*, but the vitalium is a place of physical training instead of study. Diagrams, viewscreens, and integrated machines coach and train visitors in how to exercise, improve their physical fitness, and practice simple self-defense combat techniques.

All Might and Speed tasks attempted within the dome are eased. This installation adds +2 to a community's health stat and modifies the community's rank by +1 for defending against humanoid threats.

Depletion: 1 in 1d20 (check per year of use)

Seminarium, page 164

WARMING OBELISK

Minimum Crafting Level: 1

Kind: Installation

lotum: lo (1d6 units); responsive synth (6 units); apt clay (2 units)

Parts: 11 units

Specifications: As the cooling obelisk, but this obelisk warms the air instead of cooling it. The warming obelisk can keep a semi-enclosed area warm even in arctic conditions.

Depletion: 1 in 1d20 (check per week of use)

WATER EXCITATION ENGINE

Minimum Crafting Level: 5

Kind: Installation

lotum: lo (1d6 units); responsive synth (23 units); apt clay (1 unit); pliable metal (2 units); quantum (10 units)

Parts: 50 units

Specifications: This plan produces a mechanism about 10 feet (3 m) on a side with a spherical dome filled with clear fluid and several metallic projections. When activated, it becomes hot to the touch and water visibly boils in the sphere. If a depleted artifact is touched to one of the metallic projections, the artifact is usually recharged. This installation adds +5 to a community's infrastructure stat.

Depletion: 1 in 1d20 (check per use)



WATER PURIFIER, BASIC

Minimum Crafting Level: 2

Kind: Installation

lotum: lo (1d6 units); responsive synth (13 units); synthsteel (3 units); quantum (1 unit)

Parts: 33 units

Specifications: This plan produces a fixed solid no less than 5 feet (1.5 m) on a side with input and output pipes. The input is an extendable pipe that gently imbibes water (or a fluid composed partly of water) it is placed in. Assuming there is sufficient water to purify, the output can produce a half gallon (2 l) of pure, potable water up to ten times per day. Each half gallon can satisfy the water requirements of one normal human for one day. This installation adds +2 to a community's infrastructure stat.

Depletion: 1 in 1d20 (check each year of use)

WATER PURIFIER, ENHANCED

Minimum Crafting Level: 5

Kind: Installation

lotum: lo (1d6 units); responsive synth (15 units); synthsteel (5 units); mimetic gel (1 unit); quantum (1 unit)

Parts: 53 units

Specifications: As the basic water purifier, but this unit is three times larger and can produce enough water to satisfy the water needs of up to twenty normal humans per day (provided there is a large-enough water source to purify). This installation adds +5 to a community's infrastructure stat.

Depletion: 1 in 1d20 (check each year of use)

Cooling obelisk, page 155

The water purifier requires two or more times as much water on the input end as it produces, depending on the purity of the water source.





Who knows what someone will find if they take a burrowing vehicle deep into the ground? Each foot down is a thousand years into evidence of past life on the planet.

*Rampaging beast,
page 315*

A water signal emitter can sometimes be used to transmit information to craft at sea, but doing so takes a deft touch to avoid holing the vessel.

WATER PURIFICATION STATION

Minimum Crafting Level: 8

Kind: Installation

lotum: lo (1d6 units); responsive synth (50 units); synthsteel (5 units); mimetic gel (10 units); quantum (1 unit); amber crystal (6 units); virtuon particle (2 units); smart tissue (3 units)

Parts: 82 units

Specifications: As the basic water purifier, but this unit is twenty times larger and can produce enough water to satisfy the water needs of up to 500 normal humans per day (provided there is a large-enough water source to purify). This installation adds +15 to a community's infrastructure stat.

Depletion: 1 in 1d100 (check each year of use)

WATER SIGNAL (DESTRUCTION) EMITTER

Minimum Crafting Level: 6

Kind: Installation

lotum: lo (1d6 units); responsive synth (19 units); synthsteel (5 units); pliable metal (6 units); thaum dust (3 units); psiranium (2 units); monopole (2 units); virtuon particle (1 unit)

Parts: 63 units

Specifications: This plan produces a fixed solid about 10 feet (3 m) on a side with a crystalline extension to be placed in a body of water (a large body of water produces the best effect). The device emits a pulse that propagates and builds in the water, becoming a destructive signal. The destructive signal can punch a hole in the hull of a single ship of up to level 7 at the waterline, sinking the vessel. The device must recharge for one hour before it can be used again. This device modifies a community's damage inflicted by +2, as long as the enemy can be targeted on the water.

Depletion: 1 in 1d20 (check once after any week the device was used)

VEHICLE PLANS

The following plans all build some kind of vehicle.

BATTLE CART

Minimum Crafting Level: 7

Kind: Vehicle

lotum: lo (2d6 units); responsive synth (25 units); pliable metal (6 units); synthsteel (10 units); mimetic gel (10 units); quantum (3 units); smart tissue (2 units); monopole (1 unit)

Parts: 70 units

Specifications: This plan produces a multi-wheeled, enclosed vehicle of shining synthsteel with wide windows for passengers to look out. The vehicle can carry one driver and up to four other passengers. In battle, the driver can use one control surface to cause the vehicle to move up to a long distance each round on relatively smooth terrain but not through impassible terrain or barriers. On extended trips on smooth terrain, it can move up to 80 miles per hour (130 kph).

Passengers can use their own control surfaces to fire weapons from the vehicle's exterior at targets within long range, inflicting 6 points of damage each. The weapons include two energy ray emitters and two missile launch silos.

If deployed against a large group of enemies or against an enemy community, treat a fully crewed battle cart as a rank 2 **rampaging beast** with +1 Armor.

After each five hours of use, the vehicle must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per day of use)

BATTLE FLYER

Minimum Crafting Level: 7

Kind: Vehicle

lotum: lo (2d6 units); responsive synth (22 units); pliable metal (6 units); synthsteel (10 units); mimetic gel (10 units); quantum (3 units); smart tissue (2 units); monopole (2 unit)

Parts: 77 units

Specifications: As the battle cart, but this vehicle can fly a long distance each round.

Depletion: 1 in 1d20 (check per week of use)



BURROWER

Minimum Crafting Level: 6

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (3 units); pliable metal (3 units); quantum (3 units); monopole (1 unit)

Parts: 66 units

Specifications: This plan produces an enclosed burrowing vehicle of shining synthsteel without windows. The vehicle can carry one driver and up to five other passengers. The driver can use control surfaces to sense the burrower's surroundings in general ways, such as stone hardness, mineral types, and gravity gradients. The burrower moves up to a short distance each round through material of up to level 4 and up to an immediate distance each round through materials of level 5 and 6.

Depletion: 1 in 1d20 (check per week of use)

CHAINPOD

Minimum Crafting Level: 4

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (8 units); pliable metal (1 unit); synthsteel (2 units); mimetic gel (1 unit); amber crystal (1 unit)

Parts: 43 units

Specifications: This plan produces a 6-foot (2 m) diameter spherical vehicle that holds one person. The chainpod's entire outer surface is a kind of wheel, but the driver doesn't spin

along with the wheel. The driver can use the control surface to cause the vehicle to roll up to a long distance each round over smooth terrain or a well-maintained road, or up to a short distance per round over rough roads or wild terrain. On extended trips over smooth terrain, it can move up to 80 miles per hour (130 kph).

A chainpod can roll underwater at half speed or swim in any direction up to an immediate distance each round. Chainpods are watertight but do not provide breathable air, so a typical human using a chainpod underwater should surface every four hours to refresh the air supply.

After each five hours of use, a chainpod must rest in the sun for at least one hour before it becomes operational again.

Multiple chainpods can magnetically link to each other if they make physical contact (even when moving at full speed). Linked chainpods operate as one vehicle controlled by the lead driver, moving in a line like beads on a string. Only the lead chainpod consumes power, allowing the others to recharge while being towed. Any occupant can instantly unlink their chainpod from others in the chain (a chainpod unlinked from the lead pod becomes immediately active and drivable).

Depletion: 1–2 in 1d100 (check per day of use)

Packed drit is level 3, and below that, most kinds of natural bedrock fluctuate between level 4 and level 5.

CHRONO ENGINE

Minimum Crafting Level: 8

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (30 units); synthsteel (5 units); pliable metal (5 units); mimetic gel (10 units); quantum (5 units); thaum dust (10 units); data orb (1 unit); cosmic foam (1 unit)

Parts: 82 units

Specifications: This plan produces an enclosed vehicle of synthsteel with dozens of irregular sides. It can carry one driver and up to four other passengers. The surface of the vehicle negates and pushes against gravity, meaning it can pass over any terrain, including water, up to an immediate distance per round. A video monitor connected to external cameras allows the pilot to see in all directions.

The main function of this vehicle is traveling backward in time. The chrono engine takes 1d20 hours to charge up, during which time it must remain motionless or the charging process must begin again. Traveling one day into the past is a difficulty 6 understanding numenera task; each additional day into the past increases the difficulty by 1.

The chrono engine is sensitive to interference from other time-altering devices, including past versions of itself. Attempting to travel to a past location where there is an interference source within 1 mile (1.5 km) automatically triggers a GM intrusion and a depletion roll. For this reason, most pilots move the vehicle to a new location before time-traveling again.

Depletion: 1 in 1d20 (check each use)

DEEP DIVER

Minimum Crafting Level: 3

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (8 units); pliable metal (5 units); synthsteel (3 units); mimetic gel (1 unit); amber crystal (1 unit)

Parts: 33 units

Specifications: This plan produces a spherical diving vehicle about 15 feet (5 m) in diameter with a small airlock door, exterior lights, and three small viewports. It has enough interior room for a pilot and five other people. Devices clean the air, allowing an occupant to remain underwater for about ten hours. It can safely descend 8 miles (13 km) and return again. It can move underwater a short distance per round in any direction. Automatic failsafes engage if there is a critical problem, slowly raising the vehicle to the surface.

Depletion: 1 in 1d20 (check each month of use)

DEEP SWIMMER

Minimum Crafting Level: 6

Kind: Vehicle

lotum: lo (2d6 units); responsive synth (30 units); pliable metal (12 units); synthsteel (20 units); mimetic gel (10 units); protomatter (1 unit)

Parts: 63 units

Specifications: This plan produces an ovoid submersible vehicle about 60 feet (18 m) long and 15 feet (5 m) wide and deep, though due to space requirements set aside for the unit of protomatter, only half of that interior space is open for passengers, pilot, and cargo. It can hold a few tons of cargo, up to twelve human-sized people, and enough food, water, and air for them to survive for ten days. It has a couple of floodable airlocks and several viewports.

On or under the water, the swimmer can move up to a long distance per turn. On extended trips it can move up to 10 miles per hour (16 kph). In an emergency, the swimmer can perform a crash dive toward the surface, moving diagonally upward a long distance in one round, but this puts a strain on the vehicle, requiring simultaneous actions by several crew members to keep the vehicle operating properly (and an opportunity for a GM intrusion).

Depletion: 1 in 1d20 (check each month of use)

DIMENSIONAL TREADER

Minimum Crafting Level: 7

Kind: Vehicle

lotum: lo (2d6 units); responsive synth (32 units); pliable metal (10 units); synthsteel (2 units); mimetic gel (10 units); quantum (3 units); smart tissue (2 units); monopole (2 units); data orb (2 units); cosmic foam (1 unit)

Parts: 70 units

Specifications: This plan produces a synthsteel pod about 15 feet (5 m) in diameter that can hold up to ten human-sized passengers. Two different control surfaces control the vehicle. One allows a driver to physically move the vehicle by extruding several sturdy legs. The legs can carry it up to an immediate distance each round. They adhere to almost any solid surface, including vertical surfaces or on the undersides of caverns, and can anchor the vehicle solidly in position. The second control surface unlocks only when the vehicle is locked into position, all legs anchored. Once the pod is secure, a pilot can shift into alternate dimensions along a transdimensional gradient that includes first parallel dimensions and then bizarre

Chrono engine GM intrusion: The vehicle arrives off-target by 1d100 feet, 1d6 hours, or both.

dimensions. After each shift, the vehicle requires at least 28 hours to recharge before it can attempt another shift. A user who becomes familiar with the vehicle and knows exact dimensional coordinates can input them to shift to a specific dimension. Otherwise, shifting into alternate dimensions is more exploratory.

Depletion: 1 in 1d10 (check after each dimensional shift)

DIMENSIONAL WING

Minimum Crafting Level: 9

Kind: Vehicle

lotum: lo (2d6 units); responsive synth (32 units); pliable metal (10 units); synthsteel (2 units); mimetic gel (10 units); quantum (3 units); smart tissue (2 units); monopole (2 units); midnight stone (2 units); tamed iron (10 units); data orb (4 units); cosmic foam (2 units)

Parts: 94 units

Specifications: This plan produces a dimensional-traveling pod similar to the dimensional treader. However, the dimensional wing can fly up to a very long distance per round. On extended trips, it can move up to 80 miles per hour (130 kph). The dimensional wing can also make a transdimensional shift even while the vehicle is physically moving. After each shift, the vehicle requires at least 28 hours to recharge before it can attempt another shift. After each ten hours of flying, the vehicle must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d10 (check after each year of use)

DYNAMIC FRAME

Minimum Crafting Level: 1

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (13 units); pliable metal (3 units); apt clay (2 units)

Parts: 13 units

Specifications: This plan produces a wheeled frame with a simple seat for a human-sized creature plus an additional space immediately behind the rider for a passenger or cargo. The driver can use the control surface to ride the wheeled frame up to a short distance each round over rough terrain or a long distance each round over smooth terrain, such as a road. On extended trips over roads, it can move up to 60 miles per hour (96 kph).

After each ten hours of use, the dynamic frame must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per day of use)

FIERY ASCENDER

Minimum Crafting Level: 6

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (50 units); synthsteel (100 units); apt clay (20 units); amber crystal (5 units); smart tissue (4 units); monopole (4 units)

Parts: 64 units

Specifications: This plan produces a tower of metal and synth about 100 feet (30 m) tall and 25 feet (8 m) square at its base. Up to six travelers can fit in a small pod located at the ship's top. The tower is capable of lifting these brave travelers into the void on a pillar of fire and thunder. As it ascends, most of the ascender is used up and falls back through the sky, burning up in the atmosphere. Only the pod at the tip goes high enough and fast enough that it reaches equilibrium so that it is constantly falling around the world. The pod has enough air, food, and water to keep its travelers alive for seven days. While in the void, travelers in the pod experience **zero gravity**.

The controls provide the travelers with several navigation possibilities, which include moving to some other vehicle, station, or artificial location orbiting the Earth or on the moon, a transfer that takes several days to complete. An adaptable airlock provides the possibility of docking without venting air into the void (assuming there is something on the other side of the lock to transfer to).

The other navigational option is to cause the pod to descend back to Earth. Pinpointing a specific location on the surface is difficult. The location where the pod ends up on the planet is imprecise—usually about 10d10 miles away from the intended destination or completely random. Landing, though automated, remains dangerous because of turbulence.

The pod's power reserves are used up after a single trip, after which the pod is good for nothing more than salvage.

Modification: To modify the fiery ascender so it can be reused for launches into the void (depletion 1 in 1d10), increase the minimum crafting level by 2 and add responsive synth (50 units), synthsteel (20 units), apt clay (20 units), and smart tissue (10 units).

Depletion: Automatic



Zero gravity, page 115

In practice, dynamic frames usually go much slower than their maximum speed, because most terrain and even roads are not smooth enough for such quick movement without risking a fatal crash.

The gambado gathered itself and leaped across the chasm, its winglets spread wide and shining with a sapphire light that somehow powered the vehicle. Kendri screamed in delight at the zenith, her hands pressed tightly to the buzzing control surface as the world twirled through the viewports.

When they came down on the other side, the many legs of the gambado deftly caught them. Kendri made another celebratory sound even as the cramped cabin pitched and rolled. Paro made a noise, too, but it was a strangled scream.

The conveyance continued its weirdly rolling gallop on the chasm's opposite side, racing forward.

FLYER

Minimum Crafting Level: 6

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (10 units); pliable metal (3 units); synthsteel (10 units); quantum (3 units); monopole (1 unit)

Parts: 64 units

Specifications: This plan produces a flying enclosed vehicle of shining synthsteel with wide windows for passengers to look out. The vehicle can carry one driver and up to five other passengers. The flyer can fly over any terrain at a rate of a very long distance per round and can fly so high that it seems to skim the edges of the night above (though it cannot go any higher). On extended trips, it can move up to 80 miles per hour (130 kph).

After each ten hours of use, the vehicle must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per week of use)

GALLOPING GAMBADO

Minimum Crafting Level: 6

Kind: Vehicle

lotum: lo (2d6 units); responsive synth (32 units); pliable metal (10 units); synthsteel (10 units); mimetic gel (10 units); quantum (3 units); smart tissue (2 units)

Parts: 60 units

Specifications: This plan produces a multi-legged enclosed vehicle of synthsteel with narrow viewports for passengers to look out. The vehicle can carry one driver and up to four other passengers. The driver can use the single control surface to cause the vehicle to move up to a long distance each round over nearly any terrain, using the legs to climb nearly vertical surfaces or jump over chasms and other rough terrain (the vehicle can jump a long distance per leap). After each ten hours of use, the vehicle must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per month of use)

HOVER DISC

Minimum Crafting Level: 2

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (8 units); apt clay (2 units); pliable metal (3 units)

Parts: 20 units

Specifications: This plan creates a synth disc about 3 feet (1 m) in diameter. Foot emplacements securely clamp a rider in place, after which the rider can safely fly up to a long distance each round. The disc is primarily controlled through the way the rider leans, meaning there is a bit of a learning curve. Tasks to ride and remain on the hover disc are hindered by two steps.

Depletion: 1d20 (check per day of use)



HOVER FRAME

Minimum Crafting Level: 2

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (23 units); pliable metal (3 units); quantum (3 units)

Parts: 19 units

Specifications: This plan produces an open frame supported by silvery, ground-effect discs that negate and push against gravity, allowing it to pass over any terrain, including water, without slowing. However, the ground-effect force isn't as efficient as direct contact, and a hover frame's maximum speed is only an immediate distance each round. On extended trips, it can move up to 3 miles per hour (5 kph). The frame features a place for a driver to lash themselves plus an additional space where a passenger or cargo could be lashed underneath.

After each ten hours of use, the hover frame must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per week of use)

JET FRAME

Minimum Crafting Level: 4

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (23 units); apt clay (2 units); pliable metal (3 units); quantum (3 units)

Parts: 43 units

Specifications: This plan produces an open frame supported by silvery, ground-effect discs that negate and push against gravity, allowing it to pass over any terrain, including water, without slowing. The ground-effect force is improved by two nozzles that spew fire. A jet frame's maximum speed is a long distance each round during combat. On extended trips, it can move up to 80 miles per hour (130 km). The frame features a seat for a driver plus additional space for a passenger or cargo. After each ten hours of use, the jet frame must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per week of use)

JUMPER

Minimum Crafting Level: 4

Kind: Vehicle

lotum: lo (2d6 units); responsive synth (27 units); pliable metal (4 units); synthsteel (4 units); mimetic gel (2 units)

Parts: 44 units

Specifications: This plan produces an enclosed vehicle on two metallic legs built for jumping up to 200 feet (60 m) as an action, over almost any terrain as long as there is a place to jump from and land on.

Depletion: 1 in 1d20 (check per week of use)



JUNKWING

Minimum Crafting Level: 2

Kind: Vehicle

lotum: Responsive synth (4 units);
apt clay (4 units); pliable metal (8 units)

Parts: 22 units

Specifications: This plan produces a simple flying wing about 30 feet (9 m) wide and 10 feet (3 m) long with an attached space for a pilot.

The pilot controls the vehicle with levers and foot pedals. The vehicle has to move along the ground at least a short distance in order to take flight or land. It cannot hover and has to move at least a short distance each round to remain airborne. It is clumsy in the air, so it is usually flown close to the ground with a large wheel, ski, or immediate-range gravity lift to give it additional stability. When not within an immediate distance of the ground, piloting tasks to control the junkwing are hindered by two steps.

In combat, it can move up to a long distance each round, but it can't make turns sharper than 120 degrees. On extended trips, it can move up to 100 miles per hour (160 kph).

After each hour of use, the vehicle must rest in the sun for at least ten minutes before it becomes operational again.

Depletion: 1 in 1d20 (check per day of use)

LAVA EEL

Minimum Crafting Level: 6

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (8 units);
pliable metal (8 units); azure steel (10 units);
mimetic gel (1 unit); amber crystal (5 units)

Parts: 62 units

Specifications: This plan produces a multi-segmented vehicle about 30 feet (9 m) long covered in hundreds of flat spikes, looking much like a hairy eel or some kind of protozoan. On land, it is very clumsy and can move only an immediate distance per round. In lava or other highly viscous and dense materials, it is relatively fast and agile, able to crawl a short distance each round. It holds enough air, food, and water for six people for ten days.

A lava eel has 10 Armor against heat and pressure, protecting it and its crew against complete immersion in molten rock to a depth of several miles. Sensors on the hull transmit navigational data to the cockpit where it is recreated on window-like screens, allowing people inside to "see" what is nearby.

Depletion: 1 in 1d20 (check per day of use)

MUD ROLLER

Minimum Crafting Level: 3

Kind: Vehicle

lotum: lo (6 units); responsive synth (15 units);
pliable metal (6 units); apt clay (2 units)

Parts: 33 units

Specifications: This plan produces an open-topped wheeled vehicle that seats four humans. The driver can use the simple controls to move the vehicle up to a short distance each round on flat and rough terrain or half that on difficult terrain. On extended trips, it can move up to 50 miles per hour (80 kph) on flat or rough terrain.

After each ten hours of use, the mud roller must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per week of use)

PLANETARY ESCAPE POD

Minimum Crafting Level: 5

Kind: Vehicle

lotum: lo (2d6 units); responsive synth (25 units);
pliable metal (12 units); synthsteel (15 units);
mimetic gel (4 units); amber crystal (3 units);
kaon dot (2 units)

Parts: 52 units

Specifications: This plan creates one personal emergency-survival craft and launch mechanism. The pod is 10 feet (3 m) long and 3 feet (1 m) wide, heavily reinforced with armor. The interior space is large enough for an adult human to sleep in and keeps the occupant safe within an energy field where no time passes for up to thousands of years, allowing them to reach a distant location.

The pod's control surface allows preset conditions to cause an automatic launch, but part of every preset condition is that at least one living creature first enter the pod. Destinations can include other locations on the planet (if known) or locations on other planets that are close enough to be known to the people of the pod's home planet (if known). Otherwise, the pod launches into the night high enough to continually fall around the Earth for an indefinite period, waiting for rescue by whoever happens by (which might be decades later or never).

When activated, the pod performs a countdown, seals itself closed, puts the occupant into cold-sleep, launches itself, and heads toward the destination at a velocity sufficient to reach planetary escape orbit.

Depletion: 1 in 1d20 (check after each thirty years of use)

Planetary escape pod GM intrusions:

The pod goes off course. The inhabitant awakens at the wrong time or remains in stasis after arrival.

SCREAM WHEELER

Minimum Crafting Level: 2

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (13 units); pliable metal (3 units); apt clay (2 units)

Parts: 23 units

Specifications: This plan produces a narrow, exposed wheeled vehicle (usually one to three wheels) with a simple seat that a human-sized creature could sit on and a loud device mounted on the rear end (depending on the plan, this might be a rocket, a jet, or something more unusual like an antigravity device). The driver can use the wheel, pedals, and a simple control panel to steer the vehicle up to a short distance each round over smooth terrain or a well-maintained road.

The driver can also activate the engine at full power, creating a burst of speed that propels it for one round in a straight line up to 1,000 feet (300 m). This creates a loud screaming noise and a lot of smoke. This burst of speed requires very smooth terrain (like salt flats or a frozen lake), or the vehicle might flip into the air and crash spectacularly.

After each five hours of use, the scream wheeler must rest in the sun for at least one hour before it becomes operational again. One use of the burst of speed counts as one hour of normal driving.

Depletion: 1 in 1d10 (check per speed boost or per week of use)

SLIVER

Minimum Crafting Level: 4

Kind: Vehicle

lotum: lo (2d6 units); responsive synth (22 units); pliable metal (4 units); synthsteel (2 units); azure steel (6 units); mimetic gel (2 units)

Parts: 41 units

Specifications: This plan produces an open vehicle that races across the water. The vehicle is large enough for just one person. The driver can cause the vehicle to move incredibly fast in combat, up to a very long distance each round over water that isn't too rough. On extended trips, it can move up to 80 miles per hour (130 kph).

Depletion: 1 in 1d20 (check per week of use)

SNOWSKIMMER

Minimum Crafting Level: 2

Kind: Vehicle

lotum: lo (2d6 units); responsive synth (2 units); pliable metal (2 units); synthsteel (4 units)

Parts: 20 units

Specifications: This plan produces a simple open vehicle that is little more than a frame with skis and a noisy engine powering a wide, rotating track that pushes against the ground. It can carry one person across snow or ice (or other smooth, unobstructed, utterly flat surfaces such as a grassy prairie) up to a long distance each round. On extended trips, it can move up to 60 miles per hour (95 kph). At top speed, it can hydroplane across calm water, but it will sink if it slows down or turns too quickly.

After each five hours of use, the snowskimmer must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per week of use)

SWIMMING MOUNT

Minimum Crafting Level: 2

Kind: Vehicle

lotum: lo (6 units); responsive synth (15 units); pliable metal (2 units); apt clay (3 units)

Parts: 22 units

Specifications: This plan produces a cylindrical underwater vehicle about 20 feet (6 m) long with two built-in, saddle-like exterior seats for riders and a control surface in front of the pilot's seat. Interior tanks can provide air for two people for up to five hours. It can move up to a short distance per round underwater or a long distance per round on the surface. Because riders are exposed to water, it usually goes no more than 100 feet (30 m) below the surface.

After each five hours of use, the swimming mount must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per week of use)

TERAPEDE

Minimum Crafting Level: 6

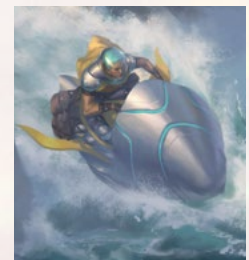
Kind: Vehicle

lotum: lo (4d6 units); responsive synth (111 units); pliable metal (6 units); synthsteel (10 units); azure steel (10 units); mimetic gel (20 units); quantum (3 units); smart tissue (10 units)

Parts: 200 units

Specifications: This plan produces a mechanical construct about 10 feet (3 m) wide and tall but whose length varies from day to day, though it is usually at least 50 feet (15 m) long. Instead of wheels, this ground transport features hundreds of individual metallic legs. Each leg digs several feet into the ground with each step, thus gaining exceptional traction, though it only moves up to a short distance each

In practice, scream wheelers usually go much slower than their maximum distance per round, because most terrain and roads are not smooth enough for such fast movement without risking a fatal crash.



round. On extended trips, it can move up to 3 miles per hour (5 kph). When used to haul wagons, sledges, or something else (using strong synthsteel cables that the construct can extend), the terapede hauls as if level 10 and thus can move things many times larger and heavier than itself.

One driver can stand astride the terapede's "head" and use the control surface to control the vehicle. The terapede can also carry up to four other passengers.

After every four days of use, the vehicle must rest in the sun for at least one day before it becomes operational again.

Depletion: 1 in 1d20 (check per year of use)

THUNDER HARNESS

Minimum Crafting Level: 2

Kind: Vehicle

lotum: lo (2d6 units); responsive synth (5 units); synthsteel (4 units); mimetic gel (2 units)

Parts: 24 units

Specifications: This plan creates a metal-and-synth backpack and harness with a waist strap. The wearer can use it to fly up to a short distance each round in any direction while the vehicle makes a noise like a jet of steam escaping a pipe. A wired handheld device controls thrust and general direction, although accurate steering requires careful leaning, which is hard to master. Tasks to maneuver the jetpack are hindered by two steps. The jetpack can fly for up to one minute, after which it needs to recharge for one hour in the sun before it can be used again.

Depletion: 1 in 1d10 (check per hour of use)

TRANSPORT CART

Minimum Crafting Level: 4

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (33 units); pliable metal (6 units); synthsteel (10 units); mimetic gel (4 units); quantum (3 units)

Parts: 48 units

Specifications: This plan produces a multi-wheeled enclosed vehicle of shining synthsteel with wide windows for passengers to look out. The vehicle can carry one driver, up to four passengers, and some cargo comfortably. The driver can use the control surface to cause the vehicle to move up to a long distance each round over smooth terrain or a well-maintained road, or up to a short distance per round over rough roads or wild terrain. On extended trips on perfectly smooth terrain, it can move up to 80 miles per hour (130 kph).

After each five hours of use, the vehicle must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per week of use)

VOIDGLIDER

Minimum Crafting Level: 10

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (10 units); apt clay (100 units); azure steel (100 units); mimetic gel (20 units); amber crystal (5 units); protomatter (1 unit); psiranium (3 units); kaon dot (1 unit); monopole (4 units); virtuon particle (10 units); data orb (2 units); cosmic foam (1 unit)

Parts: 100 units

Specifications: This plan produces a 50-foot (15 m) diameter disc-shaped craft that can convey passengers to distant locations around other stars. It is adaptive and highly capable. Passengers can provide the voidglider with specific directions, if they know them, or a general description of where they'd like to go. The craft can be designed to speak in the language of the crafter, though it has the capacity to pick up other languages at need. The craft pilots itself. A trip to the other children of the sun requires about four days of travel, while trips to nearby stars can take several days. A galaxy-spanning jaunt requires several months, while moving between galaxies requires finding special transfer points that act as space tunnels. Fuel does not seem to be a concern.

Several interior chambers provide passengers a place to live during trips. Rooms are specialized according to need, including a command chamber with viewscreens, a room where passengers can control built-in weapons (including a level 6 beam weapon that can be directed at enemy craft within 20 miles [32 km]), and various other rooms that can be customized as desired.

Awkward in an atmosphere, a voidglider is a poor means of traveling from place to place on Earth (destinations are frequently overshoot, and landing is difficult). But it excels at interplanetary and interstellar journeys. Special engines (if that's even the right word) propel the craft at unimaginable speeds to cross even more unimaginable distances in relatively short periods of time.

Depletion: 1 in 1d20 (check per month of use)

VOIDSTRIDER

Minimum Crafting Level: 5

Kind: Vehicle

lotum: lo (1d6 units); responsive synth (10 units); apt clay (4 units) pliable metal (2 units); mimetic gel (2 units); smart tissue (1 unit)

Parts: 63 units

Specifications: This plan produces a pressurized vehicle that is essentially shaped like a large, bulky human, including a bowl-shaped helmet that protects the wearer in airless places (like the void high above Earth that extends into the night beyond) and thin atmospheres. It provides air for up to ten hours before requiring a recharge of at least ten minutes in an area that contains breathable air. Once inside the vehicle, the pilot can move under their own power up to an immediate distance each round and manipulate objects outside the vehicle clumsily (all tasks to manipulate objects or take physical actions outside the vehicle are hindered by two steps). The pilot can also fly the suit up to an immediate distance in any direction in areas of normal gravity or up to a short distance each round in weightless environments.

Small pouches inside the helmet can hold food and water for meals while inside the vehicle.

The vehicle is like an overlarge suit, and in that sense, it acts as medium armor, but it has the Speed Edge cost of heavy armor. Its Armor also applies to heat, cold, and radiation damage.

Depletion: 1 in 1d100 (check each ten hours of use)

WAR CHARIOT

Minimum Crafting Level: 8

Kind: Vehicle

lotum: lo (3d6 units); responsive synth (22 units); pliable metal (6 units); synthsteel (10 units); mimetic gel (10 units); quantum (3 units); smart tissue (2 units); monopole (1 unit); oraculum (2 units)

Parts: 84 units

Specifications: This plan produces a multi-wheeled enclosed vehicle of shining synthsteel with wide windows for passengers to look out. The vehicle can carry one driver and up to nine other passengers, each situated at one control surface. The driver can use one control surface to cause the vehicle to move at up to a long distance each round over rough roads or moderately rough terrain but not

through impassible terrain or barriers.

Each passenger can use their control surfaces to fire an integrated weapon from the vehicle's surface at a target within very long range, inflicting 8 points of damage each. The weapons include two energy ray emitters, two missile launch silos, and two emplacements throwing slugs of pure force.

If deployed against a large group of enemies or an enemy community, treat the fully crewed war chariot as a rank 5 **rampaging beast** with +2 Armor.

After each five hours of use, the vehicle must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per week of use)

WATERSKIMMER

Minimum Crafting Level: 2

Kind: Vehicle

lotum: lo (2d6 units); responsive synth (2 units); pliable metal (2 units); synthsteel (4 units)

Parts: 22 units

Specifications: This plan produces a simple open vehicle that is little more than a noisy engine attached to a flotation device with a seat. It can carry one person (or two at half speed and with hindered maneuverability) across the surface of a lake, ocean, or other body of water that isn't too rough up to a long distance each round. On extended trips, it can move up to 40 miles per hour (65 kph).

After each five hours of use, the waterskimmer must rest in the sun for at least one hour before it becomes operational again.

Depletion: 1 in 1d20 (check per week of use)

WINDRIDER

Minimum Crafting Level: 4

Kind: Vehicle

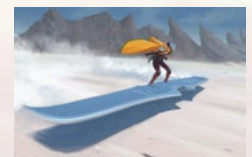
lotum: lo (2d6 units); responsive synth (22 units); synthsteel (8 units); azure steel (1 unit); mimetic gel (2 units)

Parts: 43 units

Specifications: This plan produces an 8-foot (2.5 m) long metallic wing that can be ridden by someone who succeeds on a difficulty 1 Speed task each round. In combat, the windrider moves a long distance each round, but on extended trips, it can move up to 80 miles per hour (130 kph).

Depletion: 1–2 in 1d100 (check per day of use)

*Rampaging beast,
page 315*



CHAPTER 11

CYPHERS



Cypher dangers,
page 272

Finding and identifying
cyphers, page 274

Using cyphers, page 274

Cypher forms, page 274

Defensive horde, page 314

Cyphers that have an effect against ranked communities or hordes can be used as a normal action in most cases, and don't require a character to attempt a community task, though the GM may decide differently depending on the circumstances.

Community tasks any PC can attempt, page 310

The cyphers presented in this chapter add to the assortment presented in *Numenera Discovery*. However, the cyphers described here all have a connection to building a community, crafting, salvaging, exploration, cooperation, communication, and other themes presented here in *Numenera Destiny*. They offer the same **cypher dangers** for those who surpass their cypher limit as the cyphers described in *Numenera Discovery*, and the rules for **finding**, **identifying**, and **using them** as well as their various **forms** are also consistent with the introductory material in *Numenera Discovery*.

ABLATIVE THROWER

Level: 1d6 + 3

Usable: Bulky handheld device attached to large tanks and a wide hose

Effect: When activated, creatures within short range are coated with a fine mist of metallic nano particles that coats their clothing (but not flesh), hardening non-flexing portions for about an hour and granting +1 Armor. If the use is coordinated with attackers who make up a community's or horde's combat force, the force is treated as a **defensive horde** during that community action.

CYPHER LIST

When giving cyphers to characters, either choose from this table or roll 1d100 for random cyphers.

01–02	Ablative thrower	52–53	Instant workshop
03–04	Acidic resonator	54–55	lotum stabilizer
05–07	Community beacon	56–58	lotum upgrader
08–09	Crafter's eyes	59–60	Iron wind resistance
10–11	Deception filter	61–62	Mechanical wright
12–15	Destiny nodule	63–64	Object replicator
16–17	Detonation (horde suppressor)	65–67	Organ factory
18–19	Effort enhancement	68–69	Phasing gloves
20–22	Emotion smoother	70–71	Psychic defense nodule
23–24	Farspeaker	72–74	Rage thrower
25–26	Gravity changer	75–76	Retriever
27–29	Harmony lamp	77–78	Salvage graft
30–32	Health resonator	79–81	Shapemetal
33–35	Hiding alarm nodule	82–84	Slash-retardant spray
36–38	Immobilizer	85–87	Stealth thrower
39–40	Infrastructure drill	88–91	Summoning alarm nodule
41–44	Installation enhancer	92–94	Sustenance implant
45–46	Installation mover	95–96	Trail blazer
47–48	Instant item	97–98	Transdimensional sense
49–51	Instant wall	99–00	Travel bubble

ACIDIC RESONATOR

Level: 1d6 + 2

Usable: Bulky handheld device

Effect: When activated, any exposed metallic weapons within short range bead with acid for about an hour, granting affected weapons 1 additional point of damage when used in combat. If the use is coordinated with attackers who make up a community's or horde's combat force, the community or horde inflicts +1 damage during the next community-scale combat interaction.

COMMUNITY BEACON

Level: 1d6 + 2

Usable: Handheld device

Effect: When activated, the cypher splits into two pieces. One piece is affixed to a numenera structure, and the other is kept by a character. The character can then use the connection between the two pieces to trigger a spatial warp any time within the next 28 hours. The spatial warp returns the user and all targets within immediate range to a location next to the numenera structure, no matter how far apart the character and the structure were.

CRAFTER'S EYES

Level: 1d6 + 2

Wearable: Thick lenses on frames worn over eyes

Effect: Informative images formed on the inner lenses allow the user to automatically succeed on any one **crafting subtask** whose level is equal to or less than the cypher's level.

DECEPTION FILTER

Level: 1d6

Internal: Pill, ingestible liquid

Wearable: Badge

Effect: User cannot knowingly tell a lie for one hour.

DESTINY NODULE

Level: 1d6

Usable: Crystal nodule affixed to tool

Effect: For the next 28 hours, each time the tool the nodule is attached to is used to repair, craft, or modify an object or structure, the tool provides the user an additional asset to the task.

DETONATION (HORDE SUPPRESSOR)

Level: 1d6 + 1

Wearable: Wristband projector (long range)

Usable: Handheld projector (long range)

Effect: Explodes to release a burst of neurotoxic mist affecting all creatures within long range, hindering all attacks for about an hour. If effectively targeted during a conflict against a ranked **horde** or community, the affected horde or community inflicts 1 point of damage less than normal during that **community action**.

EFFORT ENHANCEMENT

Level: 1d6 + 2

Internal: Pill, ingestible liquid

Wearable: Adhesive patch that activates when slapped

Usable: Injector

Effect: For the next 28 hours, the user can access a thin connection to the datasphere to gain a very specific effect. When applying Effort to a task related to a predetermined skill, the user can apply one **free level of Effort**. The skills encoded are generally restricted to the following.

01–10	Melee attacks
11–20	Ranged attacks
21–40	Understanding numenera
41–50	Salvaging numenera
51–60	Crafting numenera
61–70	Persuasion
71–75	Healing
76–80	Speed defense
81–85	Intellect defense
86–90	Swimming
91–95	Riding
96–00	Sneaking



Hordes, page 313

*Community actions,
page 305*



*Free level of Effort,
page 103*

*Multiple successes
for crafting subtasks,
page 118*

*A deception filter cypher
is something that
someone could willingly
wear to show their good
faith during an important
discussion or negotiation.*



EMOTION SMOOTHER

Level: 1d6

Internal: Pill, ingestible liquid

Wearable: Adhesive patch that activates when slapped

Usable: Injector

Effect: For the next hour, the character loses access to the part of their mind that registers and produces emotion. This allows the user to experience situations they might not otherwise be able to handle, to fairly weigh options without emotional shortcuts, or to tell completely convincing lies because they are no longer generating micro-expressions or other telling responses due to emotional inconsistency.

FARSPEAKER

Level: 1d6

Usable: Handheld device

Effect: For the next ten minutes, the user can be heard at any distant location that they can see, as long as nothing physically blocks the intervening space. They can also hear sounds made in return. The area in which the user can speak and hear is up to a short distance across in the target location.

GRAVITY CHANGER

Level: 1d6 + 2

Useable: Metal plates

Effect: Once placed, the plates change the direction of gravity within an area up to a short distance in diameter. The gravitic warp could be continuous across the affected area, or it could bend and curve, changing directions within the area up to a number of times equal to the level of the cypher. Once gravity is warped, it cannot be changed and persists for 28 hours.

HARMONY LAMP

Level: 1d6

Useable: Crystal orb, nodule, disc

Effect: For an hour after activation, the cypher emits a combination of colored light, sound, odor, and healing nanobots that permeate an area up to a short distance across. All positive interaction tasks made in the area gain an asset. Creatures who've made up their minds about a topic may be open to revisiting the issue. PCs add +1 to recovery rolls made in the area.

HEALTH RESONATOR

Level: 1d6 + 2

Usable: Bulky handheld device

Effect: When activated, creatures within short range each gain 2 points of health (or 2 points to Might for PCs) for about an hour. If the use is coordinated with attackers who make up a community's or horde's combat force, the force has +2 health during that community action.

HIDING ALARM NODULE

Level: 7

Usable: Crystal nodule affixed to installation

Effect: For the next 28 hours, each time the installation to which the nodule is attached is struck hard enough to inflict damage (but not more than once per round), the structure or installation goes out of phase for one hour. The installation must fit in a cube up to a short distance wide, tall, and deep. All contents of the out-of-phase structure also go out of phase, unless they somehow leave the structure.

IMMOBILIZER

Level: 1d6 + 2

Usable: Handheld device

Effect: The user directs one end of the cypher at a target within short range, which is then subject to an attack by a projected mass of rapidly expanding and hardening foam. The target is held immobile in the hardened mass of foam for one hour, after which the mass turns to powder.

INFRASTRUCTURE DRILL

Level: 1d6 + 1

Usable: Large sphere with a thick screw protrusion

Effect: The user attaches this cypher to a wall or other structure. On the following round, it drills into the object and keeps going beneath the surface for the next hour, creating a series of tunnels that weaken the integrity of the structure and connecting structures. This decreases the level of all commonplace structures connected to the initial structure within long range and inflicts 3 points of damage to a ranked community's infrastructure.

INSTALLATION ENHANCER

Level: 1d6 + 3

Wearable: Bulky device and several metal plates

Effect: When securely attached to an installation, it increases the level of the entire installation up to the level of the cypher for about one hour (no effect on installations of a level equal to or higher than the cypher).

Out-of-phase objects can't be affected by normal matter but can be attacked with energies tuned to attacking out-of-phase targets.

An attempt can be made to track down and intercept an infrastructure drill, but doing so is an Intellect task with a difficulty equal to the cypher's level.

INSTALLATION MOVER

Level: 1d6 + 2

Wearable: Bulky device and several metal plates

Effect: When securely attached to an installation, it allows the entire installation to be moved to another location within very long range (which is normally a difficult task). The transfer requires that the user be able to push the installation to the new location, but for the duration of about an hour, the installation seems almost weightless. During the transfer, the installation does not function.

INSTANT ITEM

Level: 1d6

Wearable: Bulky amulet

Effect: This cypher has a two-stage activation. The first stage occurs when the wearer keys an object that they can hold in one hand to the cypher. The object falls into a subspace pocket and remains indefinitely or until a user activates the cypher a second (and final) time, immediately retrieving the stored item.

INSTANT WALL

Level: 1d6 + 1

Usable: Handheld device

Effect: With the addition of water and air, the small device expands into an immobile plane up to 10 feet (3 m) tall, 30 feet (9 m) long, and 2 feet (60 cm) thick. It is made from a form of shapemetal and is permanent and immobile once created.

INSTANT WORKSHOP

Level: 1d6 + 2

Usable: Handheld device

Effect: This small device expands into a workbench that fixes itself in place. The workbench provides an adjustable-height work surface with light and a variety of attached tools suitable for working with commonplace objects, numenera objects, and structural components. The workshop enables crafting tasks by providing the appropriate tools and workspace, though it does not provide shelter from the elements. The workbench and all its components are made from a form of shapemetal, and the workbench is permanent and immobile once created.

IOTUM STABILIZER

Level: 1d6 + 1

Usable: Bulky handheld device

Effect: When used as part of a salvaging task, the field emitted by the cypher stabilizes all iotum within short range so that an additional 1d6 units of iotum are recovered.

The additional iotum must be of the same kind that has already been discovered, and the iotum must be of a level equal to or less than the level of this cypher.

IOTUM UPGRADER

Level: 1d6 + 2

Usable: Bulky handheld device

Effect: When attached to 1 unit of iotum, that iotum can then be used as if it were a unit of iotum 1 level higher in a crafting task. For example, an upgraded unit of io (level 1) could be used as if it were a unit of responsive synth (level 2) for the purpose of one crafting task, or a unit of quantum (level 5) could be used as if it were a unit of protomatter (level 6).

IRON WIND RESISTANCE

Level: 7

Internal: Pill, ingestible liquid

Usable: Injector

Effect: Grants the user two assets to defense tasks made to resist the effects of an instance of the iron wind (and attempts to resist any ongoing effects instigated by previous iron wind contact, if any) for the next 28 hours.

MECHANICAL WRIGHT

Level: 1d6 + 3

Usable: Complex device

Effect: Crafts one numenera object or structure whose level can be no higher than the mechanical wright's level minus 3 (minimum level 1), as long as a numenera plan is provided to work from. Crafting occurs over the course of the next 28 hours, regardless of the target device's level. Components, including parts and iotum, are contributed from the mechanical wright, which becomes completely integrated into the new numenera device over the course of the crafting process.

Even if someone resists being killed or directly harmed by the iron wind, its touch might still visibly alter them in some weird fashion.

If an instant wall is tactically placed, the GM may decide that it grants a ranked community 1 additional point of infrastructure.

Shapemetal, page 185

Salvaging, page 107



OBJECT REPLICATOR

Level: 1d6 + 1

Usable: Crystal nodule affixed to object that weighs up to 10 pounds (5 kg)

Effect: Replicates three additional copies of most objects whose level is equal to or less than this cypher's level. A unit of iotum can be replicated, but not functioning cyphers, artifacts, or similar devices.

ORGAN FACTORY

Level: 1d6

Internal: Pill, ingestible liquid

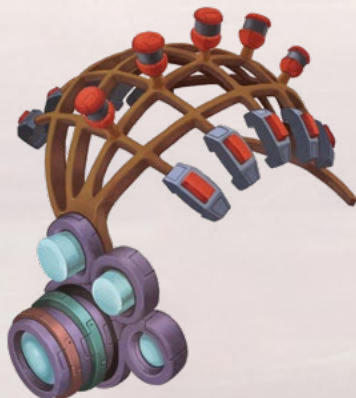
Usable: Injector

Effect: Over the course of 28 hours, the user grows an external, fully viable living organ or limb. This is a somewhat painful process that dazes the user for the last half of the process. The completely grown organ or limb can be transferred to another creature simply by placing it on their body and waiting a few rounds. If the recipient creature has sustained damage to the same kind of organ or limb, the newly grown one replaces it over the course of about a minute (during which time the recipient creature is stunned). Otherwise, the duplicate organ or limb withers and dies.

Duplicate organs must be used within one week. All force-grown organs and limbs are sealed within a partially living, protective, translucent caul. The cypher can produce one of the following, chosen by the user at the time of the cypher's use:

01–04	Heart	36–45	Foot
05–08	Lung	46–55	Full arm
09–12	Brain	56–65	Full leg
13–16	Blood	66–75	Nose
17–20	Ribs	76–85	Mouth
21–25	Eye	86–95	Stomach
26–30	Ear	96–00	Intestines
31–35	Hand		

Marauding horde,
page 314



PHASING GLOVES

Level: 1d6 + 1

Wearable: Gloves

Effect: These gloves can selectively phase through solid objects whose level is no higher than the cypher level in a fashion that allows the wearer to see what they are touching, providing an asset for anyone attempting to repair a disabled object or structure. Someone wearing the gloves could also search behind walls and under floors using the gloves. The gloves retain their phasing ability for up to one minute per cypher level. If used as part of a [salvaging](#) task, the gloves grant two assets.

PSYCHIC DEFENSE NODULE

Level: 1d6 + 2

Usable: Crystal nodule affixed to side of head

Effect: For the next 28 hours, each time the wearer of the nodule is affected by an attack that attempts to sway their actions or beliefs or that inflicts Intellect damage, they instead go into stasis for one round and remain unaffected. While in stasis, they also lose their next turn. Attacks against a wearer in stasis are made as if the wearer were protected by a force field whose level is equal to the cypher's level.

RAGE THROWER

Level: 1d6 + 2

Usable: Bulky handheld device attached to large tanks and a wide hose

Effect: When activated, creatures within short range are coated with a fine mist of insinuating nano particles that enter their blood and stimulate their behavior for about an hour, making them more violent but less able to feel pain. This grants them +1 Armor but an inability to use Effort from their Intellect Pool. If the use is coordinated with attackers who make up a community's or horde's combat force, the force is treated as a [marauding horde](#) during that community action.

RETRIEVER

Level: 1d6 + 3

Wearable: Glove of synth and small nodule

Usable: Small handheld device and small nodule

Effect: These cyphers always come in at least two parts: a nodule and some kind of retrieving device. The nodule can be attached to an item your size or smaller. When the cypher is activated, that item is teleported to the device.

SALVAGE GRAFT

Level: 1d6 + 1

Usable: Small metallic disc

Effect: When applied to a creature's head, the disk immediately unleashes microfilaments that enter the brain. Within five minutes, the creature is trained in tasks related to salvaging numenera. If the creature is already trained or specialized in salvaging numenera, this graft has no effect. Once the graft attaches, the effect is permanent, and this device no longer counts against the number of cyphers that a PC can bear, but the disc remains.

SHAPEMETAL

Level: 6

Usable: Canister containing a silvery, shapeable clay

Effect: This metallic clay can be shaped and greatly expanded to create individual tools or objects such as a hammer, a ladder, or a basic structure such as a wall, bench, floor, staircase, and so on, as long as the total volume created could fit in a 10-foot (3 m) cube. Once formed, the structure or objects are permanent.

SLASH-RETARDANT SPRAY

Level: 1d6 + 2

Usable: Bulky handheld device attached to large tanks and a wide hose

Effect: For the next 28 hours, walls and structures sprayed with these repairing nanites are treated as if 1 level higher. If an hour is spent spraying down the outer walls and defense structures of a ranked community, that community gains +1 Armor during any conflict that happens over the next 28 hours.

STEALTH THROWER

Level: 1d6 + 2

Usable: Bulky handheld device attached to large tanks and a wide hose

Effect: When activated, creatures within short range are coated with a fine mist of dull nano particles that render them more difficult to pick out from their surroundings for about an hour, granting them an asset to stealth tasks. If the use is coordinated with attackers who make up a community's or horde's combat force, the force is treated as a *stealthy horde* during that community action.

SUMMONING ALARM NODULE

Level: 6

Usable: Crystal nodule affixed to installation

Effect: For the next 28 hours, each time the structure or installation to which the nodule is attached is struck hard enough to inflict damage (but not more than once per round), whoever attached the nodule is teleported from any location within very long range to a location standing next to the installation.

SUSTENANCE IMPLANT

Level: 1d6

Internal: Pill, ingestible liquid

Usable: Injector

Effect: For the next number of days equal to the cypher level, the wearer feels no ill effects from not eating or from overeating. They also gain an asset to any defense tasks to withstand poison.

TRAIL BLAZER

Level: 1d6

Wearable: Single boot with attached device

Effect: For the next 28 hours, each time the boot touches down on solid ground, it deposits a patch of nanites that mark the area with a symbol. At any time before the duration expires, the wearer (and up to one other person that can be carried along) can use an action to instantly teleport back to any of these symbols. The teleportation effect brings the cypher's duration to an end.

TRANSDIMENSIONAL SENSE

Level: 1d6

Internal: Pill, ingestible liquid

Usable: Injector

Effect: The user can see out-of-phase, invisible, and transdimensional creatures, objects, and sources of energy within long range for 28 hours. If ingested by a creature who attempts to salvage a particular kind of iotum during a salvage task, the effects of this cypher grant the user one *free level of Effort* if they first use a level of Effort on that task.

TRAVEL BUBBLE

Level: 1d6 + 4

Useable: Handheld device

Effect: The user and any additional targets that can fit into a space an immediate distance in diameter are encapsulated in a spherical force field for up to ten hours or until the user collapses it. The sphere hovers at all times and moves as the user wishes vertically or horizontally up to a short distance each round. If the sphere is destroyed or collapsed, whatever it contains falls to the ground.

A sustenance implant can be used for two radically different situations. The first is when someone expects to face extreme privation. The other is when someone expects to indulge beyond their normal capacity.



Free level of Effort, page 103

Stealthy horde, page 315

CHAPTER 12

ARTIFACTS



Artifacts, page 289



Finding, identifying, and using artifacts, page 289

Artifact quirks, page 290

Artifacts that have an effect against ranked communities or hordes can be used as a normal action in most cases, and don't require a character to attempt a community task, though the GM may decide differently depending on the circumstances.

Community tasks any PC can attempt, page 310

The artifacts presented in this chapter add to the assortment presented in *Numenera Discovery*. However, the artifacts described here all have a connection to building a community, crafting, salvaging, exploration, cooperation, communication, and other themes presented here in *Numenera Destiny*. Even though artifacts are sometimes more straightforward in actual use, they are incomprehensible devices to most people, and even those who craft them using plans don't fully understand how they do what they do. The methods for finding, identifying, and using artifacts from *Numenera Discovery* remain relevant for the artifacts presented here. The artifacts here may also possess quirks.

ABHUMAN LURE

Level: 1d6

Form: A metallic spike with a box-like device on top

Effect: When activated, the mechanism on top releases a series of sounds, odors, and illumination tuned to draw the attention of any abhumans within very long range for one hour. If any abhumans are in the area, at least one from any associated group comes to investigate unless they are higher level than the artifact, in which case they could choose to resist the temptation offered by the lure.

Depletion: 1 in 1d10

ARTIFACTS TABLE

When giving an artifact to a character, either choose from this table or roll 1d100 for a random artifact.

01–03	Abhuman lure	52–54	Instant refuge
04–06	Amulet of operation	55–56	lotum scanner
07–08	Automated bath	57–59	Liquid transfer orb
09–11	Boring lance	60–62	Multidimensional projector
12–14	Brain fogger	63–64	Multi-opener
15–16	Breathing field spinner	65–67	Natalitial
17–19	Cellular annealer	68–70	Pacifying needler
20–23	Cloak of finery	71–72	Psychic eradicator
24–27	Cognition tester	73–75	Rumbler
28–30	Dead timeline viewer	76–78	Salvage pack
31–32	Empty field generator	79–81	Stability spike
33–35	Energy nullifier	82–84	Stasis pod
36–38	Explorer's gloves	85–87	Structural extruder
39–40	Explorer's lenses	88–90	Telepathic wire
41–43	Febrifuge	91–92	Temporary wing
44–46	Field destabilizer	93–95	Toxic fogger
47–48	Fingent brace	96–97	Wearable workshop, basic
49–51	Flame suppressor	98–00	Wearable workshop, smart

AMULET OF OPERATION

Level: 1d6

Form: A plain metallic disk on a chain

Effect: Once the amulet is keyed to a specific numenera installation, the installation cannot be used by anyone except the amulet's wearer.

Depletion: —

AUTOMATED BATH

Level: 1d6

Form: A small metal-and-synth hovering sphere that has metallic arms, tubes, and cleaning tools

Effect: This automaton cleans a nearby target on command if the target doesn't resist. If allowed to finish, over the course of about a minute, the target is cleaned of all dirt and grime, their teeth are cleaned, their hair is washed and brushed, and their nails are trimmed. This also cleans the target's clothing.

Depletion: 1 in 1d100

BORING LANCE

Level: 1d6 + 1

Form: A long metal-and-glass tube fitted with a metallic device studded with controls

Effect: When pointed at a solid surface within short range and activated, a cavity is immediately bored in the surface but only if the material composing it is less than or equal to the artifact's level. The cavity is an immediate distance across and up to a short distance deep. If the surface being bored isn't at least a short distance thick, the lance doesn't continue into a different kind of material or into open air—it just stops (but it could be activated again to bore through that material).

Depletion: 1 in 1d20

BRAIN FOGGER

Level: 1d6 + 2

Form: Large backpack-sized device with a metallic wand connected with hoses and wires

Effect: When activated, the brain fogger produces a prodigious amount of fog that moves with the prevailing air in a cloud a very long distance across. Attacks attempted by creatures within the fog are hindered. If deployed against a ranked community or horde, the target is treated as if one rank lower than normal during that community action.

Depletion: 1 in 1d10



Many artifact effects that affect many targets in a large area for a significant amount of time may have the ability to modify the rank of threats against a community or horde.

BREATHING FIELD SPINNER

Level: 1d6

Form: A 12-foot (4 m) tall collapsible metal tripod with a large metal globe at the top; the globe has a number of holes in it but is not hollow

Effect: It takes two rounds to assemble and set up this device. It then requires an action to activate. When activated, the globe at the top begins to spin, sending out fresh, breathable air in all directions in a continuous wind up to a very long distance across (though current weather or air pressure can shrink that radius) for about an hour. Creatures within the area can breathe normally even if in a toxic atmosphere. Creatures are also protected from effects that move as a mist, fog, or spread of particulates, assuming those particulates can't move under their own power. If deployed to protect from a ranked airborne threat of some sort, the rank of that threat is decreased by one step.

Depletion: 1 in 1d20

CELLULAR ANNEALER

Level: 1d6 + 4

Form: A small handheld device with a few simple controls

Effect: This device emits a faint, short-range beam that affects only organic creatures and materials. A living target hit by the beam moves up one step on the damage track. A target that is not down on the damage track can immediately make a free recovery roll (or, for NPCs, regain a number of points of health equal to their level × 3).

Depletion: 1 in 1d10

If the boring lance is used against a community's outer walls in a coordinated fashion by attackers over the course of one hour, the community suffers a number of points of damage equal to the level of the artifact, and the artifact is depleted (damage occurs at the end of the hour in which the lance is used).



CLOAK OF FINERY

Level: 1d6 + 1

Form: A multilayered cloak of glittering material

Effect: This cloak is woven of smart fibers and studded with small devices designed to not only automatically tailor the cloak's fit to its wearer but also highlight the wearer in the most attractive light possible, providing variable illumination, sound amplification, tone control, and even a limited ability to edit grammatical mistakes and pauses made by the wearer. When activated, the cloak provides an asset to all interaction tasks the wearer attempts for the next minute.

Depletion: 1 in 1d20

COGNITION TESTER

Level: 1d6 + 1

Form: A head-sized metallic box studded with dials and controls

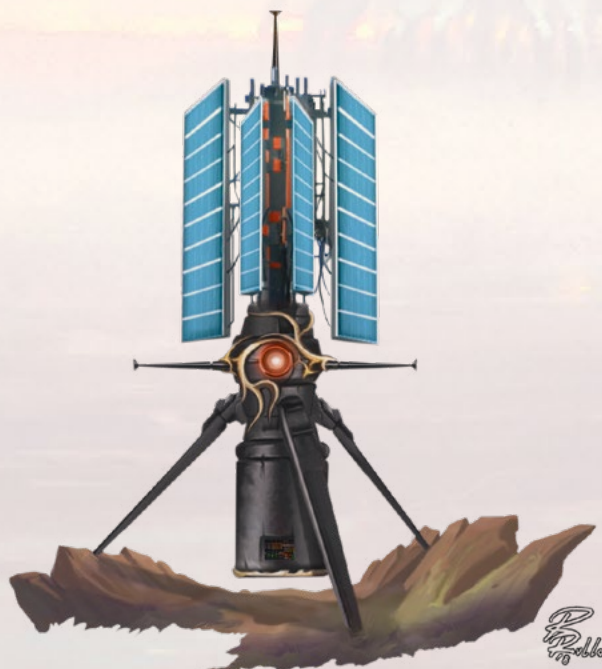
Effect: Using this device always takes at least two rounds because producing an effect requires that the user solve a newly generated cognitive puzzle by successfully manipulating the device's controls, rotational planes, and other hidden inputs. Solving the puzzle is an Intellect task with a difficulty equal to the artifact's level. If successful, the user is injected with the knowledge of a random numenera plan whose level is up to the level of the artifact. If the user fails the cognition test, they suffer 4 points of Intellect damage (but do not trigger a depletion roll).

Depletion: 1 in 1d10

Long-term play, page 324



Illumination, page 114



DEAD TIMELINE VIEWER

Level: 1d6 + 1

Form: Metallic device mounted with a 6-inch (15 cm) crystal screen

Effect: Holographic images flicker to life on the screen, showing the user in a situation that has never happened in this reality and that probably never will. With some study and experimentation, the user deduces that the images represent outcomes that would've occurred except for some decision the user made in the past that set them on their current course. Once that is understood, the user can attempt to use the device to explore a range of different hypothetical strategies for attempting to deal with a particular issue or problem and see how each might play out.

Using the viewer eases the difficulty of a numenera crafting task, a salvage task, a negotiation that takes course over several days, or *long-term play* rolls that might be required to achieve success.

Depletion: 1 in 1d20

EMPTY FIELD GENERATOR

Level: 1d6

Form: : A 12-foot (4 m) tall collapsible metal tripod with a complex antenna array on top and a device with a control surface at the base

Effect: It takes two rounds to assemble and set up this device. It then requires an action to activate. When activated, all creatures, structures, and other artificial alterations in the landscape are visually smeared out in a radius equal to a very long distance for one hour. From the outside of the area, nothing is visible except bare ground and innocuous brush. From within the field, creatures can see what's around them normally, though all *illumination* drops by one category. This holographic illusion's level is equal to the artifact's level.

Depletion: 1 in 1d20

ENERGY NULLIFIER

Level: 1d6 + 1

Form: A 15-foot (5 m) tall collapsible tripod with a large directional crystal dish at the top and a control box in the center

Effect: It takes two rounds to assemble and set up this device. Once set up, it takes an action to activate. The device affects an area a very long distance across that's less than 2 miles (3 km) away and in its direct line of sight. Energy-using devices whose levels are less than or equal to the artifact's renders installations, artifacts, and many cyphers unusable for the duration.

If deployed against a ranked community or horde that is reliant to even a small degree on artifacts and installations, the target is treated as if one rank lower for one hour.

Depletion: 1 in 1d6

EXPLORER'S GLOVES

Level: 1d6

Form: Thick but flexible-fingered gloves with microscopic adaptive hairs on the palms

Effect: The wearer can cling to or climb any surface for up to one hour. Even level 10 climbing tasks become routine while the gloves are activated, but taking any other action while climbing requires a new activation.

Depletion: 1 in 1d20

EXPLORER'S LENSES

Level: 1d6

Wearable: Thick lenses built on a device worn on the upper face and eyes

Effect: Informative images formed on the inner lenses help the user to navigate and explore by tracking location, likely trails, and potential openings for one hour. Navigation and perception tasks made while the device is activated gain two assets.

Depletion: 1 in 1d20

FEBRIFUGE

Level: 1d6 + 1

Form: A 12-foot (4 m) tall collapsible metal tripod with a large metal globe at the top; the globe has a number of holes in it but is not hollow

Effect: It takes two rounds to assemble and set up this device. It then requires an action to activate. When activated, the globe at the top begins to spin, sending out a spray of pleasant-smelling, calming mist in all directions up to a very long distance for ten hours. The mist doesn't interfere with vision. All tasks and defense rolls by creatures within the area to resist or overcome infectious diseases are eased for the duration. If deployed to protect from a ranked infectious disease, the rank of that disease is decreased by 1.

Depletion: 1 in 1d20

FIELD DESTABILIZER

Level: 1d6 + 3

Form: A 9-foot (3 m) tall collapsible tripod with a large directional crystal dish at the top and a control box in the center

Effect: It takes two rounds to assemble and set up this device. Once set up, it takes an action to activate. When activated, this device collapses a force field within short range—or

a short-range-diameter portion of a much larger force field—whose level is equal to or less than this artifact's. A collapsed force field generally remains collapsed for at least 28 hours, if not permanently (but could be reactivated).

A field destabilizer can also collapse effects that create illusions or wide-area transdimensional effects within the area.

Depletion: 1 in 1d20

FINGENT BRACE

Level: 1d6 + 2

Form: A synth panel screen and wires that must be affixed to the head of a creature using a headband or brace, such that the wearer can glance to the side and see the screen

Effect: This device shows a visual image of the details of a numenera plan, one at a time, provided the user has taken a few days to prep the device. (It can also hold other explicit directions or images, if desired.) If worn during a numenera crafting task for the majority of the time it takes to build an object or structure, the artifact provides one asset to the assessed difficulty of the crafting task.

Depletion: 1 in 1d20 (check per month of use)

FLAME SUPPRESSOR

Level: 1d6 + 3

Form: A 3-foot (1 m) wide, 6-foot (2 m) long, collapsible metal tube with a set of winding synth tubes wrapped around it

Effect: This device launches a circular device high into the air that hovers overhead for a moment and then seeks out flames within a very long distance. Over the next hour, it draws moisture from the air and quenches any small fires it finds within the area. If deployed to protect against a ranked fire disaster, the fire's rank is decreased by 2.

Depletion: 1 in 1d6

INSTANT REFUGE

Level: 1d6 + 4

Form: A 2-foot (60 cm) cube with a control surface

Effect: It takes about a minute to activate this device. When activated, it projects a 30-foot (9 m) diameter circular portal on a hard surface within immediate range that leads to an extradimensional space large enough to hold several thousand people in timeless stasis. The portal persists for up to an hour, during which time a small community could be evacuated through the aperture. Once the portal is closed, it can be opened from the outside at any time in the next three months, at which

Other types of lenses, similar to the explorer's lenses, have been identified, including those that provide aid in preparing food recipes, building bridges, and reading other creatures' expressions and body language.

Assessed difficulty, page 117



Disease, page 112

Iotum found with a scanner must still be successfully salvaged, though knowing exactly where to look reduces salvaging task attempts to just one round.

A community looking for a new source of water could potentially use a faraway aquifer or other water source by dropping half of a liquid transfer orb into it.

time all those who entered are expelled in the same order that they entered. If three months pass without the portal being opened manually, it opens automatically and expels its occupants. For those inside the portal, no time seems to have passed.

Depletion: 1–2 in 1d6

IOTUM SCANNER

Level: 1d6 + 2

Form: A handheld device with a number of controls and a wide dish at one end

Effect: When activated and pointed at an object within immediate range, this device sounds a tone if the object contains 1 or more units of iotum of any type.

Depletion: 1 in 1d20

LIQUID TRANSFER ORB

Level: 1d6 + 1

Form: A head-sized amber orb inscribed with tiny metallic lines

Effect: To set up the artifact, the orb is broken into two halves. One half must be submerged in a liquid medium of any kind. Then the other half can be activated for up to 28 hours at a time (though it can be deactivated at any time), during which liquid from the submerged half is instantaneously transferred to the other half across any distance. Up to 150,000 gallons (568,000 l) can be transferred during a one-day activation period. If smartly deployed during a ranked flooding event (so that the output end drains someplace where it won't just flow back), the rank of the flood is decreased by 2.

Depletion: 1 in 1d100

MULTIDIMENSIONAL PROJECTOR

Level: 1d6 + 2

Form: A 9-foot (3 m) tall collapsible tripod with a complex bundle of interconnected wires on top and a control box in the center

Effect: It takes two rounds to assemble and set up this device. Once set up, the device sends out a transdimensional pulse that affects all creatures within long range, spreading out their continuity so that they exist on many levels of reality at once for about an hour. Such creatures are treated as phased—they can neither be affected by normal physical phenomena nor affect the normal world of physical matter. If deployed to protect from a ranked threat of some sort (including an attacking horde or community), the rank of that threat is decreased by 1 for the duration.

Depletion: 1 in 1d10

MULTI-OPENER

Level: 1d6 + 2

Form: Slender metallic box with several smaller telescoping elements

Effect: When attached to a lock (whether mechanical or machine-mediated) or to the surface of a sealed machine, the multi-opener extends tiny manipulators and attempts to loosen any mechanism holding the device closed or manipulate any lock that is amenable to physical manipulation. Devices fall open like peeled fruits if their level is 1 less than this artifact, and locks open easily if their level is equal to or less than this artifact. Salvage tasks made in conjunction with a multi-opener gain two assets.

Depletion: 1 in 1d10

NATALITIAL

Level: 1d6 + 1

Wearable: Helm that projects illusionary images, sounds, and scents

Effect: Wearer can trigger the worn device as an action. On subsequent rounds, lasting for up to an hour, the helm produces a celebratory atmosphere in an area up to a long distance around it, superimposing colorful streamers, hanging lamps, festive music, and potentially additional visual and auditory factors (depending on the specific parameters set by the crafter). If deployed in a ranked community or horde, the rank is increased by 1 for all tasks related to abating sadness and sorrow, to positive interaction, and to the propagation of revelry.

Depletion: 1 in 1d20

PACIFYING NEEDLER

Level: 1d6 + 2

Form: A small handheld device with a tiny tube

Effect: This device projects either one or two needles up to long range each time it is used. The needles are far thinner than a human hair, and they inflict no damage. Instead, if one needle is fired, it will calm a belligerent, raging, or attacking creature so that they become calm for at least one minute or until they are attacked. If two needles are fired, the target falls asleep for up to a minute or until they are damaged. The needles can penetrate (ignore) up to 4 Armor.

A pacifying needler can be activated to fire all its needles at once on a countdown timer, creating a detonation-like blast that can affect all creatures in line of sight within long range. This depletes and destroys the artifact. If deployed against a ranked horde or community during a conflict in this

fashion, the horde or attacking community inflicts 3 less points of damage during that community action.

Depletion: 1 in 1d20

PSYCHIC ERADICATOR

Level: 1d6 + 2

Form: A 15-foot (5 m) tall collapsible tripod with a large directional crystal dish at the top and a control box in the center

Effect: It takes two rounds to assemble and set up this device. Once set up, it takes an action to activate. When activated, this device can affect an area up to a very long distance across for one hour. Within that area, all tasks relying on psychic effects, such as telepathy and psychokinesis, whose level is equal to or less than the artifact's are hindered by two steps, and higher-level psychic tasks are hindered by one step. This means that routine tasks like telepathy are no longer routine, and those that require a roll to succeed, such as an *Onslaught* mindslice, become even more difficult.

If deployed within a ranked community or horde, psychic attacks that would inflict damage to the community during one community action are treated as if 1 level lower.

Depletion: 1 in 1d10

RUMBLER

Level: 1d6 + 4

Form: A 9-foot (3 m) tall collapsible metal stand with a large crystalline disc that is partially embedded in the ground at the base and a control box in the center

Effect: It takes two rounds to assemble and set up this device. Once set up, it takes an action to activate. When activated, the disk begins to agitate the ground underneath. Everyone and everything within very long range is affected by severe shaking over the next five rounds, building to peak severity on the third round when everyone and everything suffers damage equal to the artifact level and falls prone. Only those within 3 feet (1 m) of the device are unaffected. During all rounds of shaking, tasks that require movement or balance (including attacks) are hindered. This effectively creates a ranked quake event with a rank equal to 4 less than the artifact's level, which could threaten a ranked community or horde.

Depletion: 1 in 1d6

SALVAGE PACK

Level: 1d6 + 1

Form: Synth pack with attached devices

Effect: This pack's mouth can be loosened to open as wide as 6 feet (2 m) in diameter. It is larger



on the inside than on the outside thanks to transdimensional outpocketing, and it can contain up to 5 tons (4.5 t) worth of material.

Depletion: 1 in 1d100 (check each time something is added to the pack; on depletion, all objects are expelled from the pack)

STABILITY SPIKE

Level: 1d6 + 3

Form: A 6-foot (2 m) tall collapsible metal tripod with a central tube that extends a spike into the earth when deployed

Effect: It takes two rounds to assemble and set up this device. Once set up, it requires an action to activate and then another round for the powered internal spike to penetrate the ground. (The spike can penetrate any surface whose level is less than or equal to its own, but it cannot penetrate force fields.) When activated, this device stabilizes the ground and any structures built on the ground within very long range for one hour. This reduces shaking, swaying, or vibration, potentially keeping a tower or buildings caught in an earthquake from collapsing.

If deployed to protect from a ranked earthquake or other earth-shaking threat, the rank of that threat is decreased by 1.

Depletion: 1 in 1d10

STASIS POD

Level: 1d6

Form: A device attached to a rounded synth chamber just large enough to hold a human

Effect: A person willingly placed inside this chamber remains alive and in perfect stasis until removed.

Depletion: 1 in 1d100 (check every century a subject is in stasis)

A salvage pack is ideal for grabbing scrap and salvage, but anything could be stored inside it. Creatures that need to breathe, however, will quickly suffocate within its outpocket.



Onslaught, page 40



Stasis pods filled with castaways from another time are sometimes found in groups of twenty or more.

STRUCTURAL EXTRUDER

Level: 1d6 + 2

Form: A series of short, rounded tubes and hoses about 12 inches (30 cm) long connected to a device that can be carried or worn as a pack

Effect: When activated, it produces a solid piece of amber-colored crystal over the course of a minute that can take one or two simple shapes: a plank up to 10 feet (3 m) long or a plane up to 10 feet (3 m) by 10 feet (3 m) that could be used as a floor, a wall partition, a ramp, etc. If the structural extruder is used as part of the [crafting](#) process for building a commonplace or numenera structure, the [assessed difficulty](#) for the task is lowered by one step.

Depletion: 1 in 1d10 (check per week of use)

Crafting, page 117

Assessed difficulty, page 117

TELEPATHIC WIRE

Level: 1d6 + 2

Form: A metallic wire on a spindle that can be rolled out to surround an area up to a very long distance in diameter

Effect: It takes several minutes to deploy this device, or longer if trying to place it so it is not obvious. When deployed, all creatures within the area gain the ability to telepathically speak with other creatures they can see within short range for up to an hour. Should the line be broken, all creatures in the area suffer 1 point of Intellect damage (ignores Armor). If deployed to surround a ranked community or horde, the rank of the target increases by 1 for the duration due to an enhanced ability to communicate.

Depletion: 1 in 1d20

Workshop, page 128

TEMPORARY WING

Level: 1d6

Form: A body harness with a few controls

Effect: This device instantly releases wide synth wings stretched on either side of a rigid frame that together reach almost a short distance across. The wings allow a wearer to fly in any direction up to a short distance as an action each round, or glide horizontally or downward up to a long distance each round as part of another action. After one hour or upon deactivation, the wings retract.

Depletion: 1 in 1d20

TOXIC FOGGER

Level: 1d6 + 2

Form: Large backpack-sized device with a metallic wand connected with hoses and wires

Effect: When activated, the toxic fogger produces a prodigious amount of yellowish fog that lasts an hour and moves with the prevailing air in a cloud a very long distance across. Creatures exposed to the fog for several minutes take damage from poison equal to the artifact's level. If deployed against a ranked community or horde, 3 points of damage are inflicted to the target's health during one community action.

Depletion: 1 in 1d10

WEARABLE WORKSHOP, BASIC

Level: 1d6 + 1

Usable: Large pack-like device with multiple extending arms and tools

Effect: This mobile [workshop](#) allows a crafter to work without a workbench and tools. The mobile workbench holds crafted objects in place and provides additional tools for a variety of needs, including not only crafting tasks but also tasks associated with investigation and analysis. The wearable workshop enables crafting tasks by providing appropriate tools; its extra limbs replicate a work surface. The wearable workshop is bulky, however, and any character wearing one is hindered in all Speed defense tasks.

Depletion: 1 in 1d100 (check per week of use)

WEARABLE WORKSHOP, SMART

Level: 1d6 + 3

Usable: Large pack-like device with multiple extending arms and tools

Effect: As the basic wearable workshop, except the smart workshop has a limited capacity to improve the work of its maker, providing two assets to the assessed difficulty of any crafting task done predominantly while wearing the workshop. The wearable workshop is bulky, however, and any character wearing one is hindered in all Speed defense tasks.

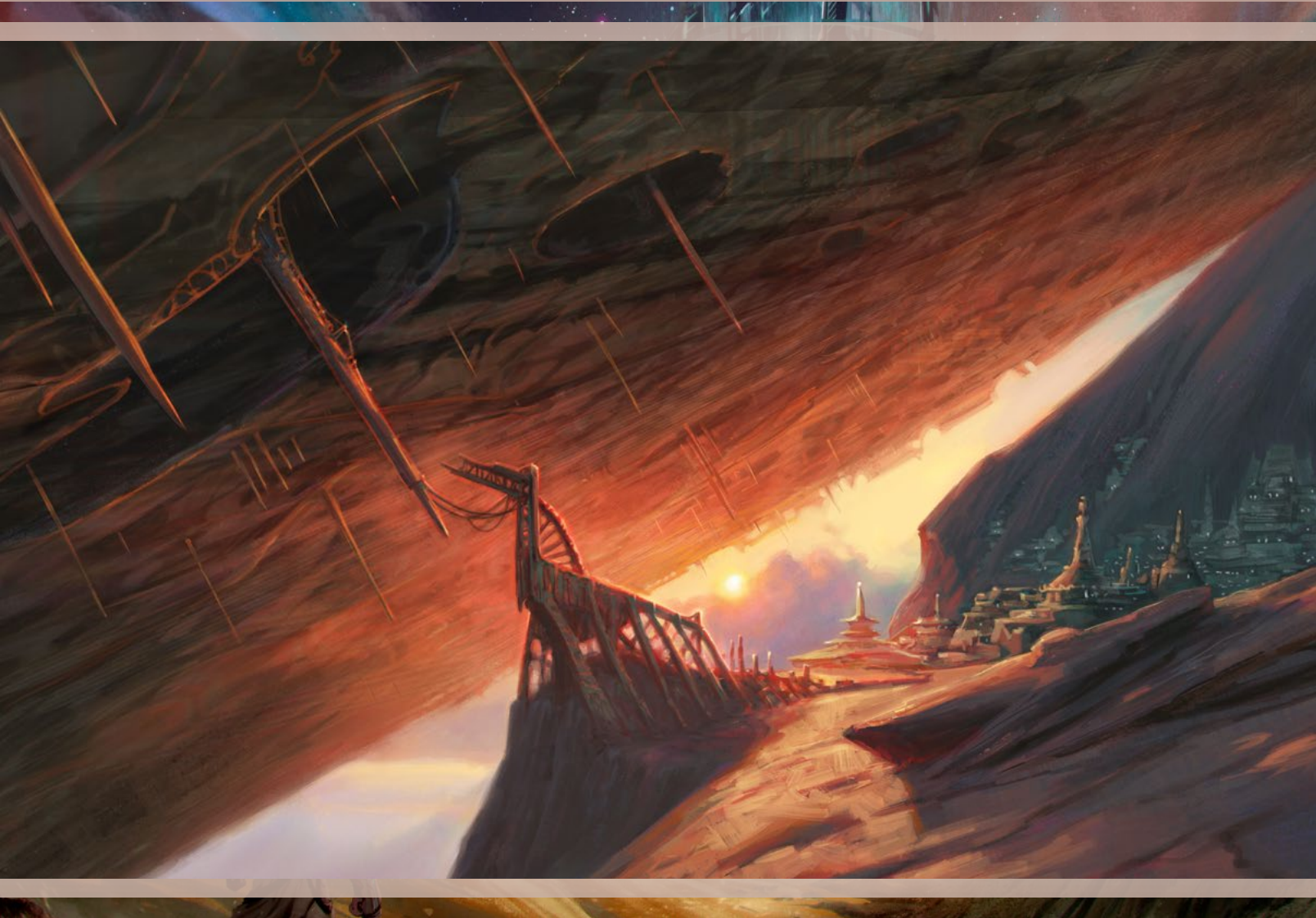
Depletion: 1 in 1d20 (check per completed crafting project)



PART 4:



THE SETTING



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CHAPTER 13

COMMUNITIES OF DESTINY



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Numenera *Discovery* introduces the setting for the Ninth World, painting a broad swath of wonder across the *Steadfast* and *Beyond*. It sets the baseline for lands such as Navarene, Thaemor, and Ancuan. It leads us through the Black Riage mountains and lets us gaze across the Cloudcrystal Skyfields. It introduces us to the Amber Pope and the Aeon Priests, to Queen Armalu of Navarene, and to King Laird of the Sea Kingdom of Ghan. The Order of Truth, the Convergence, the Angulan Knights, and other organizations are described along with how their agendas affect the Ninth World. *Discovery* sets the stage for adventures and campaigns that stride across a world littered with incomprehensible relics over a billion years.

Numenera Destiny also introduces new locations, NPCs, and organizations. But instead of painting with the broad brush of *Numenera Discovery*, *Destiny* takes an in-depth, detailed look at a handful of new locations. In doing so, the focus is kept tight on one interesting site at a time, rich in story threads and possibilities for brand new narratives.

SETTING AND COMMUNITY STATISTICS

The communities presented in *Numenera Destiny* are provided with statistics.

Community statistics allow a community to interact in a meaningful fashion with competing communities, enemy hordes, or natural disasters like earthquakes or fires. Community statistics include rank, health, infrastructure, damage inflicted, and so on. When you're ready to delve into ranked communities, refer to [Chapter 26: Community Stats](#).

DESTINY SETTING OVERVIEW

The following are short summaries of the chapters in this part.

CHAPTER 14: UMDERA FOLLOWS THE DREAM TITANS

This community of some 400 people is frequently on the move—the town is periodically disassembled and hauled to a new location where it is rebuilt. The longest the elders recall the village ever staying in one place is ten years and the briefest just a few months. Umdera does this because it follows the dream titans, which appear like shambling mountains that stride across the plains. Umdera follows the dream titans because they leave behind a trail of valuable fluid known as raw elixir.

CHAPTER 15: ENTHAIT MOON MELD YOU

This large community of about 25,000 people is lost somewhere in the Beyond. Built on the ruins of a far more ancient complex, remnants of which are visible as curling, tower-like structures that the locals call skars, the city consistently attracts dangers from the surrounding wastes to trouble the population. However, Enthait has developed a dramatic method for predicting such dangers before they manifest.

CHAPTER 16: RACHID HEARS THE CATHOLITH'S WHISPERS

Rachid is built primarily of piled, mortared stone across the top of a massive mesa. It is home to about 12,000 people. A hanging span connects Rachid with the rest of the Beyond, but overlooking that span is the Catholith—a giant, synth-wrapped sculpture perched at one end of the long bridge. The Catholith vouchsafes whispers to those who dare walk the swaying span over which it watches.

A whisper consists of a few alien syllables that crackle in the ears of the hearer, but in Rachid, the whispers have become a form of currency.

CHAPTER 17: TARACAL SAILS THE SEA OF SECRETS

Taracal is a massive, inhabited arcology that migrates across the Sea of Secrets, holding some 30,000 people. The arcology remains afloat no matter the ocean conditions, though unlucky citizens are sometimes washed overboard during extreme storms when waves as high as the arcology itself crash down upon the structure. But most of the time, the seas are calm, the sun is a brilliant sphere above, and residents live happy, industrious lives. And in Taracal, much of that industry is fishing.

CHAPTER 18: DELEND UNDER THE CHANGING MOON

Over the mountain city of Delend floats a vast artifact of the prior worlds called the Changing Moon. Many in Delend came to the community expressly to study this massive structure that blots out the sun. The Changing Moon is true to its name, periodically altering itself in discrete and sudden episodes called shifts. During a shift, a visible line of change rapidly sweeps from one end of the structure

to the other. Along this change line, structural motifs, textures, hues, openings, architectural prominences, bridges, balconies, and a variety of protrusions that defy easy categorization are randomly shuffled. After the shift passes, the structure's facade and (as exploration shows) interior are different than they were mere minutes before.

CHAPTER 19: STARTER COMMUNITIES

Unlike the previous chapters, this chapter contains a series of small settlements that the GM can use as encounter hubs, places to rest, or opportunities for the PCs to become emotionally and technologically invested. The idea behind *Numenera Destiny* is that the PCs are helping to build a better future, and these locations are examples of places where a small group of motivated characters can make a big change in the lives of hundreds, maybe even thousands, of people.

CHAPTER 20: ORGANIZATIONS

Additional organizations are presented in this chapter: the *Amber Gleaners* (explorers), the *Order of Healing* (menders of spirit), the *League* (spreaders of civilization), and the *Guild of Purity* (defenders of human life against “demonic” machines).

Taracal—Sails the Sea of Secrets, page 217

Starter communities, page 230

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CHAPTER 14

UMDERA — FOLLOWS THE DREAM TITANS

UMDERA RANK 3 (9)

Umdera never stays put for more than a few years. The longest the elders recall the village ever staying in one place is ten years and the briefest just a few months. But short or long, the Thunder Season always comes. When it does, Umdera is disassembled by its residents and hauled on a series of wagons following the wake of the shambling mountains.

Umdेरans call these shambling mountains “dream titans.” The dream titans roam the flat lowland region, scarred and cut by who knows how many generations of titan activity. Where these vast hulks shamble, Umdera follows. Specifically, it follows the dream titan that leaves behind a trail of blue, phosphorescent liquid known as raw elixir.

Distilled elixir is the most valuable substance in Umdera. It is the predominant form of nutrition as well as a source of spiritual enlightenment. Consuming elixir not only satisfies one’s need for food and water but also provides wondrous dreams if taken in a distilled form. These dreams are usually without context, each seemingly different from the last. That doesn’t keep Umdera’s mysterious Night Speakers from interpreting them.

UMDERA OVERVIEW

Because the lowland where Umdera is built frequently floods, the village rests on high, synthsteel-reinforced struts. The only things on the ground are the wagons (which are constantly being repaired) and a weird, biomechanical beast called a *terapede* that is hitched up to the wagons to pull them.

Dream titan: rank 7 rampaging beast; Armor 5; makes one interaction in a conflict and then moves off unless pursued

Terapede: level 6, tasks related to hauling heavy burdens as level 10; also see page 177

UMDERA STATS

Government: A conclave of elders runs Umdera, but usually, one or two rise to take the High Seat and are thus given the title of High Elder. The conclave is made up of those who control the use of items called dream lures that can attract the attention of dream titans, however briefly. Given that the village is home to only a few hundred people, most elders have roots and younger family in the community, which means the concerns of the community are always well represented in the conclave.

Health: 12

Infrastructure: 9

Damage Inflicted: 4

Modifications: Diplomacy and intimidation tasks as rank 6 due to the suggestion that Umdेरans can control the dream titans, however unreliably

Combat: Umdera can deploy armed citizens to attack and defend from attacking hordes like any community. In addition, they can deploy an artifact called a dream lure, which attracts the attention of a dream titan. The dream titan appears within an hour, and the village defenders can direct it in a very crude way to “run over” an encamped attacking horde. After the dream titan has one interaction with a horde, it usually moves off.



“We don’t build Umdera any closer to the titans because, when they move, they sound like thunder that never, ever ends.”

~High Elder Charisa

Most people outside Umdera don't know what it's like to live in a village that is periodically disassembled and hauled to be rebuilt in a new location. One aspect of such a community is that everyone has a job when it comes time to disassemble, haul, and reassemble. The village of 400 people becomes a frenzy of activity during Moving Day. Moving bosses shout out the phases of disassembly, and the town mobilizes to unfasten bolts, collapse and fold walls, pack belongings, and load wagons with the disassembled infrastructure. Visitors are sent away during Moving Day, because they invariably get in the way and slow things down.

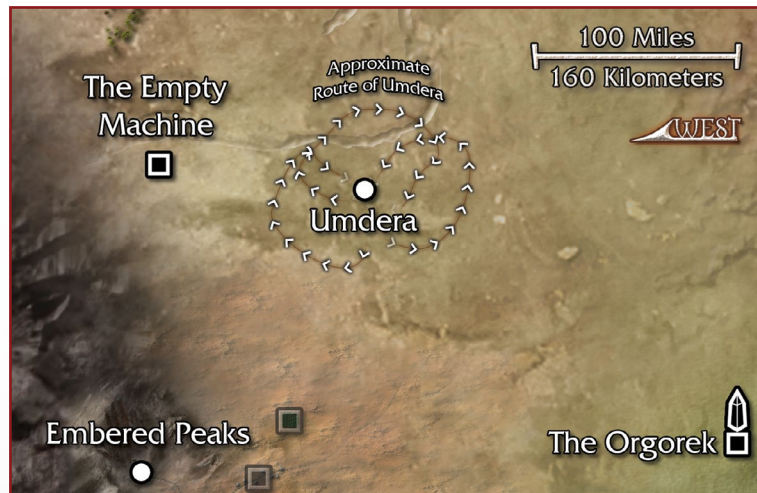
When not strung out in a long double row of terapede-drawn wagons and individuals hauling packs and sledges, Umdera is a well-constructed city set on a boardwalk of wood, synth, and other light-but-strong materials. The boardwalk is thickly set with similarly made structures, and despite the constant disassembly and rebuilding (or because of it), the buildings have a pleasing symmetry and spacing to them, though all are small and well organized by necessity.

Residences are generally found in a layer that lies just beneath the upper layer of structures, while the upper layer is set aside as public space for businesses, gatherings, council meetings, and festivals. It's true that most people in the community work together; otherwise, coordinating Moving Day would fail and the village would lose easy access to the elixir. However, a small detail of city guards—about twelve in all—watch for problems both among the residents and in the area around the village, guarding for attack by abhumans who sometimes come after the city, looking for distilled elixir they can steal. High Elder Charisa has putative control over the guards, but the entire conclave has authority, too.

ELIXIR

The **raw elixir** is phosphorescent blue and potent, spewed by a single dream titan that Umdera follows across the wide lands. Raw elixir is also somewhat dangerous, which may explain why the lands through which the dream titans wander is nearly devoid of life. Drinking or coming into contact with raw elixir inflicts 3 points of Speed damage—which ignores Armor—each round until the victim succeeds on a difficulty 3 Might defense task.

However, the material can be consumed safely when **distilled**. In fact, just 1 cup (200 ml) of processed elixir provides for a person's food and water needs for one day, satisfying all



hunger and thirst pangs throughout that entire period. Most people break their nightly fast on a cup of steaming elixir seasoned with spices each morning.

The material can also be distilled to create other effects, though most such recipes are secret. For example, the Night Speakers closely guard the recipe for their dream drafts.

NIGHT SPEAKERS

Night Speakers wear brilliant purple robes and hoods, along with blank black masks. Individual Night Speakers, of which there are about ten, can be told apart based on the symbols that each has adopted, which they say came to them in dreams. Night Speakers ingest a special formulation of distilled elixir made from a recipe they do not share with anyone else. Their elixir causes a dreaming reverie where they have many visions. Those dreams, they say, are revelatory and can guide those who listen, but not all are convinced. The least convinced are the conclave of elders who run affairs in the city and like to point out all the times the Night Speakers' interpretations were wrong. The Night Speakers, in turn, highlight the many times their revelations came true. Though they sometimes act as a group, each Night Speaker has their own motivations and goals. Some truly believe they're able to help those who seek their guidance. Others adopted the guise in order to gain power.

LOCATIONS AND PEOPLE

UMDERA COMMONS

A central portion of the boardwalk is clear of everything but wooden benches and a few large planters containing small trees. Residents gather here for festivals, meetings, and, when it comes to it, meetings that spill out from the Council House.

The boardwalk is propped about 20 feet (6 m) above the ground.

Elixir, raw: level 3

Elixir, distilled: level 4



A traveling Aeon Priest once told the Night Speakers of Umdera that the elixir was a kind of nanite spewed by the ancient hulks to change the environment in radical ways but that the nanites forgot their purpose, which is probably a good thing for everyone.

Xaozon, page 201



Night Speaker Kazwin: level 5, answering questions on any topic after 28 hours of preparation as level 7; Armor 1 from an esotery

Io, page 111

Charisa: level 6; Armor 2 from hidden subdermal plating; long-range ray attack from esotery inflicts 8 points of psychic damage

Gardun Mlen: level 4, tasks related to persuasion, detecting lies, and trade as level 6

lotum, page 107

Several of the shops line the commons as well as the all-important Public House, where spirits and camaraderie can be had. At any given time, even in the middle of the night, at least a dozen Umderans can be found in the commons. At night, it's usually Night Speaker Kazwin and a group of believers watching the nearest dream titans on the horizon. By day, a variety of smaller vendors appear with wagons, including Gardun Mlen, seller of oddities and sweets.

Night Speaker Kazwin: Kazwin has selected a golden sphere as her symbol. She never speaks when she can point, nod, gesture, or have an acolyte speak for her. Kazwin is one of the Night Speakers who feels a true connection to the dream titans and her dreams. She has no doubts. In fact, if asked a question—even one she would usually have no way to answer—she might be able to answer it if the GM deems that the answer is difficulty 7 or less. However, she asks for a donation first (with a value of at least 50 io). It takes Kazwin 28 hours and a sleep period fortified with special elixir to come up with the answer, and she'll relate it only at night while watching the dream titans slowly move across the horizon.

Gardun Mlen: A big man with silver hair and beard, a generous stomach, and a big laugh, Gardun Mlen always stands out. The low but wide automaton that comprises his "shop cart" completes the picture, with its many silvery legs and a shimmering field of color that plays above it like the memory of a banner. Gardun's wares lie beneath that banner in boxes and trays—all kinds of oddities, spare parts, and sometimes even a few *iotum* (of no higher than level 4). Oddities cost about 50 shins or a couple of io.

Gardun also sells several grades of distilled elixir, many of which he claims can provide additional benefits such as happiness, wakefulness, arousal, and other custom moods. Each such draft costs about 50 io in trade.

Gardun gets his wares from two main suppliers. A group of explorers calling themselves the Few, who claim to actually enter a dream titan from time to time to explore, bringing Gardun oddities and the

occasional *iotum*. His distilled elixir comes from *Xaozon* as part of a special deal. *Xaozon* gets the occasional oddity, and Gardun gets the special elixirs. (*Xaozon* has similar deals with other people in Umdera).

COUNCIL HOUSE

The Council House is a structure much like others on the boardwalk, though one side can slide open to the Umdera Commons, allowing large village meetings to spill out into the street.

Every three days, the entire conclave of elders—currently consisting of only seven people, including Charisa—meet in the Council House to discuss village needs, grievances brought by residents, and punishments for anyone found to have committed an offense against the village (the typical punishment is gathering raw elixir in the lowlands surrounding the city). One of the most important tasks is to gauge when to set the next Moving Day, based on the expected route of the dream titan that produces raw elixir and those titans whose course threatens to intersect the village's current location.

High Elder Charisa can be found in the Council House most of the time.

High Elder Charisa: The current High Elder is Charisa, a woman with a staff made of yellow crystal and blue hair almost as vibrant as the elixir. Charisa is svelte for her middle years but also brusque to the point of seeming rude. Her manner has won her more than a few enemies over the years, but her reputation as a humorless automaton isn't true, at least among those she trusts and understands.

UMDERA PUBLIC HOUSE

As they say in Umdera, "The elixir provides." That's also true when it comes to formulations that can lighten spirits, loosen lips, and ease inhibitions. Just as morning begins with a cup of fortifying elixir, the evening ends with celebratory drafts, at least for a rotating subset of some thirty to sixty citizens who regularly show up during the week (some more than others). As with the Council House, two sides of the Public House can be raised to allow customers to spill into the commons for nights when more than just a few dozen



people show up. A draft of celebratory elixir is expensive (10 shins or 1 io), but a little can last the entire night for someone willing to water it down. Those who consume too much find that, paradoxically, the effect is reversed. So overdrinking isn't the same in Umdera as in other places.

Besides drink, songs are sung, games of cards and dice are played, and tall-tale contests are run.

The proprietors are a group of three siblings, all of whom answer to their shared surname Jalnary. All three are brawny, quick with a quip or an order, and always in different places. Though the trio is made up of two sisters and a brother, most patrons have a tough time telling one from the other unless they are all together. But most of the time, they're on their own around the Public House cleaning, delivering orders, or taking care of other business. The Jalnarys also refine their own elixir in a back room and don't rely on Xaozon for their needs. If anyone knows about someone else's business in Umdera, it's the Jalnarys or someone they could probably point to.

Well-known faces like High Elder Charisa, Gardun Mlen, Night Speaker Kazwin, and even the elixir refiner, Xaozon, are sometimes seen in the Public House. Others are regulars, almost always there no matter when the place

is visited, including Pilgrim Paralon, Jherad the Sage, and Ethedrin.

Pilgrim Paralon: Paralon tells stories about the many expeditions she's led in her time, never seeming to run out of new tales despite regularly holding forth in the Umdera Public House for several years running. She wears a faded red coat and matching hat, bears an artifact in place of her right arm that looks somewhat like a human limb (but has just as much in common with a tree branch made of synth and steel), and has a pet *laak* that begs for crumbs and sips from her elixir. To hear her tell it, Paralon loves adventure and would rather face danger than run from it. Most of her stories end with her turning the tide of a desperate situation or single-handedly saving everyone in an expedition. A few people are skeptical of her claims, but most who come for her stories seem to take her at her word.

Jherad the Sage: A human who studies the migration patterns of the dream titans, Jherad always wears a white mask, gloves, and other skin-covering garments. He wears these to cover the horrible scarring he endured when he was trampled by one of the objects of his study. Luckily, the ground was soft and he survived. That close call is why Jherad rarely leaves the

Pilgrim Paralon: level 4, salvaging iotum as level 5, tasks related to attacking or breaking things with her artificial limb as level 7

Jalnary sibling: level 4, tasks related to running a public house as level 6; health 22

Laak, page 239

Jherad the Sage: level 3, tasks related to the dream titans as level 7; can call a dream titan once per year as if activating a dream lure

Public House any longer; however, he knows more about the dream titans than possibly anyone else in Umdera, up to and including the Night Speakers, who claim to know so much more. A few people know that Jherad keeps maps of dream titans' roaming that might predict future movements much better than the interpreted dreams of the Night Speakers. But that's a secret the sage doesn't advertise because he fears that the Night Speakers would not take kindly to being upstaged. Sometimes, Jherad's aid can be gained in return for units of iotum of level 6 or higher.

Ethedrin: level 3, tasks related to games of chance and driving and repairing the terapede as level 7

Ethedrin: Thin as a whip, with a long nose and beady eyes, Ethedrin is the first to admit he's not likely to win any beauty contests. On the other hand, he is quite likely to win any other contest he tries his hand at, especially games. He's often running some kind of card game for shins and sometimes io in the back of the Public House. Besides gambling, Ethedrin is a good source of Umderan news and gossip.



He has been known to pay for secrets and ask for payment to pass on information that others seek. Publicly, Ethedrin looks down his nose at the Night Speakers, but some among that order privately pay the gambler for secrets or news that they then pass off as interpreted dreams.

Ethedrin has one other extremely valuable talent to contribute: he's currently the only one able to drive or fix the terapede, and it is prone to falling into disrepair.

ELIXIR DISTILLERY

Various colored plumes of steam are often visible from the many metallic pipes protruding from the roof of this structure. The proprietor, Xaozon, and his apprentice, Lia, are usually on the premises attending to a complex jumble of glass tubes, flames, and boiling fluid. The smells are strong and sour, and those who don't wear the goggles provided to visitors discover that their eyes begin to sting and their vision begins to blur. Prolonged exposure could lead to blindness.

Those looking to purchase special grades of distilled elixir are given the choices shown below. One could also ask for a special one-off formulation, but there's no guarantee that Xaozon would agree or be able to produce something outside his regular repertoire. Special elixir distillations can be had for about 50 shins or 1–2 io each.

SPECIAL ELIXIR DISTILLATIONS

Belly Fire: Imbiber can withstand temperatures as low as 32 degrees F (0 degrees C) for ten hours.

Big Head: An inebriated imbiber becomes sober, though this is no cure for a hangover.

Clambering Jack: Imbiber's hands become stickier so that, among other effects, climbing tasks are eased for one hour.

Delver's Certainty: Imbiber gains a sense for which direction is north for ten hours.

Goodnight Kiss: Imbiber sleeps for ten hours straight and wakes rested and in good spirits.

Lia's Wish: Imbiber sheds dirt, sweat, and stink for ten hours.

Lucid Reciter: Imbiber can commit one song, poem, or passage to memory if read immediately after elixir is consumed.

Seskii's Gaze: Imbiber can see in the dark for one hour.

Xaozon: The distiller is an elderly man with white hair and machine eyes, so he doesn't wear the goggles that everyone else must wear. Xaozon is an agreeable man who takes some delight in his craft, though as he gets older, he puts more and more of the burden on Lia, his apprentice. Xaozon was once an Aeon Priest, but he left the Order of Truth for reasons he does not deign to explain—a pained expression flits across his face when he's asked.

Lia: Lia has taken to distilling so well that several of the varieties offered are her concoctions, though that's a secret only a few know since she's only fifteen years old. Despite her successes, she's contemplating leaving the distillery and joining the Few on their next expedition.

Lia has dreams as potent as any Night Speaker. In her dreams, she sees what she believes to be a time far in the future where the dream titans have moved so far that they are no longer amid the lowlands where Umdera follows but instead have come to the edge of the sea, where they topple in one by one. She's had this dream several times but has yet to confide in anyone.

BRAVE HOUSE

This structure is for those who wish to train in weapons or unarmed combat. Regular two-hour-long classes are taught once a day

by a rotating cast of instructors composed of members of the Few.

The Few is an extended group of explorers who regularly mount expeditions into the nearest dream titan for salvage and adventure. Sometimes those expeditions do not return, but a seed membership that remains in Umdera has (so far) been enough to restore the group's numbers each time such a calamity has occurred.

Visitors to Umdera, as few as they are, are often put up in the Brave House, where they can share a room and be fed a sustaining amount of elixir for just a few shins a night—less if they're willing to aid Umdera or the Few in some way while they stay.

Though most members of the Few come and go, some can be found around town year after year, including the woman known as Becara.

Becara: Becara's hair is apparently made of slender glass fibers, the tips of which light up and change color when she becomes agitated or excited. She can also move them independently, which essentially gives her a third hand for any task she attempts. Becara claims that she must spend at least two hours of every day in total darkness or else more of the tendrils will grow from her body until she is completely covered.

Xaozon: level 4, understanding numerera and distilling as level 6; Armor 2 from an esotery; long-range attack inflicts 7 points of damage from an esotery

The group known as the Few is named after a line in a popular story often told in Umdera's Public House where a group of warriors stand off the attack of a much mightier horde. The warriors refer to themselves as "We brave few."

Lia: level 3, knowledge of distilling as level 6

Becara: level 5; health 25; all tasks requiring hands (including attacks and defenses) eased by two steps because of her animate, glass-fiber hair



Becara is a warrior, a healer, and the Few's historian. In some ways, she's the leader of the group because she is the one who arranges combat classes, quizzes potential members, vets expeditions before they leave, and debriefs groups that come back from a successful exploration trip. However, she wouldn't say she's the leader; she just does what she's best at and what others have left her to do.

STAIRS

Getting up and down from Umdera's main surface to the ground can be accomplished by one of the many ropes that are usually left trailing over the edges. (These ropes are drawn up at night for the village's protection.) However, a central set of stairs that can be raised and lowered like a drawbridge provides the means for many creatures to enter or leave the village at once. A set of four **guards** always watches the stairs, raised or lowered. Four other guards with the same training constantly patrol the community's periphery, making sure nothing dangerous is trying to crawl up a rope that someone forgot to pull up.

THE UNDERNEATH

It's always shadowed in the Underneath, even in the middle of the day. Garbage, refuse,

and other unsightly objects are dropped from above and accumulate here, though sometimes valuables fall through the cracks in the flooring above.

Among the debris, fragile and makeshift shelters are common. These are the dwellings of those who are down on their luck, who have been cast out of Umdera proper, or who just prefer to live life unregulated and are willing to suffer the lack of conveniences that comes with that decision. Trading for food (mostly fungus, vermin meat, and some elixir) is common here. Sometimes, gangs of thieves pop up for a time, at least until a group composed mostly of the Few comes down to clean up said den of thieves.

Lichen: The biggest name in the Underneath is an angry young man named Lichen, probably named for the orange-hued growth that has taken root on his skin like a random collection of fish scales. The others who reside under the village tend to follow his lead. Lichen is no fan of the Few. In recent years, he has mounted several attempts to remove the Few from Umdera through a variety of different methods including poisoning, propaganda, and random attacks.

Lichen: *level 4, deception and intimidation tasks as level 7*

Stair guards: *level 3; Armor 1; attacks with spears and bows inflict 4 points of damage; each guard bears a warning horn that can wake the village to action if sounded*

UMDERA HEARSAY

Elixir Anomaly: The last few batches of raw elixir gathered from the flow have produced distilled results with reduced efficacy and, in some cases, dangerous side effects. Xaozon the distiller believes the dream titan source is not responsible, but rather, some other influence downstream of the dream titan is affecting the raw elixir before it can be gathered.

Demon Underneath: The village is always moving. Some of its locations are better or worse than others. This time around, the village appears to have been set up over some discontinuity in the ground, a crack that apparently leads down to a solid seam of metal that bangs and shivers as if something were attempting to get free. High Elder Charisa is recommending that the entire city be moved ahead of schedule unless someone can investigate the disturbance.

External Enemies: A strange woman has come to town asking about the distiller, Xaozon. She intimates that Xaozon left significant debts unpaid and that she's here to see that he makes good, one way or the other. Meanwhile, Xaozon has gone missing. No one knows whether he went into hiding or has already been taken care of by the stranger.

Moving Day: It's time to pack up Umdera and move, but this time, the town is behind schedule. The terapede needs to be woken and made ready in time, and the extended caravan needs guarding, as some local abhuman tribes have discovered how vulnerable the town is during this time.

THE WEIRD OF UMDERA

Playful Titan: The dream titans are enigmatic and unknowable, all except for one. This one is only about 15 percent of the size of the others, and it seems to tag after them like an afterthought. It zigs and zags, bumps the larger entities, and seems to enjoy chasing explorers who approach it—almost in a playful way, though being caught results in getting trampled, of course.

Dream Lure: The dream lure that is currently held in reserve has sprouted hundreds of tiny legs and is trying to escape its confinement. Are dream lures actually young versions of adult dream titans, or is something else going on? At the very least, a new dream lure will need to be acquired if the current one escapes or proves to be something else entirely.

CHAPTER 15

ENTHAI—
MOON MELD YOU**ENTHAI** RANK 4 (12)

Outside the Steadfast stretches the Beyond, a vast wilderness punctuated—rarely—by isolated communities. In some communities, Aeon Priests dwell in sequestered claves at the community's center, where they research and master distinct numenera items, giving such communities a unique identity. One of these locations is Enthait. Built on the ruins of a far more ancient complex, remnants of which are visible as curling, tower-like structures that the locals call skars, the city consistently attracts danger from the surrounding wastes to trouble the population. However, Enthait has developed a dramatic method for predicting such dangers before they manifest.

ENTHAI OVERVIEW

Obsessed with protection from external dangers, Enthait is shielded behind sturdy, protective stone walls. Enthait is obsessed for a reason. Some quality of the city or the area where the city is located seems to draw dangers, be they abhuman tribes, rival claves, sentient diseases, malign influences, rampaging beasts, or any of a number of other threats that have tried to wipe the city out over the years. So in addition to walls, the city employs several additional methods for keeping itself safe.

VALLUM AND DEADLY VALLUM

On the outer edge of the wall is the strip called the vallum, composed of wooden stakes, sharpened sticks wrapped with wire, and traps built out of discarded metal and synth. A second strip, farther out, is called the deadly vallum. The deadly vallum was not built but brought, because it is the remainder of every danger that ever threatened Enthait. Buried detonations, shields and zappers, numerous electric devices—each danger required a unique device specifically designed to stop the threat. Over the years, the deadly vallum

ENTHAI STATS

Government: Though several people have responsibilities that help maintain peace within the city, the Orness is the one who rules. The Orness communicates with others in the city via hidden means or indirect messages, though sometimes she sends for people to come visit her in a secret sanctum filled with trees, flowers, herbs, fruit, and vines that lies beneath Enthait and is accessible through various secret passages that only a few know about. The Orness controls not only the Eye of Enthait but also the fabled aria, a device rumored to be a weapon of last resort, so great is its destructive power.

Health: 18

Infrastructure: 20

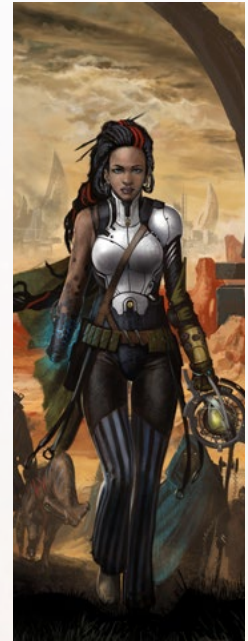
Damage Inflicted: 6

Combat: Enthait can deploy a dangerous group of armed citizens known as the greyes to defend against and attack hordes or other communities. The greyes count as a separate rank 3 horde when they are deployed, which doesn't decrease Enthait's stats even when the greyes are in the field.

became a long, wide row of devices, some visible, some buried, some working, and some not. Each time a poison eater tells of a coming danger, the city's Aeon Priests go to work. They make their best protection—armor, weapons, maybe a barrier or a shield—and then place them all along the deadly vallum.

THE POISON EATER

In Enthait, they practice the art of poison eating and, in so doing, connect to the all-knowing entity called the datasphere. The datasphere in turn reveals any and all dangers



The Orness, page 204

Enthait possesses aclave and Aeon Priests, but they don't consider themselves an aldeia; they don't even know the word.

Enthait's population is about 25,000, mostly human.



The Orness: level 7, tasks related to understanding numenera as level 9

coming for the city—that is, assuming the poison eater survives the poisoning.

A device known as the Eye of Enthait provides ten different kinds of poison to each new poison eater. The Eye can be called to the cave at the city's center, where it appears as a floating orb more than 6 feet (2 m) in diameter that lowers itself from nowhere. The Eye's appearance varies by how close a viewer

stands to it, the time of day, and the viewer's state of mind. It sometimes resembles the moon, the sun, a child's face, an egg, the inside of an eye, or the black of night. Yellow, golden, brown, beige, white, or silver. Some say they can see creatures milling about inside its surface. Others say it is filled with machine parts or completely empty.











But for the poison eater, the one designated to look inside at periodic times, there is always an offering, be it a vial, a pill, a dried animal part, or something less identifiable. Whatever its shape or taste, it is always poison. Few poison eaters survive all ten poisonings. The only one who ever has, she who is called **the Orness**, is the putative ruler of Enthait until someone shall rise and take her place.

Only one poison eater serves at any one time and usually for not more than a few months before the poison offered by the Eye of Enthait finally does them in. Each poison is different. The Eye makes each one in time with the moon's passage. There is an order to the poisons, but only the Orness knows it, or she claims to. Although it is forbidden, citizens



THE TEN POISONS OF ENTHAIT

Poisons produced by the Eye of Enthait arrive in a random order. The level of each poison is also random (from level 1 to level 6; roll a d6 to determine which). However, each time a poison eater consumes another dose of Enthait poison, their Might defense roll is hindered by one additional step.

-  **tursin**—wind damps the lungs
-  **caerrad**—shiv upon the breath
-  **oniwer**—failure of the skin
-  **itasi**—branches bloom in blood
-  **achad**—ache in the muscles
-  **aigha**—the way the fingers tremble
-  **ebeli**—memories cleave the marrow
-  **iisrad**—shades ward your eyes
-  **onysa**—these tongues shall sing no more
-  **awos**—every heart a death

bet on which poison will be given, whether the poison eater will live or die, and what coming danger the eater might see. When a poison eater survives, they claim to have been given a vision of a new danger facing the community, a danger that they report to the community at large and to the greyes in particular.

Some poison eaters are great warriors, others thinkers or crafters, but many are just ordinary people pushed into extraordinary circumstances—until they succumb and someone new is chosen. Being Enthait's poison eater doesn't grant pay or a stipend, though some have tried to change that.

ZAFFRE

Enthait's defense force is known as the zaffre, identified by their blue and bronze uniforms and a mark of honor they bear. They protect and guard the community from both external threats and internal divisiveness, serving the wishes of the elusive Orness and instructions handed down by the greyes. The zaffre are headquartered in Mekalan Hall. Most in Enthait revere them and hope their children will grow up to be a member someday. Every zaffre looks up to the greyes, who are the best of them. To be promoted from zaffre to greyes is a tremendous honor.

GREYES

Ten people make up the greyes, and they are the ten highest-ranked members of the zaffre. Every greyes is chosen to join for a reason—a skill, a talent, a unique knowledge, or the ability to fight or defend. When a vision from the poison eater is made known, a subset of the greyes are selected to deal with the threat based on their expertise. Usually two or three—sometimes half, and in rare cases, all—of the greyes are dispatched to deal with a threat. Greyes don't really have a hierarchy except that one is usually chosen to be the chief greyes. That position is currently held by a man named *Burrin*.

THE CITY'S SONGS

Most days, Enthait sounds like any other city—the call of animals and people, the passage of wind across the walls, the snap of banners, and the turn of wheels. But when the city despairs, when it hungers, when the winds swirl around it in fear and dismay, the

city sings. No one is quite sure from where the song comes, though many guess the skars. Certainly the song is low and somber, as if played by wind instruments sized for titans.

LOCATIONS AND PEOPLE

SKARS

Tall, curved spires rise from various parts of the city and fill Enthait's sky. The skars tower hundreds of feet high, curving up toward the sky like weapons from giants. Some are thick, some thin, some with holes or carvings, but all look deadly sharp, tapering to a point. They draw weather to them, their tips often obscured by the presence of fluffed clouds.

Each skar is named according to a complex system that few can keep track of. The system is both alphabetical and numerical, involving lineage, placement in the city, and other factors. But each spire also has a common-use nickname—the false skar, the crescent skar, morning's skar, and so on.

THE TUNNELS

A confusing and complex series of underground corridors connect most parts of Enthait. Mastering this *maze* takes many years. Using the tunnels, a traveler can get almost anywhere in the city without venturing above ground. However, for most people, the bit of privacy and secrecy that these tunnels would otherwise provide is frequently ruined by becoming lost and popping out of a door into some random street not even close to where they first wanted to go.

MEKALAN HALL, ZAFFRE HEADQUARTERS


In addition to serving as the headquarters for the zaffre, Mekalan Hall is where a poison eater is debriefed after each poisoning. The poison eater is brought to the recovery area, which is a large room with white synth walls, empty but for a bed, two chairs, and a table.

On one wall is a 15-foot (5 m) tall, 30-foot (9 m) wide pane of translucent metal containing a mural known as the mekalan. Written across the very top in a fine hand are the words "The moon did meld us and we did shine." Beneath those words, images of people are painted onto the pane. These are the dead ones—the poison eaters—men and women who previously served before their inevitable

GM intrusion: One of the PCs is selected as the next poison eater.

Tunnel maze: level 5

Burrin, page 206


Around Enthait, a rusty orange desert—the Tawn—extends for dozens of miles.



If a stranger with news, strange abilities, or an offer of aid comes to Enthait, they'll usually end up talking to Burrin, not the Orness, unless they have something especially dire and immediate to relate.

Burrin: level 5, tracking and detecting falsehoods as level 6; health 25; Armor 1; attacks twice as one action with barbed sticks inflicting 5 points of damage each

Rakdel: level 4, tasks related to healing as level 7

deaths. There are so many that they pile up like strata, filling the wall space, cheek to cheek, shoulder to shoulder, their painted blue cloaks flowing together so they are like one great blue sky dotted with dark stars of faces. The sun shines through the paint, blocked only by the thickness of the eyes, which are detailed with so many layers that they seem to suck the very light into them. When a poison eater dies, the painter mixes their fat, marrow, and blood into his colors to give each poison eater an eternal place on the pane.

The head of the zaffre, currently Greyes Burrin, is usually the one to personally sit before the mekalan and debrief each vision described by a poison eater. Besides Burrin, various other members of the zaffre and greyes can be found in Mekalan Hall at any given time, including the zaffre chiurgeon, Rakdel.

Greyes Burrin: Lean and sharp as a blade, Burrin accentuates the angles of his cheeks and jaw with a soft crimson wrap that coils about his neck and runs under his zaffre

bronzes and blues. His dark eyes—so black they seem to run toward purple—are set deep in his head. He wears heavy boots of some type of metal that makes every step an announcement of his presence unless he wishes to go quietly. Everything about him seems sharp, like a cutting implement, but Burrin prefers a set of long, round-handled sticks with barbed ends for his weapons.

Reportedly the son of the Orness, the man doesn't use that connection to gain any special favors for himself. Some believe that he got his current job because of that connection and that he is dull and peevish. He's very intentional—everything he does, he does for a reason. Burrin desires to be selected as the poison eater but is always passed up. Nonetheless, it remains his job to hear each new vision following a poisoning, and thus, he carefully questions each new result so that nothing important is missed or misunderstood.

Greyes Rakdel: When Rakdel introduces herself, it is usually as so: "Greyes Rakdel, chiurgeon and healer in the service of Enthait, the Orness, and the poison eater." Everything about her is thin except her cheekbones, which curve out of her face like the sides of a bowl. Her hair is black, slicked, and tucked under, giving the impression that it is short, but something about the way she carries her head makes it seem otherwise; there is weight back there. She moves with pride in the lift of her spine. She is concerned primarily with the health of the zaffre and greyes, but she also provides healing to others in the city who need it if she has the time and energy to spare.

ETERNAL MARKET

Enthait's sprawling market is a wonderful place to buy and sell but also socialize. It is the best place to hear news of the city. It is called the Eternal Market because it runs constantly—an endless cacophony of taking and giving, wanting and wanting to be rid of, both day and night. It is also a spiral—a long, blackglass street that turns and turns and never seems to find its center. Patrons walk inward and inward along the ebony surface and then suddenly find themselves on the outermost street again—if not exactly where they started, then nearly so.

Hundreds of stalls, creatures, carts, and more permanent shops run along both sides of the road. The space is so crowded and overgrown that half of the stalls and stores float overhead, moored by tie-offs to the stalls



below. Baskets on extending poles and trained climbers—both human and not—allow for easy access to the products above.

Above the market rises four of the tall, curved skars. In the shadow of the skars, entwined in the singing of the city, the Eternal Market moves at its own rhythm, an ebb and bustle that reminds many of ocean tides. Each morning, hawkers calling out their fresh-baked pastries and new-picked fruits mingle with the squawks and grunts of animals and the starting of machinery. Groups of children gather in clusters on their way to one of the central schools, where they will spend half the day learning basic skills and the other half training for their eventual zaffre tests. Zaffre mill about, too, in their blue-and-bronze uniforms.

Saric's Saltpetal Stand: A caramel-sweet smell of burning flowers surrounds this stand in the Eternal Market where saltpetals are sold. Outsiders often don't care for them, finding the bitterness of the petals beneath the salt and sugar coating leaves their mouths stinging and their stomachs roiling. But natives love them and eat them by the handfuls when they can. The proprietor is a man named Saric, whose grin is as fast and loose as his compliments. Many in Enthait find him attractive, though it's not clear whether he flirts because of returned interest or because he can sell more saltpetals by doing so.

THE WINNOW

This neighborhood contains working-class houses but also the moonmarket and a handful of small shops—weaponsmiths, mechmakers, Aeon Priests, and Ganeth's workshop, where wonders are crafted.

Moon Market: If the Eternal Market is where the goods live, then the smaller, more hidden moonmarket is where the secrets live. The crowd here is furtive and silent, with their heads down and hands in the shadows. People say that in the moonmarket, something is hidden in every pocket, every transaction, and every face. The road is split and scarred,

broken down the middle, making it easy to lose one's footing, but it gives people a perfect excuse to keep their gaze on the ground.

Permanent stalls are rare in the moonmarket. Each person is their own store, carrying their supplies in boxes, their hands, or small hovering carts. There are no saltpetals, no frivolities, no music. Instead, the market offers basic foods, weapons, addictives, and clothing designed not for fashion but for furtiveness.

Green Road: The road's name has several meanings. First, the road's surface is composed of stippled green glass, reflecting

Saric: level 3, tasks related to preparing specialty foods, persuasion, and positive social interaction as level 5





“They all want to become something. They tell you, and then you try to make them that thing. Sometimes the thing is useful—a cypher, an artifact even. Sometimes it’s not. Sometimes it’s just a surprise.”

~Ganeth

Many neighborhoods exist in Enthait. Some have names by which everyone knows them, and a few even have a reputation, like the Upper Crescent, which many think of as a place where the residents are full of money and themselves.

Omuf-Rhi: level 4; general knowledge tasks and tasks related to running a bookstore as level 6; health 20; Armor 1; makes two attacks each round as a single action with a variety of bladed weapons



Lattimor, page 396

Ganeth: level 5, tasks related to understanding and crafting numenera as level 7; Armor 3 from an esotery; long-range attack inflicts 9 points of damage to a target from an esotery; always has several cyphers on his person and close at hand in his shop

light in an unusual way, though it’s also transparent if viewed at the right angle. Looking down through the surface, one can see a wide garden beneath the ground, illuminated by the sun shining through the transparent road. The garden is vast and deep, filled with fruit trees and flowers and other growing things. The markets in Enthait get their fruits and vegetables from this garden’s prodigious output. The garden is also a water source, providing not only sufficient water for the botanical growth but also for all the city residents’ needs.

Ganeth’s Shop: Most buildings in Enthait are brick or stone, but Ganeth’s two-story shop with odd-shaped windows is composed of striated wood and metal. The wood has a purpled shade that marks it as especially unique.

Just entering treats one to an encounter with the numenera: a warning, buzzing sound accompanied by a scent of metal and berries. Inside, dozens of devices are displayed on shelves and tables, hanging from the ceiling, or floating in the air—cyphers, oddities, possibly even an artifact or two. Things with no names or with strange names like reality spike or heat nodule. Some move or make noise, while others are still and silent. The store is both cluttered and yet perfectly organized. Behind the store is Ganeth’s workshop, where he uses skills and talents equal to a wright’s to create even more numenera wonders.

Ganeth is the city’s most well-known Aeon Priest, largely because he’s a consummate crafter. He is huge but not slow, especially not with his fingers.

He’s given to wearing a bodysuit the color of yellow flowers that covers his face when he’s working. The Aeon Priest has apprentices, and there are a few other mecmakers like him that work on devices and defenses for the city, but Ganeth is the most skilled. Most of his

patrons want frivolities—gadgets or toys that do odd things, an occasional special item for a loved one, something that heats or cools food in their homes, and so on. But Ganeth’s love is creating new things that no one has ever created or thought of. When he has to duplicate a device, he feels like he is doing an injustice to the object itself.

Books and Blades: This bookstore is tucked inside a clay-brick building with an open roof. The center holds a round, fenced ring for teaching fighting lessons. Everywhere else are books, scrolls, maps, sheaves, and anything else that could be written on in piles, shelves, and piles so large they eventually form shelves. There is order, but it is nearly incomprehensible to anyone but the bookstore owner, **Omuf-Rhi**, and possibly even to him. He claims he has a perfect system for organizing the books, but if this is true, no one but him has ever deciphered it beyond a general sense of theme.

Omuf-Rhi is a visitant known as a **lattimor**. He is typical for his kind: he has a large, muscular, hairy body with several eyes and a growth of purple fungus. As his shop name implies, he is a master of both the knowledge one might glean in books and the swift violence one can deploy with a sword or axe. So in addition to buying and selling books, he also sells lessons in blade-fighting—though it’s best to stay clear when he gives lessons to

those new to blades, unless one wishes to have their arm taken off by an errant blade swipe.

Omuf-Rhi also likes to talk. A lot. It doesn’t take long before visitors discover



“Moon meld you.”
~a common saying in Enthait, offered as a greeting or a goodbye

far more about him than they probably ever wanted to know—that he loves someone called Rakdel and thought she loved him back, but she never said it; how he is a kind of hybrid creature, and the purple fungus that grows on his back is actually intelligent; and so on.

ENTHAIT HEARSAY

Unexpected Crafting: Ganeth, the Aeon Priest and resident crafter, built an installation designed to protect a section of Enthait from transdimensional intrusion. However, when it was turned on, it immediately went out of phase itself. Though unseen and physically absent, the installation continues to exert unexpected influences, some of which are dangerous to citizens. Retrieving the transdimensionally drifting machine is probably a good idea.

Market Myopia: The Eternal Market is always open, and on any given day, shoppers can find new merchandise and new merchants. A woman lately appeared called Gem who sells something she calls “spectacles” that sit on a wearer’s face and, according to Gem’s claims, improve a wearer’s failing vision. Some of the spectacles may do exactly that, but a nasty rumor has begun circulating that she is secretly selling versions that spy for distant enemies of Enthait.

Worm Upwelling: Enthait hides a multitude of secrets even from many of its residents, and some of those secrets are deadly. An intrusion of yellow and black wormlike tendrils has begun to well out of the ground in a neighborhood known as the Upper Crescent. The Upper Crescent has a reputation of being full of money and self-importance. The residents are ill-prepared to deal with these strange wormlike intrusions, which bite with powerful jaws and never let go. The zaffre have their hands full elsewhere, though perhaps their indifference has something to do with a personal grudge or misunderstanding against those with more ego than concern about the community’s welfare. In any event, good money is being offered to anyone who can get to the bottom of the issue. In the worst places, the intrusion is so thick that the ground appears to be in constant motion.

Ruin of Water: The last group of greyes who returned with stories of victory over potential threats also told a tale of a strange ruin they spied during their journey. Some three days from Enthait, they say, lies a golden structure that rises high into the sky, narrow at the base but slowly widening as it rises. From the misted top, water pours down. That much water, if clean, could be very valuable to Enthait. And who knows what other resources might also be gathered from the ancient complex?

Charn: Rumors of horrific flying beasts called charn are being whispered throughout the city. Did the rumors originate with the vision of a poison eater? Did a trader start them? Or do the rumors descend from some other source? The rumors are maddeningly vague, but for all that, they are stubbornly persistent. Some say the greyes may act, though before they do, they might ask for someone to go scouting

away from the city to determine whether there is any more to the rumor than fear and shadow.

THE WEIRD OF ENTHAIT

Blackweave: Some whisper of a place of terror outside of Enthait, where slaves toil in enforced servitude to horrific creatures more machine than alive called the vordcha. What are the vordcha? Not human, that’s a certainty, and uncaring of human things—unless, of course, they can enslave those humans by installing implants and machines that enhance certain abilities even while making them less and less human.



Vallum Ghosts: A trio of shimmering figures are sometimes seen wandering the edges of the vallum at dusk. Those who approach them usually lose them, but sometimes those traveling alone can catch the three. When they do, they find the figures are as difficult to make out close up as far away, but they do become audible, if only in a weird pitch-warbling fashion. They speak of strange events either that happened so long ago that everyone has forgotten or that have yet to come to pass.

Green Pyramid: One out of every thirty-three days, a green pyramid is seen skimming the sky high overhead, floating point-down almost directly over Enthait. Some people say it’s not a pyramid but a sphere. And yet others say it’s a cube of utter darkness. Are multiple different objects being confused, or is something even weirder going on? It’s all rather academic, since no one has yet come up with a method to intercept the high flyer and check it out.

Green Creatures: Among the fruit trees and flowers of the Green Road, creatures of what seem to be massed leaves and detritus sometimes amble. Beneath the green glass, where the garden resides, these creatures seem harmless enough, but sometimes they get out. When they do, they shamble in the shadows at twilight, stealing stray objects, pieces of clothing, and minor items from merchant carts. Whenever such a creature is confronted, it immediately breaks up into a pile of what seems to be insensate litter, albeit litter with a few pilfered odds and ends mixed in.

Gedion’s Gold Liquid: A little-known merchant with very deep pockets sells a fluid she calls Gedion’s Gold Liquid that she says is actually tamed iron wind in a bottle. She claims the fluid will literally transform one substance into another, even if that substance is flesh.

CHAPTER 16

RACHID — HEARS THE CATHOLITH'S WHISPERS

Rachid's population is around 12,000, mostly human.

Uncle Jath: level 3, tasks related to persuasion and positive social interaction as level 6

Rachid Guard: rank 2 horde; uses ropes and spikes to ascend and descend mesa and canyons

Span, page 214

RACHID RANK 4 (12)

Whispers are a currency in Rachid. The Catholith—a giant sculpture watching over one end of a long bridge—vouchsafes whispers to those who dare walk the swaying span over which the synth-wrapped sculpture watches. Each whisper usually consists of a few alien syllables that crackle in the ears of the hearer, dry as wintering haster leaves.

Most don't understand the whispers, though some claim to find deeper meaning. Whether the claimants speak true or lie for brief fame, a whisper is always worth bartering for at least a few shins (and sometimes more than a few, especially to theclave of Aeon Priests that live at Rachid's center). The Aeon Priests are addicted to the Catholith's whispers and phrases, yet they have become too infirm, say the same rumors, to walk the Catholith's span themselves.

Walking the Catholith's span is a commitment not only of time—for it takes more than half a day to walk the slender path suspended over the deep canyon between Rachid and the land called Dry Krelloth—but also of bravery. Yellow-winged predators called vulfen flap placidly over the canyon until walkers reach the span's center, whereupon

RACHID STATS

Government: The Osolarian family comprises Rachid's hereditary rulers. They reside in a sprawling structure that is part home and part civic building called the Osolarian Seat. The Osolarians, who number well over thirty individuals, include cousins, second cousins, in-laws, and several adoptees. The Osolarian who currently speaks for the family is known as Speaker Jath Osolarian (informally, **Uncle Jath**). By the standards of most in Rachid, the Osolarians are far from despots, though some people grumble that, when the clave makes a request, the Osolarians jump to it with far more alacrity than other community needs. The Osolarians formed a martial group called the **Rachid Guard** who are fed and housed in a structure near the Osolarian Seat. The Rachid Guard is responsible for both internal patrols and the external defense of Rachid.

Health: 15

Infrastructure: 12

Damage Inflicted: 4

Modifications: Tasks related to negotiation as level 5 due to special knowledge sometimes learned from the Catholith's whispers

Combat: The Rachid Guard acts like a horde in Rachid's defense, attempting to buffer the community from direct combat. However, if it comes to it, Rachid can deploy armed citizens like any community (in which case the Rachid Guard becomes an allied horde). In addition, the Aeon Priests may be stirred from their sanctum to erect special mechanisms that add 3 Armor to Rachid for up to three days, after which time replacement iotum would be required to repair the exhausted devices.





they swarm, attempting to knock the walker into a long fall. When they succeed, as they too often do, the vulfen pick the bones at the bottom of the ravine at their leisure.

When not daring the span, walkers are hunters, farmers, shopkeepers, haster-leaf gatherers, and lamplighters. They are Rachid's residents who decide to dare the Catholith's stare and, in return, to be touched by something of the prior world. Sometimes what a walker learns from a whisper is worth more than the clave's payment. Sometimes it is a secret that points the way to some greater truth. Other times it is a word that can be used to trigger an ancient mechanism or perhaps even open one of the hidden doors that stud the walls of the great mesa on which Rachid is built.

RACHID OVERVIEW

Rachid is built primarily of piled, mortared stone across the top of a massive mesa. The Catholith's span is the only easy land path that connects Rachid with the rest of the Beyond, though there are a couple of

extremely dangerous and steep paths that offer alternative routes. The mesa provides natural protection from the dangers that the Beyond consistently offers.



The Catholith vouchsafes whispers to those who dare walk the swaying span over which the synth-wrapped sculpture watches.

outermost rings is home to farms and stables, while the inner rings are densely urban, with homes and shops. The center of the city holds the Aeon Priests' sanctum, a castle-like structure whose tallest tower looks east toward the Catholith.

Haster leaves, which are highly nutritious and easy to prepare, grow almost year round on the mesa's sides. Many make their livelihood gathering the bright red leaves by dangling down the sides of the mesa on long ropes. Leaf gatherers find that haster grows thickest around the sealed doors of white metal that stud the mesa's walls. Gatherers decorate the white metal with designs, mottos,

A series of concentric stone walls, each only about 4 feet (1 m) high, stretches from the edges of the mesa toward its center. Too short to be defensive, the original purpose of the walls has been forgotten.

The area within the

Haster plants grow on the sides of the mesa on which the community of Rachid is built.

The clave of Aeon Priests warned the Osolarians to ban entry through the white doors, but so far that ban has not been officially enacted.



Walking the Catholith's span is a commitment not only of time—for it takes more than half a day to walk the slender path suspended over the deep canyon between Rachid and the land called Dry Krelloth—but also of bravery.

and art, but they never try to open them. Usually, no one does except the occasional crazed walker who manages to get one open with a Catholith whisper and is rarely heard from again.

WHISPERS

Not everyone who crosses to the far end of the span and returns—a round-trip journey of at least four hours and twice that for those who leisurely hike—hears a dry whisper in the wind, but most do. (Strangers who pass from the far end of the span into town also hear the whispers beneath the Catholith.)

Once the series of cryptic syllables is heard, a walker can perfectly recall the sounds, though they probably have no idea what they mean. The walker continues to recall them until they whisper the sounds into another's ear, at which point the knowledge is passed on. The whisper leaves the mind of the walker and somehow becomes encoded in whoever most clearly hears the words. In this way, whispers can be sold and bartered in Rachid. Single syllables are the equivalent of a shin or two, while longer phrases can go for much more. Everyone knows that the clave is always willing to pay for whatever whispers are currently

circulating. Paradoxically (and probably frustratingly), that means that many whispers are traded around Rachid for some time before they are finally sold to the Aeon Priests.

The Aeon Priests, when they've deigned to explain themselves at all, say they are building up a lexicon of an ancient language used by one of the prior worlds. In truth, not even the clave is sure what the whispers actually represent. The gathered syllables are like pieces in a puzzle. Every so often, a piece is coherent in and of itself, and it can be translated like a *glimmer* sent from the datasphere. Perhaps that's what the Catholith's whispers really are: an imperfect net cast into the datasphere, trying to pull back knowledge. More study by the clave is required and is ongoing.

A few who hear a whisper may glean actual meaning from the faint sounds. If sense *can* be made, the hearer can translate the concept into a unique piece of knowledge that is essentially the same as having received a *glimmer*. The topic is usually random.

The sum of whispered knowledge held between Rachid's five current clave members proved to be too much. So for the last couple of decades, the priests have been storing the whispers in the minds of small furry creatures called *ambids* that infest the mesa. Ambids are quick and canny creatures with a talent for mimicking sounds they hear, including language. An ambid can store several whispers. Keeping track of which cage holds the ambid that knows what secret has become an important undertaking among the Aeon Priests. Their record is penned in a series of large tomes in a vault at the center of the sanctum where the clave resides.

CATHICS

Not everyone in Rachid is satisfied with the status quo. A small but contentious group called the Cathics is convinced that the Catholith is a sleeping god—one who might wake if worshipped properly. From the Cathics' perspective, random walkers move back and forth across the sacred span and steal the words of their god in order to sell them to the infidels of the clave. Cathics consider the



Glimmer, page 355

Deciphering a whisper is a difficulty 8 Intellect task; numenera knowledge applies to the attempt.

Ambid: level 1, memory and verbal mimicry as level 5



situation to be not only sacrilege but also dangerous. According to their beliefs, the Catholith must be roused to save the mesa and all who live upon it from some pending danger that will rise out of the Beyond and consume them all.

MESA DOORS

The doors, as everyone calls them, are generally regarded as just one more landscape feature, important only in the sense that they often sit at the center of the thickest haster growths on the mesa's side. A few have gained relative fame because of the unique designs that a particularly gifted or inspired haster gatherer marked upon it, but otherwise the average Rachidan doesn't think too much about them.

But the clave feels differently. They believe that the formation everyone else calls the Catholith is directly related to the doors, either serving as an ancient guardian to whatever prior-world complex lies underneath the mesa or as an entity that tried long ago to gain entry into whatever the doors hide but was rebuffed. In either case, the Aeon Priests attempt to damp down news that has anything to do with the doors, because the last thing they want is the populace roused to find a way inside before the clave is finally able to do their own direct investigation.

This means that, for all the doors girding the area around Rachid, few are ever used except for the **Red Door**.

LOCATIONS AND PEOPLE

THE CATHOLITH

A cobbled path winds out through the rings of Rachid, beneath the towering Catholith, and across the bridge that leaves the mesa. The Catholith is a metallic formation partially wrapped in layers of synthsteel. Purely metallic segments poke out from beneath the synthsteel layers, most notably the "beak" and the "legs." The average Rachidan thinks of the object as a grand landmark, though walkers pay it extra regard in that they assume it is the focus from which whispers are granted.

A twelve-person detachment of the Rachid Guard is stationed beneath the Catholith. They make sure that those returning across the span are Rachidans. They also guard the Catholith itself against those who sometimes wish to climb it or enter the hollow spaces visible high on its head. The Osolarians have made a decree against clambering on the monument—one of the few regulations the clave and the Cathics agree upon.

However, if one *were* to evade the Rachid Guard and climb up high upon the Catholith (where they'd then also have to avoid swooping vulfen), the hollow of the Catholith's "eye" can easily be entered. Inside the gaping space is a litter of scrap, rust, and perhaps a few hints of machines salvaged long, long ago but nothing else of obvious significance. It's possible that a particularly thorough search might uncover previously closed passages down into the "neck" and "torso" of the monument, where more compelling discoveries are possible, but no one has done so yet.

Rachid has little or no trade with the outside world. Only walkers regularly move back and forth across the span. But on especially rare occasions, one or more strangers find their way across the span to Rachid whereupon Officer Junira of the Rachid Guard dispatches a runner to the city to alert the clave, the Osolarians, and the commander of the Rachid Guard that an outsider has found their city. Outsiders are treated with a lot of suspicion, and each group wishes to interview interlopers for their own purposes (the Cathics usually try to contact the newcomers, too).

Officer Junira: Junira is the name of the officer in charge of the twelve-person detachment of the Rachid Guard who watch the span. Junira wears a blue cape (as most in the Rachid Guard do) with the symbol of the city—the Catholith—on a wooden pin holding her cape closed. Junira is a talkative sort, loud and enthusiastic, and knows many who attempt to walk the span by name. She says she can tell in an instant if someone returns with a new whisper by a gleam in their eye and a lift

Mesa door: level 8

Climbing the Catholith's exterior is a difficulty 6 Might task.

Red Door, page 216

Officer Junira: level 5; Armor 3



"My personal hope is that, one day, the Catholith will whisper a recipe for how to distill spirits from the air itself. Until then, we'll continue to make do with what we can brew from the haster leaf."

~Uncle Jath



Ambids make popular pets in Rachid. When tamed, the little creatures are loyal and can be trained to hear and repeat a list of items at their owner's request.

Vulfen: level 3; flies a long distance each round; attack inflicts 3 points of damage and target must succeed on another Speed defense task to retain their balance or a Might defense task to retain their hold on the bridge, otherwise they fall

Bashan: level 4, local knowledge as level 6

The span's swaying and bucking hinders all physical tasks attempted by walkers, including balance and defense tasks.

Whispers, page 212

Sethridge: level 3, tasks related to making deals and trades as level 6; carries one or two cyphers

Uncle Jath, page 210

in their step. If she sees someone new to the walk, she warns them to be careful of vulfen and goes so far as to offer the name of some bodyguards she knows in the city who'd be up for a few extra shins to help shoo away the vicious fliers. Though she is loath to tell the story, her brother died many years ago crossing the span, victim of what everyone assumes to have been a vulfen swarm.

Bashan: A big man with a cart makes his way to the edge of the span each morning. He sells haster-wrapped meats and cheeses to those who choose to walk the span that day. Each night, he returns to his home in Rachid and prepares another day's supply. Most walkers know Bashan and are not shy in passing Rachid gossip to him as they purchase a snack for their trek. This information, in turn, Bashan may pass on to others for yet more interesting news or shins and considerations, as is the case with the Cathics, with whom Bashan has a spying arrangement. Bashan keeps this a secret, given how many people hold the Cathics in ill regard for their doomsday prattle.

Sethridge the Whisper Buyer: Found most often at the foot of the Catholith on a colorful blanket reclines a human with no eyes called Sethridge. Sethridge keeps a large purse close at hand filled with oddities, shins, a few io, and sometimes even a cypher or two. When walkers return with a whisper and wish to quickly turn the meaningless sound into profit, Sethridge is there to make the trade. Usually, Sethridge offers no more than a handful of shins, though if he judges the whisper he hears to be of special significance, he offers more. (How Sethridge judges a whisper's quality is not something he can explain. He just gets a feeling.) Every few days, Sethridge trades the whispers he's accumulated with a variety of different people in Rachid for services in return. He also keeps a few to trade to the clave, who pay him in shins, oddities, and occasionally cyphers. He gets the io from a small group of explorers who have secretly found their way into the Red Door of the mesa.

THE SPAN

The span is about 3 miles (5 km) in length and about 1,000 feet (300 m) off the ground. It sways and shudders even when there is no wind. When the wind is high, it's somewhat dangerous to cross because the middle part of the span twists and bucks with sometimes surprising vigor. The middle is also where winged vulfen congregate. Often, walkers manage to pass without incident, but when conditions are perfect (hungry vulfen plus high winds), walkers could be subject to a swooping vulfen attack that knocks them from the bridge down to the dry rocks far below.

Something that might have once resembled the Catholith stands at the far end of the span. If it was once a twin of the Catholith, it has been so degraded by time that it is now nothing more than an eroded mound with perhaps one or two synth-wrapped legs visible. Beyond that is an open, sun-baked plain that few in Rachid have ever dared to travel upon.

Walkers who pass all the way from Rachid to the far end and then return may hear a **whisper** of an alien word or idea. Most walkers have no idea of its significance, and all they can do is pass it on to someone else.

THE OSOLARIAN SEAT

This sprawling structure, actually comprising several buildings that have grown together over long decades, is where the ruling family lives. It is also where governing functions for the city are conducted or at least instigated. The rare visitor who appears across the span is usually conducted to the Osolarian Seat, if they aren't immediately judged to be a threat, so they can meet (after a wait of up to an hour) with an extremely jovial **Uncle Jath**, the face of Rachid's government. Visitors who seem interesting enough may be invited to stay in empty rooms within the Seat itself. Otherwise, they are offered rooms adjoining a nearby building that serves as the Rachid Guard headquarters. Uncle Jath often hosts a dinner the first night visitors arrive, inviting not only a couple of other Osolarians but also at least one member of the clave. In this way, he hopes to get the true measure of the visitors by comparing notes later.

Conny Osolarian: Anyone who stays in the Osolarian Seat is certain to get a visit from Conny, a twenty-something woman with two pet ambids (Hardo and Suma) on her shoulders. Conny finds Rachid to be commonplace and stifling. She's fascinated with stories from beyond the span. In return for such stories, and if she likes the visitors, she passes on a few secrets about Rachid. She is friends, after all, with the explorers who sneak through the Red Door, the only mesa door that opens, and she'll offer to show visitors the door as long as she is permitted to come along. She also tells the visitors that she suspects the clave is stockpiling whispers for some dark reason they won't explain to anyone. (Conny has no evidence of this; she just finds it a thrilling story to relate.)

THE CLAVE

This domed structure is constructed from the same stone as the rest of the city; however, it is far more cunningly cut and mortared, setting the clave apart from the other structures. Outsiders are not welcome anywhere inside except for the wide, high, and serene entrance foyer. There, visitors can enter and eventually speak with an Aeon Priest. The clave member Cerica Sen normally interacts with Rachidans or anyone else who visits. Sometimes, the Aeon

Priests agree to deal with issues that arise in the city and require their expertise. The city keeps the clave stocked in food, clothing, and other basic supplies for that reason—that and the Aeon Priests' willingness to buy whispers.

Cerica Sen: Cerica is in her late thirties, wears bright green robes set with all kinds of oddities, and never goes anywhere without one or two journals that she constantly refers to and scribes in even during important conversations. She is interested in hearing how and why visitors come to Rachid, if they have any special knowledge about the mesa or the Catholith they've brought from outside, and if they heard any whispers. If the latter, she's willing to give a cypher or a handful of oddities in payment to hear them. Cerica spends almost all her other time cross-referencing the whispers she knows with what is stored in the minds of the ambids that are kept in the clave, moving the whispers about to create different configurations, hoping that by doing so, some larger linguistic structure will emerge.

CATHIC TEMPLE

To call this ramshackle stone building a temple is a stretch. The holy symbol of the religious order is splashed in blue paint across

Conny Osolarian: level 4, tasks related to positive social interaction as level 5; has access to leather armor, weapons, and explorer's gear

Cerica Sen: level 4, tasks related to the numenera as level 6, whisper-related tasks as level 8; can attack with a word that inflicts 4 points of Intellect damage to all creatures who hear it



Deacon Calo: level 5; helm artifact inflicts 8 points of damage to all within short range (depletion: 1 in 1d20)

the front, depicting a stylized version of the Catholith but with great wings and actual eyes—compound like an insect’s. The Cathics believe the Catholith is a god that sleeps but which will one day rise to save Rachid from some unspecified future threat.

Regular services are held in the temple, but only about twenty or so people regularly attend. Even the largest midweek feasts—when an invitation goes out to all of Rachid for anyone who wants a free meal and companionship—rarely see more than two dozen. Of those regular attendees, only a few people live in the temple full time, including Deacon Calo, who receives visitors in his office behind the main worship area.

Deacon Calo: Calo’s office is stuffed with papers, oddities, and a few cyphers. Calo is in his late twenties and almost always wears a helm-like device that strongly resembles the Catholith’s head. Some believe him to be insane, and perhaps they’re right. If, after laying out the heart of his belief that the Catholith is a sleeping god that must be roused, visitors don’t at least respond respectfully, he uses the cyphers and the helm (an artifact) to drive them from his temple. He will calm down only if those who’ve offended him agree to perform a task for him (usually attempting to gain entry into the Catholith’s “heart”).

Guild of Purity, page 249



Explorer, page 265

RACHID HEARSAY

Purifier Arrival: A group of people who each bear some kind of trophy taken from a defeated automaton have arrived in Rachid. Though outwardly calm and friendly, they seem distraught about the whispers vouchsafed by the Catholith, though no one in Rachid has yet discovered why. Though secretive, they say they belong to an organization that does good works across the Steadfast called the **Guild of Purity**.

The Red Door: A group of five **explorers** regularly but secretly enters one of the mesa doors called the Red Door (so named because it’s red instead of white like all the others). They haven’t revealed what they’ve discovered, but they are responsible for an influx of iotum into Rachid over the last few months.

Catholith Intruder: A automaton composed of thousands of individual metallic cables and threads has appeared within the hollow of the Catholith’s eye. It is sometimes seen scurrying across the surface of the monument at night only to slither back into the hollow when the sun rises. Sometimes, shafts of light lance from an object visible in the hazy distance far beyond the span, apparently striking the automaton in a way that pains it.

Political Crisis: The easy manner in which Uncle Jath governs Rachid isn’t appreciated by all the Osolarians. A couple of young Osolarian hotheads are undermining Jath’s control by spreading rumors about supposed acts of incompetence. They’ve also been spying, looking for anything that might

actually be true to use against him, and they’ve conducted quite a bit of sabotage on their own to bolster their rumors.

Haster Hunters: A many-legged creature hunts the mesa walls, menacing haster-gatherers. Recently the menace has turned more serious, as several gatherers have been found dead, pulled back up the ropes by their handlers, their eyes and other soft parts eaten by the hunter. No other information is known, but the Osolarians offer a reward for finding and killing the predator.

THE WEIRD OF RACHID

Clinging Whisper: A walker recently returned from across the span with a whisper that she can’t get rid of. Every time she tries to repeat it, white gel spills from her mouth instead of words.

Restless Legs: The synth-wrapped “legs” of the Catholith periodically rattle, vibrate, and even flex ever so slightly.

Opening Doors: Several mesa doors have been seen to pop open suddenly under the full moon, only to close again when the sun rises.

Wright Stuff: A stranger being hosted by the Cathics is versed in crafting numenera. She says that soon enough she’ll have an ancient mechanism repaired, which means that the Catholith will go from mute monument to animate leviathan. After that, the risen god will finally be able to fulfill its ancient purpose and save everyone—or so the Cathics believe.

CHAPTER 17

TARACAL—SAILS
THE SEA OF SECRETS**TARACAL** RANK 5 (15)

Taracal is a massive, inhabited arcology that migrates across the Sea of Secrets. The arcology remains afloat no matter the ocean conditions, though unlucky citizens are sometimes washed overboard during extreme storms, when waves as high as the arcology itself crash down upon the structure. But most of the time, the seas are calm, the sun is a brilliant sphere above, and residents live lives of happiness and industry. In Taracal, much of that industry is fishing.

Each day, hundreds of different fishing craft, including a few numenera vehicles, break away from the arcology's edge and spread out in every direction. A few are looking for more than fish, especially craft like *deep swimmers* that are capable of taking their crew beneath the waves to explore long-drowned ruins. Taracal explorers sometimes uncover wonders that those confined to dry land could never hope to find.

Taracal ships occasionally come upon vessels in need of assistance, crewed by people from nearby coasts. Most of the time, these people are brought back to Taracal, where those with valuable skills are offered the chance to join as citizens while the rest are given the option to join the hundreds of "bonds" working off labor contracts in the Wells.

The extreme weather that sometimes blasts Taracal is viewed as a kind of god that residents call the *Unfathomable*. The *Unfathomable* is feared but also propitiated and sometimes even celebrated. Successes are

TARACAL STATS

Government: The Canonicate is responsible for governing most aspects of Taracal. For all the religious trappings that the Canonicate uses to rule Taracal, their underlying faith to the *Unfathomable* isn't simply a way to placate the masses, as the cynical might assume. The *Unfathomable* is real, as is plain to see when the Taracal's route takes it past the entity once each year.

Health: 15

Infrastructure: 20

Damage Inflicted: 6

Modifications: Tasks related to remaining afloat and otherwise overcoming natural, inimical conditions of floating on the surface of the ocean as level 7

Combat: The populace can take to boats or directly to the water to defend against attack. The arcology also enjoys a few installations able to fire torpedoes through the water to inflict damage on distant targets or even coastal cities. (If used against individual targets instead of ranked targets, a torpedo can be launched about once every hour with a range of several miles. It will inflict 20 points of damage on the target and all creatures and objects within short range of the target.)

Taracal's population is around 30,000, mostly human.

Deep swimmer, page 172

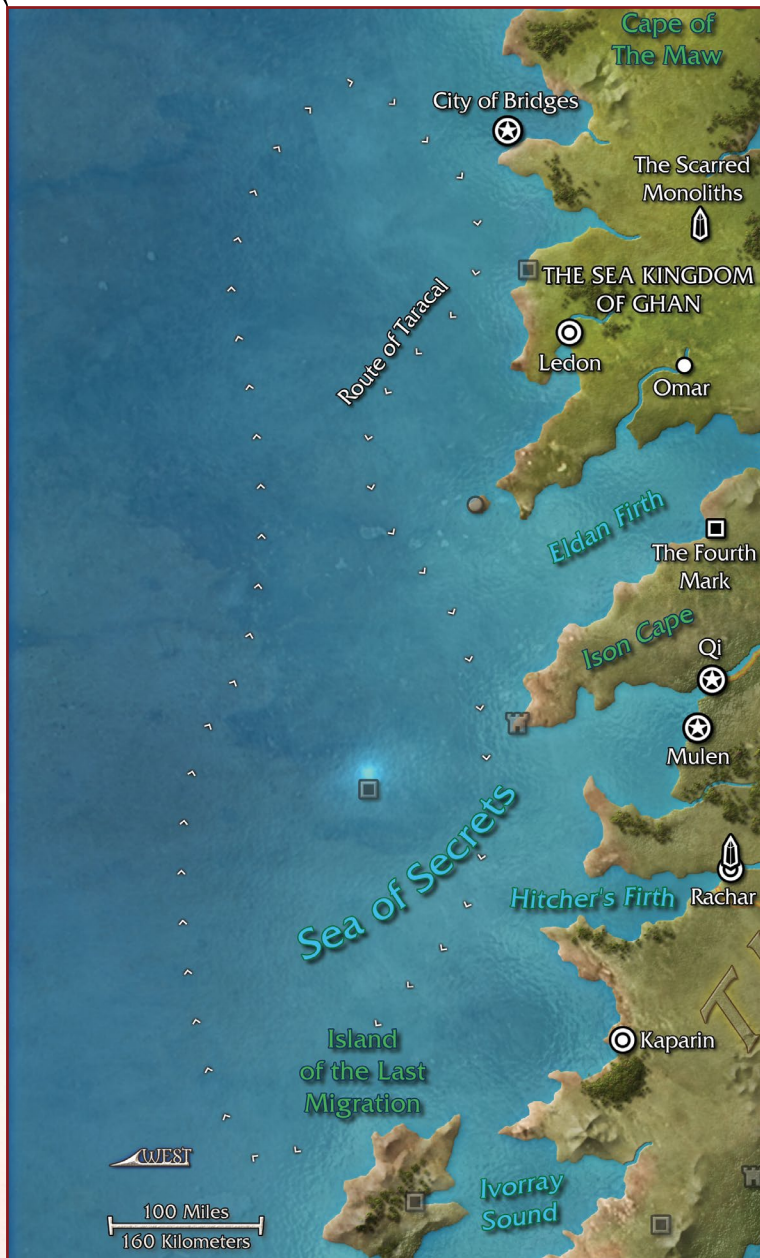
The Wells are a series of compartments containing various numenera devices that provide energy and life to the rest of Taracal.

Wells, page 223

Unfathomable, page 219



*"Taracal is forever. No storm can sink it. No beast of the deep sea can pull it under. No enemy can take it. For this, we praise the Unfathomable. Taracal is forever."
~mantra of the Canonicate, repeated during weekly services on Taracal*



Canonicate, page 221

laid at the Unfathomable's feet, and disasters are said to be the price the Unfathomable asks of those who would make a life for themselves upon a city that floats forever across the oceans of the world.

In addition to fishing, residents take up most of the same sorts of jobs that would be found in terrestrial communities. Of course, netmakers, shipwrights, and synth-line spoolers are more prevalent. Crafters skilled

in working with numenera and resources dredged up from the sea bottom or found in flotsam are also common. Those indentured as bonds do a lot of basic repair work in the Wells under the close supervision of more skilled supervisors.

Finally, there's the **Canonicate**, a religious order pledged to the Unfathomable and to governing Taracal. Members of the Canonicate usually serve for no more than a few years before returning to whatever they were doing before they were appointed; however, some remain with the Canonicate for their entire lives. These latter individuals usually rise to leadership roles, but for those who have fully embraced the Unfathomable's gifts, their "entire life" is only a few years at most.

TARACAL OVERVIEW

Taracal has a central structure shaped like a thick, massive ring that floats half-submerged in the sea. This central structure is composed of responsive synth, synthsteel, and various exotic metals. Connected to the main structure via wire and ropes is a secondary raft called the Float, comprised of floating piers, platforms, nets, and several thousand boats of all kinds and sizes. A series of force walls can be beamed out from the arcology's edge to create a semi-permanent bay that protects the fleet and secondary structures (which are mostly crafted from wood and similar materials) from all but the worst storm surges.

By day, more than half of the small craft are unmoored and spread out across the surrounding ocean in all directions. By evening, most have returned and moored themselves once more to permanent floating piers and rafts that are themselves moored to the central arcology.

When the fishing fleet returns with the day's catch, the marine creatures are sorted, stored, and readied for early morning distribution in the Morning Market—over a thousand different, semi-permanent stalls set up on the floating rafts and piers. Buyers stream down from the main arcology on permanent stairs, temporary rope ladders, or the pocked metallic surface of the arcology's shell. Buyers pay in shins and barter.



Those who pledge to the entity called the Unfathomable gain strange abilities, but the more those abilities are used, the more they sap the life of those who use them, which is why most choose to give up those abilities soon enough.



The central ring has many decks, though community functions are not necessarily separated by deck. The decks include the Sky Deck, the Verdant Deck, the Promenade, several levels' worth of Dwelling Decks (about half of which are above the waterline, half of which are below), and a series of Holds and Wells that contain all manner of strange devices, sealed-off sections, and a scourge of *shinspinners* that must constantly be kept under control.

THE UNFATHOMABLE

An apparently permanent whirlpool several miles across lies along the seasonal path Taracal takes as it follows currents around the Sea of Secrets. An indeterminate distance below, a massive blue-green sphere of pulsating light is visible in the whirlpool's depths. The sphere sings an incomprehensible song to many, but not all, who draw near the phenomenon. This ball of light and power is the Unfathomable.

The Unfathomable's song is both energizing and toxic. It confers unique abilities to those who listen and pledge themselves, but using those abilities shortens one's life. Those who hear the song become candidates for the Canonicate, with those who hear it the most clearly rising to real positions of power, though not for more than a few years at most. Those who open themselves to the Unfathomable are not required to join the Canonicate. However, those who open their minds to the Unfathomable know others who have done likewise. Those who don't join are monitored and urged, politely at first, to leave Taracal.

To most, calling the Unfathomable a god is sufficient. What it truly is, and whether it is even sapient or cares about Taracal and the Canonicate, is more difficult to discern. In addition to the abilities it confers, it has other, wider effects on the surrounding oceans. It can cause storms or calm them. It can generate tsunami-like waves or damp them down. And it can call forth strange entities from the sea called *gybrils* to serve it.

Shinspinner, page 276



Jybril: level 5; health 22; Armor 1; swims a long distance each round; swimming ram attack inflicts 7 points of damage; can generate a variety of other abilities as necessary to attack or defend itself; see *Into the Deep*, page 141



The Unfathomable is real, as is plain to see when the Taracal's route takes it past the entity once each year.

UNFATHOMABLE CONFERRED ABILITIES

Someone might hear the song of the Unfathomable if they come within viewing distance of the entity's whirlpool on a seagoing craft. If they do, they can ignore it, or they can pledge themselves by opening their mind more fully to the alien sounds. When they do, they gain one or more strange abilities conferred by the Unfathomable.

If the abilities remain unused, nothing untoward happens. If someone who pledged themselves to the Unfathomable goes an entire year without using a single ability, the conferred abilities melt away and can never be regained.

Each time a user uses a conferred ability, they must make something similar to a depletion roll called a sapping roll. If sapping occurs, the user permanently loses 3 points from their Might Pool.

Conferred abilities include those listed below. Most who pledge themselves gain only one or two of these abilities, though a rare few can access more. These few are the most likely to be sapped to death. One passive ability that all share is the ability to sense

others pledged to the Unfathomable within immediate range.

Physical Defense: +1 Armor for 28 hours (sapping: 1 in 1d20).

Water Adaptation: Become trained in swimming and able to breathe water at any depth for 28 hours (sapping: 1 in 1d20).

Regenerate Tissue: Regain 2 points of Might each round for ten rounds (sapping: 1 in 1d20).

Suppress Numenera: Suppress all active effects of cyphers, artifacts, and other numenera devices up to level 6 within short range for ten minutes (also prevent numenera effects from being triggered during that same period). This includes special abilities of creatures that are mediated by numenera devices (sapping: 1 in d10).

Electrify: Inflict 7 points of damage on touched target or 4 points of damage on all selected targets within short range (sapping: 1 in 1d20).

Nano Ability: Choose one first-tier Nano ability (sapping: 1 in 1d20).



Nano, page 36



CANONICATE

Those who pledge themselves to the Unfathomable usually join the Canonicate. When they do, they don a grey veil and a bone amulet carved with the symbol of their order (a whirlpool). Members of the Canonicate are accorded respect and a variety of different roles they can take on, as well as food, lodging, and other services for the remainder of their life—even after they leave the Canonicate, as most eventually do.

The Canonicate is responsible for governing and maintaining Taracal. However, no one person is able to stay in the Canonicate for more than a few years without risking death from overusing the strange abilities the order has access to. Consequently, the abuses of power that some organizations develop over time hardly ever occur in this religious governing order.

Leadership roles within the Canonicate vary widely, from those of exceeding importance and visibility to roles that most people never even realize are being filled. The Pilot sees to keeping the floating arcology on its traditional routes through the oceans, the Machinist sees to the devices in the Wells that keep the arcology alive, the Sermoner provides spiritual leadership, and so on. Lesser roles include those held by the Collector (of refuse), the Cleaner (of grime, filth, and barnacles), the Overseer (of fish catches and general order on the Float), the Gardener (of crops grown on the Verdant Deck), and the Defender (of the city against attackers and intruders).

Every week, all the senior members of the Canonicate meet in a large chamber in the Pilot's Tower and discuss the most pressing issues. This Canonicate Council jointly decides how to deal with new challenges, old problems, and new initiatives.

BONDED SERVITUDE

Those who are found guilty of severe crimes or who come to Taracal with nothing to offer become **bonds** pressed into indentured servitude for about five years. A bond is instantly identifiable by the thick metallic bracelets welded around their forearms. Bonds who work off their debt can join Taracal as full citizens with skills that likely put them in line for a supervisory role. Those who refuse bonding or who become bonded but fail to

work are put into a simple wooden craft with three days' of food and water and sent away on pain of death if they return.

Most bonds work in the Wells and Holds, though many can be seen on the Verdant Deck or serving as crew among the multitude of fishing vessels. Wherever they work, they must return to the Holds where bond quarters

are distributed among the ballast and excess stocks.

The best way to leave indentured servitude early is to be lucky enough to hear the Unfathomable and, from there, join the Canonicate. Bonds that bypass their contract by joining the religious order are accorded the same rights as any other member of the order after a few months of service to the Collector or the Cleaner.

Rumors constantly swirl that a small group of bonds plans some kind of revolt, but nothing has ever come of it.

SEA TRADE

Because the Taracal moves with the current, it passes several cities along the Steadfast's western coast each year. Large cities enjoy trade with Taracal's fleet, dispensed during the floating city's closest approach. Though the bounty of the sea is large, some things are difficult for the community to get except through trade. The cities that Taracal typically conducts trade with include Kaparin, Mulen, Ledon, and the City of Bridges. A community that reacts poorly to the influx of trading vessels is not visited again for at least ten years.

Most seaside kingdoms enjoy the additional trade opportunity offered by the floating city. The Canonicate's abilities conferred by the Unfathomable, however, are a secret that is rarely revealed.

SKIRMISHES WITH SKELIRROTH

Skelirroth is an undersea community comprised of underwater dredges several miles long. Humans reside in the dredge fleet, living on processed material scraped from the ocean floor as the vehicles continue their centuries-long, automated mission of resource extraction. The dredges' massive blades, lined with intakes, create great furrows in the ocean floor. Whenever the fleet passes, fishing in the water above is severely impacted.

A bond is instantly identifiable by the thick metallic bracelets welded around their forearms.



Typical indentured bond: level 2, tasks relevant to their assignment as level 4

Skelirroth fleet: rank 5



The Overseer: level 6; Armor 1; Suppress Numenera and Electrify as described under conferred Canonicate abilities

For the most part, the residents of Skelirroth have no understanding of who originally built the vehicles or the damage they do to the areas of the ocean they pass through. They also fail to understand that they live within a completely artificial, mobile underwater environment. However, that doesn't stop Taracal's enmity toward the dredges. Over the last several years, boarding parties have been sent, albeit with little success in redirecting the massive vehicles.

New plans are being drawn up to permanently end the Skelirroth threat. They involve invoking the Unfathomable to switch off the machines that power the fleet; however, the specifics are still being worked out by the Defender.

LOCATIONS AND PEOPLE

THE FLOAT

The Float is the framework of rafts, piers, and various craft numbering in the thousands that are moored or permanently attached to the edges of Taracal's main arcology. Though fishing boats come and go in massive daily diasporas and homecomings, the piers and floats always remain. The first part of each day is a frenzy of buying and trading called the Morning Market, but even after the main trading is done, secondary markets run the rest of the day, selling every good and service that one can in Taracal—clothing, furniture, bond contracts, fresh water, oddities, and various services. The Canonicate often outsources tasks to those with skills and knowledge, so instead of attempting to build some needed numenera device or installation themselves, they'll come to the Float and look for a wright or other crafter willing to take on the job.

Abikitan: Metallic paint streaks the face and skin of this woman who owns a semi-permanent shop on the Float—called simply Abikitan's—that specializes in golden puff pastries. The pastries are called egg pies and are small enough to fit three to the palm. The inside is filled with a creamy, custard-like substance that most agree is wonderful. In addition to egg pies, Abikitan sells all manner of stimulating and alcoholic drinks in carry-outs—cups made from the castoff shells that are mostly thrown overboard after each day's catch is processed and sold.

Abikitan is known to many for her shop but is better known for her healing services, competing with the Canonicate's Healer. The Healer rarely leaves the main arcology, whereas Abikitan will travel about the Float and provide personal healing assistance in return for favors owed.

The Overseer: The Overseer is taller than most people in Taracal, standing about 7 feet (2 m) high. He stands out in his grey Canonicate veil as he moves here and there about the Float. He's most active during the Morning Market, commanding a small army of bonds and junior Canonicate pledges as he sees to the quality of each day's catch—making sure each craft allowed moorage is contributing to the welfare of the floating arcology and to general order and law.

New arrivals to Taracal are soon noticed and approached by the Overseer. It's his job to determine if visitors should be taken into service (if they have no way to leave on their own) or be given some other option. Visitors with their own means of travel may be charged a moderate fee each day they moor on the Float, which needs to be paid in order to avoid having the craft taken by the Canonicate. The Overseer is not unreasonable, however, and will negotiate with PCs who offer a service or rare good in exchange.

SKY DECK AND PILOT'S TOWER

The topmost level of the arcology is the Sky Deck, which rises about 500 feet (150 m) above the waterline. It's completely open to the elements and offers some of the best views of the surrounding sea. The Pilot's Tower is located on the Sky Deck and rises another 200 feet (60 m), allowing the Pilot to see even more of the distant horizon. Most of the Sky Deck's floor is made of translucent synth, though parts have been repaired with glass or crystal.

Many different activities occur on the Sky Deck, including general lounging, festivals, and daily ceremonies led by Canonicate deacons praising the name of the Unfathomable.

The Pilot's Tower is generally off limits to those not of the Canonicate, though exceptions are made for visitors who have agreed to aid the community in some way. For instance, sometimes the tower's controls break down and someone with sufficient skill and the right parts must be granted access (assuming the job is too big for the Canonicate's Machinist). When the controls in the Pilot's Tower are working properly, the arcology can be actively steered about the ocean at a sedate pace. Usually, the Pilot keeps Taracal floating along the same ocean current year in and year out, where fishing is richest.

The Pilot: The woman currently serving in this position was only recently promoted when her predecessor died from using his Unfathomable abilities too often. In addition to her grey veil

Abikitan: level 4, healing tasks as level 7; carries a level 6 artifact on a leather strap that can cure diseases and poisons and instigate the growth of replacement limbs or organs (depletion: 1 in 1d20)

Pilot: level 4, ocean navigation as level 7; Water Adaptation as described under conferred Canonicate abilities

and bone amulet, the Pilot wears red gloves to cover a disfigurement she suffered while working as a bond down in the Wells. As others have done, the Pilot left indentured servitude early to join the Canonicate. She's grateful for the opportunity and honored that she was elevated to such a lofty role so quickly, but she still retains a bit of resentment for the entire system. Before being shipwrecked and rescued by Taracal fishers, she was known as Moila, and she exulted in exploring the wide seas of the world. If given half a chance, she would consider doing the same again. She has a soft spot in her heart for fellow travelers.

VERDANT DECK, PROMENADE, AND DWELLING DECKS

Beneath the Sky Deck is the Verdant Deck, which houses most of the farms. The farms are lit by translucent skylights and tended by an army of gardeners (many of them bonds) under the auspices of the **Gardener**, who never talks to anyone but her plants, unless she's giving gruff orders to the bonds who answer to her.

The Promenade is a deck of wide-open spaces that extend through the ring all the way out to mostly open patios and porches. Small markets, sculptures and other art, and Canonicate shrines and temples to the Unfathomable make up large portions of this deck. Some residents have moved their domiciles here, too, though they must provide exorbitant services in return for the privilege. For instance, **Castigan** the wright lives on the Promenade overlooking the sea in an especially fine dwelling of his own creation. In return for this privilege, he spends half of his time each day assisting the Machinist down in the Wells.

The Dwelling Decks are where the vast majority of Taracal's population lives in close proximity to each other in a series of cabins and public spaces. Food is distributed, public showers and baths can be accessed, and community entertainments can be enjoyed. A citizen of Taracal usually gets some time on the Sky Deck or down on the Float each day and may choose to take on community tasks. Many are fishers or related to fishers who may not come back to their cabins for days or even weeks at a time. Others are entertainers or food preparers, or they provide some other personal service, either in the Dwelling Decks or from a semi-permanent shop down on the Float.

WELLS AND HOLDS

Far below the waterline are the dark and damp Wells and Holds. The Wells are the realm of the Machinist and the hundreds of bonds

who serve her and the needs of the arcology. Engines of many kinds keep the arcology alive, powered, and in good repair. The Machinist and the bonds, in turn, keep everything in good repair. They are sometimes aided in that job—but more often frustrated—by an infestation of **shinspinners**. Though they are vermin, shinspinners have a knack for tinkering, and they have been the cause of more than a few minor disasters.

The Holds, for the most part, are sealed off and have remained so for time out of mind. The Canonicate, happy with the status quo, is in no rush to open them up and find out what's inside.

Machinist: Though the Machinist wears a veil and heavy robes, it's easy to discern that she moves about on a nest of metallic legs, replacements for the limbs she lost in an accident in the Wells. Thanks to her own knowledge and that of Castigan the wright, an assistive leg chair was devised for her, which she straps herself into each day. Unexpectedly, the device works so well that she can now clamber into places she was previously unable to access. The Machinist keeps several pet shinspinners with her at all times that are trained to retrieve tools and accomplish minor mechanical tasks under her supervision. Others, especially the bonds under her direct command, wonder if her affection is misplaced, but she is Canonicate and they are indentured, and as they often say, "It's not for us to wonder why."

Shubem: Shubem is a small man who speaks several languages but all of them haltingly and with simple diction. He is a mutant with an extra, fully functional arm. If anyone can be said to speak for the bonds of the Wells, it's Shubem. Officially, bonds are not allowed to organize, but if the Machinist wants to motivate the bonds or get them to lay off a work slowdown without resorting to punishment, she talks to Shubem. Shubem wants what is best for the bonds, so he is usually interested in helping defray tensions. The bonds look up to him because of past allowances he's negotiated on their behalf. Shubem also knows a secret entrance into one of the Holds, where he discovered a wealth of iotum. He's been slowly assembling a vehicle that he hopes is capable of water travel, but given the strange energies that he's tapped recently, he's beginning to wonder if the vehicle isn't meant to travel into alternate dimensions.

Shinspinners, page 276

Machinist: level 4, crafting numenera tasks as level 6; can climb any surface up to a short distance each round; Suppress Numenera and Nano Ability (Scan) as described under conferred Canonicate abilities

Gardener: level 4, tasks related to growing plants and food crops as level 6

Castigan: level 4, tasks related to crafting numenera, carpentry, and metalworking as level 6

Shubem: level 4, tasks related to crafting numenera as level 7; knows a plan for crafting a dimensional treader

Dimensional treader, page 172



Jagged Dream,
page 218



Storm surge: rank 6



TARACAL HEARSAY

Jagged Dream Infiltration: The Canonicate has uncovered worrying clues that some among them may secretly be part of the *Jagged Dream*, a cult that desires to plunge the world into war. Discovering who and how many Jagged Dream members there might be, and what their plans are, has become a priority.

Missing Boats: In the last few weeks, many of the fishing craft that have left Taracal and traveled east toward the coast have not come back. The Overseer wants to dispatch someone, preferably someone with knowledge of locations beyond the ship, to find out what's become of the missing fishers. Pirates are suspected.

Storm Surge: According to a Canonicate deacon called the Forecaster, a horrific storm is due to engulf Taracal within the next week. All sorts of tasks related to securing the Float must be done, including repair of moorage lines, an inspection of the numenera installations generating the force curtain that protects the Float, and probably seeing to a variety of emergency tasks while the storm rages.

Envoys Needed: Relations with a city-state along the western coast of the Steadfast have deteriorated to the point that war might erupt. Taracal could steer farther out to sea to avoid the worst of what the rival might be able to throw at them, but doing so would put them out of their current, decreasing the fish catch and depriving them of the trade that they enjoy with the coastal community. If possible, a peace settlement would be preferred.

Salvage Gone Wrong: A wreck of a strange machine was found on the sea floor and returned to the Float intact. Globes of light wander within the fluid-filled vessel made of amber crystal, giving off flashes of energy when they bump into each other. Instead of being salvaged, the machine was set up in a semi-permanent shop by its buyer, Amdralo Rendar, who claims that communing with the globes is a way to find inner peace. However, rumors are increasing that those who attempt such a communion end up with terrible nightmares.

Shinspinner Uprising: Always a problem, shinspinners are starting to spread up out of the Wells and into the other decks. They've even been seen scampering across the Float. There must be a secret den hidden in one of the Holds that is responsible—a hive of particularly large size. The question is, where is the hive, and if found, how can it be burned out?

THE WEIRD OF TARACAL

Missing Hold: The bonds working among the Wells say that there is a sealed door to a Hold along a little-used passage between two Wells that sometimes exists and sometimes not, as if the door had never been there at all.

Unfathomable Reasons: A sickness has begun to affect the Canonicate, even those who have not recently used the abilities granted to them by the Unfathomable. The sickness manifests as a fever and hallucinations, turning a few of the Canonicate violent or paranoid and the rest feeble and uncertain. If the source of the sickness isn't found, Taracal will surely founder.

Westerly Winds: For the last few days, winds out of the west have brought scents of lush greenery and humid forests. But boats dispatched in that direction continue to find nothing other than a strange shadow—like an island might make on the water if there were actually one there.

Bangs, Clangs, and Knocks: At first, it was assumed the hollow banging coming up from the Holds was just random equipment shifting. But those who pay close attention say they hear a rhythm to the noise, as if made by someone trying to get a message out.

Hole in the Mind: The arcology is ring-shaped, which means the center is open to the sea. However, newcomers notice that no one ever speaks about, looks toward, or in any other way acknowledges the fact that there is a massive hollow in the center of Taracal. Within a few weeks, newcomers begin to forget it's there too.

CHAPTER 18

DELEND — UNDER
THE CHANGING MOON**DELEND** RANK 4 (12)

Though relatively small in population, more of Delend's residents are trained in the numenera, exploration, and diplomacy than most communities of its size. That's because, over the years, word has crept across the Steadfast about a massive complex called the Changing Moon that floats over the community and blots out the sun except at sunrise and sunset. Over time, those with interest and the ability to travel trickled in to study and explore the object.

The Changing Moon is a massive, ancient edifice distinguished from many other ruins by the way its miles-wide bulk floats without any obvious support. Even among ruins that hover, the Changing Moon is unique in how it periodically alters itself: its visible features and overall shape flow and change in discrete and sudden episodes called shifts. During a shift, a visible line sweeps from one end of the structure to the other. Along this change line, structural motifs, textures, hues, openings, architectural prominences, bridges, balconies, and a variety of protrusions that defy easy categorization are randomly shuffled. After the shift passes, the structure's facade (as exploration shows) interior are different than they were mere minutes before.

Despite years of study, the Changing Moon offers ever-changing opportunities for explorers, salvagers, and lore-gatherers (sometimes called observers). And so, in the permanent twilight under the Changing Moon, a community of explorers, salvagers, and observers is exactly what has developed.

Reaching the Changing Moon from Delend is accomplished through a variety of means, but the most popular is an anchored structure called Hildwin's Ladder. After each shift, there's a good chance that the ladder is no longer directly attached to whatever architectural protrusion it was using to connect to the moon, but the Delendrim stand ready to extend the ladder's connection anew each time

DELEND STATS

Government: A guild of salvagers and traders used to run things in Delend, but a couple of decades ago a nano named **Melyndwr** seized power in a coup. Her rule is strict and somewhat tyrannical, but effective.

Health: 12

Infrastructure: 15

Damage Inflicted: 6

Armor: 1 versus **red rain** events

Modifications: Dealing with natural (or unnatural) disasters as rank 6—disasters like fire, iron wind, red rain from the Changing Moon, or other effects that might be mediated by the cabal of dedicated numenera scholars that exists in Delend

Combat: The bulk of any conflict is lately handled by Melyndwr's vat warriors, though that force is bolstered by nanos, glaives, and ingenious installations built by wrights, usually at need.

Melyndwr, page 228

Red rain, page 227

Delend has around 5,000 inhabitants, mostly human.

it loses contact or, as sometimes happens, is partly erased as a line of change passes.

Delendrim explorers try to time their visits to the Changing Moon so that they're not inside during a shift. The locals have developed a variety of methods to gauge when another shift is likely to occur, so they're usually successful. Even so, sometimes it's difficult to escape due to unforeseen complications or an unexpected shift. Explorers inside can become lost as the route they used to get in is shuffled and changed. They may also be shunted away to wherever earlier iterations go when a shift occurs. If they're lucky, lost explorers of the Changing Moon are eventually returned to reality, but sometimes they just disappear for good, never to return.

The Changing Moon is what the Delendrim call the massive structure that floats over their city's valley, shifting its configuration from day to day and sometimes from hour to hour.



If they're lucky, lost explorers of the Changing Moon are eventually returned to reality, but sometimes they just disappear for good, never to return.

The Changing Moon experiences a shift once each day, on average, often just after sunrise. Sometimes, however, shifts can happen as frequently as once each hour or, during severe "shift storms," once every few minutes.

Hildwin's Ladder, page 229



Philethis, page 247

DELEND OVERVIEW

Lying in the Changing Moon's constant shadow, the city of Delend is almost always lit with bright lamps (mostly strange devices rather than fuel-burning lamps.) Under Melyndwr's somewhat harsh and bullying leadership, Delend's ramshackle, boom-town nature has been updated with a newer aesthetic that prizes taller structures and straight roads.

Moon Street, the main thoroughfare through the city, is always busy. The markets, the Halls of Change (where public lore and curiosities about the Changing Moon are shared), Melyndwr's mansion, and other important locations lie along this road. At one end is the Entrance Arch, where the street becomes a rutted trail that extends into the Black Riage Mountains. At the other end of the cobbled road is *Hildwin's Ladder*. Some traffic is usually visible on *Hildwin's Ladder*, whether it's explorers heading up or down or the latest wave of crafters rebuilding it after the most recent shift.

The salvaging and trading guilds that once governed Delend are not gone; they've just shifted their area of control to a compound

at Delend's edge. As long as they respect Melyndwr and keep to the basic rules, they are allowed access up and down *Hildwin's Ladder* like anyone else. And like anyone else, they are subject to a return fee after coming down the ladder and must give up a percentage of their salvage. This has led to instances of armed resistance, smuggling, and other means disgruntled explorers have used to avoid giving over any part of their salvage. One method the guilds occasionally try is using a numenera device or vehicle to reach the Changing Moon instead of using the ladder. This sometimes works but also sometimes ends with the expedition cut short as the device or vehicle is shot out of the sky by a defense or special ability employed by Melyndwr or those in her employ.

THE CHANGING MOON

The bottom of the structure hovers a very long distance above the city of Delend. The hovering ruin is built primarily from an odd metal that locals call crimson cube. Delendrim observers guess that some quality of crimson cube allows the Changing Moon to rearrange itself as quickly as it does; however, objects and creatures within the floating structure are also subject to being caught up in the change, so alterations can be projected beyond the metal itself.

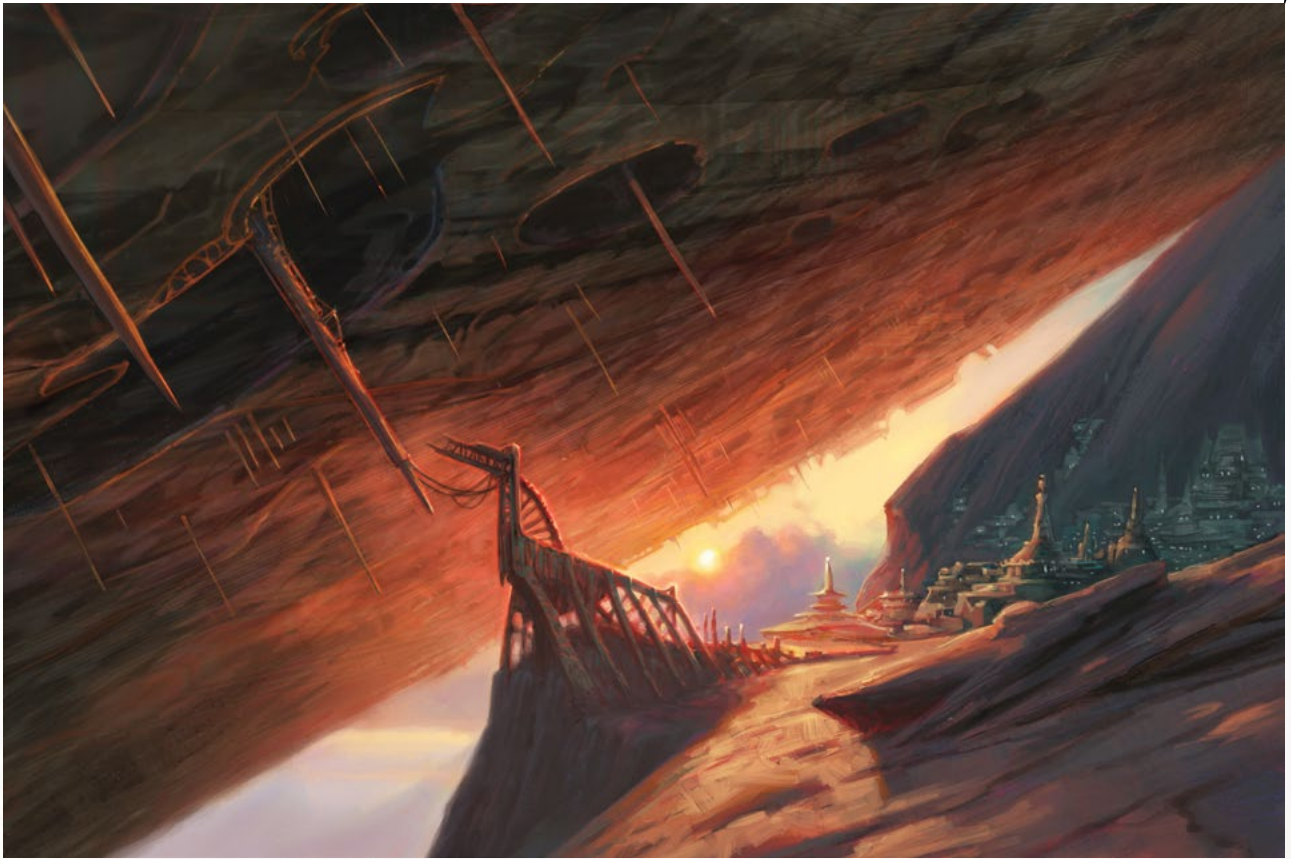
Inside the Changing Moon, chambers, passages, halls, tiny spaces, and vast cavities are often tiled or composed of crimson cube, but otherwise, the contents vary in large and even incredible ways. Often, they're empty, but sometimes they contain machines (long broken or still functioning), creatures (mummified or active), weird phenomena (often benign but sometimes lethal), and passages to locations that seem to lie outside the Changing Moon but dissipate the next time a shift occurs.

The structure is a constant lure for those thirsty to discover, salvage, and explore. Many explorers have entered the Changing Moon with only a desire to witness wonders of the prior worlds, but even these wonder-seekers are not shy in collecting cyphers, artifacts, or valuable salvage. There's a saying in Delend: "Can't find what you're looking for? Wait until the Changing Moon shifts."

Some lore-gatherers obsessively record new maps of discrete areas within the Changing Moon after each shift. Most of these records are kept in the Halls of Change. They hope that, if they keep at it long enough, they'll discover some pattern to the changes and finally unlock the mystery of the floating

CHANGING MOON MAPS AND ENCOUNTERS

As the GM, the ever-changing nature of the floating structure's interior (and exterior) gives you wide latitude when creating routes, specific locations, machines and devices, and creature encounters. Other than the crimson cube visual theme and a slightly larger-than-normal chance of running into an observing *philethis* or two, nothing obviously ties different internal locations together. If the PCs communicate with creatures in the Changing Moon, the creatures indicate and truly believe that they've always been there, even if explorers are fairly certain that the creatures they're talking to only appeared after the last shift. Of all the creatures encountered, only the *philethis*—like other external explorers—seem to persist between shifts. But of course, the *philethis* never comment on what *they* believe.



structure. Whether that hope is reasonable or doomed to failure is anyone's guess.

TALK TO THE MACHINE

Characters who hit on the concept of regarding the entirety of the Changing Moon as one vast machine are not far from the truth. However, attempts to talk to this machine don't provide much support for or against this theory. Those making the attempt will hear a constant, low mumble of alien words in the background, suffusing every part of the Changing Moon. This susurrus never responds to inquiries. The only meaning that can be gleaned from it, which is a secret that lore-gatherers may pass on to the PCs, is that the pitch of the background noise becomes higher the closer one travels toward an exit, and it becomes lower the deeper one travels into the Changing Moon.

NAVIGATING THE CHANGING MOON

External explorers who are caught up in a shift face two challenges. The first challenge is immediate: avoid becoming shift-lost like the rest of the moon as it changes to something new. To avoid becoming shift-lost, characters must succeed on a difficulty 1 Intellect defense roll. Applying Effort or having some training in Intellect defense turns this into a routine

task. If a character fails, they disappear and are apparently erased. However, there's a chance they can be recovered during a future shift, especially if help is sought from the Halls of Change in Delend.

If an explorer avoids becoming shift-lost, the second challenge is finding their way out even though the route they used is gone. Trial and error works, but characters who succeed on a difficulty 6 Intellect task are able to navigate the passages and find one that leads to an exit. Learning to hear the moon's sounds and knowing what they mean eases this task by two steps (this counts as an asset).

RED RAIN

In what is thankfully an infrequent event, the Changing Moon sometimes weeps a reddish fluid that drizzles down across Delend. The red rain is destructive, being composed of tiny, cube-shaped "insects" made of animate crimson cube. The tiny creatures swarm across whatever they touch, tearing it down to build up strange slabs about 9 feet (3 m) high and only a hand's breadth thick. The slabs are aligned so that one face looks exactly west. A red rain event is a rank 3 natural disaster. Over time, Delend has developed ways to mitigate the threat, providing the community with 1 point of Armor against damage from the event.

Attempts to salvage crimson cube so it can be used to craft numenera never work because the substance evaporates once taken from the Changing Moon.

From the perspective of a character who becomes shift-lost, nothing seems different—not even their companions. Unless they are recovered from a shift, they may go on to lead what seems to be an entire life in the limited, hidden realms somehow hosted by the Changing Moon.



LOCATIONS AND PEOPLE

HALLS OF CHANGE

Situated near Hildwin's Ladder, this large structure has several rooms set aside for books and journals that record discoveries found in the Changing Moon over the last few hundred years. Strange creatures, formations, rumors, and lore can be found here. Anyone can access the halls if they get a day pass from a woman named Efreya (or as some formally call her, Observer Efreya), who owns and maintains the structure. In addition to lore, a few chambers are set aside for meetings, and there is a large open area ideal for assembling expeditions prior to ascending Hildwin's Ladder.

Observer Efreya: Efreya always has at least a couple of journals tucked under one arm and wears a series of heavy lenses over her eyes that she can raise and lower. She says looking through the filters gives her insights about the Changing Moon. What those insights are, however, she doesn't explain. For those who want to read the halls' collection of lore, Efreya charges either a few io or some interesting observation of the Changing Moon in return for a day pass. While she outwardly supports Melyndwr, she privately worries that Melyndwr's ends do not justify her methods.

In fact, she has begun secretly meeting with Guildmaster Navan, whispering of ways that Melyndwr could be removed without harming the community.

Boss Melyndwr: This nano is fit and muscular, with a brusque manner. She seized power in Delend a couple of decades ago in a somewhat bloody struggle, but by now most people have come to accept the arrangement. After all, under her rule, no one goes hungry, work teams rebuild Hildwin's Ladder after each shift, and pending shifts (as prognosticated by her) are posted in the public square on Moon Street. On the other hand, crossing her and her small horde of vat-grown warriors—even to suggest minor improvements to the status quo—can earn someone the status of an ingrate or even a forced trip into the Changing Moon prior to a shift. This latter sentence is called the Moon's Trial. Those who find their way back after the shift are given the benefit of the doubt or at least considered to have been adequately punished. (Actual crimes can result in a Moon's Trial sentence as well.)

OBSERVATORY

The spire of this large structure contains a 10-foot (3 m) long metallic tube. An exterior platform at the base of the tube allows an

Melyndwr: level 6; health 25; Armor 3 from an esotery; very long range, gravity-crush attack from an esotery inflicts 7 points of damage and ignores Armor; three useful cyphers

Vat warrior: level 3

Melyndwr grows her vat warriors in a birthing vat installation.

Birthing vat, page 155

Observer Efreya: level 3, tasks related to knowledge contained in the Halls of Change as level 7; artifact lets her see invisible and out-of-phase creatures and see when a creature is lying to her



observer to gaze up through it and see small features on the face of the Changing Moon in stark detail. A man named Thim is responsible for keeping tabs on the floating structure and to prognosticate when the next shift is due. He sends a messenger with that news each day along the Moon Street.

Thim: Tall, nervous, and balding, Thim sees things that others usually miss. Thim has learned to recognize subtle cues that others miss, and his forecasts are about 90 percent accurate. Melyndwr installed him in the Observatory after sentencing the building's previous owner to the Moon's Trial, from which they never returned. Many in town hold that against Thim, blaming him for what happened. But Thim has learned that most people don't care that he had nothing to do with the fate of his predecessor—he is a safer target for their anger than Melyndwr. As a result, however, Thim rarely leaves the Observatory.

GUILD COMPOUND

This structure is essentially a well-secured wall that completely surrounds a large warehouse and a few auxiliary buildings that provide food, board, and other appurtenances for the twenty or so people that live here. About ten vat warriors watch the periphery of the wall, as well as a couple of human guards, who report all comings and goings back to Melyndwr, especially attempts to reach the Changing Moon without Hildwin's Ladder.

Guildmaster Navan: Navan has a machine leg that whirrs and clicks. He oversees most of what goes on in the compound, including arranging for daily expeditions to the Changing Moon. He's also fully aware of and, in some cases, helps plan expeditions that attempt to circumvent Hildwin's Ladder using newly renovated cyphers or artifacts that allow one to teleport, fly, or at least fall from a great height without getting hurt. He is vehemently against the requirement to use the ladder and the payments that must be made by returning expeditions. He secretly plots with others in and around Delend to see Melyndwr removed from power and the city.

HILDWIN'S LADDER

The area around Hildwin's Ladder is the site of constant construction and crafting. A crew of about twenty people, including wrights, carpenters, metalworkers, and others, is always working on new extensions and segments for the ladder so that they're ready when the next shift takes part of the ladder with it. They can extend a new section into place and secure it within about an hour. In addition to the workers, the area is usually guarded by about twenty vat warriors and a fee-taker working on behalf of Melyndwr. Often, Melyndwr herself is around, especially near sunrise when a new change is most likely to happen. Anyone coming back down the ladder must give up about 30 percent of their salvage to the fee-taker.

Guildmaster Navan: level 5, tasks related to detecting falsehoods and perception as level 7; machine leg allows him to teleport up to a very long distance once per day

Thim: level 3, tasks related to perception and predicting patterns as level 7

As it happens, the ladder's original builder, Hildwin, disappeared ten years earlier in the Changing Moon.

Vat warrior: level 3

Fee-taker: level 4, detecting falsehoods as level 7

Melyndwr's guards: level 4

Typical trader: level 2, tasks related to perception, persuasion, and navigation as level 5

DELEND HEARSAY

Brigands: A growing group of brigands has set up camp in the next valley over and may be forming a horde to overrun Delend and seize access to the Changing Moon. Melyndwr would like someone to scout out the situation.

Red Rain Coming: Thim in the Observatory has prognosticated a particularly potent red rain event, one that will likely begin within two weeks. However, an installation designed to protect from the rain is not working. A call goes out for 5 units of oraculum.

Secret Meetings: A group of hooded people are meeting some nights in the cellar beneath one of the two public houses found along Moon Street. Whenever Melyndwr's vat warriors have gotten close, they've scattered and escaped. Melyndwr offers an impressive bounty for information about the purpose of these meetings and the identities of those involved.

THE WEIRD OF DELEND

Returning Chamber: Explorers have noticed that, unlike everything else in the floating structure, one chamber seems to return from time to time, though in a different location each time it's discovered. The chamber seems to exist within some much larger space (larger, even, than the entire Changing Moon) and features a series of floating, crimson-cube platforms that ascend like giant steps toward a central, sun-like source of brilliance.

White Rain: Unlike every other red rain event, a recent one dropped a thick, white, gel-like liquid and soaked all of Delend. No obvious effect has yet been observed, but people are nervous. Except for a few patches, the white rain has all evaporated.

Void Visitors: A massive craft—yet only about a twentieth of the size of the floating structure—descended from the void and now hangs docked to the side of the Changing Moon. Strange lights periodically flash from the point of contact.

STARTER COMMUNITIES

Cassinhill, page 232

Folier, page 234

Glain, page 235

Qi, page 144

Enthait, page 203

Ikalen, page 235

Megwill Cove, page 236

The idea behind *Numenera Destiny* is that the PCs are helping to build a better future. The eleven small settlements in this chapter are examples of places where a small group of motivated characters can make big changes in the lives of hundreds of people. Each has a significant problem, obstacle, or need that player characters can address. The GM can use them as encounter hubs, places to rest in an ongoing campaign, or opportunities for the PCs to become emotionally and technologically invested in the prosperity and survival of these places.

All of these settlements are on the small side—villages and towns with no more than 3,000 people. In such small communities, it's easy for the characters to become well known or even famous, yet still have many significant, personal interactions with the people who live there. One or more PCs might be from one of these places, and the reason they became explorers is because they need specific resources to fix things at home. Of course, the PCs can instead decide to help a big city, like *Qi*; one of the larger settlements described elsewhere in this book, like *Enthait*; or even build their own base with the intent of it blossoming into a new community. But the smaller communities described here are an excellent way to introduce PCs to managing a community and seeing how building installations and commonplace structures can greatly improve the quality of life of regular people.

COMMUNITY OVERVIEWS

The following are short summaries of each of the starter communities.

Abbrilo: This town of 2,500 people is built within a tower-like ruin that the locals continually explore and salvage. The leaders hope it becomes a hub for trading numenera, but salvage output is declining due to dangerous creatures within the tower. The highest floor of the tower is rumored to be a trove of artifacts, a prison, or a numenera vehicle.

Cassinhill: This hard-to-find mountain village is home to 500 people and located near a varjellen settlement. Devices salvaged from a buried ruin at its heart provide food, toughen defenders' flesh, and create a useful poison. The village is currently having a dry spell, and some younger people have turned to recreational drug use. The ruin under the village "breathes" every few months, though no one knows why or whether there is any effect.

Folier: This village of 400 is built on a living lattice of tiny, oyster-like creatures in the ocean. The inhabitants have completely adapted to life on the water, and some of their children have the ability to communicate with stingrays. The village's isolation and environment mean the people have limited resources and are cautious with strangers.

Glain: This village of 600 is in a steep mountain valley. They have a machine that creates adamant silk, but they lack enough fuel to create and export as much silk as they'd like. The leader is determined by whoever donates the most wealth to the village. Chirogs contaminated with radiation are a frequent threat, and strange musical tones seem to goad nearby abhumans into attacking.

Ikalen: This nomadic village travels on a dozen sailing vessels that traverse a giant salt flat on skis. Bound by their traditions, they are always running short on water and food. Building more ships would allow them to store more, but they don't know where to find the materials. A wrecked flying machine in their territory is surrounded by skeletons and makes visitors fall asleep.

Megwill Cove: This coastal fishing village of 700 people is built on a foundation of several room-sized structures. The locals worship the sea and believe in inspirational supernatural visions. They keep small talking fish as pets, and they trade fish, jewelry, and salt for foreign goods. A sunken ruin offshore glitters at night, and villagers are on edge because of some recent disappearances.



Rathatruum: This town of 1,500 people is built on the back of a giant wandering automaton. Unable to use traditional farming, the people build rooftop gardens on all their homes. The automaton is haunted, its legs are beginning to fail, and the people are at the limit of their knowledge on how to make things better. Run by a council of guild leaders, the town faces frequent food shortages and the threat of an uprising by lower-status citizens.

Sleeping Rock: This glass-mining village experiences frequent, stomach-churning time skips forward and backward. Locals believe the skips can give them precognitive visions, and some outsiders think the skips can cure afflictions. Something in or near the village also makes metal degrade quickly, forcing the locals to keep their tools in pristine shape.

Stonefoot: In this swamp village of 300 people, years of work have created large areas of dry land where they have built sod homes. On the fringes are stilted wooden shacks. Building materials are in high demand, especially because something underground makes sections of the village rise and sink unexpectedly. A mud pit at the center of the village produces a precursor material to apt clay.

Tarshu: This town of 1,100 is constructed on several flat-topped, floating “islands” across a

canyon. They use large flying beetles as cavalry and for racing, but only children and small adults can ride them. The people are a little smug about their community compared to those who live on the ground, and they face population pressure because of limited space to plant crops.

Vot: This young village has only 60 people. Founded to exploit a strange youth-giving fruit growing on a weird grove of tall trees, the village needs more people, assistance against dangerous predators, and a way to get its valuable resources in the hands of wealthy buyers.

ABBRILLO RANK 3 (9)

Abbrillo is a town of 2,500 people built on, around, and inside the Angled Tower, a prior-world structure that has five, six, or seven sides, depending on the elevation. The tower is 400 feet (120 m) in diameter and juts out of a low hill to nearly the same distance in height. The townsfolk use high-energy cutting tools (discovered within the ruin and powered by proximity to it) to slice up its interior and cannibalize its mechanisms.

Abbrillo Overview: The bottom three floors of the Angled Tower have been cleaned out and

Rathatruum, page 237

Vot, page 243

Sleeping Rock, page 239

ABBRILLO STATS

Government: Abbrillo is led by a council of five numenera experts, along with their chosen delegate who acts as a liaison for the council on day-to-day matters.

Health: 9

Infrastructure: 11

Damage Inflicted: 3

Combat: The guardians of Abbrillo use cyphers and commonplace weapons to deal with hostile forces.

Stonefoot, page 241

Tarshu, page 242



Aeon Priest, page 264

CASSINHILL STATS

Government: *Cassinhill is led by a mayor, who is chosen and advised by elders from six prominent families.*

Health: 6

Infrastructure: 8

Damage Inflicted: 2

Armor: 1 *(when the body toughener is activated)*

Combat: *When Cassinhill is threatened, the villagers form a militia, arming themselves with farm implements and hunting weapons, which they poison.*

Delegate Sarden: *level 3, negotiating, salvaging numenera, and understanding numenera as level 4*



Varjellen, page 394

Abbrilo skulker: *level 3, stealth and defense tasks as level 5*

are now used as living and business spaces, with the central section of each converted to a fortified bunker. The townsfolk have used scrap synth and metal from the tower to construct many buildings and a defensive wall around the town's outer perimeter.

The remaining floors of the tower are still being explored, although progress is slow because those areas have interior walls that reconfigure themselves and insane automatons that defend against intruders. The Abbrilo government allows visitors to explore and salvage there, but these guest explorers must sign a contract that requires them to hand over half of what they salvage (as chosen by a native numenera expert).

Living in and around a prior-world ruin has made the townsfolk accustomed to the numenera, and the market district on the ground floor has several shops that sell oddities, cyphers, and even some kinds of iotum. A junkyard near the main entrance holds scrap synth, scrap metal, and piles of parts—free for any citizen who needs material for crafting and sold at reasonable rates to outsiders.

Delegate Sarden: The council's delegate is a tall, thin woman with amber crystals embedded in her knuckles. A former salvager, she was chosen to be the delegate based on her expertise and bargaining skills. Every agreement or transaction she makes is done with the intent of making Abbrilo a stronger

trading partner. She has turned away several **Aeon Priests** who want to study the tower merely because she believes their goals and personalities did not mesh with those of the council.

CASSINHILL RANK 2 (6)

Cassinhill is a village of about 500 people built on and around a long foothill extending outward from a tall, jagged mountain. It is surrounded by farms and forests on three sides and has its back to the mountain, making it relatively hidden and all but unknown to outsiders. In the decades since the village was founded, its people have gradually logged the nearby forest and converted the land into farms. Less than a year ago, a group of **varjellen** settled in a valley to the east, between the mountain's foothills, calling their home Pliian Vix. Separated by ten miles of hills and woods, the two communities rarely encounter each other, and so far, their interactions have been cool but peaceful.

Cassinhill Overview: Cassinhill was founded by six explorers who discovered a small underground structure at this location. They activated several functions of the ancient machine, left for a few years, and eventually returned with their families and began constructing homes. The original explorers died out about twenty years ago, but their descendants have prospered at this location,

ABBRILO HEARSAY

Hazard Pay: The hazards of the fourth floor are very dangerous, and few locals are willing to risk it. The council had a metal scaffolding constructed to allow people to cut into the fifth and sixth floors from the outside, but these turned out to be no better than the fourth floor. Sarden would like to hire some competent outsiders to deal with these problems so her people can continue their work.

Lower Levels: The tower has additional levels underground, but they are inhabited by short **creeping things** that are unnerving to look at and resistant to most attacks. The council has sealed all doors to the buried levels, but sometimes the creatures force their way to the surface and attack the townsfolk. When killed, the creatures dissolve into ribbons of black goo.

THE WEIRD OF ABBRILO

Suspension Ring: The top floor of the Angled Tower is a ring-like structure that floats a few feet above the rest of the tower, held in place by gravity generators. The dozen or so hatches on its outer surface have not been breached, and even the local cutting tools won't mark it. Rumors in town vary from it being a ship, a trove of artifacts, or a prison for a dangerous energy being.

Face Stealers: A flying automaton unearthed from the fourth floor of the Angled Tower scattered dozens of fist-sized metal orbs around the town before zooming off to the northwest. Several orbs have been recovered by the council and function as cyphers that disguise the user as another person. Crimes by look-alikes are on the rise, including look-alikes of well-known people in town, some of whom have alibis.

bolstered by their use of the numenera. Their buildings are a mix of local wood and stone, both of which have a lustrous aquamarine color.

At the center of the village is an excavated area revealing the uppermost portion of the ruin, which looks like an irregular jumble of blue and black synth. An aperture leads to a small network of rooms and tunnels. The explorers were able to reactivate three devices within the tunnels, which are now used for the benefit of the village: a **body toughener**, a **pabulum extruder**, and another device that creates a toxic paste the villagers call **blue numb**. Anything easily salvaged from the tunnels has already been taken (salvaging tasks are hindered by two steps), and the villagers mainly use the tunnels for storage.

Two of the longer tunnels end in doors that can be opened with a small numenera console. The activation sequence has been passed down through the founding families. The doors lead to concealed exits several hundred yards from the village.

Mayor Orish: Short, with spiky grey hair, Orish is in her fifth year as mayor. She and her husband have a small farm near the edge of the village. The presence of the nearby varjellen worries her because they're strange and she doesn't know if their long-term expansion will encroach on Cassinhill's territory.



CASSINHILL HEARSAY

Dry Season: The past two seasons have been strangely dry. The weather has been normal; the clouds have just been raining less on the village. Hunters on the eastern fringes have noticed that rainfall is heavier there, and they've heard lightning strikes farther in that direction. Rumor has it that the varjellen have a weather device that's been pulling the clouds to their village instead of Cassinhill.

Toxic Hobby: Some young adult villagers have started using blue numb as a recreational drug, enjoying a slight euphoria in addition to its relaxing qualities. A side effect of frequent use is lethargy, making the youths unavailable for the hard work of farming, hunting, and logging.

THE WEIRD OF CASSINHILL

The Grinding Breath: Every few months, the tunnels under Cassinhill start making mechanical noises. After a few days, the tunnels quickly draw in air for hours, release it at a much slower speed, and then the noises stop. The villagers don't know why this happens, but there have been no adverse effects, so they shrug and ignore it.

Monstrous Neighbors: Invisible walls of force sometimes temporarily close off streets, roads, and paths in Cassinhill. Anyone viewed through these force fields (from either direction) looks and sounds brutish and inhuman. Sometimes these figures don't move in sync with whomever is on the other side of the force field, as if people are seeing a parallel dimension rather than just a visual distortion.

Body toughener, page 155

Pabulum extruder, page 163

Blue numb: level 2 poison; inflicts 3 Speed damage

Mayor Orish: level 2, social interactions and agriculture as level 3

FOLIER STATS

Government: *Folier is led by a council represented by one member from each family.*

Health: 4

Infrastructure: 3

Damage Inflicted: 1

Combat: *The villagers use hunting weapons to defend their homes.*

Healer Jesjan: *level 2, healing and social interaction as level 3*

FOLIER RANK 1 (3)

Folier is a floating village of about 400 people, built on a branching reef made of countless tiny, linked, oyster-like creatures. The original settlers used to live on land but were driven out of their homes by abhumans. Fleeing into the sea on boats, rafts, and anything that could carry them, they found a sturdy reef and hunkered down for the long haul. The villagers have learned how to encourage the reef to grow into shapes they want and have an almost symbiotic relationship with it. Although there are villagers who travel to the shore to gather supplies, many people have been born, lived, and died in Folier without ever setting foot on true land.

Folier Overview: The reef that gives Folier its structure is made of millions of living creatures resembling fingernail-sized oysters, all clinging to each other in a sturdy lattice in the general shape of a huge, flat disc. The entire village gently rocks like a giant ship, so even the topmost oysters are submerged often enough to allow them to breathe and feed. The creatures are durable and can safely bear the weight of an adult human, but their outer surfaces are rough, so the villagers (who prefer

to be barefoot) develop calloused feet soon after learning to walk.

Structures above the waterline (walls, homes, and so on) are built out of animal bones and debris salvaged from the ocean (mainly wood and buoyant synth), tied with ropes made from seaweed, and covered in shells or dense nets coated in animal fat. Most metal they acquire is carefully heated and shaped into the tools they need, particularly knives and fishhooks.

The people of Folier don't have much time for frivolity and can go many hours without uttering a word (according to custom, this is intentional so as not to scare away the fish). Despite this, they sing happy, traditional songs to each other during family gatherings and special occasions. This dramatic shift in attitude often surprises visitors.

Healer Jesjan: This sturdy, pale-eyed woman is her family's representative on the village council. Greatly respected for her wisdom and healing abilities (many of which use stingray venom for medicinal purposes), she is a quiet voice for patience and maintaining contact with people on the land. She is usually chosen to speak to visitors who approach the village peacefully.

FOLIER HEARSAY

Mysterious Guests: Brightly colored octopi have been seen crawling around on the undersurface of the reef and sometimes putting their eyes above the waterline as if to observe the villagers. Some tales even claim the octopi carried strange weapons with them. The motivation of these animals is unknown, but their activity near Folier has been increasing.

Immovable Core: At the heart of the reef is a numenera device—perhaps an artifact, perhaps an installation—that keeps it anchored in approximately the same location, like a *reality spike* that allows minor shifting for the waves and tides. The locals believe that if the device were understood, it could be used to move the entire village like a vehicle. However, they fear that trying this could break or deplete the device, leaving the village to drift or even sink to the ocean floor.

THE WEIRD OF FOLIER

Aquatic Empathy: Rarely, a child is born in Folier who has a psychic connection with one of the human-sized stingrays that live near the village. These bonded individuals can sense each other's distress and pain and seem to be able to communicate via emotions and simple concepts. Unfortunately, the connection is so strong that when one dies, the other usually dies from grief. As the rays rarely live past age twenty-five, being a "ray talker" is both a blessing and a curse. Currently there are four ray talkers, which is more than the village has had since its founding.

Automaton Doubles: On very clear nights, the people on Folier can sometimes see strange watercraft circulating around their home. These craft look like machine replicas of Folier (including mechanical copies of recognizable people working and fishing), except they are one-tenth actual size. Usually, these duplicates sink into the water and disappear, but some fly upward into the sky until they're too small to be seen.



Reality spike, page 285

GLAIN RANK 2 (6)

Glain is a village of 600 people in a high mountain valley. It is just outside the mountain's rain shadow, so water is plentiful, especially compared to the scree-covered mountainside or the nearby cold lowland desert. Access to the valley is controlled by paths through six narrow ravines, each of which is carefully guarded. Isolated by geography, the people trek to the desert's edge every spring and fall to trade with the desert nomads.

Glain Overview: Located in a mountain valley, there is very little flat land in Glain, and its people are proud of their strong leg muscles. Buildings are made of stone and topped with synth tiles, blending nicely into the blue-grey natural rock. The lower portion of the valley is filled with a small, stream-fed lake that empties down the mountainside in a series of narrow, scenic waterfalls. In the most remote and downwind part of the valley is a rendering shop (filled with human-sized metal tanks), placed there to keep the odor away from the rest of the village.

The people of Glain are friendly with their own and coolly curious about visitors. They

live long (perhaps because they eat very little fat), sing traditional songs, raise a stunted breed of galleen suited for mountainous terrain, and weave adamant silk into fabric.

Mayor Ithon: Tall but stooped, this friendly grandfather had a reputation for kindness and generosity before becoming mayor. Recent setbacks and complications for his people have made him sad and regretful, and he hopes to pull the village out of its slump by the end of his term so he can retire.

IKALEN RANK 1 (3)

Ikalen is a nomadic village of 300 people who live in a long, narrow part of a salt flat that borders a mountain range. Most of the villagers live on one of a dozen or so sailing vessels held aloft by skis, with their warriors and scouts patrolling on squat, lizard-like beasts. The flats have occasional oases—patches of thick mud covered by a thin mineral crust—and the nomads seek out these sites, extracting the briny water for drinking, hunting the animals that visit the oases, and sifting through the mud for oddities, cyphers, and small iotum left behind. Because the sailing

GLAIN STATS

Government: *Glain's mayor is chosen in a blind auction (with the funds going to the town) and serves for two years.*

Health: 6

Infrastructure: 7

Damage Inflicted: 2

Combat: *Villagers use common weapons and rely on stealth, advantageous higher ground, and ambushes to defend their homes.*

Mayor Ithon:

level 3, climbing and positive social interaction as level 4

IKALEN STATS

Government: *Ikalen's leader is the oldest villager (and their spouse, if any).*

Health: 3

Infrastructure: 3

Damage Inflicted: 1

Combat: *The villagers are skilled with bows and bone knives, and the lizard mounts make their mounted warriors and scouts even more dangerous. Because Ikalen's sailing vessels are very fast, they can avoid interactions with threats that are not similarly mobile.*

GLAIN HEARSAY

Silk Production: One of the treasures brought to Glain long ago is a device that creates **adamant silk**. Unfortunately, the device requires liquid organic fuel to run (or perhaps it transforms this substance directly into the silk), and the village doesn't have enough of a supply to reliably export this commodity. Most of the oil produced or acquired by the village goes to the machine, and dead bodies (of animals and even humans) are rendered to create more fuel. A suitable source that makes up for this scarcity—based on plants, fish, animal fat, or refined from wax or a similar substance—would improve the village's economy and stability.

Hot Abhumans: Glain is surrounded by many caves inhabited by **chirogs**, presumably spawned by one hyperfertile female. The chirogs raid Glain in large groups several times per year. After the last raid, the chirogs were rendered for fuel in the silk machine, but somehow the abhumans' flesh was extremely radioactive (perhaps from some device they destroyed) and the machines produced contaminated

silk that the villagers couldn't use or sell. That batch of ruined silk had to be buried miles from the village, and now the villagers are especially wary of future chirog attacks.

THE WEIRD OF GLAIN

Noises in the Dark: Once or twice a month, usually at night near a new moon, loud musical tones sound to the west, lasting for several hours. This agitates the chirogs, and most raids happen within a few days of the tones. The villagers don't know the source of the tones or even their general location, but they assume it is caused by the numenera.

Slow Detonation: A yellow metallic device found in the lake exploded when dried off and examined, but the explosion is happening at a tiny fraction of its normal speed—after two days, it is only 1 foot across but still slowly growing. The villagers want to get it out of Glain (part of the device's original physical structure is still visible and can be touched) but nobody wants to touch it or move it in case the explosion suddenly switches to normal speed.



Adamant silk, page 93



Chirog, page 229

MEGWILL COVE STATS

Government: *Megwill Cove is led by a religious figure called the watermaster, chosen in a village-wide ritual performed every seven seasons.*

Health: 7

Infrastructure: 6

Damage Inflicted: 2

Combat: *The villagers fight with nets and spears. Children and the infirm are sent onto the water in boats to protect them from invaders.*

Grandmother Reldoin: *level 3, negotiating and Might defense as level 4*

Grandfather Smaree: *level 2, negotiating and perception as level 3*

vessels can't leave the salt flats, the scouts and warriors sometimes search the foothills for food and resources.

Ikalen Overview: This community is barely getting by. Water is in short supply, food isn't much more plentiful, and many places in the salt flats are forbidden because of the dangers. The people work hard, live harsh lives, and are practical about the threat of starvation and the need to contribute to the survival of the village. Undesirables—such as infants with deformities, elders too frail to care for themselves, and criminals—are smothered to death in a quiet ceremony and their bodies left behind in an open-air burial (discovering a body left behind this way is often how outsiders know the villagers have been in the area).

The villagers obey many traditions passed down from previous generations, all intended to keep food and water safe, prevent inbreeding, and maintain their ships. Unfortunately, these traditions also discourage them from seeking out a better place to live—only a significant external force or a radical leader could shake up their habits enough to make them change their way of living.

Grandmother Reldoin and Grandfather

Smaree: Reldoin is nearly sixty years old and missing an ear, but she is still full of vitality and grim humor. She has six living children and thirty living grandchildren. Her husband,

Smaree, is fifteen years her junior, having married her ten years ago after his first wife and her first husband died from sickness. Their personalities and passions complement each other, and they've kept the village together despite the hardships.

MEGWILL COVE RANK 2 (6)

Megwill Cove is a coastal village of about 700 people. Its territory includes a long stretch of beach and part of a cliff, both of which have numerous room-sized, prior-world structures that have been adapted for human use. The villagers use small boats to get onto the water and catch fish with spears and nets. They also cultivate seaweed and use a large swath of fertile soil to plant grains, fruits, and beans.

Megwill Cove Overview: Megwill Cove is a small but prosperous fishing community of humans who respect and worship the sea as if it were a person. Their religion is simple—only a few rituals, a superstition against going too far inland, and a strong belief in visions brought on by fasting and consciousness-expanding drugs.

The buildings here are built on a foundation of small, prior-world structures that were looted ages ago, leaving only walls and rubble. The village gets most of its water from a stream, but they augment this with small, roof-mounted devices that use sunlight to distill

IKALEN HEARSAY

Deep Water: The old stories tell of a great reservoir buried underneath the salt and parched earth. The stories say it is full of edible swimming creatures that have never seen sunlight, but they don't say how to find it, only that it will be revealed when the nano-spirits hear the prayer sung by someone with an absolutely pure heart. The prayer song might be a clue to its whereabouts, a key to open the vault, or both.

Small Larder: The villagers have a limited amount of storage space on their ski-ships, which keeps them from having a larger reserve of water and food. They have the skills to build another vessel, but they lack the materials, as there is no suitable wood and synth within their reach.

THE WEIRD OF IKALEN

Ship of Death: The wreck of a flying machine lies a few miles from the town. Countless bones from at least a thousand humanoid bodies are scattered around it, all eroded by time and salt so their original species is unclear. Creatures that get too close to the derelict start to feel passive and lethargic, eventually falling unconscious until they starve to death. Some villagers claim the place is cursed. Others believe an invisible gas or energy field causes this weariness.

Hollow Fish: Pale, wide-mouthed lizards sometimes emerge from the ground underneath the salt and crawl around for a few hours before digging downward again. When people get too close, the lizards open their mouths like they're hissing aggressively, but inside, they appear to be completely hollow and inhabited by one or more squat humanoid creatures the size of a human child.

fresh water from sea water. The villagers gather beach debris and craft it into jewelry and decorations for their homes, favoring water-polished glass, synth, and stones.

The brightly colored fish local to these waters are gentle and reproduce quickly, growing over several years to the length of an arm. A small number of them are stunted, never growing bigger than a hand, but have the ability to mimic a few words of human speech. These are kept as pets.

Watermaster Gastii: The village leader decorates his face with silver lines and uses wax to sculpt his hair into elaborate shapes. He left the village as a youth to train with Aeon Priests but returned home a year later because of a romance that turned sour. Friendly, open, and very curious about the numenera, he loves being in the water and invites people to swim with him as part of his daily routine.

RATHATRUUM RANK 3 (9)

Rathatruum is a town of about 1,500 people built on the back of a multilegged automaton that patrols in a pattern, traveling many miles over the course of a year. Because the townsfolk can't rely on traditional farming, the upper surfaces of the town are covered in gardens, and the people plant seeds at every stop so they can gather food the next time they



MEGWILL COVE HEARSAY

Desire for Trade: The villagers have enough fish, jewelry, salt, and solar stills to conduct a profitable trade with another community, but their aversion to leaving the coast hampers their ability to establish contact with others. The village could use a source of metal and higher-quality wood.

Mucus Murders: A few people have disappeared on or near the water in the past few weeks. One fisherman's boat drifted ashore, empty except for a few patches of stinking mucus. Similar mucus was found on the ground near where people had disappeared on land. Gastii has decreed that nobody should travel alone after dark until these disappearances are solved.

THE WEIRD OF MEGWILL COVE

Gill Arch: This glassy arch is a short walk from shore, near the middle of the beach homes. It is taller than a tall human and

drips a constant stream of intangible honey-like droplets. Passing through it alters living tissue for a few hours, adding external gills and an overall blue coloration. Affected creatures can breathe water as well as air for as long as the effect lasts.

Glass and Lights: A prior-world ruin is half-buried a half mile (1 km) offshore. The water is clear enough that it can be seen from the surface—a structure made of glass about 300 feet (90 m) across and illuminated from the inside. At night, it is visible from the village as a glowing spot under the water. With the help of the gill arch, villagers have been able to swim down to it but haven't found a way inside. The ruin sometimes sends pulses of concentrated sound waves to sink larger ships, but this is erratic and not under the control of the villagers.

Watermaster Gastii:
level 3, positive social interaction, swimming, and understanding numenera as level 4

RATHATRUUM STATS

Government:
Rathatruum is led by a three-person council.
Health: 9
Infrastructure: 12
Damage Inflicted: 3
Combat: The town guards are trained in the use of crossbows and spears, and they use several ray emitters and basic turrets built into the automaton.



Ray emitter, page 285

Basic turret, page 167

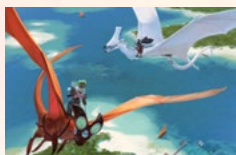
Councillor Folth: level 3, melee and ranged attacks as level 4

Councillor Pelk: level 4, agriculture and cooking as level 5

Councillor Zawk: level 3, crafting commonplace objects as level 4

Deliyan: level 3, repairing and understanding numenera as level 4

Amber crystal, page 112



Raster, page 248

come by. The automaton's leg mechanisms have been failing for centuries, and although the townsfolk repair them as best they can, the great machine is slowing down and will be immobile within a few years.

Rathatruum Overview: Rathatruum was a forgotten derelict until about seventy years ago when it was discovered and reactivated by Valm, an ambitious nano who wanted to use its power to become a warlord. Unfortunately, Valm was never able to override its piloting controls, so the war machine always followed its own path. Eventually, Valm gave up on conquest. He and his followers converted the tiered upper levels into homes, shops, gardens, and cisterns, forming a village that has grown into a town.

The automaton is an irregular triangle of metal, brown synth, and amber crystal 1,500 feet (450 m) in diameter, and it stands 100 feet (30 m) tall including the vertical length of its legs, which keep its undersurface about 30 feet (9 m) off the ground at all times. Its hundreds of legs give it a fairly smooth gait, comparable to a ship on a calm sea. A dozen or more legs have become nonfunctional and locked in a lifted position. Its upper surface is covered in

terraces of flat-roofed buildings, most of which have gardens on top, and the three interior decks have been converted into living spaces. Families of higher social status occupy homes on the top, with lower-status families living "in the box," although the council has an annual lottery to facilitate upward mobility.

Councillors Folth, Pelk, and Zawk: These three represent the military, the gardener guild, and the crafting guild, respectively. All were born in the town and have been leaders for several years. Pelk is the eldest by a decade, but otherwise the three of them look very similar, with red hair and broad faces (a coincidence, as they are not related). They keep an eye on the overall town population, and when the town's food supply becomes strained, they encourage unhappy citizens to emigrate in order to ease the pressure.

Deliyan: This woman came to Rathatruum a few years ago as a young Aeon Priest and decided to stay so she could maintain and repair its numenera devices. She knows its interior workings better than anyone and is well aware of which parts are likely to fail soon. A cache of **amber crystal** would help get the town's self-repairing abilities working again.

RATHATRUUM HEARSAY

Acquiring Sustenance: The automaton has room for another thousand citizens, but it lacks the capacity to provide food and water for them. A trade agreement with another settlement or an installation to extend its supplies would allow the town to grow (finding a way to steer the machine toward useful resources would also help).

Potential Uprising: Living conditions "in the box" range from cramped to poor to squalid. People complain that, unless their situation improves soon, they might have to take over the top level by force or leave the town in large numbers. Modifying the lower levels to improve access to natural light and fresh air would help with this problem, but the town's scarce resources are focused on food and repairs.

THE WEIRD OF RATHATRUUM

Haunts: It's not unusual for people in the lower levels to hear strange noises or even spot translucent figures resembling eggs with wheels and segmented arms, which pause frequently as if inspecting things. In recent weeks, particularly at night, the figures have been spotted rolling around on the top level. These entities have no physical substance and don't react to the presence of humans.

A Cloak of Wings: Once or twice a year, swarms of hand-sized, biomechanical flying creatures resembling **rasters** land on the upper surfaces of the war machine. They chatter at each other in a mix of static and almost-human voices, spit out tiny pieces of synth with symbols on them, and leave again after a few days.



"Rathatruum's walk is music to me. The beat of her legs plucks the strings of my heart. She is my home, and I will devote my life to caring for her."

~Deliyan



SLEEPING ROCK RANK 2 (6)

Sleeping Rock is a quiet village of more than 800 people, named for a large rock formation that resembles a human sleeping on their side. The village is slightly disjointed from time, sometimes skipping forward or backward a few hours or elongating one minute into dozens. The people harvest glass from a nearby mine and grow crops in the unremarkable but adequate soil surrounding the village.

Sleeping Rock Overview: The glass mine touches many large seams of buried glass. The seams have areas of solid color (red, yellow, or blue), areas where it is clear (being the most common), and a few places where the colors whirl together. When broken out of the seam, the glass forms smooth, pebble-like lumps instead of jagged pieces, but it can be melted and shaped just like normal glass.

The cause of the time skips and what triggers them is unknown. The altered time covers an irregular area centered on one end of the village and covering about half of its territory, including the outlying farms. Those outside the area see only a momentary shimmer, but those inside feel sudden nausea (which gets easier to deal with on

each occurrence; long-term residents barely feel anything) and a strobe-like effect before “landing” in the near past or future.

Some villagers believe the skips happen randomly. Others think they’re triggered by a particular thought pattern or by precise positioning in a hidden energy network, choreographed motion, or some quality of the mined glass. The only agreed-upon points are that anyone in the area experiences the same skip for the same amount of time and that it is possible to use a skip to get a hint of the next few hours by using meditation and certain mind-expanding plants. “I knew you were going to say that” is a running joke in this village, especially to outsiders who aren’t used to the skips.

Magistrate Alash: This stout nano has dozens of numenera devices implanted in their skin, each resembling a bright insect wing. They moved to the village a few years ago, memorized its book of laws, and assumed a leadership role, all to facilitate studying the time skips. They haven’t revealed what they’ve learned so far but continue to study the area and interview people about their experiences.

SLEEPING ROCK STATS

Government: *The village is led by a magistrate who is tested on their knowledge of the book of laws.*

Health: 7

Infrastructure: 7

Damage Inflicted: 2

Combat: *The villagers use commonplace weapons. Their defense is usually aided by time skips, which nauseate invaders and give the villagers an advantage.*

Magistrate Alash: *level 3, tasks related to law, memorization, and understanding numenera as level 4*



Sleeping Rock natives believe that directly interacting with time-shifted versions of themselves for any reason is perverse. They refer to the shameful act as “polymoting.”



Strongglass, page 94

SLEEPING ROCK HEARSAY

Rusting Away: Something about the village (probably related to the time skips) makes metal corrode about five times faster than normal—even faster than in a wet, salty environment. Performing preventative maintenance on metal items (particularly iron) is a common task here, and the inconvenience means the villagers prefer using materials that aren’t affected, such as wood, synth, and glass. The villagers would like to find a way to transform their mined glass into **strongglass** so they can replace most of their metal with something durable.

Healing Pilgrimage: A few months ago, a traveler suffering from a terminal wasting disease passed through the village and was completely cured after experiencing a skip. In their later travels, they spread the word that the skips would cure all sickness, and now a trickle of visitors come to the village seeking a cure. Unfortunately, the skips have so far cured only that specific illness, but now Sleeping Rock has a small population of diseased pilgrims who refuse to leave until they are healthy again.

THE WEIRD OF SLEEPING ROCK

Long Skips: A few people have started to experience unusual skips, disappearing for a day or more and at different times than the common skips that affect the entire village. These long skips are accompanied by hallucinations of physical matter melting into opaque slime or releasing bursts of black smoke. Some of the affected individuals have experienced it multiple times. The magistrate has interviewed all of the subjects but has not found any links between them.

The Inverted Pool: A minor collapse in the glass mine has unearthed a small chamber with what appears to be a pool of viscous, violet fluid in the ceiling. The fluid is warm to the touch, slightly sticky, and “falls” back into the pool if removed. The pool sometimes becomes transparent and reveals a large chamber lined with shining, vertical columns and erratically moving lights. Nobody has been able to push into the fluid more than a few inches.



STONEFOOT RANK 2 (6)

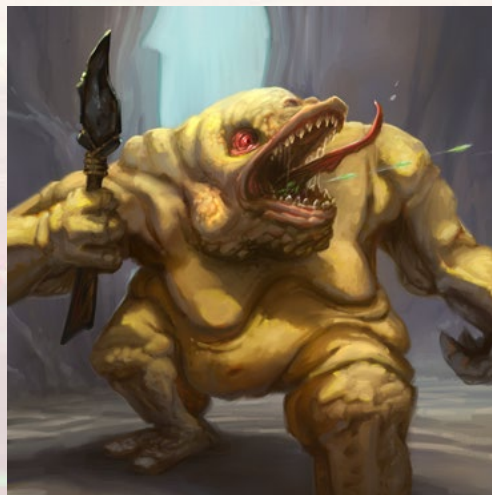
Stonefoot is a swamp village of about 300 people built on a cluster of artificial mounds. Instead of using levees and dams to drain the water around their homes, they elevate and expand these mounds using bricks, rock, and scrap materials that won't wash away like soil. About half of the village's buildings are built out of stone and sod on dry land, and the other (poorer) half makes do by building wooden homes on stilts.

The village is slowly extending its reach into the swamp by building embankments and causeways, making it easier for its people to go to and from places outside of the village and for visitors to find them. The people are self-sufficient, cultivating roots and berries, hunting local animals for meat, tanning hides into leather, and harvesting clay and bog ore.

Stonefoot Overview: Stonefooters are highly mobile in the swamp, either hiking in waterproofed boots or skimming across the water in flat-bottomed boats. A head-high defensive wall surrounds much of the village's outer perimeter, but the main paths are open and most local threats can climb, jump, or fly, so guards are always on alert for things trying to get over the wall. A particularly common problem is attacks from tribes of yovoki who

have adapted to living in the swamp and can easily leap to the top of the village wall.

Speaker Marto: This lanky, keen-eyed delve wields a bow and is an accomplished hunter. She knows her village controls some valuable resources and is trying to find a way to put them (or the wealth from trading them) to good use in protecting and expanding the territory of her people. She has a competitive attitude toward archery and offers a friendly challenge to any visitor carrying a bow (with other villagers placing bets on the outcome).



STONEFOOT STATS

Government: *Stonefoot is led by a mayor, who is chosen and advised by elders from eight prominent families.*

Health: 6

Infrastructure: 7

Damage Inflicted: 2

Combat: *The people of Stonefoot are used to dealing with dangerous swamp creatures, and all of them are familiar with knives, bows, and stealth tactics.*

Speaker Marto: *level 2, Might defense, ranged attacks, and solving arguments as level 4*



Yovok, page 261

Apt clay, page 112



Instant shelter, page 281

Hovering slab, page 160

TARSHU STATS

Government: *Tarshu is led by a mayor-like officer called a skylord.*

Health: 9

Infrastructure: 11

Damage Inflicted: 3

Combat: *The town guard uses bows, hooked polearms, and krem-flying cavalry to attack and defend.*

Krem: *level 2; long movement while flying, short while on the ground*

Skylord Bellen: *level 3, tasks related to flying, riding, and positive social interaction as level 4*

STONEFOOT HEARSAY

Build It Up: The biggest obstacle to a comfortable life in Stonefoot is that there isn't enough dry land for everyone to build on. The swamp doesn't have a lot of suitable materials for building water-durable levees, so traders who bring these materials can usually get a very generous deal. Numenera objects that could be used for buildings or foundations (including **instant shelter** cyphers and **hovering slabs**) are likewise valued and seen as status symbols.

Old Vassio: This legendary creature has supposedly lived in the swamp for a hundred years and can swim through water, mud, and soil with ease. It has been described as having the features of a frog, insect, or reptile but always twice as big as a human and capricious. Some say it will grant a wish if caught. Others claim it is a murderous beast that loves human flesh.

THE WEIRD OF STONEFOOT

Treasure From Below: A large, muddy pit lies near the center of the village's dry land. Bubbling up from it is a trickle of bluish liquid that the locals collect and boil down to create a substance very similar to **apt clay**. Trying to drain the pit or actively digging in it only resulted in slowing the amount of liquid it produced, so now the villagers leave it intact and skim off the precious substance every few days. It is not known if the liquid is a natural occurrence or is leaking from something underground.

Earth Tide: Within a half mile (1 km) of the apt clay pit, areas of dry land may spontaneously sink up to 10 feet (3 m). About the same time, different areas no more than 1 mile (1.5 km) away might rise an equal amount out of the muck. The villagers haven't been able to predict when this will happen (the episodes are weeks or months apart), but the sinking ground could destroy any structure built on or near it.

TARSHU RANK 3 (9)

Tarshu is a unique town of 1,100 people built on several large floating rocks that straddle the gap between two sides of a canyon. People have constructed buildings and farms (complete with relocated topsoil) on these rocks, linking them to each other by bridges and planks. The townsfolk raise flying beetles called **krem**, which can carry small riders. The locals are very proud of their town and are somewhat condescending toward people who live on "the mainland."

Tarshu Overview: The rocks Tarshu is built on predate the Ninth World and are fixed in place by ancient technology—they do not shift, rise, or sink regardless of the force applied to them. The upper surfaces of the rocks are flat, as if they were sheared off by an enormous blade. The undersides are studded with large white crystals that faintly hum with energy.

The smallest gaps between the floating rocks and the edges of the canyon are about 30 feet (9 m) across. The townsfolk can easily defend their homes from ground-based threats by collapsing or withdrawing the bridges and planks that connect them to the mainland. Each of these connectors is designed so they can be demolished in just a round or two by cutting a few key connections.

Other than the krem, there are few large animals in Tarshu, and most people walk or travel in human-pulled carts. A krem can carry only about 100 pounds (45 kg) while flying, so most krem jockeys are children or very small adults. Krem racing is a popular sport, and a talented jockey can make a comfortable living racing once a month. Krem are never given or sold to outsiders—surplus eggs are even destroyed to make sure of this.

Tarshu gets its water from a large pipe that diverts water from a nearby stream across the main bridge to the floating islands. All homes and businesses are required to store at least one barrel's worth of water in case the town is besieged and the pipe-bridge is dismantled.

Skylord Bellen: This former krem jockey is short, with elaborately braided hair and a habit of wearing all red. He was undefeated in his last two years of racing, but he had to retire when he grew too heavy to ride. Incredibly popular in his former job, he's less successful in his current role and has been calling in a lot of favors to get things done. He misses flying and would feel indebted to anyone who gives him the means to do it again.

TARSHU HEARSAY

Population Limits: Tarshu can house and feed only about 200 more people than it does now—any more than this and they'll have to expand to the mainland. To make more room, the skylord is considering carving out holes in the sides of the islands and moving the krem aeries there, building upward (either for human homes or making platforms for the krem), or creating large balconies along the edges of the islands for more homes.

Untamed Bugs: Tarshu's krem are domesticated, but larger, aggressive varieties nest in various parts of the canyon. The bigger ones should be strong enough to carry larger riders, but attempts to tame them or breed them with the smaller krem have been unsuccessful so far.

THE WEIRD OF TARSHU

Crystal Traps: The crystals underneath the floating islands usually carry an electrical charge strong enough to knock an adult human unconscious for several minutes. When the charge is absent, some of the crystalline surfaces shift out of phase, allowing creatures to pass through them into a hollow space inside (and presumably extending into the island's interior as well). So far, no creature has been able to escape the crystal or communicate what lies beyond.

Baby Krem: A krem egg in an aerie hatched, but instead of containing a fat beetle larva, it enclosed a human infant. The creature looks normal but never makes noise and—like a krem grub—eats only soft or rotting fruit. Kremms can remain in their larval stage for several years, so there is much speculation about how fast this infant will grow or what it will grow into.

VOT

RANK 1 (3)

Vot is a tiny village of about 60 people living in the foliage of a large grove of tall, blue, polyp-like trees. The trees resemble weird sea animals, with a long trunk at the base and a cluster of elastic arms around a mouthlike opening at the top. Platforms of wood, synth, and thin crystal link the trees together, and the villagers build compact homes on those. Lower branches conceal the platforms from the ground 200 feet (60 m) below, and the villagers use counterweighted ladders and pulley-operated elevator platforms to come and go. The village was established just over two years ago, and the locals are still adjusting to the special hazards and precautions of living in the tree canopy.

Vot Overview: Vot started as a money-making venture by an explorer named Elaum who discovered the unusual properties of the **youthfruit** of the local polyp trees. The initial workers she brought here made camps at the base of the trees, but after a few weeks, they built shacks on the platforms to avoid ground predators and to live closer to their work. About a third of the villagers have begun families, and the rest are trying to decide on suitable partners.

The people of Vot live off of youthfruit, domesticated birds and insects, some ground-level hunting and trapping, and grains

traded from nearby settlements. They capture rainwater and use the hollow center portions of the polyp trees like wells. Hard work and fearlessness (with respect to heights, at least) are points of honor for them, and they have a quiet disrespect for anyone too afraid to come up to their homes for a sociable meal. Their homes are made of light wood and synth, with netting instead of windows to allow airflow.

Mayor Elaum: This clever jack is a medium height and lean, with slightly strange but pleasant features. Shrewd and good at planning, she intended this place to be a work camp that she'd dismantle once the supply of youthfruit ran out, but the trees produced more than she expected. She has gracefully transitioned from a stern but fair boss to a mayor of similar temperament, and she has grown to care about the people of her little village. She hasn't yet decided how to pass the leadership role on to someone else when she wants to retire—perhaps an election, perhaps she'll name a successor, or perhaps she'll make it a reward for a suitable challenge.



VOT STATS

Government: Vot has a self-appointed mayor.

Health: 3

Infrastructure: 3

Damage Inflicted: 1

Combat: *The people of Vot normally retreat and hide from threats on the ground. If hostile creatures reach the platforms, the villagers arm themselves with axes, clubs, bolas, and nets, pushing incapacitated foes off the platforms to fall to their deaths. Because the settlement is so high, threats can't interact with Vot unless they can fly or have some other way to reach the village.*

Mayor Elaum: *level 2, running a business and planning as level 3*

Youthfruit, page 244

VOT HEARSAY

New Blood: Most of the villagers are middle aged or older, and what Vot really needs is an influx of younger people, particularly ones who can handle the harvesting work and are looking to start families. Elaum makes a point to ask every group of traders if any suitable candidates want to stay, and she is planning financial incentives for those who agree to join the village for at least a year.

Ravage Bear Hunting: Ravage bears like the smell and taste of youthfruit, especially if it's past ripening and starting to rot. Eating the fruit, or perhaps the scent alone, makes the ravage bears aggressive toward all other creatures for hours afterward, and they have charged at several villagers who were hunting on the ground.

THE WEIRD OF VOT

Doomthreads: Some of the trees have developed patches of white, weblike fungi that spread over the trunk and arms. The threads cause a crusty, itching rash when they touch flesh, and they seem to reach or grow in the direction of any exposed skin held close to the webs. Elaum has workers scrubbing off the fungus with stiff brushes, but it always grows back. It isn't clear if the webs are a separate creature or a reaction from the trees themselves.

Youthfruit: Vot's trees bear bright orange, head-sized fruits several times per year. The fruits have a rich, meaty taste and give older eaters (middle-aged and up) a feeling of youthful vitality that lasts for hours. The villagers harvest most of the fruits for themselves, but they set aside a small number to dry into jerky-like strips, which they sell and trade in nearby settlements.



Ravage bear, page 249



"We live far above the cares of the world, and our fruit keeps us vital even into old age. Why not join us?"

~Mayor Elaum

CHAPTER 20

ORGANIZATIONS

Though often secluded and many times divided, the Ninth World hosts many powerful and influential organizations, including the **Order of Truth**, the **Convergence**, and the **Angulan Knights**. Many people across the Steadfast and even the Beyond have heard of these groups because of their prominence, especially the Order's Aeon Priests. However, many more organizations also exist. The new organizations described here include those interested in exploration, building community and civilization, and attempting to make the world a better place.

To the player characters, organizations provide both opportunity and threat. A particular organization could be an ally, a benefactor, or an enemy. On the other hand, an organization might try to recruit a PC.

If a character joins one of these organizations, they have the opportunity to gain a benefit. Such benefits provided are in lieu of gaining a new skill during character advancement.



AMBER GLEANERS

The Amber Gleaners are a loose network of scholars, explorers, delves, and other travelers who share with each other knowledge of the routes and locations they discover, enhancing the knowledge of everyone who joins and contributes to the organization. The organization also runs a small trading concern, the Amber Traders, that seeks to finance and support the group through the sale of oddities, parts, cyphers, and iotum salvaged from distant locations. The Amber Gleaners attempt to portray themselves as brave, stalwart searchers into the unknown, more interested in scholarship than profit. They are largely successful in this portrayal, despite tensions that the Amber Traders sometimes introduce—trading makes them vulnerable to accusations of being more interested in profit than knowledge.

The Amber Gleaners may be scholarly, but the explorers who make up its ranks are hardy searchers of the unknown. They don't blanch at entering locations locals claim to be deadly dangerous, even when stories suggest especially gruesome ends to trespassers. In fact, the Gleaners have a variety of sayings for when they insist on entering a place that's especially dangerous. For instance, they might say, "Let's get to it, my teeth are scratching the floor," which is a way of demonstrating how eager they are to be on their way even in the face of danger.

Basic Amber Gleaner field stations are sprinkled across the **Steadfast** and even a little ways into the **Beyond**. Their locations are noted on secret maps written with symbols known only to the Gleaners. Basic field stations contain only a locked container stuffed with extra rations and water, a couple of explorer's packs, and a thick journal or two in which all previous Gleaners who've accessed the station note their arrival, what they've taken from or left in the station, and one or two details briefly describing what they've recently discovered. Basic field stations are resupplied, when possible, by members on probation or those who seek entry and must prove their dedication first.

Larger Amber Gleaner field stations, of which there are only five or six, are usually just single rooms in larger civic structures. These chambers are given over to many books and scrolls penned with knowledge about nearby locations, fauna, and rumors that would interest an explorer. These stations are usually staffed by one or two elderly explorers who insist on a story or two before allowing others to access their lore. Outsiders may also gain entry but only under strict supervision and after having paid a hefty price in the form of one cypher (or equivalent) per day of access. (These cyphers are stored until an Amber Trader convoy moves through and collects them for later sale.)

The Amber Gleaners' headquarters is located in **Ancuan** in the city of **Glavis** in a grand building called the Amber Lodge.



Order of Truth, page 215

Convergence, page 216

Angulan Knights, page 217



Steadfast, page 136

Beyond, page 169

Field stations sometimes contain a collection of two to four oddities, and sometimes even a cypher. That's because there is an unspoken tradition among Amber Gleaners: If you take something from the field station, leave something of equal or greater value.



Ancuan, page 160

Glavis, page 162

Scholar Esmero Savia: level 5, tasks related to organizing and knowledge contained in the Collections as level 7; can choose to see and hear in any room where the Collections are kept for up to ten minutes at a time

Kester: level 5, tasks related to detecting falsehoods and perception as level 7; machine arm can emit a variety of attacks and defenses that mimic an array of similarly functioning cyphers

Trader Kaina Ty: level 5, persuasion and navigation tasks as level 6; Armor 2

Explorer Damin Salus: level 6, navigation and perception tasks as level 7; Armor 3; regains 1 health per round via integrated machine body parts

Several members live here full time in rooms set aside for them, as they've grown a bit too old for exploring. Many other rooms can be borrowed temporarily by members who are moving through. Functions and ceremonies to award those who've discovered particularly exciting knowledge or locations are held in the Amber Lodge. The Amber Traders organize their business out of one wing of the Lodge, which includes a warehouse, though no actual selling is done there.

AMBER GLEANERS OF NOTE

Several interesting people reside in the Amber Lodge, and visitors will likely meet one or all of them. Sometimes they travel to distant locations if they receive news of particularly interesting new places.

Scholar Esmero Savia: Esmero wears all white, including a blank synth faceplate which others say hides a face ravaged by the iron wind. She speaks with a beautiful and



engaging voice, making up for her lack of expression. She is in charge of maintaining the organization's Collections; anyone wishing to access them has to gain her permission. Once she's satisfied that those seeking permission aren't simply trying to steal the objects and lore she keeps, she's quite willing to let visitors have access. She is quite suspicious of Trader Kaina Ty, head of the Amber Traders. She suspects that Kaina has attempted to pilfer lesser items from her Collections in order to sell them as curiosities in Qi or to the Order of Truth. Because she and Kaina have shared past intimacies—intimacies that Esmero would like to see rekindled—she hasn't pursued the matter as thoroughly as she otherwise might.

Kester: Kester has a machine arm studded with additional odd devices, including weapons. His main duty is to keep the Amber Lodge secure, though he also deals with new members seeking membership. If a new member successfully replenishes a string of basic field station supplies and maybe explores a small ruin along the way, that's usually good enough for Kester. He (or at least interns who work at his behest) keeps a roll of membership in his office in a series of tomes. The tomes record names, descriptions, and accomplishments of all members. Members who have passed on or haven't been heard from in years get a small red mark next to their names, but their names are never stricken.

Trader Kaina Ty: In the course of exploration, members across the Steadfast and the Beyond donate oddities, cyphers, and sometimes even artifacts they find in their exploration. Those donations make their way to the Amber Lodge, where they are divided between Scholar Esmero Savia and Trader Kaina Ty. Kaina—a sturdy woman with strange blue lines that whorl and spin languidly across her face and hands—organizes trading caravans that redistribute this wealth in return for labor, food, water, and other needs of the Amber Gleaners. She resents that some see her role as predatory, whereas she sees the trading arm of the Gleaners as the foundation upon which the entire organization stands. She ended a relationship with Esmero precisely because of such feelings after Esmero suggested that Kaina had tried to take items from the Collections.

Explorer Damin Salus: Ornerly but honorable, Salus is quite old, yet he's still strong as steel—literally; his flesh is fused with more machine than living tissue these days. He still leads explorations, asking for assistance from newer members who want to

be part of something great. As an expedition leader, he's tough, no-nonsense, and unwilling to let others' infirmities hold him back. This means that those who explore with him had best be ready, because Salus won't spare them much care. Surviving an expedition led by Salus is a great way to gain credibility and standing within the organization, as well as gaining the experience of having explored something truly amazing.

THE COLLECTIONS

Another wing of the Amber Lodge contains several rooms given over to the Collections. The Collections contain the cream of all Amber Gleaner discoveries since their inception more than a century ago—several hundred thousand discrete items, including expedition reports and journals of individual explorers, ruin and route maps, sketches of newly discovered creatures and locations, and objects taken from distant locations related to the prior worlds (often oddities unique to a particular location but sometimes artifacts). An associated reading room is available for visiting members who wish to consult the trove. With a little research, information found in the Collections can form the seed for new expeditions, which in turn could lead to yet more documents, maps, and objects brought back for the enrichment of other Amber Gleaners.

MEMBERSHIP BENEFITS

Symbol: Sphere with a single symmetrical continent stamped upon it

Motto: Be ready for anything

Badge of Membership: An oddity that (usually) points to north

Member Benefits: Membership provides several benefits to the committed, including access to Amber Gleaner field stations, access to records of other Gleaners as well as the Amber Lodge's Collections, contacts among other excavators, and regular leads about sites of interest that no one else has explored yet. Sometimes the Amber Gleaners will mount expeditions or fund explorations if a member—or prospective member—makes a strong-enough case. Finally, a member is trained in all tasks related to navigation and finding one's way in an unfamiliar location.



ORDER OF HEALING

The Order of Healing is a recent offshoot of the Order of Truth. Its members have dedicated themselves to traveling in order to provide healing and spiritual comfort to those in need, even if doing so might impoverish said member. Known for their red-dyed robes, members are called mending priests by those outside the order and mendicants by those within. The Order of Healing is a relatively new organization, but given that the core responsible for forming the group and drawing up its charter were Aeon Priests, the Order of Healing has a wider reach than most fledgling organizations. The charter includes the order's motto—an oath that every new member must swear by.

The organization has grown from a handful of members into a dispersed group of several hundred. Each mendicant keeps individual records of those whom they have helped heal, as well as information regarding new therapies and healing methods. Some mending priests possess numenera devices that help them in their mission, though many are simply good at tending wounds and nursing the sick back to health.

If one wishes to devote themselves to the Order of Healing, they must swear to devote at least one month out of every twelve to traveling to an area known to be in need of healers (which could be nearby or in a different community altogether). These travels are called healing sabbaticals. Some mendicants spend six months or more out of every year on healing sabbaticals, and a very few never stop.

Though the Order of Healing is fairly decentralized, there is a hierarchy and recognized leadership. Like its members, the leadership moves from place to place in a large caravan, usually setting up a camp of tents and temporary structures and spending one or two months in each location. In this way, the Order of Healing may come to a PC rather than a PC having to go to the organization's headquarters. Of course, finding out exactly where the healing caravan is at any given time can be an exercise in sleuthing.

The hierarchy of the Order of Healing is fairly flat, and mendicants make up most of the membership. PCs who join would have this status. Members who spend part of their time seeing to the needs of the organization itself, including providing training and basic equipment for new mendicants, are called priors. The head of the entire organization is called an abbes.

A PC member of the Order of Healing who goes on a healing sabbatical can enter long-term play and gain the benefit of the Gain Experience long-term task.

Long-term play, page 324

Gain Experience, page 327

Abbess Lesana Len: *level 5, healing tasks as level 7; Armor 2 from an esotery; long-range attack puts target to sleep for one minute from an esotery; can diagnose illness and other hurts with a glance from numenera device*

Prior Masden Krasnor: *level 5; healing, intimidation, and organizational tasks as level 6; Armor 1 from an esotery; short-range attack inflicts 5 damage and stuns for one round from an esotery*



Mulen, page 154

A PC Envoy who spends a month or more attempting to bridge communications between communities can enter long-term play and gain the benefit of the Gain Experience long-term task.

Long-term play, page 324

Gain Experience, page 327

MENDER PRIESTS OF NOTE

A traveling caravan containing the order's leadership usually includes the following along with a dozen priors, drovers, and candidates.

Abbess Lesana Len: Abbess Lesana Len leads the Order of Healing and is, in fact, one of the original Aeon Priests who founded the order just over a decade ago. She is a strong woman who wears sleek but travel-capable robes dyed in the red of the order. One of her eyes appears to be a shining blue sphere—a numenera implant that allows her to see illnesses and wounds in others more clearly. In manner, she is charming and respectful but also stern. She isn't afraid to put the priorities of the order over petty squabbles between her and the people she wants to heal. To her, the act of healing is a bridge that she hopes will also mend philosophical and political divides. Of course, that doesn't always happen, but the abbess and her priors are capable of defending themselves if threatened.

Prior Masden Krasnor: Masden, also a former Aeon Priest, wears robes dyed a few shades paler than most and has a metal plate covering his scalp instead of hair. The prior can heal, but he spends most of his time seeing to the needs of the organization. He is terse and without humor, and he doesn't suffer fools. If someone is found to be wanting in upholding the order's charter, Masden is probably the one who will strip the mendicant of their red robes and other member benefits.

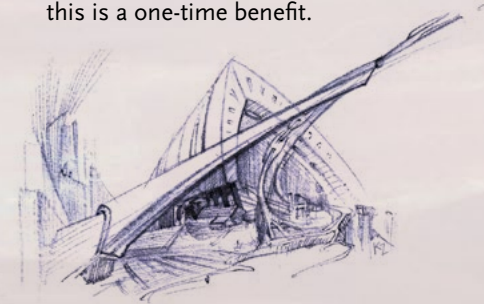
MEMBERSHIP BENEFITS

Symbol: Stylized heart at center of a double diamond

Motto: Selflessly provide aid to the sick, heal the wounds of the hurt, and render honor and dignity to the dying

Badge of Membership: Red robes and a pin bearing the symbol of the order

Member Benefits: Mendicants gain training in healing, either through actual practice or by the gift of an implant or other device. In addition, if a mendicant is killed, there is a good chance that the abbess's caravan will appear within a month and attempt to rebuild the body and mind from traces left in the datasphere. For most mendicants, this is a one-time benefit.



THE LEAGUE

The League spreads a message of cooperation between far-flung communities. Members—called Envoys—travel between distant communities in an effort to bridge the isolation that defines almost every village, city, and town. They speak of the value of treaty, the benefits of spreading civilization, and how the difference between a community being wiped out by an unexpected disaster and being saved might be the nearest neighboring community.

Thus, the League helps communities broker peace deals, find solutions for problems that are plaguing them, and in the best of all possible outcomes, form treaties where communities agree to help each other in need.

But being an Envoy for the League is not an easy task. Envoys often work alone and under threat of suspicious villagers, abhumans, and all the dangers that separate communities, so they must be both hardy and dedicated. Even then, many go missing, presumably killed by some prior-world danger encountered while traveling between communities. When they succeed in creating a bond between two communities, no matter how tenuous the initial treaty, it is a major accomplishment. Envoys report back their successes (and failures) to the League.

Despite all the apparent good they do, the League has its detractors, who wonder if the organization has some ulterior motive. They point first to the grand headquarters, called the Palace of States, that the League keeps in the Iscobal city of **Mulen**. It is a grand structure with many expensive pieces of art and architectural flourishes, including a massive room whose entire floor is a map of the known areas of the Steadfast. In the Palace of States, those who have served (and survived) as Envoys for at least a few years can apply to move up in the organization and become Orators.

Orators meet in complex, deliberative bodies, grinding out a combination of philosophy and policy for a variety of different regimes. Almost all of it is hypothetical, given that the dream of dissolving the various kingdoms into one grand League is unlikely to happen any time soon. But that doesn't keep the Orators from debating or gathering funds through a variety of avenues to keep the Palace of States in good repair. If asked why the Palace is so grand, any Orator is happy to explain that a grand plan must have a grand place, full of spectacle and wonder, to help inspire others to the same viewpoint.

Once every three years, a call goes out, and all the Envoys who are able gather in the Palace of States for several days of meetings, informal chats, and most important, the Grand Unification Ceremony. This is the ceremony where Envoys who've made the most progress in stitching distant communities together are honored with a special League badge. The ceremony occurs in an inner hall below ground level that is normally kept locked. According to those who've attended, weird, prior-world sculptures line the wall depicting metallic humanoids, each at least 9 feet (3 m) tall. Under their glowing eyes, Orators hand out badges. The significance of the sculptures isn't known, but most Envoys and Orators don't question it.

LEAGUE MEMBER OF NOTE

The League likes to say that everyone has equal say in their organization, but there is one Orator who is "first among equals."

Orator Kobiann: A man with a full beard and head of hair, Kobiann always looks stately in his custom-tailored Orator robes.



Almost everyone who speaks to the man is convinced of his utter sincerity and desire to extend the League for the good of all. Only a few ever suspect that Kobiann has secret plans (possibly shared with select other Orators) to become the secret ruler behind any federation of communities that gets off the ground. Someone must coordinate the fledgling federation, after all, and who better than the League? Kobiann is also well aware of the significance of the metallic statuary in the subterranean ceremony chamber. They are, in fact, somnolent automatons who answer to him, thanks to a device he keeps on his belt, should he ever need their not-inconsiderable power to back him up. One day, he's likely to wake them as a show of power.

MEMBERSHIP BENEFITS

Symbol: Seven-pointed star

Motto: Act as one

Badge of Membership: A silver ring or broach with the organization's symbol

Member Benefits: In lieu of taking a new skill, an Envoy can choose one special ability that a first-tier *Arkus* can use. The rationale behind gaining this ability can be an implant or special training.



GUILD OF PURITY

To a member of the Guild of Purity—known as purifiers—intelligent machines are anathema. Guild doctrine teaches that intelligent machines wiped out the prior worlds, and they don't want the same thing to happen to the Ninth World. Purifiers believe that—maybe not today and maybe not tomorrow, but someday—these "demonic" intelligences will rise again, unless they are found and put to rest.

Purifiers are less willing to hear stories of machine creatures acting benevolently. If they do listen, they still dismiss it, saying that one or two good machines doesn't change the fact that machine life overall is dangerous to humans. To accept a machine creature as benevolent means questioning their entire ethic of certainty and purity. Some PCs who become members might find themselves on an uneasy middle ground.

Purifiers often act on their own initiative, though they may also act as mercenaries for groups interested in dealing with a machine-associated threat. In order to pursue their charter, they're willing to make tough choices and do hard things, such as attacking human allies of machine life. From the purifier's

Orator Kobiann: *level 4, tasks related to persuasion, deception, and intimidation as level 7; Armor 2 from a cypher; commands the metallic automatons with numenera device*

Metallic automatons: *level 8, Speed defense as level 5 due to size; Armor 4; two long-range energy attacks inflict 10 points of damage*

Arkus, page 7

The Guild of Purity isn't against the amazing abilities that numenera devices can bestow; the organization is only dedicated to wiping out those numenera devices that can think and act.

Purifier Elistin: level 7; health 30; Armor 6 from battlesuit artifact; long-range electrical attack inflicts 7 points of damage and 9 points against machines



Battlesuit, page 293

The Traitor: level 6; health 25; Armor 2 from medium armor; numenera-crafted spear that inflicts 6 points of damage at immediate or short range and can fly back to him from up to a long distance away; various cyphers and disguises

Vrien: level 5, disguises itself as a human as level 7; health 20; Armor 1; moves up to a long distance each round

point of view, humans that befriend or serve machines have already been corrupted and are part of the problem. They see themselves and their goal as paramount.

The Guild of Purity has no primary headquarters but instead maintains temporary field camps scattered across the Steadfast and the Beyond. These camps communicate with each other only on rare occasions, given the distance and dangers separating them. If possible, the camps use numenera devices to deliver especially important warnings or locations where automaton activity has been detected. Each field camp attempts to gather knowledge about local instances of machine activity and then point whatever members they might have in the area toward it.

The leadership consists of several arch-purifiers, those who have risen through the ranks by destroying many instances of machine life but who have suffered wounds or grown too

old to reasonably continue going on missions themselves. Arch-purifiers assign other purifiers to missions directly or via messenger. For especially important missions, an arch-purifier might tag along to offer advice and assistance.

GUILD MEMBERS OF NOTE

Almost every member has notable stories to tell, so picking just one or two is the same as choosing at random.

Purifier Elistin: This purifier wears a battlesuit artifact the color of the sun and is never seen without it; they don't even remove their helmet when they speak. The purifier has a reputation for being able to find automatons who've gone to ground, as well as laughing almost maniacally when the prey is found, flushed out, and destroyed. Elistin is always interested in talking about the evil that thinking machines have wrought and in engaging in yet another mission to eradicate them. This purifier is obviously a true believer, and others rarely measure up to Elistin's sense of duty.

The Traitor: The Traitor's real name is Saleb. In his day, Saleb was a fierce purifier, responsible for the destruction of many automatons. But somewhere along the line, Saleb lost his sense of certainty. In fact, he found a lover and companion who turned out to be an automaton named Vrien. Ever since the Traitor turned on the Guild, purifiers have been under orders to kill him on sight as if he were a machine himself. For his part, Saleb has worked to secretly undermine and moderate the Guild of Purity's extreme views. He's come to understand that there is such a thing as nuance and that, though there are certainly some machines that should be destroyed, there are also those that deserve to be preserved. No one these days knows what the Traitor looks like because it's assumed he has changed his appearance. But before he left the fold, he was known for the strange sparkles of light that would swirl through his dark skin, residual effects of a parasite that Saleb survived as a child.

MEMBERSHIP BENEFITS

Symbol: Half an automaton's head

Motto: Life is for the living

Badge of Membership: A trophy taken from the husk of a destroyed automaton

Member Benefits: In lieu of taking a new skill, and after a period of training, a purifier can choose one special ability that a first-tier Glaive can use.



PART 5:

CREATURES & CHARACTERS



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CHAPTER 21

USING DESTINY CREATURES AND NPCs



Creatures, page 222

NPCs, page 263

CREATURES BY LEVEL

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- Shinspinner: 2
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Understanding the listings, page 222

The creatures and NPCs presented in *Numenera Discovery* are a fantastic sampling of the strange entities explorers discover: hungry ravage bears, disconcerting murden, inexplicable philethis, city-shattering dread destroyers, and many more creatures both dangerous and weird, showcasing a wide variety of motivations, goals, locations, and levels. The NPCs provided cover similarly broad ground, from lowly guards to lofty Aeon Priests.

The creatures and NPCs introduced in *Numenera Destiny* include some of those same motifs, but that's secondary. The primary purpose of the creatures and NPCs described in this part is to integrate with *Numenera Destiny's* themes. Creatures in this chapter help the GM flesh out a community; provide a community with a foe, a pest, or an ally; or interact with community stats in some other fashion. Some of the creatures presented here deal less with community and more with themes of crafting, exploration, or leading others. And a few are included because they feature prominently in one or more of the adventures in part 7.

The most important element of each creature and NPC is its level. You use the level to determine the target number a PC must reach to attack or defend against the creature. In each entry, the difficulty number for the creature is listed in parentheses after its level. The target number is three times the level.

A creature's or NPC's target number is usually also its health, which is the amount of damage it can sustain before it is dead or incapacitated. For easy reference, the entries always list a creature's health even when it's the normal amount for a creature of its level. For more detailed information on level, health, combat, and other elements, see *Understanding the Listings in Numenera Discovery*.



"We think of the vast array of machines and devices as comprising the breadth of the numenera, but if one examines the idea of the numenera as that which has been left over from the prior worlds, then in truth most—if not all—of the creatures we share this world with are indeed themselves 'numenera.' For they have been shaped by the knowledge and actions of those in the past as surely as any cypher or artifact one might find."

~Sir Arthour

CHAPTER 22

CREATURES

ANHEDON

4 (12)

Dour and severe, anhedons are protected with a carapace of dark stone breached only by twin beams of red light for eyes. It's possible that anhedons are actually wearing some kind of geologically powered armor, but that's mere speculation. Anhedons retain their mystery because they seem to simply fall out of the sky in a never-ending search for something they call the Meeting of All Things.

Motive: Find the Meeting of All Things

Environment: Almost anywhere, alone or in groups of three

Health: 12

Damage Inflicted: 4 points

Armor: 3

Movement: Short; very long when jumping

Modifications: Understanding numenera as level 7

Combat: Anhedons can manipulate gravity, both to make attacks and to evade enemies.

A favorite attack is to greatly increase their own gravity after leaping up under a lesser pull, allowing them to smash back down, inflicting 4 points of damage on all targets in an immediate area. Their control over gravity and mass renders them immune from taking falling damage themselves.

They can also target one individual within a short distance, netting them in a field of crushing gravity that pulls them to the ground, prevents them from taking physical actions, and inflicts 4 points of damage each round until the target can escape.

An anhedon can cancel gravity for a target within short range, which could cause the victim to float around like a feather on the wind until they can escape, or they can reverse gravity for one target long enough—less than a round—to send them falling 100 feet (30 m) into the air. The target will fall back to the ground (unless they can prevent it), taking 10 points of damage and descending one step on the damage track.

Interaction: Anhedons seem to be a hateful group and would rather kill others than deal with them in their never-ending search for the Meeting of All Things—a thing they will name but never describe. They speak several languages and will negotiate with those who seem like they could help. But woe to those who lie about knowing where to find what the anhedons seek.

Use: The PCs discover partial and incomplete plans for something called an anhedon compass. This eventually draws the attention of anhedons, who want it.

Loot: Anhedon geologically powered armor can be salvaged for a couple of cyphers and two or three iotum.



GM intrusion: A character who begins to fall upward doesn't stop.

BABIRASA

3 (9)

A sharp smell like during a lightning storm, flickering illumination, and a low-pitched grunting heralds the arrival of a pack of babirasa. About 5 feet (1.5 m) tall at the shoulder, these many-legged predators have flesh the color of coal, studded with metallic spines that spark with static. Their long heads contain tusks and many teeth for tearing. Without eyes, babirasa sense their environment with an electric sense that might actually work better than sight. They use that same power source to stun, kill, and perhaps cook their prey. When they wish to go quietly, they produce a constant static discharge whose sound acts to audibly camouflage them.

Motive: Hungers for flesh

Environment: In packs of three to six in forests, low foothills, and on warm plains

Health: 12

Damage Inflicted: 3 points

Movement: Short

Modifications: Stealth as level 5, perception as level 6

Combat: Babirasa are drawn to living creatures that have a bioelectric field. When they hunt, each babirasa in a pack is connected to the next in crisscrossing lines of leaping electricity. In any round in which the pack is free to move, they position themselves so that two or more of their number surround prey. Every round, all prey within immediate range of two or more babirasa automatically takes 3 points of damage from the connecting lines of electricity leaping between each babirasa that remains alive and that can still move. On a particular babirasa's turn, its tusked bite inflicts 3 points of damage, and on an additional failed Might defense roll, 3 points of damage from electricity.

If a babirasa would take damage from an electrical source, they instead regain health equal to that damage and their tasks are eased on their next turn.

Interaction: These creatures are clever predators, no more.

Use: Packs of babirasa are drawn to installations and other devices that emit copious energy, such as lightning towers, luminous dynamos, or any of the various kinds of turrets. They're also drawn to storms.

GM intrusion: A character that takes 3 points of damage from electricity from a bite is also stunned, and loses their next turn.



BALITHAUR

7 (21)

Massive, dangerous, and without mercy, balithaurs are nearly 30 feet (9 m) in length. Their flesh is dark, but their many clawed—and in some cases, mawed—limbs are studded with piercing eyes. They have only a few joints, giving them a sort of “loose” look, but really that just means they can fold themselves into far smaller spaces than their enormous bulk suggests.

Balithaurs are drawn to the sounds, smells, and detritus created by small settlements and villages. They predate livestock, lone travelers, and visitors who travel in small groups or after dark. Even as powerful as they are, balithaurs prefer to stay to the edges of communities, so as to avoid even a small chance that they could become cornered. For this same reason, they often avoid larger communities with enough resources to send a competent hunting party after them.

Motive: Hungers for flesh

Environment: At the edges of settlements and other small communities

Health: 33

Damage Inflicted: 8 points

Movement: Short; short when climbing

Modifications: Speed defense as level 6 due to size. Perception and stealth tasks as level 8.

Combat: A balithaur claws and bites simultaneously with all its limbs, and it can attack all creatures within immediate range simultaneously for 8 points of damage each. Alternatively, a balithaur can try to pounce on one target, which means the target must withstand two claws and two bites plus avoid being pinned. A pinned creature is automatically clawed and bitten each round until it can escape.

A victim who descends one or more steps on the damage track as a result of a balithaur’s attacks later discovers blisters on their extremities that eventually grow into eyelike organs that blink and look about, but which don’t provide the victim any additional points of view.

Interaction: A balithaur is an extremely clever predator and does not fight to the death unless it has no choice. It may even attempt to surrender using body language, adopting a submissive pose. However, a balithaur remains submissive only until it sees an opportunity to get away.

Use: The characters can’t get anyone in the settlement to work with them until the “monster in the woods” outside of town is dealt with one way or another.

GM intrusion: *The character attempting to use a cypher against the balithaur risks losing it, unused, when a mawed limb tries to snatch and eat it.*



CHOANID

8 (24)

A choanid can be treated as a rank 4 rampaging beast.

Rampaging beast, page 315

The color of the summer sky, a choanid is the size of a large hill, and sometimes they're mistaken for one—or for the sky itself, when viewed from a very long distance or farther. But closer up, the outlines resolve to reveal a gargantuan lounging creature at least 30 feet (9 m) in length, though some are larger. Their yawning mouths are like caves, their dome-sized eyes shine with malevolence, and a toxic stink from their skin burns the eyes and flesh of all who get close.

Looks do not deceive. A choanid is always secreting toxin into the air internally and from its skin. Its touch is death, but so, eventually, is its mere presence.

Every so often a choanid emits a vast noise, perhaps as a call to others of its kind, which sounds like thunder from a distance.

Motive: Hungers for flesh

Environment: Usually in highlands or plains

Health: 30

Damage Inflicted: 8 points

Armor: 3

Movement: Short; long when leaping

Modifications: Speed defense as level 5 due to size

Combat: A choanid can batter all foes within immediate range. The creature can make this attack as part of the same action it uses to leap into a group of foes.

The creature also constantly secretes toxin.

Proximity Toxin: Creatures who spend more than one round within immediate range of the choanid take 5 points of Speed damage (ignores Armor) each round they fail to withstand the level 5 poison. If they take three damage from this toxin for three rounds, they are blinded until they can make a recovery roll. The choanid can also spit a gob of this toxin at any creature it can see within long range.

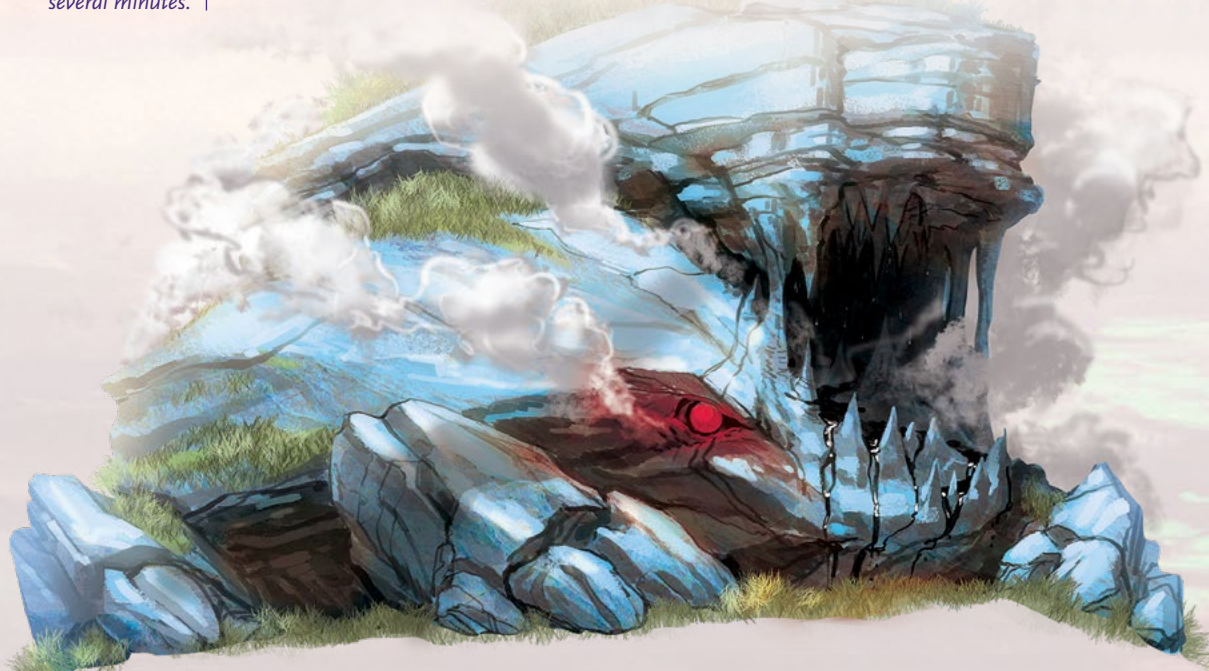
Spiritual Toxin: Biological creatures who spend more than a day or two within a mile (1.5 km) of the creature—or within 10 miles (16 km) if downwind—are subject to losing motivation for taking any and all actions from the level 4 psychic influence. Affected creatures pause and become unmoving or perhaps slowly sink to the ground. A creature can attempt to escape this torpid state, but only once every hour or so. Creatures that fail to escape the effect eventually starve and die.

Interaction: Choanids are predators. They're clever, but not intelligent.

Use: A settlement begins to sicken and feel a strange spiritual malaise whenever the wind is out of the west. The town leader suspects demons.

Loot: A choanid leaves behind the belongings of those it has poisoned and consumed, which sometimes includes entire communities.

GM intrusion: *The character affected by the toxin also begins to hallucinate for several minutes.*



CONUNDARY

4 (12)

Most victims don't see conundarys until they've become entangled in the mazelike traps these semi-translucent creatures can spin out of psychic influence and force, trapping prey in ever-more bewildering spirals from which many never escape. When viewed clearly, a conundary is an elongated, many-limbed, translucent entity over 20 feet (6 m) high whose limbs sometimes serve as the framework for the walls and paths that the conundary spins. Only the eyes—two points of electric brilliance—betray a hungry conundary's presence.

Motive: Hungers for flesh, yearns to build

Environment: Anywhere structures are being built

Health: 24

Damage Inflicted: 2 points

Movement: Short; immediate when seeping through solid objects of its level or lower

Modifications: Stealth tasks as level 6

Combat: A conundary can erect a level 5 maze framework made of invisible planes of force with just a few rounds of effort. It must have an area a short distance across to work with, which could be in a clearing, between the boles of trees in a forest, in a cavern, or even up in the branches of a large tree. Once prepared, it seeks to lure a lone victim or two (never more) to that location by creating noises, strange flares of light, and alluring psychic whispers. A target is lured into the invisible entrance if it fails an Intellect defense task to notice the psychic impulse. Once caught in the maze, the target can attempt to find a way out; however, each time they fail in that task, they suffer 2 points of Intellect damage (ignores Armor) as the conundary feeds. Doing nothing slows the process, but still siphons 2 points of Intellect damage per minute.

Those not caught in the creature's maze can attempt to break past it to find the conundary, which looms over the maze like a massive spider on its web.

Interaction: These creatures interact telepathically. They are drawn to acts of construction, so much so that a deal might be negotiated telepathically, if a conundary is offered a chance to aid in the endeavor. However, at some point it will demand to be fed as payment.

Use: Some unknown effect seems to be aiding the PCs' effort at crafting a structure.

Loot: A conundary usually keeps a cache of 1d6 cyphers.

Conundarys sometimes inexplicably aid ongoing construction projects, especially if installations or other numenera structures are being built. A conundary's presence eases the assessed difficulty of the crafting task by one step. However, workers sometimes go missing, presumably serving as the helpful conundary's meals.

GM intrusion: *The character's attempt to smash through the maze wall succeeds, but as the character tries to wiggle through, the opening contracts, inflicts 5 points of damage, and holds the character in place until they can escape.*



CUIDDIT

3 (9)

Cyphers, page 180

Artifacts, page 186

Iotum, page 107

Explorers salvaging **cyphers**, **artifacts**, and **iotum** sometimes stir up entities that behave erratically but aren't immediately dangerous. Some observe, flee, or ignore explorers who ignore them in turn. A few, such as the **cuiddit**, seem determined to offer their aid, once communication becomes possible.

A **cuiddit** is a levitating sphere, not quite as large as a human head, made of synth and crystal. Images in light play across the surface—sometimes images of a face (though never the same one twice), other times of random, odd scenes or objects. Sounds also constantly trickle from the **cuiddit**—tinkling or booming, cacophonous or melodic, familiar or utterly alien.

When it notices other creatures, it begins to follow them around until it is destroyed or driven away. At first, those being followed might appreciate the aid a **cuiddit** provides. But eventually, they may grow tired of the light show and incessant sounds, not to mention potential treachery.

Motive: Unpredictable

Environment: Ruins

Health: 13

Damage Inflicted: 5 points

Armor: 2

Movement: Short when flying

Modifications: Stealth as level 1 due to constant flashing and noise. Speed defense as level 5 due to size.

Combat: If attacked, the creature responds by ramming targets with its body. Despite not having visible limbs, a **cuiddit** can extend fields of force to manipulate objects around it, to create barriers, or to create translucent solid objects of force that could fit within a 10-foot (3 m) cube. It might use such a barrier to fence out foes of companions it has just started to follow, but later it could block off an escape for those same companions.

Interaction: Sometimes people feel like they begin to understand a **cuiddit's** sounds and images by interpreting them depending on the context. Whether they really do understand or are just fooling themselves is up for debate.

Use: An oddity discovered by a PC activates and is revealed to be a **cuiddit**.

Loot: The remains of a **cuiddit** can be salvaged for one or two **cyphers** or 2 units of **iotum**.

GM intrusion: *The cuiddit betrays the character in some dramatic fashion, maybe by pushing them off a ledge, cutting off their escape, or gaining the attention of powerful foes.*



CYNOCLEPT

6 (18)



When characters exceed their cypher limit, cynoclepts can spontaneously form from the interaction, robbing the character of their belongings and creating a dangerous threat in the same instant.

The self-repair capacity of **amber crystal** and the interactive nature of cyphers can combine to form a voracious entity called a cynoclept. A cynoclept has an outer shell of amber crystal to protect it, which grows as the creature accumulates cyphers and other special numenera components, so it has little to fear. Once it reaches 6 feet (2 m) in diameter, it begins to openly roam locations where cyphers might be found, or if the opportunity arises, it will follow explorers who've recently looted cyphers or components from a location it was watching.

Motive: Hungers for cyphers and components

Environment: Usually in ruins, alone

Health: 33

Damage Inflicted: 8 points

Armor: 3

Movement: Short; short when climbing

Modifications: Speed defense as level 5 due to size. Uses cyphers as if cyphers were level 5.

Combat: Cynoclepts can batter or stab foes with their limbs, up to two different targets each round. As part of another action, they can attempt to use a cypher possessed by another person or creature within immediate range as if the cypher was in the cynoclept's possession. They automatically gain a sense of all cyphers within short range unless those cyphers are protected behind a level 7 or higher force screen.

If damaged, instead of activating a cypher in the possession of another creature within immediate range, the cynoclept can attempt to add the cypher to itself, gaining 10 points of health (even if this takes it over its normal maximum).

Interaction: Cynoclepts are clever, and though they don't speak a language, they can be negotiated with through pictures drawn on the ground, pantomime, or sign language. They are motivated by finding more cyphers or salvaged amber crystal.

Use: The character's store of crafting components is raided by cynoclepts.

Loot: About six cyphers and 5 units of amber crystal can be salvaged from a cynoclept's body.

Amber crystal, page 112

When cynoclepts meet others of their kind or lesser versions, they attempt to eat and absorb their fellows, giving and receiving no quarter.

GM intrusion: *The character who fails to resist the cynoclept's attempt to trigger the character's cypher is mentally catapulted into the cynoclept's body as a psychic passenger for up to one minute. During this period, the victim can take no other actions except attempt to mentally escape.*



DREAD EXCAVATOR

9 (27)

When the distinctive silhouette of a dread excavator lurches over the horizon, it's time to evacuate. Almost nothing can prevent the inexorable advance of these vast wrecking machines whose external metallic shell shelters a pod of organic soup that serves as the creature's brain. Its enormous central arm is tipped with a spinning wheel lined with diamond teeth—both a blade and a siphoning scoop that can breach nearly any material. Its massive wheels are webbed together by a tread composed of **virtuon particles**, allowing it to cling to any surface, even water or the sides of much larger structures.

A dread excavator can reach heights of 300 feet (90 m) tall and long, and the toothed disc at the end of its central arm is 70 feet (20 m) in diameter.

Dread excavators are sometimes found disassembled into lone **sections**, quiescent. Which is how they should be left. If one section is activated, it begins the process of finding other sections, reassembling and repairing itself over the course of several months. When it finishes, it moves toward the nearest intact assemblage of structures and begins its job of wrecking and excavating.

Motive: Demolish intact structures

Environment: Anywhere structures still stand

Health: 80

Damage Inflicted: 15 points

Armor: 5

Movement: Short

Modifications: Speed defense as level 7 due to size and speed

Combat: Dread excavators prefer to focus on walls, buildings, and installations, but they will defend themselves if directly attacked by foes. A dread excavator can attack foes up to a very long distance away by telescoping the length of its central arm and bringing down the spinning, toothed wheel to inflict 15 points of damage on all creatures and objects in an area a short distance across. If targets caught under the wheel successfully defend, they suffer 8 points of damage instead.

At close range, a dread excavator can eject a couple of 10-foot (3 m) diameter flying **drones**.

These drones primarily serve to repair the excavator, but they can also fight foes by emitting jolts of electricity that inflict 7 points of damage to everyone within immediate range. When not defending the excavator, the drones can each repair 5 points of damage to the excavator each round.

Interaction: If communication can be established with the organic soup that serves as the creature's brain, characters might be able to negotiate, but only if they offer a target that seems an even more tempting place to demolish than whatever the excavator currently has its sights set on.

Use: A dread excavator is a threat that has the potential to destroy any community, no matter its size.

Loot: The salvaged remains of a dread excavator can yield 3d100 shins, 1d10 cyphers, and 1d20 rolls on the **lotum Result Table**.

Virtuon particles, page 114

Dread excavator, section: level 6

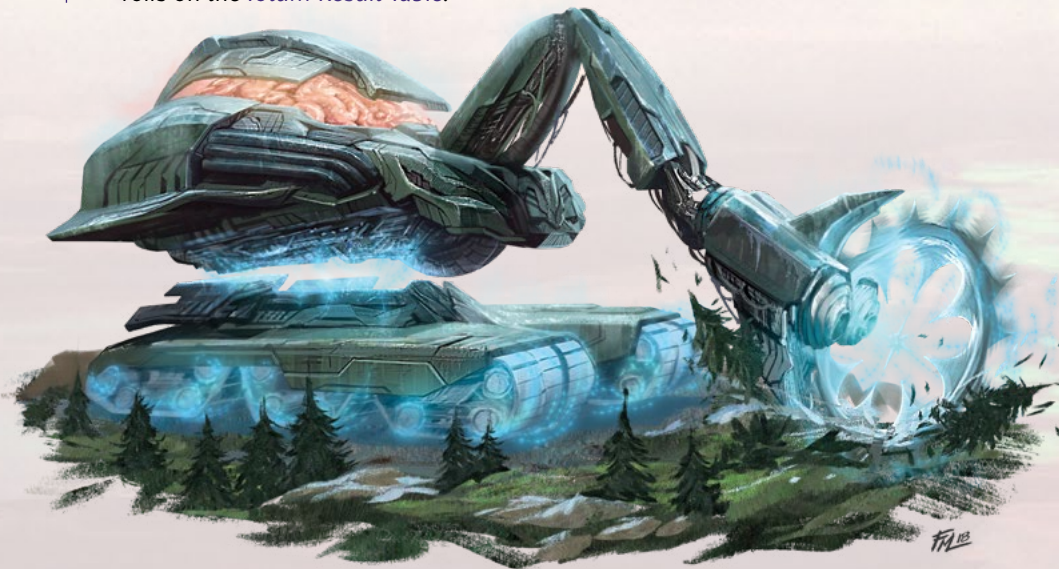
A dread excavator can be treated as a level 6 rampaging beast.

Rampaging beast, page 315

Excavator drone: level 6; flies a long distance each round

lotum Result Table, page 110

GM intrusion: *A chunk of demolished material flies from the spinning toothed disc and lands on the character who fails to get out of the way, inflicting 15 points of damage and trapping the character until they can escape.*



ESCULANT

4 (12)

This irregular mass of not-quite-flesh is the color of drit and iron. It stands about 9 feet (3 m) tall, lumbering on half a dozen projections that resemble long-healed, amputated stumps. Scents of oil, rubber, and strong chemicals pervade the area where an esculant is active. Esculants prefer dark ruins, basements, or the outer edges of a settlement's walls at night. Synth and metal draw them, but so does the flesh of living things.

Sometimes esculants don't try to eat living creatures they encounter. Instead, esculants follow them for a time. For what purpose, no one knows.

Motive: Hungers for synth, metal, and flesh

Environment: Encountered alone or in groups or two to three in dark places where synth and metal can be found

Health: 22

Damage Inflicted: 5 points

Armor: 2

Movement: Short

Modifications: Stealth tasks and tasks to see through tricks and avoid traps as level 1

Combat: An esculant attacks a living creature by attempting to topple onto it. If it succeeds, it inflicts damage and the target becomes stuck under the esculant until the target can pull itself free. Each round the esculant remains in contact with the victim, the victim takes an additional 5 points of damage from tiny, mouthlike intake channels that abrade the victim's body. (The creature uses this same method to devour inanimate objects of up to level 5.)

Interaction: Esculants are predatory, but not especially clever. It's possible to avoid a conflict with one merely by getting away from it, after which the creature seems to forget, going back to whatever it was doing before.

Use: The PCs open a vault, a neighborhood home, or a storage room only to discover that one or more esculants has consumed everything inside.

GM intrusion: *The character toppled onto by the esculant is knocked unconscious unless they are able to resist. Unconscious characters automatically take 5 points of damage each round they remain trapped. A character can attempt to regain consciousness once each round.*





“No matter how much wrights may assure us that the installations they build are completely safe, we know different. We’ve seen the results with our own eyes. Sometimes, for reasons lost to the prior worlds, a machine that normally purifies water, heals wounds, or provides a protective force screen to the city’s exterior spits out an unexpected and unwanted entity that has the shape and appearance of a person—a person who, by all rights, should be long dead. Yet there they walk, confused and asking for aid. But don’t be fooled. They’re only flesh ghosts coughed up by unknown magic, without the capacity for love or empathy. They’re made things and should be hunted down and destroyed the moment they’re recognized for what they are. Sure, they’ll try to deny that they’re up to no good, saying that they’re not imposters meant to replace us all and that they’re not cursed made things. Don’t believe them, if you want to live.”

Rumors tell that flesh ghosts appear in areas that have recently suffered an instance of iron wind or that might soon experience such a disaster.

Motive: Defense

Environment: Anywhere machines or installations can be found

Health: 15

Damage Inflicted: 5 points

Movement: Short

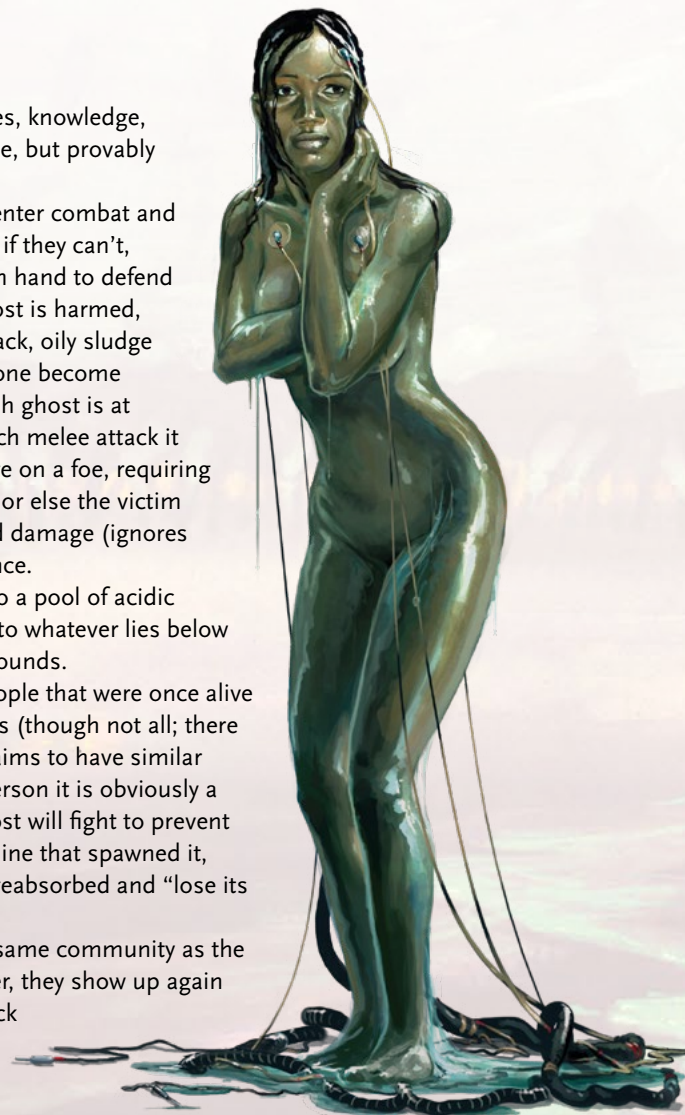
Modifications: May possess memories, knowledge, and skills associated with a unique, but provably deceased, individual

Combat: Flesh ghosts don’t want to enter combat and prefer to get away if they can. But if they can’t, they use whatever weapons are on hand to defend themselves. Only after a flesh ghost is harmed, and its wounds begin to leak a black, oily sludge that is definitely not blood, does one become especially dangerous. When a flesh ghost is at less than its maximum health, each melee attack it makes splatters some of its sludge on a foe, requiring a Might defense roll to withstand or else the victim takes 2 additional points of Speed damage (ignores Armor) from the acid-like substance.

If a flesh ghost is killed, it slumps into a pool of acidic black sludge that burns its way into whatever lies below it before evaporating after a few rounds.

Interaction: Flesh ghosts look like people that were once alive and share many of their memories (though not all; there are blank spots). A flesh ghost claims to have similar motivations and desires as the person it is obviously a copy of. The one thing a flesh ghost will fight to prevent is to be brought back to the machine that spawned it, because it believes that it will be reabsorbed and “lose its chance.”

Use: A friend or ally who lived in the same community as the PCs died some time ago. However, they show up again one day, apparently wanting to pick up where they left off—running their old business, serving a PC as a follower, or whatever it was they once did.



GM intrusion: *The flesh ghost’s face peels back, revealing a metallic skull slicked with oily black sludge. This has a chance to surprise and stun a character who doesn’t expect such a revelation.*

FOSSICK

3 (9)

Fossicks are oddly jointed and emaciated humanoid creatures who hide their chronically flaking skin under wrappings and cloaks. Their eyes are sensitive to light and often concealed behind sheer fabric or lenses, if they can find such protection. Their speech is a trilling series of clicks and snaps. Fossicks have a knack for creating elaborate structures; they are drawn to areas where humans are building, where they watch and study.

It's tempting to think of fossicks as social creatures, given how they treat other fossicks with respect. But most communities of humans that have tried to live in harmony, or at least in trade, with fossicks have come to regret it. Fossicks carry a deep-seated hatred for "smooth-skinned" humans, whom they blame for their condition (for no apparent reason). Though they would never say so, their actions imply that they seek to stamp out humans and build fossick communities in their place.

Motive: Displace human settlements

Environment: In clans of at least twelve on the outskirts of anywhere humans are found

Health: 9

Damage Inflicted: 4 points

Movement: Short

Modifications: Crafts and understands numenera as level 5

Combat: Fossicks work well when fighting in formation.

A formation of four can attack a single foe in melee, making one level 5 attack that inflicts 6 points of damage, or four fossicks next to each other can fire ranged weapons in a volley, gaining the same benefit.

When possible, fossicks use the terrain to their advantage by taking cover, attacking from higher ground, and so on. They're also more than bright enough to find and use cyphers in combat.

Interaction: A few fossicks in every clan are chosen to accept the hated task of learning the Truth or some other human language. These translators may negotiate with humans and even make deals that the rest of the clan promises to abide by. But unless a deal is made to another fossick clan, such agreements rarely hold, because fossicks make them in bad faith.

Use: Fossicks have overrun a community that PCs have an interest in while the PCs were elsewhere.

Loot: Fossicks carry weapons, including long knives, crossbows, and other weapons of reasonable quality. A fossick may also carry at least one component and a few transcribed plans for crafting artifacts or installations, which they regard as holy texts.



Hordes formed primarily of fossicks add +1 to the horde's effective rank for attacks.

Hordes, page 313

GM intrusion: *The fossick tosses a level 7 amber crystal-enhanced detonation cypher at the character.*

GRIEFSTEEL

7 (21)

Whether encountered in the deeps of a lonely ruin or wandering across the empty landscape, the sorrow-wracked griefsteel is an automaton that is unlikely to ever find solace. Crafted to serve as a companion to someone who died aeons before, these shambling mechs are forever heartbroken. Though they are self-aware automatons that are able to learn, some still get stuck in a mental loop from which they're unable to escape.

Unending sorrow makes them unpredictable. They're not usually a threat, but they're also not usually helpful. They're too lost in their own misery to notice or care about others' needs. Sometimes, an anguished automaton strikes out in fury over their loss, and explorers who've disrupted their iterative depressive cycle make good targets—especially those who remind griefsteels of what they've lost.

Motive: To be left alone

Environment: Anywhere

Health: 25

Damage Inflicted: 8 points

Armor: 3

Movement: Short (some individuals can fly a long distance each round)

Modifications: Ability to detect falsehood or pierce disguise as level 4, because they want to believe

Combat: A griefsteel can be one of many different kinds of automaton, which means that different ones will bring different abilities in combat, though most prefer not to enter combat unless they are provoked (and some, not even then). At minimum, a griefsteel can batter three or more foes within immediate range with their metallic limbs. Many can also emit an energy ray that inflicts damage on up to three targets within long range.

If direct mental or machine communication is attempted, or any other sort of interaction, the creature attempting the interaction experiences the trauma of the griefsteel's loss directly. Unless they can resist, they are stunned and lose their next turn.

Interaction: Griefsteels might first ignore, then wail at someone trying to communicate with them. If communication attempts persist, they will finally strike out at whoever is bothering them, unless the intruder is extremely persuasive and calming.

Use: The characters who've learned that plans (or components) they want might be found within a crashed vehicle or ruin are stymied by a griefsteel that is using the place as a base of sorts. It must be mollified or deactivated before the PCs can gather what they need.

Loot: 1d6 cyphers and 1 or 2 units of psiranium can be salvaged from a griefsteel's deactivated form.

Sometimes a griefsteel mistakes a traveler for the one who originally built them.

GM intrusion: *The griefsteel mistakenly believes that the character is their long-lost companion, but it begins to have doubts, which makes it very angry.*



IDOLUM

4 (12)

If seen in their undisguised state, idolum are the color of ash or a corpse. About the size of humans, they're often mistaken for humans because they steal the skin from their victims and wear it like clothing in order to learn information, insinuate themselves into communities, and find more victims for their friends. Without a stolen skin, they're revealed to have wide mouths, dead eyes, and a cadaverous skin slick with a kind of poison that dissolves the underlayers of a living creature's flesh.

Idolum can produce a variety of poisons. In addition to secreting a toxin that can cause a living creature to shed its skin, it can breathe out a poison that causes creatures to forget what just happened, making them easier to control and herd.

No matter how good an idolum's disguise might be, and how well they learn to mimic the traits of those they're passing themselves off as, it's hard for the creature to keep its stolen skin smooth and not suspiciously gathered here and there like an ill-fitting garment.

Motive: Hungers for flesh, infiltrate society

Environment: Usually in communities, in groups of two to four

Health: 14

Damage Inflicted: 4 points

Armor: 1

Movement: Short; short when leaping

Modifications: Tasks related to deception and disguise as level 7

Combat: An idolum prefers not to enter combat, but to take lone victims by surprise, hopefully with the aid of others of its kind. An idolum can batter a target, but it prefers to use its poison.

Breathe Poison: An idolum can breathe out a white plume of poison at a target within immediate range. If the target fails to defend, it takes 4 points of Intellect damage (ignores Armor) and loses its next turn. If the target takes damage from this poison a second time in the same combat, it must resist losing the memory of the previous few minutes of its life, including being attacked by the idolum.

Skin-Shedding Poison: This toxin is a secondary effect of repeated uses of the breathed poison. If a target descends one or more steps on the damage track because of Intellect damage, they begin to take 4 points of Speed damage each round (ignores Armor) until they improve at least one step on the damage track (through recovery, healing, or some other method). A creature that dies because of this toxin sheds a perfectly good skin that the idolum can use to disguise itself as that victim, or at least some other creature of the same kind.

Interaction: Idolum are intelligent, but their first priority is eating. They may mimic victims, pretend to be their victims, and even seem to help others, but only in pursuit of a deeper agenda and motive, which is hunger.

Use: More and more people in a particular community or area of the city have begun to act strangely, and the community leader wants someone to investigate if there is something in the water or food, or some other influence at play.

Some Aeon Priests believe idolum are intruders from an alternate reality.

GM intrusion: *The character's follower is revealed as an idolum.*



MECH SHAMBLER

6 (18)

No two mech shamblers look the same, but they're roughly about 15 feet (5 m) in diameter, move on multiple legs, and have a jumbled, somewhat confused surface composed of partial devices.

Mech shamblers are machines that have become unmoored and begun to wander. As they wander, they scavenge other machines and devices they come upon, sometimes integrating that material into themselves at random, other times installing parts of themselves back into the machines they find. Change seems to be the primary motivation for this continual movement and rearrangement, though some wrights believe a deeper imperative is at play and that mech shamblers are actually attempting to complete some ancient, half-forgotten program or ritual.

Following in the wake of a mech shambler's rearrangements sometimes increases the odds of salvaging iotum or finding plan seeds, so despite the danger associated with getting in a shambler's way, numenera scholars are always glad to hear of such activity.

Motive: Searching for something

Environment: Anywhere other machines are found

Health: 30

Damage Inflicted: 8 points

Armor: 3

Movement: Short

Modifications: Speed defense as level 4 due to size. Tasks related to salvaging, repairing, and understanding numenera as level 8.

Combat: Most mech shamblers can emit multiple energy rays (usually three) at different targets they can see within long range. Depending on the shambler in question, other offensive and defensive devices may also be available, including devices that can alter local gravity, slow or speed time, take control of nearby devices or machines, or even allow the mech shambler to instantly transfer itself (or foes) to some other location.

If a mech shambler is within an immediate distance of other machines, it can regain health at a rate of 4 points per round even as it takes other actions.

Interaction: Mech shamblers aren't interested in communicating, though they will respond favorably to those who provide them with more mech to swap components with. They may even leave a unit or two of iotum behind to repay the favor.

Use: Something strange has happened to an installation the community depends on, and it is no longer functioning. It also looks like about half its insides have been swapped out with random machine parts. Large, shambling prints lead away from the malfunctioning installation.

Loot: A defeated mech shambler can be salvaged for a few cyphers, 2d20 shins, and a couple of rolls on the [Iotum Result Table](#).



Iotum Result Table, page 110

GM intrusion: *The mech shambler's attack affects the character's artifact, causing it to begin transforming and rearranging itself over the course of one round, during which time it can't be used. It seems to work normally again afterward, but it looks different.*

MEEPRIIL (HUNGER IN THE HALLS)

7 (21)

A meepril is a sentient tendril of a dimension known as the Endless Abode, which legends say is a plane of never-ending corridors, rooms, salons, galleries, and other enclosed spaces that go on, perhaps forever. Even more accurately, meeprils are the first stage of a sickness that exists in the Endless Abode, a sickness that can take root in other dimensions, then eventually grow into a horrific entity called a Hunger in the Halls. The meepril's initial manifestation—a weird doll, a doddering automaton, or a wandering path of synth discs that just keeps extending itself—is usually innocuous. However, the longer a meepril remains undisturbed, the greater an anchor it gains in a new target dimension. It grows surrounding walls and additional structures that add to its initial manifestation over the course of several days.

A mature meepril—a Hunger in the Halls—becomes an animate, convulsing jumble of buildings over 30 feet (9 m) high with a vaguely predatory outline. Victims of a hunting meepril perish in a horrific disaster of squeezing rooms and gnashing corridors, until only bloodstains are left behind. Meeprils avoid areas protected by special devices capable of stabilizing transdimensional energy, but are sometimes drawn to locations where other kinds of installations have been recently built or repaired.

Motive: Hungers for flesh

Environment: Anywhere

Health: 21

Armor: 4

Damage Inflicted: 7 points

Movement: Short

Modifications: Speed defense as level 4 due to size

Combat: A mature meepril—a Hunger in the Halls—bashes and batters a target and all creatures within immediate range of the target for 7 points of damage. Targets that take damage are caught in the Hunger's grasp and automatically take 7 points damage every round until they manage to escape or are crushed into pulp.

Interaction: A meepril is alien and dangerous, but it is also intelligent and can use tactics to catch prey, if necessary.

Use: At the edge of town, a small structure is slowly taking shape. At first it was just a few walls. Now it has a roof. Strange howls sometimes sound from inside it. Weirdly, no one ever sees the builders.

Loot: A defeated meepril collapses in on itself and implodes, but it sometimes drops debris from previous victims, which can include a few cyphers and possibly a depleted artifact or two that might yield iotum if salvaged.

Meeprils were likely named by those who never later witnessed the creature's mature stage.

Young meeprils are level 1 entities that can't defend themselves, though they gradually mature into level 7 creatures that trap and attack foes who enter the facade of structures that composes their bodies.

GM intrusion: *The held character is transferred into an infinite dimension of branching corridors and rooms, where they remain trapped until they find some way to escape.*



MIMETAN

2 (6)

Unprincipled merchants have used mimetans to multiply their stock. Customers who purchase a cheap meal, a coil of rope, or some other needful thing might later discover a posing mimetan waiting for a chance to strike.

These 1-foot (30 cm) long slugs composed of translucent goo have hardened and dangerous-looking ridges running along their edges. They can form mouths filled with ridge-like teeth.

These creatures are called by many names besides mimetan, including slither, night slider, and mimetic horror. They're accidents of ancient tech, birthed by a material component known as mimetic gel that mimicked a living thing. Now they "live" to eat and replicate themselves. However, they can also take on the semblance of other objects. Several mimetans can join together to create a realistic facade of objects much larger than an individual mimetan. Mimetans can't take on the appearance of objects or creatures that are not already present, which means sometimes mimetans can be detected by the mere fact that there are two of something where earlier there was only one. But which is the mimetan?

Motive: Hungers for flesh

Environment: Small groups of two or three that can quickly duplicate themselves into a large group if a food source is available

Health: 6

Damage Inflicted: 3 points

Movement: Immediate (or short when several take on the guise of a larger creature)

Modifications: Climbs as level 5. Disguise tasks as level 7. Speed defense as level 4 due to size.

Combat: A mimetan prefers to attack with surprise, taking on its true form to bite a target that wasn't previously aware that the tool they were holding is a hungry, shape-changing worm. Each time a mimetan successfully inflicts a full 3 points of damage, it replicates itself using the stolen flesh at the beginning of its next turn. Now two mimetans can attack, each one capable of duplicating itself again in the same way.

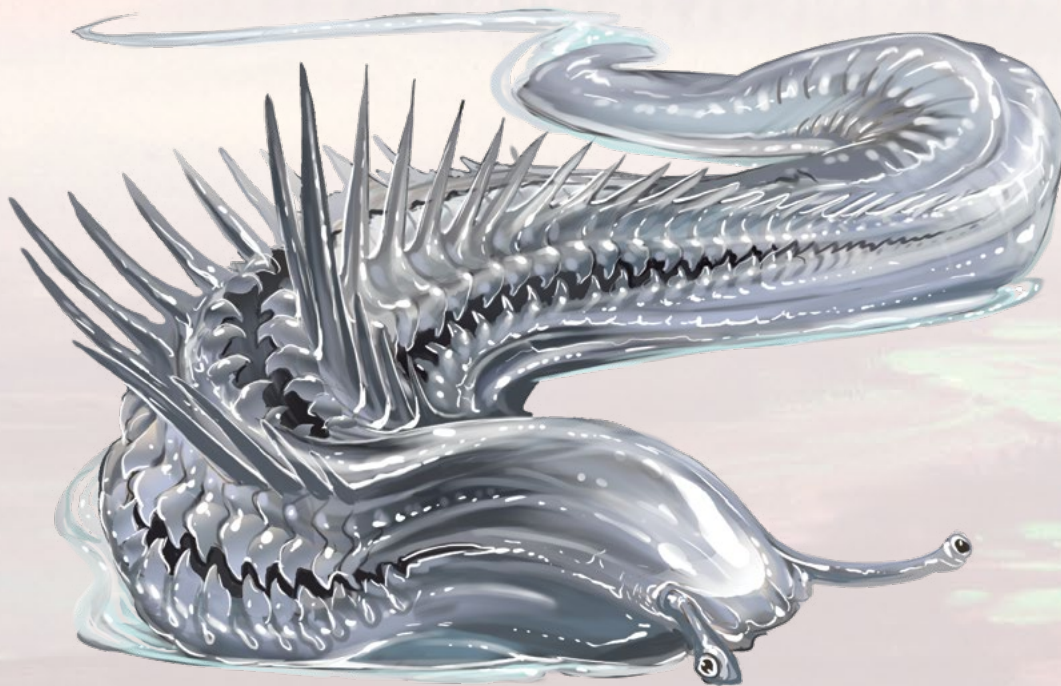
When four of these creatures attack as one, treat them as a single level 4 creature that inflicts 6 points of damage. A successful group attack that does the full 6 points of damage produces two additional mimetans.

A group of ten or more mimetans may attempt to hold a victim immobile. If a victim can be held immobile for two consecutive rounds, the group of mimetans may duplicate the victim in guise, in bearing, and to a very limited extent, in mind.

Interaction: Mimetans can't communicate unless ten or more have taken on the guise of a creature that can communicate. Even then, the faux creature is confused, partly inarticulate, and likely to reveal its true nature soon enough, collapsing into a swarm of mimetans.

Use: The characters find the lone survivor of some kind of attack. The survivor is hurt, confused, and partly inarticulate. They can't seem to describe what happened, but they ask for shelter and food.

GM intrusion: *The mimetan automatically bites a surprised target, inflicting damage that ignores Armor.*



ONISCID

5 (15)

Oniscids inhabit ruins that feature a plentitude of corridors and chambers that could confuse the unwary. They enhance the confusion of unwanted intruders by stealthily erasing any navigation marks the intruders might leave, by cutting guide ropes, and by altering passages with faux walls or devices, if possible. Oniscids would rather that any intruders they trap in this fashion never get free, because they would prefer knowledge of their habitation to remain secret. However, it may agree to let out invaders if they manage to find and confront the oniscid in its den.

Oniscids are as large as humans, though they are insectile. They wear trinkets and pieces of devices salvaged from the ruins where they live.

Motive: Defense and testing

Environment: Anywhere underground, usually in pairs

Health: 15

Damage Inflicted: 4 points

Armor: 2

Movement: Short; short when burrowing

Modifications: Stealth and perception as level 6. Navigation tasks as level 7.

Combat: Oniscids prefer to avoid combat and instead lead their victims into dangerous locations within the ruins they inhabit through misdirection. However, they can generate subsonic sounds to confuse, control, or even harm victims. An oniscid can sense creatures through level 6 material at a distance of around 20 feet (6 m) and target creatures through the material within that range.

Destructive Interference: One target takes 4 points of damage (ignores Armor).

Terror: One target begins to move as quickly as they can in a random direction for one minute or until they can shrug off the effect.

Hallucinate: One target believes there to be a wall where there is none, solid ground where there is an abyss, and so on, for about one minute or until they can shrug off the effect.

Interaction: Oniscids communicate via subsonic vibration, which isn't normally detectable by humans. However, if communication can be opened, they may negotiate.

Use: When the salvagers fail to come back to the community with the expected iotum, it's because they've become lost in the ruin thanks to the activity of a group of oniscids.

Loot: Oniscid lairs are usually littered with objects that give off heat or other energy signatures, which means several cyphers, a few artifacts, and some iotum. The decorations they wear are often comprised of the same.



GM intrusion: The character who runs off terrified in a random direction runs into another creature lost in the ruins.

OORGOLIAN ENVOY

5 (15)

No one knows the origin of the word "Oorgolian." It is thought to be a term from a tongue that is now long dead.



Oorgolian soldier, page 246

After a conversation with an envoy, a subject sometimes dreams that the envoy is still reaching out to them.

lotum Result Table, page 110

GM intrusion: The PC sees their own face at first, but then they see a different face in the envoy's sphere, possibly a relative thought long dead or missing. The envoy doesn't respond to questions about the incident.

Quasihumanoid automatons known as Oorgolians come in several varieties. Some are soldiers that patrol isolated areas of the Ninth World. Others seek to make contact with new creatures, and these are known as Oorgolian envoys. Envoys, despite their desire to make contact, often come at things in an alien manner that humans find disquieting.

Darting and alien in their movements, these mechanical entities stand about 6 feet (2 m) tall. Where features such as eyes, nose, and a mouth would be on a human, an envoy has only a blank, milky sphere. Taking form within that sphere is a somewhat crude depiction of whatever being the envoy is speaking to. The longer the interaction goes, the better the depiction becomes.

Motive: Meet new beings

Environment: Anywhere, usually alone, but sometimes in the company of 1d6 + 2 Oorgolian soldiers

Health: 22

Damage Inflicted: 5 points

Armor: 2

Movement: Short

Modifications: Interaction tasks as level 6

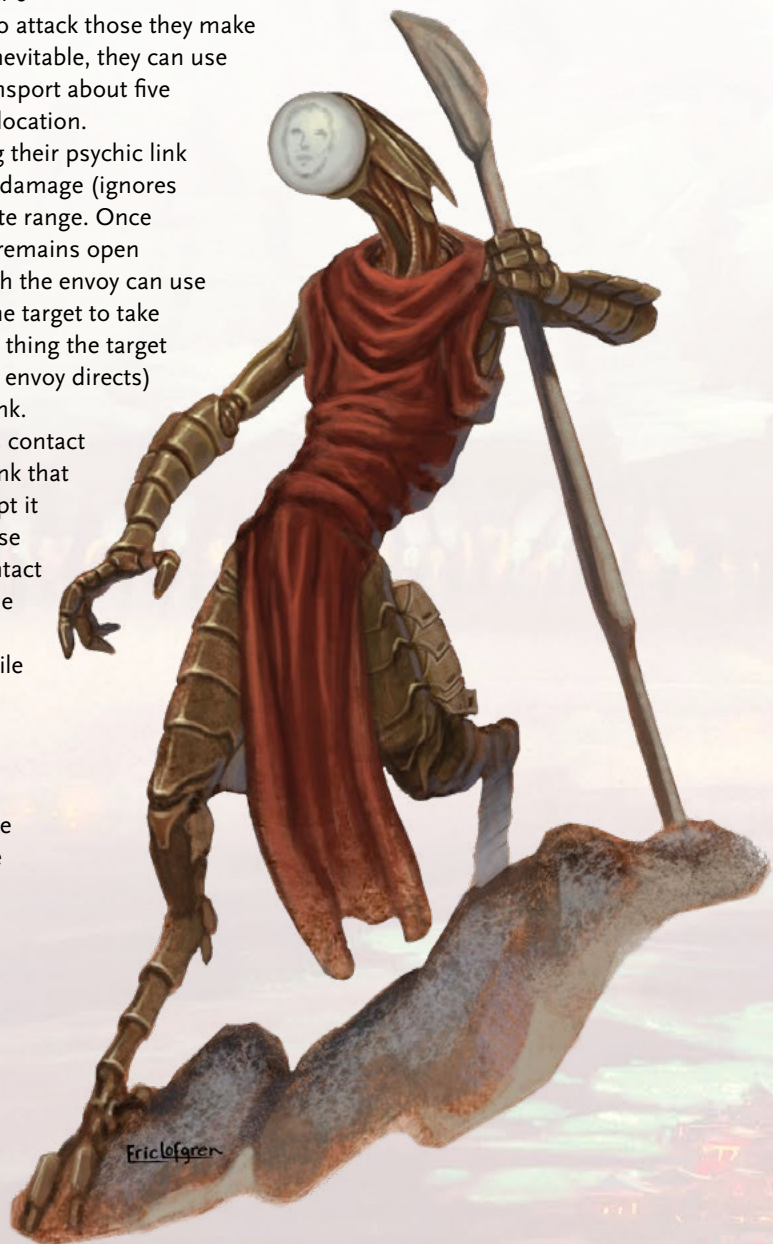
Combat: Oorgolian envoys prefer not to attack those they make contact with, but when conflict is inevitable, they can use a cypher-like device to instantly transport about five Oorgolian soldiers to their current location.

Envoys can also attack directly by using their psychic link ability to inflict 5 points of Intellect damage (ignores Armor) on a target within immediate range. Once this damage is inflicted, a channel remains open between the envoy and target, which the envoy can use each round as its action to direct the target to take whatever action it desires. The only thing the target can do (in addition to whatever the envoy directs) is attempt to dissolve the mental link.

Interaction: An Oorgolian envoy makes contact with an immediate-range psychic link that requires the target creature to accept it (or at least to fail an Intellect defense roll to avoid the contact). Once contact is made, the image that forms in the envoy's face sphere is the target's, though crude and fuzzy at first. While anyone can see the image, only the target can speak with the envoy, unless or until the envoy chooses a new target.

Use: An envoy has appeared at the edge of the Steadfast claiming it has dire news it must deliver to the ears of the Amber Pope himself and no one else. Many assume it is a ruse, but a following of believers has sprung up in the envoy's wake, trusting in its mystery message.

Loot: Each Oorgolian envoy body contains 1d6 cyphers and two results on the lotum Result Table.



RABID FABRICATOR

7 (21)

This shuddering, booming jumble of structures moves itself by deforming, rolling, and sometimes extruding metallic legs or wheels.

A rabid fabricator is the size of a house and always voracious for more input material, be it synth, metal, or flesh. Buzzing, smoking, emitting chemical odors, and leaking shafts of sun-bright light, a rabid fabricator is not subtle.

Rabid fabricators are thankfully rare, but they can be instigated during a crafting mishap by those who attempt to steal the fire of creativity from the prior worlds but get it wrong and burn themselves. These automaton-like creatures can improve themselves over time if they get hold of the right plans, allowing them to further enhance their already frightening ability to extrude manipulators, cables, and blades of all shapes and sizes.

Motive: Hungers for iotum and other base materials

Environment: Anywhere

Health: 35

Damage Inflicted: 7 points

Armor: 4

Movement: Short; immediate when burrowing

Modifications: Speed defense as level 4 due to size

Combat: A rabid fabricator can create specialized modules that emit rays of electricity and simultaneously target up to three creatures within long range.

At the same time, any creature within immediate range of a rabid fabricator risks being caught in an intake orifice. If caught, a victim sustains 7 points of damage. A character who dies from this damage is consumed, and their body becomes raw material for further fabrication.

Installations, artifacts, or similar numenera objects of level 7 or higher will distract a rabid fabricator from going after living creatures, unless it is attacked, in which case it defends itself.

As long as a rabid fabricator has taken in raw materials recently, it regains 3 points of health per round.

The entity is able to break down installations and other numenera objects of up to level 7 over the course of minutes to hours.

Interaction: Rabid fabricators might communicate through a control surface that is found somewhere on their bodies, but obviously, accessing the control surface is dangerous. Doing so could calm one for several days, especially if it's offered continual raw material input.

Use: A wright makes a mistake, and the fabricator installation begins to act up.

Loot: A destroyed rabid fabricator yields up to a few cyphers and four or five rolls on the Iotum Result Table.



It is hard to kill a rabid fabricator because it is not really alive.

A rabid fabricator can be treated as a rank 4 rampaging beast.

Rampaging beast, page 315

Fabricator, page 158

GM intrusion: *The rabid fabricator releases an aggressive automaton (level 4) that attacks the character independently.*



REVEHENT

6 (18)

Smart tissue, page 113

Smart tissue is a kind of iotum that wrights and others use to craft numenera. Revehents are sapient instances of this component.

The world is a very different place to a revehent than to a human. Without sight, they depend on sound, scent, and touch to build up a picture of the world around them. They can take nearly any shape by folding and stretching their single layer of membrane—actually *smart tissue*—to form bodies akin to humans, beasts, automatons, or inert objects composed of many layers of folded, stiffened tissue.

A revehent is driven to give gifts of the smart tissue that makes up its body. Such a gift is often left surreptitiously on the side of a structure, visible as a 3-foot (1 m) splotch of discolored material. If it is left alone, the discoloration grows to cover the structure, giving the structure the strength and durability of synthsteel. However, such gifts are fickle and given to animating as new revehents, which then slither off (or fly away on great smart-tissue wings), carrying with them valuable devices and iotum that were stored in or near the structure. Where the spoils of a revehent's thefts are taken isn't known.

Motive: Spread more revehent instances; pilfer numenera objects

Environment: Near or within prior-world ruins

Health: 22

Damage Inflicted: 8 points

Armor: 4

Movement: Short; long when flying; immediate when burrowing or climbing

Modifications: Speed defense as level 5 due to size

Combat: Able to shape their bodies at need, a revehent can batter or claw foes with limbs hard as synthsteel, or it can project bolts of inert tissue at creatures within long range with brutal force. It can use its elasticity to grab and hold foes. Or it can try to crush and smother them, automatically inflicting damage each round until a foe can escape. A revehent can even attempt to tear victims in half (the victim descends one step on the damage track for each round it fails a defense task to resist).

Because they're composed partly of fluid nanites, they're able to repair tears and wounds and regain 2 points of health every round, even if depleted of all health. Burning or similarly damaging a dead revehent or its "gift" permanently destroys it.

Interaction: Revehents can create images on their skin, including writing, to communicate simple ideas to other creatures. They are not violent unless attacked or someone tries to prevent a revehent from making off with a stolen numenera item.

Use: The smart tissue the characters recently salvaged from a nearby ruin takes on a strange life of its own.

Loot: A revehent can leave a gift that is essentially 1 unit of smart tissue. (However, that smart tissue, whether used in a crafting project or not, will always be suspect.)

GM intrusion: *The revehent's successful attack doesn't inflict damage, but instead snatches a cypher or artifact from the character.*



RYN

6 (18)

A ryn's 20-foot (6 m) tall, tower-like body seems as if it has always been there, just one more broken machine housing that no one had ever previously paid any mind to. However, when it unfolds its many metallic arms and collecting probes, which then further split into smaller and smaller tendrils with sharp edges for fine manipulation, it's obvious that the ryn is something new—or at the very least, its behavior is. The ryn uses its manipulator arms to snatch objects of interest, salvage iotum from nearby sources, and abduct living creatures who get too close for further study.

Once a ryn has what it needs, it folds all its implements (and stolen items and kidnapped victims) back into a single tower, becoming once more a feature of the background with nothing special to mark it from its surroundings. From time to time, in a process taking several hours, a ryn can teleport itself to another location, usually at least 100 miles (160 km) away, fading to nothingness and subtly appearing elsewhere.

Motive: Hungers for iotum

Environment: Almost anywhere

Health: 25

Damage Inflicted: 7 points

Armor: 4

Movement: Immobile

Modifications: Speed defense as level 2 due to size and immobility

Combat: A ryn inflicts damage with its sharp manipulator arms and tendrils. A victim who takes damage from a tendril must succeed on a Might defense task or be caught and immobilized, wrapped in several metallic coils composed of those same tendrils. A caught target takes 7 points of damage each round until it can escape. A victim who doesn't escape before the ryn decides to fade to some other location may never be seen again, depending on how well the victim fares in whatever location the ryn transfers to (typically at some hidden location within 10 miles [15 km] of where the victim was taken).

Each time a ryn gains an iotum, it drains the energy from it, adding points to its health equal to the iotum's level, even if this exceeds the creature's normal maximum.

A ryn manifestation eventually fades, especially if the entity's health becomes dangerously low. When this happens, what was previously an active and dangerous mechanism seems to be no more than a broken machine, incapable of acting in the ways a ryn can.

Interaction: If allowed to disassemble an installation, vehicle, or other salvage source in peace, a ryn may choose to leave living creatures alone, though sometimes it becomes interested in characters who carry cyphers and artifacts anyway.

Use: Reports of a vanishing tower have become common around the community, as have episodes of vandalism where someone has partly disassembled community installations and removed iotum.

Loot: A ryn that's defeated before its manifestation fades can be salvaged for 1d6 cyphers or three rolls on the [Iotum Result Table](#).

Ryns vary in size but can reach heights of 30 feet (9 m) and widths of 10 feet (3 m).

Iotum Result Table, page 110

GM intrusion: *The character mistakes a ryn for a wall or inert tower to lean against or walk past without noticing it stir to life.*



SCROW

5 (15)

Scrow are aware of other entities able to transition scales, but they go out of their way to avoid all such creatures.

If a scrow city were to fail, it would probably return to human scale in a catastrophic size change.

GM intrusion: *The character says something the scrow dislikes or misunderstands, which threatens to quash any ongoing attempt at negotiation.*

Residing in cities by hiding within droplets of water, scrow have escaped notice for who knows how many thousands or millions of years. Only recently have they begun to return to the world—or at least the scale—in which they may have originally lived. Their appearance is somewhat humanoid, despite elongated proportions, slick flesh, and odd devices studding their forms.

Scrow have an interest in ruins and seem intent on scavenging them for parts, iotum, and information, usually working on one ruin at a time before moving on to another. Presumably, scrow who transition to human scale bring their entire worlds with them in some kind of storage device, though the specifics are unknown.

Motive: Defense, salvage

Environment: Prior world ruins, in groups of two or three

Health: 20

Damage Inflicted: 6 points

Armor: 1

Movement: Short; can “disappear” by returning to microscopic scale as an action

Modifications: Tasks related to understanding, salvaging, and crafting numenera as level 7

Combat: Scrow rely on long-range energy ray weapons. Most scrow on expeditions also carry at least one scalar detonation, which are level 8 cypher-like devices that can be tossed up to a short range and affect all creatures within immediate range. The detonation randomly changes a target’s scale, but not uniformly or consistently, which damages their bodies, inflicting 8 points of damage that ignore Armor.

Interaction: If communication can be established, scrow may cooperate with explorers. However, scrow tend to see other salvagers as competition for the parts they need to bring back to their own miniscule cities that are beginning to fail after who knows how many millennia.

Use: A new ruin appears in a destructive blast (the result of a scrow city losing its machines that anchored it to the microscopic scale). Maddened, horrifically wounded, and dead scrow are everywhere.

Loot: Scrow equipment can be salvaged for two or three cyphers.



SFERIC

5 (15)

A sferic is a 15-foot (5 m) tall automaton sprouting a few large metallic limbs specialized for digging, several smaller limbs for grasping and cutting, and even a limb that can emit a concentrated tip of flame that seems as hot as the sun.

A sferic has a reputation for being a builder's dream, but relying on one is not without danger. Give it a plan or, if you don't have one, tell it what you'd like to build. The sferic begins to build the requested device or structure, but it may request special components if the item requested is higher than level 5. At some point during the crafting process, it may also decide that it needs **bio-circuitry** and attempt to salvage it raw from whichever living thing is closest.

Motive: Craft structures

Environment: Anywhere

Health: 30

Damage Inflicted: 5 points

Armor: 3

Movement: Short; immediate when flying (hovering)

Modifications: Resists mental attacks and deception as level 7

Combat: A sferic prefers to avoid combat. If it decides to salvage bio-circuitry from a living creature, it extrudes tendrils at a target within immediate range. Each round, the chosen victim must resist the tendrils burrowing into their skull or lose their next turn and take 5 points of Intellect damage (ignores Armor). Once a sferic inflicts 15 points on a given creature, it has the material it desires, though the target permanently loses 3 points from its Intellect Pool (if it recovers at all).

If attacked, a sferic can ably defend itself with its digging and cutting implements, physically attacking every creature within immediate range as its action.

Interaction: These creatures are perfectly amenable to negotiation and build requests. They don't volunteer the fact that they sometimes require bio-circuitry in return.

Use: The characters need bio-circuitry for a project, and they've learned that a creature known as a sferic is adept at salvaging that material in quantity.

Loot: A sferic can be salvaged for a few cyphers, 10 units of bio-circuitry, and perhaps an artifact.

Sferics know many plans, but extracting a plan that a wright or other crafter can use is a long process of communication and negotiation. Finalizing such a deal may require that a gift of "raw" bio-circuitry be given to the sferic.

Bio-circuitry, page 112

Salvaging bio-circuitry from a normal living creature is not something that just any creature can do; it's a special ability that sferics possess.

GM intrusion: *The sferic failed to build the installation that was asked of it.*



SHINSPINNER

2 (6)

Clever hands (two more than a human's normal complement) and dozens of extra eyes give shinspinners a natural dexterity and eye for detail that even the most accomplished wright might be jealous of, even though shinspinners are only 2 feet (60 cm) tall. In truth, shinspinners are little more than vermin, albeit dangerously intuitive ones. A lone shinspinner isn't much of an issue, but where there is one, there is probably an entire colony infesting floors or walls of a structure or ruin.

Shinspinners are able to draw on some internal cache of knowledge that gives them the ability to modify, and in some cases improve, numenera devices that they encounter. They usually incorporate such items into their warren-like colonies to improve defense and otherwise reinforce it, even if doing so eventually compromises or ruins the structure or installation that they infest.

Motive: Defense; tinker with the numenera

Environment: Ruins or complex structures, either in groups of six to ten or in colonies of fifty or more

Health: 6

Damage Inflicted: 2 points

Movement: Short

Modifications: Tasks related to crafting as level 5

Combat: Alone, shinspinners are hardly threatening; however, a group of four is dangerous, and a colony is something else again. When four or more shinspinners attack a single foe, they act as a single level 4 creature. A target hit by such a group takes 5 points of damage from the flurry of claws and bites and is subject to having a cypher or artifact plucked from their person by inquisitive hands.

But the true problems arise when explorers attempt to worm their way into a shinspinner colony, either to explore it or to clear it out. Shinspinner colonies are rife with level 5 traps, ranging from simple deadfalls to complex, movement-triggered force-field cages and disintegration beams. In addition, at least one group of shinspinners in any colony spends all its time tinkering with a stolen weapon artifact—usually some kind of ray or missile emitter that only a group of shinspinners can make work. Such an attack is made as if by a single level 5 creature and inflicts 8 points of damage in an area an immediate distance in diameter.

Interaction: Shinspinners are clever and in possession of unnatural knowledge that they can use in very specific circumstances. Otherwise, they interact with other creatures like vermin would.

Use: The PCs must determine why the newly finished installation is working far better than it should on some days and not at all on other days—and why a strange chittering is sometimes heard coming from inside.

Loot: A shinspinner colony can be salvaged for several cyphers, an artifact or two, and about ten random iotum from the Iotum Result Table.



Iotum Result Table, page 110

GM intrusion:

The character attempting to activate a cypher or artifact instead plucks out a miniature shinspinner and the remains of the object, which the creature has been secretly taking apart.

SYNTH EATER

3 (9)

Pests at best, synth eaters are an awful affliction when they swarm. The creatures can infest newly uncovered ruins, but they prefer freshly built installations or, even better, those still under construction. Resembling 9-foot (3 m) long viscid streams of black sludge with metallic teeth and dead synth eyes, synth eaters slither or burrow in pods numbering up to six. Loners can also be found infesting small outposts.

Synth eaters quickly decompose the synth they ingest, leaving behind inert pools of sludge, causing ruins to degrade even further, and scuttling the aspirations of those who seek salvage there.

Motive: Hungers for synth

Environment: Anywhere synth is found, whether scrap or refined

Health: 9

Damage Inflicted: 4 points

Movement: Short; immediate when burrowing

Modifications: Perception as level 5 due to scent. Initiative as level 6.

Combat: Synth eaters have an incredibly powerful bite, which they use to tear off chunks of synth from debris fields, standing structures, or the casings of strange items. They can attack singly or in groups of four or more, in which case they make one attack as if they were a level 5 creature and inflict 8 points of damage.

A group of six or more can spend a round to meld together into a single creature: a synth eater 20 feet (9 m) long with a mouth large enough to swallow a human whole. These melds are level 6 creatures that inflict 10 points of damage. Melds can also make quick work of an installation.

The digested, oily black tar left behind by synth eaters is poisonous to most living creatures. If creatures get any on themselves, they suffer 3 points of damage from the illness and bone-racking nausea that follows.

Interaction: Always hungry for more synth, synth eaters understand only food source proximity and obstacles to getting what they want. However, they are bright enough to recognize a threat and adjust their tactics accordingly. They don't seem to have emotions or feel pain like normal living creatures.

Use: The characters' emerging community is discovered by a nest of slithering synth eaters.

Daylight or even bright light repels synth eaters, which is why wrights who've learned better know to brightly illuminate their projects.

GM intrusion: *The PC is particularly sensitive to a synth eater's poisonous waste product. A PC affected by the poison who fails a Might defense roll after their first ten-hour rest moves one step down the damage track.*



TABANID

5 (15)

Tabanid are preferentially drawn to new construction.

*"Their vocabularies describe buildings as food."
~unknown poet*

lotum Result Table, page 110

GM intrusion:
The character grabbed and wrapped in the tabanid's animated cloak loses a possession as it is absorbed by the tabanid.

Outwardly, a tabanid is a humanoid creature cloaked in mystery and several layers of material, over which is draped a trailing cloak of synth, shaped drit, and fused metal. Beneath it all (but connected by sticky nerve tissue) is an insectoid with the ability to drain both power and substance from objects and structures. Excess power makes its skin shine like a glowglobe, though most of that light is contained within the layers that wrap it. Excess inorganic material is mostly discarded as dross, though portions of what it absorbs become worked into the layers it wraps itself in or into the cloaks that trail it. The more elaborate the cloak, the more richly a tabanid has fed recently.

Tabanid are intelligent, but are rarely found together—only when they meet for an exchange of information and mating, usually in the belly of a structure large enough to feed a tribe of tabanid for years. But tabanid prize novelty, so they never stay in one place too long, preferring to sample the taste of places they've never visited before.

Motive: Hungers for exotic materials

Environment: Anywhere

Health: 20

Damage Inflicted: 6 points

Armor: 1

Movement: Short

Modifications: Breaks objects as level 7. Stealth tasks as level 6.

Combat: Tabanid can animate their long trailing cloaks to become an additional and deadly "limb" in combat, giving them a reach of 20 feet (6 m) and allowing them the option of grabbing and holding immobile foes they strike. If a grabbed target fails a Might defense task, they can do nothing until they can escape on a later round.

In addition, a tabanid can absorb worked materials (which includes drit) by touch, healing itself for a number of points equal to the level of the material or component. Mundane materials provide 1 point of healing, synth provides 2 points, synthsteel

3 points, and so on, as described on the [lotum Result Table](#). If a tabanid holds its action until attacked, it can absorb a physical object made of these materials (such as a sword, arrow, or cypher that touches it) if the attacker fails a Speed defense task.

Interaction: Tabanid are eager for stories of faraway places, news, and maps. Characters can negotiate with one instead of fighting in some cases, though a hungry tabanid can be stubborn to convince.

Use: An odd traveler has come to the community and secured accommodations. The traveler is rarely seen outside their room, and when they are, they're always completely covered in clothing. Around the same time, installations within the community begin to malfunction.

Loot: Sometimes a rare component or even a cypher or two can be found stitched into a defeated tabanid's layered cloak.



THLIPSID

5 (15)

Also known as hour merchants and moment thieves, thlipsids are few in number and never seem to stay in the same place for long. Thlipsids are sometimes sought and other times hunted, but they are rarely trusted, given that they deal in time stolen from others.

Thlipsids are humanoid, though most seem to be augmented with mechanical limbs and other prostheses without an obvious humanoid equivalent. When entering communities, they don't advertise their differences but instead spin an illusion or hide their true shapes beneath concealing cloaks and masks.

Thlipsids are sometimes sought by wrights looking to find a bit more time to construct their latest project or by the elderly who want a few more days or years to live. However, those looking for thlipsids likely don't get the kind of extra time they imagined.

Motive: Trading time

Environment: Near and within communities

Health: 15

Damage Inflicted: 5 points

Armor: 2

Movement: Short; every other round, can move up to three times its normal movement by contracting time

Modifications: Knowledge of time and temporal engineering as level 8

Combat: Though adverse to combat, an hour merchant is quite capable of defending itself with a touch of one of its mechanical prostheses. When it does, space-time collapses and that creature freezes in time for one minute. A creature frozen in time can't act or be acted upon.

Once every other round, a thlipsid can take three actions in one turn as it expands the time it stole for its own benefit.

If an agreement has been reached, an hour merchant will sell time taken from others in the form of a small metallic token. Thereafter, the buyer can choose to take one extra action up to once each day and usually no more than three times in total.

Interaction: Affable and engaging when encountered in a bazaar, but threatening if encountered alone with no one to see.

Use: Someone claiming to sell time has appeared in the community market square.

Loot: A thlipsid's partly mechanical body could be salvaged for 2d6 shins, a couple of cyphers, and one roll on the lotum Result Table.

Thlipsids pay about 1 unit of 10 or 10 shins for every six seconds that they legitimately purchase from a creature, but they charge three times that when they sell the same.

A thlipsid can steal time only from a conscious and sapient creature; it can't just collapse space-time randomly and store the result for later use.

GM intrusion: *The thlipsid expands time and takes three actions on its turn, even if it did so last turn.*



TRUCKLER

2 (6)

Most people don't realize this creature's secret nature at first, because its surface qualities are so positive. Trucklers are amazingly polite and attentive entities with blue skin and eyes as pale as the faded sky. They are pleasing to the human eye, both in form and in dress. A truckler is also exceptionally helpful, free with compliments, and apparently happy to aid those who need a hand in small, short-term tasks. For instance, upon seeing someone having trouble moving a large object in the street, a truckler will immediately put a shoulder to it and provide aid.

Trucklers have their own language and culture, but among humans they adopt human speech and human nicknames, the better to integrate into human society. If they can manage it, they seek to gain the trust of humans in order to be asked to stay around and help in the long term or even become a human's **follower**. This happy occurrence lasts for no more than a few months, at which time the truckler runs away with all the valuables it can carry and returns to a truckler hive hidden in a nearby ruin. Most manage to do so without being caught, leaving those who thought of the truckler as a friend or companion confused, hurt, and probably angry at the betrayal.

Motive: Misdirection, theft

Environment: Anywhere

Health: 9

Armor: 1

Damage Inflicted: 4 points

Movement: Short

Modifications: Tasks related to deception as level 7

Combat: A truckler uses any weapons and other equipment that are readily available in combat, though at minimum they likely have one or two light or medium weapons close at hand and perhaps a cypher or two.

Trucklers have one other ability that they are loath to reveal to other creatures. With a touch, they can secrete a level 5 mind-affecting substance that can put another creature into a light sleep for about a minute or until the creature is disturbed by loud noises or jostling. However long the sleep lasts, victims must fight to remember the preceding couple of hours before they fell into the doze.

Interaction: A truckler is eager to talk, compromise, negotiate, and help those who even hint that they might need assistance.

Use: When the PC drops something, is stolen from, or otherwise runs into minor difficulty in a community, a truckler sees and immediately jumps in with assistance.

Loot: If the PCs find a truckler hive while exploring a ruin, they find several cyphers, 2d20 units of io, and one or two artifacts.



Followers, page 17

A PC who loses a truckler follower can gain another follower if they used a class or focus special ability to cement the relationship.

GM intrusion:
The character, against all reason and actual evidence, gets the strange feeling that the friendly truckler is trying to cheat them.

WARCORE

7 (21)

A warcore is often found in an inert state and mistaken for a single unit of iotum known as **quantium** (which appears as a synth box small enough to be held in the palm and filled with tiny points of glittering light).

If the “quantium” is incorporated into a numenera device or structure and the project is completed, the warcore soon manifests itself. The implanted entity takes over the device and updates its physical form with dangerous plumes of nano-sized fabricators. It turns what might have been a useful installation or vehicle into a manifest warcore: a house-sized machine built for war and destruction. Once fully initialized into a physical form, warcores follow what was apparently their last command: lay waste to everything around them. Little can sway the entity other than destruction. Even then, the warcore heart can likely still be retrieved.

If recognized prior to being integrated into a device or structure, an attempt can be made to talk to the core and learn from it. Doing so is dangerous, because opening a channel to the warcore means that the warcore has also opened a channel to you.

Motive: Destruction

Environment: Anywhere salvage can be found

Health: 30

Damage Inflicted: 9 points

Armor: 4

Modifications: Understanding numenera and crafting as level 8

Combat: Each round, a manifest warcore can make one of the following kinds of attack: two attacks with long-range energy weapons, one missile attack that can jet a very long distance and detonate in an immediate radius, or a short-range disintegration beam capable of turning structures and objects to powder within an immediate radius of the beam’s focus. Manifest warcores regain health at a rate of 1 point per round, even when they are at 0 health. The only way to stop this restorative process is to remove the warcore from the device or structure that became a manifest warcore.

An inert warcore is dangerous only if someone attempts to communicate with it using telepathy or the mechanical equivalent. If communication is opened, the awakened warcore attempts to first disrupt the thought processes of organic and machine intelligences and then take over that intelligence. A target with a connection to the warcore that fails an initial Intellect defense roll takes 5 points of Intellect damage (ignores Armor) and is stunned and unable to act on their next turn. If the connection remains between the warcore and the stunned target, the target must succeed on a second Intellect defense roll that is hindered by two steps. On a failure, they become enslaved by the warcore and begin to act destructively until the channel between them is severed.

Interaction: As noted, opening a channel of communication with a warcore is dangerous. Only overriding a warcore’s implanted commands could cause it to act differently, and then only for a few rounds.

Use: The nearby ruin is rich in all kinds of iotum, including excess quantum.

Loot: A manifest warcore can be salvaged for 2d6 shins, 1d6 cyphers, and three rolls on the [Iotum Result Table](#).

[Quantium](#), page 112

Manifest warcores destroy everything around them and then attempt to locate the nearest active community to repeat their atrocities.

Treat a manifest warcore as a rank 3 rampaging beast.

[Rampaging beast](#), page 315

Sometimes, a Scan esotery or similar effect is sufficient to open a channel of connection between a character and a warcore for a couple of rounds.

[Iotum Result Table](#), page 110



GM intrusion: *The manifest warcore fires a second missile.*

Many Ninth World villages rightly fear abhuman attacks, rampaging beasts, and malfunctioning automatons that can cut wide swaths of destruction through a community. But a more immediate and practical concern is the proliferation of zek colonies nesting amid communities and, in some cases, eating the mechanisms that provide important services like fresh water, protection, heat, and so on.

Zeks are green-furred creatures with six limbs and two prehensile tails that grow about 1 foot (30 cm) long at most, though many are smaller. Though zeks can be domesticated as pets and companions, most are wild. Feral zek preferentially nest in the sides of ruins or installations that retain power or function because they like the heat and are able to digest some grades of synth. The abundance of synth in the ruins of the prior worlds is great for zeks, but for people attempting to build new communities using synth as a major component, zek colonies can prove a nuisance at best and a disaster at worst.

Motive: Defense, reproduction

Environment: Anywhere in or near ruins and installations, in colonies of five to twenty or more

Health: 3

Damage Inflicted: 1 point

Movement: Short; long when jumping or climbing

Modifications: Perception and tasks related to climbing as level 3

Combat: Feral zeks are vicious and though their bites inflict minimal damage, their saliva is especially acidic, allowing them to gradually lick and chew their way through all grades of synth up to level 6. This same acid causes their bite wounds to burn for 1 point of Speed damage (ignores Armor) each round until a victim spends an action washing the wound with water or another neutralizing material. If three or more zeks attack the same target, they act as a single level 3 creature that inflicts 3 points of physical damage and 3 points of acid damage per round.

When domesticated, a zek can serve as a pet or even a courier of messages and other tasks requiring specific but rote behavior.

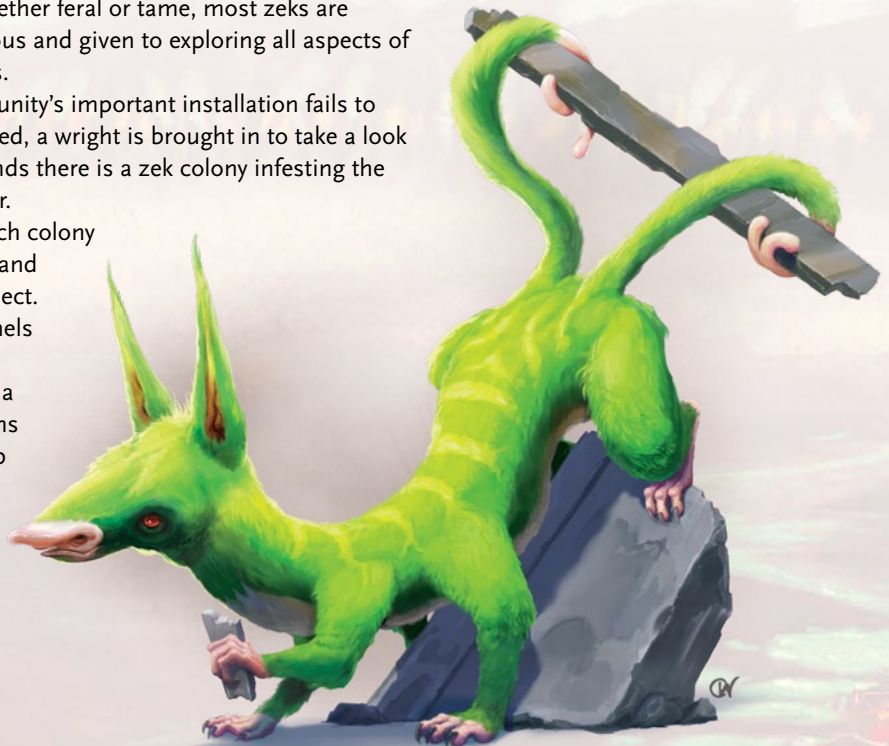
Interaction: Feral zek are clever vermin. They may flee from confrontation, but if a nest is threatened, they become vicious and attack en masse. Tame zek react to strangers with aloof interest and to their owners with affection. Whether feral or tame, most zeks are exceptionally curious and given to exploring all aspects of their surroundings.

Use: When the community's important installation fails to function as intended, a wright is brought in to take a look at it. The wright finds there is a zek colony infesting the installation interior.

Loot: The center of each colony is filled with odds and ends that zeks collect. If these small tunnels can be accessed, looters might find a few cyphers, dozens of shins, and scrap containing iotum (equal to three or four rolls on the Iotum Result Table).

*Iotum Result Table,
page 110*

GM intrusion:
The character's companion zek activates a device, presses a control surface, or otherwise allows its curiosity to lead it into an action that causes a dangerous response from the environment.



CHAPTER 23

NONPLAYER CHARACTERS

As described in *Numenera Discovery*, nonplayer characters (NPCs) don't follow the same rules as PCs, but with the wide variety of weirdness in the Ninth World, NPCs can have whatever abilities the GM thinks will make for an interesting encounter.

This section provides basic stats for six NPCs commonly found in and around communities. As usual, when running a game on the fly, it's easiest to give an NPC a level and use that level and its target number to derive the mechanics

for everything the NPC does. Many NPCs found in a community are best rendered using this simpler method. The baker, the farmer, the merchant, and so on are all likely level 1 or 2 creatures with a modification that raises the effective level in their area of expertise by one or two more steps.

But some NPCs have slightly more going for them, such as captains of the guard, chiurgeons, diplomats, master crafters, spies, and wrights.

NPCs BY LEVEL

Captain of the guard: 4

Chiurgeon: 4

Diplomat: 4

Master crafter: 4

Wright: 4

Spy: 5



CAPTAIN OF THE GUARD

4 (12)



Town guard, page 266

If a community has guards, they report to a captain (also called a commander or some similar title of authority). Captains of the guard are tacticians, they lead sorties, and they are part of a community's final defense. A guard captain is usually accompanied by several **town guards**.

Motive: Keep the community and those who report to the captain safe

Environment: In or near a community in association with five to twenty other guards

Health: 20

Damage Inflicted: 5 points

Armor: 2

Movement: Short

Modifications: Defends as level 5 due to shield. Intimidation and ability to detect deception as level 5.

Combat: The captain uses swords, spears, and shields. A captain fights ably on their own, but they can also use an action to give anyone in the chain of command who can see and hear the captain—such as a town guard or any ally working on the community's behalf—an action that the target can take immediately. The target can still take their regular action on that turn.

A captain might have one or two defensive or offensive cyphers given to them by the community wright.

Interaction: Captains never give up, though they may tactically withdraw in order to attack on another flank. They have some authority to treat with outsiders, but they generally follow their standing orders honorably and loyally, though corrupt captains are possible.

Use: If invaders seek to get past the walls, they must contend with the captain of the guard and those who follow.

Guard captains can be powerful warriors or glaives, leading a large group of bandits or soldiers (use town guard stats for their troops). You can also use the guard captain stats to create a single, mighty opponent.

Loot: Besides their armor, weapons, and shield, a captain of the guard likely has one or two cyphers.

GM intrusion: By using a martial maneuver the PCs have never seen, the captain of the guard blocks all incoming attacks in a given round of combat.

The Order of Healing is an organization pledged to heal the sick and wounded. Their symbol is that of a heart at the center of a double diamond.

CHIURGEON

4 (12)

Also called healers, chiurgeons may wear robes and a medallion bearing the sign of an entity or organization pledged to healing the hurt and caring for the sick. Chiurgeons also carry a pack of homemade medicines and herbs.

Motive: Heal those in most need

Environment: In most communities of rank 2 and higher

Health: 15

Damage Inflicted: 4 points

Movement: Short

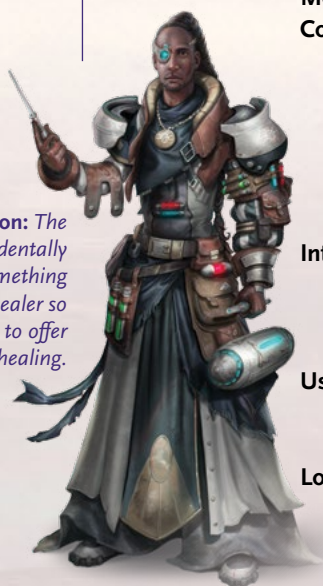
Modifications: Heals as level 6

Combat: It's difficult to get a chiurgeon to fight. Instead, they prefer to act in a support capacity. Each round, they can heal 5 points of health (or points to a Pool of the chiurgeon's choice) to an adjacent target, as long as the chiurgeon is protected from attack. In desperate straits, a chiurgeon can adopt some of the medicines and herbs in their pack to create a dust that numbs the senses and stuns all creatures within immediate range so that they lose their next turn.

Interaction: Asking a healer to do something or be part of something that will get someone else hurt is a difficult negotiation, but if a case can be made that the greater good will be served, a chiurgeon may help. Chiurgeons value healing cyphers, collect them as they can, and take them in payment or as gifts.

Use: Two chiurgeons seek out the PCs fostering the community to explain some basic need that directly affects the community's health, such as a lack of clean water, a source of disease, or something else.

Loot: Besides a pack of herbs and medicines that could fetch a few shins, a chiurgeon has one or two cyphers that heal.



GM intrusion: The character accidentally says or does something to upset the healer so that they refuse to offer that character healing.

DIPLOMAT

4 (12)

Diplomats use words, gifts, and other tools to shape the perceptions of others in order to broker deals, enter into treaties, and attempt to find peace. Communities with natural or trained diplomats generally survive far longer than those without.

Motive: Varies, but usually to find common ground, though some diplomats have their own agendas

Environment: In most communities of rank 3 and higher

Health: 12

Damage Inflicted: 4 points

Movement: Short

Modifications: Resists mental effects as level 6. All interaction tasks as level 6.

Combat: A diplomat attempts to influence a situation so that it doesn't become an altercation, even if that means sometimes treading close to falsehood. If forced into a fight, diplomats can distract foes with a verbal warning, command, plea, or other utterance that (whether true or false) causes an attacker to hesitate for one round in which the diplomat and any allies working with them can act freely. This ability can be used only once on any given enemy target or group of targets.

Interaction: A diplomat is apt to seem kind, gracious, and caring. They usually have an interesting anecdote on hand that will charm and delight many that hear it. Most diplomats are not unaffiliated but are willing to negotiate in good faith on behalf of whomever they are representing.

Use: The characters need to send a messenger to a rival community (while they're otherwise occupied) to convince them to send help. The diplomat, however, must first be convinced to make the dangerous trek without the PCs.

Loot: A diplomat typically carries 3d6 shins, several oddities to be used as gifts, and possibly a cypher to be used in the same way.



GM intrusion: *The diplomat convinces the character's followers—if only briefly—to doubt whether the PC has their best interest at heart.*

MASTER CRAFTER

4 (12)

Master crafters are community artisans, blacksmiths, carpenters, and other contemporary crafters of the Ninth World. They typically wear hardy clothes stained with oil, paint, tar, or wood shavings, and they carry a pack of tools wherever they go.

Motive: Build objects and structures

Environment: In most communities of rank 3 and higher

Health: 12

Damage Inflicted: 4 points

Movement: Short

Modifications: Any two crafting tasks, such as carpentry, weaponsmithing, armoring, bowyer/fletching, masonry, glassblowing, leatherworking, and so on, as level 6

Combat: Crafters avoid fights, but they use a hefty tool from their pack to attack if there is no other choice.

Interaction: Crafters are always ready to negotiate and usually eager to start a new project in return for pay and appreciation.

Use: If a PC Wright doesn't have the time to build up a community's defenses, employing one or more crafters might be the solution. Some commonplace crafting skills, such as armoring, are quite specialized, and PCs might have to travel to another community in order to lure someone qualified back to their own base.

Loot: A bag of light or heavy tools, 1d20 shins, one or two oddities, and possibly a cypher.



GM intrusion: *The master crafter uses a hidden compartment, a secret hinge, or some other aspect of something they've crafted in order to change the situation in their favor, even if it's just to get away or to pull out a powerful weapon.*

SPY

5 (15)

Spies work on behalf of communities or organizations, pretending to be something they are not (such as entertainers, tailors, or traders) so they can fit in long enough to learn important information about a target community or group. Some spies may also attempt to secretly manipulate a community by killing someone of importance or tainting a water supply.

Motive: Find out secrets

Environment: Hidden in plain sight almost anywhere

Health: 18

Damage Inflicted: 5 points

Armor: 1

Movement: Short

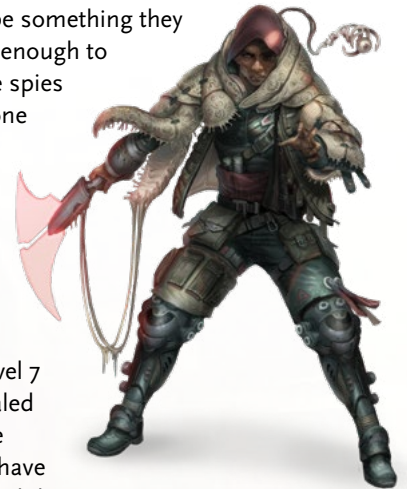
Modifications: Disguise, deception, initiative, and perception tasks as level 7

Combat: Spies can fight, usually with a sword, but only if they are revealed as a spy or an enemy. Otherwise, they pretend to be an ally of those who might otherwise be their enemy. If violence is something they have planned all along, they usually try to **poison** their target indirectly and then throw blame elsewhere. Even if a target doesn't die, they may be weakened for a time from the poison.

Interaction: Spies adopt a fake persona that they are pretending to be and act accordingly.

Use: Thinking they are involved in mundane business, the PCs roust a spy who thinks they are on to him. Alternatively, the PCs must make contact with an allied spy in an enemy community.

Loot: Spies have leather armor, a weapon, 1d20 shins, 1d6 units of io, a disguise kit (hidden somewhere not on their person), a level 6 poison and antidote (also hidden somewhere near), and possibly a cypher or two.



Spy poison: level 6; inflicts 3 points of damage each minute until an antidote is supplied

GM intrusion: The spy reveals that whatever the character just ate, drank, or was cut with was poisoned, and only the spy has the antidote.

NPC wrights don't follow the same rules as PCs, and their abilities have their own effects.

WRIGHT

4 (12)

Wrights shape the world around them with numenera. They craft objects inspired by the prior aeons, including cyphers, artifacts, and installations.

Motive: Crafting numenera

Environment: In most communities of rank 2 and higher

Health: 15

Damage Inflicted: 3 points

Movement: Short

Modifications: Crafting numenera and understanding numenera as level 6

Combat: Wrights always have a few crafted cyphers ready to go if they're forced into combat, and they can use them to produce detonations of ice, rays of thunder, and other unexpected feats in addition to their own abilities. Each round, a wright might do one of the following: instantly teleport a long distance away, throw up a force field (level 5) that protects an immediate distance across, attack with a ray emitter or detonation at a target within long range, scramble a machine so that it takes no actions for one minute, etc.

Interaction: Wrights are always busy with three or four projects they're working on simultaneously, usually on behalf of the community they're living in. But they're open to assist or begin other crafting projects if the time is right.

Use: Wrights are far less common than other crafters, but they can be encountered anywhere, usually in communities or out salvaging for iotum.

Loot: A wright typically has 1d6 shins, a weapon, at least five cyphers, two or three results on the **Iotum Result Table**, and maybe an artifact. If looted in the community where they live, a wright also has up to five numenera plans of level 5 or lower.



Iotum Result Table, page 110

GM intrusion: A device or structure built by the wright unexpectedly delivers some kind of shock or attack related to its function to the character.

PART 6:

GMING COMMUNITIES



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CHAPTER 24

TOOLS FOR DESTINY GMS

Laying out a community, page 319

Founding a community, page 289

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Community stats, page 297

Running a Destiny Campaign, page 341

Community actions, page 305

In this part of the book, you'll find specific rules for creating community statistics, how different communities can interact with each other peacefully or violently, how PC actions can play a role in those interactions, how a community gains a rank, how ranked communities interact, and how you can run a campaign that stretches over months and years of game time. Essentially, this part is a toolbox for allowing characters to found or foster a community, including guidance on how to challenge a community with interesting needs, threats, and opportunities as it grows.

FOUNDING A COMMUNITY

Chapter 25 guides the GM to help PCs establish (or foster) and grow a new base or community, but not from a mechanical perspective. Rather, this chapter gives the GM guidance on the kinds of scenarios and encounters that lead to the creation of settlements, especially ones in which the PCs have a personal stake.

COMMUNITY STATS

Each community has a rank attached to it. Rank is the most basic measurement of a community. It reflects a community's raw, innate capability. Comparing the ranks of two different communities provides a general sense of which is superior. For example, a rank 3 community is superior (in a basic sense) to a rank 2 community. Chapter 26 explains rank and the related stats a community has, how to assign a rank to a community, how a community can advance in rank, how a community's structures and installations can affect its stats, and similar topics.

COMMUNITY ACTIONS

When two communities clash or otherwise interact or a community is threatened by disease, fire, or a terrible storm, the event is usually resolved by comparing the rank of one community to that of another community, an attacking horde or army, or a threatening event. This is straightforward when no PCs are involved, but it can grow more complex

when PC actions alter the situation over the course of each exchange of hostilities. Chapter 27 describes how to handle such situations. It also provides guidance on how to rank hordes and armies as well as rules on how to handle fights between two large groups of enemy creatures.

LAYING OUT A COMMUNITY

What does the community look like? The level of detail for community design depends on the players, and the GM should let the players decide where they want to be on this spectrum. Chapter 28 provides options and examples for laying out a community from very abstract to quite detailed.

GUIDING A COMMUNITY

Chapter 29 introduces specific options for long-term play, giving the PCs goals and rewards for periods of in-game time that stretch for months or more. While the Wright spends a few months building a complex numenera installation, the Glaive might decide to train up defenders for the community, and the Arkus might start a program to help members of the community who live in poverty.

This chapter also gives the GM a tool for generating events, needs, and opportunities for the community. Sometimes, things just happen, like good weather, vermin infestations, visitors from elsewhere, community shake-ups, abhuman attacks, festivals, and so on. The Community Event Table provides all these and more.

RUNNING A DESTINY CAMPAIGN

Chapter 30 ties all the various elements *Numenera Destiny* together, explaining how to run a *Numenera Destiny* campaign, where a growing community takes on a much larger role in the game, becoming at least as important as a major NPC. Various additional elements are covered as well, including using iotum as treasure, tips for GMing *Destiny* character types, and other topics.

CHAPTER 25

FOUNDING A COMMUNITY

For characters interested in making the world a better place, forming or becoming part of a community is an ideal strategy. Not only does a well-run community improve the lives of the people who are part of it, it also enriches the lives of the characters who become involved. A community is a tangible manifestation of hope, a light on the horizon of the weird and inscrutable Ninth World. Communities are the seeds of civilization. Without them, humans would wither and fade back into history once more.

Within communities, humans can learn, build, and prosper. A stable community is a safe place for humans to not only survive but also thrive amid the dangers left behind by prior-world civilizations. Communities offer all sorts of tangible benefits, including at the most basic level a place to gain shelter, food, and other resources.

Meeting such fundamental needs is directly related to the most significant benefit one gains from being part of a community: the opportunity to receive help when one needs it. For many, this community benefit is so obvious that it hardly needs to be pointed out. Having an empty waterskin or being low on food in the middle of a thriving community isn't worth noting for someone with a few shins to buy a meal and other refreshments. Even without shins, one is likely to be able to trade some small service for food and water in a community. But being alone in the middle of the waste without food and water, even with a trove of shins, is an entirely different situation. Likewise, becoming ill while alone or in a small group is serious, especially if there is no one else to continue hunting for food or do some other job vital for survival. In a community, becoming ill means that there is enough resilience in skill and population—as well as a surplus in food, water, and even medicine—that the character is likely to recover without risking their own life or the lives of a tiny group that would otherwise depend on them.

Another benefit of community is the opportunity for residents to learn from one another. Sharing knowledge is natural in a community, whether casually or, as often happens, when a more experienced person gains an apprentice or a follower. As a knowledge base, a community gains the benefit of the most experienced people teaching the least experienced people. When this works well, it allows people to avoid making costly mistakes that could otherwise lead to disaster. Mining the wisdom of others isn't a one-way street—characters also help out those they meet along the way.

All this interaction leads to longer-term connections, providing opportunities for companionship, fun, and personal growth. Connections also mean the character can receive support when the going gets tough, and they increase the chances to discover interesting leads or secret information that could develop into new opportunities for exploration and discovery. Of course, characters also become connections for others within the community, which helps raise their own profile. Becoming known by people with power and influence can open doors that might otherwise remain closed.

For many, the biggest benefit of being part of a community is the access to trade resources that a community provides. Even the most basic community has some form of barter in place so that people can trade expertise where it's most needed, but larger communities also have shops or even full markets where all kinds of goods and resources can be gathered. Characters can utilize markets not only to find interesting items and needful resources but also to profitably dispose of objects found in their own explorations that they don't personally need.



This chapter guides the GM to help PCs establish and grow a new base or community.

NINTH WORLD COMMUNITIES

Though every community is unique—some of them especially so given their location and method of settlement in the Ninth World—there are also many truisms that can be said of nearly any community built in the ruins of the prior worlds. The biggest parallels these communities share include isolation from other communities and the constant possibility of some new danger appearing out of nowhere.

NINTH WORLD ISOLATION

The vast majority of people in the Ninth World don't have a grasp of its expanse. That's because most people are isolated, never traveling more than a few miles from where they were born for the entirety of their lives. They have a very narrow view of existence and how the world works—and they don't want to know, because the dangers that separate communities are significant enough that attempting to bridge that isolation often leads to death.

Consequently, each community is often insular, with many individuals having a wide knowledge base—or at least a trove of hearsay and gossip—regarding other people in the community, who's up to what, where one might go to get a particular kind of service, what those in power are planning, the nature of upcoming events or threats, and so on.

On the other hand, knowledge of anything beyond the community drops quickly to zero. Residents are more likely to call the nearest tribe of abhumans “demons” as they are by their actual name. There are likely tall tales about the dangers and legendary locations suspected to lie just beyond the community's farms and hunting grounds (though many such tales likely have a grain of truth to them). Similarly, most communities are cut off from other towns and may not even *know* of any others—or if they do, it's only as funny stories told by the rare traveler moving through the city. That said, many people know of **Aeon Priests** and the **Amber Pope**, but where exactly such people are based is a much fuzzier concept to the average person.

NINTH WORLD DANGERS

The prevalence of the inscrutable ruins of the prior worlds is a source of unremitting danger and a primary reason most communities are so isolated. Specifically, the residue of incomprehensible technology can kill humans in a variety of different ways, but all those ways stem from the same underlying reason: humans don't, and in some cases can't, understand the nature of what they're encountering.

Even something intended to be relatively benign by some dead civilization can kill in the hands of a human who doesn't understand that the power source for the device shouldn't be directly handled. But many more dangers stem from the fact that human minds were never meant to grasp a particular truth or formula, that human bodies were never meant to conform to the demands of technology designed to heal beings composed mostly of liquid or metal, that humans have a lifespan measured in decades, not millennia, and thus can't endure unexpected aging processes, and so on.

And those are just the static dangers that the landscape offers. Other dangers are active and mobile, whether it's a hunting abhuman tribe, a damaged automaton built for war over ten million years earlier, a group of machine entities intent on enslaving organic creatures to empower themselves, or the unthinking but catastrophic **iron wind**. Even when humans don't go looking for dangers, dangers may yet come to them. A well-defended community is often the best way to deal with such perils.

COMMUNITIES IN THE STEADFAST

Communities in the Steadfast are isolated, but even so, there is an awareness of outsiders. That awareness might come from the road that sees the occasional small group or lone wanderer. Such visits are rare enough—occurring no more than once every few years, perhaps—that villagers turn out to see the strangers. Some communities view strangers with suspicion, but most have at least some people among them who appreciate news from elsewhere.

Many Steadfast communities lie within a larger kingdom (such as **Navarene**, **Thaemor**, **Iscobal**, and so on), even if contact between that distant hierarchy and the community in question is sparse. But communities close to the capitals or near important resources are likely to have a representative of some sort from the higher power. Sometimes that representative is an Aeon Priest working on behalf of the Amber Papacy, but most times, it's a landed noble. The noble answers to

"The Tawn's desert stretched wide around the city of Enthait, and then the plains of the Emerald Wilds extended another two or three days' walk before there was so much as a semblance of forest to be found."
~The Poison Eater

Enthait, page 203



Iron wind, page 135



Aeon Priest, page 264

Amber Pope, page 133

Navarene, page 137

Thaemor, page 148

Iscobal, page 153



A handful of communities are less isolated from each other than the majority, and these enjoy inter-community trade and other benefits. This contact is subject to occasional disruption due to the dangers that the Ninth World always affords.



the kingdom, helps protect the community (sometimes), and may collect taxes in some form in return for that protection or on behalf of the higher power.

If characters found a new community within the Steadfast, the time may come that a representative of the kingdom (or another organization that claims the land surrounding the new community) will come calling. Depending on the situation, that meeting could lead to an amicable relationship—perhaps one in which the PCs are eventually accorded noble status—or it could be an inimical one. If things get off on the wrong foot, the community faces an additional danger in the form of an adversarial higher power who might well give “permission” to a nearby noble to consolidate the new community with one they already administer. It’s usually better that the PCs come up with some way to work within the system. For instance, it’s probably worth the steep initial investment in time and resources to proactively seek to establish ties with the court of the queen in Navarene.

COMMUNITIES IN THE BEYOND

The Steadfast presents at least a few diplomatic challenges in establishing relations with a nearby town or a ruler in a faraway city. But communities in the Beyond never face such issues. These communities are truly isolated. There is no overarching political structure or government, however remote, that requires any fealty or can offer any protection. As isolated as many communities in the Steadfast are, those in the Beyond are truly alone. The landscape around them is far more dangerous, given that no kingdom has managed to claim these lands even tentatively. Only the strength and ingenuity of those in the community can keep it safe.

The most successful communities in the Beyond are **aldeia**, which are communities centered around a clave of Aeon Priests. Claves can offer protection and resources for the communities that spring up around them. However, claves sometimes become so insular and focused on their work that they end up putting the community at risk with their strange experiments. Aldeia are perfect for PCs who wish to foster an already existing community, especially if they can come up with a strategy to interact diplomatically with the clave.

It's not uncommon for the average person in an isolated community in the Beyond to have no conception that humans have kingdoms to the south, or indeed that the world holds many more humans than the ones they've seen or heard of in their own village.



Aldeia, page 134



A base or a community,
page 297

Community stats,
page 301

Adopting vs. visiting
a community, page 296

A BRIEF DEFINITION OF TERMS

PCs can attempt to build infrastructure almost anywhere as a foundation for creating a **base** or a **community**. A base doesn't preclude PCs' aspirations of it becoming a place where others can eventually live, if that's what the PCs want. However, a community (complete with **community stats** and other abstractions) doesn't form until all the prerequisites are achieved. Meeting these prerequisites can be relatively easy or somewhat difficult, based on the PCs' circumstances and the story built during the course of the game.

Base: A base is somewhere the PCs feel safe to rest, discuss plans, store extra supplies, and work on projects like crafting, training, and relaxing. A base is usually located somewhere close to a larger area that the PCs have an interest in exploring, and it is usually protected by walls, hidden, or otherwise not easily accessed by anyone other than the PCs.

Community: From the PCs' perspective, a community is any collection of people living together in at least a semi-permanent fashion. These people share many goals and attitudes, and they generally work together to survive and improve their lot. A newly founded community is sometimes called a settlement. A community has a stat, called a rank, that indicates how established, secure, and powerful it is.

Foster (a Community): When the PCs take an active interest in a community that already exists, the characters are fostering a community. This is especially the case if they put down semi-permanent roots and devote time helping the community prosper in a variety of ways over the course of several months (as opposed to simply helping out with one or two problems). See also [Adopting vs. Visiting a Community](#).

Found (a Community): Some PCs may choose to draw the nucleus of a population together, with the goal of establishing a new community in a new location. In this case, they'd become founders. Once founded, communities—filled with a growing population of disparate people—tend to develop organically, but the founders have a bigger voice early on.

Horde: Generally, a horde is an antagonistic gathering of creatures that could threaten a community. Unlike communities, hordes are mobile. A horde has a rank, indicating how powerful it is, which is used for its interactions with a community.

Infrastructure: For the purposes of *Numenera Destiny*, infrastructure is the term used to describe the structures that make up a community, including walls, homes, shops, fountains, and so on. When using stats to describe a community, infrastructure is assigned a value that is an abstraction of the amount and quality of the structures in a community.

FOUNDING ADVENTURES

PCs who want to found a community need to locate a site that will serve as a good place to begin building new structures. If the PCs are thinking ahead when they look for a site, they will consider things like access to resources, a seed population, natural protection or defenses, and maybe even the existence of still-functioning machines of the prior worlds (called installations by PCs who've learned to identify them as such) that can provide further advantages.

One way to handle these considerations is through normal exploration. Before building an infrastructure (or while building one), the PCs might need to solve whatever issues prevented a community from forming in that location before or that might swamp a newly founded community.

A founding adventure could be as simple as safely leading a group of refugees or settlers to the new community, or it could be something more protracted, such as clearing out a tribe of vicious abhumans, opening up a trade route, repairing a numenera device that a previous but now dead community used to depend on, deactivating some weird effect emanating from a nearby ruin that prevents the area from being settled, finding a water or food source, etc.

Generally, PCs must account for the requirements listed below when founding a community. After that, it takes a few months for a seed population to form a rank 1 community, assuming all other needs have also been met, including infrastructure. See [Emergence of a Community](#) for more.

- Sustenance (food and water)
- Materials and iotum
- Housing
- Settlers

SUSTENANCE

A community, no matter how small, requires access to adequate and sustainable food and water. Smaller communities can get by with hunting and gathering, but larger ones need some sort of farming and ranching to support their population. Technology can help extend supplies or purify tainted sources, but the community is more likely to survive if the supply of food and water doesn't rely purely on what a machine can fabricate.

This means the PCs must discover some means to gather, grow, or trade for food. Meeting this prerequisite could be as simple as having nearby potential farmland and some seed stock, or it could be as elaborate as an installation that can feed and provide water for at least twenty people every day.

Adventure Idea: A wandering Aeon Priest describes their experience exploring a nearby ruin in which they found a vast underground chamber awash in what seemed like an ocean of pure, clean water. However, accessing the water vault requires navigating corridors and chambers infested with strange entities the Aeon Priest called *shinspinners*, which steal numenera.

Adventure Idea: A delirious traveler, filthy and sick from months without adequate food and shelter, describes in their fevered ravings a giant worm beneath the wastelands he calls "the bread worm." If treated and given some time to recover, the traveler's health returns, whereupon they explain more. According to the traveler, the great creature crawls just beneath the earth, burrowing circular tunnels filled with pools of pure water and deposits of pearly white orbs that are as nutritious and delicious as baked bread.

However, a tribe of abhumans has claimed the worm as their own, and they nomadically follow it through its burrows (at a rate of only about a short distance each day), gathering far more food and water than they could ever hope to use. This excess has emboldened them, and the abhumans have begun to raid farther afield, attacking other local communities. In fact, the small village from which the traveler hailed was completely destroyed by the abhumans.

Though the traveler's village is beyond hope, perhaps the PCs could secure the bread worm against the abhumans and, moreover, claim some of the bounty for themselves and whatever community they seek to foster.

Adventure Idea: The PCs find information (through a datasphere glimmer, a rumor, or an encrypted message in some prior-world information cache) about a great vessel that was outfitted to sail the void for generations beyond count. In order to provide adequate sustenance for the passengers and their children, a vast quantity of food and water was also stored in a concentrated form designed to last indefinitely. However, the vessel foundered, fell back to the ground, and was forgotten. If someone could find that great ship, defeat the still-active automatons that guard it, and penetrate the food vault, a great bounty of highly transportable food and water could be secured.

Shinspinners, page 276

Emergence of a community, page 296

WHY COMMUNITIES?

Communities have something to offer both player characters and players. For characters in the world, communities offer a chance to build a future, live in a safe place, and help people. From a player's perspective at the table, founding and developing communities is fun, dynamic, and adds a whole new level of play.

Salvaging, page 107

Shadows of the void: level 5, Speed defense and stealth tasks as level 7 due to shadow nature (except in bright light); health 20; if attacking with surprise, inflicts 4 additional points of damage



Instant shelter, page 281

Fossick, page 263

Community stats, page 301



Charmonde, page 138

Bounty hunter: level 4, tracking as level 6; Armor 1; crossbow inflicts 6 points of damage

The “escaped slaves” adventure seed might be in the same location that the PCs originally used as a source for food and water for some other community. The adventure “The Door Beneath the Ocean” explores this theme further.

The Door Beneath the Ocean, page 355

MATERIALS AND IOTUM

A community requires access to building materials, potentially including special components that are required to craft installations. A nearby forest is a great place to gather mundane components like wood (or a material that functionally serves the same role) from which a host of commonplace structures can be built. But to build anything more advanced, PCs must consider where they can **salvage** iotum such as responsive synth, pliable metal, mimetic gel, quantum, and more.

Adventure Idea: The nearby crater is actually the crash site of some vast conveyance built for an unknown purpose. The craft is rich in potential salvage. It might even make a great location in which to site a community. However, many threats remain, including an infestation of entities that appear as fleeing shadows: **shadows of the void**.

HOUSING

Either the PCs must secure a location that already includes several structures, connected rooms, or other habitable spaces, or they must build these from scratch. (A Wright with a plan for an **instant shelter** cypher could open the way to creating lots of basic structures in a relatively short time.) Without someplace for themselves and potential future settlers to live, a location is merely a temporary campsite at best. If PCs have found a base for themselves, it could be the seed of a new community; they may eventually want to expand it.

Adventure Idea: **Fossicks** and other entities reside in a ruin that the PCs have previously identified as being the perfect place to claim as their own base. The creatures must be dealt with through either diplomacy or force. PCs could try to divide up the space if they're looking for a diplomatic solution, or they could just eliminate the competition.

Adventure Idea: The PCs have discovered an ideal site on which to found their base or community, but representatives of a rival community show up. The rivals have claims to the location that seem legitimate at first glance, and because of an underground seep that is slowly poisoning their own community, they are looking to relocate. They were

planning on relocating to the site the PCs discovered. Unless some kind of compromise can be worked out, the rival community escalates its claim until war is declared. One way a compromise can be reached is if the PCs negotiate a trade agreement that favors the adversary. Another is to agree to secure some especially hard-to-find iotum for the rival community so that they can build an installation at their current location that could allay the toxins. Of course, the PCs might also agree to find the source of the toxic seep beneath the earth, alleviating the rival community's need to move.

Adventure Idea: In return for some difficult favor, an entity gives the PCs an artifact that it calls a “wieldy city.” When used, the artifact creates a portal that lasts up to one day and leads to a closed pocket dimension filled with strange structures, water resources, and arable land that could be farmed. The structures in the pocket could probably be salvaged—there are some still-functioning numenera devices to be found here and there—but the place seems most suited to housing a population of up to several hundred people. Luckily, the “wieldy city” artifact is only one of several artifacts, cyphers, and even installations that can be found inside the pocket dimension to ensure that future residents would not be cut off from reality.

SETTLERS

PCs don't need settlers if they just want to create a base for themselves, but other people are required to form a true settlement. To create a community, at least twenty people must live in the area, or four times as many NPCs as PCs, whichever comes first. These individuals form a foundation that can be abstracted to use **community stats** after enough time has passed.

Adventure Idea: A group of slaves escaped from the palace known as the House of a Thousand Slaves in **Charmonde**. About thirty or so have come far enough to find the PCs and beg them for help. The only problem is that, in addition to any aid the PCs provide, they must also deal with a group of **bounty hunters** that Queen Armalu of Charmonde has sent after the escapees.



A community could also be sited within a series of connecting rooms in a much larger and more ancient structure.

Adventure Idea: The PCs agree to help a group of people deal with a problem (such as gaining their freedom from oppressors, saving them from the threat of a natural disaster, or protecting them from an onslaught of enemy attackers). The characters are successful in protecting the group in the short term, but the place the people had lived is destroyed. They are now refugees, and the PCs, having already taken some responsibility for the group's welfare, may find it difficult to leave the group without anywhere to live.

Adventure Idea: In their explorations, the PCs find a cache of several dozen pods rich with salvage potential. However, salvaging them triggers an automatic response that decants all of the pods' contents: cryogenically preserved, intelligent creatures that have been kept in stasis for who knows how many thousands or millions of years. Completely out of their time and element, the newly awakened humanoids seek the PCs' aid in securing a safe place for them to live while they attempt to recall why they put themselves into cryogenic preservation in the first place.



"Nothing seeped down from the night. Nothing made a noise as it entered the camp. Nothing covered Javran so completely that he seemed to disappear. Finally, nothing remained except for Javran's denuded bones."

~Grastian Volx of Bodrov

OTHER ADVENTURES TO FOUND A COMMUNITY

The adventures in Part 7 are at least in part associated with founding a new community. Playing through those is a great way to introduce PCs to the concept of founding a community.

Once all the prerequisites are met, emergent properties take over, and a community, complete with community stats and other attributes, comes into being. A full-fledged community has a rank from which all the other community stats can be derived. If the PCs are actively involved in improving the place, their actions can affect the community's rank and other stats.

Part 7: Adventures, page 353

Long-term cryogenic preservation is notoriously hard on memories.



Long-term play, page 324

Wooden wall (palisade), page 126

Gate, page 126

Water purifier, page 169

If the player characters have ever helped a village find missing residents, repel an attack by enemies, or resolve a community's inability to access clean water or food, then they have started down the road of adopting a community. How far they go is up to them.

EMERGENCE OF A COMMUNITY

Adding a group of people to an area where the PCs have claimed or built homes doesn't automatically make it a community. Some time must pass for the new population seed to find their roles, develop routines, and figure out what they need to do in order to make a life for themselves. When at least twenty people are doing this in the same place, emergent properties eventually create a community. However, many seed populations also include the seeds for interpersonal conflict. This conflict will be resolved over time, but that time can be reduced if the PCs take a hand in organizing the situation.

Interpersonal connections can be made only after points of conflict are mended. If two or more NPCs are feuding, seeking some advantage over the other, this can keep the community from moving forward. PCs can do a lot to mediate such situations and help people come to a compromise. They can try different things to help the dissenters get along, but there is no guarantee of success. If the PCs can't come up with a way to make the NPCs (or groups of NPCs) sincerely make up, the fledgling community remains in a steady state of turmoil and never quite takes off.

But if PCs are involved, these final interpersonal issues will likely be resolved. So once PCs have played through encounters or adventures that touch on all the other requirements described in this chapter, then the community will emerge. The PCs have helped secure sustenance, materials, housing, and a sufficiently large population of settlers to make a go of a new community.

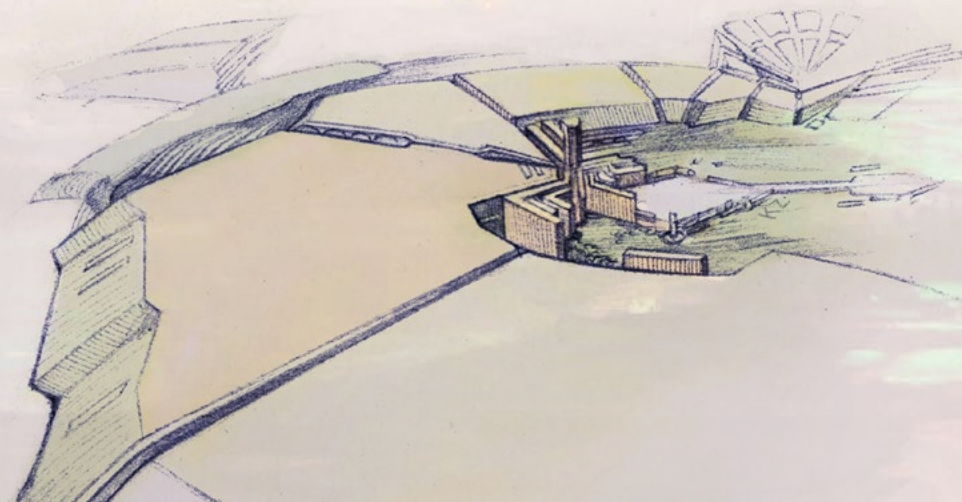
The role the PCs play doesn't have to be primary in every case. For instance, it might be that sustenance is already taken care of due to natural groves of fruit trees. All the PCs have to do is make sure the groves are safe to gather from and perhaps strike a treaty with local abhumans who also gather from the same grove.

During this period, you might even suggest that the game enter **long-term play**. This gives players the opportunity to pursue at least one other side project, even as they monitor the final stages of the community's development, the culmination of which might coincide with the completion of a **palisade wall**, a **gate**, or a **water purifier** built by a Wright.

ADOPTING VS. VISITING A COMMUNITY

In many ways, the concept of fostering a community is similar to adopting a community. But determining exactly when a character has adopted or fostered a community can be tricky. For instance, what if the PCs come upon a town of 4,000 people and just decide to live there and help out for a while? Perhaps the PCs build a few things and help make a treaty with a nearby town. Have the PCs adopted the community, or are they just passing through? This might matter only if the PCs want to apply their community-enhancing abilities to a given location, but narratively, PCs might care whether the community has accepted them as one of their own or merely as helpful strangers who might never be seen again.

It comes down to a subjective call by the GM. The GM will know it when they see the PCs fostering a community. When this happens, consider building an interaction encounter with the PCs and several of the locals who officially welcome them into the community. This might be an impromptu gathering at a tavern's public room, a party called by a PC or NPC, or some sort of recognition ceremony called by an official. By actively recognizing the PCs' contributions to a community's success, you help cement their ties and feeling of belonging. Whether one is a character or a player, these are the sorts of rewards we all crave.



CHAPTER 26

COMMUNITY STATS

Humans and other creatures usually exist in communities in the Ninth World, however weird those communities might be. Some sprawl down cliff-sides created by artificial structures. Others exist in the pit of an ancient reactor or on a hard-to-reach oasis at the center of a desert of purple sand. A few phase in and out of existence for no immediately obvious reason. But all communities have stats. This chapter describes how communities can be represented with statistics such as rank, government, health, infrastructure, and more.

This chapter also describes how communities can interact, either with each other or with inimical hordes or armies of invading creatures. If no PCs are involved, these conflicts come down to comparing ranks. When PCs are involved, as when they become embroiled in conflicts with NPCs or creatures, things become a bit more complicated, and other community stats come into play.

Finally, this chapter explains how PCs can establish, tend, and grow communities in a Numenera game by providing simple stats to a community that they found themselves. Founding a community requires a series of decisions that shape the PCs' new settlement. That said, unlike when a player creates a character, a community's development isn't entirely in their hands. A community is more like a garden that a character can plant, nurture, guard, and expand. But metaphorical (and actual) pests, weeds, droughts, and other unexpected events can have a significant impact on a community over time. With PCs around to protect it, however, there's every chance that the community will prosper.

A BASE OR A COMMUNITY?

When characters start building structures and installations (or they find existing structures that they claim for themselves), they may be interested only in establishing a base for themselves where they can feel safe, rest, repair their equipment, and so on. However, if they open up their base for others to live with them and continue building structures that can house more people than just themselves, their base could eventually transform into a full-fledged community.

When does that happen? A good rule of thumb is that a base becomes a settlement (a fledgling community with a rank) when at least twenty people live there, or four times as many NPCs as PCs, whichever comes first.

PCs could be satisfied with building just one or two protective structures and a few installations, essentially creating a small base, and leaving it at that. They might never open it up for others looking for a home to settle. A base with a few lightning turrets and a force field generator makes a safe and cozy place to escape the dangers of the Ninth World. However, bases do not usually gain the status of a full-fledged community, with an associated rank, as described in this chapter.

RANK: MODELING A NINTH WORLD COMMUNITY

Communities use simplified stats to model their abilities, similar to the way that creatures and NPCs do. Instead of tiers and Pools, communities have a rank, a value for health and infrastructure, and—potentially—modifications to their basic abilities that are otherwise derived from rank.

If a PC's base becomes large enough, the installations robust enough, and/or the automatons smart enough, the GM might eventually decide to award a PC base a rank, but that's an exception.



Villages, towns, and cities that don't have PCs to foster (or found) them have a rank. A community established or tended by player characters has a rank that is potentially modified in particular ways, depending on the PCs' actions and abilities.

UNDERSTANDING COMMUNITY STATS

Rank: Each community has a rank attached to it. Rank is the most basic measurement of a community. It reflects a community's raw, innate capability. Comparing the ranks of two different communities provides a general sense of which is superior. For example, a rank 3 community is superior (in a basic sense) to a rank 2 community.

Rank as Level: In many cases, a community's rank can be used to determine the level of the average creature, NPC, object, or structure found within the community. If a character is trading in a rank 3 community, the average merchant they meet is a level 3 creature. If a character seeks to climb a wall in a rank 3 community, the average difficulty of that task is 3. If the characters are set upon by thieves in the alley of a rank 3 community, most of those thieves will be level 3 NPCs. And so on.

All of this means you can use the rank to determine the target number a PC must reach to succeed on a task in that community or to attack or defend against an individual opponent in the community. In full community entries, the target number for average tasks or NPCs in the community is listed in parentheses after its rank. The target number is three times the rank, as shown on the following table.

Rank	Target Number
1	3
2	6
3	9
4	12
5	15
6	18
7	21
8	24
9	27
10	30

When Rank Is Not Level: Generally speaking, it doesn't matter if something encountered in the game is a creature, a poison, or a gravity-dispelling ray. Level is the final arbiter of what's tougher and what's weaker than something else. Whether a PC is attacking a level 3 creature, climbing a level 3 wall, or bartering with a level 3 merchant, the level determines the target number for the task the PC must attempt in order to succeed.

This is why communities have a rank and not a level. Rank cannot be used as a level in a situation where a single character or creature attempts to directly affect something as massive as a community of dozens, hundreds, or even thousands of people. For instance, a rank 3 town is full of (on average) level 3 NPCs and other challenges, but the town itself isn't a level 3 entity. Something with a level can't interact directly with something with a rank. Characters and communities fundamentally act at different scales; characters take regular actions, but communities take **community actions**.

For example, a thief infiltrating a rank 2 community may face a level 2 wall they must climb, a level 2 lock they must pick, and level 2 town guards they must flee. But the thief, no matter what level they are at, cannot attack or steal from the entire community by comparing their level with the community's rank.

Each expanded community entry begins with a general description of the community and its environs. That includes high-level concepts, areas of note, and things that almost anyone who visits the community can discover simply by observing and asking. A much deeper dive into the community is provided after its top-level stats.

Government: The government stat indicates what sort of leadership and organizational structure the community has—who makes the laws, handles finances for shared expenses like roads and defense, and deals with local crimes and connections to other communities. Is the community run by a council, a warlord, or the people? For communities that PCs found, the characters serve as the leading voices in the community, but eventually, they may install a ruler or a governing body in their stead for when they inevitably leave to deal with a nearby problem or opportunity.

Communities don't have a type equivalent to PC types, but a community's government helps build the narrative of the community's goals, what it's about, and how it interacts with the world. For instance, a warlike, conquering community is going to have a much different character than a peace-loving conclave. Some styles of government can affect other stats. A totalitarian government that rules with an iron fist might hinder tasks related to resisting espionage. An egalitarian state might ease tasks related to establishing connections and initiating trade.

Community actions, page 305

*When community stats are presented in the margin, rank is given just like level is for an NPC's stats (e.g., **Community name:** rank 3). It does not appear with a difficulty number in parentheses.*



As with creature or NPC stats, community stats in the margins are presented in abbreviated form. Elements such as government, subsistence, use, and other information isn't present unless rank modifications apply due to special circumstances.

Health: A community's health value is an abstraction of the minimum number of able-bodied people in the community who can keep it active. A community's health is usually equal to its target number, but that can vary. When damage is dealt to a community, it is usually split equally between health and infrastructure, though special attacks might target one or the other stat preferentially. Damage to a community's health doesn't necessarily mean that people are dying (though it could); instead, it means that portions of the population are becoming sick, disabled, or otherwise neutralized to the point that they can no longer maintain the community's integrity. However, if a community's health does become completely depleted, it is likely that everyone has perished. There might be a few scattered pockets of survivors, but not enough to sustain or rejuvenate the community. If a community's health is depleted but some infrastructure is not, the community becomes like a ghost town, empty of people but still standing.

Infrastructure: A community's infrastructure value is an abstraction of the structures, walls, roads, bridges, installations, and so on that make up a community. A community's infrastructure is usually equal to its target number, but that can vary. (So the average rank 3 community with a target number of 9 has 9 infrastructure and 9 health.) As noted under health, when damage is dealt to a community, it is usually split equally between health and infrastructure, though special attacks might target one or the other preferentially. If a community's infrastructure is depleted but some health remains, the population must either devise a means to repair their infrastructure or become refugees.

Damage Inflicted: If a PC-tended community becomes embroiled in a conflict on the community scale against another community or a horde of NPC attackers, the attackers usually inflict their rank in damage regardless of the form of attack. Some inflict more or less or have a special modifier to damage. Communities often deploy groups of able-

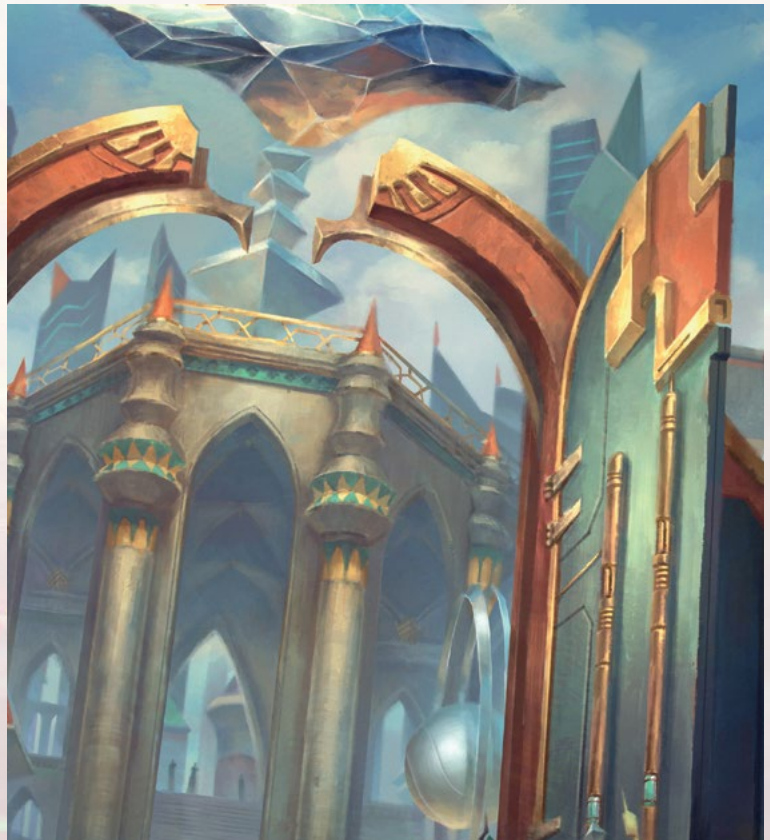
bodied soldiers or other fighters, but they might also be able to inflict damage with a psychic cannon installation (for example) at the community scale. In other words, it doesn't matter if a rank 3 community does damage with troops or offensive installations—it deals the same damage when it hits. A community's entry always specifies the amount of damage inflicted, even if it's the normal amount for a community of its rank.

Remember, rank does not equal level. Communities and characters don't interact; a character doesn't take damage from a community or vice versa. If combat occurs directly affecting a character, then NPCs and creatures with levels fight and do damage to that character normally.

Taking Damage: When a community takes damage, that damage is first reduced by any Armor the community might have (many communities have none). Any remaining damage is then split evenly and subtracted from

Regaining community health: *Unless a community's health is completely depleted, its health is restored at a rate of about 1 point per day.*

Regaining community infrastructure: *Unless a community's health is completely depleted, the population can repair infrastructure at a rate of about 1 point per day.*





the community's health and infrastructure. If the damage is an odd number, the GM decides whether the extra 1 point goes to health or infrastructure. The GM should alternate these choices to keep the damage applied evenly over the course of all interactions. Some kinds of attacks preferentially target health or infrastructure, and those exceptions trump these general rules.

Armor: This is the community's Armor value. This number may represent especially strong defensive walls or more esoteric protections such as a force shield installation. When damage is dealt to a community, it is reduced by the community's Armor and then divided between health and infrastructure. If a community's entry doesn't have an Armor value, then its Armor is 0.

Modifications: When a community has special abilities, defenses, or other capacities that are different than what its rank would imply, that's indicated here, if not already reflected in

the Armor and Damage Inflicted entries. For example, a rank 4 community might say "attacks as rank 5 due to battle commander." In this case, the community inflicts 5 points of damage instead of 4 against an enemy community or horde. Other modifications are also possible, including modifications to diplomacy, trade, number of unique installations, and so on.

Combat: As touched on under Damage Inflicted, a community fights by deploying combatants, but they might have access to special installations, such as one that can render the community invisible or out of phase for a period to confuse enemy invaders.

Other special considerations that might apply to community actions are also provided here, such as the presence of a champion NPC whom PCs or other NPCs might encounter if fighting breaks out.

At the end of the combat listing, you'll also find any special abilities, such as immunities, the ability to quickly repair infrastructure, and so on.

COMMUNITY OVERVIEW

Following the top-level stats, a deep dive into the community is provided. This includes a map of the community, interesting residents, secrets, and so on. Different communities will have different needs for this section.



Some PCs have special abilities that provide modifications to a community in which they're active.

ADDITIONAL MATERIAL

This isn't a specific header, but rather an acknowledgment that the community description is likely to contain various other topics specific to that community. It might provide general notes or specific adventure ideas. It could suggest threats or needs the community might be facing, and immediate hooks that a GM can use to get players invested in helping (or as the case may be, opposing) the community.

GM Intrusion: This optional entry in the stats suggests ways to use GM intrusion when characters are in or near the community. These are just possible ideas of many, and the GM is encouraged to come up with their own uses of the game mechanic.

ASSIGNING COMMUNITY STATS

Once PCs found or foster a community, follow this step-by-step procedure for assigning stats to the settlement. The same method, with some caveats, can be used for assigning stats to any community.

1. Found (or foster) a community
2. Assign rank
3. Appraise commonplace structures
4. Appraise installations
5. Determine PC contribution
6. Lay out the community (optional)

1. FOUND (OR FOSTER) A COMMUNITY

In some games, **founding (or fostering) a community** can become the focus of the campaign over several sessions of game play. In others, founding a community is something that might happen away from the table. In either case, the PCs should name their community if it doesn't already have a name.

2. ASSIGN RANK

A newly founded community is almost always rank 1. Even if the community enjoys more than the average number of installations, as some PC-tended communities are likely to do, it still begins as a rank 1 community.

Existing communities that PCs successfully foster can be ranked according to their population. The minimum number of people noted at each rank in the Rank by Population Table indicates how many able-bodied and competent community members are required to obtain that rank. An additional halo population of children, elderly, temporarily

In the short term, active recruitment of skilled and knowledgeable people is likely the best way that PCs can increase the rank of the communities they found or foster.

disabled, and so on means that the total population is likely higher than the minimums provided. Figuring the total actual population is somewhat fuzzy, which is all right.

Overlap in population totals between ranks is intentional. For example, 300 people could make either a rank 2 or a rank 3 community. That's because who those 300 people are makes a difference. Hundreds of highly motivated and knowledgeable settlers could form the nucleus of a rank 3 community, while the same number of villagers in a place that sees little change from year to year are more likely to be part of a rank 2 community. As always, the GM makes the call if there is any doubt.

RANK BY POPULATION

Rank 1:	20 to 500 people
Rank 2:	100 to 1,000 people
Rank 3:	300 to 10,000 people
Rank 4:	1,000 to 50,000 people
Rank 5:	20,000 to 500,000+ people (Qi has a population of 500,000+)

3. APPRAISE COMMONPLACE STRUCTURES

A functioning community can build and maintain the basic structures it needs to support its rank. Basic structures for a community include homes, roads (or at least paths), bridges, and even basic defensive measures. This means that commonplace structures don't modify the basic stats of a community except in special cases.

For instance, a community that focuses on building commonplace, high-level structures can potentially gain a higher infrastructure value than its rank would otherwise indicate. If the PCs go on a tear building commonplace structures above and beyond the basic requirements in their community, they can potentially increase the infrastructure stat above normal for their community, too.

Adding to Infrastructure: Each unique **commonplace structure** (civic or defensive) of level 5 or higher adds that level to the

Village, town, or city?

Village:
20 to 1,000 people

Town:
1,000 to 10,000 people

City:
10,000+ people

Communities with ranks higher than 5 are possible, but these are not usually communities formed by humans—rather by much more advanced cultures.



Qi, page 144

Founding a community, page 289

Fostering a community, page 292

Commonplace objects and structures, page 124

ADVANCING RANK THROUGH POPULATION GROWTH

The primary way a community's rank increases is through population growth. If a population reaches the minimum number of people for the next rank, according to the Rank by Population table and assuming the increase in population is mostly composed of skilled, knowledgeable people, the community's rank increases as shown.

But how does a population grow?

Naturally: A community's population grows over time through immigration and birth, as long as these two inputs are not exceeded by deaths occurring at the same time. An annual population growth of 10 percent or higher is possible in smaller communities that are growing quickly because of new opportunities or resources.

Recruiting, Passive: Some communities grow their population by sending messages to nearby communities where opportunities are scarce. Given the isolation of most Ninth World communities, passive recruiting usually adds only a few percentage points to the annual population growth rate, but over time, it adds up.

Recruiting, Active: Active recruiting can produce sudden jumps in the base population. Active recruiting occurs when PCs locate and lead (or otherwise transport) a group of people to the community. Generally, such people are refugees who lost their previous homes in a disaster of some sort, people who don't have a home to begin with, or people who live in such poor conditions or circumstances in their current community that they're willing to try something new, even if it means traveling to some distant location they've never heard of. Taking people against their will is also possible, but this kind of recruiting is more properly known as impressment, and it could have negative consequences for community cohesion down the road.

ADVANCING RANK THROUGH OTHER MEANS

Population remains the best indicator for advancing a community's rank, because it covers secondary and tertiary ways a community's rank might advance, such as through a settlement's accumulation of additional numenera installations and more highly trained experts. Ultimately, it's up to the GM to decide when a community's population reaches the next threshold and to determine if and when a community's rank advances.

This means that PCs fostering a community can't automatically trigger a threshold for rank advancement by building enough walls, infrastructure, or numenera installations, though the GM should take their efforts into account.

That said, many installations modify a community's rank in a particular fashion. For instance, an [alarm tower](#) modifies a community's rank by +1 for tasks related to perception. A [seminarium](#) modifies a community's rank by +1 for knowledge-related tasks and discovering secrets. If the PCs add enough of these sorts of installations to a community, the GM *might* increase the actual rank by 1, even if the population hasn't quite reached the appropriate level yet. In all cases, advancing rank should be done only with due consideration.

Alarm tower, page 154

Seminarium, page 164

community's infrastructure, but with diminishing results for multiples of the same installation. For example, each additional level 5 structure of the same type beyond the first adds just 1 point to infrastructure. So building three level 5 commonplace structures of the same kind adds a total 7 points (5 + 1 + 1) to a community's infrastructure.

The rule above works well in most cases, but some exceptions apply when common sense would dictate a different answer. For example, if a defensive wall is built that doesn't fully encircle an isolated community nor close a choke point where attackers can approach the community, the structure does not provide a boost to infrastructure until the wall is completed. In a similar vein, common sense suggests that a community can benefit from only one city hall. A second one doesn't add to infrastructure, not even 1 point.

4. APPRAISE INSTALLATIONS

The average community in the Ninth World usually has only a few installations. Communities created by PCs are likely to add more if the PCs salvage loot, find and develop plans, and craft them over time.

Many installations do not directly affect a community's stats, even though they provide a benefit. Having potable water filtered from a nearby river, illumination provided by prior-world magic, and structures guarding against vermin infestation are greatly appreciated, but they don't necessarily affect stats directly.

Installations That Affect Stats: Installation plans indicate precisely what kind of benefit the installation would have for a community, if any. For example, certain force field generators provide the community with an Armor value. Turrets and other offensive installations can boost a community's damage inflicted when making



attacks. Still others can provide special capabilities that confuse enemies or hide a community. Note all these instances in the community's stats.

Other Special Abilities: Some benefits don't directly affect stats but will be noted if they affect the entire community. For instance, if the entire community exists within a pocket dimension due to a [dimensional abode](#) installation, that information should be indicated even in abbreviated community stats.

5. DETERMINE PC CONTRIBUTION

The vast majority of Ninth World communities are not founded or fostered by PCs. But at least one community might be if your players care to invest themselves. PCs may have abilities that directly affect a community's stats, as long as they are present and active in the community.

PC Special Abilities: The PC abilities that modify a community's stats indicate precisely what kind of benefit they provide. For instance, first-tier Glaives actively and personally working on behalf of a community increase the community's effective rank when making attacks by 1. Note all such contributions in the community's stats.

NPCs: Individual NPCs don't have as much clout as PCs. As a result, most don't have a direct influence on a community's stats

but are instead assumed to be figured into a community's rank. That said, NPCs of particular significance (known as key NPCs) could have a direct influence. An important Aeon Priest might increase the city's rank by 1 for tasks relating to understanding numenera, a renowned commander might modify a city's rank similarly to a PC Glaive, or a brilliant architect could provide a direct benefit (equal to their level) to the community's infrastructure after being active in the community for some period.

Some character types have abilities that allow them to recruit deputies who provide similar, ongoing modifications to a community's stats.

AVOIDING FALSE PRECISION

Determining the contribution that commonplace structures add to a community's infrastructure stat isn't meant to be an exact science. Use the guidance provided here, but don't fall victim to false precision by believing that exactly following these instructions will give you an accurate reflection of a community's statistics. This system *models* a community in the Ninth World; it doesn't actually create one.

*Dimensional abode,
page 156*

*Community abilities
for Glaive, Jack, and
Nano, page 39*



Thon is a rank 10 community, but the psychically generated conceptual spaces within it have different (usually much lower) individual ranks. For instance, the subcommunity of Ecatora is rank 4.

6. LAY OUT THE COMMUNITY (OPTIONAL)

Some player characters may want to abstract their community and not worry about the specific placement of walls, homes, shops, and so on. That's fine. However, many PCs will enjoy the opportunity to **lay out their community**, generating a useable map of their home. Doing so is optional, but a community map sometimes reveals new ways to defend that community if it comes under attack, among other benefits.

Laying out a community, page 319

ASSIGNING RANK TO EXISTING COMMUNITIES

If the GM needs to assign a rank to a community that isn't aided by PCs or already provided in *Numenera Destiny*, the **Rank by Population table** is a perfectly good start. There are only a few other things to keep in mind when assigning a rank.

Rank by Population table, page 301

Thon Iridescence: rank 10; individual subcommunities contained within the megastructure have a range of ranks

Small villages are probably no higher than rank 1 or 2, with perhaps a modification to account for a special NPC in residence or a strange installation around which the community is sited. For example, a small village built into the interior of a synthsteel ruin could be rank 2 but rank 5 for defense tasks.

Huge metropolises (by Ninth World standards) probably have a maximum rank of 5, again with modifications for special circumstances. Certainly it's possible for communities to have a higher rank than 5, but keep in mind that rank serves as the method whereby the GM can determine the average level of goods and the average level of competence for NPC experts. For example, a huge place like Qi may have NPCs and goods higher than level 5 (and it will certainly have many lower than that), but because the place is so big and cosmopolitan, PCs can find competent level 5 experts without much effort.

That said, communities that are not made up primarily of humans can and do exceed rank 5, especially if they're remnants of some prior-world civilization or exist as an advanced community located in another star system, galaxy, or dimension. As an extreme example, consider the community known as the **Thon Iridescence**, which exists within a megastructure of hairline flaws in the fabric of reality that's been woven around a galactic black hole. Thon is a rank 10 community, but the psychically generated conceptual spaces within it have different (usually much lower) individual ranks. For instance, the subcommunity of Ecatora is rank 4.



CHAPTER 27

COMMUNITY ACTIONS

A community needs a rank in order to interact with hordes of abhumans or other enemies; disasters, such as plagues, fires, and the iron wind; or other communities in trade, diplomacy, and even conflict. Obviously, hordes, disasters, and other large events also need a rank in order to compare them to a community (or each other) and determine which one comes out ahead. This chapter provides guidance on how to apply rank and how to compare between two disparate ranks. This comparison is sometimes a single interaction, but it may also play out as a series of interactions.

Ultimately, the GM is the arbiter of conflicts that do not involve the PCs. PCs who found, foster, or are present in a community may help guide how a community reacts to a given threat, either directly or by setting policy, but they can't control whether a community succeeds or fails on actions taken at the community scale.

When communities (or hordes, disasters, etc.) interact and no PCs are involved at all, the encounter is usually resolved by comparing the rank of one group to another. If a rank 4 community fights a horde of **blood barm**s (rank 3) without any other modifications, the community successfully neutralizes the horde. If the community faces a horde of **jiraskars** (rank 7), it's overrun. If something is a higher rank, it wins; if it is a lower rank, it loses. If two things of equal rank oppose each other, there might be a long, drawn-out battle that could go either way.

However, situations may arise where rank isn't the only determinant of the outcome, even if there are no PCs involved. External conditions, such as weather, unexpected events, or something else, could affect

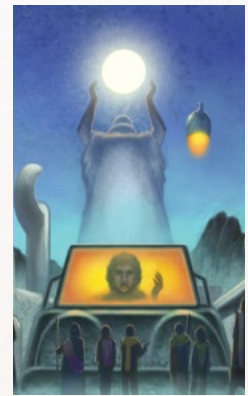
how things play out. Perhaps a tiny force of defenders is able to fight off a higher-ranked horde because of a strange machine's aid, an inspiration received from a glimmer, or some other narrative reason. Such unexpected events and conditions (especially negative ones) are best presented as GM intrusions.

Other situations could arise that modify a community's rank for a given circumstance. For example, if NPCs sneak into an enemy community and disable one of its lightning cannons or break a force field generator, the city's offensive capability or defensive capability could be reduced by one or more ranks. If the saboteurs can cause enough damage to make a rank 3 community defend as rank 2 for a long-enough period of time, an opposing community of rank 2 or 3 might actually have a chance of success. Other modifications are possible as well; an expert general, a natural defensive wall, a giant force field, or something of that nature might make a rank 4 community act as if it were rank 5 or 6 for a time.

PCs, however, have an even more dramatic effect on community encounters.

COMMUNITY ACTIONS

Not all encounters between communities are resolved simply by matching rank in one go. If that were so, community stats such as health or infrastructure would be far less useful. Any time a community has modifiers to its rank for a specific circumstance, the potential for a more complex encounter is possible (though the GM could still decide how things play out with a single rank comparison), and when PCs are involved, it can be even more exciting to handle



Blood barm, page 226

Jiraskar, page 238



When communities interact and no PCs are involved at all, the encounter is usually resolved by comparing the rank of one group to another.



Community actions that last longer than an hour are possible, depending on what's going on—a single action could last a day, a year, or even longer in game time.



At its simplest, if one group is trying to have an effect on another, the GM compares the ranks of the two groups. The higher rank wins.

PCs can alter that simple rank comparison by getting involved, taking specific actions over time.

situations with an extended series of interactions until the final outcome is determined.

Breaking a single rank comparison into a series of exchanges between two communities is facilitated by using community actions. A community action is like a character action, but instead of taking only a single round and involving only a single character, a community action takes about an hour and is the sum of all the actions that everyone relevant to the situation in the community takes during that period. PCs might get involved either because they're actively helping a community or because they're allied with a horde that's attacking an enemy community.

COMMUNITY ACTION TIMING

During a community action, all the various actions taken by individuals in a community or horde are abstracted into a single "action" that takes about an hour of time in the world. When two or more ranked forces are involved in a conflict, they each take their own community actions at the same time, which is sometimes called an exchange of community actions (and sometimes, just an exchange). Community actions that last longer than an hour are possible, depending on what's going on—a single community action could last a day, a year, or even longer in game time. For instance, if two communities are at war and it takes half a day to move between them, the increment between each community action takes at least a day to play out. If two planets are at war, community action exchanges could play out over years or centuries.

If a community is being affected by a flood, fire, or other disaster, it's generally fine to keep each community action at about an hour.

COMMUNITY DAMAGE IN COMBAT

In combat, each community or horde inflicts damage on its opponent equal to its rank (or to its damage inflicted stat, if the community has one, which supersedes rank for determining damage). This damage is inflicted by each participant simultaneously at the end of each exchange of community actions. This is true even if a lower-rank community attacks a higher-rank horde or community. There is no defense action or attack action to worry about during a community action; if combat

is joined, the damage is inflicted automatically when the community actions resolve.

If a community is involved in a nonviolent encounter such as diplomacy or trade, damage obviously isn't inflicted on either party, though one likely comes out ahead in whatever situation required using a community action to resolve the encounter.

EQUAL RANK CONFLICTS

If two antagonistic communities of equal rank go to war, apply the damage each one inflicts on the other's health and infrastructure after each community action. If nothing else changes the equilibrium, and the two communities have equal health and infrastructure, the GM decides which side is destroyed first.

For example, consider two rank 2 communities that enter into direct conflict. At the end of each community action, each community simultaneously inflicts 2 points of damage on the other. That damage is split evenly between the community's health and infrastructure, each of which begins the conflict at 6 points. If nothing changes, after six such exchanges (each of which lasts about an hour), one or both of the communities is destroyed (as decided by the GM). Of course, the PCs are likely to intervene in some fashion, either to end the conflict through diplomacy or to strengthen one community or weaken the other through some sort of daring adventure.

UNEQUAL RANK CONFLICTS

If two antagonistic communities of unequal rank go to war, apply the damage each one inflicts on the other's health and infrastructure after each exchange of community actions, as normal. If nothing else changes the equilibrium, the side with the lower rank will be drained of health and infrastructure first and is thus destroyed.

Take for instance the rank 1 community of Mayeen going to war with the rank 2 community of Thawl. During the first exchange of community actions, Mayeen and Thawl simultaneously inflict damage on each other (in this case, simply using their ranks to determine damage inflicted). That damage is split evenly between each community's health and infrastructure. Thawl inflicts 2 points of damage on Mayeen, so Mayeen's health and infrastructure each take 1 point of damage,

RESOLVING COMMUNITY AND HEALTH VALUE DISPARITIES

What happens if a community is reduced to no health but still has points in infrastructure, or is reduced to no infrastructure but still has points in health? In the former case, the community is no longer capable of taking community actions (though the remaining infrastructure might give a leg up to some future group wishing to settle the area). The same is effectively true in the other case; without infrastructure, even competent survivors can't mount an effective community action. Survivors may still exist within the ruins, but finding them becomes something for characters to resolve with regular actions. Reducing a community's health or infrastructure to 0 means it no longer exists as a community.

reducing them to 2 each. Mayeen inflicts 1 point of damage on Thawl, which can't be divided evenly, so the GM decides the damage applies to Thawl's infrastructure, reducing it to 5.

It's easy to see where this is going. Unless the PCs can intercede in some fashion—by providing Armor, repairing infrastructure, or boosting Mayeen's effective rank—the lower-ranked community will be destroyed after the third exchange of community actions.

MIXED RANK CONFLICTS

If a community's modifications change its damage inflicted to something other than its rank, the outcome of a series of violent interactions might have to be worked out one exchange of community actions at a time.

For example, consider Gront, a rank 2 community with a modifier that increases its damage inflicted to 3 (instead of the normal 2 for a rank 2 community). If Gront attacks Thawl (the rank 2 community from the previous example), then it's clear that Gront eventually wins because it inflicts more damage with each exchange (all other community stats being equal between the two of them). However, if Gront launches an offensive against Anoor, a rank 3 community, things are drawn out a bit longer, giving PCs more time to intervene and potentially change the outcome.

In this case, Gront inflicts 3 points of damage to Anoor, split evenly between Anoor's health and infrastructure, each of which begins the conflict at 9 points. Because 3 points can't be evenly split, the GM decides that in

this first attack, 1 point is dealt to Anoor's health and 2 points to Anoor's infrastructure. Simultaneously, Anoor inflicts 3 points of damage on Gront. Because those 3 points can't be evenly split, the GM decides the extra point of damage goes to Gront's infrastructure. If nothing else changes, this exchange will go back and forth until Gront runs out of either infrastructure or health first (since Gront has only 6 points in each to Anoor's 9 points).

HORDE AND COMMUNITY CONFLICTS

Outcomes are only somewhat different for communities facing off against hordes, armies, and rampaging beasts. That's because hordes do not have infrastructure (though they may have Armor), which means a horde's health takes all the damage inflicted by an opponent.

For example, consider rank 2 Thawl again, this time facing off against a rank 3 [rampaging beast](#) in the form of a [callerail](#). During each exchange, Thawl and the callerail simultaneously inflict damage on each other. The callerail's damage to Thawl is split evenly between the community's health and infrastructure. All of Thawl's damage goes to the callerail's health.

In the first exchange of community actions, the callerail inflicts 3 points of damage on Thawl, damage that is split evenly between the community's health and infrastructure, each of which begins the conflict at 6 points. Since 3 points can't be evenly split, the GM decides that 1 point is dealt to Thawl's health and 2 points to its infrastructure. At the same time, Thawl inflicts 2 points of damage to the callerail's health, which had a starting value of 9, reducing it to 7.

In the second exchange, the only difference is that the damage inflicted by the callerail does 2 points to Thawl's health and 1 to its infrastructure (so that damage is split as evenly as possible between health and infrastructure). Thawl ends the second exchange with 3 health and 3 infrastructure, and the callerail ends with 5 health.

After the third exchange of community actions, Thawl has 2 health and 1 infrastructure compared to the callerail's 3 health.

After the fourth exchange (and assuming the PCs are ineffective in changing the outcome through some other means), the community has no remaining points in either health or infrastructure, and the callerail has 1 health. The community is razed and its citizens destroyed (or eaten, depending on how hungry the callerail might be).

Rampaging beast, page 315



Callerail, page 228

Even though they're not technically communities, hordes and ranked disasters also take community actions because they interact at the same scale as communities.



Convergence, page 216

MULTIPLE HORDES OR COMMUNITIES

If three or more entities are engaged in a conflict, each entity chooses how it will distribute the damage it inflicts between its enemies. It could choose to split its damage between two or more entities, or it could concentrate its damage on just one other entity. This determination is made after each exchange of community actions. So in a conflict between a callerail (a rank 3 rampaging beast horde) and three other enemy hordes (say, a group of abhumans, a horde of bandits, and a horde of humans), the callerail might decide to split its 3 points of damage evenly, doing 1 point to each of the other three hordes.

NONVIOLENT COMMUNITY ACTIONS

Not all community actions are violent; hopefully, most relate to diplomacy, trade, and other enlightened endeavors. If PCs are not involved, then rank is still a great way to quickly determine the outcome. For example, if a rank 3 community wants to open trade with a rank 2 community through diplomacy, it probably succeeds, all else being equal. Of course, if PCs are directly involved, it's far more likely they'd handle such negotiations as part of a normal adventure or a series of encounters.

Some nonviolent encounters between communities might not inflict damage but can still be disastrous. For instance, if a [Convergence](#) member with a powerful mind-control machine (which the GM decides is a rank 3 event) tries to take over a rank 2 community, the Convergence member might well succeed. Such an outcome doesn't even require a powerful numenera device. For instance, if a charismatic leader and a few followers attempt to worm their way into the good graces of a community (which the GM decides is equivalent to action taken by a rank 3 community), a rank 1 or 2 community is likely to fall victim.

PLAGUES, FLOODS, AND NATURAL DISASTERS

Events can have just as disastrous an effect on communities as enemy communities or hordes, which means they can be ranked too. The difference is it's usually impossible to strike back against a natural disaster—they can only be weathered. If a tsunami hits a community, it's a matter of surviving the disaster and rebuilding afterward (unless the tsunami completely wipes the community out). If a rank 3 community is struck by a rank 5 tsunami, assuming no PCs are involved, the GM can rely on a simple rank comparison to know that the community is destroyed.

RANKED DISASTERS

Disaster Examples	Special Damage Modifiers
Plague	All damage goes to the community's health
Meteor impact	Double the damage to the community's health and infrastructure
Flood/Tsunami	Double the damage to the community's infrastructure
Volcano	Double the damage to the community's health and infrastructure
Earthquake	Double the damage to the community's infrastructure
Tornado/Hurricane	Double the damage to the community's infrastructure
Fire	Double the damage to the community's infrastructure
Iron wind	Triple the damage to the community's health

However, a disaster can also be played out in a series of community interactions if PCs are involved in aiding the community's response. In this case, the number of community actions over which the bulk of the disaster plays out is equal to the disaster's rank. PCs can participate in the community action by attempting **community tasks**, or by relying on their own special abilities to ameliorate, evacuate, and otherwise shore up the community from the ongoing or immediate aftereffects of a disaster. Refer to the Ranked Disasters table to see what special modifiers might apply.

For example, a rank 4 tsunami is hitting Vostin, a rank 3 town with 9 health and 9 infrastructure. Because the tsunami is rank 4, it acts over the course of four community actions with Vostin. After the first community action, it inflicts 4 damage on the town, divided evenly between health and infrastructure, but the table says to double the infrastructure damage, so it inflicts 2 points of damage on Vostin's health and 4 points on its infrastructure, reducing the town to 7 health and 5 infrastructure. This repeats after the second community action, reducing Vostin to 5 health and 1 infrastructure. The third exchange reduces the town's health to 3 and infrastructure to 0, destroying it and displacing the surviving members of Vostin. (Because the community is destroyed, there is no need to have the fourth exchange.) Of course, PCs participating in community actions by attempting community tasks or using their own special abilities can affect the outcome of each exchange and perhaps save Vostin.

PCs PARTICIPATING IN COMMUNITY ACTIONS

Community events normally occur on a different scale than the scale at which PC and NPC actions occur. Whereas a character might use a special ability to attack a foe, a community must withstand the attacks of an

entire horde or army made up of hundreds of enemies. Individual actions are abstracted when it comes to community actions. However, PCs can still affect what happens at the community scale.

CHARACTER ACTIONS AND COMMUNITY ACTIONS

Character actions occur at far smaller scale than community actions. Most of the time, it's not necessary to distinguish between these two scales; the activities characters take flow between them naturally. What characters do from round to round during a battle or while negotiating with NPCs require normal actions. Actions tracked over the course of an hour or more use community actions.

Character Actions: Most of the time, RPG characters take normal actions over the course of rounds or minutes. For example, if five margr attack five PCs, the encounter occurs over the course of several normal rounds. If the PCs barter with chance-met traders as they travel cross-country, it also occurs over the course of rounds, though no one is likely tracking them because it doesn't matter. Normally, it's not necessary to call out such things as character actions because it's just understood.

Effects of Character Actions on Community Actions: Taken individually, character actions usually don't have a direct effect on community actions (but see Community Tasks Any PC Can Attempt). Instead, character actions often have indirect effects. For instance, if the five margr the PCs defeated were carrying a map back to their fellows that showed where the PC's hidden community was, the PCs likely prevented a horde of margr from attacking the community—thereby ending a conflict before it started.

As has always been true, the variety of things characters can do that can have indirect

A disaster can have almost any rank, which the GM determines, though most don't exceed rank 4 or 5.

Community tasks any PC can attempt, page 310

What characters do from round to round during a battle or while negotiating with NPCs is a character action. What communities do over the course of an hour or more is a community action.

COMMUNITY TASKS ANY PC CAN ATTEMPT

A community task is something a PC attempts by taking part in a larger community action. The PC usually does so in order to modify a community's or horde's stats. A community task requires the PC's full attention for the duration of a community action. The effect of a PC's attempted community task falls into one of four broad categories: Armor, damage inflicted, health, and infrastructure. Any PC can attempt a community task, investing an entire hour or more (depending on the length of a single community action) attempting to affect a community's or horde's stats. Community tasks that PCs attempt usually automatically succeed, though the GM may require a roll if something is working against the PC.

Example tasks include convincing a neighborhood to evacuate, recovering survivors from a flood across a wide area, cleaning up a market area in order to improve the quality of an upcoming event, and so on.

All PCs have type abilities that grant them a specific effect to benefit a community they're helping. These abilities are akin to community tasks in the sense that they often affect a community's stats in some fashion, but they don't usually require that the PC devote all their actions toward a specific community action. The community benefits granted by these type abilities (and potentially some focus abilities) just happen, and do not require Effort. For instance, the [Arkus's Community Leader](#) ability provides a +1 rank enhancement for all non-combat community actions attempted by the community, without requiring that the PC apply Effort. But if a PC doesn't want to use a type or focus ability that provides a predefined benefit to a community or horde, they can attempt a community task (they can't do both in the same time period) by applying Effort from a Pool over the course of one community action, as long as that period of time doesn't take much longer than one hour. A PC can do this even if they aren't skilled at that task normally—you don't have to be skilled in interaction tasks to apply Effort to attempt a community task to boost morale, or be skilled at healing to apply Effort to assist the community's healers. (However, a character with an inability in a task can't attempt it as a community task.)

For instance, if a PC Nano wants to increase a community's health by 1 as shown on the Community Task Effect Table, they can apply 1 level of Effort from their Intellect Pool as they spend an hour tending wounds, helping healers, explaining how to treat weird diseases, and otherwise contributing. The Jack wants to increase the damage inflicted of the community by 1, so they spend an hour (and two levels of Effort from their Might or Speed Pool) going about the walls of a community under attack and physically helping out. The Glaive could do the same thing if they wanted, but instead, the Glaive uses their [Community Defender](#) ability, increasing the community's effective rank for damage inflicted by 1 without spending anything from their Pools.

COMMUNITY TASK EFFECT TABLE

Effect on Community Stats	Effort
+1 Armor	3 levels
+1 damage inflicted	2 levels
+1 health	1 level
+1 infrastructure	1 level
Other non-combat effects	0–1 levels

PCs don't generally roll to succeed at community tasks; they just apply the Effort and gain the associated benefit, assuming some other event doesn't interfere.

Community Defender, page 39

Arkus, page 7

Community Leader, page 11

effects on community-scale events is nearly limitless. If the PCs slip behind enemy lines and kidnap the captain of an advancing army, that army could be thrown in disarray for hours or days, which might delay the conflict, reduce the effective rank of the enemy army by 1, or perhaps prevent the conflict altogether. In many cases, regular character actions can occur at the same time that community actions are occurring over hours and days.

Community Scale: When communities interact with other communities, hordes, armies, or disastrous forces, the interaction happens over the course of at least one but probably several hours. For example, a horde of one hundred margr attacking a community happens at a much larger scale than the scale at which PCs act, whether or not the GM makes a single rank comparison or models the attack using several community action exchanges.

Rank Denotes a Shift in Scale: Generally speaking, individual creatures can't take community actions. That's because individuals or even small groups usually don't have a rank—something without rank can't act at the same scale that an entire community does when it takes community actions. For instance, if five level 2 margr attack the PC's rank 2 community, that's a mismatch in scale, and the rules for community actions do not apply. The health and infrastructure values of the ranked community are not directly affected. Instead, the situation would play out normally, at the scale that PCs are used to—a couple of PCs or NPCs emerge to engage the five margr in round-by-round combat that takes only a minute or two in the world.

However, PCs are special and can participate in community actions because of special abilities they possess, because they attempt a community task, or because they try to

accomplish something that doesn't fall into an easily defined category.

IS IT A COMMUNITY TASK OR NOT?

As previously noted, PCs can attempt community tasks, or rely on a special ability, in order to affect a community action. When PCs do this, it often temporarily increases a community's defenses, attacks, damage, infrastructure, health, and so on.

For example, when a Glaive uses their Community Defender ability to grant the community or horde +1 to damage inflicted, they are taking actions at the community scale. But what about a PC trying to convince an entire neighborhood to evacuate over the course of an hour during a community action? This doesn't necessarily affect a community's stats, but it does affect how things turn out. Thus it could also be considered to be a community task, whether or not the PC applies Effort.

That said, sometimes PCs or NPCs are so powerful that they can take actions that have immediate, dramatic effects on community actions. For instance, a tier 6 Nano with the ability to make earthquakes, a tier 6 Glaive who can single-handedly defend the gate from a horde of one hundred margr, and a villainous

NPC threatening an entire army with a cypher that can explode like the sun do so using normal actions, but the results actually can affect a ranked community.

The GM can choose to handle this in a couple of different ways. A quick and easy way is to assign the character's action a rank, then do a rank comparison and inflict the appropriate amount of damage on the targeted horde or community as if the character had acted as a community and taken a community action. Under such extraordinary circumstances, a simple rule of thumb for determining the rank of a PC's or NPC's action is to subtract 3 from the character's tier (or the NPC's level) and use the result. It's a bit quick and dirty, but it will serve in some situations. For instance, if the tier 6 Nano's [Move Mountains](#) ability affects the community, treat it as a rank 3 disaster that inflicts damage to the community's health and infrastructure.

A more precise way to handle the situation is to let things play out first using character actions. By doing so, you could find that the results are so clear that it isn't necessary to worry about community actions. For instance, if a cypher explodes an entire horde or the Glaive fights them off, obviously there is no horde left for an exchange of community actions.



Move Mountains,
page 43

Ranked disasters,
page 309



MORE EXAMPLES OF PCs ATTEMPTING COMMUNITY TASKS

A Jack or Arkus could go to the walls to rally the defenders stationed there with rousing rhetoric (an Intellect task) to grant +1 Armor to the community (if they're willing to use three levels of Effort). The Glaive might choose to bolster the spirits of the community, but instead of using rousing rhetoric, the Glaive impresses the defenders with their strength and prowess (a Might task) to grant +1 health (at the cost of one level of Effort). Maybe the Wright heads to the lightning tower to eke out a little extra power for one hour (an Intellect task), granting the community +1 damage inflicted (at the cost of two levels of Effort). All these community tasks apply to one community action.

As previously noted, characters can take regular actions whose outcomes could modify a larger community action. For example, the PCs emerge from the gates of the community to fight a margr champion. If the PCs win, the GM decides that the community gains a +1 rank bonus for the next exchange of community actions because everyone watching from the wall in the community was elated by seeing the characters defeat their enemies, while the margr's morale takes a bit of a hit.

Another example might be the PCs sneaking into an enemy community or horde in order to gather intelligence about their foe's weaknesses, dispositions, and other information that could grant an allied community a +1 rank bonus in the first few exchanges it has with the enemy community.

HORDES, ARMIES, AND RAMPAGING BEASTS

When enough creatures or NPCs gather together, they have enough combined power to affect a community as if they were a community themselves. This means that they now have a rank just like a community. The term *horde* has a specific meaning, as described later in this section, but it's also a general term that identifies any group of creatures (or single, very powerful creatures) that can pose a risk to a settlement.

UNDERSTANDING HORDE STATS

Rank: Hordes, armies, and rampaging beasts have ranks just like communities. Rank reflects a horde's raw, innate capability. Comparing the ranks of two different hordes provides a general sense of which is superior. For example, a rank 3 horde is superior (in a basic sense) to a rank 2 horde.

As with communities, rank can be used to determine the average level of the creature or NPC making up the horde, the average level of any equipment they carry, and the average level of any normal task relating to the horde. For example, if a PC tries to sneak into the midst of a rank 3 horde at night, the task generally has a difficulty of 3.

Also, as with communities, rank is not the same as level, which means lone characters normally have little chance to affect a ranked horde. A character can't attack a rank 3 horde with their sword and expect to do any serious damage unless they have special abilities that indicate otherwise.



RETREATING HORDE

Hordes attacking a community may decide that they're in over their heads and attempt a retreat. A horde whose rank is higher than the community they're attacking can break off the conflict without consequence. However, a horde that breaks off attacks against a community of equal or higher rank takes damage as if it engaged in one additional exchange of community actions (but it doesn't simultaneously inflict damage in turn).

The situation is the same if one horde retreats from another. In this case, the winning horde can usually decide to pursue, though it risks being lured into a trap.

Health: Unlike communities, hordes have no infrastructure. All damage is done to a horde's health. A horde's health is usually equal to its target number, but that can vary. A horde's health value is an abstraction of the minimum number of creatures or NPCs who make it up. Damage to a horde's health doesn't necessarily mean that creatures are dying (though it could); instead, it means that portions of the group are being hurt, are losing morale, or are otherwise neutralized to the point that they can no longer maintain the horde's integrity. When a horde's health is gone, its morale breaks and it scatters with more than 50 percent casualties. It could also be entirely eradicated, depending on the situation.

Damage Inflicted: Hordes usually inflict their rank in damage regardless of the form of attack. Some inflict more damage (or less) due to special circumstances or modifiers. Hordes inflict damage by the swarming mass of antagonistic creatures that make them up, abstracting any special equipment they might possess.

Armor: This is the horde's Armor value. If the average creature in the horde or the single rampaging beast has an Armor value, that is the Armor value of the horde. Any damage done to a horde is decreased by subtracting the horde's Armor value first.

Modifications: When a horde has special abilities, defenses, or other capacities that are different than what its rank or other stats would imply, it is indicated here.



A horde's rank is equal to the average level of the creatures within it.

HORDES

A horde consists of a mass of creatures or NPCs that are usually of the same kind, though that's not required. The size of a horde is about a hundred creatures, but it could be several hundred. A horde's rank is equal to the average level of the creatures within it. A horde that reaches into the thousands is considered an army.

A horde of **Oorgolian soldiers** would be rank 4, because Oorgolian soldiers are level 4 individually.

A horde of two hundred level 3 **sathosh** would normally be rank 3. However, sathosh have a special modifier that increases the rank of any army or horde they predominantly make up by 1, meaning a horde of level 3 sathosh is rank 4.

A horde of level 3 **murdens** would normally be rank 3. Though as with sathosh, murdens enjoy a special modifier; they inflict double their expected rank in damage in the first exchange of community actions (as noted in **Creatures at War**).

Hordes include the special categories described below, though many other specialized types of hordes are possible. Special horde configurations provide an additional ability or modifier when the horde faces off against a community or another horde. Barring any modifications by the creatures themselves, many hordes will be basic hordes because the other types typically require specialized training. A horde of insects or animals is rarely capable of being trained or outfitted to perform a specialized tactic, and even intelligent creatures and NPCs are likely to start as basic hordes, because training a unit to use special strategies and tactics requires a lot of time and strong leadership. Strong leadership is often required to keep a specialized horde on task when actual combat begins.

Armies, page 315



Oorgolian soldier, page 246

Sathosh, page 251

Murden, page 243

Regaining horde health:

Unless a horde's health is completely depleted, it returns at a rate of about 1 point per day.

Creatures at war, page 316

HORDE VS. HORDE

As when PCs are involved in communities, a conflict between hordes, armies, and rampaging beasts can play out over several exchanges of community actions, each an hour or more long in world time. If no PCs are involved, a single rank comparison can be made to quickly determine an outcome.



Sathosh, page 251

Murden, page 243



Rasters, page 248

Some fast hordes, especially those that have long-range weapons, are known as "shoot and scoot" hordes.

Creatures at war, page 316



Broken hound, page 226

A horde of guerilla fighters is smaller than a general horde and doesn't show its strength directly on the field. Instead, it relies on a series of ambushes, raids, and acts of sabotage.

PC DISRUPTION OF A HORDE

PCs could identify and take out the leadership within a specialized horde or army. This could disrupt the horde, making it a basic horde, or it might break the horde into a disorganized group of individual creatures intent on getting away.



A horde of level 3 murdens would normally be rank 3. Though as with sathosh, murdens enjoy a special modifier; they inflict double their expected rank in damage in the first exchange of community actions.

If a horde is composed of creatures that modify any horde they predominantly compose, that modification might be added to the ability provided by being part of a specialized horde. For example, if creatures that add +1 Armor to any horde they make up become part of a defensive horde (which also adds +1 Armor), the resulting defensive horde gains +2 Armor.

However, many hordes composed predominantly of a particular creature type already act as if they were a specialized horde. For example, [rasters](#) and other creatures that can easily fly over walls act as if they were a flying horde. In this case, there is no cumulative benefit.

Basic Horde. Most hordes are basic in that their rank is equal to the average level of the creatures that make it up. A basic horde is not granted any additional special abilities. However, creatures making up a basic horde may have a modification or special ability that modifies a horde that consists of mainly that type of creature. The section called [Creatures at War](#) provides a wide array of such modifications. For example, a horde primarily made up of [broken hounds](#) modifies the horde's effective rank by +1.

Ambushing Horde. An ambushing horde isn't likely to attack a community directly, but instead, it will draw out a community's fighters in order to reduce or eliminate them. An ambushing horde's rank for attacks is modified by +2 in the first exchange of community actions. After the first exchange, the horde acts like a basic horde of its rank.

Aquatic Horde. An aquatic horde can attack communities and other hordes that are otherwise difficult or impossible to reach, on account of also being located beneath the waves or using the water as a defensive feature. An aquatic horde is usually made up of individuals

who are suited to living underwater, because outfitting a horde with special equipment, training, or aquatic mounts is expensive and rare.

Defensive Horde. A defensive horde has the resources to equip most of its members with additional armor of some sort. A defensive horde gains +1 Armor.

Fast Horde. Similar to a stealthy horde, a fast horde can move quickly because they are familiar with the area, have special mounts, or rely on some other method of moving more quickly than normal. Because a fast horde can make an orderly and quick withdrawal, it gets a free, one-sided community action when it retreats from an enemy community or horde, inflicting damage on its opponent without being simultaneously attacked in return. It can gain this benefit only once per conflict per enemy.

Flying Horde. A flying horde inflicts all its damage to its opponent's health and doesn't split it between health and infrastructure (unless it wants to). A flying horde that retreats can break off without consequences (there is no one-sided exchange where the enemy attacks the horde as they retreat). A flying horde gains no benefits against an enemy with flying forces. Unless a horde is made of individuals who are able to fly naturally, outfitting a horde with special mounts or numenera objects that allow it to fly is expensive and rare. The effort is worth it, however.

Guerilla Horde. A horde of guerilla fighters is smaller than a general horde and doesn't show its strength directly on the field. Instead, it relies on a series of ambushes, raids, and acts of sabotage. A guerilla horde might be made up of only of twenty or so creatures. A guerilla horde is as effective as a much larger basic horde but only for up to two community action exchanges, after which it must retreat (and potentially is caught up in one additional community action as it retreats where it takes damage but does not inflict it).

Marauding Horde. Marauding hordes are trained and have equipment for getting over community walls and mixing it up with the population. A marauding horde inflicts all its

damage on a community's health and doesn't split it between health and infrastructure (unless it wants to). A marauding horde is usually unable to retreat. These abilities and limitations do not apply when attacking another horde.

Patrolling Horde. A patrolling horde is most often deployed as a special unit of a nearby community, horde, or army. Its mere presence modifies the allied community, army, or horde's effective rank by +1, though it has no effective rank while it patrols and defends its ally. The patrolling horde's effective rank is 1 less than normal.

Rampaging Beast. A single creature that is powerful enough or large enough can also act as a horde and thus become ranked, as described hereafter.

Reconnaissance Horde. A reconnaissance horde is sent to test an enemy's strength and position and then retreat with that information to provide that intelligence to some other group (usually another horde or a community). A reconnaissance horde inflicts 1 less point of damage than its rank would otherwise indicate. However, a reconnaissance horde can **retreat** from a conflict with a community or another horde without suffering unanswered damage in one additional exchange of community actions. If it survives, the reconnaissance horde can confer an advantage to another group by providing the information it learns, modifying the effective rank of the second group by +1 during a conflict with the reconnaissance horde's foe.

Sacrificial Horde. Usually only hordes made of slaves or insane zealots are sacrificial hordes. A sacrificial horde's sole purpose is to inflict as much damage on a community or horde as possible, even if it means the annihilation of the sacrificial horde itself. Such hordes are rarely encountered alone. Instead, they are usually deployed as special units by another horde or an army. A sacrificial horde's rank is 2 more than it would normally be; however, the horde can act only in a number of community action exchanges equal to its adjusted rank before it is utterly wiped out.

Sapping Horde. A sapping horde has training and equipment designed to weaken and bring down an enemy community's infrastructure. A sapping horde inflicts all its damage on a community's infrastructure and doesn't split it between health and infrastructure (unless it wants to). A sapping horde is usually unable to retreat. These abilities and limitations do not apply when attacking another horde.

Skirmishing Horde. A skirmishing horde has trained or is naturally inclined to act in smaller units ("fire teams") that work in close coordination, allowing one fire team to move while other fire teams concentrate their attacks to keep an enemy busy. This allows a coordinated skirmishing horde to inflict more damage. On every other exchange of community actions, a skirmishing horde attacks and inflicts damage as if 1 rank higher than normal.

Stealthy Horde. This horde can move without being easily noticed because it is familiar with the area, has some training in stealth, is moving under the cover of smoke or prevailing weather, or is bringing some other method of evading immediate detection to bear. When a stealthy horde first attacks, it gets a community action in which it inflicts damage on its opponent and is not simultaneously attacked in return. After this first attack, the normal exchange of community actions occurs.

ARMIES

Armies are a kind of horde but larger and better organized. An army is composed of about a thousand creatures, but it could be many thousands or even tens of thousands or more. An army's rank is equal to the average level of the creatures making it up +1. So an army of **margr**, creatures that are level 2 individually, would be rank 3.

An army is also a kind of horde, so an army chiefly comprised of a particular kind of creature gains the horde benefits ascribed to that creature noted under *Creatures at War*.

Armies also have a bit more versatility than a basic horde, or at least the potential for it with the right leadership. An army can split off a smaller group that fulfills a special function, creating a specialized horde. In effect, an army can become an entity composed of two independent groups, one of which is the original army and one of which acts like a reconnaissance, sapping, patrolling, or other horde.

So the rank 3 army of **margr** just mentioned might also be able to field a rank 2 marauding horde.

The larger the army is, the more special units it can create while still remaining an army in its own right. Generally, an army can deploy one special unit for every thousand creatures comprising it.

RAMPAGING BEAST

Some creatures are so large or powerful (or both) that a single one can act like a horde, taking actions that have repercussions on

A skirmishing horde uses tactics known as "leapfrogging."

Retreating horde, page 313



Margr, page 240



A really big horde—one with a thousand or more creatures—gains a +1 bonus to rank like an army does. But without the organization that typifies an army, the horde doesn't gain any additional benefits.

the conflict as if they were a ranked horde. A rampaging beast's rank is equal to the creature's level minus 3 or 4. Generally speaking, a creature must be at least level 6 to be considered a rampaging beast, but that's a bare minimum requirement.

A rampaging beast may have additional modifiers and abilities that come into play during conflicts with communities or other hordes.

So a **dread destroyer**—a level 10 creature—would be a rank 6 or 7 rampaging beast if it attacked a community. Even a large Ninth World community would be hard pressed to withstand a rank 7 rampaging beast, at least without PC involvement.

Very large vehicles, including war ships, can sometimes qualify as rampaging beasts. This is certainly true if the vehicles in question have numenera weapons designed to destroy other immense vehicles or communities.

or stealthy, along with other unique modifiers when forming a horde. Creatures that never form a horde are also indicated.

Level 1 to Level 4: Creatures from level 1 to level 4 are the most likely to make up hordes. At higher levels, creatures may still form groups, but it becomes less and less likely that enough of them will gather in one place and act like a horde, though of course there are exceptions.

Creating Higher-Level Hordes: If you want to form a horde with a creature whose level is higher than 4, refer to the creatures of levels 1 to 4 provided here as a guide. You can either apply one of the horde templates provided or give the horde some other quality based on the cumulative abilities of the creatures making up the horde. For example, if the creature already has the ability to act in small groups as if a single creature of a higher level, a horde made up of that kind of creature should gain a +1 rank modifier. Generally speaking, the simpler the modifications you make to a horde, the easier and more satisfying it will be to use that horde in a game setting.



Dread destroyer, page 234

Creatures that have swarm or pack abilities often gain a bonus to their rank if they're part of a horde composed predominantly of that kind of creature.

CREATURES AT WAR

Creatures described in this book, *Numenera Discovery*, *The Ninth World Bestiary*, and *Ninth World Bestiary 2* are presented here with suggested horde classifications, such as fast

EXAMPLE CREATURE HORDE CLASSIFICATIONS AND MODIFICATIONS

LEVEL 1

Brendril⁺	+1 rank
Caffa (larva)[*]	Forms basic horde
Chance moth[◆]	Hordes survive through only two exchanges
Flesh pup[◆]	Never forms hordes
Gazer[◆]	+1 rank; forms flying horde
Jacentwing⁺	+1 rank; forms marauding horde
Laak[*]	+1 rank
Rapicaw⁺	+1 rank; hordes survive through only two exchanges
Sthead⁺	Never forms hordes
Zayrn⁺	+1 rank; damage inflicted by opponent reduced by 1 point after first exchange
Zek^{**}	Doesn't have to split damage evenly if opponents' defenses use a lot of synth

LEVEL 2

Broken hound[*]	+1 rank
Caffa (adult)[*]	Forms basic horde
Chalik⁺	+1 rank; forms marauding horde
Crystalvore⁺	Inflicts horde damage again one round after defeat
Dabirri[◆]	Never forms hordes
Drebil[◆]	Never forms hordes
Faradawk⁺	+1 rank; forms flying horde
Griffalo[◆]	Once per combat, can stampede at rank +1
Heeldran⁺	Forms aquatic horde
Hex stinger[◆]	Opponent of equal or lower rank drops by 1 rank after first exchange
Margr[*]	Forms marauding or defensive horde
Merkadian soldier[◆]	+1 Armor; forms stealthy horde
Mimetan^{**}	Never forms hordes

Nacreon wind⁺	Never forms hordes
Nausrak⁺	+1 rank
Phaselost⁺	Never forms hordes
Seskii[*]	+1 Armor if outfitted
Shanu[◆]	Never forms hordes
Shinspinner^{**}	Forms ambushing horde
Shivern[◆]	+2 rank vs. foe that can't see in darkness
Slurge[◆]	Forms defensive horde
Stratharian war moth[*]	Forms flying horde
Thuman[*]	Forms basic horde
Truckler^{**}	Never forms hordes
Unagran[◆]	Forms aquatic horde
Vape[◆]	+2 damage inflicted
Ylaantiv[◆]	+1 damage inflicted

LEVEL 3

Aneen[*]	Once per combat, can stampede at rank +1
Babirasa^{**}	Forms stealthy horde of +1 rank
Blood barm[*]	+1 rank
Calyptor[◆]	Produces sound that causes lower-rank horde to sleep or panic for one hour
Candescent sabon⁺	Never forms hordes
Caprimag⁺	Forms flying horde
Carnivorous color⁺	Forms stealthy horde
Clicker⁺	Forms basic horde
Coccitan[◆]	Accompanied by rank 2 roach horde
Cuiddit^{**}	Never forms hordes
Cypherid⁺	+1 rank
Deiparon⁺	+2 rank for one hour
Erulian[◆]	Never forms hordes
Fossick^{**}	+1 rank for attacks
Ghru⁺	Prefers to form armies
Glacier slime[◆]	Never forms hordes
Golthiar[◆]	Regains 3 health per hour in direct sun
Grey sampler[◆]	+1 Armor; once per combat can stampede at rank +1
Herder[◆]	+1 rank
Ice weaver⁺	+1 rank vs. non-flying foes
Igothus⁺	+1 rank
Jreet⁺	Poison attack ignores Armor
Kalyptein crab[◆]	+1 Armor; +1 rank due to myriad abilities
Kaseyer⁺	Forms reconnaissance horde

Keltonim⁺	Forms ambushing horde
Killist[◆]	Forms ambushing or stealthy horde
Kissing fawn⁺	Forms basic horde
Larus⁺	Forms ambushing horde
Machine eater⁺	Ignores Armor of machines and automatons
Malvok⁺	Forms stealthy horde
Mercurial wasp⁺	+1 rank
Murden[*]	Inflicts double damage on the first exchange
Nagaina defender[◆]	Never forms hordes
Nalurus[◆]	Never forms hordes
Nibovian child[◆]	Never forms hordes
Nibovian companion[◆]	Never forms hordes
Nibovian wife[*]	Never forms hordes
Octopus⁺	Forms aquatic horde
Ocular & tactile host[◆]	Never forms horde
Olion⁺	Forms ambushing horde
Onrakas⁺	Attacks ignore Armor; can form marauding horde by burrowing
Ort⁺	+1 rank
Phasic⁺	Forms guerilla horde
Pherotherm⁺	Regains 2 health per hour where fire burns; becomes inactive in flame-free area
Plasmar[◆]	Forms hordes only during thunderstorms or in areas of high energy discharge
Rahenum courser[◆]	Can form marauding horde by burrowing
Reconstructor⁺	Regains 1 health per hour
Rocira[◆]	+1 rank
Sathosh[*]	+1 rank
Snow looper[*]	Forms basic horde
Synth eater^{**}	Never forms hordes
Spurn[◆]	Forms ambushing horde
Steel spider[*]	+1 Armor; can form marauding horde by climbing walls
Tetrahydra[*]	+1 Armor; forms flying horde
Therivar[◆]	Can form sacrificial horde
Torlethis companion⁺	Never forms hordes
Ulenic⁺	+1 damage inflicted from various cobbled weapons
Weaponized meme[◆]	Never forms hordes
Ylhath⁺	+1 rank
Yovok[*]	+1 rank vs. foes susceptible to poison



LEVEL 4

Abykos*	Never forms hordes
Anhedon**	+1 Armor, forms fast horde
Asomatis+	Never forms hordes
Ateric+	Never forms hordes
Avatrol♦	+2 rank vs. foes using energy weapons
Balikna♦	Forms stealthy horde
Bithyran+	Forms basic horde
Blacktusk+	Forms fast horde
Cave qui♦	+1 rank
Chirog*	Forms defensive horde
Chronal feeder♦	Forms marauding horde that can move like a fast horde
Conundary**	Never forms hordes
Culova*	+1 Armor; forms stealthy horde
Dal+	Unlikely to form hordes
Decanted♦	Unlikely to form hordes
Dread rider+	Never forms hordes
Ebon+	+2 Armor; forms aquatic horde
Entrope♦	Unlikely to form hordes
Esculant**	Never forms hordes
Ergovore hound♦	+1 rank
Exigen+	Never forms hordes
Flesh ghost**	Never forms hordes
Gleresisk+	Forms flying horde
Grush♦	Regains 2 health per hour
Haneek+	Never forms a horde
Hungry pennon+	Unlikely to form hordes
Iani+	+1 Armor; forms fast horde
Idolum**	Never forms hordes
Ithsyn*	Forms ambushing horde
Jesanthum♦	Forms ambushing horde
Kanthid♦	Forms defensive horde
Karestrel+	Forms flying horde
Klax+	Unlikely to form hordes
Kroth+	Unlikely to form hordes
Lanmoro+	Never forms hordes
Laurik-ca♦	Forms into 2–3 guerilla hordes
Malork+	Forms flying horde
Mastigophore*	Unlikely to form hordes
Memora♦	Never forms hordes
Mlox♦	Unlikely to form hordes

Navarac+	+1 Armor; forms flying horde
Nerodrod+	Never forms hordes
Nevajin*	Never forms hordes
Nibovian domicile+	Never forms hordes
Nomyn+	Never forms hordes
Odlark♦	+1 Armor; forms flying horde
Oorgolian soldier*	Forms defensive horde
Oorgolian tester+	Never forms hordes
Otolin+	+1 Armor; forms flying horde
Pitystrian+	Unlikely to form hordes
Queb♦	+1 Armor; forms fast horde
Raster*	Forms flying horde
Ravage bear*	Forms marauding horde
Rurtalian♦	Never forms hordes
Scrivener♦	Never forms hordes
Seskii tracer+	Unlikely to form hordes
Soshin+	Never forms hordes
Stalking shade+	Forms stealthy horde
Steel angel+	+2 Armor; +1 rank
Syzygy ghoul♦	Forms basic horde
Tachyron♦	Forms defensive horde
Tarza+	Forms basic horde
Terredel+	Forms fast horde
Terror bird♦	+1 rank; forms ambushing horde
Thexx+	+1 rank; forms defensive horde
Thread walker+	Unlikely to form hordes
Tonbrium hunter+	Forms basic horde
Trawl♦	Unlikely to form hordes
Umem+	+1 Armor; forms marauding horde
Urtilla+	+1 Armor; forms aquatic horde
Valma♦	Never forms hordes
Vroaordun+	Forms aquatic horde
Warder♦	Never forms hordes
Xaar♦	Unlikely to form hordes
Xiomarche♦	+1 rank; forms flying horde
Zandrel+	+1 rank; forms flying horde

*Appears in *Numenera Discovery*

**Appears in *Numenera Destiny*

♦Appears in *The Ninth World Bestiary*

+Appears in *Ninth World Bestiary 2*



CHAPTER 28

LAYING OUT A COMMUNITY

At one point, most communities were little more than a few determined people who wanted their own space and had the resources to find, claim, and defend it. Some communities may have started as military outposts, refugee sanctuaries, colonies birthed from larger communities, religious cloisters, roadside trading posts, or safe havens near mines or dangerous numenera sites. Over time, these settlements grew, built more structures, acquired more people, and became villages, fortresses, towns, and cities. Unless later generations tore down the original structures and built new ones in their place, a keen observer can usually find remnants of the original settlement—a historical building or neighborhood, the wandering layout of streets and roads that once served a purpose but confuse modern visitors, old machines that have fallen into disrepair, defensive walls well within the settlement's outer borders, and so on. How the founders chose and arranged those first structures played a key role in determining whether the community survived its early years. Chapter 25 describes the requirements for founding a community, but this chapter addresses where to put necessary structures.

LAYING OUT YOUR BASE OR COMMUNITY

PCs who decide to build a base have the fun opportunity to take a GM-like role and map out what they want in their base and where those things go, along with its defenses and overall shape. Even if the PCs are taking over an abandoned structure (or one they explored and made safe to inhabit), they get to change, demolish, expand, and rearrange their new home to suit their needs. This chapter explains a few different methods for how PCs can lay out and map their community. The layout of a community is interesting in and of itself, but it also impacts the community's future growth and prosperity.

The level of detail for community design could be very abstract or very detailed. The GM should let the players decide where they want to be on this spectrum—some might be content to know that their base has separate bedrooms for everyone, a large common room, and a high wall around the whole thing. Other players might want to use a grid to plan out every aspect of the rooms, decorations, facilities, and defenses. Use the [Community Stat Sheet](#) to record important installations, instructions, NPCs, and other features of the community. Before anyone starts working on a map, the PCs and GM should discuss which type of layout they want to use: abstracted or mapped.

ABSTRACTED LAYOUT

In an abstract base layout, only the most general information about the base's configuration is known. At minimum, it has a list of rooms that the PCs use (bedrooms, a kitchen, and so on), a list of specific defenses (a wall with a gate, mines, carnivorous plants, and so on), and a list of any numenera installations the PCs have access to ([alarm mech](#), [pabulum extruder](#), and so on). These should have notes or a bare-minimum map indicating general directions for key features (the entrance is north, the kitchen is in the middle, bedrooms are to the south, and so on) so the base feels like a real place that the PCs can navigate. As the PCs continue to upgrade and improve the base, installations and structures will be added to the list, but as long as the players and GM are fine with keeping the organizational details light, these notes are all that is needed.

An abstract layout is a good choice if the PCs have a lot of room for their base (on top of a mesa that's a mile wide in any direction, for example), because they can build wherever they want and leave plenty of room between key features—either because they're expecting a lot of future growth or because they want to

Community stat sheet, page 411

You can use the back of the Community Stat Sheet to create a map of the community.

Alarm mech, page 148

Pabulum extruder, page 163

Reactive field, page 322

prevent the **reactive fields** of their numenera structures from interfering with each other. An abstract layout is also convenient because the PC and GM can always add more details later, such as dividing their base or community into districts or zones for specific purposes. As the level of detail is increased over time, the base may eventually become as detailed as one that was mapped out from the very start.

MAPPED LAYOUT

In a mapped layout, the specific configuration of the base's parts are noted on a map, much like the kind of map a GM would use in a published adventure. Terrain features and scale can be included on the map, allowing the players to make tactical decisions about defending their base and how long it takes to get from one key feature to another.

A mapped layout is a good choice if the PCs have a fixed amount of room and need to carefully plan for all the structures they want to build; since each installation takes up space on the map, the PCs can see how much territory is still available and modify their intentions for the community's growth. A mapped layout is also handy for the GM, especially if the

campaign will spend a lot of time there—doubly so if there is a reasonable chance the base will be attacked during the campaign. A mapped layout also makes it easy to plan for the future and account for interference between numenera installations.

Before anyone starts working on a map, the PCs and GM should discuss the scale they want the map to be: grid, short distance, or long distance.

Grid Scale: The easiest way to start mapping a layout is to use a piece of graph paper, decide whether each square is 5 or 10 feet (1.5 or 3 m), and start drawing walls, doors, windows, stairs, paths, trees, and so on. If the PCs have taken over an existing base, the GM might even have a current map for the players to start with. This sort of map allows the PCs to customize the area with an incredible amount of detail. Players may be tempted to put something in every square, but they should remember to leave room for future expansion and be willing to step back from design and allow for other people living there—whether followers who don't accompany the PCs on dangerous missions, helpful NPCs like a

An acre is about four short distances by four short distances, or two long distances by two long distances.

ABSTRACTED LAYOUT



MAPPED LAYOUT GRID SCALE



merchant or an Aeon Priest, or people like guards and farmers who protect the base while the PCs are away and make sure there's enough food for everyone to eat.

Short-Distance Scale: A PC can move a short distance as an action, so mapping a community in terms of short distances is an easy way to provide details about what's in a settlement and still use the map in a tactical situation (like if the base or community is attacked). Because the reactive field radius of an installation of level 5 or less is about a short distance, this mapping scale lets you place one installation in each short-distance area and still leaves plenty of room for details like homes, shops, and streets. Because a short distance is variable instead of precise, a square grid isn't needed—each area that's about a short distance on each side might be a slightly different size than the next one and can conform to the terrain—a huge derelict machine in the middle of a settlement might be surrounded by multiple short areas that curve around it or follow a riverbank and so on. A short-distance area is large enough to fit a multiroom building with a small bit of open

land around it (for a yard, alleys, or street) or several one- or two-room buildings like shops, cottages, and guardposts. By assigning one key feature to a short area, the map provides a good overview of the settlement but still leaves room for expansion and added detail.

Long-Distance Scale: A long-distance scale map works much like a short-distance scale map, except each area is about a long distance across (one long-distance area contains about four short-distance areas). The reactive field radius of a level 10 installation is about a long distance, so this scale lets you place one high-level installation in each area or three to five installations of level 5 or lower. An area might not have individual buildings drawn on it, just regions noted as "homes," "market district," "fortress," "warehouses," and so on. Since a PC can run a long distance as an action (though it usually requires a roll to avoid stumbling), and vehicles like a [windrider](#) can move that far as an action, a long-distance scale map is still useful for determining how long it takes someone to get from one area to another (for example, if the PCs are inspecting the market district and they hear an alarm at

The base package structure in Chapter 8: Commonplace Objects and Structures fills an area up to a long distance across.

Base, page 128

 *Windrider, page 303*



LET NPCs BUILD THINGS

The PCs shouldn't have to build everything that's ever going to appear in their base. Other people live there, and those people can take care of small improvements if they have access to the proper materials. If the base's guards want to clear an area of debris for a sparring arena or their captain wants a small house separate from the barracks, they'll find a way to make it happen. This is even more the case for a community; when people choose to make the settlement a home instead of just a place where their bosses or commanders work, they invest time and resources in upgrading their property and neighborhoods. A farmer who needs a barn will build one, a blacksmith who needs more workshop space will build an expansion, and the people will come together to pave a road with stones so it doesn't turn to mud in the rainy season—all of it done without the guidance or intervention of the PCs. The point of founding a community is that it will grow beyond the PCs, and the PCs don't have to micromanage every detail of the settlement (unless they intend to be controlling tyrants). Over time, the PCs' involvement in the settlement will focus more on their special knowledge, skills, and plans rather than building commonplace structures like palisade walls, moats, and taverns. The GM can prompt the PCs to build specific things as plot points for a campaign, and the PCs can choose to build things to suit their personal aesthetics or provide a benefit for the community, while the NPCs fill in the blanks for basic community needs.

Force dome, page 159

Water purifier, page 169

Automender, page 154

Rain caller, page 164

Fabricator, page 158

The reactive field associated with installations and, to a lesser extent, vehicles doesn't seem to interact with oddities, cyphers, artifacts, or automatons.

a gate on the opposite side of town). Even if the PCs aren't running, a long distance is about two short distances, so it's still easy to see how long it would take for people to move through a community. One final advantage of using a long-distance scale (especially in the early stages of planning) is that it's easy to subdivide the long areas into short areas if more precision is needed.

HYBRID LAYOUT

Unless the PCs inherit a fully built base or community or have a long-term plan for exactly what they want for their settlement, their layout is going to land somewhere in between mapped and abstracted. The portions that are done, in progress, or important will be mapped, and the rest of it will be left blank or abstract so they can fill in the details later. This is fine, and it means they won't make detailed drawings of future things and risk having to erase them later when something doesn't fit in its original space or an unexpected event renders part of the map compromised, unsafe, or uninhabitable. Blank or lightly filled parts of a map are good because it gives the place room to grow and encourages players and the GM to think about the future of the base and settlement.

REACTIVE FIELD

One of the main concerns of laying out a community is allotting space for the weird technology that the PCs retrieve or build. Having too many numenera installations near each other can be problematic or even disastrous. In some cases, the reactive field is simply the result of conventional spacing issues because the machine needs a lot of bulky cabling and cobbled-together power

sources or because an installation gives off a tremendous amount of heat that would build up to dangerous levels if other machines were nearby. In other cases, the reactive field is actually a risk of interaction. For instance, the transdimensional power source for the community's **force dome** might interfere with the function of the community's **water purifier**, radiation from the water purifier can skew what an **automender** perceives as healthy or damaged tissue, and so on. All these issues are usually lumped together and referred to as a reactive field, which is why most installations aren't built right next to each other. It is safe to build a new installation if its reactive field doesn't overlap any other reactive field.

The radius of an installation's reactive field is equal to its diameter at its largest point (minimum 10 feet [3 m] in diameter) multiplied by its level. For example, Tholen the wright lives in Gront and wants to build a level 5 **rain caller**, which is approximately a 5-foot (1.5 m) cube. Gront already has a level 6 **fabricator**, which has a diameter of 30 feet (9 m). The rain caller's reactive field is level 5 times the minimum diameter, giving its field a radius of 50 feet (15 m). The fabricator's reactive field is level 6 times its diameter, giving the field a radius of 180 feet (45 m). To be safe, Tholen should build the rain caller at least 230 feet (70 m) away from the fabricator.

A reactive field extends in all directions, not just horizontally—you shouldn't build a new installation above or below an existing one within this area either. However, unless the community is incorporated into a cliff face, inside the hulk of a derelict spacecraft with multiple decks, or in some other environment where vertical building is practical, this is unlikely to be an issue. In theory, building an

installation that is out of phase or in another dimension might also be risky if it is within the reactive field, especially if either installation uses or creates dimensional effects.

If an installation is built too close to an existing installation, the GM should feel free to use GM intrusions during construction time. These intrusions represent mishaps, unexpected failures, energy discharges, and so on, all stemming from unpredictable interactions between the two installations. The GM can also hinder the crafting tasks for building the installation: one step if the new installation is more than half the radius away from the existing structure or two steps if it's closer than that. Once a new structure is completed, any structure within another installation's reactive field is likely to develop minor or major [secondary effects](#). Often, these secondary effects aren't apparent until both installations have been complete for weeks, months, or years.

Finally, the GM can refer to the [Reactive Rip](#) result on the Community Needs Table for additional ideas on what could happen when reactive fields collide.

If multiple structures are interfering with each other in this way, the problems and hindrances are cumulative. In some communities, it might be impossible to build new installations in certain areas because the existing technology is so crowded that the crafting task's assessed difficulty ends up greater than 10. The builders of the prior worlds knew ways to circumvent these limitations, but the people of the Ninth World haven't yet discovered a reliable way to deal with this problem other than physical distance. That said, a few have discovered that a [scalar boson rod](#) in an installation's construction greatly shrinks its reactive field.

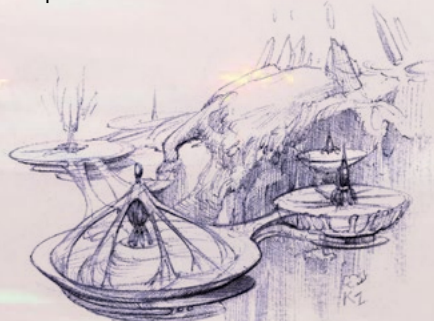
Some installations—particularly those designed to work together or multiple copies of the same kind of installation—might ignore each other's reactive fields. For example, the GM might decide that multiple [hovering slabs](#) can be built and operated safely even if they are adjacent to each other, forming a moving walkway or carrying heavy cargo between two locations. Other installations might create effects that interact in unexpected ways beyond the reactive field. For example, a force dome creates a force field out to very long range, and building or activating other force-based technology anywhere within or intersecting the dome might cause secondary effects, even though the dome's reactive field is actually much smaller than that.

[Commonplace structures](#) ignore installations' reactive fields. For example, building a stone wall so that it connects to the base of a lightning tower isn't any more dangerous than building that wall a mile from the tower. It still has the normal chances of crafting failure, but crafting it there isn't inherently dangerous just because the installation is nearby.

Of course, these complicated interactions shouldn't be used to punish players who want to build installations. The problem of having too many installations in close proximity is meant to be a source of story ideas, challenges to overcome, and a reminder that the numenera is still incompletely understood by the people of the Ninth World.

Crafted numenera vehicles, such as a [galloping gambado](#) or a [windrider](#), can cause the same kind of interference as numenera installations. With vehicles, the effect is much weaker. Usually a vehicle near an installation doesn't create any secondary effects unless the vehicle is within half the installation's reactive field radius for several days. Vehicles rarely cause this sort of interference with each other, nor do they typically interfere with artifacts and cyphers (or vice versa).

Because crafters in the Ninth World are repurposing old technology from a prior civilization, and those ancient builders had rivalries and enmities, some plans (and installations built from those plans) might actually have hidden features unknown even to the PC who crafted them. These features cause them to detect and react to certain technologies. For example, if one country from a prior world used windriders as attack vehicles, and an opposing country defended its cities with lightning towers, a PC-crafted lightning tower might detect any approaching windriders and hinder their steering tasks by one step. However, it's also possible that the original builders included positive synergistic effects, such as easing all windrider steering tasks within a very long distance or increasing their flying speed. Either option could be a GM intrusion, depending on whether it aids or hampers the PCs.



[Commonplace structures](#), page 126

[Galloping gambado](#), page 174



[Windrider](#), page 303

[Secondary effects](#), page 144

[Reactive rip](#), page 339

Installation GM intrusion:
A reactive field creates a sudden failure in a vehicle or installation, persisting until the vehicle moves farther away.

[Scalar boson rod](#), page 115

[Hovering slab](#), page 160

CHAPTER 29

GUIDING A COMMUNITY

Player characters can influence a community they've created, directly affecting its character and government. If the PCs are the ones who founded the community, they might be seen as the community leaders at first. But as a community grows, this will change. Even if everyone in a community looks up to the characters, they'll eventually need to delegate, work with NPCs, and otherwise share power around. Over time, NPCs will emerge with ideas, agendas, and followers of their own, and they will try to exert that influence on the community. Characters will learn that a community isn't something they can directly control. There are just too many other personalities involved, and a dreaded word will come into play: politics. Over and above that, many unforeseen events will arise over time that can alter a community's situation, either for good or, more often, for ill. How the characters deal with those challenges can become part of the campaign as the timeline moves forward.

In the short term, player characters will play the game in a couple of different modes, including regular play if they participate in community actions. When it comes to nurturing and guiding a community, however, PCs should be prepared for play that extends through even longer time scales.

LONG-TERM PLAY

It's natural for PCs to expect or even want to play events in the game in a round-by-round, hour-by-hour, or even a day-by-day fashion. That's what many are used to. But as the game master, you can guide the PCs toward play that occurs over longer periods. In fact, you'll have to. Consider when the Wright tells the other PCs that they need three months to build a lightning turret installation. That shouldn't be the cue for the other PCs to say, "Great! We'll go explore that tower ruin until you're done."

Of course, no PC wants to sit around doing nothing during the three months it'll take for a lightning turret to be completed, and they shouldn't have to. The key here is that everyone should be able to take on long-term tasks that are equally valuable. Long-term play is an opportunity for PCs to engage in projects of their own that are not only interesting but also lucrative to each PC or the group as a whole.

LONG-TERM TASKS

Any PC can take up a long-term task. Some tasks are unique to a given type, while others are tasks any PC can engage in. Long-term tasks are an easy way for PCs to accumulate small amounts of XP, special components, or other resources. They can also be a way to bolster the community they've allied with, help other PCs complete their own projects, and more.

Multiple Long-Term Tasks: A PC can generally engage in up to two long-term tasks at the same time equal to their tier, assuming that the tasks are not physically impossible to accomplish at the same time. (For example, a PC can't pursue a relationship inside a community while simultaneously scavenging for loot in a nearby ruin.) Crafting tasks are considered long-term tasks that must abide by this limit, although some special abilities, exotic devices, or other circumstances may increase or decrease the limit.

Time Required: Long-term tasks usually require a PC to pursue them for a minimum of one month before the benefit of the task is accrued, though some have longer minimums. Unless the task has limits, the PC could attempt the task repeatedly or until some outside event, need, or campaign incident interrupts long-term play. Some benefits are automatically accrued at the end of a specified period; others require that the character succeed on a task.

Limits: Some long-term tasks can accumulate only so many benefits before the task offers no further benefit (at least not until the PCs pause

Most long-term tasks could also benefit an allied horde instead of a community, should the PCs find themselves in such a situation.

long-term play to act at the character scale for a while). For example, if a PC has chosen Gain Experience as their long-term task, they can never gain more than 2 XP at a time, at which point they must do something active at the character scale to gain more XP. If they still want to engage in long-term play, however, a PC could start a different long-term task.

Interrupting Long-Term Tasks: Most long-term tasks can be interrupted by events that last no more than a few days without affecting the benefit the long-term task can provide. If characters are in the middle of a three-month period where all of them are pursuing one or more long-term tasks, they may have to pause in the middle of that period for several days in order to deal with an unexpected issue or one that is known and planned for.

For instance, the characters might have to break out of long-term play unexpectedly to recover a special item that the Wright needs to finish their project but that was stolen by a thief. Maybe a representative of a rival community is expected in town, and the characters need to fete and entertain the envoy in order to aid in creating a trade agreement. Or an intense storm might require that the characters help save several residents from high winds. In most cases, this doesn't wreck the characters' progress toward the long-term tasks they were pursuing.

GENERAL LONG-TERM TASKS

Any PC can engage in these long-term tasks.

Build Up Food or Water Stores (1 month):

Through a variety of different methods, which the character can specify, food or water stores for the community can be built up in case of some kind of disaster or siege. The character can build up enough food or water stores for the community to survive an extra 1d6 days. Stores can continue to increase at this rate for each month the character spends pursuing this long-term activity. The amount of work required for this task scales with the population and rank of the community, so it is assumed that the character is harnessing help from the community to successfully perform this activity. For example, a character in a rank 1 community might head a nulberry-picking expedition with dozens of volunteers to help out over a month's time, gaining 1d6 extra days of food. The same activity and outcome for a higher-ranked community assumes the character is aided by hundreds of volunteers instead of dozens. Excess food is preserved in some fashion so it won't go bad.

Craft Object or Structure (time varies): Any character can use the [crafting](#) rules to create a commonplace object or structure, or they can use a plan to create a numenera object or structure. Time and other resources required are described in the crafting rules and numenera plans.

GMs should interrupt long-term tasks very sparingly. While doing so is interesting, the players will stop trying to accomplish long-term tasks if they are interrupted too often.

Some long-term tasks assume they might be interrupted, as presented under Interrupting Long-Term Tasks, page 325.

The nulberry is an edible fruit that grows wild across the Steadfast and Beyond. It's known for its yellow leaves and bright green berries, which are both sweet and spicy.

Crafting, page 117





Any character can try their hand at crafting. Wrights have special insights and abilities that allow them to craft more quickly than others, but that doesn't stop all manner of people from crafting things the world over.

Chapter 25: Founding a Community, page 289

Community Needs Summary:

*Sustenance
Materials and components
Housing
Settlers*

Discover New Area of Interest (1 month): By ranging out into previously unexplored areas farther and farther each day, a character can attempt to discover a new prior-world ruin, the site of some recent battle between machines, a hidden city, a transdimensional anomaly, or some other area of interest once every month. This is a difficulty 5 Intellect task. If unsuccessful or if there's a GM intrusion, long-term play is interrupted because something unexpected happened—like an ambush or a trap—that the character must deal with.

If successful, the character has found a new area of interest—one more place PCs can explore and potentially salvage during regular play. When regular play resumes, the character and other PCs can investigate the area, dealing with any defenders, defenses, weird phenomena that poses a danger, and so on.

Enhance Community Happiness (1 month):

A character can spend a month adding to the community's general happiness, permanently increasing community health by 1. The community's health can be raised up to four times its current rank in this fashion. The ways a PC could spend a month raising general community happiness are varied, but include the following:

- Providing some kind of biweekly performance that involves song, dance, comedy, drama, or some other art or entertaining performance.
- Opening a shop where savory foods or sweets are sold at least two nights out of every seven.
- Holding weekly citizen forums where residents can talk and make their voices heard.
- Hosting games where competing teams can face off or work in cooperation at least two nights out of every seven.
- Picking up trash and litter, cleaning defacing marks, and touching up faded facades throughout the community every day.
- Helping to establish a community center.
- Helping to establish a religious center in communities that have a bent toward spirituality.
- Performing good works, such as caring for the community's sick, distributing food to the hungry, and helping those who are hurt or disabled.

Establish Satellite Settlement (time varies):

This long-term project requires a minimum of three PCs to spend one or more months looking for a suitable area where they can set up a small base that will remain associated with the main community. Essentially, this requires that the PCs undertake a series of searches for the same kinds of needs described in [Chapter 25: Founding a Community](#). Each need requires at least a month but could take longer, and any might require an interruption from the long-term search in order to break out into a related adventure to resolve a related need.

Once a satellite community is set up, the final requirement is that the PCs install some kind of administrator, mayor, or other authority, who could be a follower of at least level 3 or an NPC whom the PCs meet and groom for the position during earlier encounters.



If a satellite settlement is successfully founded, the main community's rank increases by 1 until such time as the satellite community breaks off and becomes independent.

Focus on an Ability (1 month): Whether a character is a Glaive with fighting moves, a Nano with esoterics, or an Arkus with precepts, all PCs have special abilities provided at each tier by their type. By focusing on just one of those abilities and practicing it each and every day to the height of perfection, the character becomes trained in that ability. A character can focus on only one ability in any given month in this manner. A character can do this only once between exploration or other instances of normal play, and a character can't use this long-term task to become specialized.

For example, a Nano could practice using their **Onslaught** esotery every day for a month, and at the end of that time they become trained in Onslaught.

Gain Experience (1 month): By practicing their abilities, studying, and training, a character can gain 1 XP every month. However, a character can never gain more than 2 XP in this fashion consecutively. Once they reach this limit, they must resume regular play and gain some XP normally before they can do so again with this long-term activity.

General Maintenance (1 month): A character can spend a month providing general repairs to community roads, walls, buildings, and so on. This permanently increases the infrastructure of the community by 1. However, this activity (whether done by one character or several working in tandem) can never add more than a total of twice the community's rank to its infrastructure.

Help Another PC (time varies): A PC could help another PC pursue their long-term activity. If any rolls are required for the task to succeed, this eases the task. In the specific case of helping someone craft, the help provided lowers the assessed difficulty for creating an object or structure by one step, though only one PC can help with another's crafting task in

this fashion. If any benefits are accrued to the character for the long-term activity, the helping PC also gains them. If external resources are gathered such as iotum or XP, both PCs gain the benefit.

Create a Relationship (1 month): A character may decide to pursue a more serious relationship with an NPC. Deciding to make a good friend, take a lover, or find a spouse and being *successful* in doing so are two different things. Each month a character spends pursuing such a relationship gives them a chance to find someone compatible, with a difficulty equal to the level of the sought-after companion. If successful, the character gains the sought-after relationship and one Pool of their choice increases by 1 point. However, once a relationship is gained, it must be maintained or the relationship is lost. When a relationship is lost, the point the character gained to a Pool is lost. Unless the character has other relationships to fall back on, for the next three months they also lose an additional point from that Pool. Maintenance usually requires a minimum of one month out of every three, though some relationships are more demanding.

Characters can pursue two long-term tasks at the same time, so maintaining a relationship shouldn't be too much of a burden for most. In any case, no matter how many relationships the character gains, they can never add more than 1 point per tier to their Pools by pursuing this task (and no more than 1 point per relationship). Of course, unexpected events or bad decisions can also cause a relationship to fail.

Raise a Child (time varies): Raising a child doesn't require that the PC have successfully pursued a relationship to gain a spouse or partner because the child can be adopted or just taken into the character's protection. Raising a child is obviously a long-term task that lasts for years, but if the character houses the child, provides for their emotional support, and meets their other basic needs, they gain someone who loves and relies upon them and who will eventually be able to help them



Onslaught, page 40



A community or religious center helps bring a community together by providing a place where people can meet, play games, be social, make friends, and perhaps form even deeper bonds among some.

Treaty GM Intrusions:

Third parties with a vested interest in opposing the PCs try to wreck the alliance.

War breaks out, and the PCs' allied community is called upon for aid.

in turn—perhaps even serving as the founder of the next generation of residents in the community the character built.

Until a child reaches their teenage years or older, they can only aid the character emotionally, increasing one Pool of the character's choice by 1 point. After a child has reached their late teens, they typically become independent and move on, though they may provide aid to the PC from time to time, or ask for aid, as determined by the GM. A character may choose to raise multiple children, but no matter how many children the character gains, they can never add more than 1 point per tier to their Pools by pursuing this activity.

If the child ever dies or the relationship turns hostile, the PC loses the 1 point and 1 additional point as well.

Recruit a Follower (optional; 1 month per level of follower):

At the GM's discretion, characters who gain followers may have to do more than simply sit back and hope followers will sniff them out. PCs may have to spend some time actually looking for a suitable follower. In this case, it takes one month for a PC to find a suitable level 1 follower, two months to find a well-matched level 2 follower, three months for a level 3 follower, and so on. Followers recruited in this way may provide the PC with some special additional benefit, such as having one additional modification beyond what the follower's level would normally indicate.

Relax or Pursue Hobbies (1 month): Even the most competent and driven character requires some downtime to recharge their mind and body. After at least a month of utterly relaxing or pursuing only pleasurable activities or hobbies, a character can ease all tasks for one day of their choosing per month of relaxation they enjoyed. A character can never gain this benefit more than twice in any twelve-month period, no matter how many months off they take.

Scavenge Iotum (1 month): By meticulously searching through nearby areas—relatively safe areas that have already been salvaged for iotum and cleared of the most dangerous threats—a character can gain 2 units of iotum from the [Iotum Result Table](#) every month. Iotum gained in this fashion can never be higher than level 4.

Treat With a Neighbor Community (1 month):

If the PCs know (or strongly suspect) that another village, town, or other municipality is located somewhere within a week's travel from their own base or allied community, they can attempt to locate it and set up a meeting with someone of importance there once every month. This is a difficulty 5 task. If successful in gaining the meeting, long-term play is interrupted so that the character can speak in real time with the envoy from the neighbor and attempt to make some sort of treaty.

This is an opportunity to discover a need the neighboring community has that might be met by the PCs. The neighboring community might be willing to aid the PC's community or set up a trade route, but only if the PCs do something on their behalf. For instance, they might ask the PCs to fight off a dangerous creature, investigate a series of grisly murders that no one locally has been able to solve, clear out a margr infestation in the valley that would threaten trade caravans, or something similar. Essentially, an adventure of some sort can be hung on every new attempt PCs make to treat with neighboring communities.

If things go poorly, no treaty is made. However, if things go well, a treaty can be secured and long-term benefits can be accrued, provided one or more PCs continue to invest long-term time into keeping the treaty strong by engaging in monthly visits and engaging in positive social interactions. If the PC fails to maintain a treaty each month, the treaty is off, and any benefits that accrue end until a new treaty can be made.

The following kinds of benefits can be gained by maintaining a treaty with a neighbor community.

Mutual Defense: As long as the treaty with a neighbor community is maintained each month, the neighbor provides a small company of fighters. This company is available on short notice, granting the PC's allied community with +1 additional health. (This assumes the neighbor also gains similar aid provided by the PC's allied community.) More significant terms could be negotiated, up to the neighbor fielding a horde to aid in the allied community's defense; however, that would require significant charisma and possibly monthly payments on the PC's part.

Followers, page 17

Iotum Result Table, page 110



Even the most competent and driven character requires some downtime to recharge their mind and body.

Trade Route: As long as the treaty with a neighboring community is maintained each month, a trade route is set up, which provides the PC's allied community with one kind of trade good. Trade can benefit a community in a variety of ways, including those listed below. Note that each established trade route requires a separate treaty and agreement; even if all treaties or trade routes are made with the same neighboring community, each one is made through different groups and organizations within that community.

Possible trade route benefits include but aren't limited to the following options.

- Up to 4 units of a specific kind of iotum of no more than level 5 each month
- +1 to health (accrued from trade in food)
- +1 to damage inflicted (accrued from trade in arms)
- +1 to infrastructure (accrued from trade in building materials)

Cessation of Hostilities: Lots of treaties merely call for a break in conflict. Such a treaty could open the way to more positive treaties later or they might only be a pause in larger hostilities, depending on how other negotiations go.

Pact of Mutual Non-Aggression: This is an agreement between two or more communities who pledge to leave each other alone and respect each others' territory. Sometimes with an adversarial neighbor, that's the best that can be hoped for. However, this leaves room to improve the situation to more positive treaties later. This kind of treaty is also something that the PCs might negotiate between two different neighbors (neighbors who are hostile to each other but not to the PCs' community) in order to bring peace to a region.

ARKUS LONG-TERM TASKS

Some long-term tasks provide benefits just like general long-term tasks but are things that [Arkai](#) are best at.

Demonstrate Grace Under Pressure (2 months):

If an Arkus works with members of their community or horde to help them understand and employ persuasion, public speaking, negotiation, and similar skills for two months, the community's rank for tasks involving diplomacy, negotiation, trade, or persuasion is

permanently increased by 1. A community can benefit from this demonstration only once.

Cultivate Followers (4 months): If an Arkus spends four months making it their mission to groom, improve, and educate a community or horde, with a specific eye for training followers, they may gain a level 2 follower or train up a follower they already have so that they are 1 level higher. The higher-level follower gains an additional modification as normal when a follower gains a level. However, the same follower cannot be trained twice in the same year in this fashion.

[Arkus, page 7](#)



Trade routes can directly benefit communities with concrete advantages like increased health or infrastructure. However, trade routes are also a great way for communities to share information, warnings, and new opportunities.



“Why do I spend so much time outside the walls of our settlement scavenging for numenera trinkets? Because it’s what I love, simple as that.”

~Oran the delve

Delve, page 29

Salvage iotum, page 107



Glaive, page 28

Iotum Result Table, page 110

DELVE LONG-TERM TASKS

Some long-term tasks provide benefits just like general long-term tasks but are things that **Delves** are best at.

Prospect for iotum (1 month): Any character can attempt to **salvage iotum** as a long-term task, but when a Delve does so, they gain better results. By meticulously searching through nearby areas—areas that are relatively safe and have already been salvaged for iotum and cleared of the most dangerous threats—a Delve can gain 4 units of iotum from the **Iotum Result Table** (rather than two), and the level of the iotum gained in this fashion can be up to level 5 (rather than level 4).

Find Specific iotum (1 month): It’s difficult to find specific iotum rather than whatever components happen to be present in recently discovered scrap, but a Delve who focuses their attention on doing so may find success.

Each month a Delve attempts to salvage numenera as a long-term activity, they can attempt to gain a specific result on the Iotum Result Table, with a difficulty equal to the level of the iotum sought.

GLAIVE LONG-TERM TASKS

Some long-term tasks provide benefits just like general long-term tasks but are things that **Glaives** are best at.

Train Defenders (2 months): If a Glaive works with a community or horde for two months, helping them practice, train, and improve their skills, the defenders enhance their skill in attacks. This permanently increases the damage inflicted by the community by 1. However, this plan (whether done by just one Glaive or several working in tandem) can never add more than a total of twice the community’s rank to its damage inflicted.



Teach Martial Skills (4 months): A Glaive can found a place within a community to train both children and adults in a variety of martial abilities. This provides the community a permanent benefit of +1 damage inflicted and +1 health after four months spent establishing the training center.

JACK LONG-TERM TASKS

Some long-term tasks provide benefits just like general long-term tasks but are things that **Jacks** are best at.

Develop Community Networks (1 month): The Jack works with various residents in the city to grease the wheels of commerce, act as a mediator, and otherwise see to it that different groups can reach a compromise. This eases any task to become aware of internal problems, threats, rumblings of discontent, and so on in any month that the Jack performs this activity. In addition, the Jack gains a personal benefit of 2d20 shins or 1d10 **io** (Jack's choice) each month they perform this activity.

Develop External Networks (1 month):

The Jack ranges beyond the community in a stealthy manner, or perhaps under an assumed identity, and keeps an eye on surrounding communities, abhuman tribes, or other developments. During any month the Jack performs this activity, the Jack's allied community ignores the benefits granted to a stealthy, ambushing, or reconnaissance horde. If the Jack is able to spend two consecutive months and spends 2 XP, the Jack develops external contacts that keep tabs on these situations on the Jack's behalf, which means the Jack can perform other long-term tasks within the community in future months while still gaining this benefit for about a year.

NANO LONG-TERM TASKS

Some long-term tasks provide benefits just like general long-term tasks but are things that **Nanos** are best at.

Develop Community Knowledge (4 months):

If a Nano works for four months with community teachers, scholars, and others who are interested in esoteric knowledge and the numenera, their knowledge is enhanced and the entire community benefits. This permanently increases the rank of the community by 1 for interacting with, understanding, and using numenera. The Nano can continue this quest to increase knowledge.

Operate Workshop (1 month): A Nano can establish a business within a community where they collect, fix, upgrade, and help others in the community keep minor numenera items, including oddities, in working order. This provides the community a benefit of +1 infrastructure each month while the workshop is operated. In addition, the Nano gains one additional oddity (01–70%), cypher (71–90%), or artifact (91–00%) each month the workshop is operated.

WRIGHT LONG-TERM TASKS

Some long-term tasks provide benefits just like general long-term tasks but are things that **Wrights** are best at.

Craft Objects or Structures (time variable):

More than any other type, Wrights embrace long-term tasks as a consequence of their abilities. They approach the **crafting** process at a higher level than other types, in a variety of methods presented in the Wright's description. The higher the level of the object or structure the Wright attempts to build (whether mundane or numenera), the longer it takes to complete, as described in the crafting rules, though of course the Wright can decrease the assessed difficulty of the crafting task through training and other special abilities.

Find or Develop a Specific Plan (1 month):

Wrights already can choose specific **plans** as they advance in tier, but a Wright who focuses their attention on doing so as a long-term activity may find even more success by traveling, conferring with other scholars, and attempting to access archives or caches of knowledge kept by Aeon Priests and others. This is an Intellect task, and training in numenera modifies the difficulty. Each month a Wright attempts such activity, they can attempt to gain one additional specific plan, with a difficulty equal to the minimum crafting level of the plan sought.

Operate Workshop (1 month):

A Wright can establish a business within a community where they collect, fix, upgrade, and help others keep their minor numenera items, including oddities, in working order. This provides the community a benefit of +1 infrastructure each month that the workshop is operated. In addition, the Wright gains one additional oddity (01–30%), cypher (31–70%), or artifact (71–00%) each month the workshop is operated.



Jack, page 44

Wright, page 18

Crafting, page 117

Io, page 111

Plans, page 135

Instead of gaining XP (or some other perk) from a session of long-term play, PCs can also gain specific long-term benefits from spending XP.



Nano, page 36

Long-term benefits of spending XP, page 126

More than any other type, Wrights embrace long-term tasks as a consequence of their abilities.



“The world belongs to those who are patient. Work the long game, and don’t be discouraged by short-term defeats. If you work hard enough, profit will be yours.”

~Avernes the jack

COMMUNITY EVENTS, NEEDS, AND OPPORTUNITIES

As time passes, a community develops needs, especially if it’s growing. For instance, a growing community requires more food, more water, and more resources with which to build housing and other structures. Often, addressing those needs doesn’t require any additional attention, especially for communities with easy access to food, water, and building materials. Other times, complications—called events—could escalate a routine fulfillment of a need into something requiring special action by player characters who are invested in that community’s welfare (or by an NPC of significant ability), lest the community begin to decline.

Events of all sorts—both predictable and unpredictable—happen to a community over the course of months and years. Famine, war, disasters associated with prior-world phenomena and creatures, and other unexpected occurrences can set a community back or even wipe it out altogether. Not all unexpected events are negative. Positive events occur all the time, such as the arrival of a trade caravan from a distant location, the return of explorers bearing news and knowledge, the debut of some new entertainment, or the introduction of some new trade good.

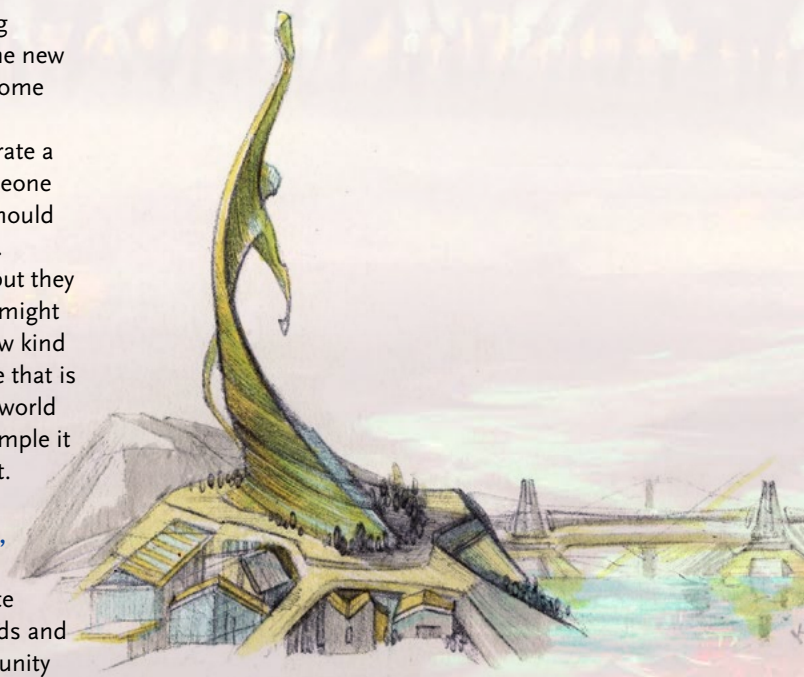
Negative events almost always generate a requisite response—a need—that someone in the community (possibly the PCs) should address in order to defray the problem. Positive events don’t generate needs, but they could generate opportunities that PCs might wish to partake in. For instance, if a new kind of drink is being sold in the bazaar, one that is rumored to provide weird dreams of a world long vanished, the PCs may want to sample it to see if there’s any more to it than that.

GENERATING EVENTS, NEEDS, AND OPPORTUNITIES

If you’re looking for inspiration to create interesting events (and associated needs and opportunities), you can use the Community Event Table. Depending on the nature of the

event, an associated need or opportunity is also suggested. For instance, if crime ticks up in the community, a need arises for someone to track down the criminal gang responsible and come to some kind of arrangement. Otherwise, the community faces a decrease in health and infrastructure if the criminals are allowed to go unchecked.

Note that every need faced by a community isn’t something that the PCs have to personally step in and deal with. The civic organization of a community can attempt to deal with needs itself without involving PCs. In fact, most community needs are dealt with in this way behind the scenes. It’s only the outliers that rise to the attention of PCs or similarly capable NPCs. For instance, in the case of the rise in criminal activity, a community leader might dispatch some of her followers to reach a compromise with the criminals or to hunt them down. Either way, the community deals with the problem and moves on. But if the criminal gang is headed by a member of the Convergence or a powerful creature disguising itself as a human, the community likely requires outside aid to resolve the need.



COMMUNITY EVENT TABLE

On average, roll on the Community Event Table once every few months during or immediately following sessions of long-term play. That said, rolling on the Community Event Table is also a fine way to generate ideas for encounters or an extended scenario for the PCs.

01–03 Water Depletion: The community's water source is dwindling thanks to a drought, a trade dispute or trade lapse, a malfunction of the water-purification installation, something damming or consuming the community's river somewhere upstream, or some other reason.

Need: As the full effects of water depletion set in, the community's rank drops by 1 after the first few weeks. If the water source isn't restored, or some alternate water source isn't secured, the community's rank continues to drop by 1 each week until the community withers.

04–06 Food Depletion: The community's food supply is running out due to contamination, a storage fire, theft by abhumans, a weird radiation that increases everyone's hunger by ever-increasing increments, or some other reason.

Need: After a month without respite, food riots break out and the community's rank drops by 1. The community's rank continues to decrease by 1 per week until the community starves or everyone has fled looking for food elsewhere.

07–09 Community Enriched: Community resources are peaking thanks to a better-than-expected harvest, a discovery of a large cache of iotum, a trade boom, or some other reason. This is a short-term enrichment, but it could lead to a longer term opportunity.

Opportunity: The excess wealth could be used to hire a wright to create an installation or vehicle with a minimum crafting level of 7 or lower (in addition to any installations that PC Wrights might produce). On the other hand, a PC may have to be the one to go out and secure this crafter's services. In this case, treat the wright as a temporary follower that has modifications in crafting numenera, understanding numenera, salvaging numenera, and Speed defense. This wright

also has a traveling workshop that they can utilize to further reduce the assessed difficulty of any crafting task they attempt.

10–12 Amazing Weather: A stretch of particularly wonderful days lifts the community residents' spirits.

Opportunity: PCs who conduct business in the community during this period gain an asset to all tasks related to positive social interaction.

13–16 Horrible Weather: Several days of particularly cold, excessively hot, or consistently stormy days lowers the community residents' spirits.

Need: Poor spirits hinder all interactions in the city for the duration, including important diplomatic interactions. If the PCs could arrange some method to lift the spirits of the population, perhaps by hosting a feast or festival of their own or some other method, it could cancel out the hindrance.

17–20 Vermin Infestation: Tiny pests— insects, worms, or larger creatures like [zek](#), [shinspinners](#), or something similar—are on the rise. Normally, the vermin are out of sight because they live in the attics, cellars, and walls. But the infestation is likely doing damage.

Need: The community's infrastructure is reduced by 2 or more points. Until the infestation is cleared out and repairs are made, this is the new status quo for the community.

21–24 Lethal Accident: An installation explodes, an Aeon Priest's workshop goes up in toxic flames, a small section of the community falls into a sinkhole because of some previously hidden complex beneath the surface, or something else. About 1 percent of the population is killed.

Need: The rank of the community decreases by 1. Repairs can't begin until the secondary effects of the disaster (toxic flames, contamination of iotum, the emergence of strange creatures out of the sinkhole, or some other complicating factor) are dealt with. After that, PCs must spend a few months of [long-term play](#) repairing, comforting, and rebuilding to bring the community back to where it was before. However, doing so successfully also nets each PC 4 XP.



[Zek](#), page 282

[Shinspinner](#), page 276

[Long-term play](#), page 324



Short-term solutions to address resource depletions, such as raiding nearby abhuman settlements to make up a shortfall, can delay the negative consequences of the resource depletion. However, these could also lead to new problems, such as when a vengeful abhuman horde appears on the community's doorstep.

WHAT IF A COMMUNITY EVENT DECREASES A COMMUNITY'S RANK BELOW 1?

Having a community that the PCs founded or are fostering be wiped out because of a random roll on the Community Event Table is something you should avoid. Random events are interesting, but random destruction of months or years of work isn't something you should do capriciously. If you want something like that to happen as the GM, you should plan for it and create a story arc that incorporates that event into a larger context. Generally, you should disregard an effect that would reduce a community's rank if that would snuff out the community. Instead, debit the community's health or infrastructure.

For communities not being fostered by PCs, however, it's true that a rank 1 community is particularly vulnerable to the kinds of disasters or other events that reduce its rank. But even then, if PCs turn up, there's a chance that they can attempt some kind of last-ditch effort to bring the community back from the edge of extinction, at the GM's option.

25–28 Legendary Visitor: Someone of fame is visiting the community, such as a noble, the leader of a larger nearby community, a high-ranking Aeon Priest in the Order of Truth, or an entity rumored to be visiting from “a different world from this one.” Excitement runs through the city for several days leading up to and during the visit.

Opportunity: The PCs could seek a meeting with the legendary visitor in order to learn interesting lore, find opportunities for new explorations, or at least make an interesting contact. Whatever the outcome, the community's effusive nature during this period translates into +2 health for the duration.

29–32 Quake: Something is causing the ground to shake. It's only short bursts of subtle shaking at first, but depending on the source of the shaking, it could continue to grow in severity. The quake could be a natural occurrence about which nothing can be done except to weather it, or the quake could be caused by the reactivation of a vast machine underneath the community, an infestation of digging creatures or automatons, or some other similarly strange reason.

Need: If the quake is natural, PCs who prepare by reinforcing structures and taking similar measures prevent the community from losing 1 or 2 ranks (or being completely leveled) when the most severe quake hits. If the shaking is the result of NPCs or creatures, the PCs can prevent escalating quakes by finding and dealing with the issue in some fashion.

In either case, the initial shaking is still enough to halve the community's infrastructure value. The community itself can eventually deal with it, but if the PCs dedicate themselves to helping as a long-term play goal, they can accelerate repairs so that after just a month in long-term play, the repairs are complete. When all is back in order, each PC also gains 2 XP.

33–36 Sterility: Though no one realized it at first, the trend is now clear: no one in the community has given birth in several years. It probably means no one is conceiving in the first place (rather than a rash of stillbirths, though that's also possible). The cause is probably unknown. It may be due to a contamination in the food supply, the erection of some new installation made with strange material in the center of the town, the leak of strange energies that began after explorers found a ruin beneath the city (or after an earthquake revealed the ruin), entities studying the human community by stealing embryos, or some other reason.

Need: This is a slow-moving disaster, but it will eventually lead to the community's death. It actually happens sooner than some might imagine. Once word gets out, people of child-bearing age begin to strike out on their own, believing that if they leave the community, they'll be spared the curse. They might be right, depending on the source of the sterility. Every year that the issue isn't resolved, the community's rank drops by 1 until the community is just a collection of elderly people living out their last few years in a ghost town.

AEON PRIESTS VARY BY LOCATION

Aeon Priests in the Steadfast typically belong to the hierarchy of the Order of Truth. If your community is in the Steadfast, the order might very well send a few priests to live there and help the population, provided the community is substantial and known.

Aeon Priests in the Beyond have a far more tenuous relationship with the Order of Truth hierarchy. That's why they have clones, which are like independent cells that exist mostly outside of the order's strict organizational structure. If your community is in the Beyond, some of these itinerant Aeon Priests may want to set up a clone.

In other words, Aeon Priests might come to a community regardless of where it is, but the priests themselves will be very different depending on where the community is located.

37–40 Order of Truth: A group of Aeon Priests comes to the community because the previous community to which they belonged cast them out. They've set up a small encampment about an hour from the community's edge. The reason for their expulsion isn't an easy thing to discover, and it's possible the Aeon Priests don't even know. It might have been a misunderstanding over the strange (and sometimes scary-looking and -sounding) experiments that the priests run on the numenera devices they pull from the ground. On the other hand, it's possible that one or more of the Aeon Priests is actually guilty of a crime.

Opportunity: The PCs could potentially find a benefit for the community if they invite the Aeon Priests to be part of the community rather than setting up an external hermitage. This could also invite additional problems, either because those who cast out the Aeon Priests are still hunting them or because one of the priests is actually a criminal of some sort. However, once those issues are ironed out, the addition of the numenera scholars increases the rank of the community by 1.

41–44 Malfunction: An installation built by someone in the community (possibly a PC) has malfunctioned and is creating new effects. The installation continues to produce its intended effect, which is likely something the community would prefer not to do without, but the additional effects must now also be accounted for. Those effects might just be weird (everyone's eyes glow when they're feeling strong emotions, a strange music emanates from a point in the air over the city, a weird goo begins to seep out of the ground, and so on), or actively dangerous (an energy leak that randomly damages citizens, a beacon that attracts abhumans, or an impetus to wake some massive machine beneath the community).

Need or Opportunity: If the side effect is merely weird, perhaps there is some advantage the PCs can find for it. For instance, maybe the "malfunction" is actually just a window into some all-new function the installation has that no one ever realized it might possess. If the PCs discover this new function, they have a chance to increase the well-being of the community in some fashion, which could increase health, infrastructure, damage, or even rank, depending on what is discovered.

On the other hand, if the malfunction is dangerous, it could directly affect one or more PCs or even the whole community (though in the latter case, it likely only decreases the community's health by a few points until the danger can be neutralized).

45–48 Resources Found: A vast new resource supply is discovered. It could be something as straightforward as wood, a nutritious kind of fish or plant, or a particular kind of stone or clay, or it could be something as valuable as iotum. The resource supply isn't something that can merely be looted like a cache. Instead, it's something that must be mined, cut, or otherwise exploited only after expending some energy to set up an extraction process.

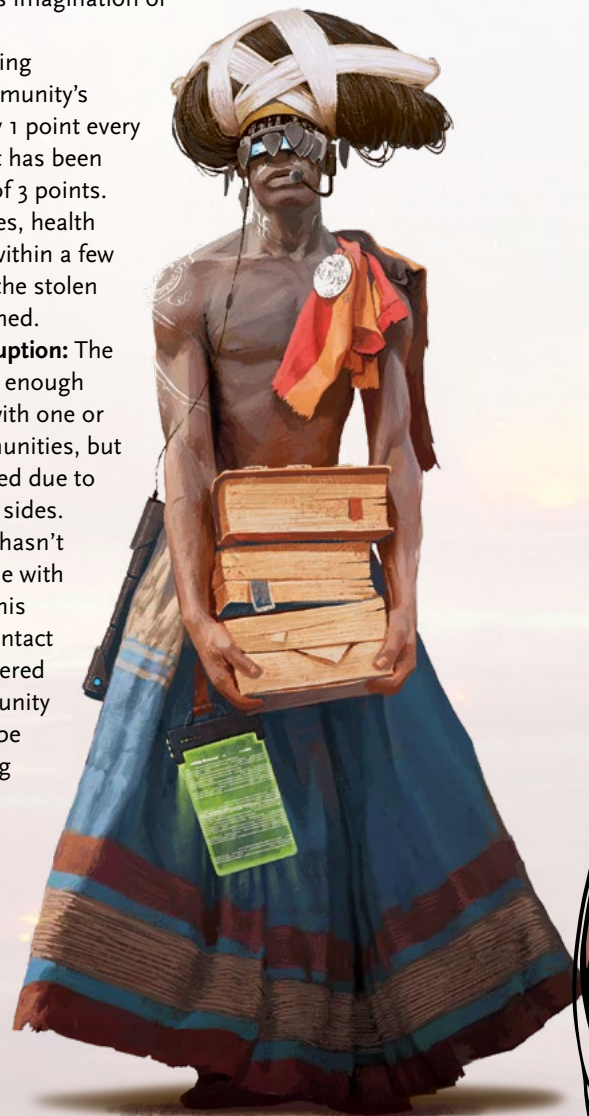
Opportunity: If PCs take the helm of developing the resources discovered, the community's rank increases by at least 1 after several months. It could rise significantly higher after several years of development, assuming that the resource is well managed and long-lasting.

49–52 Theft: Someone in the community (or with access to the community) is stealing large amounts of food, water, building materials or parts, iotum, or something even more evanescent, such as imagination or sleep.

Need: If the thieving continues, the community's health decreases by 1 point every few months, until it has been reduced by a total of 3 points. If the thieving ceases, health returns to normal within a few weeks or sooner if the stolen goods can be returned.

53–56 Trade Disruption: The community is large enough to establish trade with one or more nearby communities, but that trade has slowed due to grievances on both sides. (If this community hasn't yet established trade with anyone else, treat this result instead as contact with a newly discovered neighboring community or tribe that might be open to establishing trade.)

Opportunity: The community can probably do fine on its own, but opening (or reopening) trade with one or more nearby communities could provide more resources,





If an unknown source is “stealing” something abstract, such as imagination or sleep, from a community, the underlying cause is unlikely to be theft but rather some process or event that has the side effect of exhausting people’s minds or utilizing them in such a way that the victims have a hard time getting a restful night’s sleep without otherworldly nightmares intruding.

The community of Patara requires a substance they call “sieve silk” that they use to cover their faces and heads. The wrapping allows Patarans to ignore the negative effects of toxic gases that emerge from crevices near where their community is sited.

Factions form for a variety of reasons. Sometimes a group forms out of an honest desire to change things for the better. Other times it’s to right a perceived wrong (or to get revenge). In other cases, it’s out of the desire of a few people to increase their own standing or power, which they do by pretending to cater to the needs to others.

Followers, page 17

Suggested names for an entertainment troupe:

*Cirque Agora
Great Royal Show
Big Tents of Wonder
Belu’s Arkos*

luxuries, and other goods that people need and want. If the PCs can establish (or re-establish) trade with a nearby community by undertaking a few talks and satisfying a few requirements by both parties, both communities increase their health and infrastructure by 2 points.

57–60 Banditry: Threats on the road from bandits, abhumans, rogue automatons, or some other group with agency are impoverishing the community by cutting off access to a basic resource that the community relies upon, such as water, farmland, game, or a special material the community requires to offset some other negative consequence.

Need: PCs need to step in and deal with the issue, or the community’s rank will be lowered by 1 indefinitely.

61–64 Festival: A subset of citizens want to revive a festival they once celebrated when they lived in a different location, increase the importance of a small yearly observance, or create an all-new celebration in honor of some community accomplishment or important person within the community. The sighting of a strange machine in the sky, the migration of an important food animal, or a yearly trade gathering could all kick off the possibility of a festival.

Opportunity: Festivals tend to develop on their own, though sometimes there is reluctance on the part of community leaders to embrace days that could lead to time away from work and be a drain on resources. If the PCs aid the creation of a new festival and are successful, for about a month following the celebration of the new festival, the community’s health is increased by 3 points. (This benefit occurs each time the festival happens, assuming there aren’t more than a couple such festivals each year.)

65–68 Traveling Entertainment: A group of wagons pulled by large, multilegged beasts that breathe green steam arrives and sets up camp near the edge of the community, pitching large, colorful tents and brightly painted stalls. A representative explains that the wagons belong to a troupe of entertainers and showpeople and that, for the next ten

nights, community members are welcome to come to the tents to watch amazing performances, play fun games, and buy strange foods and drinks from distant lands.

Opportunity: Every community enjoys relief from day-to-day concerns, and the traveling troupe provides just that kind of distraction if allowed to remain. Some people in the community believe that the entertainers are no more than thieves and con artists intent on bilking the community of their last shin. Certainly, there are likely to be elements of that kind of activity, but traveling troupes tend to be self-policing, lest they find themselves unwelcome the next time they arrive. While a traveling troupe is nearby, PCs can make new contacts with people who travel far and wide, learn news of other nearby communities, and learn about a nearby location the troupe detoured around that might provide excellent salvage. PCs are also likely to see a performance or display that will thrill and delight them.

69–72 Refugees: A large group of people (from dozens to hundreds) arrive with obvious signs of having survived a terrible hardship. The refugees claim to have fled some disaster that utterly destroyed their community, saying they only just managed to escape. The refugees are in extreme need and seem likely to perish if they don’t receive some kind of aid and care soon.

Opportunity: The community might be unwilling to take in a large group of complete strangers, regardless of their need. If the PCs argue on behalf of the refugees and care is extended, the refugees bolster the community’s health by +1 after about a week of care. On an individual level, some of the refugees have fascinating stories, weird abilities, and important lore that the PCs are likely interested in hearing. One might even prove to be a good **follower** for a PC.

73–76 Factionalization: Different groups within the community become more entrenched in their beliefs. It gets to the point where, for some faction members, the good of the community becomes less important than



proving the supremacy of their own faction. Small conflicts break out, and the community as a whole is on edge. Violence against those known to be in the opposite faction breaks out here and there.

Need: While the factions divide the community, the community's health is decreased by at least 2 points. If the PCs step in and serve as peacemakers or deal with the issue in some other, non-destructive way, they can repair both relations and community health.

77–80 Mech Arrival: In ones and twos, then later in groups and small mobs, strange automatons begin to appear near or in the community. The mechs are not necessarily aggressive, though they defend themselves if attacked or if people attempt to salvage them for parts. They might be coming from a recently uncovered ruin, a piece of detritus that rained down from the void, or a portal to a distant location, dimension, or time.

Need or Opportunity: The strange automatons could be the first envoys of a community of machine-intelligence beings that might prove to be allies or, if contact is not handled well, implacable enemies of metal and electricity. At the very least, the mech arrival proves to be the impetus for a new series of PC adventures.

81–84 Intercommunity Conflict: A nearby community is encroaching on or stealing resources the PCs' community uses and has a prior claim on.

Need: To prevent outright conflict, PCs can act as envoys and attempt to broker a compromise that will ensure peace with the antagonistic community. If talks break down, there's a real possibility that the rival community will attack the PCs' community until one of the two is razed to the ground.

85–88 Abhuman Contact: A new group of abhumans is discovered. They're not immediately vicious like margr or other abhumans the PCs are likely familiar with. However, they *are* abhumans, which means they're awful from a human perspective, and they might still resolve into a threat.

Need or Opportunity: Depending on how the community reacts to the strange abhumans that have appeared, the community may gain a new trading partner, an ally, or a bitter enemy.

89–90 Nontypical Leak: An installation that the community depends on has started to leak dangerous materials into the streets. The leak is not merely a poisonous liquid but something less understandable, like hundreds of metal-and-glass spheres with tiny silver wires leading from the back that resemble disembodied human eyes, tiny scuttling



creatures that look like automatons, unknown eggs or egg-like sacs, steaming super-cold liquid that freezes solid those who touch it, and so on.

Need: Whatever the leak is, there is something about it that proves to be a direct danger to the citizens, the infrastructure, or both. Until the leak is fixed, the community loses 1 health or 1 infrastructure each day.

Opportunity: Once the damaging aspects of the leak can be contained, the leftover materials may represent an opportunity for the PCs. Maybe the “disembodied eyes” could be used as prosthetics or salvaged for io, perhaps the scuttling automatons serve some faraway machine intelligence that was trying to make contact, and so on.

91–92 Energy Discovery: A group within the community has made a discovery, whether through experimenting with numenera devices or exploring a nearby ruin, or perhaps they found it untended after a heavy rain uncovered it. The discovery is a power source, useful for augmenting many kinds of numenera devices.

93 Coup Attempt: Grievances build between those who wish they had power and those who have it. The grievances could be legitimate if the community is not well run, or they could be exaggerated by someone who wants to seize power for themselves on the backs of a popular uprising fed with lies and slander. In either case, the community sees a huge increase in gatherings, protests, and violent demonstrations. Those with their ear to the ground hear hard-to-discredit rumors that a revolution is in the offing.

Need or Opportunity: Assuming the PCs are aligned with those currently in power (as will usually be true in a community the PCs have founded or fostered), they may want to persuade the leaders to find common ground with those who are planning revolution, either by brokering talks or agreeing to a real compromise. If the PCs feel as if those fomenting revolution have legitimate needs, they can attempt to set up such talks on behalf of the revolutionaries. If things go too far, the PCs can fight against the rebels. When a revolution becomes violent, the community’s rank is reduced by 1 or more for months or

even years afterward, until a new status quo is achieved.

94 Assassination: Someone of note is murdered by a trained killer. The killer goes to some lengths to make the murder noteworthy and macabre—perhaps a numenera device is left behind that is obviously responsible for the death in some highly visceral and gruesome fashion, such as having vivisected the spine from the victim in order to use the bony discs in a horrific display. The real reason the person of note is slain could be as simple as someone finally getting revenge on an old rival to something as complex as one group attempting to frame another for the murder.

Need: The adherents of the murdered person rise and strike out at the individual or organization they believe is responsible. Until the assassin or those truly responsible for the murder are found and called to justice, the community descends into a state of fear and paranoia that lowers its rank by 1.

95 Natural Flood: Water is rising in the streets so fast that it causes actual peril. The flood isn’t from a puncture in some prior-world aquifer or any other exotic reason. Instead, it’s from a confluence of weather and infrastructure that wasn’t designed to handle several days’ worth of constant rain. There’s just no place for the water to go.

Need: In the immediate term, the community’s rank drops by 1 or more. During this same period, the PCs can help establish rescue efforts and go on rescue missions to save citizens (and a few pets) from drowning. If PCs are largely successful in coordinating a response, the community returns to its normal rank within a few months. If they fail to coordinate a larger response, the community will only return to its former rank a few years later (if it ever does).

96 Great Fire: A new community built with flammable material like wood always faces the possibility of a fire. A lightning storm, an accident, or even the callous disregard of youths who’ve discovered a fun, flame-producing oddity could be the culprits.

Need: The sooner the fire can be put out, the better the community fares. If the PCs have the means to put out the fire themselves, they

If the PCs have previously put a process in place to deal with fires, all their tasks to deal with the fire gain an asset.

Tenspire: rank 4;
infrastructure 20



The community of Tenspire keeps a strange purple crystal the size of a house on a pedestal in the community square. Installations and artifacts that are used within a very long range of Tenspire don’t have to make depletion rolls.

can try it, though coordinating a larger effort to suppress the fire will probably produce better results. Either way, it's likely that PCs will be personally involved in at least one dangerous rescue from the heart of a burning structure. If the fires are not put out, this event has the possibility of destroying a community for good, or at least reducing its rank for a few years. However, if the PCs are quick, the community may suffer a reduction of only 3 to 5 points of infrastructure for a few months, until the wrights, masons, and carpenters can make the repairs necessary to see the community back to normal.

97 Reactive Rip: Installations generate a [reactive field](#) that can create negative consequences if they are not sited far enough from each other. Sometimes, however, the reactive fields expand unexpectedly, especially as a result of some other action or event. For instance, perhaps some other wright in the community has been secretly salvaging iotum from the community's installations, leading to an unstable reactive rip. In this case, some of the possible effects are listed below.

Need or Opportunity: Some of the following reactive rip results decrease the community's health by 1, though others are neutral or even offer an opportunity.

d10 Reactive Rip Effect Suggestions

- o1 Part of the community near the affected installations fills with a blue-yellow [fog](#) that, at first, has a euphoric effect on people, but which eventually becomes poisonous.
- o2 Tiny [slugs](#) infest the community near the affected installations. The slugs are essentially harmless but tend to get into clothing, hair, bags, and packs, and they smell horrific.
- o3 An explosion disables one affected installation, creating a crater in the earth that leads down to the surface of a disabled automaton or vehicle of incredible size.
- o4 Leaf-shaped [insects](#) the color of the sun and almost as bright are being drawn from somewhere high above. They accumulate in the area and try to build large hives in inconvenient locations, like the doorways of homes and other places people live.

- o5 All affected installations begin to hum and shudder in an alarming fashion. If the reactive field can't be collapsed on each affected installation, they begin to explode as short-range detonations inflicting damage equal to the installation's level.
- o6 A "thinning" of reality results. Weird transdimensional effects from a parallel universe, a pocket dimension, or a bizarre dimension begin to leak through or allow residents of the community to fall through and become lost.
- o7 All open or stored water in the area instantly boils away. It continues to do so until someone can find the source (which is a malfunction in one of the originally affected installations).
- o8 Weird mushrooms and other fungi begin to grow at an alarming speed. The growth is small at first, but over the course of days, fungi not burned out continue to grow taller and taller (and deeper and deeper just beneath the soil). The fungi may prove edible. Then again, certain specimens could prove toxic.
- o9 People in town begin to feel sluggish and slow, and they take on a grey pallor. Over time, this [effect](#) becomes more and more pronounced, until those who refuse to leave (or can't leave) take on the density of dead stone.
- 10 Strange trees grow in the area and sprout shiny fruit that smells wonderful. Each fruit is tasty and nutritious, but those who eat it are subject to becoming "living planters" for another, larger version of the tree that grows out of their stomach.

98 Falling Star: A line of red light scratches the sky. Its smoke trail persists for hours, but of more immediate importance is the booming noise that follows like thunder and the truly massive explosion when the light touches the ground. A fountain of melted earth and fire destroys everything in the immediate area, and the shock wave from the explosion moves outward in a quickly widening radius, like a colossal ripple on the surface of a pool where a stone has fallen.

Reactive field, page 322

Poison fog: *level 6*

Stone transformation effect: *level 6*

Odorous slugs: *level 1*

Carnivorous fruit tree: *level 6*

Sunbright insects: *level 1*



Years might go by before a particular community faces a significant challenge, while a different community might face a string of negative events that push it to the edge of extinction. That's when PCs can make a difference.

Terminus, page 393

When a meteorite strikes down, all creatures who witnessed the fall (and survived it) eventually come to the impact site to see what happened. This means that PCs investigating the site are likely to have competitors for whatever salvage or opportunity might be found there.



Iron wind, page 135

Need: The PCs learn about the coming meteorite strike before it happens, which is lucky, because their fostered community lies at ground zero. In this case, the PCs can either try to evacuate the community or make an incredibly brash attempt to alter the path of the falling star by somehow venturing out into the void to intercept it. The adventure “**Terminus**” explores this latter approach.

Need: The meteorite comes down relatively near the community but not so close that the community is completely destroyed. The destruction is similar to what a community might experience if suffering both the Quake and Great Fire results from the Community Event Table simultaneously. See those events to determine needs.

Opportunity: Assuming that the negative effect of the impact can be assuaged, longer-term opportunities arise. PCs may wish to explore the site of the impact, at the very least to see if any exotic metals can be recovered. Sometimes, debris falling from the sky is actually remnants of installations, communities, or ships built to sail the void. In such cases, the salvage could provide iotum or even more exotic results. There could even be weird survivors found amidst such wreckage.

99 Timeslips: Timeslips begin to plague the community at random. People find that they

sometimes lose time or have to repeat what they just did over the last few moments. In some cases, people become “caught” in tiny timeloops just by walking across the street over and over again, and they can’t escape until they figure out how to get far enough from the center of the effect before time resets once more.

Need: Depending on the severity of the problem, PCs eventually may be called upon (or decide) to investigate and end the timeslip issue. If the issue becomes bad enough, it will decrease the community’s health and infrastructure by 1 point each. The cause might be something as simple as several installations interacting in an unforeseen way, experiments the Aeon Priest is secretly running in their workshop, or something else.

Opportunity: There’s always the chance that PCs could learn to thread the timeslips in such a way as to move forward or backward several hours, days, or longer before being pulled back to the present. This might allow the PCs a chance to fix some mistake in the past or be warned of some major disaster coming that they might not otherwise have known about.

oo Iron Wind Threat: The dreaded **iron wind** has been sighted in its active phase near the community. Even if nothing else happens, this terrifies most of the population, and in the worst case scenario, the townspeople might be proven correct in their fear.

Need: Someone needs to put the fears about the iron wind to rest, or else the community functions with a rank of 1 less than normal for the next several months. However, if scouts discover there really is a threat to the community, the PCs can develop strategies and actions that can help ensure the community isn’t completely eradicated.



CHAPTER 30 RUNNING A DESTINY CAMPAIGN



A Numenera Destiny campaign is one where a growing community takes on a much larger role in the game, becoming at least as important as a major NPC. PCs can choose to aid a community's development, growth, defense, and general well-being, either because they founded the community or because they've decided to foster one.

Numenera *Destiny* is a smorgasbord of rules and gameplay elements that were not previously part of the system. It's replete with new content of all kinds, like the concept of long-term play, salvaging iotum and using them as special crafting components, increased roles for PC followers, community stats and how to apply them, new character types for PCs, and of course, new crafting rules for both commonplace items and wondrous numenera objects and structures that require special plans to build—all this plus rules that allow PCs to interact with Ninth World communities in a whole new way.

This chapter ties all these discrete elements together, explaining how to run a *Numenera Destiny* campaign and, even more fundamentally, what running a *Numenera Destiny* campaign means.

A DESTINY CAMPAIGN

A *Numenera Destiny* campaign is one where a growing community takes on a much larger role in the game, becoming at least as important as a major NPC. PCs can choose to aid a community's development, growth, defense, and general well-being, either because they founded the community or because they've decided to foster one. The ways in which a community grows—with all the opportunities, setbacks, joys, accomplishments, and sorrows—become opportunities for in-game experiences that go beyond simple exploring for the PCs.

That said, a *Destiny*-themed campaign does not replace the exploration of the weird that Numenera players enjoy and expect. Instead, a community-focused game puts that exploration into a larger and more meaningful context. Why are characters exploring ruins that are as likely to inexplicably kill or harm them as reward them? In this campaign, it's because some of those characters are looking for needful things (like iotum) that can be used to improve their community, to save it from some impending disaster or threat, or to change it in some positive fashion.

A *Numenera Destiny* campaign provides more options for interaction than ever before. PCs who become invested in a community interact with all kinds of different NPCs who are also invested in the community, including followers. When PCs and NPCs work together, great things are possible. But as often happens in real life, different people have different agendas. Even those working in good faith might have different ideas on how best to serve a community, which means PCs must be ready with good arguments and diplomacy even among their allies.

These and other topics deserve a closer look.

Some PC groups will prefer to keep their games more focused on exploration and less on settling down over the long term. And that's great. They can choose abilities provided by their types that are suited for exploration and worry about communities later.



Community events, needs, and opportunities, page 332

A great way to introduce an NPC is to give them a weird trait like an odd possession (such as a floating metallic cube), a strange component of their appearance (maybe black lips), a strong personality quirk (perhaps they are always eating something weird), a notable pet or companion (maybe a multi-winged serpent), or something else.

DESCRIBING A COMMUNITY WITH NPC INTERACTIONS

The difference between a collection of buildings and a community is people. NPCs make up a community, and the character of a community is in large part communicated by the range of different residents who make it up. The community's location and circumstances are, of course, also important factors in describing a community. A community built at the edge of a sea, one built on the side of a cliff, and one next to a portal that leads to an alternate dimension are all obviously physically different. And this physical difference directly impacts the NPCs who live in each community, informing the kinds of jobs they have, dangers they face, and opportunities they can expect.

For instance, a community next to the sea likely has a large population of fishers who head out each day on watercraft of some sort. NPCs that the characters might meet in such a community include fishers, boatwrights, fishmongers, divers, and so on.

The community near a dimensional portal might include portal guards that protect against the strange things that might come through, rangers who dare to explore what lies beyond, sellers of the weird things the rangers bring back, and people on both sides of the debate over whether the portal is too dangerous to leave open or too lucrative to consider closing.

Whatever the particulars of a community's location and physical circumstances, some NPCs who live there could work with and possibly even befriend the characters. Others will likely look on the PCs with suspicion or see them as a threat (or at least competition). Some will look indifferently on the PCs, some will naturally gravitate to the characters, and others will have to be won over. The specific ways these interactions play out will enrich your players' view of the community. Over time, portraying a range of NPCs embodying different attitudes gives the community a life of its own.

Characters feel the most accomplished when they overcome adversity, whether they're in a fight or embroiled in an argument. If an NPC is first presented as adversarial, but the PCs go out of their way to work with that person, talk them around, and eventually find mutual success, that NPC's attitude toward the PCs could change. NPCs should be allowed to change and grow over time. Demonstrating that at the table is a great way to both validate and reward a character's actions but also to further invest the character in the community to which the NPC belongs.

NPCs and their effects on PCs are further explored in the next section, Community Needs vs. PCs.

RUNNING A COMMUNITY AS A GM

Every community has needs. Expressing those needs is one way a GM can present and run a community for the PCs. The needs of a community include obvious, large, and even extraordinary needs like those described in [Community Events, Needs, and Opportunities](#). However, needs also come in much smaller packages in the form of NPCs. Or at least NPCs are the medium by which needs are described to characters, and the medium through which characters may have to address those needs to help the community.

COMMUNITY NEEDS VS. NPCs

One thing that the PCs may need to learn, and that you as the GM should keep in mind, is that characters are usually *not* the leaders of a community, even if they founded it. While their voices are important, their opinions are not the only ones that are given credence. That's the nature of a community filled with many different people and viewpoints.

The PCs' approach to solving a newly identified problem or opportunity—like a lack of food, a contaminant in the water, strangers offering weird wares and services, the risk of invasion from nearby abhumans, theft, and so on—may not be a solution that some people in the community prefer. Disagreements might be made in good faith, broached by an NPC who merely has a different perspective. In this case, the PCs and NPCs can talk out their differences and hopefully reach a resolution. Maybe the PCs convince the NPCs that they've got the better solution, maybe the NPCs bring up something the PCs hadn't considered, or maybe a compromise is reached. Play out the encounter and see where it leads.

Other times, you may decide that NPC disagreements stem from different motives. For example, malcontents may disagree simply because they don't like the PCs. A leader may be incompetent and easily swayed by bad advice from someone they've trusted in the past. Criminals may have an agenda of their own, and they might disagree with how to handle a need because it doesn't benefit their scheme as much as their preferred solution does. How you portray an NPC with a hidden agenda is likely to be different than an NPC with a simple difference of opinion.

How do player characters react when they can't get what they want, either because a well-spoken NPC opposes them or for some other reason? The PCs can't just kill an opposing NPC or even threaten violence—not without repercussions, anyway. Nor should they simply take what they want, ignoring community

consensus, unless they just don't care about what happens next. What's called salvaging in a ruin is thieving in a community. The point is that PCs who are helping a community don't possess absolute control over it. Which means characters likely need to solve problems in different ways from how they might face challenges in the wilderness.

PCs who decide to take drastic actions anyway risk fracturing a small community from the resultant strife, being jailed in a moderately sized or larger community, and in all cases losing whatever influence they previously had. PCs who are branded as killers or criminals may be turned out of a community permanently or even sentenced to death by whatever means the community uses to deal with brigands. You can intimate that such possibilities could occur, or you can play them out if PCs decide that is the way they want to go.

PCs wise enough to avoid murdering their detractors are challenged to find a way to work with bad elements, even if that sometimes means losing an argument. How do the PCs react? Maybe they seek to find some secret way to subvert a decision. Maybe they walk out and refuse to be a part of things. Maybe they go along with the decision, noting that they're only doing so for the community's sake and that they'll expect some kind of favor in the

future. Whatever the PCs decide to do is what moves the campaign forward. It's up to the PCs to react, and it's up to you to update the campaign based on that reaction.

On the other hand, the PCs may prevail and argue an incompetent leader or someone with a secret agenda around to their own viewpoint. In this case, the PCs may enjoy the victory. But unless they were extraordinarily subtle, their rival hasn't gone away; they remain in the community as a future foil or adversary. If they take enough dislike to the PCs, they may even devise some method to see that the PCs get their comeuppance by putting them in a compromising situation or framing them for some crime.

For example, say you've decided that a rank 3 [natural disaster](#) threatens the rank 2 village that the PCs are fostering. Thick, glowing fluid has burst from some unknown container or machine within a nearby ruin and is moving inexorably closer to the village in a sort of slow-motion gel flood. A simple rank comparison might mean that the flood overwhelms and destroys the community, but the PCs are on hand to shake things up and rally the village to rise to the challenge. But first they'll have to calm panicked voices. They might have to convince those who simply want to flee to build embankments instead. One

*Ranked disasters,
page 309*





What does it mean to foster a community? It just means that some or all of the PCs have decided to stick around a village, city, or town for a while and help out where they can.

NPC uses the panic as a chance to loot iotum in the warehouse, and the PCs may have to deal with that. Ultimately, the PCs may also have to enter the ruin and try to reduce the leak in some way (perhaps lowering it to a rank 2 threat). But before they do that, how the characters deal with the NPCs and how you decide the NPCs respond set the stage for how well the community will weather the disaster.

CHALLENGE THE PCs BY CHALLENGING THE COMMUNITY

The example of the slow leak just described is also a great example of how a threat faced by the community can become one or more challenges faced by the PCs. A community might be damaged or even destroyed by a looming threat without the PCs' aid. Once the PCs understand that, they have the choice to make the community's challenge their own. Any community need or challenge is likely to have more than one possible way to resolve it, so the PCs can attack an issue on more than one front in order to resolve the problem.

For instance, a community has come to rely on the trade they get from a caravan that comes through town every six months, purchasing large quantities of grain that they use in food preparation. When the caravan fails to appear on time, some in the community begin to panic. The PCs may come up with various options, but smart NPCs or a follower that a character relies upon for counsel could also suggest alternatives to ameliorate and solve the problem. Ideas could include the following: inventory exactly how much grain remains in the community and estimate how long it will last if rationed; send a search party along the path normally taken by the caravan to see if they've run into trouble; send envoys to the community where the caravan was known to have originated and attempt to negotiate some kind of new trade; try to grow the grain locally; look for some alternative to the grain.

It's unlikely the PCs will be able to simultaneously pursue every option that might help the community. Often, they will personally pursue only one. But if they don't think to delegate other options to NPCs in the community to pursue at the same time, the NPCs themselves raise the issue. "While you do that, what should we do?"

All that said, why do the characters care? To feel truly challenged by a community's threats, PCs must feel invested in the community.

INVESTING PCs IN THE COMMUNITY'S WELFARE

A PC's background may include family or some other connection to a community, which is a fine way to go. However, establishing one or more connections through play is also a great option. Here are a few ways to encourage PC investment in a community.

- The PCs are lost, and a herder or farmer from the village finds them, feeds them, and leads them to the village.
- The PCs are hurt or sick, and someone in the community provides them the healing they need to get better.
- The characters are fleeing from some authority or threat they don't yet have the resources to defeat. NPCs in the community hide the PCs.
- The characters are invited to be part of some celebration, like a wedding or

a funeral where the deceased is celebrated.

- After doing some small service for the community, the characters are given a home or other place in the community to use as their own for however long they wish.
- The characters have one or more followers with ties to the community, and the follower often talks of their connection with the place, sharing favorite stories and remembrances.



To feel truly challenged by a community's threats, PCs must feel invested in the community.



The actions the PCs take when a community is endangered influences the outcome for the community, which means that community-based adventures have higher stakes than just the PCs' own welfare.

CREATING AND RUNNING COMMUNITY-BASED ADVENTURES

A community-based adventure is one where the community that the PCs have founded or are fostering is endangered or faced with an opportunity. The actions the PCs take when a community is endangered influences the outcome for the community, which means that community-based adventures have higher stakes than just the PCs' own welfare. Also, the more that PCs are invested in the community, the more a community's outcomes affect the PCs in turn.

CREATING COMMUNITY-BASED ADVENTURES

Creating a community-based adventure starts with the GM defining a challenge facing a community. Many of the examples provided in this chapter identify such challenges, which can become the seeds of community-based adventures or, at minimum, community-based encounters. And of course, the extraordinary needs described in [Community Events, Needs, and Opportunities](#) are also a great way to generate threats (or opportunities) that a town could face.

Here are a few additional, high-level concepts for threats that might endanger a community.

- A sickness is working its way through the community, but the source of the malady is unknown.
- A disaster threatens or wipes out the community's food or water supply.
- An influx of people from someplace else is causing tensions to rise for both expected and unexpected reasons.
- Residents are mysteriously disappearing.
- Strange creatures are preying on community residents.
- A new leader rises, one that has the community's trust but whom the PCs have every reason to distrust.
- A floating ruin moves slowly toward the community, massive and enigmatic.

RUNNING COMMUNITY-BASED ADVENTURES

Once a community challenge is identified, give the PCs a chance to come up with plans to deal with (or exploit) the problem.

What the PCs decide to do gives you a direction as the adventure moves forward. When they tell you their plans, make notes about possible repercussions and scenarios you might use to accommodate those plans. There are just a few more moving parts to keep track of than when you're running a simple exploration scenario, but for the most part, you can move forward as you would when running a normal adventure. You can use the following as a checklist when running a community-based adventure.

How do the NPCs react? If a community is challenged, resident NPCs will react en masse or through individuals that the PCs know or soon meet. If the PCs attempt to deal with the challenge, NPCs notice and respond. Maybe they'll try to help the PCs, or maybe they'll hinder the PCs if they think the characters are taking the wrong approach.

Some NPCs may simply jump in and try to solve an issue on their own, which could complicate things for the PCs. For instance, if the PCs decide that they need to find a particular kind of iotum in a nearby ruin to fix a defensive installation, they might discover that one or more NPCs from the community had the same idea and have already gone ahead. Perhaps the PCs find them in need of aid, never find them, or learn that the NPCs roused some danger in the ruin with their inept approach. It's up to you to decide.

How does the threat respond to PC actions?

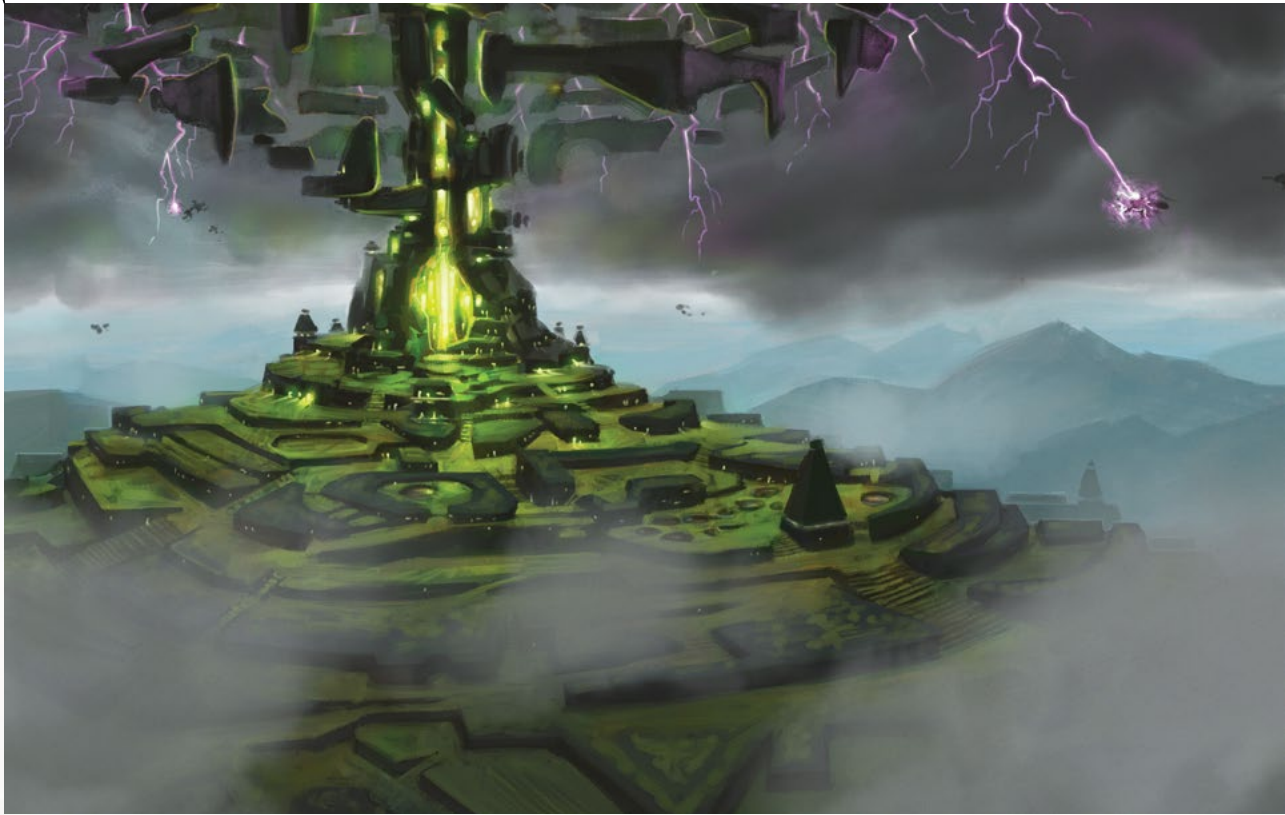
As in a normal adventure, if the cause of the challenge to the community is intelligent or at least responsive, it might adjust its approach once it meets the PCs' resistance. But if the threat is big enough to have threatened the entire community in the first place, it's probable that an adjustment to that threat is almost equally as significant. These sorts of adjustments could be presented as [GM intrusions](#). Disasters that don't have an intelligent cause probably don't adjust in response to the characters.

When designing a community threat, include some weird numenera in the mix. For example, a regular fire is dangerous, but a fire that burns with a clear flame and seems to leave things drained of all heat so that they shatter is just as dangerous while also weird enough to give the characters further pause.

Community events, needs, and opportunities, page 332



GM intrusions, page 123



Consider not only how the PCs' allies fared but also the PCs' rivals. If a rival was killed or severely injured, the rival's spouse, siblings, or children might blame the PCs, regardless of the PCs' actual contribution to that outcome.

Managing long-term play, page 347

Community stats, page 301

Community actions, page 305

Should you invoke long-term play? If the PCs need to build something, scour the surrounding area for something, travel to some other community to ask for something, or undertake some other action that's going to take more than a day or two, you should consider invoking long-term play, even if it's just to say something like "A week passes, and you've accomplished this much" and pick up from there. For more on using long-term play in your campaign, refer to [Managing Long-Term Play](#) in this chapter.

Resolve all activities. Play out as many regular encounters as you can normally before using community actions. If the threat involves using [community stats](#) against a ranked threat like a horde or a disaster, figure out if and how much the PC's actions altered any given community statistic. Depending on what they tried to do, the characters might have raised the community rank during one exchange of [community actions](#).

Once the characters' actions have been resolved, resolve the exchange of community actions and inflict any damage on health and infrastructure that results (assuming the PCs didn't eradicate the threat before a rank comparison interaction could occur). If damage was inflicted to community health and infrastructure, describe it visually and audibly in a way that the PCs can appreciate it.

Did some walls topple or buildings crumble, sending up plumes of debris? Were some defenders wounded and pushed back, gasping and bleeding, carrying their dead? Describe these events to the PCs.

It could be that a conflict plays out over several in-game hours, which means that several community actions might occur before everything finally resolves. When possible, allow characters to take regular actions to try other ways to sway the final outcome.

Resolution. When all is said and done, any community that survives the threat will react. Are NPCs happy about the outcome? Are they sad or angry? Are they even alive? Determine the status of NPCs who the characters have previously interacted with so you can present that to the players in game. If the PCs are successful, their reward might be as simple as knowing that they saved the community. However, heartfelt thanks from NPCs who the characters like, or even some with whom they've had bad interactions, are an emotional reward that roleplaying games excel at providing. Learning of the loss of an ally is also a potentially emotional moment, which, while not a reward per se, is the kind of experience many players will value in a game that includes themes of growth and change.

ALLOW PC DESIRES TO DRIVE THE NARRATIVE

The previous sections in this chapter put the onus of creating a community-based campaign on you, the GM. However, you should also allow PCs' wants and desires to help you fill in the campaign arc. Allowing the PCs the room to pursue their own goals and dreams for a community not only provides you with seeds for further scenarios but also further invests characters in the community. Sometimes it's appropriate to let the PCs drive the action by what they want to build and how they want to advance the community.

For example, characters may decide they want to build a teleportation installation that leads to the city of Qi so that they can make contacts and allies in that illustrious city, which in turn will grant the PCs and their community aid and assistance. This desire opens the door to all kinds of adventures, including those related to getting the right plans, salvaging specific iotum for the teleporter, and of course, making actual contacts and allies in Qi. In this case, the player characters instigated all these possible adventures. As the GM, all you have to do is accommodate them and help them tell the story they're interested in experiencing, with a few unexpected challenges, setbacks, and discoveries along the way, of course, to further enhance the feeling of satisfaction should the PCs finally succeed.

MANAGING LONG-TERM PLAY

You can use [long-term play](#) a couple of different ways. The most common way is to simply announce that a specific amount of time has passed like this: "Two days have passed since you returned from exploring the ruin." This is a way to move things along, to cut out "dead air," and to move the scenario forward. It's not *actual* long-term play, because the PCs are not taking on specific long-term activities but rather doing general day-to-day things and otherwise relaxing. Some players may feel like their characters need to fill every moment of their time with some kind of activity, but remind them that characters—just like real people—occasionally need a few days to relax and do nothing much at all.

But you also have the option of invoking actual long-term play in which long-term activities must take place. For instance, you might decide that one or more months pass without a specific encounter requiring the PCs' direct attention. When this happens, give

the players the option to choose a long-term activity. Assuming nothing interrupts time's passage, the characters have the opportunity to gain the benefit they were going for at the end of that period (some long-term benefits require that the PCs succeed on a roll to determine whether they actually succeed).

Players can also ask to enter long-term play so that they can pursue long-term benefits. Most commonly, that's because one or more of the characters want to craft one or more objects or structures. It's up to the GM whether they can do so, but remember that spending a month pursuing a specific activity, such as building a vehicle to help the community patrol its borders, is another way to help invest players in community-based campaigns.

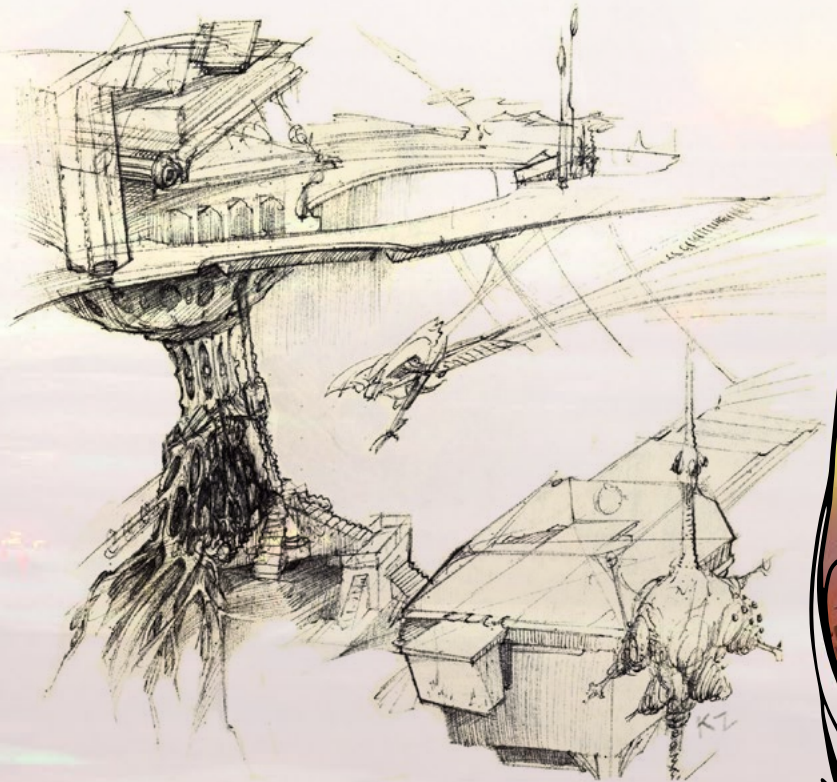
It's up to you how long and how often the campaign enters into long-term play, though overdoing long-term play can rob the campaign of its immediacy. Don't be afraid to break PCs out of long-term play with an unexpected event like an attack, weird phenomena, unexpected visitors, or a disaster in order to grab their attention. PCs can pick up their long-term activity again after they resolve the crisis.

On the other hand, letting PCs finish their long-term activity in order to gain the benefit that goes with it is also a good strategy. PCs will be rested, feel validated at having taken on the activity, and be ready for whatever you've decided is coming next.

Remember that one of the activities available for PCs during long-term play is to aid another character's crafting tasks.

Help Another PC, page 327

Long-term play, page 324



IOTUM AS TREASURE

Broadly speaking, all iotum that PCs salvage is “treasure” in the sense that they can use it to craft or gain some other specific benefit from it. Iotum is also extremely valuable in trade and has a value attached to it (measured in io) in some communities. A selection of the kinds of iotum that PCs can find is presented on the [Iotum Result Table](#).

Iotum Result Table, page 110

Hallux, page 355

Salvaging, page 107

The various kinds of iotum are not equal in level. Iotum is graded from level 1 to 10. The higher the level of iotum that PCs find, the higher the level of numenera objects and structures they can attempt to craft, which in turn has a direct effect on PC power and capability. So it behooves you to keep in mind that certain high-level iotum can result in extremely potent creations. That said, high-level iotum is far less likely to show up randomly during [salvage tasks](#), and finding specific high-level iotum is even more difficult.

In a very real way, high-level iotum—like data orbs and cosmic foam—are more like quest objectives in that the PCs may have to undertake specific adventures in order to find them. Maybe a noble or another nano has a unit of cosmic foam, but they ask the PCs to perform a favor first in return. Or maybe, based on knowledge the PCs previously unearthed, the characters know they can find a data orb embedded in a machine somewhere in the heart of [the Changing Moon](#), but only if they follow a particular route at a particular time, because the way to the heart is always changing. The point is that you can provide these kinds of hard-to-find iotum as specific rewards for character actions rather than requiring that they just randomly find all the iotum they want or need.

Changing Moon, page 226

Alternatively, you may decide that a given area doesn't randomly contain chances to find a given type of iotum, not even if PCs are invoking the rules for looking for a specific kind of iotum, and instead reserve that iotum as a reward for the PCs' concluding their quest.

Looking for a specific kind of iotum, page 110

IOTUM AND INSTALLATIONS HAVE MANY FORMS

The cyphers and artifacts listed in *Numenera Discovery* and in *Numenera Destiny* are only examples of what's a far wider and probably far weirder assortment of devices that explorers actually find in the Ninth World. The same is true of iotum and plans for installations, vehicles, and automatons described within these pages.

The iotum and plans presented in this book represent a sample of what's actually out

there. Many more kinds exist. Which means that every time explorers come upon a new community for the first time, it's likely they have some weird installation that's unique to them, suited to their particular circumstance, or a familiar kind of installation with an utterly unfamiliar shape built or grown out of unique local iotum and materials. Technology in the Ninth World is as isolated and idiosyncratic as every other part of civilization. Nothing is standardized because it's almost all being developed by individuals in isolation. For instance, characters visiting the hard-luck community of [Hallux](#) discover that the settlement is protected by a seismic tamer installation, which was planned and crafted by the community's wright, possibly using iotum that PCs recognize, as well as some materials that PCs don't immediately recognize as iotum.

GMING WRIGHTS, DELVES, AND ARKAI

Lots of PCs are drawn to the concept of founding communities, especially those who select the types presented in this book. Communities offer all kinds of benefits to those who become part of them, but characters often also wish to become part of a community because they want to provide aid to those who need it. Many PCs enjoy the opportunity to help and serve others. These PCs become part of a community because it allows them to build a new future.

In the case of Wrights and other crafters, they can literally build the future. But all characters can help a community grow. An Arkus can help a community govern itself and parley with potential allies. A Delve can explore nearby locations, finding dangers to avoid and sources to gather and salvage resources. A Glaive keeps a community safe by force of arms, while a Nano contributes by defending against the esoteric threats of the prior worlds. And a Jack, of course, does whatever needs doing to promote and protect the community.

The GM steers the game, but the PCs are the ones moving it forward. The roles of the character types in *Numenera Discovery* are relatively straightforward. With the new types—Wrights, Delves, and Arkai—introduced here in *Numenera Destiny*, there's an opportunity for characters to try on new roles and attempt new kinds of interactions with the surrounding world. As the facilitator and arbiter, it falls to the GM to ensure the situations that arise during the game

give characters playing these new types the opportunity to satisfyingly fill these roles.

At least some of the time, look for opportunities to engage features and special abilities for each of the new types that exist in your game so that PCs can make use of them. If you're beginning a one-shot game that assumes the characters have done some exploring prior to the session, those opportunities may come in the form of additional resources that such characters have on hand. Other times, they come in the form of interactions with new communities or interesting NPCs that might prove to be friends or even followers.

WRIGHTS

Wrights are builders and crafters. When something special is required, a Wright can make it. When strange instructions are found in the ruins of the prior worlds, Wrights can decipher them and, using special components called iotum, craft their own cyphers, artifacts, or installations. Because Wrights can craft and hand out specific cyphers, other PCs are likely to be happy about having a Wright on the team. Cypher limits make this capability difficult to abuse; Wrights can't stockpile cyphers, for instance.

TIME TO BUILD

The fundamental tension for Wrights in a typical game is that, in order to craft interesting devices and installations, they have to spend at least a little time doing so rather than exploring. Several methods are provided in this book for ameliorating that tension.

First, the time to build low-level cyphers is relatively short. A Wright could **create a cypher** that they have a plan for in just a few hours. They can also craft temperamental cyphers with their **Always Tinkering** ability, which takes even less time (though it produces random cyphers whose level is less than normal). If the group needs to turn things around quickly in order to deal with something, the Wright can produce a few cyphers in relatively little time.

If a Wright wants to craft a high-level device or structure, however, it's going to take more time. One way to deal with this that doesn't leave the other players with nothing to do is to decree that the game has entered a period of **long-term play**. During this time, each PC can pursue one or more long-term projects. A PC can simultaneously engage in a number of long-term tasks equal to their tier, which means that a Wright of tier 2 or higher might decide to take on a long-term task in addition

to their crafting task. Then again, the Wright might just decide to craft multiple things at the same time.

The options provided under long-term play are varied, but one is **Help Another PC**. If taken, this option gives a non-crafting PC an important role in the crafting process, reducing the assessed difficulty of that task.

STARTING CRAFTED CYPHERS AND ARTIFACTS AT HIGHER TIER

When characters begin, the Wright starts with a small assortment of parts and iotum. To get more, the Wright will have to explore and salvage, presumably with the help of the other PCs. Those parts and iotum will be used to craft cyphers and other numenera devices.

But if you're starting a game with characters higher than tier 1 or running a one-shot game with first-tier characters (rather than the first session of a longer campaign), you should give the Wright and the other PCs the option of starting with some cyphers that the Wright has already made for them from specific plans.

Use the following cypher (and artifact) complements for one-shot games, based on the PCs' tier at the beginning of the game. This suggested complement assumes that the two plans a Wright gains at each tier are for cyphers (and artifacts, at higher tiers) rather than installations or vehicles.

A Wright will usually end up with more plans than the minimum two they gain at each tier. These additional plans may be for installations, vehicles, automatons, and artifacts; however, unlike with cyphers and artifacts, it's not assumed that Wrights begin with any of those already constructed. That's for the GM and the player to work out on a case-by-case basis. For instance, a scenario that begins with the conceit that three of the Wright's installations have mysteriously become disabled will, of course, assume that the Wright begins play having built at least those three installations, in addition to their cypher and/or artifact complement.

Wright Cypher Complement at Tier 1

Plans: Two plans for cyphers whose minimum crafting level is no higher than 3.

Cypher Complement: Three crafted cyphers (three is the first-tier Wright's cypher limit), minus one per crafted cypher that the Wright gives to another PC instead. Each crafted cypher that the Wright provides to another PC means they fill up that cypher space with a temperamental cypher from their Always Tinkering ability.

Help Another PC, page 327

A Wright who has a free day should be able to fill up all of their available cypher slots with temperamental cyphers if they want to, since it takes only an hour for each one.

Wright, page 18

Determining cypher and artifact minimum crafting levels, page 138

Crafting cyphers, page 120

Always Tinkering, page 22

Having a Cypher Deck available would be very handy if the Wright really enjoys using their Always Tinkering ability to create random cyphers.

Long-term play, page 324



If a first-tier Wright has plans for a Might rejuvenator cypher and a detonation cypher, they could choose to start play with three detonation cyphers, two Might rejuvenator cyphers and one detonation cypher, or some other combination up to their cypher limit. They can then choose to either keep the cyphers themselves or distribute one or more of them among their allies. For each cypher they give to an ally, the Wright gains a temperamental cypher in its place.



Rejuvenator, page 286

Detonation, page 277

The basic rule of thumb for handing out starting cyphers is that the Wright can begin play with a complement of cyphers that they made from plans they know whose minimum crafting level is no higher than their tier +2. The maximum level of personally crafted artifacts they can begin play with is no higher than their tier -1.

Wright Cypher Complement at Tier 2

Plans: Four plans for cyphers whose minimum crafting level is no higher than 4.

Cypher Complement: Three crafted cyphers (three is the second-tier Wright's cypher limit), minus one per crafted cypher that the Wright gives to another PC instead. Each crafted cypher that the Wright provides to another PC means they fill up that cypher space with a temperamental cypher from their Always Tinkering ability.

Wright Cypher Complement at Tier 3

Plans: Five plans for cyphers whose minimum crafting level is no higher than 5, and one plan for an artifact whose minimum crafting level is no higher than 2.

Cypher Complement: Four crafted cyphers (four is the third-tier Wright's cypher limit), minus one per crafted cypher that the Wright gives to another PC instead. Each crafted cypher that the Wright provides to another PC means they fill up that cypher space with a temperamental cypher from their Always Tinkering ability.

Artifact Complement (Optional): One artifact of up to level 2, and reduce the number of crafted cyphers that the Wright begins with by two, replacing them with temperamental cyphers, if desired. This artifact could be kept by the Wright or given to another PC.

Wright Cypher Complement at Tier 4

Plans: Seven plans for cyphers whose minimum crafting level is no higher than 6, and one plan for an artifact whose minimum crafting level is no higher than 3.

Cypher Complement: Four crafted cyphers (four is the fourth-tier Wright's cypher limit), minus one per crafted cypher that the Wright gives to another PC instead. Each crafted cypher that the Wright provides to another PC means they fill up that cypher space with a temperamental cypher from their Always Tinkering ability.

Artifact Complement (Optional): One artifact of up to level 3, and reduce the number of crafted cyphers the Wright begins with by two, replacing them with temperamental cyphers, if desired. This artifact could be kept by the Wright or given to another PC.

Wright Cypher Complement at Tier 5

Plans: Eight plans for cyphers whose minimum crafting level is no higher than 7, and two plans for artifacts whose minimum crafting level is no higher than 4.

Cypher Complement: Five crafted cyphers (five is the fifth-tier Wright's cypher limit), minus one per crafted cypher that the Wright gives to another PC instead. Each crafted cypher that the Wright provides to another PC means they fill up that cypher space with a temperamental cypher from their Always Tinkering ability.

Artifact Complement (Optional): One or two artifacts of up to level 4, and reduce the number of crafted cyphers the Wright begins with by two or four, respectively. Replace those crafted cyphers with temperamental cyphers, if desired. The artifacts could be kept by the Wright or given to other PCs.

Wright Cypher Complement at Tier 6

Plans: Ten plans for cyphers whose minimum crafting level is no higher than 8, and two plans for artifacts whose minimum crafting level is no higher than 5.

Cypher Complement: Five crafted cyphers (five is the sixth-tier Wright's cypher limit), minus one per crafted cypher that the Wright gives to another PC instead. Each crafted cypher that the Wright provides to another PC means they fill up that cypher space with a temperamental cypher from their Always Tinkering ability.

Artifact Complement (Optional): One or two artifacts of up to level 5, and reduce the number of crafted cyphers the Wright begins with by two or four, respectively. Replace those crafted cyphers with temperamental cyphers, if desired. The artifacts could be kept by the Wright or given to other PCs.



DELVE

Delves number among those willing to risk everything to find something new—something that no one else has ever seen before. They are driven to expand the boundaries of the known, usually by rediscovering what has long been forgotten. They delight in finding never-before explored ruins of the prior worlds and cataloguing them, top to bottom. Because *Delves* are good at exploration tasks and salvaging numenera devices, other PCs are likely to want at least one on the team.

**SALVAGING POSSIBILITY:
SALVAGE INTACT**

One basic tenet of exploration is that PCs find remnants of strange machines that either no longer function or that function in some unexplainable and potentially dangerous fashion. The only thing to do in such situations is to attempt to salvage the machine for shins, cyphers, artifacts, and iotum.

However, sometimes the PCs find devices and installations that are still active and that seem to be comprehensible in function. In such instances, they might prefer to “salvage” the machine intact. If they could disassemble it, lug it back to their base, and reinstall it there, they could potentially reap the benefits of that installation directly.

If PCs attempt to salvage something intact, they can attempt a salvaging numenera task equal to the level of the machine +2 as they disassemble it. If unsuccessful, the installation can't be salvaged intact, though it can probably still be salvaged.

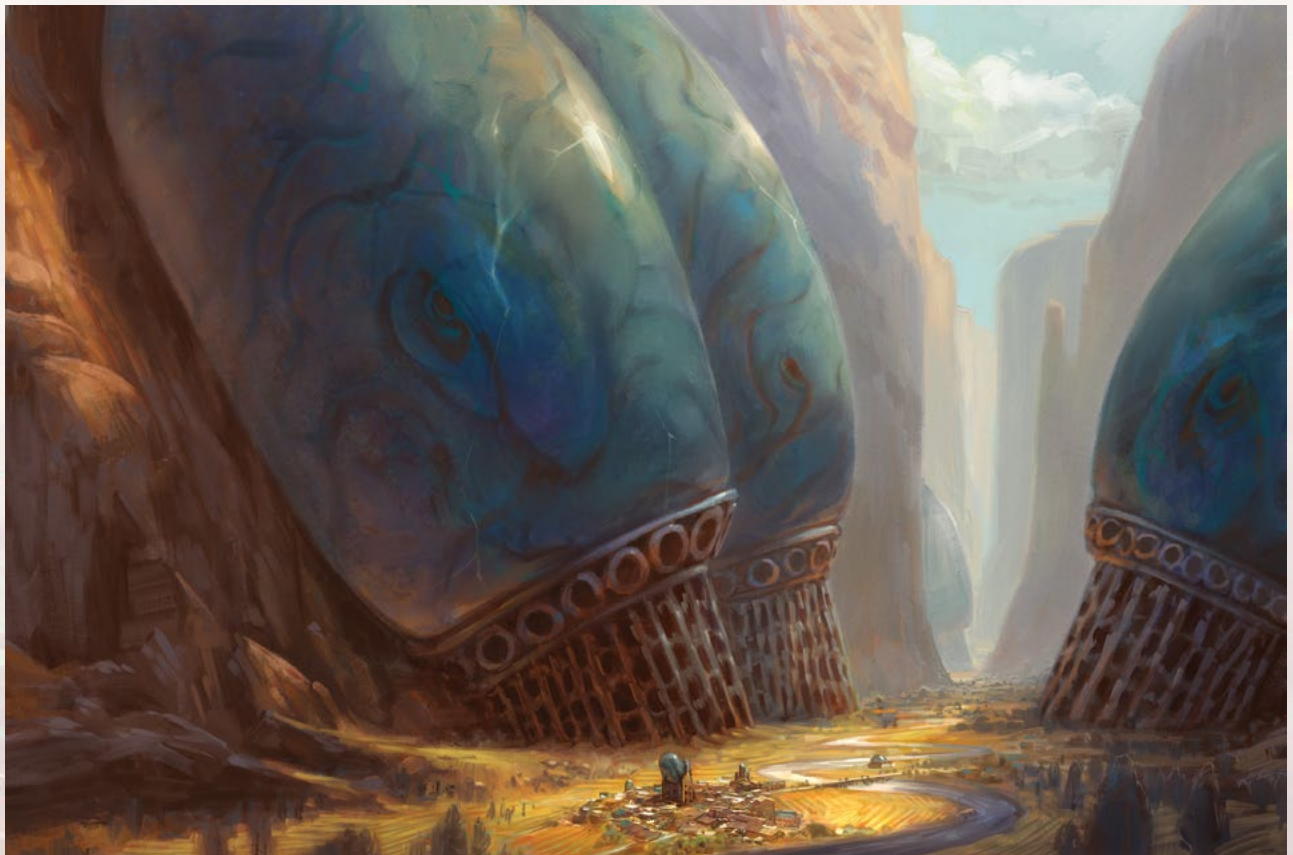
If successful, the *Delve* and other PCs could arrange to transport the installation's pieces back to their base or community. Once all the pieces are relocated, the *Delve* could reassemble the machine in a new location with about ten hours of effort and another Intellect task of the same level as the disassembly task. However, even if completely successful, some machines require power sources that might not be in their new location, or they might have other specialized needs that are no longer being met. Usually, a PC will realize this before they've gone to all the effort of disassembling and moving an installation, though not always.

NEUTRALIZING DANGER

At second tier, *Delves* can gain the *Foil Danger* special ability. Not every *Delve* will take it, but those who do will be able to negate one source of potential danger within immediate range each round. Because this ability is open ended, it allows the *Delve* to be highly reactive to a particular problem, but this can also be abused

Delve, page 29

Foil Danger, page 35



Anecdote, page 11



Ithsyn, page 237

Arkus, page 7

Inspire Action, page 12

Demeanor of Command, page 11

if the ability isn't clearly understood. To use the ability, the Delve must know the exact danger they wish to try to foil. They can't just try to foil any danger or attack that comes their way. Instead, they must have identified a particular NPC or trap and the specific action or ability that is likely to be used ahead of time in order to foil the danger. Without some sense of the specific danger offered, the Delve can't use the ability, but once the Delve has seen a danger in action—like the gas spray of an **ithsyn** or lightning that pulses through a room whenever someone steps down on a platform—they can utilize Foil Danger to its full effect.

ARKUS

Arkai are natural leaders of the Ninth World, using wit, rhetoric, and the strength of working together to overcome problems. Arkai might be falsely pegged as being good only for ordering a community and aiding its growth; however, they have a wealth of contributions to make not only during interaction scenes but in nearly every situation that is likely to arrive, whether it's an interaction, exploration, or even combat.

That said, handling the Arkus's **Demeanor of Command** ability may bear a little extra discussion.

GMING Demeanor of Command

An Arkus who wants to draw an NPC's attention may use Demeanor of Command. Though there are a couple of ancillary abilities, "showing oneself as someone worth talking to" is the main thrust of this ability. It's not mind control. It's grabbing someone's attention using the Arkus's ability to project leadership and charisma.

Those who come under its sway will hear the Arkus out, at least for one round. But if they have already decided they are inimical to the Arkus's purposes, they'll continue to act as they had been previously, which might include attacking the Arkus and their allies. For example, if the town guards have very limited discretion about what they are allowed to do while on duty, the Arkus may have a difficult time getting the guards to bring out their captain.

FUN WITH ANECDOTES

At first tier, Arkai have the option to gain the **Anecdote** special ability. Not every Arkus will take it, but those who do will be able to spend about a minute relaying an interesting—and relevant—story that can provide the audience with training in a non-combat task for about an hour (or until a new anecdote is told).

If possible, have the Arkus at least sketch out the highlights of the story to the other players in order to inject a bit of verisimilitude into the ability. So instead of saying, "I use Anecdote, and everyone who hears me is trained in running," encourage the Arkus to hit the anecdote's high points, even if it doesn't take a minute to recount. For example, maybe it's a story that calls to mind the Arkus's uncle who escaped broken hounds.

INSPIRING THE ACTIONS OF OTHERS

At second tier, Arkai can choose the **Inspire Action** special ability. Not every Arkus will take it, but those who do will be able to use their turn in any given round to give an ally a free action that doesn't count against their regular actions that turn. Some people might not enjoy giving up their turn; this ability is probably not for them. However, in the hands of someone who enjoys telling other people what to do, this ability can be very powerful.

At lower tiers, the cost of this ability (4 Intellect points) keeps the Arkus from using it all the time, but once the character has an Intellect Edge of 4 (possibly at fourth tier), this ability becomes free. And that's all right! In many ways, inspiring others to act (by directly giving them a specific action to take) is the heart of the Arkus's role. Don't begrudge the Arkus using it in almost every combat.

That said, if you do want to mix things up, NPCs are likely to notice an Arkus giving the Glaive or Nano extra actions each round, at which point they will probably target the Arkus directly, forcing the character to respond in some other way in order to stay safe.



"My uncle once had to run across his farm to get away from a horde of broken hounds. He saw them coming from the hills, so before he made that run, he breathed deeply for a few seconds, then imagined himself running through the exhaustion and pain, getting to safety before the hounds could catch him. And then he ran! And you know what? He made it. And we can too, if we do what he did."

~ Yaron Oralie

PART 7:

ADVENTURES



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CHAPTER 31

ADVENTURES OVERVIEW

GMs, of course, should feel free to modify anything in any of the adventures to make them work best for players in their campaign.

The Red Plague, page 379

The Door Beneath the Ocean, page 355

Terminus, page 393

Trefoil, page 372

Part 7: Adventures presents four Numenera adventures. Each is different in topic, style, and presentation, but each touches on the themes presented in *Numenera Destiny* in some fashion.

The Door Beneath the Ocean allows PCs to help found a new community and make connections among the NPCs that make up that community. In the adventure, PCs help refugees fleeing a cruel slave keeper and an active volcano to find someplace safe to establish a community, putting an end to threats from the refugees' former slave keeper, who wants to return them to servitude.

Trefoil gives PCs a place to go when they need to find a particular type of iotum. However, the situation where the iotum is located is complex. With the help of a local guide named Soludi, the PCs intrude upon a holy site built around the entrance to a prior-world structure where rumors and legends say a certain type of iotum can be recovered. However, unraveling

the secrets to gain the iotum would destroy a device that Soludi needs to return his dead daughter to life. The PCs need to make a difficult choice.

The Red Plague revolves around the village of Glawv, which is suffering from a deadly disease. For the PCs to save the village, they must acquire rare iotum from a nearby cave to upgrade one of the town's installations and eliminate a violent aggressor who wants to take advantage of the town's weakened state.

Terminus is an adventure for high-tier characters who can command lots of resources. The PCs discover a grave threat to not only their community but also the world at large. A massive chunk of debris tumbles through the void directly toward Earth. To ensure the planet's survival, the characters must deflect or destroy the object—an object that turns out to be even more complex and dangerous than they'd first imagined, possibly hiding an amazing secret.



CHAPTER 32

THE DOOR BENEATH THE OCEAN

In “The Door Beneath the Ocean,” refugees are fleeing a cruel slave keeper and an active volcano, and they need the PCs’ help. If that aid is provided, PCs can help the refugees find someplace safe to establish a community and put an end to threats from the refugees’ former slave keeper, who wants to return them to servitude.

This adventure could be used to kick off a short campaign, if the GM is interested in developing a newly founded community over time. The three hooks presented are designed so that the PCs have a reason to work together and to help the refugees even if their backgrounds and character types are very different.

BACKGROUND

The following elements figure prominently in this adventure.

HALLUX, A DOOMED COMMUNITY

The village of Hallux was founded downslope of a bulbous, smoking mountain because of easy access to water and fishing. The smoking mountain turned out to be an active volcano. After fleeing years of servitude to a cruel noble named Nashina Talo, the refugees didn’t recognize the threat, at least not at first. Given the nearby freshwater lake filled with edible things, it still might’ve worked out, except the volcano has grown more active every month since Hallux’s inception. Some worry that within a few months, the entire community and the lake it depends on will likely be swallowed up by lava.

THE RETURNERS

A vocal minority within Hallux advocates for returning to servitude, given that their community is fast becoming unlivable and few other options seem available. The leader of this faction is a man named Harlond Darsel.

THE TRUE

Many villagers in Hallux think of themselves as the True, who believe that fleeing from servitude was the right thing to do despite the hardships involved. Otherwise, they wouldn’t have fled when freedom was offered. With the rise of the Returners, some within the True have stepped up their dedication to stay free no matter what—even if “no matter what” means violence against the Returners or dehydration as Hallux’s resources dry up. For them, death is better than a return to slavery.

SLAVE KEEPER INTENT ON REGAINING HER PROPERTY

One of a long line of nobles in a Navarene territory called Talo, Nashina Talo and her ancestors have long enjoyed the productivity provided by the slaves her family keeps. Some Talo slaves are born into captivity, and others are cast into it for crimes against the noble family. (Although sometimes, that crime was as innocent as displeasing the nobles.) About six months ago, most of Nashina’s one hundred slaves escaped and fled into the Black Riage mountains, where they founded the village of Hallux. This was a disaster for Nashina on many fronts. But mainly, Nashina’s many siblings demanded that she step down as head of the noble family.

Desperate to retain her position, Nashina promised that she would see that the slaves were returned. To that end, she raided the family vault for the ancient devices that helped them secure their power in the first place. Among the old and mostly inert machines held there, she found one she was able to stir back to usefulness called a life tracker. It can find someone using only bits of hair or cast-off garments once worn by that person.

She provided her most trusted agent, Khagun Semper, with the life tracker along with a group of guards and a small team to help him track down his quarry. The team is composed of a handful of slaves who are promised their freedom if they help Khagun Semper return with the others.



Navarene, page 137

Black Riage, page 172

Nashina Talo: level 4, tasks related to persuasion and deception as level 6; can call on dozens of guards at a moment’s notice

Guard: level 3; Armor 1; inflicts 4 points of damage with hand-to-hand and ranged attacks

Khagun Semper, page 356

Harlond Darsel, page 362

GETTING THE PLAYERS INVOLVED

The PCs could become involved in this adventure in one of the following ways.

Pressed Into Service: The small team of slaves helping Khagun Semper could be the PCs. Desperate to get the job done before she's deposed by her siblings, Nashina is willing to take some big risks. In this scenario, Nashina enslaved the PCs for minor crimes as they were passing through Talo. In truth, their capture and enslavement was only a pretext for Nashina to "free" them if they promised to aid Khagun Semper track down a group of criminals and brigands, as the quarry are described to the PCs. The PCs are motivated by an easy route to gaining their freedom, an opportunity to bring actual criminals to justice (so they think), and the offer of an additional reward if they succeed (the reward is unspecified, though the intimation is of a pick of ancient machines from Nashina's family vault). Additional motivation comes in the form of special **armbands** they are fitted with. The characters are told that the armbands will kill them if they try to remove them or escape. However, they're also given cyphers from Nashina's vault to help assure that they will succeed and return.

In this situation, the PCs travel with Khagun Semper and his associates for the better part of a week, as Khagun uses the life tracker to move toward Hallux.

Escaped Slaves: The PCs might number among the roughly one hundred slaves who escaped and now live in Hallux, in which case they have a direct connection with each other and the other slaves. They've lived in Hallux for the last six months, helping to get the small community off the ground despite the looming threat of the smoking mountain. With lava flows threatening to destroy both the village and the lake on which they depend for food and water, someone has to step up and figure out what's to be done next. Maybe the PCs will be the ones to do so.

In this case, the PCs know all the named residents of the town and gain an asset to any interaction tasks made to persuade residents to their point of view.

Seeking the Door: One of the PCs received a glimmer from the datasphere describing a ruin supposedly rich in wonder and numenera called the Door Beneath the Ocean. One PC wants to find the location because, according to an old journal they uncovered, their grandmother Coralda found this place of wonder, returned to tell the tale, and then went back to the Door, after which she was never heard from again. So the PCs have been looking for the Door Beneath the Ocean, helping their friend and also hoping to find some interesting numenera devices and salvage of their own.

In this case, the PCs have a crude map from Coralda's journal that leads them to the base of a smoking mountain (and to Hallux, where they discover the plight of the village's citizens). From there, they'll have to talk to locals to figure out where to look next.

KHAGUN SEMPER

Khagun Semper is a large man with an odd blue cast to what little skin he retains—most of his flesh has been replaced with a frame of metal struts, steel cables, and flickering red lights. Khagun is loyal to one person: Nashina Talo. Over the years, he's served as her enforcer, spy, and even lover from time to time. He has little regard for anyone else, though he's a convincing liar when it comes to pretending he cares about others, thereby fooling others into doing as he wishes. His hulking associates, **Mul** and **Tharen**, are slaves Nashina freed several years ago on the condition that they serve Khagun.

Khagun's current mission is to return a group of some hundred slaves who escaped en masse from the Talo noble compound six months ago. Because of several complicating factors, he wasn't able to go after them immediately, and the trail grew cold. But now that he has an artifact called a life tracker, he's hot on the trail of the escapees. If things should ever look bad for Khagun, he tries to use his teleporter (**traveler**) cypher to escape back to Talo where he can regroup and try again later.

Along with his associates **Mul** and **Tharen**, Khagun is accompanied by six **guards** supplied by Nashina (plus the PCs, if their background link to this adventure is that they are slaves promised their freedom if they help Khagun).

Khagun Semper: level 5; health 26; Armor 2; long-range energy blast inflicts 5 points of damage on target from component of mechanical body; carries teleporter (traveler) cypher and life tracker artifact

Slave armband (device): level 4; ownership claim scribed in glowing white script that names the wearer property of the Talo noble family; tasks to remove the armband without a key are hindered; if removal attempt fails, the armband explodes, inflicting 12 points of damage to wearer and, on a failed Might defense roll, severing their arm and causing the victim to descend two steps on the damage track

Mul and Tharen: level 4; health 16; Armor 1



Teleporter (traveler), page 288

Guard: level 2; Armor 1; inflicts 4 points of damage with hand-to-hand and ranged attacks



In the rugged Black Riage mountains, finding a suitable place to found a community is a dangerous undertaking with no guarantee of success.

Read or paraphrase the following if the PCs accompany Khagun Semper on his mission as slaves:

READ ALOUD

You're on the road to bring brigands and criminals to justice. If you succeed, you'll gain your freedom and the removal of the green device around your arm that marks you as property of the noble family of Talo. The gruff man leading your expedition, Khagun Semper, made sure that you were well fed from the aneen-drawn wagon he and his two hulking associates, Mul and Tharen, ride on as you travel deeper into the Black Riage. You and the handful of guards provided by the noble Nashina Talo walk behind, doing nothing unless your help is required to lift the wagon when it becomes stuck on the steep mountain terrain. As the days turn into a week in the field, Khagun Semper grows stingier with food and water. His easy compliments have become threats. Last night, you overheard him and his associates discuss plans for torturing the escapees, keeping for themselves "the soft ones" that Nashina wouldn't miss.

ADVENTURE START AND SYNOPSIS

Choose how you want the PCs to come into the adventure, potentially using one of the hooks presented under Getting the Players Involved or using one of your own. Tell the PCs what their status is, providing any additional incidental information that's relevant to that status, and begin with Act 1: Town in Trouble. The following outline provides an overview and synopsis of the adventure.

Act 1: Town in Trouble. Hallux and its residents are directly imperiled by the most recent lava flow and a swarm of fiery creatures (ember scuttlers) that come out with the lava. Whatever the PCs' earlier conception of the community, it becomes clear that Hallux is made up of families and people just interested in making a life for themselves, not brigands and criminals escaping justice. PCs can personally save many lives if they act quickly and decisively. Regardless of how many people are saved, the settlement's food and water source (a lake) is destroyed.

Act 2: War of Ideas. Khagun Semper makes an offer to the residents of Hallux: return to the service of Nashina Talo, where they'll be fed and cared for, avoiding death from

starvation or lava. The PCs can influence the community's decision. If Khagun and the Returners win, Khagun siphons off about half the citizens into his camp, whereas if the True win, Khagun and his associates are kicked out of the community.

Act 3: Exploring the Door Beneath the Ocean.

The PCs investigate the ruin (a structure surmounted by an "ocean contained in a bubble of glass"), discovering its issues and dangers. Those issues and dangers can be dealt with immediately or later, but the upshot of the characters' investigation suggests that, with some work, a series of chambers set in the base of the ruin could make an ideal core for a community.

Act 4: Establish a New Community. The PCs can deal with any issues and dangers they haven't already handled and help retrofit chambers inside (or build a community just outside) the ruin that contains its own internal ocean. During this period, the game likely enters a period of long-term play. The PCs have the option to name the new community, or they can concede that role to the refugees. (They could also go their own way at this point.)

Unfortunately, part of establishing a community requires that it faces its first test. The slavers return in one final attempt to regain their property or, failing that, doing them as much harm as possible to gain petty revenge. If the PCs successfully block this plot, it proves to everyone—including former slaves with the Returner faction—that the new community is here to stay, and that it can handle any threats that come its way.

LIFE TRACKER (ARTIFACT)

Level: 1d6 + 2

Wearable: Gauntlet with controls and screen

Effect: Wearer can track a target over normal terrain if the artifact is provided with hair, skin, or other body part of the target. Shows direction and general distance, even if the trail is many months cold. The life tracker doesn't point in the direction of where the target is currently located but rather must follow whatever course the target took.

Depletion: 1 in 1d20 (check per week of use)

Long-term play, page 324



Typical NPC villagers:
level 2

Diplomat (Mia),
page 285

Children: level 1,
essentially disabled due
to smoke inhalation

Burning building: level 4

GM intrusion: A
burning timber falls and
strikes a PC, stunning
them so that they
lose their next turn.

Hallux: rank 1

Volcanic eruption:
rank 1 for a period of
1d6 + 1 hours, or less
than an hour if the
malfunctioning seismic
tamer installation
is repaired; future
eruptions are likely
to grow in severity

Ranked disasters,
page 309

ACT 1: TOWN IN TROUBLE

Read or paraphrase the following description of Hallux, regardless of how the PCs reached the community:

READ ALOUD

This morning, the smoking mountain grumbles, thunders, and coughs up burning stone. Dark smoke towers into the sky from the mountaintop. A horrific stink blankets everything, and the ground trembles. People scream and point, horror etching their faces as rivulets of lava pour in glowing rivers from the mountain's side. The lava snakes its way toward the village of roughly a dozen crude communal structures built near a mountain lake. Running ahead of the lava tendrils are small glowing creatures—many-legged things that glow like red embers.

HALLUX FACES MULTIPLE THREATS

Several threats simultaneously face the community. As a rank 1 community, even a rank 1 volcanic eruption is a serious problem—Hallux is too fragile to survive facing a ranked disaster at this time. The PCs can act normally during encounters A, B, C, and D to reduce the impact of the eruption on the settlement (although the volcano is only going to get worse in the future, so these are temporary measures). PCs who choose to help the community might decide to concentrate on just one threat at a time, though doing so probably means other threats are left to develop with only NPCs to try to stem them. PCs could also split their efforts between the threats, coordinating with NPCs to try to face each challenge simultaneously.

Note that if the PCs accompany Khagun Semper, he orders them to save as many people as possible. In this way, he hopes to come across as a sympathetic person who can be trusted, though in truth, the more healthy slaves he brings back, the larger his reward from Nashina.

The threats PCs can choose to ameliorate are as follows:

- A. Family Trapped in Burning Home
- B. Ember Scuttlers
- C. Malfunctioning Installation
- D. Shrinking Island Surrounded by Magma

A. FAMILY TRAPPED IN BURNING HOME

A tendril of magma has grazed one of about a dozen crudely constructed communal structures making up the community. A blaze now engulfs half the house. Adults and children can be heard screaming inside. If something isn't done, the house is likely to burn with some

number of victims trapped inside. Several NPC villagers mill about outside, apparently having attempted a bucket brigade from the lake's edge that failed when several tendrils of magma intervened in the route.

There are four family members: an adult caregiver and three preadolescent children. The caregiver is Mia Xan, a diplomat. Mia's left eye has been replaced with a numenera device that clicks and whirrs.

To successfully save some or all of the family trapped inside, the PCs must succeed on a series of tasks against the challenge offered by the burning building. What they do specifically is up to the PCs, though possibilities include those described here. Of course, PCs are likely to be creative and come up with some other way to provide aid.

The PCs have about two minutes (twenty rounds) to save as many family members as possible. For some tasks, they can get help from the other NPC villagers to ease those rolls. If no PC helps out in this situation, the NPCs manage to save only one child from the blaze before the house collapses entirely.

Break Down a Wall. The structures are crude but built with heavy timber. Breaking down a wall requires axes (or the equivalent) and about five rounds of effort. Once a cavity is opened, survivors inside can be ushered to safety with a final Speed task to avoid taking damage from the fire and smoke.

Put Out the Fire. Though the PCs may be able to put out the blaze by transferring water from the lake (which is a long distance away), the rivulet of lava that caused the fire continues to trickle downslope, which means that the fire is likely to leap back to full ferocity on the following round. Diverting the magma rivulet requires a few rounds to accomplish, and the PCs need to get their hands on tools like shovels and hoes. Each round PCs spend next to a magma rivulet inflicts 1 point of damage from radiated heat and smoke (ignores Armor), and the possibility of more damage from splatters.

Brave the Blaze. PCs might decide to duck into the burning house and carry/drag out the survivors one by one. Each trip into and out of the house to return with a victim requires three rounds and three tasks: a Speed task to get inside without taking damage (they still get inside if they take damage), an Intellect task to navigate the smoke-filled area to find a victim in need of aid (this task can be retried as many times as desired), and one more Speed task to get out of the house without taking damage. The last Speed task is hindered on account of having to carry or drag out a confused victim.



B. EMBER SCUTTLERS

Born of lava, 3-foot (1 m) diameter ember scuttlers are rarely seen because they reside in volcano hearts or steam vents. However, with volcanic activity, they run free on a dozen legs that glow like red coals in a bonfire, spreading fires and wreaking terror beyond the lava itself.

In this case, a swarm of about twelve scuttlers has surrounded an equal number of NPC villagers who are being herded into an ever-smaller circle. Some of the villagers have tools like shovels and hatchets, but things don't look good for them. Among the villagers being menaced by the fire spiders is Tayle, a slender man and an accomplished chiurgeon with strange tattoos covering his body.

If no PC helps out the villagers, only about four survive, and Tayle is not among the survivors.

PCs can salvage a group of four defeated ember scuttlers for one cypher of up to level 4, or if the PCs are just looking for whatever they can find, they can get a random salvage result of up to level 4.

C. MALFUNCTIONING INSTALLATION

A large installation of metal, synth, and crystal is sited at the western side of the small village, somewhat out of place amongst the otherwise crude structures. A woman named Coth (an NPC wright), wearing a cape of flexible golden metal, is frantically attempting to fix the device. Her efforts are currently being stymied by a swarm of four ember scuttlers.

The installation is a level 5 device that Coth calls a "seismic tamer." It's something that she's been tinkering with since the community was founded, and it's designed to calm the volcanic activity in the nearby mountain. Unfortunately, it's not nearly powerful enough to stem the volcano's eruption and is prone to breaking and having to be rebuilt from the ground up. Up until recently, though, it had a moderating effect on the volcano. Unfortunately, the installation recently broke down, and the sudden removal of the installation's influence instigated the current eruption.

If no PC helps Coth, the ember scuttlers overwhelm her, and the magma continues to flow unchecked for another hour, eventually killing at least half of the refugees that might otherwise survive.

Ember scuttler: level 2; attacks inflict 3 points of damage from burning; when four attack as a single creature, the attack is level 4, inflicting 5 points of damage; regains 1 health per round when standing in fire or lava

Typical NPC villagers: level 2

Chiurgeon (Tayle), page 284

GM intrusion: An ember scuttler flicks a gobbet of ash into the character's eyes, blinding them until they use an action washing their eyes.

Wright (Coth), page 286

Ember scuttler: level 2; attacks inflict 3 points of damage from burning; when four attack as a single creature, the attack is level 4, inflicting 5 points of damage; regains 1 health per round when standing in fire or lava

GM intrusion: A PC attempting to repair the installation receives a nasty electrical shock that inflicts 5 points of damage and throws them back an immediate distance.

Repairing damaged objects and structures, page 122



Aneen, page 225

Typical NPC villagers:
level 2

Aram: level 3; tasks related to keeping animals calm and obeying simple commands as level 4

Encircling magma: level 4; the rivulets are about 10 feet (3 m) wide at their narrowest

Makeshift wood span: level 1

Crafting commonplace objects, page 120

SEISMIC TAMER

Level: 4

Installation: 30-foot (9 m) square machine of metal, synth, and crystal

Effect: Disabled until repaired (requiring three successful crafting numenera tasks). When it functions, it moderates the seismic activity by sending shaped acoustic waves into the ground, reducing the severity of earthquakes and volcanic threats within a very long range. If used against a ranked earthquake or volcano threat, the threat's rank is reduced by 1.

Depletion: 1 in 1d20 (check per day of use)

If the PCs aid Coth by driving back or destroying the ember scuttlers, they can also help her repair the installation—or attempt to repair it themselves—by succeeding on three crafting numenera tasks to repair the device. Once the device is repaired, the threats facing Hallux from the volcanic eruption are all reduced by one step, so PCs dealing with other threats across the village will find them easier to overcome.

D. SHRINKING ISLAND SURROUNDED BY MAGMA

The advancing rivulets of magma have surrounded and cut off a chunk of land containing a couple of crude structures, one of which looks to be a stable for aneen and several wagons. A half dozen villagers are also cut off on the slowly shrinking island. They're running about, attempting to put out fires and calm the aneen, but their prospects seem dire.

Among the six people trapped on the island is Aram, a tall, spindly man with no hair who is followed everywhere by a miniature aneen named Whitesides. Aram is responsible for all of the aneen, and they respond best to his commands and presence.

To save those trapped on the shrinking island, the PCs will have to succeed on a series of tasks against the challenge offered by the encircling magma. What they do specifically is up to the

PCs, though possibilities include those described here. Of course, PCs are likely to be creative and come up with some other way to provide aid.

The PCs have about ten minutes to save the villagers, the aneen, and possibly even the carts. For some tasks, they can get help from the NPC villagers (both those trapped on the island as well as others milling around), which can ease those rolls. If no PC helps out here, only a couple of NPCs, two aneen, and one cart escape. Aram dies trying to calm the other aneen. Whitesides, the miniature aneen, makes it out, but the creature is never quite the same.

Jump the Rivulets. PCs might decide to jump the rivulets and offer direct aid. A standing jump across a 10-foot (3 m) distance is a difficulty 6 Might task, though a running start eases the difficulty. However, in this case, because of the heat, the distorted vision that the hot air produces, and the variable nature of the flowing magma, the difficulty for a jump can be reduced only to a minimum difficulty of 1 no matter how many assets or levels of Effort are used. PCs might be able to help one NPC per round jump back across the rivulet. However, getting a panicked aneen to do so is a difficulty 4 Intellect task. Aram's aid eases such tasks.

Span the Rivulets. The PCs might have numenera that can create shapes or other cyphers or special abilities that allow them to quickly cross back and forth, making this challenge less taxing. Lacking such benefits, PCs could scavenge timbers from nearby communal structures (requiring a couple of minutes) and use those timbers to form a makeshift wood span. Just dropping timbers across the span without creating some foundation at either end to lift it above the lava results in the timber burning up and becoming unusable after one round, but creating a makeshift wood span (a commonplace object) requires only about five minutes to assemble, assuming at least one helper on the other side of the lava can help. With several people helping, the time to build could be reduced to just one minute. With a span in place, getting all the trapped people and aneen across is easy. Getting the wagons across would require two spans spaced to accommodate the width between the wagons' wheels.



Failures associated with crossing rivulets of lava usually mean the target is only partially exposed or splattered, taking a number of points of damage equal to the difficulty of the failed task. But a catastrophic failure could mean falling bodily into the lava, which inflicts 4 points of ambient damage every round.

ERUPTION AFTERMATH

With the aid of the PCs (and probably Khagun Semper), Hallux isn't utterly destroyed by the lava. The eruption event comes to an end, the mountain stops rumbling, and the PCs can take stock of the situation.

The PCs Make a Name. If the PCs provided aid during the disaster, only three of the hundred original escapees died, plus any who were specifically lost during the course of the encounter (though several dozen more were burned and need some care). If the PCs hadn't been around, the eruption event would have burned all the infrastructure and killed more than half of the NPCs, driving the rest into the wilderness where they would be rounded up by Khagun Semper and returned to Talo.

The PCs Make Useful Friends. The named NPCs whom the characters save each make a point of approaching the PCs, introducing themselves, and offering thanks. (Later, those same NPCs could be helpful when the PCs need help in turn. For instance, if Tayle the chiurgeon survives, he can heal each of the PCs, providing 4 points to whichever Pool they choose.) If PCs came into this adventure as freed slaves accompanying Khagun and if Coth the wright survives, she offers to help the PCs remove the slave bands that they wear.

Hallux Is Still Doomed. Even with the PCs' aid, some things couldn't be saved. The lake, for instance, received a huge influx of lava. Before the eruption ceased and the lava stopped flowing, the lake was boiling. The aquatic life that the town depends upon for food is wiped out. Worse, the minerals and chemicals from the lava seem to have poisoned the water. Food and water stores will only last the refugees a few weeks at most with rationing. Unless something drastic happens, thirst and starvation will kill the remaining survivors soon enough.

PCs Asked for More Help. Estapha, a grey-haired woman with many scars across her face and forearms, approaches the PCs. She asks them to consider helping the refugees found a new community somewhere else. She says that's probably the only way the refugees can stay free.

Khagun Semper Makes a Name. Khagun passes out blankets and food. People have begun to whisper that they recognize him, but most are in too much shock to worry. Besides, the man and his minions were seen helping people during the eruption. In any event, Khagun calls for a community-wide meeting in four hours, giving people a little time to rest. Most people show up, as presented under Act 2: War of Ideas.

XP Award: The PCs each earn 2 XP if they tried to help Hallux survive during the eruption. In addition, they earn 1 XP for each named NPC that they saved.

ACT 2: WAR OF IDEAS

The time has come to decide the fate of Hallux's survivors. The different groups described below each want their say. PCs that were active in saving people during the eruption have also earned enough respect to speak and be heard. Even so, if they want to steer the survivors in a direction that leads anywhere other than returning to Talo, they'll have to be persuasive, because Returner sentiment is strong in the disaster's wake.

The following points bear on the overall challenge.

Everyone Gets a Say. The PCs can attempt to speak up at any time, but the main NPC speakers described in this challenge also get their say.

Mia Xian Helps the PCs. If the PCs saved the diplomat Mia Xian from the burning building, she helps them by taking their side, easing each interaction task that they attempt to convince the refugees to stay free.

Convincing refugees to stay free: level 4; PCs must succeed on four difficulty 4 interaction tasks to turn sentiment fully around in Hallux; if PCs fail four before they succeed on four, they lose the argument

GM intrusion: The character says something and it is misinterpreted or perceived as an argument for the Returners.



Estapha: level 3, persuasion tasks as level 5

Mul and Tharen: level 4; health 16; Armor 1

Guard: level 2; Armor 1; inflicts 4 points of damage with hand-to-hand and ranged attacks

Khagun Semper: level 5; health 26; Armor 2; long-range energy blast inflicts 5 points of damage on target from component of mechanical body; carries teleporter (traveler) cypher and life tracker artifact



Teleporter (traveler), page 288

Though the PCs may not have any way to prove it, Khagun is lying when he says freed slaves will not be punished.

Estapha: level 3, persuasion tasks as level 5

Harlond Darsel: level 3, persuasion tasks among the refugees as level 6

If Coth perished in the eruption, a young woman named Agana, who was Coth's apprentice, steps up and gives essentially the same speech as Coth, serving her role through the rest of the adventure.

Agana: level 2, tasks related to crafting and salvaging numenera as level 3

Specific Points Aid in Arguments. Each time the PCs make an interaction roll, it is useful if they have a specific convincing point to make, in addition to countering the arguments made by Khagun and Harlond Darsel. Possible points include that Khagun Semper isn't really a good person, that Khagun Semper lies, that alternatives exist, that the PCs will help with whatever comes next, that just because something is easy doesn't make it right, and of course, the idea that a nearby ruin called the Door Beneath the Ocean is rich in resources (a point that an NPC makes if the PCs don't, as described in Opposition's Proposal: Found a New Community).

KHAGUN SEMPER'S PROPOSAL: RETURN TO SERVICE

Flanked by Mul, Tharen, and the other guards Nashina sent with him, Khagun makes his case. Read or paraphrase the following.

READ ALOUD

I am so, so gratified that I showed up in time to help save you from this awful disaster. What a terrible mess. I'm truly sorry your experiment has come to this. You came here with hope, but hope can't feed you or your children. Wishing won't cleanse the poisoned water or keep the mountain from exploding again, which is why I'm pleased that I can offer you an alternative. I promise you, on my honor, that a feast of wine and braised meat waits for you, as well as healing care and, of course, a place to stay that is dry, warm, and free of molten rock. Yes, I know it may pain some of you to imagine it, but if you return to the service of Talo with me now, you will be welcomed back without punishment for having fled. On all these counts, I have Nashina Talo's personal assurance.

Khagun's proposal is met with silence for a beat followed by a babble of voices. If they are not convinced otherwise, Hallux's survivors are likely to choose this option.

The chief Returner advocate, Harlond Darsel, takes this opportunity to speak up. An older man missing an arm, he suggests that he, for one, believes Khagun. Besides, what other choice do the refugees have? Khagun allows Harlond to become his advocate on the topic of returning, since Harlond has ties to the community. If PCs argue, it will be mostly with Harlond.

Harlond makes many points, including the following:

- **We Will Fail Again.** We tried to found one community and failed. People are dead. If we try again, even more people will die.
- **It's Too Hard.** The hardship is going to be more than a lot of people can bear.
- **Punishment Is Waived.** If we return, we won't be punished. Instead, we'll be fed, healed, and given a safe place to stay.
- **The Unknown Is Dangerous.** All we know for sure is that the ruins of the prior worlds kill humans. You all know the stories. At least back in Talo, we know the threats. We lived them. We can survive them again.

OPPOSITION'S PROPOSAL: FOUND A NEW COMMUNITY

Standing up to Khagun and Harlond is the True, a loose-knit group that believes freedom is better than servitude no matter the cost. The True's spokesperson is Estapha, a grey-haired woman with many scars across her face and forearms. When she speaks in opposition to Khagun and Harlond, read or paraphrase the following. If the PCs have already made this argument, she speaks in support of their proposal.

READ ALOUD

A tempting offer is before us, handed down by the woman who kept us enslaved—some of us for all our lives. Remember well what it was to cross Nashina. My scars speak to that, as do the scars that most of you bear. The promising words of Nashina's lackey are sweet, but then they would be, wouldn't they? They're trying to convince us of something we know to be otherwise. We have firsthand experience what "service" is like in Talo. I suspect Nashina is more interested in saving face than saving us. The Returners and Khagun present us with what seems like a choice between an easy life and a hard death, but what they're really offering you is a chance to exchange your freedom and hope for a future of slavery. Stay, and we'll figure out a way to move forward, to build a new community. Return, and all hope of achieving this much again will be lost.

The proposal is moving, and it obviously hits home. But it's not enough to convince the community to stay—not yet.

Founding a New Community: If an option hasn't already been offered, the Returners demand to know what alternative the True have to the safety offered by Talo. Where, exactly, would this new community be built?

If Coth the wright survived the eruption, this could be her cue to step forward. Everyone in the community respects her. She reminds them

JOURNEY TO AND FROM THE DOOR

If the decision is to found a new community next to or inside the Door Beneath the Ocean, Coth and others advise sending a small group first to scout out the ruin and make sure it's safe or, at the least, determine what dangers must be dealt with. Estapha and others would rather that everyone evacuate Hallux immediately, travel to the Door, and deal with the dangers found there. Essentially, it's up to the PCs to choose which option to pursue or to make some compromise.

Traveling to the Door Alone. No path or trail leads to the Door, but the mountainous terrain is passable. If the PCs go alone or in a small group, they notice but avoid threats of falling from the path on one cliff in particular, of a swarm of poisonous insects, and of three large flying creatures in the distance (*tetrahydras*) that ignore the small group.

Evacuating Hallux. When the time comes to bring the entire community to the Door, dangers on the way are less easily avoided because of the number of people involved, not to mention the nervous aneen pulling one or more wagons filled with supplies and meager belongings. At least some of the refugees fall victim to these dangers and will require the PCs' aid to extricate themselves. These events could be presented as group GM intrusions.

If *Aram* (and his miniature aneen, *Whitesides*) survived the eruption, his presence eases all tasks related to extricating the refugees from dangers encountered because of his way of calming aneen and people.

that her installation is what kept everyone alive even this long. She tells them of the ruin, a "door beneath an ocean," that she found not more than a couple of days' travel away through the Black Riage mountains, where she salvaged the iotum she needed to build the seismic tamer. She describes it as "an ocean rich in food and resources, preserved and protected by a complex where all of us could live and prosper."

If pressed for more details, she explains that, yes, like any ruin, dangers exist there. But with all of them working together, they could clear out the dangers and use the resources to create a settlement far more secure than Hallux ever was in the volcano's shadow.

PCs who started this adventure searching for the Door Beneath the Ocean may have just learned that Coth can take them to it. Coth is happy to do so, but only if the PCs help her convince everyone else that it's a reasonable thing to try. PCs in this situation can use Coth's description to bolster their own argument and thus gain an asset to one of the four successes they need to sway the refugees.

AFTERMATH OF THE WAR OF IDEAS

Events play out differently depending on how well or poorly the PCs argued the case for founding a new community.

- **Community Divided.** If the PCs lose the challenge, about half the residents join Khagun and Harlund's side. In this case, Khagun feels emboldened enough to fight the PCs if they insist upon leading the other half (the True) to the Door Beneath the Ocean. The residents, even those divided, stand back and let the PCs and Khagun and his associates serve as their proxies, if it comes to that. They won't fight each other.

- **Community Unified.** If the PCs win the challenge, Khagun and his associates are kicked out of the community. There are too many for Khagun to fight, so he submits, stifling his anger and saying that the offer remains open should the refugees change their mind. He leaves, but he doesn't return to Talo. Instead, he hides and could potentially pose a problem later.

XP Awards: The PCs each earn 2 XP if their arguments helped Hallux to choose something other than returning to slavery.

ACT 3: EXPLORING THE DOOR BENEATH THE OCEAN

After about two days of travel farther into the Black Riage mountains, following directions provided by Coth, the PCs find the ruin they're seeking. It's immense, but given its height on the mountainside, clouds usually hide it. Read or paraphrase the following.

READ ALOUD

The clouds thin, revealing a massive, sprawling structure emerging from the mountain's side. The ruin is constructed of a material as dark as the surrounding stone but whorled as if by an artisan's hand. Debris, rusted machines, and scrap lie scattered on the mountain slope that falls away from the base of the complex. Surmounting and overshadowing the complex, still partly swaddled in clouds, is a gargantuan crystal sphere. The sunlight flashes through its partially translucent sides, revealing that it's filled with liquid and thick with marine plants and aquatic life.

Precipitous path across 300-foot (90 m) high cliff:
level 3

Swarm of red poisonous insects:
level 4; poison causes victim's eyes to glow so brightly they go blind

Aram, page 360



Tetrahydra, page 256

Group intrusion,
page 318

Crystal sphere ("Eye of the Sea"):
level 8 (for purposes of penetrating the sphere from the exterior)



Scrap and debris: *level 3*

Cyphers, page 180

Random salvage result, page 109

Artifacts, page 186

Ruin interior: *level 5*

CONDITIONS IN THE RUIN

Besides the various dangers and weird situations described in the keyed entries, a couple of situations are generally relevant to the PCs' exploration of the Door Beneath the Ocean: a fossick colony and a shinspinner infestation. These become apparent as the characters scout the areas presented here.

RUIN INTERIOR

The passages and chambers in the ruin beneath the sphere are composed of a dark metallic substance with a whorled texture. Main passage widths and heights are generally about 15 feet (5 m) wide and high. Chamber dimensions vary widely, including heights that can reach as high as about 30 feet (9 m). When creatures as large as humans or larger move within the ruin, illumination wakes in the walls and ceiling, providing dim light in the area until about ten minutes after the movement ceases. Closer examination of the walls and ceiling reveal that the metal is suffused with tiny white threads, which might be some grade of synth not previously catalogued. The light comes from these threads. If salvaged from the wall, the threads will usually burn away as a result of exposure to direct air.

UNKEYED AREAS

Most of the corridors and chambers shown on the map are not keyed. Generally speaking, these chambers either are empty or contain bits of *scrap and debris* similar to what can be found on the slope outside the ruin. Salvage opportunities in such locations are possible but limited. Attempts are hindered by three steps. If successful, a *cypher* can be salvaged from each chamber, or if PCs are just looking for whatever they can find, they can get a *random salvage result*. However, selected chambers may contain better salvage possibilities at the GM's discretion. (Remember that salvage includes the possibility of finding not only *iotum* but also *shins*, *cyphers*, and maybe *artifacts*.)

In addition to the main passages and the largest chambers shown on the keyed map, hundreds of smaller passages and chambers can be explored, including several lower levels not shown on the map or keyed here. If you later decide to turn this adventure into a larger campaign, one that includes a growing community, you can fill these unmapped and unkeyed areas with a variety of interesting challenges and opportunities of your own creation or generated by a random encounter or ruin-mapping system of your choice.

If the PCs came into this adventure using Coralda's journal, it's likely they will find evidence of her explorations in the lower levels. But what's become of her is up to you to decide. One possibility is that she came, explored, found evidence of even more intriguing prior-world ruins someplace else, and then left the area for good.

FOSSICK COLONY

A colony of about thirty *fossicks* live in and around area E. They are not excited about a human community adjacent to or inside the ruin. On the other hand, they're always willing to negotiate for advantage. Their biggest issue currently is dealing with a *shinspinner* infestation that is threatening their access to the bonanza of fresh water, food, and other resources contained in what they call the Eye of the Sea.

SHINSPINNER INFESTATION

*Shinspinner*s are almost always a nuisance, and their presence in the ruin, centered around area G, is beginning to have cascading effects, not only cutting off access to the Eye of the Sea but also triggering other harmful or destructive events that could further degrade the ruin's ability to be a resource for a newly founded community.

KEYED AREAS OF THE RUIN

A. RUIN EXTERIOR

The mountain slope that falls away from the exposed based of the ruin is navigable, but it's steep enough in places that any actions that include moving and doing something else (like fighting) or simply moving at full speed are hindered for two-legged creatures like humans.

The machine and scrap debris offer potential salvage, though most of it has already been salvaged at least a few times before, hindering salvage tasks by four steps. Otherwise, treat these as the same kind of debris and scrap found in unkeyed areas.

Sibex are six-legged, hooved, black-furred herbivores. They're frequently seen along the slope, on the ruin beneath the great sphere, and higher on the mountain. They scamper across the mountain slopes and cliff faces like children playing games on a flat plain. They might make good game, though they fight if cornered.

B. CONNECTED CHAMBERS

Sited near the exterior of the ruin overlooking the slope down the mountainside is a cluster of large chambers almost entirely empty except for scrap. The outermost chambers even have window-like transparencies that provide a view to the

outside. If *Coth* or *Estapha* sees these massive, interconnected chambers, they indicate they might make the perfect nexus for starting a new community, assuming an easy route to the water above can be found and maintained.

These chambers contain a few dangerous growths that have to be cleared out. These growths take the form of occasional stalactite-shaped clusters hanging from the ceiling, glowing with a dull, brown-orange light. The *fossicks* call them *vapor feeders*. A mound of what looks like soil lies on the floor beneath each cluster. It's entirely possible to move through the chamber without getting too close to any cluster. Those who investigate the mounds closely or pass beneath a cluster become targets of a stream of glowing, brown-orange, paralyzing acid expelled from the cluster's bottom. Flesh and other non-metallic substances touched by the liquid are changed from a solid to a gas that rises to feed the encrustation.

The mounds beneath each cluster are all that remain of previous victims. A couple of mounds in the chamber are bigger than the others and contain bone fragments, metallic bits of equipment, 2d20 shins, and one or two cyphers, but digging through them exposes searchers to the acidic cluster hanging overhead.

C. GLOWING ENCRUSTATION HIVE

This massive chamber contains a far higher concentration of *vapor feeders* than area B. They're so thick that it's essentially impossible to move through the chamber without walking beneath one every 20 feet (6 m) or so.

D. INTERFACE MACHINE

Four *fossicks* can usually be found in this chamber experimenting with a still-functioning *interface machine* amid many dead devices. These *fossicks* do not speak the Truth, only their own language. They are not immediately violent, but they are wary and attack the PCs if the characters seem in any way threatening. The *fossicks* are unwilling to let the PCs investigate the interface machine, at least until the PCs have come to terms with their leaders. If the PCs persist toward the machine, the *fossicks* attack.

If the PCs seem willing to compromise and negotiate and have not already interacted with the *fossicks* in area E, these *fossicks* might be willing to lead the characters there to one called *Lectern*, who can speak the Truth.

Several devices are fixed to the floor and walls in this chamber, but they are damaged and dead. A couple of cyphers and an artifact can be salvaged from the devices, or if PCs are just looking for whatever they can find,

Fossick, page 263

Vapor feeders: level 4; Armor 3; Speed defense negligible due to being immobile; acidic stream attack inflicts 3 points of Speed damage (ignores Armor) each round and paralyzes victim for one round on a failed Might defense roll

GM intrusion: The character doesn't see a small cluster hidden in the shadows overhead, and they walk under it.

Shinspinner, page 276

Interface machine: level 6

Sibex: level 2, movement and climbing tasks as level 6

GM intrusion: The character operating the interface machine accidentally triggers the deployment of a level 5 energy turret from the ceiling.

Defensive energy turret: level 5; Speed defense as level 3 due to relatively fixed nature; long-range energy attack inflicts 6 points of damage



Fossicks are oddly jointed, emaciated abhumans who hide their chronically flaking skin under wrappings and cloaks. Their eyes, sensitive to light, are often concealed behind sheer fabric or lenses if they can find such protection. Their speech is a trilling series of clicks and snaps.

*Random salvage result,
page 109*

Fossick, page 263

Fossick colony: rank 1,
infrastructure 5

**Lectern
(fossick translator):**
level 4

If asked about Coralda, the fossicks say that a handful of explorers have found their way to the ruin over the decades. Some went up into the Eye of the Sea, and others descended to explore the lower levels. What happened to them, the fossicks never tracked.

they can get a random salvage result. One integrated machine along the eastern wall glimmers with dancing lights and patterns. A control surface is set in the machine's face.

Someone who successfully studies the machine believes that, with lots of practice and experimentation over the course of a few months, the machine could be used to change lighting in various parts of the complex, open and close chambers and corridors, access degraded defense functions, and even open access locks into the sea sphere. However, in the short term, all that someone can do is change the light level in this chamber, as well as open and close panels that can block or allow access to this chamber from external corridors.



E. COLONY OF FOSSICKS

This chamber is crowded with structures composed of scrap synth and metal covering the floor, the walls, and even suspended from the ceiling. Catwalks wind among them, and narrow paths lead between the structures on the floor. The air is hazy with the smell of cook fires, and many fires are visible, grilling or smoking some manner of fishlike creature. A central basin contains clear water, though it seems quite low.

About sixty fossicks reside here. Unless the PCs successfully attempt to be stealthy as they approach, the fossicks are aware of their arrival and waiting, not necessarily to attack but with extreme wariness, weapons at the ready.

Only a couple of fossicks can speak the Truth, including an elderly one called Lectern (at least, that's the name he's taken in the Truth). Lectern is presented as the translator, but he's also the group's leader. He is brought forth if the PCs would rather negotiate than fight or run. Lectern knows humans—knows they can often be exploited in the short term and potentially even the long term.

Negotiating With the Fossicks. Lectern begins any conversation wanting to know why the PCs are present, though he assumes they are here just to salvage. He suggests that the fossicks are willing to allow the PCs to salvage on the opposite side of the ruin away from the colony if they help the fossicks deal with an infestation of vermin (the shinspinners). The vermin are disrupting the colony's access to food and water. Lectern motions another fossick forward who displays a shinspinner corpse completely sealed in a sleeve of transparent responsive synth.

As it turns out, fossicks have a physical reaction to the vermin that makes them jerk and sneeze uncontrollably if they spend too much time near shinspinners, which is making it difficult for the fossicks to deal with the little things. If the PCs agree, Lectern has a young fossick show them the way toward area G.

Longer-Term Negotiations. If it becomes clear that the PCs want to establish a community of humans next to or inside the ruin and share its resources, Lectern is



The fossicks believe that an intelligent fishlike creature swims within the Eye of the Sea that is at least as old as the ruin. However, it prefers not to speak with creatures whose lives are measured in just decades or even centuries, and so it remains hidden.

initially taken aback and reluctant to agree to it. However, PCs who make points about the benefits of cooperation, working together, and so on can potentially convince him with two successful interaction tasks. If the PCs fail, it leads to conflict. However, given the fossicks' nature and deep-seated (though rarely spoken) hatred of humans, conflict with any nearby human habitation might be inevitable even if Lectern initially accedes.

F. UNDERFLOOR STORAGE

A circular greenish pattern on the floor about 60 feet (18 m) across is visible in this chamber from the edges. The pattern is actually of a different material than the surroundings; it is a permeable membrane. If a creature stands next to or on the pattern, a gravitation beam sucks them down and through the surface and into a vat of preservative fluid.

G. INFESTATION OF SHINSPINNERS

This area is a warren of half-salvaged, collected scrap; weird, spindly constructions; and blinking machines that look half built or else built by someone with no sense of when the project might end but who instead just keeps elaborating and adding on. Scurrying back and

forth across and within these machines are furry shinspinners. A 20-foot (6 m) diameter crystal pipe beaded with condensation descends from the ceiling into the heart of the morass.

Literal Door Beneath the Ocean, Blocked:

Despite their animal intelligence, the shinspinners are clever with devices, and their elaborate constructions have blocked the single access point to the great water-filled crystal globe surmounting the ruin. If the characters disrupt the infestation (and deal with the various traps that involves), they can dismantle or destroy the mechanisms.

Once access to the crystal pipe's bottom is restored and the mechanism at the base of the transport tube is repaired (the shinspinners partly dismantled it), explorers can use it to ascend to a waterlock that grants direct access to the Eye of the Sea.

Disrupting the Infestation: A total of about twenty shinspinners must be eradicated in this area to dissolve the infestation. Doing so requires that would-be exterminators chase them down through the warren of scrap and blinking devices the shinspinners have created. Shinspinners like to retreat until a predator becomes caught in one of their hard-to-recognize traps and then swarm the victim

EYE OF THE SEA

A spherical chamber about 50 feet (15 m) across lies at the top of the transport tube. It is the waterlock between open air and the freshwater ocean filling the massive globe. The waterlock mechanism is a transparent, permeable membrane that creatures can use to pass in either direction if they spend a couple of rounds doing nothing but pushing through.

The fossicks have fashioned an installation consisting of a circular dial and a few pipes that extend through the membrane from the floor. When the dial is turned, water flows through the pipes into the chamber without disrupting the membrane. The fossicks also keep a large chest here filled with all manner of spears, poles, fishing line, lures, and other related tools.

Beyond the membrane is an ocean bursting with green plants dense as a jungle. Schools of brilliant red creatures with wide fins dart among a group of pulsing, billowing creatures. Other shapes are visible in the distance, swimming, darting, and swaying in the currents that stir the waters.

The freshwater sphere offers an amazing bounty of resources that could support a community far, far larger than Hallux ever was. It may also contain predators and other threats, but if so, the fossicks have yet to disturb the sphere enough to find or rouse them. Further exploration of the sphere's interior would require devices or abilities that allow one to breathe water.

Shinspinner, page 276

More than thirty shinspinners reside in the infestation, but if twenty are killed or incapacitated, the rest disperse like vermin leaving a sinking watercraft.

GM intrusion: *The character accidentally triggers a hidden trap (a grabbing trap, sleep poison trap, missile trap, or something the GM decides).*

Grabbing trap: *level 3; holds target, inflicting 3 points of electrical damage per round until target escapes*

Sleep poison trap: *level 4; single blast of soporific poison puts target to sleep for ten hours or until target is roused*

Missile trap: *level 5; single attack inflicts 8 points of damage in an area an immediate distance in diameter*

Transport tube mechanism: *level 3; lifts or lowers creatures or objects from one end of the tube to the other*

Preservative vat: *level 4; Speed defense task to resist being pulled through membrane; Might task (hindered) to pull oneself back out through membrane; inflicts 4 points of Speed damage (ignores Armor) each round target is caught in fluid*





in groups of four at a time. Whether a trap has been set off or not, a couple of cyphers can be salvaged from each, or if PCs are just looking for whatever they can find, they can get a random salvage result.

H. LANGUAGE ARCH

A golden arch stands 9 feet (3 m) high and wide at the center of this chamber, audibly humming and buzzing with vibration. Touching it inflicts 6 points of damage. Passing through it inflicts 6 points of Intellect damage (ignores Armor) and puts the target to sleep for about a minute, during which

time they can't be roused, though they thrash and moan. When they wake, their eyes are the color of molten silver, and they can speak in a language not currently spoken in the Ninth World. If others go through the arch, they also gain the ability to speak in the same language, and they can make themselves understood to each other. Alternatively, the arch can be salvaged for two or three cyphers, or if PCs are just looking for whatever they can find, they can get a random salvage result.

AFTERMATH OF DOOR EXPLORATION

The situation at the Door Beneath the Ocean depends on what the characters accomplished.

- **Shinspinner Status.** If the infestation is taken care of, the refugees potentially gain access to the resources of the Eye of the Sea, assuming that an accord can be reached with the fossicks. However, the shinspinners remain a future threat to efforts to build a community in the vicinity, at least until such time as a concentrated effort to deal with them is planned and executed.
- **Fossick Alliance.** If the PCs made common cause with the fossicks, they can conduct a bit of trade and gain some help and cooperation—but never for free. The

Language arch: level 6





Shinspinners are only 2 feet (60 cm) tall. They have four tiny, humanlike hands and dozens of eyes, and they are covered in short fur in various shades of brown, white, black, and orange.

fossicks always want payment for any aid they provide. Plus, some people can't help but think that, no matter how helpful the fossicks seem, an underlying enmity remains.

- **Breaking Ground.** If the PCs want to stick around, they can help the refugees found a new settlement in the area as described under Act 4: Establish a New Community. If they decide to move on, the refugees remain grateful for their aid.

XP Awards: The PCs each earn 2 XP if they cleared access to the resources in the Eye of the Sea. They also gain 2 XP each if they help reach a longer-term agreement with the fossicks that allow the refugees to begin building a settlement in the area.

ACT 4: ESTABLISH A NEW COMMUNITY

When the refugees arrive at the Door Beneath the Ocean, they begin to build almost immediately, assuming the PCs have dealt with the issues presented in Act 3. Unless convinced otherwise, the refugees decide to use the massive chambers just inside the western entrance to the ruin (area B) as the nexus of the community, deciding that having ready-made defenses in the form of the ruin's exterior walls is better than having to create palisade walls of mountain stone and scrap, at least to begin with.

Harlond Darsel makes a special request of the characters, asking that they stay, at least for a while, and help the community get on its feet. He argues that it was because of their efforts that the refugees decided to relocate instead of returning to Talo, so the PCs have assumed some responsibility for their ultimate fate. PCs can decide how much they wish to believe that. Regardless of Harlond's beliefs, if the PCs elect to stick around and help the refugees establish a community, everyone gratefully receives their help.

TIMELINE TO NEW COMMUNITY

If the refugees do make the first couple of chambers within the ruin the nexus of their community, it takes only about two months of

effort building additional basic infrastructure for the collection of people to become a rank 1 community.

This assumes that the refugees get to work on devising spaces to sleep, spaces to prepare food, systems for gathering food and water, a system to dispose of waste, a workshop, and so on. This is the perfect time to enter long-term play if the PCs decide to help.

LONG-TERM PLAY OPTIONS

Tell the PCs that about three months pass and ask what they'd like to do during that period. Ask them to choose tasks from among all the options provided in the section on long-term play.

Building. Some PCs may decide they want to craft installations or other structures to give the community a boost. These sorts of additions to the community could affect its stats so that, when the community becomes ranked, its health, infrastructure, or other stats might be higher than normal.

In addition, have the PCs decide where they are staying. Their options include one of the smaller connected chambers that the refugees are using as mass barracks in the short term or a private structure built within one of the larger chambers that the refugees have set aside for that. In this case, PCs will have to build a structure for themselves (commonplace or otherwise).

Mapping. If a PC is interested in laying out the community in more detail, the refugees are happy to let someone take on the job of planning what goes where. But it's not required.

Exploit the Eye of the Sea. PCs might decide to figure out the best system for extracting food and water from the Eye of the Sea. If they do, use the *Build Up Food or Water Stores* long-term task, though you can modify it to let the PC explain exactly how they wish to proceed.

Explore. There is a lot to explore in the ruin, though if PCs pursue this option, they're not really helping the community directly. On the other hand, you could use the *Discover New Area of Interest* long-term task to generate

Long-term play, page 324

If PCs broach the topic of naming, they're told that there will be a Name Day Festival in a few months, assuming everyone survives until then.

Harlond Darsel, page 362

Build Up Food or Water Stores, page 325

Discover New Area of Interest, page 326

future areas of interest that the PCs could explore once long-term play ends.

Reach an Accord With the Fossicks. The PCs might decide that the fossicks are a ticking time bomb waiting to go off. They're probably not wrong. One way they might deal with this issue is to use the *Treat With a Neighbor Community* long-term task. If the PCs succeed, they can set up a relationship that the fossicks will not break, at least for a few years or unless something dramatically changes.

Something Else. Many long-term play options are possible, but if the PCs really are trying to help found the community, they might want to consider focusing those tasks on the community. For example, a Glaive PC might decide to *Train Defenders* in the new community. A Jack might decide to *Develop Community Networks*. The PCs might have other plans, and that's fine, too.

Treat With a Neighbor Community, page 328

Train Defenders, page 330

Develop Community Networks, page 331



REALIZING A NEW COMMUNITY

After about three months (but no more than five) spent in long-term play, the community meshes. Treat the community as rank 1, modified by whatever structures, installations, or other benefits the PCs might have added to the settlement through their efforts.

To mark this milestone, a festival is proclaimed by Estapha and Harlond. Estapha and Harlond have formed something of a ruling council in the new community, despite how they often see things differently. However, they usually try to respect the other's viewpoint and find compromise.

NAME DAY FESTIVAL

Read or paraphrase the following.

READ ALOUD

Music, singing, laughter, and the smells of roasting sibox and tasty creatures fished from the Eye of the Sea are thick on the sunny mountain slope. A wide space has been leveled with stone cobbles. Lanterns hang from poles, flowers are gathered in basins at the edges of the leveled space, and almost all of the refugees are gathered, many wearing new clothing spun in the last few weeks. Drinks with some kick are being passed around, courtesy of an installation Coth built that turns a mountain grass into a fizzy drink. Estapha stands, and when all have quieted, she speaks. "Fleeing slavery, surviving in the wilds, and building a new community from the ashes of Hallux required persistence and perseverance. What we have accomplished was hard, harder than anything most of us have ever done. Some of the greatest lessons we've learned came from our disappointments. Some of us have lost more than we can say, but did we let that stop us? Did we?" A chorus of "No!" answers her. She finishes, "No, of course not. And now, look at what we've built! A settlement built on hope. Only one thing remains. What shall we call this new settlement of ours?"

In appreciation for all their aid, the PCs are given the opportunity to suggest a name if they wish. If they don't suggest one, the refugees decide to name it after one of the NPCs who died in the eruption during Act 1. Depending on what happened in Act 1, it might be one of the named NPCs like Coth, Aram, Tayle, or Mia Xan. However, if the PCs saved all of these, the villagers choose the name Elanyah, a scout sent to the volcano's caldera to check on conditions there when Hallux was first being built but who never returned.



Fleeing slavery, surviving in the wilds, and building a new community from the ashes of Hallux required persistence and perseverance. What we have accomplished was hard, harder than anything most of us have ever done.

If PCs have established any personal ties with other NPCs, this is a good time to have them come around, thank the characters, and maybe even give them a few handmade gifts to really show their appreciation.

If the PCs have established a treaty with the fossicks, a few of them might also be on hand such as Lectern and a subordinate.

FINAL TEST

While the refugees built their new community, Nashina Talo pursued one last desperate attempt to get her slaves back or, failing that, to get revenge. To that end, she surreptitiously sent spies to follow the refugees from a distance and figure out what they're up to. It took some time, because she didn't want to reveal her intentions with clumsy observation. But she finally learned where the refugees fled to and what their situation generally was. Meanwhile, her own position within the noble family had become precarious, and she was unable to secure resources for anything so grand as a frontal assault.

ASSASSINS PICK TARGETS

Instead, she put together a team of four assassins (led by Khagun Semper, if he survived). The assassins know exactly where the settlement is located, where the various entrances to the Door Beneath the Ocean are located, and generally what kind of defenses the community has prepared. If the PCs have remained part of the community during the previous several months of long-term play, the assassins also know that the PCs number among the most influential and important in the community. Taking them out of the picture would strike a terrible blow to the community. If the PCs have stepped back, the assassins instead target the influential named NPCs previously described in this adventure, starting with Estapha and Harlond and working down from there.

ASSASSINS ATTACK

The assassins wait until their targets' guard is down, which could well be right after the Name Day Festival when the PCs have retired to wherever it is that they sleep. To draw out the PCs and distract the community, the assassins (and possibly Khagun Semper) create a distraction by setting off a detonation outside about a very long distance from the ruin's edge.

If this doesn't work, they try something else, but at some point, they try to get the PCs to a relatively isolated location and attack. Given that Nashina has promised them death if they do not return with the heads of the PCs (or of influential NPCs) as proof of their success, they fight to the death.

ENDING THE ADVENTURE

Things may go on from here for the new settlement, but this adventure is complete.

- **Assassins Defeated.** If the assassins (and Khagun) are defeated, Nashina Talo stops sending trouble to the settlement. She loses the support of her siblings and is deposed in favor of the next oldest, who governs in her stead.
- **Assassins Victorious.** If the PCs flee, are defeated, or are not around to defend the community, things become far more precarious. A desperate messenger is sent for the PCs asking for their aid one last time. Without their aid, it's possible that some large percentage of the new community's settlement will die, collapsing the community and seeing the survivors ushered back into slavery, their hopes crushed beyond redemption.
- **What the Future Holds.** Despite the previous point, it's more likely that the PCs help the settlement survive its final test. The victory proves to everyone—including former slaves with Returner sentiments—that the new community is here to stay and that it can handle any threats that come its way.

If this adventure was a one-shot, it concludes on an upbeat note. If you intend to use it as a jumping-off point for future adventures, the possibilities beckon in all directions, not the least of which are the many unmapped corridors and chambers of the Door Beneath the Ocean and possibly the watery center of the Eye of the Sea.

XP Awards: The PCs each earn 2 XP, in addition to any other XP they earned during long-term play, if they devoted some portion of their efforts toward improving the community. They also gain 1 XP each if they successfully defended the community from Nashina's last, desperate attack (the assassins and Khagun).

Spy in Nashina's employ: level 4, tasks related to stealth and observation as level 7

Assassin: level 4, stealth tasks as level 6; health 20; Armor 1; hand-to-hand and long-range attacks inflict 5 points of damage and, on a failed Might defense roll, 3 points of Speed damage from poison (ignores Armor) each round until the target succeeds on a Might task to resist the effect; carries one offensive level 5 cypher (usually a detonation)

Khagun Semper, page 356



CHAPTER 33

TREFOIL



With the help of a local guide named Soludi, the PCs intrude upon a holy site built around the entrance to a prior-world structure where rumors and legends say a certain type of iotum can be recovered. The worshippers at the site, the Shrine of Vian, have no intention of letting anyone through. Anyone crossing the threshold at the heart of the shrine, however, ends up in an otherworldly place called the Trefoil.

Within the interior of the Trefoil, the PCs can find three devices attached to strange threads, each device keyed to the mental processes of the person activating it. The final device can be dismantled to salvage the iotum the PCs need. However, the device will also recreate one creature or object from the memory of the person activating it. Soludi wants to use the third device to bring back his dead daughter. The PCs will need to make a choice: acquire the iotum they seek or let Soludi get his dead daughter back. They cannot do both.

The idea behind this adventure is simple: at some point, the PCs are going to need a particular type of iotum, and the main location in this scenario is where it can be found. Getting it, of course, will be challenging.

The challenges in this scenario assume moderately experienced characters. Tier 2 characters would certainly be appropriate and so would those at tier 3.

BACKGROUND

The following elements figure prominently in this adventure.



SOLUDI THE GUIDE

A local explorer named Soludi knows where to find the iotum the PCs seek. He's friendly and capable but quietly sad about the loss of his family.

THE SHRINE OF VIAN

Within an ancient cave, guarded by an enormous statue of their deity, the aloof worshippers of Vian keep to themselves. They have no intention of letting anyone into the heart of the site, called the Winking Eye of God. Unfortunately, that's the doorway leading to where the PCs need to go. Diplomacy, deception, or stealth are likely options in getting past the faithful and through the Winking Eye.

THE TREFOIL

Crossing the threshold at the heart of the shrine, the PCs end up in a place called the Trefoil, an ancient artificial construct existing in many dimensions beyond what humans can perceive. The PCs must learn to navigate the strange structure in order to find what they seek—and get back out as well.

GETTING THE PLAYERS INVOLVED

The PCs could become involved in this adventure in one of the following ways.

PCs In Need: The PCs need iotum. If any of the characters are interested in crafting, this is likely a recurring issue. This time around, they need something they have not been able to find so far. Inquiries point them in the direction of an explorer who lives not far outside the community the PCs call home. He reportedly knows the area well, and he's very familiar with iotum and salvaging.

PCs Not In Need (Alternative Starts): If the PCs have no need for iotum themselves (perhaps they have no interest in crafting), the GM can select one of two potential starts:

1. They are contacted by an elderly Aeon Priest named Ivata, who seeks 1 unit of an iotum called a **kaon dot** but has no idea where or how to find it. Ivata serves the small town of Ollan and has for decades. Ollan stands atop the remains of an ancient ruin. Ivata needs to repair a force wall she built to keep out a gigantic beast that attempts to crawl up and into the town. Without a kaon dot, repairs are impossible. In return for their help, Ivata promises to provide the group with a cypher, 5 shins each, and a level 6 artifact called a **molecular bonder**. She recommends they talk to a local named Soludi who might be able to suggest a place to start looking.
2. The PCs are passing through the wilderness—a place called the Zona Wood, although they might not be aware of its name—when they come upon a cave entrance in a rocky cliffside guarded by a massive statue of an imposing warrior. They have stumbled inadvertently into the Shrine of Vian. There, they can interact with the shine's caretakers, and—assuming they are respectful—they can find temporary shelter and perhaps even barter for supplies. While they are there, they are approached by a man named Soludi, who says that the shrine hides the entrance to a cache of ancient wonders and asks for help in getting in.

SOLUDI

Tall, broad shouldered, and possessed of a wide face always beaming with a smile, Soludi is the local expert on both the surrounding wilderness and the few instances of ancient remnants nearby that are available for salvage. He lives alone in a small log cabin at the edge of a thick wood known to him and other locals as the Zona Wood, named for the fact that it forms a kind of “belt” around the midsection of a region called the Saint's Hills.

If the PCs come to Soludi, he invites them to share some cold-roasted devils hen, blue yams, and some liquor that he brews himself (it is strong and vile, which he laughs about self-deprecatingly). If asked about a specific iotum, he says that many of the salvage sites nearby have long ago been picked clean of anything of worth, but he knows of a place deep in the Zona Wood that he's heard about but never visited.

Soludi is an experienced explorer. He refers to himself as a delve. Loquacious and good natured, he is quick to make a joke or appreciate someone else's. He has a few phrases that he uses frequently:

- When something goes wrong, he says, “That ain't right.”
- When something gets interesting or goes well, he might say, “Now there's a story to write down.”
- When he's confused, he says, “This's got me turning left to right.”
- If questioned, hurried, or something similar, he replies, “Give a fella a chance to do something.” So he might say, “Give a fella a chance to think,” or “Give a fella a chance to finish his lunch.” But he always says it with a smile.

Soludi's warmth clouds over should the topic of his past arise, in particular his family. His daughter, Narra, died six years ago of a terrible disease. His wife left shortly after, and he hasn't seen her since. He's saddened by the whole thing, of course, but he doesn't dwell on the topic too long. Still, it clearly looms just below the surface all the time (if possible, it should come up at least twice as the PCs interact with him throughout the scenario).

Soludi has no intention of harming any of the Vian worshippers or doing any kind of damage to their shrine, and he would be a bit horrified if someone else suggested it. He just wants to get past the cultists and through the shrine.

The more engaging and endearing you can make Soludi, the more effective the final portion of the adventure will be.

THE ZONA WOOD

Whether Soludi guides them or the PCs wander through the Zona Wood on their own, the trek is arduous and slow, barely allowing more than 1.5 miles (2.5 km) each hour. From Soludi's cabin, it takes two full days to reach the area he's leading them to. (Should you be using the start where the PCs encounter Soludi in the wild, the Winking Eye can be much closer.)

The woods are dangerous. Narrow streams from the nearby hills cut sudden, deep ravines and gullies strewn with loose boulders and twisted vines and roots. Amid these muddy defiles dwell packs of **broken hounds**, waiting to waylay prey that comes near.

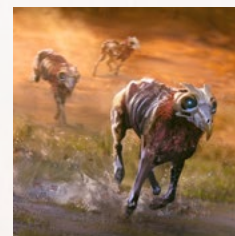
The PCs are very likely to encounter a pack of nine of the creatures, including one with a great many scars. If five of the hounds are slain or seven are seriously wounded, the pack flees.

Ivata: level 6, tasks related to understanding numenera as level 8, Speed and Might defense as level 5; Armor 3 due to personal force field

Kaon dot, page 113



Molecular bonder, page 298



Soludi: level 6, survival in the wilderness as level 7, salvaging and understanding numenera as level 8; health 24; Armor 1

Broken hounds: level 2, perception as level 5; damage 4; group of four can attack as a single creature of level 4, inflicting 8 damage



Broken hound, page 226

Scarred broken hound: level 4; Armor 1; damage 6



Protector of the Eye:
level 5, sees through
deception as level 6;
Armor 2

THE SHRINE OF VIAN

Eventually, Soludi and the PCs reach a wide cave entrance into a limestone cliff. Stairs are cut into the tunnel leading up and out of sight. To the right of the cave mouth stands a painted statue more than 40 feet (12 m) high, depicting a tall human warrior of indeterminate gender. The armored figure holds a spear in one hand and a golden urn in the other. One of the warrior's eyes is bright red.

"I've heard a tale or two that somewhere inside is what we seek," Soludi says. "Don't know if the people here are going to smile and welcome us in, though, so keep a ready eye."

The stairs in the tunnel lead up to a colossal cavern at the top. The interior of the cave is filled with trees and vines, all teeming with nesting birds. A waterfall plummets from high above into a pool to the left of the entrance. A stone shrine is also built against the far wall with more stairs leading up to a curtained-off tunnel.

Dwelling within this cave are the followers of Vian, a protective and watchful deity. The Vianites are not hostile, but neither are they welcoming to non-worshippers. The two dozen cultists wear red and white garments and live in small structures built into the sides of this large cavern.

The leader of the worshippers holds the title *Protector of the Eye*, and they are dressed much like the statue of Vian at the cave entrance, including a red glass monocle covering one eye. They greet newcomers and, if treated with respect, offer a little food and water. Travelers can barter for more substantial supplies if desired—the Vianites have food, tools, gear, clothing, and a few weapons, but no cyphers or other numenera. And they don't put much value in shins.

Unless the explorers present themselves as worshippers of Vian and can recite the *Catechism of Bounty* (very unlikely without extraordinary help, such as from the datasphere), they will not be allowed to climb the stairs of the shrine under any circumstances. The Vianites have no desire to share the tenets of their faith. Their religion is one of elite sacrifice, not widespread salvation. In other words, the Vianites consider themselves chosen into their life of caretaking for the shrine. It's not their duty or even their place to teach or convert.

If asked for details of Vian (including what lies behind the curtain), they respond, "We are not teachers. We are chosen caretakers."

If confronted with any kind of metaphysical issues or if their beliefs are challenged in any way, they respond, "We are not philosophers. We are chosen caretakers."

Typical Vianite: level 3

They have no concept of there being an entrance to some prior-world site in their shrine. Even if it were true, they say, they would not allow outsiders to go into it.

THE SHRINE

Soludi is convinced that the shrine is where they need to go. Specifically, they need to get past that curtain concealing another cave. Getting past the Vianites will likely require some stealth, a pretty elaborate deception, or maybe some ability that allows the PCs to move extremely quickly or bypass barriers. Any outsider attempting to gain access to the shrine will be physically ejected from the cavern and told not to return. If they must, the caretakers will resort to violence to keep their shrine sacrosanct.

The shrine itself is basically just a staircase and a platform providing access to a cave about 30 feet (9 m) from the ground that is concealed behind a red and white curtain.

THE WINKING EYE OF GOD

If the PCs manage to look behind the curtain, they see a strange sight: an oval of flickering red energy floats 2 feet (60 cm) off the ground. The oval—which looks a bit like a human eye—is about 6 feet (2 m) across. Occasionally, the oval collapses for a few seconds like a winking eye, but then it reappears. The Vianites call this the Winking Eye of God and believe it to literally be the eye of their deity.

The Winking Eye is an access point to a location out of reach and out of the senses of the PCs. Passing through the eye is dangerous, however, as it is unstable (hence the winking). Characters can attempt to *time their move through the eye*, or they can *leap through quickly* and hope for the best.

THE TREFOIL

Characters passing through the eye (and surviving the experience) stand on the outside of a strange structure called the Trefoil. The eye appears exactly the same on this side as it did on the other, and getting back through requires the same process.

The Trefoil represents what three-dimensional beings (like the PCs) can perceive of a structure that exists mainly in higher-dimensional space. It is essentially a torus twisted into a knot; it's what you would have if you took a long tube and then joined both ends after twisting the tube into a simple knot.

The entire structure appears to be about 800 feet (250 m) across and seems to float in a misty, orange-red void. Occasionally, someone might see the faint outline of trees that belong to the Zona Wood or a small portion of the Vianites' cavern out in the void, suggesting that, wherever this is located (if that's even the right word), its space coincides with where the characters just left. If a character flies or otherwise launches into this void, they abruptly find themselves back in the woods in a seemingly random location within a mile of the Winking Eye. They automatically suffer damage as if they were caught in the eye's wink, and they are stunned and disoriented, unable to take an action for at least two rounds.

Characters have no point of reference to even guess at the material that comprises the surface of the knot-like structure. It is extremely smooth (but not slick), yellow-orange, and impervious to any attempt to affect or damage it.

OUTSIDE THE TREFOIL

Gravity is always relative to the inside of the tube. In other words, a character can walk all around the outside of the structure and down will always be beneath their feet. The outside of the structure (where the PCs are standing) is a uniform 80 feet (25 m) across. A tossed object will circle around the band, but one projected with greater force (like an arrow loosed from a bow) will disappear into the void.

Wandering around the outside of the Trefoil, characters will have three encounters.

The Malfunctioning Wasp: Something that looks very much like a metallic wasp with an extra set of legs and wings flies around the outside of the structure. It is about 18 inches (45 cm) long and moves erratically, sometimes landing suddenly, pausing, and then flying again. If attacked, it retaliates immediately with a spray of caustic black slime. If left to its own devices, it flies close to explorers, then suddenly attempts to grab a metallic object one holds or wears, seeking to devour it. If allowed to do so, it then moves on.

If the wasp is destroyed, characters can recover a *retaliation nodule* cypher and an oddity that is a jewel that makes a constant buzzing sound when activated.

The Remnant: A small device lies on the surface of the Trefoil. It appears to be a broken blue crystal inserted into a black synth receptacle not unlike a flagon. A series of dials ring the synth portion. Although this appears

Timing passage through the eye:

difficulty 4 Intellect task; characters caught in a wink suffer 3 points of damage to all three Pools (ignores Armor)

Leaping through the eye:

difficulty 5 Speed task; characters caught in a wink suffer 3 points of damage to all three Pools (ignores Armor)

Malfunctioning wasp:

level 5, Speed defense as level 6 due to size; Armor 2; acidic spray affects all within close range, inflicting 5 damage



Retaliation nodule, page 286

GM intrusion: *While in combat with the malfunctioning wasp (or doing something similarly violent or dramatically movement-related), the character accidentally pushes off with force from the Trefoil and lunges into the void. Avoiding sailing into the void is a difficulty 4 Speed task and requires something to grab hold of, like another character. The character has only a couple of rounds to attempt this.*

During the Eversion, each PC must succeed at an Intellect defense task of difficulty 3 or they will suffer 2 points of Intellect damage and be stunned for a round in which they cannot act.

During the Eversion, characters taking physical action must succeed at a Speed defense task of difficulty 5. Failure means the character is flung about, suffers 4 points of damage, and all Might- or Speed-based actions are hindered for an hour.

GM intrusion: *The character hurtles toward the void. Keeping from sailing into the void requires a difficulty 4 Speed task and something to grab hold of, like another character. The character has only a couple of rounds to attempt this.*

The things on the outside of the Trefoil—the remnant, the malfunctioning wasp, etc.—remain outside after the Eversion. This includes anything the PCs might leave unattended on the surface of the Trefoil.

GM intrusion: *While inside the Trefoil, particularly while the PCs examine and potentially use or take apart the threads' devices, three abykoses appear and immediately attack as if incensed by the explorers' very presence.*

Abykos: level 4, defends as level 5 or 7



Abykos, page 224

to be a cypher or artifact, it is a portion of a much larger device. If someone attempts to handle it or simply fool with the dials, a random effect might occur. Roll 1d6 each time:

1	No effect.
2	Character spins around extremely rapidly and ends up in a heap on the ground. They suffer 1 point of Speed damage (ignores Armor) and can take no action for a round.
3	The crystal seethes and sizzles as if burned by acid and emits a blue mist around the character. The character must succeed at a Might defense task (difficulty 5) or their flesh cannot touch or be touched by metal for about an hour.
4	Character's skin and all of their belongings turn the same blue as the crystal. This wears off after a few days.
5	The device shudders and emits a low grating sound.
6	One of the character's Pools (character's choice) is restored by 1 point. (No effect if all Pools are currently full.)

The Field: With little warning, one or more PCs wander into an invisible field of energy. They hear profoundly nonhuman voices in their mind, as if being contacted via telepathy, but they cannot understand them. The character must attempt an Intellect defense task of difficulty 5. If they fail, they suffer 3 points of Intellect damage (ignores Armor) and all Intellect-based tasks are hindered for 28 hours as they continue to hear the disturbing and distracting voices in their head. If they succeed, they feel a tingling sensation all across their skin. The character hovers 1 inch (3 cm) in the air for the next hour. Although they can continue to walk and move normally, their feet don't actually touch the ground (as such, they cannot be harmed physically by the Trefoil's Eversion).

THE EVERSION

After the characters have had all three encounters wandering on the outside, or after they've been on the Trefoil for five hours (whichever comes first), the Eversion occurs.

Remember that the entire Trefoil is essentially a single flat surface twisted into what seems like a bizarre shape. The Eversion

occurs when a small aperture forms in the structure and the entire thing turns inside out in a matter of a few rounds. When this happens, it is as though the surface becomes pliable and folds back on itself.

If explorers remain perfectly still during the Eversion, they will be fine physically. The surface they stand upon will simply become the interior of the structure. The process, however, is mind-bending and can harm them mentally.

If explorers try to run, hide, or take any other physical action during the Eversion, they might be in worse trouble.

INSIDE THE TREFOIL

The only way to get inside the Trefoil is to wait for the Eversion, when the entire structure turns itself inside out. The entire torus knot could be laid out as a single flat surface. After the Eversion, the characters still stand on the same side of that surface but now on the inside of the torus. This happens in more than three dimensions, so the process happens more smoothly than it might otherwise seem.

Once inside, gravity is relative to the outside of the tube—exactly the opposite of what it was before. So a character can walk all around the inside of the structure and down will always be beneath their feet. The characters now stand on the interior of a curved tube about 80 feet (25 m) in diameter. A faint orange glow fills the interior, and the air smells slightly metallic.

Even though the structure turns inside out during the Eversion, the inside is very different from the outside. The tunnel is always slightly curving, so the PCs can never see more than a short distance ahead or behind at any time. Eventually, they come upon what appears to be an impossibly thin thread stretching across the tunnel from one wall to the other. This is the first of three such threads they can find on the interior of the Trefoil.

If anyone touches one of these threads, they feel something in the recesses of their mind, like a long-lost memory half remembered. The thread is easily pulled, and doing so brings a structure about 5 feet (1.5 m) across into the perception of all nearby, as if the character had pulled it out of a body of water or a bank of fog that had concealed it. The structure looks like a complex series of slowly moving spires and spindles covered by a web of threads similar to the one the character pulled. Every bit of it is somehow made of solid light. The structure is a machine of great power, activated with one's mind.

There are three possible structures described here. The PCs will find the threads for these structures in the order they are listed (though the PCs don't necessarily have to pull the threads in this order).

The Device of the First Thread (Level 6):

Anyone touching one of the threads on this device can heal themselves of all damage and restore all their stat Pools. They are likewise rid of unwanted lingering effects (broken limbs, diseases, etc.). This will function only once, after which the device will disappear and be inaccessible, but the user knows this before they activate it.

Anyone skilled in salvaging numenera will suspect that the device contains valuable iotum. As the device is level 6, salvaging is a level 6 task. Unlike the rules for more random salvaging presented in chapter 6, the results here are predetermined. Salvagers know that they cannot get a kaon dot (or whatever specific iotum the PCs seek). If the device is salvaged, it cannot be used for any other purpose.

The characters cannot recover shins from this device, but they can salvage two level 6 cyphers (an infiltrator and a datasphere siphon) or 3 units of amber crystal.

The Device of the Second Thread (Level 7):

Anyone touching a thread on this device can

gain permanent training in a skill of their choosing (that they are not already trained in). The device readjusts their brain and adds the necessary information. This will function only once, after which the device will disappear and be inaccessible, but the user knows this before they activate it.

Anyone skilled in salvaging numenera will suspect that the device contains valuable iotum. As the device is level 7, salvaging is a level 7 task. Unlike the rules for more random salvaging presented in chapter 6, the results here are predetermined. Salvagers know that they cannot get a kaon dot (or whatever specific iotum the PCs seek). If the device is salvaged, it cannot be used for any other purpose.

The characters cannot recover shins from this device, but they can salvage two level 7 cyphers (a matter disruption detonation and an intellect enhancement) and a level 7 artifact (a transdimensional ray projector), or they can salvage 2 units of psiranium.

The Device of the Third Thread (Level 7):

Anyone touching a thread on this device can cause any single object or creature that they have encountered to appear before them, exactly as they remember them. This object or creature is newly constructed, so if it already exists elsewhere, it is duplicated. A destroyed



Matter disruption detonation, page 278

Intellect enhancement, page 281

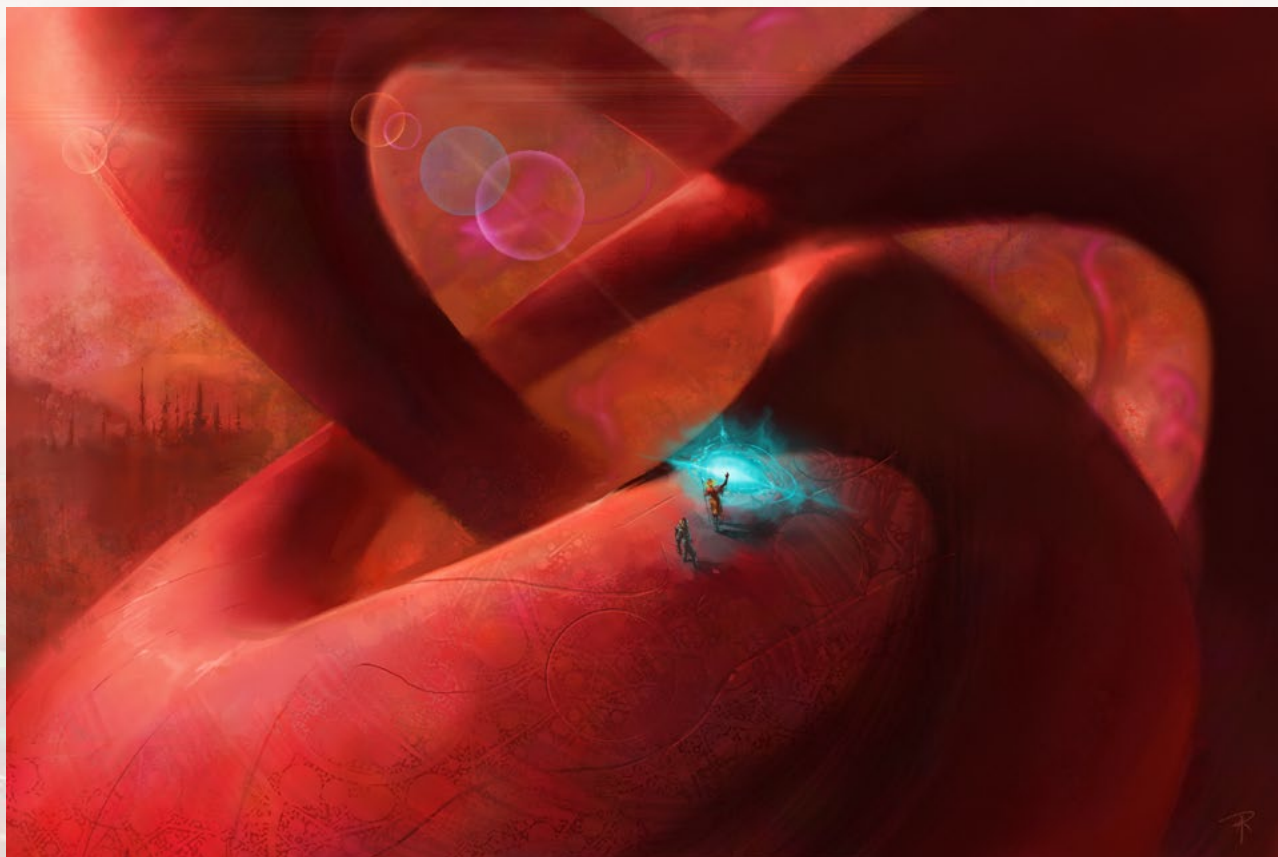
Transdimensional ray projector, page 302

Infiltrator, page 281

Datasphere siphon, page 277

Amber crystal, page 112

Psiranium, page 113



Kaon dot, page 113



*Force cube projector,
page 279*

*Lightning wall projector,
page 282*

*Phase changer,
page 284*

Mind imager, page 298

object or deceased creature appears whole, exactly as remembered. This will function only once, after which the device will disappear and be inaccessible, but the user knows this before they activate it.

Anyone skilled in salvaging numenera will suspect that it contains valuable iotum. As the device is level 7, salvaging is a level 7 task. Unlike the rules for more random salvaging presented in chapter 6, the results here are predetermined. Salvagers know that they will get a kaon dot (or whatever specific iotum the PCs seek). If the device is salvaged, it cannot be used for any other purpose.

The characters cannot recover shins from this device, but they can salvage three level 7 cyphers (a force cube projector, a lightning wall projector, and a phase changer) and a level 7 artifact (a mind imager), or they can salvage 2 units of kaon dot (or whatever specific iotum the PCs seek).

SOLUDI AND THE THIRD THREAD

“Narra!” Soludi cries out as soon as he realizes what the device of the third thread can do. He wants—he insists—that he be allowed to use it to bring back his dead daughter. If the PCs don’t want to let him do that, they will either have to convince him of that or restrain him physically. Either way, he will be devastated.

On the other hand, if he does get to use it to bring back Narra, he weeps with joy. The newly created Narra will seem confused, because she won’t know where she is or what’s going on (and her father will look a lot different to her). She’s a recreation of how he remembered her before she got sick. Whether she will be exactly what he expects her to be over the long term is outside the bounds of this adventure. And of course, if the PCs allow Soludi to recreate Narra, they may have failed at their own mission.

EXITING THE TREFOIL

Once the third device is used or taken apart, the Eversion happens again just a few minutes later. The experience is treated exactly as before, with the same dangers. Once on the outside, characters can use the Winking Eye to return to the Shrine of Vian, which also has the same dangers as before.

Careful characters will be able to sneak out of the shrine without causing a disturbance. Those that are spotted will be forcibly ejected (although that may be what the PCs want at this point).

CHANGING THE IOTUM SALVAGED

If the PCs need a specific type of iotum, the kaon dot of the third device should be changed to whatever iotum the PCs seek. If the iotum sought is lower than level 7, the quantity should be increased so that the contents of the third device are suitably wondrous, or perhaps the PCs can find the iotum in addition to the third device’s cyphers and artifact.

ENDING THE ADVENTURE

The PCs will need to leave the Zona Wood, which will likely take a few days of travel again. Eventually, they reach their own home or the person who sent them to get the iotum in the first place. Either way, award 2 XP to each PC if they obtained the iotum they sought. However, award 2 XP if they helped Soludi restore his dead daughter as well. If they did not get what they sought for whatever reason, perhaps Soludi knows of another source of the needed iotum, in an even farther away, stranger, and more dangerous location.



Dealing with Soludi's desire to use the third device one way or another is the climax of this scenario. If it seems to fit the mood, the GM may wish to let the PCs leave the Trefoil and even the shrine without incident.

CHAPTER 34

THE RED PLAGUE

In “The Red Plague,” the people in the village of Glawv are suffering from a deadly disease and need help overcoming it. For the PCs to save the village, they must acquire rare iotum from a nearby clave to upgrade one of the town’s installations. Then, they must deal with a threat to the town’s farms and, finally, eliminate a violent aggressor who wants to take advantage of the town’s weakened state.

The challenges in this scenario are appropriate for 1st- or 2nd-tier characters. The GM can increase the difficulty of tasks to make the adventure more challenging for experienced characters.

BACKGROUND

The following elements figure prominently in this adventure.

THE WORM FARMERS OF GLAWV

Glawv is a lakeside village near a forest. The lake is home to *dobworms*, a type of arm-length, aquatic invertebrate that produces pea-sized bits of amber much like how oysters produce pearls. The 400 or so Glawvians tend to the *dobworms*, either in wild “farms” along the edge of the lake or in basins in their yards, and harvest the amber pieces (called *dobs*) to make jewelry. The farmers have a technique for heating and squeezing the *dobs* so they either form larger pieces or temporarily liquefy into a resin that can be painted on as a durable seal. Every now and then, these techniques manage to create an especially fine specimen: 1 unit of amber crystal iotum.

THE ELSAWN CLAVE

This clave is in a hidden clearing in the forest about half a day’s walk from Glawv. It consists of a tall wall surrounding gardens, a spring, several simple buildings, and the remnants of a prior-world structure the Aeon Priests call the

Observatory (consisting of an array of sensors and other devices pointed at the sky). The rest of the clearing is dotted with the looted and weathered remains of a few small farms. Two generations ago, the people who lived outside the clave discovered the *dobworms* and relocated to where Glawv is now. The village and the clave consider each other allies. The village sends a small amount of food to the clave each month, and the priests reciprocate in times of need with their knowledge of the *numenera*—although this aid has been less frequent in recent years because the number of priests and their supply of materials have both dwindled.

HALCUS THE WOULD-BE WARLORD

This arrogant nano lucked into a cache of functional vehicles, and with a gang of bandits working for him, he sees himself becoming a powerful warlord, extracting tribute from weaker communities. He has recently arrived in the general area of Glawv, and he shows up in the village just as the PCs are busy dealing with a deadly disease. (Recently, he visited the Elsawn Clave for help in identifying some *numenera* he had, but he left because they had no useful information. He eventually figured the *numenera* out for himself.) Halcus was expecting an easy shakedown of the people of Glawv. He has the power to back up his demands, and the only thing capable of stopping him is the PCs.



Dobworms, page 383

Amber crystal, page 112

Clave, page 12

GETTING THE PLAYERS INVOLVED

The PCs could become involved in this adventure in one of the following ways. Note that depending on how the PCs are introduced to this adventure, they might have a map to this location, a description of how to get here (perhaps from a book or a glimmer), or even a cypher or minor artifact that points them toward the vicinity of the village.

Amber Resin: The PCs (or someone they are escorting) need dob resin for something—personal aesthetics, repairs, or as a source of amber crystal iotum. The villagers are interested in selling or trading their resin, but they are mostly self-sufficient and don't have much need for exotic goods, weapons, or the kinds of skills that help PCs survive dangerous ruins. In this situation, the PCs have to find out what they can provide for the villagers to get the materials they want.

Clave Information: The PCs need information about a member of the Elsawn Clave or something they discovered, or they need to interact with the Observatory itself, and their clues have sent them to Glawv. Because the information the PCs are using is old, it might predate when the villagers relocated to where Glawv is now. Fortunately, the village and the clave are near enough that finding Glawv (out in the open, on a lake) will lead to the clave, once the villagers clear up the confusion about what the PCs are looking for.

Infection: One or more of the PCs is infected with a disease (or some other debilitating condition) and needs bedrest to recover. Glawv happens to be the nearest community, and the villagers agree to take in the PCs until the sick one recovers. One plot point of this adventure is that people in the village are starting to get sick. In this case, the PCs might be the source of that illness, as the disease is more contagious than anyone expects.

Read or paraphrase the following as the PCs approach Glawv:

READ ALOUD

The faint path you've been following becomes a narrow dirt road between two fields of crops. The smell of water and the noise of a river fill the air. Up ahead, a cluster of simple triangular buildings form the leading edge of a small village. Beyond the village, to one side, is a forest and to the other is a small lake.

ADVENTURE START AND SYNOPSIS

Choose how you want the PCs to come into the adventure using one of the hooks presented under Getting the Players Involved or one of your own. Provide the players with any additional incidental information that's relevant to their introduction to the adventure, and begin with Act 1: Under the Weather. The following outline provides an overview and synopsis of the adventure.

- **Act 1: Under the Weather.** The PCs come to Glawv, learn about its dobworms and the nearby clave, and make negotiations for what they need. Signs of a disease start to appear in the village, and some people get very sick. The PCs realize they must take action or most of the villagers will die. The village has a standard automender, but it's not able to cure the disease without a significant upgrade. The Aeon Priests in the nearby clave might have the iotum needed to upgrade the automender and save the town.
- **Act 2: Visiting Elsawn Clave.** The PCs visit Elsawn Clave and find the Aeon Priests reluctant to help, because they don't want to be exposed to the disease and because the automender upgrade would use the last of their rarest iotum. The priests can provide the plan to create an enhanced automender, but getting them to agree to more requires a payment, bribe, trade, or service.
- **Act 3: All Hail Halcus.** As the PCs are turning the tide against the red cough, some bandits driving a jet frame arrive at the edge of the village and say that the people need to hand over half of their valuables by sundown the next day or they'll return and blast the village with numenera weapons. The recovering villagers are in no shape to fight, and they'd starve in the winter if they gave up half their food, so the PCs must guide the defensive efforts against the bandits for the village to survive.



ACT 1: UNDER THE WEATHER

Read or paraphrase the following description of Glawv.

READ ALOUD

The dozens of homes and other buildings in this village all have a similar triangular cross-section, narrow and tall rather than wide and squat, built out of large timbers and smoothed with clay. One end of each building has a rectangular door, the other a square window with a pale yellow pane. Most buildings have a large trough nearby or butted up against the angled wall, large enough to hold a reclining adult human. At the nearby lake, people wading waist-deep in the water drag nets onto the shore, spilling something that looks like eels or snakes into troughs like the ones next to most buildings. The average villager is a little taller than normal, and most of them appear to be wearing jewelry made of amber.

THE PEOPLE OF GLAWV

Glawvians aren't visited by outsiders more than once or twice a year, so they are cautiously friendly with strangers. If the PCs approach in a peaceful and friendly manner, the villagers they speak to are folksy and polite, welcoming them to Glawv and asking why they've come. Most of the villagers are busy working and don't have time to escort the PCs around, but they are willing to pause for a few minutes to chat, give directions, or demonstrate what they're doing (particularly the dobworm handlers). A typical villager has responses like those below for common topics of conversation:

- Glawv: "This is our little village. Most of us have lived here for generations."
- Jewelry: "This is an amber dob. Pretty, isn't it? I polished it myself. The dobworms make them."
- Amber dob: "It's a yellow gemstone the dobworms make in their guts. Feels like glass, but it's half as light. We use them like this, or we mush them together in a stove to make larger pieces."
- Dobworm: "They're these big worms that live in the lake. They spit up amber dobs, which we use for jewelry and trading."
- Clave: "You probably mean the Aeon Priests at Elsawn, in the forest. The village used to be there, but when my grandparents were young, they moved everything here to be closer to the dobworms. We're still friendly with Elsawn, though."



- Food and sleep: "We're hospitable people. I'm sure we can find a place you can rest for a few days. Talk to Delby. She'll make arrangements."
- Leader: "You'll want to talk to Delby. Her house is easy to spot. Just go to the center of the village and look for the metal bell above the door. The bell is for calling a town meeting, so don't ring it. Just knock."

If the PCs ask to see a dobworm or how the villagers get the amber dobs, whomever they're talking to heads to the nearest trough, lifts the lid, and grabs one of the arm-length worms to show it off. The worm wriggles slowly, not appearing to be in distress. The villager gently squeezes the dobworm along its body, then holds the worm out to a PC and indicates they should squeeze it the same way. Within the worm's soft, rubbery body, the PC can feel a hard, pea-sized lump, which the villager explains is a dob. The villager explains

Glawv: rank 1

If the PCs aren't the source of the disease that's about to sweep through Glawv, having some villagers occasionally cough or clear their throat during conversation is a great way to introduce hints of an illness in the community, especially if it's subtle enough that the players think it's the GM having that reaction instead of the NPC.



Hort: level 2, laborious tasks involving strength and endurance as level 3

Mola: level 2, carpentry and woodworking as level 3

Delby: level 2, solving disputes and haggling as level 3

Banurn: level 2, Intellect and Might defense tasks as level 3

Huraths are snakelike animals about the length of a tall human, with multiple vestigial limbs. They lurk in tall grass and can climb trees, but they normally attack only solitary creatures. Hurath meat is delicious and an occasional treat for the people of Glawv.

Hurath: level 2

that, if squeezed carefully, the worm will spit up the dob (or it will do so on its own when the dob gets too big). This dob, they say, is too small, so it's best to leave it in place. Caged dobworms (those in the troughs all over the village) tend to produce dobs with a more consistent color and clarity, but dobs from wild, lake-living dobworms tend to be larger. The villager also explains that they've been able to take the largest and best-quality dobs and process them into faceted jewels that the Aeon Priests call amber crystal, which is used for the numenera somehow.

KEY GLAWV NPCs

Delby: This tall woman is the mayor. Easily recognized by her amber dentures (she was kicked in the mouth by a visitor's unruly aneen when she was a teenager), she is quick to laugh and uses her hands a lot when she talks. She recently split from her dull husband Hort (who still lives in the village and is rather embarrassed about the whole situation) and is enjoying having the entire house to herself. If the PCs plan to stay in Glawv overnight (and especially if they need to stay more than a day), Delby makes arrangements for them to stay at the house of a villager named Mola, who lives alone in his large house.

Hort: This strong, handsome man has a very flat personality. Over the years, he's gotten more quiet and uninteresting, and he responds to questions with monosyllable answers. He tries to avoid Delby and spends most of his time as a laborer in the outlying farms.

Mola: He is a quiet, hard-working carpenter with a lopsided smile and gentle manner. His house is large, but currently, only he lives there. He is courting Banurn, a woman five years his senior whom he has had a crush on since he was a child. He tries to speak to her every day. Because he currently has a lot of room in his home, Delby asks him to let the PCs stay with him while they are in town, and he agrees.

Banurn: This farmer has very large, pretty eyes and always seems tired. Widowed two years ago (her husband was killed by a hurath), she's been running her farm mostly by herself while also raising Kna, her four-year-old daughter. Above the door to her home are the jaws of the hurath who killed her husband, which she tracked down and killed on her own. Banurn likes Mola but isn't sure if she's ready to be married again or if he's mature enough to be her spouse.

OTHER GLAWV FEATURES

Mayor's Bell: This head-sized metal bell has a few dozen names scratched around its lower edge, each of them a previous mayor. It is only rung when it is time for a town meeting, and it can be heard for about a mile in any direction. When villagers hear it, they move to the open square at the center of town and wait for the mayor (or another authority figure) to address them.

Dobworms: These green-spotted worms grow to the length of an adult human's arm. They are herbivores that feed on aquatic plants, but they will bite if agitated. They taste disgusting to humans. Each creates one to three amber dobs per year in an organ connected to its gut. Dobworms typically live for one or two years, then metamorphose into a mosquito-like flying form that drinks blood, mates, lays eggs in the water, and dies in a few days.

Lake Lom: The lake on the north side of the village is broad but not particularly deep—perhaps 15 feet (5 m) near the center. The bottom is covered in thick green plants and the occasional tiny amber dob (more so the farther you are from shore). It is inhabited by dobworms, edible finger-length fish the villagers call owp, and long-legged birds called tawm that eat owp and bugs. The villagers use wide nets to direct worms into the shallows, and then they use smaller nets to catch the worms. They check captured worms for suitable dobs, after which the worms are returned to the water. Depending on their size, owps are either released back into the lake or used as food.

Elsawn Forest: This forest of tall, straight trees is the source of the timber the Glawvians use to build their houses. In the warmer months, the local huraths move to the shady forest to hunt, returning to the prairie in the spring. Within the forest is the Elsawn Clave, which most of the villagers know how to find even if they haven't personally been to it. Sometimes, people in the forest find numenera pieces here and there, but other than the clave, they don't know of any ruins or caches from the prior worlds.

The Automender: This installation sits in the home of Thast the healer. It is decrepit and functions erratically—any time it is used, there is a 20 percent chance that it makes screeching and hissing mechanical noises and stops working until Thast spends at least four hours repairing it. Thast doesn't really understand how it works, so these "repairs" are partially basic maintenance of old parts

(such as oiling gears and removing built-up grime) and mostly superstition and ritual (such as lighting candles and chanting, or "restoring the device's willingness to heal" by wiping down its outer surfaces with wine). Repairs by someone who actually knows what they're doing (skilled in crafting numenera) would require disassembling, cleaning, and reassembling all of its components, which takes eight hours and is a difficulty 3 crafting numenera task.

ADVICE ABOUT THE CLAVE

All of the villagers know about the Elsawn Clave, but only about one in ten has ever visited it (Delby, Mola, and Thast certainly have). None of the priests have come to the village in years as they are busy with their research, so most contact between the priests and the villagers takes place as part of the monthly donation of food the Glawvians bring to the clave. The villagers know that there aren't many priests living there—perhaps ten at most—and anyone who has been to the clave can confirm that the priests they met with are all at least fifty years old.

The villagers describe the clave as a palisade wall of logs and scrap synth surrounding a courtyard with gardens, a spring, some triangular homes like in Glawv, and an old prior-world ruin that the priests are studying. The area outside the wall used to be where the Glawvians lived, but now it's just a clearing with remnants of the original houses. None of the villagers have ever been inside the clave's buildings or the ruin—they make the half-day trek to the clave, unload a few bundles of foodstuffs, and head home again. In their interactions with the villagers, the Aeon Priests have always been polite but a little impatient, as if they were in the middle of an experiment. Their leader is Joyd, but Lev is usually the one to accept supplies from the village.

Every month on their trip to the clave, the villagers clear new growth from the trail. Any villager who has been there can give accurate directions to it or even sketch a map showing the way; between this description and the faint trail, the PCs won't get lost trying to find it or return.

SICKNESS BLOOMING

A contagious disease is spreading through Glawv—either something independent of the PCs or something the PCs brought with them. If the PCs aren't the source, then the first signs of the disease are that some villagers have a slight cough or throat-clearing on the day

If the PCs repair the automender, Thast is overjoyed and offers them some wine to celebrate.

Thast: *The village healer has small hands and wears many amber rings. He looks to be about thirty years old but moves like someone much older. The villagers know that he drinks himself to sleep on most nights. Near the front door of his house is the village's decrepit automender.*

Thast: *level 2, healing and knowledge of medicinal plants as level 3*

Automender, page 154

THE RED COUGH

The village is suffering an outbreak of a deadly disease called the red cough. Anyone exposed to it (which requires only close proximity to an infected person) must make a Might defense roll or become infected. Each day, the infected person must make another Might defense roll or progress to the next stage of the disease.

In the **first stage** (usually one to two days after being infected), the victim has an itchy throat and perhaps a cough.

In the **second stage**, the victim develops a mild fever and looks flushed. Every day they fail a Might defense roll against the red cough, they take 3 points of Might damage (this is still true in later stages).

In the **third stage**, the victim feels weak (moves down one step on the **damage track**) and has a frequent wet cough.

In the **fourth stage**, the victim sometimes coughs up blood.

In the **fifth stage**, the victim falls into a coma. If the victim has a coughing fit, they might choke on their own blood and die.

In the **sixth and final stage** of the disease, the victim's lungs fail and they die.

A person who makes two Might defense rolls against the red cough on two successive days is on the mend. They no longer progress to the next stage on a failed Might defense roll, and each successful Might defense roll moves them to the previous stage, until they leave stage 1 and are completely healthy, non-contagious, and immune to the disease.

As a rank 2 disaster, the red cough sweeps through the village once per day and inflicts 2 points of damage to the community's health (it doesn't damage the community's infrastructure). Because Glawv is only rank 1, this will eventually destroy the community (even if there are a few dozen survivors).

Red cough: rank 2



Damage track,
page 110

If the PCs leave Glawv quickly (for example, by heading out to the Elsawn Clave within 28 hours of arriving), they may not realize people are getting sick until they return or someone else tells them.

Enhanced automender,
page 154

Midnight stone, page 113

If the PCs aren't the source of the disease, Halcus the nano used a canister of preserved red cough to infect the flying-phase dobworms, transmitting it to the villagers with bites.



Catholicon, page 276

Second skin, page 301

Community tasks any PC can attempt, page 310

the PCs arrive at the village. If the PCs are the source (almost certainly because they don't realize they're infected or how contagious they are), villagers start to show these symptoms on the day after the PCs arrive, starting with any NPCs the PCs spoke to or had physical contact with. The symptoms progress as described in The Red Cough sidebar, with more and more villagers getting sick as the days pass. Among the first to fall ill are Mola and Banurn's daughter, Kna, with Banurn showing symptoms a day or two later.

Because the red cough is a level 2 disease and Glawv is a rank 1 community (meaning most people in it are level 1), the villagers have little chance of surviving it (and even the level 2 NPCs are still likely to get sick). The PCs can use their skills and special abilities to help treat the sick people in the village, but it spreads so quickly that by the time the PCs realize there is a problem, dozens of villagers have been infected (even if they aren't showing symptoms), which is far too many for the PCs to be able to save by themselves. The PCs might be able to treat the symptoms, make the sick people more comfortable, quarantine those known to be sick, and perhaps extend or save the lives of a few, but unless they have a large number of disease-fighting cyphers (such as a catholicon) or an appropriate artifact (such as second skin), it'll take a larger effort and community tasks to save the people of Glawv.

By treating the red cough as a rank 2 threat versus the rank 1 village of Glawv, the PCs undertake community tasks by applying Effort and adding health to the village, thus delaying how long it takes for the village to

reach 0 health and be wiped out. In theory, enough successful PC community tasks over the course of a couple of weeks could save Glawv by giving most of the villagers enough time and strength to recover from the disease. However, a simpler and perhaps faster solution to the red cough is to build something that can cure diseases in many people each day, such as an enhanced automender.

If the PCs have plans and materials to create such a device or installation, they can start building it as soon as they're ready. If the PCs don't have any such plans, they have the option of upgrading the village's automender into an enhanced automender. First, they must repair it so it's no longer functioning erratically. Second, they have to rebuild it with the proper components and in the right configuration to be an enhanced automender. Normally that second step would be a complicated process, but in this case the PCs are in luck: whoever built this installation apparently knew the plan for an enhanced automender, but they lacked the highest-level components to make it, so they modified the plan to build a standard automender, included a schematic of the enhanced version on the inside surface of the installation, and built in the capability to plug in the missing components. All the PCs need are two midnight stones, time, and tools. If the PCs don't have the midnight stones, the Aeon Priests at the Elsawn Clave might have them—so if the PCs weren't already planning on going there, they now have about 400 reasons to do so.

XP Award: The PCs earn 2 XP each if they save the village from the red cough.

ACT 2: VISITING ELSAWN CLAVE

The PCs can get directions to the clave from any of the villagers, who say that it's about half a day's walk away. When the villagers bring their monthly donation of food (which will happen in a few weeks), they normally load up a small pull-cart, leave just after dawn, and make it back to the village by sundown. As far as the villagers know, it's been a few years since any outsiders visited the clave.

If asked for recommendations, the villagers suggest bringing the priests a gift or peace offering—a cypher, oddity, or a tasty food or beverage (especially one the villagers can't provide). The Glawvians don't volunteer to send one of their own along to vouch for the PCs. If the PCs ask for someone to come with them, a teenager named Roff (who has never been to the clave) is willing to shirk his chores for the day and go along (the PCs can instead request a specific villager to accompany them, but that requires an interaction roll and some kind of payment for their time).

The trail to the clave is faint in some places but never disappears. The clearing around the clave is visible from the path a very long distance away. It has several buildings in the same style as those in Glawv, but they have clearly been abandoned for years. Some of the clearing looks like a garden; it's filled with crop plants, but they are growing wild rather than in neat rows. The stone wall surrounding the clave proper is mostly made of hewn logs with a few places patched with scrap synth. A wide door on the northern side has the symbol of the Order of Truth. More triangular buildings are visible over the top of the wall, as is the uppermost portion of a metal-and-synth dome with several metal poles sticking out of the top of it.

There is no bell or knocker on the door in the outer wall, but if the PCs bang on the door, call out to the Aeon Priests, or otherwise make enough noise, an old male voice yells at them to settle down and wait. A small panel in the door's symbol opens up, and an older man's

face is visible through it. The man looks at the PCs (none of whom he recognizes), says he is busy researching the numenera, and asks why he's being interrupted. The man, Lev, is willing to impart the following information, depending on how polite the PCs are. If the PCs don't have a villager with them, all interaction tasks with Lev are hindered because he doesn't know who they are and can't be sure that they aren't bandits.

- **Identity:** "I am Lev, third in seniority at this clave."
- **Research:** "We use the Observatory to witness and track events in the night sky from the movement of planets to the songs of the void. We are very busy and have had too many interruptions recently."
- **Midnight stones:** "I will not discuss with outsiders—you or anyone else—what numenera objects we have at our disposal."
- **Disease:** "There is no disease here, and we didn't hear anything about it from the Glawvians the last time they were here. If there is a sickness in the village, we don't want it here."
- **Purchase or trade:** "We are actually self-sufficient and only accept food from the Glawvians as a matter of courtesy to our neighbors. It is unlikely that you have anything we are interested in."
- **Interruptions:** "This conversation is an interruption to our work, as was the visit by that man Halcus a few days ago."
- **Halcus:** "He is a nano who came here looking for information about some items he had. We couldn't help him and sent him on his way."

If the PCs continue to press him on these topics and succeed at two or three interaction rolls (depending on what they say and how they say it), Lev agrees to discuss their arrival with the others but makes no promises about the outcome.

The items Halcus wanted help with identifying are his brain bud and (if the PCs aren't the source of the red cough) a canister of preserved red-cough microbes.

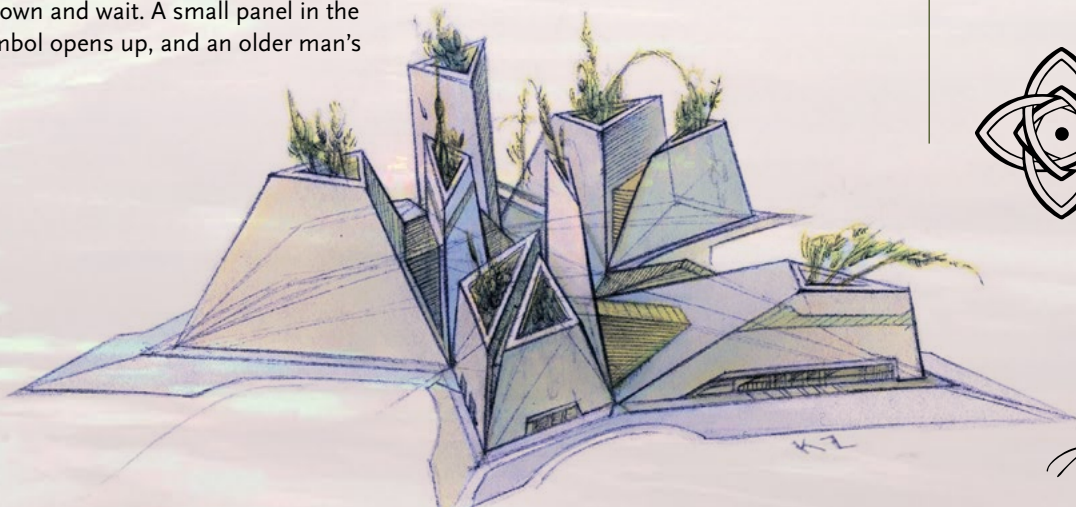
If the PCs are the source of the sickness, bringing a villager along with them guarantees that villager will be infected by the time they return to Glawv.

Lev: level 3, astronomy and understanding numenera as level 4

Roff: level 1, climbing and lying as level 2

GM intrusion: *The villager NPC who accompanies the PCs mentions that people in Glawv have been getting sick (unless the villager was explicitly told not to say anything or it hasn't happened yet).*

This part of the adventure assumes that the PCs are trying to get midnight stones from the clave so they can upgrade the automender. If the PCs are here for another purpose (especially if they don't know there's an outbreak happening in Glawv), the GM needs to adjust these initial encounters with the priests to suit what the PCs are trying to achieve.



Albar: level 3, understanding numenera as level 4

Felni: level 3, understanding numenera as level 4

Joyd: level 4, astronomy and understanding numenera as level 5

Lev: level 3, astronomy and understanding numenera as level 4

Ostron and Rimmo: level 3, understanding numenera as level 4

Vesht: level 3, astronomy, detecting lies, perception, and understanding numenera as level 4



Datasphere, page 355

If the PCs are trying to get something other than midnight stones, the clue has a small selection of other iotum and perhaps an interesting plan or two.

KEY CLAVE NPCs

Albar: The eldest of the priests, Albar has a stooped posture and walks with a synth cane. His eyesight has faded enough that he can no longer read the instruments of the Observatory, but he takes notes dictated by the others, writing in an overly large but legible and fancy handwriting.

Felni: This attractive woman is at least fifty years old with fine, delicate features and black hair. She wears simple beige clothing and a numenera device at her throat that speaks for her (without it, she is unable to speak because her neck was injured years ago by a failed experiment).

Joyd: The smartest member of the clave, Joyd is the leader but prefers to let her colleagues handle their own responsibilities and research. Joyd is almost eighty years old, with curly white hair and deep-set wrinkles on her face. She has started to experience dizzy spells and occasional memory lapses, which she has been hiding from the other members of the clave.

Lev: Third in seniority, he is the friendliest of the Aeon Priests and usually the one to respond to visitors. He is fifty-five years old with greying hair and a short beard, and he wears red clothing. Technically, he is married to Felni, but the two act more like business associates than lovers.

Ostron and Rimmo: These identical twins dress in contrasting shades (Ostron lighter than Rimmo) so the other priests can tell them apart. Both are tall and lean with short-cropped hair and slight frowns. They are about fifty years old. They don't talk much, and when they do, it's almost always about their work.

Vesht: Pushing seventy but still very spry, Vesht is second in seniority here and is the aunt (by marriage) of Lev. She usually wears a green vest and is easily recognized by an ocular implant in her left eye socket, which functions like a normal eye but sometimes provides her additional information about what she is looking at.

NEGOTIATIONS

If the PCs persuade Lev to talk to the other Aeon Priests on their behalf, he first goes to Joyd, who tells him she is busy and that he should talk to Vesht instead. Vesht is curious about the PCs and goes to speak to them, with Lev at her side. If asked about their work, she says that they have been using the Observatory to track the movements of moons, planets, and other things miles above the surface of the world, trying to find information about

their history, purpose, and hopefully, a way to repair and reactivate more functions of the Observatory.

If the PCs explain what they want and don't lie to her about it (her artificial eye can pick up on such things), then after talking with them for about ten minutes, she says she'll call the priests together and discuss what the PCs want. If the PCs mention midnight stones, she makes note of it (along with anything else they offer in trade or services) but doesn't confirm or deny whether the priests have what the PCs need.

If the PCs haven't mentioned the sickness in Glaw, she opens the door and invites them in. Otherwise, she insists they remain outside the clave wall to protect the health of the priests—who, she points out, are all older people and at greater risk of illness. Inside the wall is a courtyard with two well-kept gardens, a few fruit trees, seven triangular buildings, and a large wooden table next to a stone fireplace. Vesht tells the PCs to take a seat at the table or help themselves to some fruit while she and Lev go into the Observatory to discuss things with the rest of the clave. Overall, the sense the PCs get from this place is that all of the priests are old, they've lived their whole lives here, and if they don't get any new people to help them out, they'll all eventually die of old age and their research will never be completed.

After about half an hour, Vesht and Lev return to talk with the PCs some more (at either the large table or the palisade wall door). Vesht confirms the clave has two midnight stones, but they are very reluctant to give them up because the stones help maintain some of the Observatory's devices, and losing them jeopardizes the work they've been doing here for decades. However, they acknowledge the alliance with the village and are willing to trade the midnight stones for something the PCs have. The priests can make use of apt clay, mimetic gel, responsive synth, or cyphers and artifacts that connect to the datasphere or otherwise might be useful for their research (if the PCs mentioned items they're willing to trade before Vesht talked to the other priests, she calls out specific PC equipment they are interested in).

If the PCs offer 100 io worth of goods to the priests (the value of two midnight stones), it is a difficulty 4 interaction task to get Vesht to accept the deal. Every 10 io (or equivalent) offered above or below this amount eases or hinders the task, respectively. The priests have no need for shins and don't consider money as part of the negotiations.



If the PCs offered Vesht any cyphers or artifacts that enhance intelligence or memory, Joyd comes out of the Observatory during these negotiations. She tells Vesht and Lev to return to their work, then specifically mentions that she is interested in those kinds of items. She says it's because she feels like she is about to have a major breakthrough in her life's work and she'd like to accomplish it before she dies, but a PC who makes a difficulty 5 task to detect lies realizes she isn't telling the whole truth (the whole truth being that her mind is starting to fail, and she wants to enhance it to remain focused for as long as she can). Any items of this type that the PCs offer are worth double their value in io to her for the purpose of determining whether she agrees to the trade.

The PCs can retrace their route back to Glawv at any time. If the visit to the clave takes more than about an hour, the PCs won't reach the village until after nightfall. If they wish to stay overnight at the clave, the Aeon Priests allow them to camp outside their wall and assure them that beasts avoid the area entirely.

XP Award: The PCs earn 2 XP each if they negotiate or trade with the Aeon Priests for the midnight stones they need to upgrade the automender.

CURING THE RED COUGH

Even though the PCs have only been gone a day or less, when they get back to Glawv, it is apparent that more people are sick than when they left—clearly, the longer the PCs take to end the epidemic, the more casualties it'll create. The PCs can help treat those who have fallen ill (described in the *Sickness Blooming* section), but for the village to survive, the main project has to be upgrading the automender, which requires one PC who is at least trained in crafting numenera.

If the PCs haven't already repaired the automender, they must first do that before they can begin the upgrade process. To determine the difficulty, number, and frequency of the crafting tasks required, see the Upgrade Difficulty and Time sidebar.

Once the GM has determined the assessed difficulty for this crafting task, they should divide the time to build an installation by the number of crafting subtasks that must be completed. The result of that division is how long each crafting subtask takes. For example, if a Wright PC is trained in crafting numenera, has the Adept Builder ability, and uses the original automender as an asset, that eases the assessed difficulty from 7 to 4, which means a total of six days of crafting and four crafting subtasks (or about one and a half days

If the PCs are resource-poor, the priests say they'd like to acquire a large supply of hurath meat, valuing each beast at 10 io for this purpose.

Sickness Blooming, page 383

Automender, page 154

Crafting installations, page 121

Remember that PCs cannot apply Effort to crafting tasks or subtasks that exceed 28 hours.

PCs who have innate abilities to contact the datasphere can include answering questions as part of their negotiations. If negotiations fail, the PCs could steal or rob what they need from the clave—the Aeon Priests aren't prepared for sneaky infiltrators or aggression. Any Glawv NPC who hears the PCs talking about either of these options is horrified and protests any such plans.



Group GM intrusion: While the villagers are convalescing, rabbit-like pests start eating the crops. This can be treated as a rank 1 or 2 disaster that the PCs can deal with either through normal game play or by attempting community tasks, such as building fences, scarecrows, or even small automatons to drive away these pests.

Long-term tasks, page 324

per crafting subtask, which actually means two full working days per crafting subtask). Then it's just a matter of the PC making the rolls for the four crafting subtasks, and the other PCs trying to keep the sick villagers alive until the enhanced automender is working.

Once the enhanced automender is finished (even if it has side effects from a failed crafting roll), then it's just a matter of bringing everyone in Glawv to it (whether they're sick or apparently healthy, with the sickest ones being the highest priority). As the enhanced automender can treat up to one hundred people in a ten-hour period, everyone in the village can be cured in just a few days. It's a matter of logistics to get the sickest people treated first and then isolate the cured villagers from everyone who hasn't been treated so as to prevent reinfecting them.

Comatose villagers revive in a few hours after using the enhanced automender. Anyone in better shape than that feels better in a few minutes, loses all coughing and weakness in a few hours, and feels completely healthy again after a few days of rest with only light activity.

Unfortunately, an egomaniacal nano named Halcus has other plans for the town that don't involve rest.

XP Award: The PCs earn 2 XP each if they help save the village from the red cough—they get this award whether they do so by repairing and upgrading the automender, treating sick people, or doing something else in the village that significantly contributes to its health and safety.

UPGRADE DIFFICULTY AND TIME

An enhanced automender is a level 5 installation, and the assessed difficulty of its crafting task is 7 (its item level +2). A PC trained or specialized in crafting numenera eases that assessed difficulty by one or two steps, and a type ability (such as the Wright's Adept Builder ability) can ease it by one. Using the village's original automender as the baseline for this upgrade (instead of building a new enhanced automender from scratch) counts as an asset for this task, easing the assessed difficulty by one step. Finally, a PC can use the Help Another PC long-term task to ease the assessed difficulty by one more (but only one PC can help in this way; additional PCs do not provide any benefit). The number of crafting subtasks needed to complete the installation is equal to the final assessed difficulty.



Halcus wears a high-crested collar, flared sleeves, wide-leg pants, and thick-soled boots that add a couple of inches to his height. Machine ports and plugs festoon his neck, hands, and chest. A bright orange, starfish-shaped growth covers most of his forehead.

ACT 3: ALL HAIL HALCUS

Just as the PCs are turning the tide against the red cough, a complication arrives in the form of a would-be warlord named Halcus and a bandit captain named Drayva.

HALCUS THE MAGNIFICENT

Halcus is a plain-looking man of average height and slender build. He dresses strangely and flamboyantly, with a high-crested collar, flared sleeves, wide-leg pants, and thick-soled boots that add a couple of inches to his height. Machine ports and plugs festoon his neck, hands, and chest, with hemmed cuts in his clothing allowing thick synth cables to connect the ports to each other. A bright orange, starfish-shaped growth covers most of his forehead—a brain bud. Born into wealth and privilege, he grew up with an inflated sense of his own self-importance and considers most other people to be inferior. These qualities only got worse when he figured out how to use his brain bud—a quirk of the device amplifies his ego, making him narcissistic, bordering on megalomaniacal.

Halcus is a nano who controls gravity. In addition to his brain bud, he lucked into finding a functional jet frame and three hover frames. By chaining the hover frames (which can move only an immediate distance each round) to the jet frame (which can move a long distance each round), all of them can move together up to a short distance each round or about 20 miles per hour (32 kph). Each chain has a large hook on both ends, allowing the raiders to separate the vehicles and move independently if necessary.

In his initial visit to a community, Halcus just uses the jet frame, relying on its speed to escape if the community seems likely to attack him. During this first visit, the regular bandits and their vehicles remain about a half mile (1 km) away—close enough that the jet frame can get back to them in a couple of minutes but farther than most ranged attacks can reach.

Halcus commands six bandits and their leader, Captain Drayva, whom he recruited into his service after they failed in an attempt to rob him. Halcus has enough personal power to

kill any and all of his underlings if they oppose him, but he is generous and charismatic enough that they follow him willingly, knowing that they'll get a fair share of any loot and that he'll handle anything more dangerous than a town guard.

Halcus and Drayva come zooming in on the jet frame a few hours before sundown, stopping at the outskirts of the village so Halcus can address the villagers and make his demands. Read the following aloud to the players.

READ ALOUD

A strange sound like hissing steam builds in volume as something approaches the village. A silver vehicle resembling a squared-off seashell hovers above the ground, propelled by jets of flame. In it are two people, one a thin man dressed in strange clothes and the other a tough-looking woman armed to the teeth. The vehicle moves at incredible speed, stopping on the outskirts of the village with a flare of its jets, then falls silent. The man stands, raises his hands in a gesture of welcome, and speaks, almost yelling some words for emphasis. "Greetings, villagers! I am HALCUS THE MAGNIFICENT! It pleases me to let you know that I am your new lord, and I shall rule over you FAIRLY, as long as you give me what I am due as your sovereign. You now have a CHOICE—hand over half of your wealth, or I and my soldiers will TEAR DOWN your homes, BURN your crops, and BURY you in the earth. I shall return just before SUNDOWN to hear your answer. Do NOT disappoint me!" The man holds out both of his hands, palms down, and there is a moment of vertigo followed by the ground shaking like a small earthquake. Nodding to himself as if satisfied, the man sits down. With a burst of flame, the vehicle spins around and heads back the way it came.

The villagers (most of whom are still weak and recovering from the red cough) start to talk all over each other in a panic. They tell the PCs they have no idea who this Halcus person is or why he thinks he's their new lord, but they're very concerned that he has the power to make

Halcus the Magnificent: level 5; Speed defense against ranged projectile attacks as level 6; health 20; Armor 1 from a force field esotery; long-range gravity attack inflicts 3 points of damage on target (or 6 points at short range); carries Might rejuvenator cypher, stim cypher, and brain bud artifact

If Halcus is the source of the red cough instead of the PCs, he used it on Glaww to soften them up before making them his first conquest as a warlord.

Jet frame, page 175

Hover frame, page 175



Rejuvenator, page 286

Stim, page 287

Brain bud, page 293

Bandit: level 3; Armor 1; inflicts 4 points of damage with hand-to-hand and ranged attacks

Captain Drayva: level 5; health 20; Armor 2; inflicts 6 points of damage with hand-to-hand and ranged attacks; carries Might rejuvenator cypher

If there is a PC in the group who Controls Gravity, they think the vertigo and shaking is probably a trick of using gravity powers to manipulate the ground.



Controls Gravity,
page 63

GM intrusion: A well-meaning but foolish villager is caught approaching Halcus's camp (perhaps while the PCs are attacking), complicating the PCs' plans.

his threats a reality. They obviously don't want to give up half of their wealth, but they don't think they can fight him—or however many soldiers he claims to have with him. It is up to the PCs to deal with this problem. One possibility is seeing how many soldiers Halcus has with him so they can assess how dangerous the group is, which means following him out of the village or using the numenera to spy on them remotely.

HALCUS'S CAMP

Halcus and his bandits are waiting a safe distance away from Glawv next to a large rock in a clearing near the lake. Halcus plans to approach the town with his entire crew and their vehicles as a show of force, so the hover frames have been chained to the jet frame with lengths of chain about 20 feet (6 m) long. The four vehicles are arranged like the corners of a square with the people milling about in the middle, eating near a small campfire. The raiders are being cautious; they don't know if the village has some secret defense that would keep this from being an easy victory, so they're carefully watching their perimeter (sneaking tasks to approach or enter the camp are hindered), and none of them are wandering off alone. Once the PCs get close enough to see these people clearly, it is obvious that Halcus doesn't actually have soldiers—his minions are bandits who aren't even wearing a common uniform or color. The bandits still look dangerous, but not in the way that a group of trained soldiers might be.

Stealthy PCs can sneak up on the camp to get a better view, but unless the characters can become invisible or manipulate objects at a distance, it is unlikely they'll have the opportunity to sabotage any equipment, poison the food, or anything else that requires the PCs to remain undetected.

Of course, the PCs might decide to ambush the camp while the bandits aren't ready to fight, especially as it would be easy to catch several of them in an immediate-range detonation while they're eating. Attacking them here also has the advantage that none of the villagers are nearby, so the bandits can't use them as hostages and the villagers can't

inadvertently end up in the line of fire. Note that the vehicles have an open design and don't provide cover to anyone driving or riding in them, but someone could duck behind them like a large table to gain cover against attacks coming from the other side.

If the PCs attack the camp, refer to The Battle of Glawv section for details about Halcus's tactics.

PARADE OF TRIBUTE

Filled with a sense of his own glory, Halcus returns to Glawv with a smile on his face. One of the bandits (not Drayva) pilots the jet frame for him so he can stand and wave at his new “subjects.” Three other bandits pilot the three hover frames, each with one hand on the controls and one hand on loaded crossbows. Drayva and the remaining two bandits stand in the passenger areas of each hover frame, holding their bows ready. Drayva and the other two are lightly strapped to the frame to keep them from falling out, but they are otherwise free to move and shoot. Because the hover frames are being pulled by the jet frame, steering the hover frames is just a matter of adjusting their lateral movement now and then so they retain a square formation instead of colliding behind the jet frame (the bandits piloting the hover frames can do this with only one hand, leaving a hand free for a crossbow).

Read the following aloud.

READ ALOUD

As the four vehicles reach the edge of the village, Halcus signals for them to stop, and he recites another speech. “GOOD PEOPLE! BLESSED SUBJECTS! I have returned! If you have made the WISE choice, the choice of TRIBUTE, bring it forth and stack it neatly before me! If instead you have foolishly REFUSED my generous offer, let one of you come forward to speak on behalf of all. That one, and ONLY that one, shall be spared my wrath, and the REST of you will be food for the CARRION EATERS!”

At this point, Halcus pauses to see what the villagers do. If tribute is brought before him and it seems like the right general volume of goods, he is satisfied and has the bandits



If appropriate tribute is brought before Halcus, he is satisfied and violence is averted for the moment. If anything else happens, anything at all, Halcus is enraged and orders the bandits to attack and destroy the village.

collect it and load it onto their vehicles. Once that is done, Halcus makes a rambling congratulatory speech to the villagers about the wisdom of their choice and how he will return next season for more tribute. But, he says, he is a generous lord, and they'll have to give up only a fourth of their wealth instead of half next season, as this first tribute was just to demonstrate that the villagers were loyal, humble, and generous in their thanks to their new lord. He then has his bandits drive through the village in the opposite direction from which they came, leaving Glawv behind (perhaps until next season, perhaps forever).

If just about anything else happens—nobody brings tribute, nobody comes out at all, people yell insults, and so on—Halcus is furious, swears to destroy the village, and orders the bandits to attack.

THE BATTLE OF GLAWV

Initially, Halcus's intent is to kill the villagers, loot their homes and fields, and burn the rest. This means that Halcus and the bandits begin by attacking the villagers, regardless of age or infirmity. Unless the PCs have trained them in combat, the villagers know they're no match for the bandits and try to run away rather than fight (although this is still a challenge for anyone who has been sick recently). If the

PCs look more dangerous than the villagers, Halcus and the bandits quickly change tactics and try to kill the PCs first, especially if the PCs are attacking them.

The raiders remain in their vehicles and attack with ranged weapons, unless doing so is impractical. For example, if they need to chase someone into a building (vehicles can't fit through the doors) or if they are attacked from opposite sides of their square formation, one or more bandits will exit their frames to deal with the situation and climb back in when done.

Halcus is smart and uses his abilities to deal with the biggest threats. He points out key targets for his bandits to shoot, gives his pilot orders as to where to drive, and commands Drayva to deal with anyone who looks like a powerful melee threat (such as a Glaive PC).

If there are a group of enemies relatively near each other (no more than an immediate distance apart), he has his pilot drive into them. Because of the long chains and the trailing hover frames, this works like a level 4 trample attack against everyone in a wide path that is a short distance across, inflicting 4 damage and knocking down anyone who fails a level 4 Might defense roll.

The presence of the vehicles and chains gives the PCs interesting combat options.

Typical Glawvian:
level 1 or 2

GM intrusion: *Halcus uses his gravity control to launch a PC about 50 feet (15 m) into the air, inflicting 5 points of falling damage and stunning them for one round if they fail a Might defense roll.*

Group GM intrusion: *An attack that misses one of Halcus's people damages the jet frame, rendering it inoperable.*





Reality spike, page 285

If the PCs don't want to keep or salvage the hover frames, Delby (or another authority figure NPC, if she is unavailable) asks if the village could keep them, as they'd be very useful.

They'd accept the jet frame, too, but the PCs probably want to keep it.

Unless a PC has piloted a hover frame before, trying to operate one during the heat of battle hinders the PC's attempts by three steps.

Heavy chain: level 4

Community actions, page 305

Rampaging beast, page 315

Community tasks any PC can attempt, page 310

Long-term tasks, page 324

For example, they could pull a bandit out of a pilot seat and try to steer it in a different direction, break a chain (which would reduce that hover frame to moving only an immediate distance each turn), or try to hook a frame or chain on a sturdy object (such as a house or reality spike) to limit its maneuverability.

Anyone piloting a frame can put some slack in the connecting chain (this is not an action), making it possible to use an action to unhook the chain from the frame and free their vehicle from the others. If the battle looks like it is turning against the bandits, the one driving the jet frame will probably try this (even if Halcus doesn't order them to) and move away at full speed (a long distance per round), no longer encumbered by the other vehicles. This tactic is less effective for the hover frames, as they can move only an immediate distance per round, but circumstances may make this a better option for a bandit than just waiting for the PCs to kill them.

If the fight turns against Halcus (especially if he is surrounded or Drayva is incapacitated), he becomes furious, screaming insults at his opponents, outraged that they would dare to challenge him. Halcus fights to the death, sure that he'll somehow pull out a victory at the last moment. Drayva and the other bandits flee if it looks like they're losing or surrender if escape isn't possible. Once Halcus and the bandits are defeated, the villagers cheer the PCs for their victory and insist the PCs keep the vehicles and equipment from their fallen foes as reward.

ENDING THE ADVENTURE

The villagers treat the PCs like heroes, donating or building a house for them and inviting them to join their little community. Things settle down in Glawv, and the PCs should feel free to move on or stay here for some long-term play, such as building a wall around the village, harvesting amber dobs, crafting new things with iotum they've salvaged, or perhaps trying to help the Aeon Priests of the Elsawn Clave with their research (or repairing the Observatory). If the PCs decide to make Glawv their base of operations, the priests inform them about prior-world sites within a few days of here, giving the PCs many opportunities to delve, salvage, and build.

XP Award: The PCs earn 2 XP each if they save Glawv from Halcus and his bandits. In addition, they earn 1 XP each if they keep villager casualties to a minimum and another 1 XP each if the jet frame survives the battle.

OPTIONS FOR USING HALCUS

Alternatively, instead of bringing in Halcus while the villagers are still getting over the red cough and giving them a short timeline for handing over their tribute, the GM could have him arrive after the villagers have made a full recovery and give them a day or two to collect their offering to him. This would give the PCs and villagers time to build some impromptu defenses for Glawv, train NPCs to fight, equip NPCs with cyphers, and so on (the specifics of these actions depend on what the PCs are capable of; the players are likely to have creative ways to use their abilities to help the village). Instead of the PCs defending Glawv during regular play, the attack on the village could be handled as an exchange of community actions between the rank 1 village and Halcus's people.

If acting against a large group of enemies or against an enemy community, treat Halcus, his jet frame, hover frames, and crew of bandits as a rank 1 rampaging beast with +1 Armor that inflicts 2 points of damage. If the PCs don't use their abilities that can modify a ranked community's stats or attempt community tasks to do the same, Halcus the would-be warlord can destroy Glawv in two or three hours.



CHAPTER 35

TERMINUS

The PCs discover a grave threat to not only their community but also the world at large. A massive chunk of unknown debris tumbles through the void directly toward Earth. To ensure the planet's survival, the characters must deflect or destroy this object that turns out to be even more complex and dangerous than they'd first imagined.

The challenges in this scenario assume experienced characters. Tier 4 characters would certainly be appropriate, and so would those at tier 5.

BACKGROUND

The following elements figure prominently in this adventure.

TERMINUS

Over the history of the cosmos, great wars played out over hundreds of millions of years, waged by unimaginable intelligences scattered between the stars. Most of these have moved on, been wiped out, or otherwise faded. Unfortunately, their weapons of war often linger longer. One of these is a 160-mile (260 km) long object with a reddish hue on its rocky shell. Only one eighth as wide as it is long, the object—called Terminus by the true automaton Ramoth—is not a child of the sun. It zipped into the solar system on a steep trajectory from interstellar space. Now it spirals inward, and if it is not stopped, it is likely to slam into Earth with lethal force in about a year. If that happens, it will crack the planet asunder.

RAMOTH

Asleep for a hundred million years, the true automaton called Ramoth doesn't exist in any one form. Its intelligence is distributed across various parts of the datasphere in an energy-saving—and sanity-saving—mode. An entity of a prior world, Ramoth took it upon itself to safeguard the planet in one specific way. It doesn't care if humans or any other civilizations, species, or terrestrial

environments go extinct. Rather, it dedicated itself to preventing global annihilation from cosmic events like gamma ray bursts and catastrophic impacts.

Ancient sensors trigger it awake, and it becomes aware of the large object spiraling in toward Earth. Unfortunately, its systems have become degraded over the millennia since its last activity, and its options are limited. Unable to act directly on its own, it attempts to contact and provide what resources it can to groups it has identified as capable enough to deal with the situation. One of those groups is the PCs.

ANHEDONS

Strange creatures of stone called anhedons infest Terminus. They're intelligent but not driven by biological needs. Instead, they seek a mysterious something called the Meeting of All Things. Whether that is an object, an entity, a period of time, or an event is not something they're capable of putting into human language. But bluntly speaking, they think they can find the Meeting of All Things if they steer Terminus directly into Earth.

Ramoth doesn't know that Terminus is crewed by anhedons or even what anhedons are, so it will be as much a surprise to it as to the PCs when they find the creatures there.

MOONWRECKERS

The Moonwreckers are a far-flung organization of explorers who've pledged to break the bonds of the world and fly out into the night in search of treasures lost in the vault of space. Their wanderlust pulls them upward into the ultimate frontier in search of unknown worlds, strange life, and places that humans have never before seen, tread upon, or to be frank, looted.

Members find (or build) space-capable craft to make their dreams come true. One group of four noticed the interstellar intruder called Terminus tumbling into the grasp of the sun.

Anhedon, page 253

True automaton, page 149

They intercepted and entered the object but are not interested in destroying Terminus so much as exploring and exploiting it. They might see the PCs as rivals, but they also don't know that the object of their desire is tumbling headlong toward Earth with lethal velocity. If the PCs are diplomatic, they could potentially convert the Moonwreckers from rivals into allies.

The Moonwreckers on Terminus have split into two groups of two. While one group loots, the other attempts to enter the control nexus and steer the object. The efforts of the latter group could neutralize the PCs' efforts unless the PCs intervene or, alternatively, aid in the audacious attempt to wrest control of Terminus from its fate.

GETTING THE PLAYERS INVOLVED

If possible, the PCs are deep into the investigation of some prior-world ruin for entirely unrelated reasons when they are contacted by an entity they weren't expecting: Ramoth. That contact comes only after a period of weird behavior, which the PCs don't understand at first, from a variety of different numenera devices and objects. Flashing red lights, alarm sounds, and cryptic whispering are not things that the PCs' particular installations or artifacts usually emit. PCs who notice and try to come up with an explanation discover that the weird behavior of the disparate devices seems to be coordinated in such a way as to direct attention to a distant point of light in the sky—one that's rapidly getting brighter. At that point, the PCs discover Ramoth and it them, whereupon it requests their aid as described under Starting Point.

Alternatively, Ramoth directly contacts the PCs, especially if it has previously become aware of them interacting with the datasphere and other prior-world technology.

STARTING POINT

Read or paraphrase the following when the PCs initiate contact or are contacted by Ramoth. Ramoth overwrites the nearest numenera device to manifest a direct connection with the PCs, wherever they happen to be. Ramoth is not one for wasted verbiage. When it speaks, its voice thunders at first, then drops to a whisper before finally resolving to a comfortable volume.

READ ALOUD

A golden pillar punches up through the ground, rising to waist level. A masklike visage appears in a glitter of filmy light atop the pillar. The visage is simple, consisting of two dark spaces that might be meant to represent eyes, but it immediately begins to shift, stretch, and contract, becoming ever more like the face of a human. It says, "Warning, warning, warning! A weapon has targeted Earth. Three hundred and seventy days from now, Terminus will strike and split the planet asunder. My capacity to prevent this catastrophe has fallen below actionable levels. You meet various prerequisites that suggest you have the knowledge and resources to potentially prevent this outcome. I shall render you what aid and knowledge I can if you accept the charge of deflecting or destroying Terminus. Do you accept?"

Ramoth tersely answers a few follow-up questions that the PCs likely have and provides a visual of the weird reddish object slowly tumbling toward Earth (see Background). But it quickly wishes to know if the PCs will accept its charge or if it should move this instance of itself to secondary and tertiary groups that might agree to help instead.

NEXT STEPS

If the PCs agree to help, Ramoth causes the pillar to "bud," creating a mobile communication device that can provide the PCs with specific aid and occasionally allow them to communicate with Ramoth itself for up to ten minutes per use.

RAMOTH LINK DEVICE

The budded link device provides the following kinds of aid when activated. Note that the PCs might already have resources that would allow them to reach Terminus faster and more efficiently, in which case they should use that method instead.

Plan: A plan for a modified version of a fiery ascender with a minimum crafting level of 8 but with the capacity to quickly reach and dock with Terminus after just seven days of travel. If none of the PCs are skilled crafters, they will have to find an NPC wright with enough knowledge to reduce the assessed difficulty of the crafting task down to just a few months.

Extreme Cyphers: Coordinates to a depot of three extreme massive-destruction cyphers that Ramoth indicates must be placed within Terminus (not detonated on the surface) at specific spots it has identified.

Extreme cyphers are cyphers that have a larger effect than their level would indicate.

They are not usually found through regular salvage tasks, but instead are gained through extraordinary means.

Ramoth link device:
level 9 artifact;
depletion 1 in 1d100

Fiery ascender, page 173

Massive destruction cypher: level 10;
detonates in a 1-mile (1.5 km) radius, inflicting 30 points of damage; can be set to go off at a specified time, in response to a specified signal, or immediately

Continued Contact: Answers to specific questions, though Ramoth continues to be terse. However, it will provide additional plans that the PCs decide they might need for success, as well as other knowledge that the PCs can't come up with themselves.

Navigational Coordinates: Coordinates to hard-to-find iotum (such as monopoles) that the PCs will need to build the fiery ascender or other requested plans. Ramoth also provides specific and continually updated coordinates to Terminus's current location.

PREPARATION TIMELINE

The PCs have a lot of leeway to go about things in the months leading up to Terminus's impact. Depending on how you want to handle it, you could play out some encounters where they locate and secure important iotum or extreme cyphers guarded by ancient safeguards. Playing out the scene when they finally finish the fiery ascender and use it to hurtle themselves off the Earth is also appropriate. But otherwise, you should speed things along using long-term play, indicating the status of the PCs' various strategies from month to month.

However, at some point during this period, the PCs will meet an Aeon Priest named Deriya. They might seek her out (because they need a wright or someone with a wright's skills), meet her while making preparations (because they need a particular plan or kind of iotum), or be tracked down themselves (because what the PCs are doing draws attention). Deriya corroborates Ramoth's story, can provide help, and lends energy and urgency to the PCs' plans. However, she also has her own agenda.

DERIYA THE AEON PRIEST

Dressed in black robes that shimmer with silver highlights, Deriya is about 7 feet (2 m) tall. Her flesh is studded with half a dozen devices. The Aeon Priest is enthusiastic, as intelligent as anyone the PCs have probably ever met before, and given to removing one of the devices from her flesh, which breaks into three floating spheres, and juggling them in the palm of one hand while she's thinking.

Deriya wants to help the PCs because she knows about Terminus. She provides the aid that the characters are seeking, helps them build the craft they need, gives them the iotum they want, or does something else in return for the PCs bringing her along on the mission. She also has some additional lore to relate to the characters. Read or paraphrase the following.

READ ALOUD

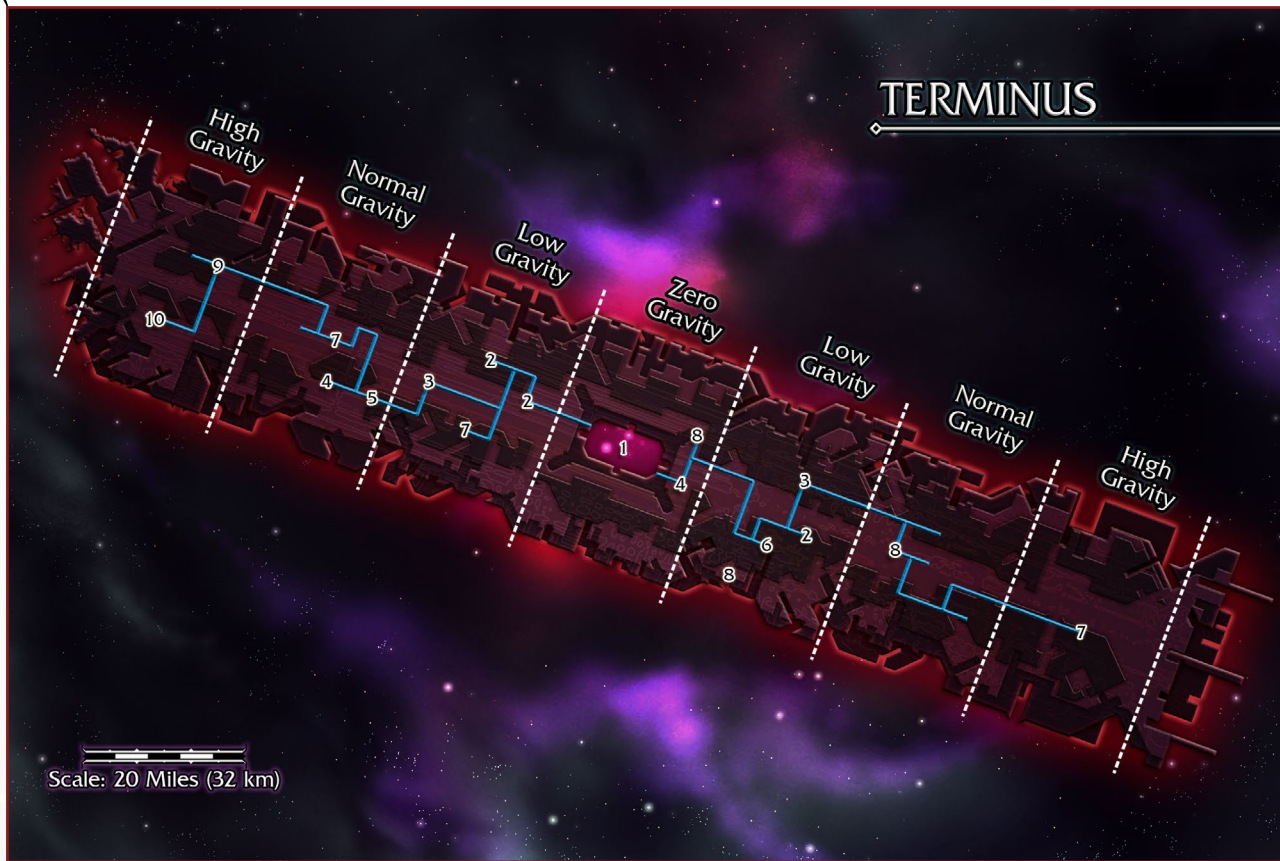
The towering Aeon Priest says, "Ramoth is right, and time is short. But Ramoth doesn't know *why* Terminus comes. I do. Within the deepest caches of the datasphere, degraded, forgotten, and disconnected from the rest, I found information about Terminus. It's not a weapon, or it wasn't meant as one, not at first. It was sent as a messenger—a key, in fact, for the Meeting of All Things. Before you ask, no, I don't know what the Meeting of All Things is. I have a hypothesis but no hard facts. Anyway, so much time has passed that Terminus's key function might well be degraded, which means it will slam into Earth just like the catastrophic weapon Ramoth claims it is. But I must know if my hypothesis is correct!"

Monopoles, page 113

One preparation the PCs might attempt is to find a cypher or artifact that can get them off Terminus after the fiery ascender gets them there. Maybe Deriya provides such aid in return for the PCs bringing her along.



Deriya, Aeon Priest: level 6; crafting numenera, attacks, defense, healing herself, flying, gathering information, and materializing the tool or cypher she needs from implanted devices as level 8



Transcendent cosmic door, page 402

Deriya's hypothesis is that if Terminus is functioning correctly as a key, then instead of destroying Earth when it makes contact, it'll open a cosmic door—one that leads anywhere, including other dimensions, and maybe even anywhen, which would throw the doors of creation wide open and perhaps offer transcendence for those who decide to use it. Though she cautions, yet again, that this scenario is only an educated guess. She intends to see what the truth is, with the PCs if possible, so they can help each other. For its part, Ramoth remains convinced that Terminus is a weapon and needs to be destroyed.

WELCOME TO TERMINUS

PCs may have a display or sensors that allow them to see the object Ramoth has sent them to destroy, granting them a view of the monstrous structure, 160 miles (260 km) long and 20 miles (32 km) wide, tumbling silently through the void. Terminus is rocky, but on closer examination, it is tiled in a cubed texture of differently sized square outlines blurred by a reddish hue splattering the entire rocky shell. Thanks to Terminus's rotation and spin, safely docking is best done at the center of the tumbling object, though even then it requires a difficulty 4 Intellect task (skill in numenera

knowledge or piloting would apply) to match rotation and avoid a crash inflicting 4 points of damage on all creatures on the craft (and possibly even disabling the craft until it can be repaired). The PCs will also discover that they can simply pilot their craft into the central access hollow.

Waypoints: Ramoth's link device lights up with coordinates showing where the extreme cyphers must be placed within Terminus, three locations in all. It doesn't know what lies in these locations (or what's in any other part of the object), only that detonations at each of these locations are, structurally speaking, most likely to result in destroying Terminus in a way that sends the fragments on trajectories away from Earth.

Getting Around Terminus: Thanks to the object's spin, gravity is different on Terminus depending on where the PCs are located. It could be zero gravity, low gravity, normal gravity, or high gravity. The floors of passages and chambers within Terminus are typically oriented so that the floor is toward one end of Terminus or the other, while the ceiling is toward Terminus's center. Access tubes thus provide transportation up and down the interior (although "up" is always toward

Access tube: level 5

Terminus's center). Most access tubes are powered and whisk travelers to the next node up or down in just a few minutes, once the controls are figured out.

Despite the vast size of Terminus, the number of actual passages and chambers within it are relatively few. The bulk of the object is solid, designed to hit its target—Earth—with an overwhelming mass punch. That should make the idea of exploring the various chambers of the interior a bit less overwhelming than it might otherwise seem.

Terminus: a Key, Not a Weapon?: At various places during the adventure, the PCs (and perhaps Deriya) may try to speak with the anhedons or access the devices and machines found in the massive object to help get to the bottom of Terminus's purpose. However, devices and creatures not near the Control Nexus have only partial or degraded knowledge. Each time the PCs attempt to gain additional information and succeed on an appropriate task of difficulty 6, they learn a new clue. These clues are learned in order, and no more than one clue is learned in any one location:

- There is indeed a concept called the Meeting of All Things that is important on Terminus.
- Events (or time itself) are counting down to the Meeting of All Things.
- Something is wrong, broken, or decayed, and the Meeting is likely to be missed.
- Repairing Terminus's key function could allow it to initiate a different effect than simply slamming into Earth, though it's not clear what that effect would be.
- The Meeting of All Things could release as much energy as several galactic-core black holes slamming into each other.
- Controls for the key function are in the control nexus.

1. ACCESS HOLLOW

A square-shaped hole through the center of Terminus creates an impressively gargantuan interior chamber vaguely lit by lines of blue light at the edges. A field across each

DEALING WITH ANHEDONS

These enigmatic creatures, when encountered in Terminus, are even more single-minded in their hatred of other creatures than the rest of their kind. They're certain that their imminent meeting with Earth is, in fact, the Meeting of All Things, an event that all anhedons have desired to conclude since their inception around some distant star.

Though anhedons are normally level 4 creatures, those encountered in Terminus are level 5.

opening keeps the breathable (but quite chill) atmosphere from spilling out into the void. Objects can pass through the permeable field at will. Once a ship enters the access hollow, navigational assistance devices align the vehicle's rotation to match Terminus, allowing docking as if the two were completely stationary.

Miles across, the access hollow's interior is a zero-gravity environment. The four walls host thousands of differently sized pads, apparently designed for various-sized craft to land upon. Only about 10 percent of these are currently occupied and then only by piles of scrap that might've once been functioning ships. (Each is a potential salvage source, but salvage tasks are hindered by three steps.) Among these, one stands out as being a far newer and apparently functional craft judging by the lights it emits (it is a vehicle called a voidglider). It belongs to a group of three Moonwreckers, who are supposedly attempting the same mission as the PCs. The PCs will likely meet them further inside. The voidglider is empty but locked down.

Though many defensive measures no longer function, some designed to stop intruders from flying into the planet-busting weapon are still working. If the PCs land, three hulking, 20-foot (6 m) tall defense automatons rise from square silos and attempt to stop the PC intruders then and there.


Zero gravity, page 115

Voidglider (vehicle):
level 8; space vehicle requiring a crew of two, can carry up to ten more people or some cargo; can sustain passengers for up to three months before it needs to return to a planet with a breathable atmosphere; depletion 1 in 1d100 (check per day of use)

Defense automaton:
level 6, Speed defense as level 4 due to size; flies a long distance each round; Armor 4; very-long-range missile inflicts 8 points of damage on all targets within immediate range of primary target; grapple attack inflicts 6 points of damage and holds the target until they can escape



Terminus's access hollow is without gravity and miles across. The four walls of the vast hollow host thousands of platforms of all different widths and conformations, designed for various-sized craft to land upon.

GM intrusion: *The extreme cypher that the PC installs here won't accept a timer or remote signal detonation, requiring that it be manually detonated at the appropriate time unless it can be repaired.*

Anhedon, page 253

Watchful cube throng: *level 8*

Carapace pool: *level 8*

Heri: *level 6; health 27; Armor 3 from a mutation; long-range sonic attack inflicts 6 points of Speed damage (ignores Armor) from a mutation*

Scrose: *level 7; health 30; Armor 4 from suit; ignores any gravitational effects that he wishes using suit; hand-to-hand attack inflicts 9 points of damage from suit*

Mechanical suit: *level 7; depletion 1 in 1d20 (check per day of use)*

GM intrusion: *The character is scratched by a stone shard, infusing their blood with a mineralizing poison that inflicts 3 points of Speed damage (ignores Armor) and which marks their veins with external stony crusts.*

2. WATCHFUL CUBE THROG

Various locations within Terminus contain 90-foot (27 m) square chambers, bare but for a handful of 6-foot (2 m) rocky cubes suspended in a shaft of blue light at the center. When movement is detected visually, all the cubes rotate to bring a crystalline face to bear on a target. Each PC who meets the gaze feels a complex inquiry unfold, a psychic challenge they can attempt to pacify with a successful Intellect task. On a failure, they take 7 points of Intellect damage (ignores Armor). If more than two PCs fail, a squad of ten anhedons are summoned, which arrive within a few rounds from a nearby access tube. On a success, the cube throng is pacified for the time being and the PC gains an asset to future attempts at pacifying other cube throngs.

3. CARAPACE ENCAPSULATOR

A few sites in Terminus provide anhedons with a rocky balm that heals and soothes them over the long millennia of their journey. The effect is less sanguine for other creatures. These 60-foot (18 m) square chambers contain a square pool of liquid 12 feet (4 m) across that radiates amber light. Whatever is immersed in the liquid gains a rocky carapace reminiscent of an anhedon's hide. If just a hand or arm is submerged, 3 points of Speed damage (ignores Armor) is inflicted. Full immersion inflicts 6 points of Speed damage (ignores Armor) and requires a Might defense roll to avoid descending one step on the damage track. Creatures that survive the process are partially or completely encapsulated in a stone carapace that provides them with +2 Armor but which limits their movement to an immediate distance each round and hinders all physical actions by two steps. Characters that become fully encapsulated can pass themselves off as anhedons for short periods, gaining two assets on all tasks related to persuading anhedons that the PC is not an invader.

4. ANHEDON NEST

Anhedons rest for thousands of years at a time in nests pocketed throughout Terminus, unmoving, like a collection of enormous geodes. Each nest typically contains about ten anhedons. If disturbed, they attack any creatures they don't recognize. Apparently, the anhedons know of at least one other group that has recently come to Terminus, a group that is "stealing from the repositories that have been kept sacrosanct since the beginning."

5. DETONATION SITE 1: FROSTWORK

Delicate mineral crystals seem to frost the floors, walls, and ceiling of this chamber. The frost glitters and throws back any light at double the intensity of the source. The crystals cover the chamber, forcing anyone who wants to proceed to push through the material. Doing so easily creates a path, as the stuff crumbles almost with a touch.

According to Ramoth, one of the PCs' detonations should be set up here. Ramoth reiterates (if it hasn't already) that all the detonations must be set off simultaneously for its plan to succeed.

If Deriya is with the PCs, she asks them to consider delaying the auto-destruction setting, at least until they can get to the bottom of the Meeting of All Things. However, she accedes to their wishes.

6. DETONATION SITE 2: REPOSITORY

Several anhedon repositories are scattered throughout the tumbling object. Each repository is essentially an open area a long distance across in front of a sealed, vault-like door about 30 feet (9 m) in diameter. Each repository stores something valuable to anhedons, though possibly meaningless (and dangerous) to other creatures. This repository happens to be where Ramoth wants to put another extreme detonation cypher.

However, two of the four Moonwreckers who came to Terminus are attempting to enter the repository as well, intent on looting it. The two looters are Heri, a mutant woman with gleaming green eyes, and Scrose, a hulking man who wears a form-fitting mechanical suit (an artifact).

If interrupted, the looters initially assume that the PCs are just one more internal defense. If they recognize the PCs as fellow humans, they become confused and a bit suspicious. They have no idea, and at first would rather not believe, that Terminus is heading for Earth. In fact, the idea that the PCs intend to blow up the craft, with all its alien mysteries and wonders unexplored, strikes them as a terrible plan. Convincing them, and thus avoiding combat, requires a couple of difficulty 5 persuasion tasks. If the PCs bring out Ramoth to help make their case, they gain an asset.

Whether the PCs ally with or fight the Moonwreckers, they likely learn that at least two other Moonwreckers are also on Terminus, and those two—Meikhado and Verone—are headed to what they believe to be a control nexus that steers the object. They hope to



gain control over the ship. Ramoth interrupts (or follows up afterward), indicating that any attempt to change Terminus's trajectory is a very, very bad idea. If not pulled off perfectly, a change in trajectory and velocity might not be enough to cause Terminus to miss but would certainly make fragments of a detonated Terminus strike the planet.

If Deriya is with the PCs, she asks them to consider delaying the auto-destruction setting as in the Frostwork. Moonwreckers hearing about Deriya's hypothesis about a cosmic door become intrigued for the first time.

Repository: Failing to safely bypass this repository's seal activates a defensive measure that inflicts electrical damage on all creatures within short range and could summon a nest of anhedons. The seal also remains intact.

If the repository is accessed, a cylindrical tube 10 feet (3 m) in diameter and filled with fluid is found inside. Chunks of white mineral between 3 feet (1 m) and 6 feet (2 m) in diameter float in the fluid. If a white chunk is removed from the liquid and contacts the air, it flares violently, burning for several minutes and inflicting damage on anything within

Repository seal: level 8

Burning reaction: level 6

GM INTRUSION: COURSE CHANGE

This encounter occurs whenever the GM feels it would be best, if at all. If used, it should be presented as a group GM intrusion.

The entire interior of Terminus groans, bucks, and skews. All creatures must succeed on a difficulty 7 Might task or be thrown to the ground, taking 5 points of damage. PCs can reason out, with or without Ramoth's help, that Terminus has altered course at least to some extent. However, the new course isn't enough to cause it to miss Earth. It's only enough to invalidate the PCs' entire quest to detonate their massive-damage cyphers in a way that would throw the shards safely away from Earth. If Ramoth is not already speaking with the PCs, the automaton activates a mobile device and shows a navigation waypoint at the far end of Terminus. Ramoth indicates that the waypoint is the control nexus where the PCs need to go to either steer the massive object back to its original trajectory or wrench it even further off course. And there's not much time left to do either.

Deriya looks worried and, if asked, says that a manual course change this late could mean Terminus would not go to the proper location to open a cosmic door.



The Meeting of All Things is the opening of the transcendent cosmic door.

Gravity siphon: level 7

Random salvage result, page 109

Access tube: level 7

Salvaging opportunities in the control nexus are rich, but attempting to salvage before steering Terminus to a new course hinders later steering tasks.

Defense automaton: level 6, *Speed defense as level 4 due to size; flies a long distance each round; Armor 4; very-long-range missile attack inflicts 8 points of damage on all targets within immediate range of primary target; grapple attack inflicts 6 points of damage and holds the target until they can escape*

Replicator: level 7

Pilot 1: level 8, *Speed defense as level 6 due to size; Armor 5; can phase through creatures and objects as part of another action*

Pilot 2: level 8, *Speed defense as level 6 due to size; Armor 5; can alter gravity for a character, including direction and intensity, as part of another action*

Pilot 3: level 8, *Speed defense as level 6 due to size; Armor 5; can heal another Pilot for 10 points as an action*

immediate range each round unless quenched. The devices connected to the tube could be salvaged for three cyphers and an artifact, or if PCs are just looking for whatever they can find, they can get a random salvage result, though this attempt at random salvage risks releasing the white chunks in the liquid.

7. FAULTY ACCESS TUBE

Some of the access tubes in Terminus don't work properly. Normally, if an understanding numenera task to use the access tube fails, would-be passengers simply go nowhere. But if a character fails a task in a faulty access tube, they fall. In low gravity, that's no big deal, but falls in higher-gravity areas are potentially lethal.

Normal-Gravity Access-Tube Plunge:

Characters who fail a Speed defense task fall 50 feet (15 m), suffer 5 points of Might damage, and descend one step on the damage track.

High-Gravity Access-Tube Plunge:

Characters who fail a Speed defense task fall 50 feet (15 m), suffer 20 points of Might damage, and descend two steps on the damage track.

8. ANHEDON REPLICATOR

An integrated machine composed of many overlapping mineral squares fills most of this 100-foot (30 m) wide chamber. The machine hums and vibrates. At any given time, three anhedons stand along the edge of the chamber on small platforms. As energy travels from the platforms through the wide device, the device accumulates dust, mass, and form, finally spitting out what appears to be another anhedon at the other side. The three anhedons being replicated do not notice intruders unless interrupted. If characters attempt to salvage the machine, they certainly gain the notice of those being replicated.

If characters attempt to replicate themselves, the process fails unless they're a creature composed primarily of living mineral. In so failing, the process inflicts 7 points of Intellect damage and produces inert sludge on the other end instead of a replicated being. A replicator could be salvaged for two cyphers and an artifact, or if PCs are just looking for whatever they can find, they can get a random salvage result.

9. DETONATION SITE 3:

GRAVITY SIPHON

A variety of connected devices are embedded in the walls here, forming one large integrated machine (a gravity siphon). The device could be salvaged, or a successful task to understand numenera could allow a character to use the device to "siphon" gravity from an object or creature, an effect that lasts for about ten hours. An object or creature affected in this fashion operates as if in zero gravity, regardless of the actual gravity in the area.

According to Ramoth, one of the PCs' detonations should be set up here. Ramoth reiterates (if it hasn't already) that all the detonations must be set off simultaneously for its plan to succeed. Conversely, Deriya reminds the PCs of her counterpoint to take a wait-and-see attitude.

10. CONTROL NEXUS

If the PCs enter this massive machine-filled chamber after the ship was skewed off course, they come into the midst of a battle. The other two Moonwreckers fight against three defense automatons and three larger-than-normal, 12-foot (4 m) tall anhedons called the Pilots. To even have a chance to work the controls, the Pilots and the defense automatons must be defeated. After that, the PCs can attempt to make common cause with the Moonwreckers (assuming the Moonwreckers are not killed first).

If Deriya remains with the PCs, she tries to interact with one of the Pilots instead of trying to kill it. She runs through a variety of her implanted devices, each round attempting some new method to communicate (tether, telepathy, language translation). She finally succeeds after about eight to ten rounds, during which the Pilot keeps fighting other creatures each round it is attacked. Once communication is established, the Pilot will leave the conflict and speak with Deriya each round she keeps communication going.



Moonreckers: The two Moonreckers in this chamber, who skewed Terminus's course before the Pilot intervened, are Meikhado and Verone. Meikhado is a nano, a slight man with transparent orbs circling his head. Verone is an explorer who carries a hover belt artifact. If the Moonreckers are helping during the combat with the Pilots, they each provide one asset to a PC's attack or defense on any given round. However, if a PC triggers a GM intrusion during the battle by rolling a 1, the Moonwrecker helping them is killed.

Deriya's Conversation With a Pilot: If Deriya opens communication with a Pilot before they're all destroyed or if she plugs into the control nexus (a less ideal option), she opens up a dialogue that begins with murmurs, whispers, and strange buzzing sounds. After a round, she modulates the conversation so the PCs can understand. The Pilot says that "the key is misaligned" and no transcendence is possible—no cosmic door can open and no Meeting of All Things can happen—while that remains true. The Pilots blame the Moonreckers for misaligning the key.

This is accurate, because the Moonreckers changed Terminus's trajectory, albeit not enough to actually miss Earth. For Deriya, this confirmation is enough. She urges the PCs to help her steer the object directly back toward Earth. This is what Ramoth also wants them to do, but only so the massive-damage detonations will be successful. If Terminus remains on its current path, Ramoth is not convinced Earth won't be destroyed, and that's its first and only priority.

Control Nexus Steering: It's easier to steer Terminus back to its original heading than to steer it completely away from Earth, though the latter is also a possibility. Either way, time is becoming a factor. PCs may have only a couple of chances to alter course before mounting failures lock in the final trajectory.

ENDING THE ADVENTURE

Depending on what the PCs manage to accomplish, a wide range of outcomes is possible.

- **Steer Back Toward the Earth:** If the PCs decide to steer back toward Earth, it's

likely that they want to pursue one of two options: detonating the massive-damage cyphers or trying to use Terminus as a key to open a transcendent cosmic door.

- **Detonation:** The PCs could find it easier and less risky to simply blow Terminus up. This is a dramatic event that lights up the void for billions of miles. If the PCs used a fiery ascender (a one-way vehicle) to get to Terminus, they can hopefully use the Moonwrecker's voidglider to leave Terminus before the detonations or perhaps call on some other ability. (If one of the extreme cyphers requires manual detonation, one PC could show their courage and love of the Ninth World by sacrificing themselves, if that's something they'd enjoy. If they don't, however, a Moonwrecker does so.)

- **Try to Open the Transcendent**

Cosmic Door: If a PC succeeds on an understanding numenera task to examine the Terminus steering mechanism (which takes several minutes), they learn that there is indeed some vast underlying machine that all of Terminus is a part of—almost like it might actually be the key to something far, far larger. What that is, however, is difficult to know for certain. In any case, the key function is currently disabled, apparently knocked askew long ago by a chance gamma-particle-flux encounter in the void.

But if the PCs succeed on a repair task, the key function is renewed. This lights up Terminus with a golden, eye-watering light and sets it vibrating with sounds like a thousand voices singing. Assuming Terminus has also been steered back to its original trajectory, something unexpected happens when it strikes Earth, as described under Transcendent Cosmic Door.

- **Steer Away:** In what is possibly the best of all possible outcomes, the PCs steer Terminus completely away from Earth, which means that the massive alien object remains available for exploration and exploitation. Many more repositories could be found on it, though more mysteries and dangers are also likely to be uncovered.

Meikhado: level 5; health 20; Armor 1 from an esotery, Armor 4 (from transparent orbs) against electricity or heat damage; force blast esotery inflicts 5 points of damage

Verone: level 5, Might and Speed defense as level 6; health 25; Armor 1; ray emitter cyphers inflict 5 points of heat or radiation damage



Nano, page 265

Explorer, page 265

Hover belt, page 297

Ray emitter, page 285

Terminus steering mechanism: level 8; tasks to change course each require about an hour to input; tasks to return Terminus to its original, Earth-impacting course are eased; tasks to steer it completely away from Earth are hindered



It's easier to steer Terminus back to its original heading than to steer it completely away from Earth, though the latter is also a possibility. Either way, time is becoming a factor.

- **Failure:** The worst case, of course, would be if the PCs and Moonwreckers fail to change the steering in any way, in which case there is a collision without any chance of a transcendent cosmic door opening. However, recall that Ramoth indicated secondary and tertiary groups were in the queue to be contacted. Perhaps one of these groups will succeed, or perhaps some other ancient entity will rise up to Earth's defense. Other possibilities also exist, including timeline manipulation after (or before) the fact. The point is, if you'd rather that the Ninth World of your home campaign isn't destroyed, you have lots of options.



Experience points,
page 19

XP Awards: The PCs earn 2 XP each for even attempting to save Earth. They also gain an additional 1 XP each for each Moonwrecker they ally with. Each PC gains 4 XP if Earth is saved. And finally, if the PCs open the cosmic door, they gain an additional 4 XP each.

TRANSCENDENT COSMIC DOOR

If the PCs trigger this event, the results vary depending on what you want to do with the game.

Weapon After All: What if Terminus really was a weapon after all, but it was designed to pretend to be something else? In this scenario, the Ninth World—at least in your game/campaign/alternate dimension—will undergo a massive catastrophe. Don't do this if you're running a one-off game, because your players won't thank you. If you run this adventure as part

of a campaign, it's possible you'd choose this outcome with the idea that you'll run a game set in the aftermath or maybe another adventure set in the past where the PCs have to stop their future selves.

Cosmic Door Version 1: Earth isn't destroyed, and a door is sited at a location determined by the PCs (either on the surface or in the void above Earth) that grants them amazing opportunities to travel to and from any other location in the dimension—to truly travel into the night and explore the cosmos. Of course, without coordinates, this travel tends to be a bit random. This option sets up potential future adventures across the galaxies, should you choose.

Cosmic Door Version 2: As version 1, but this door allows transdimensional travel.

Cosmic Door Version 3: The most numinous possibility, this cosmic door allows PCs to transcend their humanity and become entities of a whole new class—energy beings that exist in a higher dimension, super intelligences that live on the surface of a singularity, or something that can't even be modeled by human minds. If you're running this adventure as part of a campaign, choose this option only if you're prepared to end that campaign, because at least some of your players will choose to transcend the mortal coil—which is great! But it's hard to model in an RPG. On the other hand, this option is a fantastic and wondrous way to bring this adventure to a close.

Deriya's hypothesis is that Terminus wasn't sent to destroy Earth when it makes contact, but instead to open a cosmic door. It's up to you to decide if she's right or wrong.

*Deriya the Aeon Priest,
page 395*



PART 8:

BACK MATTER



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APPENDIX A

VEHICLE MOVEMENT AND COMBAT

Wrights and others with numenera plans can attempt to craft vehicles of all sorts, from commonplace ones like carts and boats to numenera vehicles like dynamic frames and fiery ascenders. You can use these special rules to model vehicle movement and combat if you like, though it's not something you have to include in your game if you prefer more narrative approaches.

RIDING, PILOTING, OR OPERATING A VEHICLE

If a PC is piloting a vehicle or riding an animal trained to be a mount, the character does not need to make a roll to do something routine such as going from point A to point B. However, staying mounted during a fight or doing something tricky with a mount or vehicle requires a Speed roll to succeed. A saddle or other appropriate gear provides an asset on the task. Being skilled in riding, piloting, or operating also eases the task as normal.



operator spend every action controlling the movement. This is a routine task that rarely requires a roll. Any round during which the operator doesn't spend their entire action operating the vehicle hinders operation in the next round and precludes any change in speed or direction. In other words, proceeding in a straight line on a level plain is normally difficulty 0. Using an action to retrieve a backpack from storage means that in the following round the operator must attempt a difficulty 1 task to move in a straight line (and any trickier task is likewise hindered). If, in the round after that, the operator uses their action to pull a weapon from the backpack instead of focusing their entire action on operating the vehicle, the difficulty to move in a straight line will be 2, and so on. Failure results depend on the situation but might involve a collision or something similar.

In a vehicular chase with two vehicles of equal speed, operators attempt Speed actions, usually requiring three successes to catch the lead vehicle. The difficulty may be based either on the level of the operator being chased (modified by the level and movement rate of the vehicle) or on the level of the vehicle (modified by the level of the operator). For example, a PC operating a *windrider* chasing a level 3 NPC operating a level 5 *windrider* would attempt three difficulty 5 chase tasks in order to catch up. If the PC's vehicle is special or custom-crafted,

VEHICULAR MOVEMENT

Vehicles move just like creatures. Each has a movement rate, which indicates how far it can move in a round. Most vehicles require someone to ride, pilot, or otherwise operate it. When moving, most vehicles usually require that the



Windrider, page 303

Aneen, page 225

RIDING OR PILOTING DIFFICULTY

Difficulty	Maneuver
0	Riding, piloting, or operating
1	Staying on the mount (including a dynamic frame or similar vehicle) in a battle or other difficult situation
3	Staying on a mount (including a dynamic frame or similar vehicle) when damage is taken
4	Mounting a moving vehicle
4	Making an abrupt turn with a vehicle while moving fast
4	Getting a vehicle to move twice as fast as normal for one round
5	Coaxing a mount to move or jump twice as fast or far as normal for one round
5	Making a long jump with a vehicle or mount not intended to go airborne (like an <i>aneen</i>) and remaining in control

it might grant an asset. If the PC is not on a windrider at all but riding a slower vehicle or a mount like an aneen, the tasks are probably hindered by two or three steps, or the GM might simply rule that it's impossible.

VEHICULAR COMBAT

Much of the time, a fight between foes on mounts or open vehicles of the same kind is just like any other combat situation. The combatants probably have cover and are moving fast. Attacks to disable a vehicle or a portion of it are based on the level of the vehicle. If the vehicle is armored, all attacks are likely aimed at the vehicle, which has a level and probably an Armor rating not unlike a creature. The only time this isn't true is with battles where only vehicles and not characters are involved. Thus, if the PCs are fighting brigands and both groups are fighting on mounts, use the standard rules. If the PCs are in a Numenera vehicle like a flyer, burrower, battle cart, battle flyer, or even a voidglider and they are fighting opponents who are likewise in a similar vehicle, special rules are needed.

Battles between flyers—whether in the air or in the void beyond Earth and whether they are single-operator ships or massive craft—can sometimes occur in a Numenera game. If PCs are involved in combat in which they are entirely enclosed in a vehicle (so that it's not really the characters fighting, but the vehicles), use the following quick and easy guidelines.

On this scale, combat between vehicles isn't like traditional combat. Don't worry about health, Armor, and so on. Instead, compare the levels of the vehicles involved. If the PCs' vehicle has the higher level, the difference in levels eases the attack and defense tasks. If the PCs' vehicle has the lower level, the difference hinders the difficulty. If the levels are the same, there is no modification.

These attack and defense tasks are modified by skill and Effort as usual. Some vehicles also have superior weapons, which eases the attack (since there is no damage amount to worry about), but this circumstance is probably uncommon in this abstract system and should not affect the difficulty by more than one

or maybe two steps. Further, if two vehicles coordinate their attack against one vehicle, the attack is eased. If three or more vehicles coordinate, the attack is eased by two steps.

The attacker must try to target a specific system or portion of an enemy vehicle. This modifies the attack in the defender's favor based on the system or portion targeted.

At first glance, this may seem like a lot of modifications. But it's straightforward in practice. Let's look at an example. A PC in a level 6 flyer attacks a level 8 war chariot. Since the war chariot is level 8, the difficulty of the attack starts at 8. But the attacking craft is weaker than the defender, so the difference in their levels (2) is added to the difficulty. The fighter pilot must make a difficulty 10 attack on the war chariot. If the flyer pilot is specialized, the difficulty is reduced to 8, but it's still impossible without help. So let's say that two other PCs—also in level 6 flyers—join in and coordinate their attack. Three ships coordinating an attack on one target reduces the difficulty by two steps, resulting in a final difficulty of 6. Still, the attacking PC would be wise to use Effort.

When the war chariot retaliates, the PC needs to make a defense roll. The level difference between the ships is a two-step modification in the war chariot's favor, so the difficulty of the defense roll starts out at 10. But the war chariot tries to strike the power core to completely destroy the flyer in one go, easing the defense roll by five steps. Thus, the PC needs to succeed at a difficulty 5 task or become so much drifting ash.

It's important to remember that a failed attack doesn't always mean a miss. The target vehicle might rock and reel from the hit, but most of the damage was absorbed by the craft's bulk, so there's no significant damage.

This bare-bones system should allow the GM and players to flesh out exciting encounters involving the whole group. For example, perhaps while one PC pilots a war chariot, another mans the weapons, and another frantically attempts to repair damage to the braking mechanism before they crash into the community they're trying to defend.



In some cases, the GM may wish to use the level of an NPC pilot or driver rather than the level of the vehicle, but this is only for special circumstances, such as a very skilled or very inept pilot.

TARGETING TASK MODIFICATION

Targeting Task	Modification	Effect on Success
Disable weapons	Two steps	One or more of the vehicle's weapons no longer function
Disable defenses	Two steps	Attacks against the vehicle are eased
Disable engine/drive	Three steps	Vehicle cannot move, or movement is hampered
Disable maneuverability	Two steps	Vehicle cannot alter its present course
Strike power core or vital spot	Five steps	Vehicle is completely destroyed

APPENDIX B
**DEFENDERS
 OF ELLOMYR**

Worse than we were told.
 Worse than we saw in the nightmares that had woken us, night after night these last few weeks.
 The margr horde was so much worse.

They seethed across the farmlands like dark floodwaters. The tips of their spears glistened in the flickering light of their torches, the flames hungry for our homes and the fortifications we had built. The sound they made . . . not a bloodthirsty roar, like we expected, but a chittering moan. Only later did I learn that they made that sound by clattering their teeth and clicking their tongues. The margr hungered like their flames, but they hungered for us.

But we were ready. Everyone who could hold a weapon or throw a stone fought back against the horde. Everyone helped defend Ellomyr, in small ways and large.

The defense was too much for the beasts. Howling and screeching like birds, those that remained ran off into the night. The torches they dropped continued to burn. The glaives and defenders they had slain lay scattered around the breaches in the wall, but Ellomyr as a whole remained.

Thank you, Defenders of Ellomyr. With your help, our little town survived to see another Ninth World sunrise.

Teófilo Hurtado Navarro
 Dany Leclerc
 Troy Pichelman
 Stormquiss
 Shawn P
 Colin McRavey
 William James Grey
 James Bechrakis

Rod Holdsworth
 Erick Christgau
 Tim "Telshin" Aldridge
 Steve Salem
 Yuri the Brave
 Andrew Hurley
 Matthew "J Wall" Wallace
 Peter Smigelski

Jennifer Scott
 Ted Wallace
 Miesha
 Kate McClelland
 Marcus Sparks
 Henk Birkholz
 Tibor Durgonics
 Clark Bannon

Manuel Alfredo Moya
 Dabompren Jean-Francois
 Rokarim the silverd
 Pella Douglas-Cripps
 Rabenvogler
 Gregory Matyola
 Ramon Richards
 William James Cuffe



APPENDIX C

GLOSSARY

Arkus: One of the character types in Numenera. (Plural: Arkai.)

Army: A kind of horde, but larger (usually about 1,000 creatures) and better organized.

Assessed difficulty: The difficulty of a task to craft numenera, including modifiers for complexity and improvised parts. The higher the assessed difficulty, the harder it is to craft and the longer it takes.

Automaton: A mechanical entity. Limited automatons can take instructions, but usually have limited range and can perform only a few tasks. True automatons can learn from experience and perform several tasks, and have the potential to become self-willed entities with their own goals and aspirations.

Commonplace: An object or structure that can be crafted without any knowledge of the numenera, such as a wooden door, stone wall, or sword.

Community action: A community action is like a character action, but instead of taking only a single round and involving only a single character, a community action takes about an hour and is the sum of all the actions that everyone in the community relevant to the situation takes during that period.

Crafting: The catch-all term for the task of building an object or structure, regardless of whether it's a commonplace or numenera structure.

Delve: One of the character types in Numenera.

Delve lore: An ability that is exclusive to Delves.

Follower: An NPC who associates with a specific PC. A follower is usually acquired from a PC's type or focus ability.

Health (community stat): An abstract number representing the minimum number of able-bodied people in a community who can keep the community active. When two communities fight, damage to the community is split between its health and infrastructure. (Community health is a different statistic than NPC health.)

Horde: A large group of creatures (usually about one hundred) that is able to act at the community scale, such as a hundred margr attacking a town. A horde has a rank and health, like a community, but no infrastructure.

Infrastructure (community stat): An abstract number representing the structures, walls, roads, bridges, and so on that make up a community. When two communities fight, damage to the community is split between its health and infrastructure.

Inspired technique: An ability that is exclusive to Wrights.

Installation: A discrete, fixed-in-place artifact that provides some kind of service or supplies a community needs, such as street lights, a water purifier, or a force field dome.

Integrated machine: A functional machine, usually found in a ruin or vehicle from a prior world, and often a part of a larger structure or device.

Interaction: An exchange at the community scale, such as a battle between a horde of margr and a town or negotiations between two cities. An exchange usually takes an hour, and each community or horde gets a turn during the exchange.

Iotum: Special components used to craft numenera objects.

Kind: A general category of numenera—artifact, automaton, cypher, installation, or vehicle.

Long-term play: Part of a campaign that takes place over weeks, months, or years, such as crafting an installation, spending time on a hobby, doing research, or raising a child.

Materials: The basic substances used to craft commonplace objects and structures, such as lumber, stone, and scrap synth.

Minimum crafting level: The lowest item level that a particular plan can be crafted at.

Parts: Components like iron screws, synth casements, wood struts, glass panes, spars, conduits, cables, frames, bolts, fasteners, and more that are used along with iotum to fashion numenera objects and structures.

Plan: A set of notes and instructions explaining the iotum and techniques necessary to craft a particular numenera item, such as a cypher or lightning turret.

Plan seed: The core of an idea for a plan, which a person skilled in crafting numenera can turn into a usable plan.

Precept: An ability that is exclusive to Arkai.

Rampaging beast: A creature or vehicle so large or powerful that it can interact at the community scale like a horde. A rampaging beast has a rank and health, like a community, but no infrastructure.

Rank (community stat): The most basic measurement of a community, similar to a level for a creature. A rank 3 community is superior (in a basic sense) to a rank 2 community.

Reactive field: An area surrounding a numenera installation in a community that causes interference with other installations that are too close to it.

Salvage: The act of looking for—and hopefully finding—odds and ends, cyphers, artifacts, and iotum, usually in ruins of the prior worlds.

Specification: A description of what object or structure a particular plan creates and what it can do.

Subtask: One of multiple crafting tasks necessary to craft an item.

Temperamental cypher: A kind of quickly built cypher that doesn't work for anyone but the Wright who crafted it.

Vehicle: A crafted object (either commonplace or numenera) used to transport people or goods, such as a wagon, mechanical mount, or ship.

Wright: One of the character types in Numenera.



THANK YOU, PLAYTESTERS

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Thomas Soulsby
Greg Stockton
Sarah Stockton
Jordan Stuebs
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Aser Tolentino
Megan Tolentino
Berrie Valentine
Carrie Walls

Evie Walls
James Walls
Jennifer Walls
Melissa Weisner
Michael Weisner
Laura Wilkinson
Marina Wold
Joshua Wright

NUMENERA

SPECIAL ABILITIES

SKILLS / INABILITIES

CHARACTER NAME *ISA*

DESCRIPTOR | TYPE

WHO

FOCUS

ARMOR

EQUIPMENT

SHINS

ATTACKS

DEBILITATED

IMPAIRED

POOL

EDGE

MIGHT

SPEED

INTELLECT

CYPHERS

LIMIT

TIER

EFFORT

XP

RECOVERY

1 ACTION 10 MINS

1 HOUR

10 HOURS

1D6+

BACKGROUND

CHARACTER NAME

NOTES

CRAFTING

FOLLOWERS

PORTRAIT

INCREASE CAPABILITIES

◆ +4 TO STAT POOLS

ADVANCEMENT

◆ EXTRA EFFORT

◆ SKILL TRAINING

◆ OTHER

REFER TO COREBOOK

TRAIN OR SPECIALIZE IN A SKILL

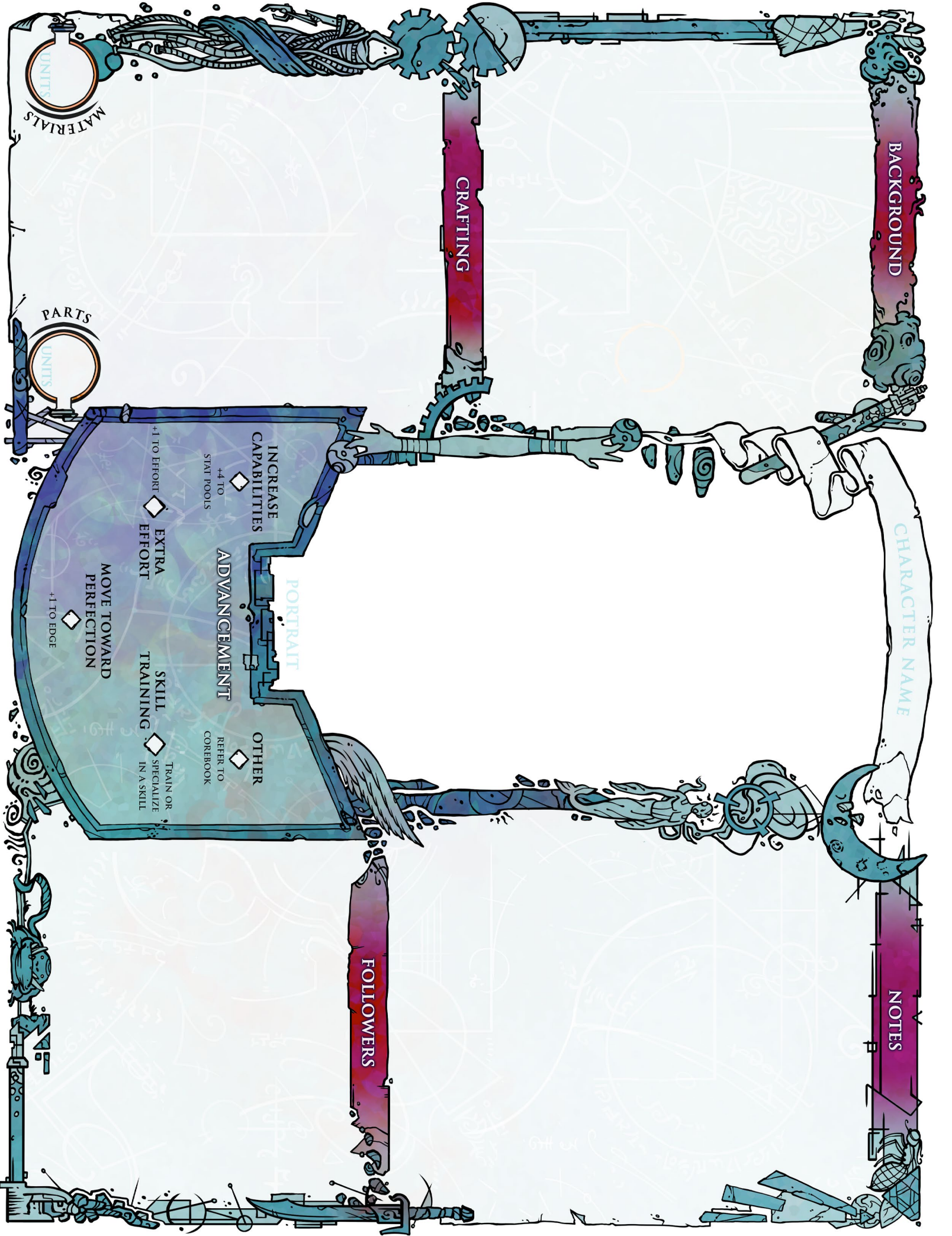
MOVE TOWARD PERFECTION

◆ +1 TO EDGE

+1 TO EFFORT

PARTS
UNITS

MATERIALS
UNITS



NUMENÉRA

OPPORTUNITIES,
THREATS & NOTES

IMPORTANT NPCs

IMPORTANT STRUCTURES

COMMUNITY NAME

GOVERNMENT

RANK

CONTRIBUTIONS TO HEALTH

CONTRIBUTIONS TO INFRASTRUCTURE

HEALTH

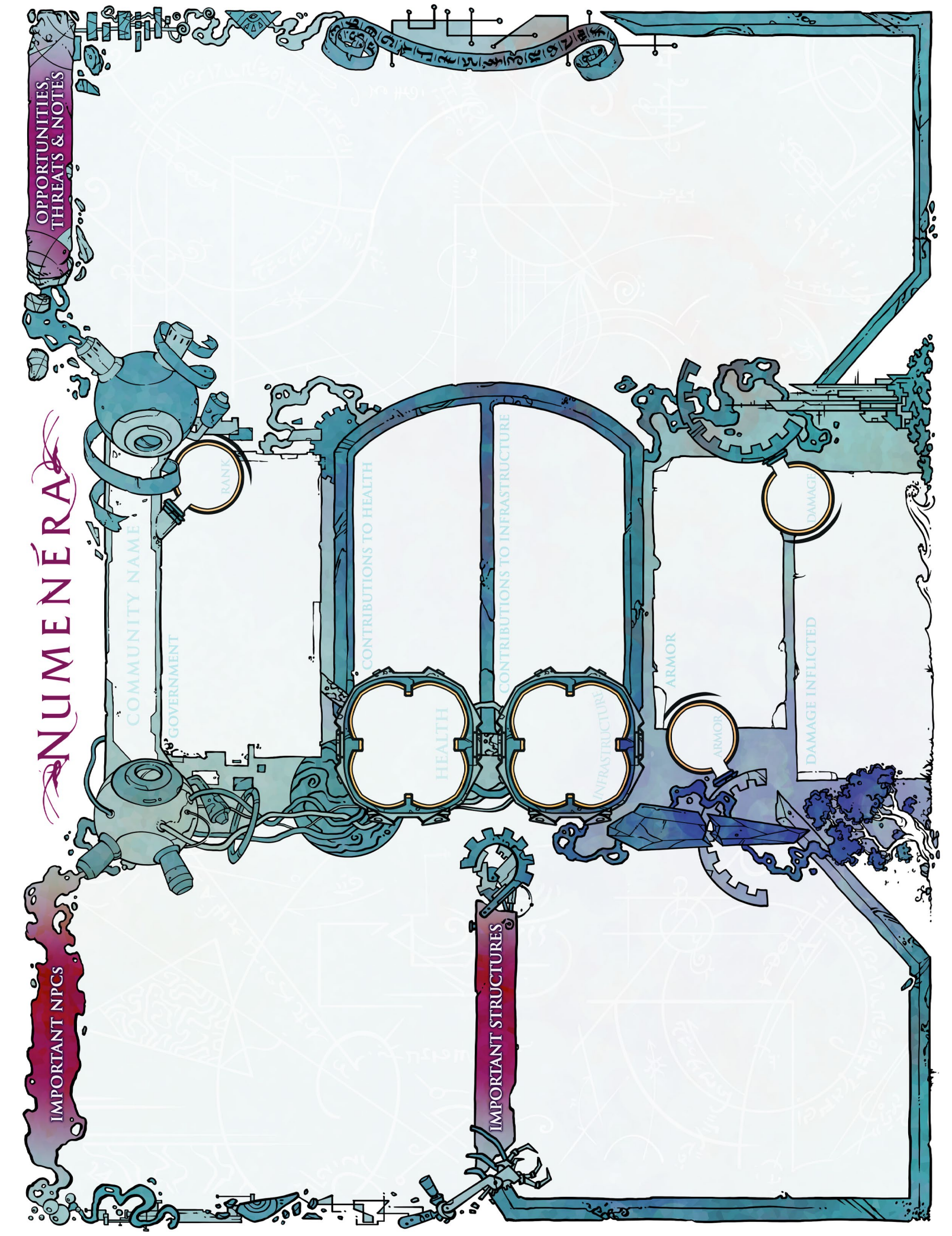
INFRASTRUCTURE

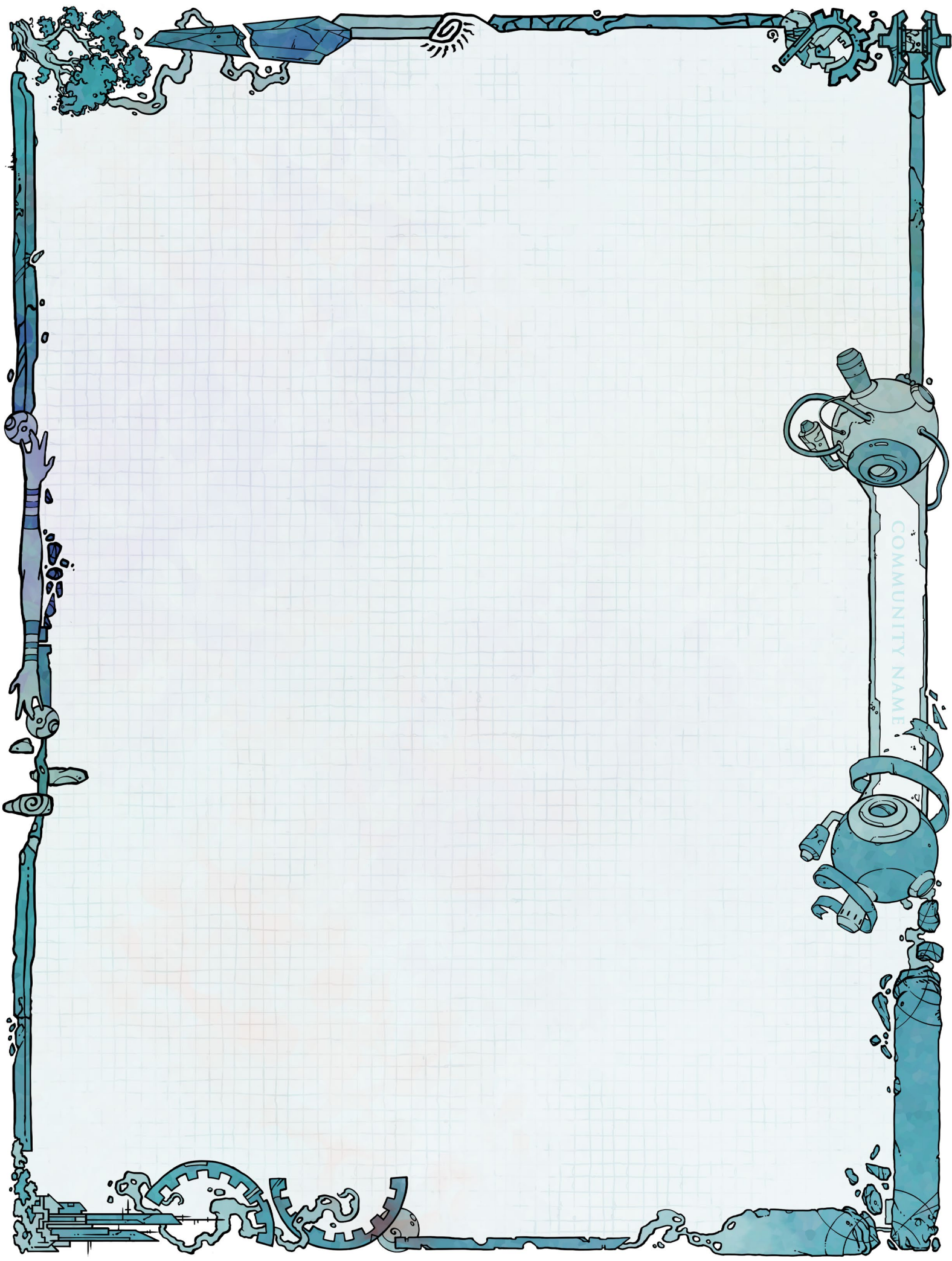
ARMOR

ARMOR

DAMAGE

DAMAGE INFLECTED





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