

NUMENĒRA



ESCAPE FROM THE JADE COLOSSUS

BY BRUCE R. CORDELL

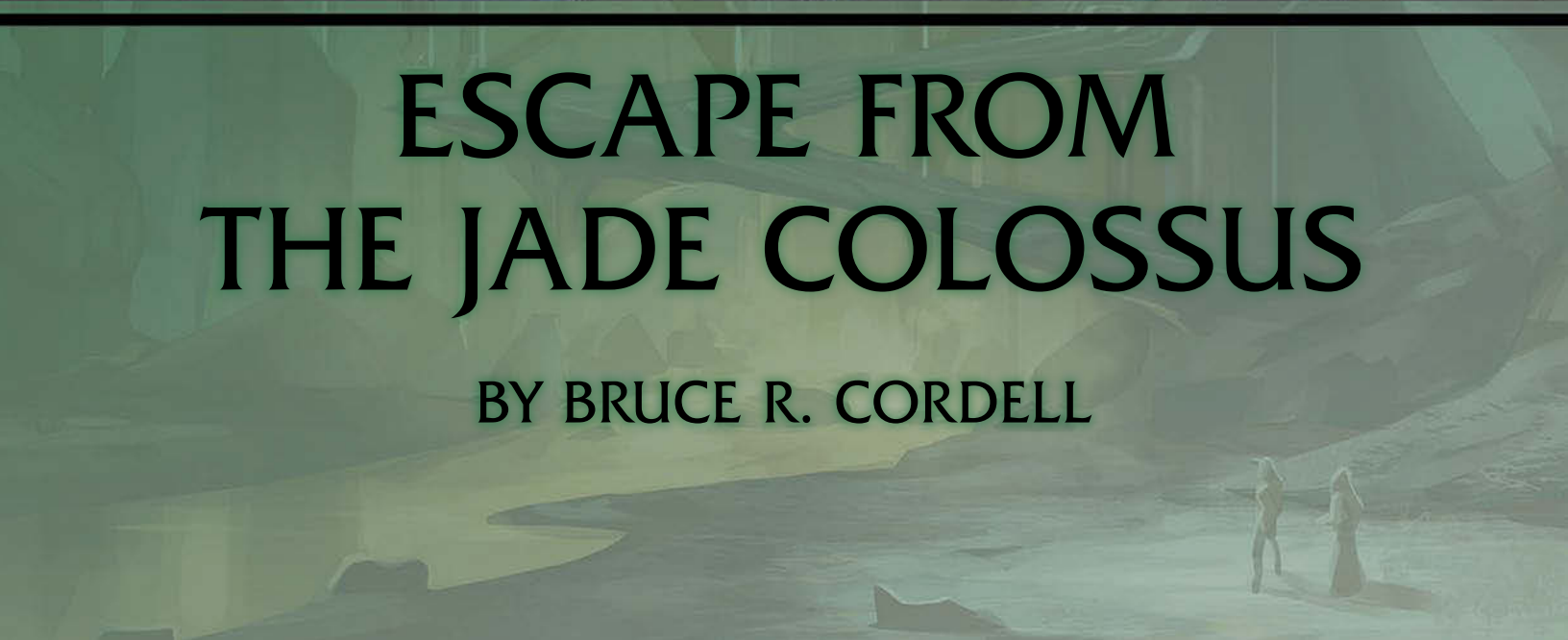


TABLE OF CONTENTS

INTRODUCTION	3
BACKGROUND	3
BEGINNING THE GAME SESSION	6
BEGINNING THE SCENARIO	6
LIMITED MAPPING ENGINE	12
CONCLUDING THE SCENARIO	16
PREGENERATED CHARACTERS	19

CREDITS

Writer/Designer Bruce R. Cordell
Creative Director Monte Cook
Editor Elisa Mader
Proofer Jeremy Land
Cover Artist Anton Kagounkin Magdalina
Graphic Designer Bear Weiter
Layout Zoa Smalley

Artists

Inkognit, Guido Kuip, Raph Lomotan, Anton Kagounkin Magdalina, Sam Santala, Ben Wootten

Cartographer

Hugo Solis

Monte Cook Games Editorial Board

Scott C. Bourgeois, David Wilson Brown, Eric Coates, Gareth Hodges, Mila Irek, Jeremy Land, Laura Wilkinson, Marina Wold, George Ziets

As we agree with the growing consensus that “they” can and should be used as a gender-neutral, singular English language pronoun when one is needed, we have adopted that as the style in our products. If you see this grammatical construction, it is intentional.



© 2017 Monte Cook Games, LLC. NUMENERA and its logo are trademarks of Monte Cook Games, LLC in the U.S.A. and other countries. All Monte Cook Games characters and character names, and the distinctive likenesses thereof, are trademarks of Monte Cook Games, LLC.



MOUTH OF EXALTATION

INTRODUCTION

Your players can use their Numenera characters, or you can provide them with the pregenerated characters found at the end of this adventure. Read through the following background material before play to acquaint yourself with the Jade Colossus, the important NPCs, the likely sequence of play, and other notes provided for preparing and running the adventure.

BACKGROUND

RISE OF THE COLOSSUS

Five years ago, a hidden prior-world installation woke up after aeons of somnolence. The night of the installation's awakening, the land screamed and shuddered. After the tremors subsided and the day crept back, something enormous was revealed: a massive new structure, many miles in diameter, had burst up through the ground. It had been expelled to the world's surface—or did it move under its own power? This came to be called the Jade Colossus.



Throughout this book, you'll see page references to various items accompanied by this symbol. These are page references to the *Numenera* corebook, where you can find additional details about that item, place, creature, or concept. It isn't necessary to look up the referenced items in the corebook, but doing so will provide useful information for character creation and gameplay.

DESCRIBING THE COLOSSUS

The main bulk of the Jade Colossus's massive structure rises up to form a blocky silhouette that some imagine conceals a standing humanoid shape, albeit one that reaches approximately 3,000 feet (900 m) into the sky. The expansive surrounding edifice is even more impressive in the area of ground it covers, though it has an average height of only about 500 feet (150 m), save for a few spires and tower-like extensions and free-floating elements that extend higher. The entire installation is composed of an unknown substance whose surface sometimes shimmers and whirls through various shades of green and black.

CITY OF BALLARAD

The city of Ballarad was rocked and partially destroyed by the Jade Colossus's violent appearance. Nearly 30,000 people already lived there before the explorers and an additional influx of Aeon Priests, merchants, and others arrived to exploit the structure's emergence. It was (and still is) a somewhat prosperous city. The "Old Town" is what remains of the original city. High porticos attached to larger galleries and other pillared buildings are common here. The "Boomtown" is the portion of the city closer to the emerged colossus. It's comprised of repaired and rebuilt structures made of wood, recycled synth, or repurposed stone blocks taken from the field of debris surrounding the Jade Colossus called the "Wreckage." Thickest where it intersects the city, the Wreckage is a tumble of shattered towers, broken slabs of earth, garbage, and rusted devices. It represents the area of town that was never reclaimed and reconstructed after the emergence, though some people still live there.

This adventure was developed from material introduced in the newly released Numenera title, Jade Colossus: Ruins of the Ninth World.

The newly arisen ruin lies in Navarene, west of the confluence of the Tithe and Jerribost Rivers.



Navarene, page 137



In medias res means “into the middle of things.”

PROLIFERATION OF EXPLORERS

In the last few years, explorers have become rife in Ballard. Groups go into the Colossus looking for strange tech from the prior worlds, braving the inexplicable, the deadly, and the wondrous. Sometimes they come out bearing artifacts, cyphers, and other oddities of the Colossus. Other times they’re never seen again. Exploration of the Colossus is not a pursuit for the cautious or even the completely sane. But the immediate proximity of the ruin and the city makes it too easy for explorers not to try. Some make expeditions for the excitement and the possibility of great reward. Others—those who lost everything in the emergence and who live in the Wreckage—explore because they have no other options.

SYNOPSIS

When a contagion begins to spread in Ballard, the characters agree to help a healer named Gerob enter the Colossus to collect a sample of a strange fungus—an ingredient he needs to stop the disease. The adventure begins *in medias res*, after the characters have obtained the needed fungus sample and are wending their way back through the mazelike interior of the Jade Colossus. Gerob accompanies the PCs, and he is keeping the fungus sample preserved in a special canister he is carrying. As the characters escort Gerob back, a corridor along their route collapses in an earthquake. The group becomes lost. Worse, one of Gerob’s two pet saskii becomes separated from everyone else, which turns the healer from an ally into a liability, for he is more concerned with his lost pet saskii than the short time frame



As the characters attempt to escape the Jade Colossus while protecting a quarrelsome healer who holds the secret to curing a terrible contagion, horrific creatures called divellents hunt them.



An important dynamic for this adventure is the sense of being caught in an unfamiliar space as an alien creature hunts you through the corridors.

for curing the contagion in Ballarad. All the while, strange creatures called **divellents** are hunting the characters.

Characters can finally escape by persevering in their exploration, hopefully *with* Gerob and the vitally important fungus sample that they entered to obtain in the first place.

PREPARING FOR THE ADVENTURE

First, become conversant with the Numenera rules; refer to the Introducing the Cypher System section on the next page. Next, look at the pregenerated characters that the players will be using so that you're aware of who they are and what they can do.

Familiarize yourself with Gerob's personality and priorities in order to portray him correctly. Likewise, read through the adventure encounters so you know what's coming. An important dynamic for this adventure is the sense of being caught in an unfamiliar space as an alien creature hunts you through the corridors.

Being fluent with these aspects of the adventure will allow you to handle the actions of the PCs in a free-form, open-ended manner, rather than a scripted one. There are many ways this scenario can play out, because both Gerob and the Jade Colossus can add twists—particularly based on how the PCs decide to interact with them.

SICKNESS IN BALLARAD

An epidemic has recently bloomed in Ballarad: a contagion brought from somewhere within the Jade Colossus by explorers. Fungus dots the skin of those suffering from the contagion, spots that expand over the course of days and weeks. Those who succumb are completely smothered in purplish fungal tissue.

A healer named Gerob can cure the affliction. To do so, he requires a sample of the mother fungus growing in the maze of rooms and chambers inside the Jade Colossus. Gerob calls for hardy explorers to help him enter the installation and return with a

sample. He has a map of a route that he says will see him and his protectors in and out of the ruin in under ten hours. The PCs are the ones who respond to his appeal for aid.

GEROB

Gerob has no hair, but a glowing electric-green tattoo covers his scalp and part of his face in a design that slowly shifts from day to day. He says that as long as the design sees at least a little light each day, it won't eat him, whatever that means. He is also usually accompanied by two **seskii** named Mirage and Green Eyes. The seskii act like spoiled pets but serve as guard beasts in a pinch.

Gerob is normally amiable enough, wise, and even someone the characters can count on.

However, when the known route out of the Jade Colossus is cut off by a corridor collapse and one of Gerob's pets, Green Eyes, goes missing, the healer begins behaving differently. He talks too fast, sweats constantly, and seems almost crazed. He will turn any topic back to the possibility of looking for Green Eyes, even if the characters have told him to drop the subject or if they have already agreed to do so.

If the PCs don't agree to "turn back" (an odd turn of phrase, given that they're lost anyway), Gerob first tries to march away in full sight of the PCs, who might want to stop him for his own safety. After that, Gerob tries to sneak off to find his missing pet whenever no one is looking, or if the PCs become distracted by some other threat. Even if the PCs are all in on helping him find Green Eyes, he continues to act erratically and to question the PCs' decisions.

Divellent, page 17

Gerob: level 4; level 7 for tasks related to healing; level 7 for tasks related to knowledge of creatures, plants, and organisms; Armor 4 for an hour if green tattoo is activated as an action; carries a fungus sample in a sealed canister

Seskii: level 2; Armor 2; moves a long distance each round; attacks as level 3





Healing, page 103

Glowglobe: This device illuminates everything in short range with soft light for one hour. It can hover in place on its own, or it can be attached to something.

INTRODUCING THE CYPHER SYSTEM

Before character creation, introduce the game system—the Cypher System—to the players if they are unfamiliar with it. Summarize the following concepts:

Task Resolution: Any task the players attempt—picking a lock, attacking a monster, or lying to a bandit—is rated on a difficulty scale of 1 to 10, 1 being easy, and 10 being impossible. Characters can decrease the difficulty of a task by one or more steps before they roll a d20 by being trained or specialized in a skill related to that task, by having an asset (such as the perfect tool for the job or help from a trained friend), or by using Effort.

Target Number: Each difficulty has a target number associated with it, which is always three times the task's difficulty. For example, a difficulty 4 task has a target number of 12. To succeed on the task, a PC must roll the target number or higher on a d20.

Pools and Recovery Rolls: Describe the three Pools each character has, how points of damage the character takes are subtracted from them, and how Effort and Edge work. Also, point out how to easily replenish Pools using recovery rolls or **healing**.

Cyphers: Characters should begin play with a few cyphers apiece. Give the PCs a general description of cyphers and their role in the setting as manifestations of the numenera. Players can get a single, amazing use out of these leftover relics of the prior worlds.

Experience Points (XP): As part of the introduction, tell the players that you're giving them 1 XP and that one of the things they can do with an experience point is reroll any die roll. They could also accumulate XP to advance their character, but they'll need 4 XP to do that.

BEGINNING THE GAME SESSION

1. Go over the rules of the game very briefly. This review should take no more than ten or twenty minutes; refer to the Introducing the Cypher System section for pointers.
2. Give the players a chance to get acquainted with their characters and with each other. In addition to any other elements of each character's background that anyone might want to share, let all the characters know that they've recently come to a city called Ballard because of rumors about the emergence of a gargantuan prior world structure.
3. Provide elements from the Background section to the players, telling them about the emergence of the Jade Colossus and the city of Ballard.
4. After they're familiar with the background, tell the players that Ballard is facing a serious outbreak of a contagion, as described under Sickness in Ballard, which includes Gerob's appeal for help.
5. The player characters are the ones who respond to Gerob's appeal. Select a couple of players and tell them that their characters have local friends or family members who are affected by the contagion. Tell everyone

that the Ballard administrator has offered to pay 700 shins to those who help Gerob. The administrator will also provide three **glowglobes**.

6. Find out if there are any special precautions the PCs plan to take while escorting Gerob into and back out of the Jade Colossus. They might ask about using some ability or cypher to more closely watch over Gerob. They might also try to question Gerob on a variety of topics. This is all fine as long as it doesn't take more than ten minutes or so.

7. Tell the players that they have entered the Jade Colossus without incident, followed the route map Gerob provided, and obtained a sample of fungus from a huge mass of convoluted purple tissue filling a domed chamber. They are on their way back out of the Colossus as the adventure begins.

BEGINNING THE SCENARIO

LOSING THE WAY

The action begins as characters are returning along a corridor inside the Jade Colossus (area 1), having just obtained the sample they wanted. The sample is safe with Gerob. A local "Colossus-quake" violently shakes the



area through which the PCs and Gerob are traveling. The trembling is accompanied by a horrific sound resembling ripping metal. Present the event as a group **GM intrusion**. Characters who don't succeed on a difficulty 5 Speed defense task are hit by falling debris, take 5 points of damage, and are pinned until they can escape with a successful difficulty 5 Might-based task.

1. COLLAPSED CORRIDOR

A quake collapses the corridor ahead of the characters. They must turn back to find another way out. Unless noted otherwise, the corridors shown on the map are 10 feet (3 m) wide and tall.

Collapse: When the shakes and tearing sounds fade and the haze of particles filling the corridor disperses, it's apparent that the route along which the characters have been traveling is now blocked by some sort of massive white synth block (a level 8 material) of indeterminate size, shape, and extent. At minimum, it's several dozen yards in diameter and weighs several tons. The characters will have to find a new route back to Ballarad without a map showing the way.

There's no going forward or digging through this blockage. If a character attempts to use an ability or cypher that allows them to become insubstantial and move through material objects, they can enter the white nothingness of the synth block. However, the block is level 8 and resists any such intrusion. Each round a character attempts to move through the block, the character must succeed on a difficulty 5 Intellect task, or the insubstantial effect ends and they are violently expelled back the way they came and take 5 points of Speed damage that ignores Armor.

The characters must discover an alternative route out of the Jade Colossus. Characters who persist in attempting to bash or dig their way through the blockage succeed only in causing another section of the ceiling to collapse on their heads, which has the same effect for them as the original quake.

Missing Pet: One of Gerob's pet seskii, Green Eyes, goes missing in the quake. Gerob's other seskii, Mirage, can't seem to sniff out a trail. Gerob goes from a source of strength and knowledge for the PCs to a

GM Intrusion,
page 88

The GM intrusions that appear throughout this adventure are suggestions for the GM, and they are not all meant to be used. Use only the ones that you think will enhance your game and ignore the rest.

PACING FOR CONVENTION PLAY

This adventure is designed to be playable in under four hours, though a group could find themselves still exploring the edges of the map as time expires. To avoid this situation, watch the clock. If three hours have passed and the characters have not circled back to within one chamber or corridor of the original route that Gerob provided and escaped to Ballard, consider intervening. You could do so in one of three ways.

First, the PCs could find a cypher that paints a clear path back out of the ruin by the fastest route, visible as a hovering blue line in the air, which leads them to area 16.

Second, you could fast-forward the game until the characters reach area 16. (This is probably the least satisfying option, but it's useful if you're really close to a time limit for play.)

Finally, you could choose perhaps the most satisfying option, in which Green Eyes (the missing seskii) hasn't gone back home to wait for its master, but instead has backtracked through the ruin to find them. It locates the party at this point, and it's a simple matter of the characters following the seskii back to area 16.

liability. Even if the PCs agree that helping find Green Eyes is their top priority, Gerob's anxiety leads him to find fault in almost any tactic the PCs attempt. As time goes on and Green Eyes remains lost, Gerob becomes increasingly unstable and unreliable. This thread should be revisited regularly as the adventure continues. Even as Gerob becomes a flight risk and possibly even violent, it doesn't change the fact that the PCs need to bring both him and the sample back out of the Colossus so he can cure the contagion in Ballard.

In fact, Green Eyes is safe on the other side of collapse, and it exits the Jade Colossus by the original route the group used to enter the installation. It waits patiently at home for Gerob and Mirage to return. Of course, Gerob has no way of knowing this, and he thinks Green Eyes is lost inside the ruin.

Find Another Way Out: The only way out is back—back to the domed chamber containing the mother fungus and to the only other exit beyond it. Where it leads is anyone's guess, but it's the way the characters must go if they hope to escape the Jade Colossus.

2. EGGS

Before they return to the mother fungus chamber, characters must recross this room.

Hundreds of solid synth oblate spheroids, each about the size of a human fist, lie scattered and partially fused with the floors and walls of this area. All were inert before, but in the quake's aftermath, a chunk of ceiling smashed into dozens of the spheroids. Several are now cracked and leaking foul-smelling, greenish-black ribbons of haze into the air. The ribbons almost look like arms, though that's probably just a trick of a light. Or is it? Also, the cracks on these spheroids seem to be slowly expanding, as if something inside is attempting to wiggle free.

Hatching Divellents: The characters previously passed through this chamber on the way to the mother fungus without incident. But the quake changed the situation. Whether or not the characters interact with the spheroids in this chamber, one divellent (or possibly several) will hatch and begin to hunt the characters.

First one cracked egg breaks wide open (and later, maybe more), releasing a monstrous creature called a divellent. If the PCs ignore the spheroids and move through to the next area, they delay their first encounter with a divellent. Either way, the



The only way out is back—back to the domed chamber containing the mother fungus and to the only other exit beyond it. Where it leads is anyone's guess, but it's the way the characters must go if they hope to escape the Jade Colossus.

spheroids will continue to crack open; the first one opens just a few minutes after the PCs pass through (as described under area 3 in a GM intrusion.)

Breaking a Spheroid: A character that wants to hasten the hatching process can completely break open a cracked spheroid with a successful difficulty 2 Might defense task to smash it or stamp on it. If the character is successful, a full-sized divellent slips out of the shell immediately. See First Divellent Contact.

3. MOTHER FUNGUS

A huge purple mass of convoluted tissue fills this domed chamber measuring 40 feet (12 m) in diameter. The fungus grows in three-dimensional swirls over long-dead machines and rubble. The characters previously traveled to this room's nearest edge, when Gerob took a sample. However, no one tried to move *across* the room to the exit on the other side. If someone does so now, they must succeed on a difficulty 3 Might defense task as a haze of spores sprays from the spiral tops of the fungus growths when movement is sensed. On a success, the character suffers only a minor rash. On a failure, the rash quickly sprouts fungal blooms like those witnessed in Ballarad—the character contracts the contagion.

Gerob can't cure it without both the sample in his possession and the equipment he has in his lab. On the other hand, Gerob suggests that he can treat the symptoms by abrading the affected skin areas, which keeps the growth at bay. Affected characters can abrade their skin (with gravel, a grater, or something else rough) each hour to keep the growth in check, inflicting 2 points of damage that ignores Armor. Otherwise, affected characters must succeed on a difficulty 5 Might defense task every hour or descend one step on the damage track as the growth begins to take over their body.

4. DISC

A spinning synth disc hangs at the chamber's center (a level 5 effect), invisibly suspended by a small mechanism set in the floor. Nothing the characters do seems to affect the spin rate. The mechanism could be salvaged for 1d10 shins and one cypher. Removing it causes the disc to crash to the floor.

5. TAR GHOSTS

This area is stained with long dark smears of grease. When activity occurs in the area, entities bubble out of seams in the floor and assume humanoid shapes. These beings resemble humans, though they

Divellent, page 17

GM Intrusion: *Desperate to find his lost seskii, Gerob tries to charge across the room. The character closest to him must succeed on a difficulty 6 Speed task to act before he does.*

GM Intrusion (group): *The characters hear a sound resembling a spheroid cracking in the last chamber they visited (area 2). The noise is followed quickly by the resonant, ghastly roar of a ravenous beast. See Divellent First Contact.*

FIRST DIVELLENT CONTACT

The first time the PCs encounter a released divellent, the creature does not go into all-out attack mode. It isn't sure what the PCs are or what their abilities might be, so it wants to stalk them first to observe them. More importantly, you, as the GM, want to build a sense of dread and horror over time. So, whether first contact occurs after the group breaks a spheroid, or after the PCs hear a spheroid break while they're investigating the fungus chamber (area 3), the first time they see a divellent it surges across the floor as a mass of writhing, undulating ribbons of greenish-black energy that coil and clutch like arms. It fades into and out of the light, moving from shadow to shadow. Then, it squirms through a crack in the floor that seems too small for it while making a horrific, resonant roaring sound that somehow conveys hunger.

Even with knowledge of the numenera, the PCs are unlikely to have heard a divellent before.

After first contact, the divellent continues to hunt the PCs through the ruin. At first, it employs guerrilla tactics to wear down characters. Eventually, after at least three previous contacts that it breaks off by escaping through a crack or fissure, when it judges the characters are compromised by some other distracting encounter, it attacks without quarter.

But that's not the worst of it. More than one divellent could hatch (if you deem the PCs resilient enough to handle it). Just when they think they've achieved some victory, they could discover evidence that another divellent (or more than one) is after them.





Gerob might decide that the tar ghosts know something about his lost seskii and spend time questioning the mute entities.

Tar ghost: level 3

GM Intrusion: *What a character first takes for a tar ghost turns out to be a divellent, which makes a surprise strike if the PCs have come to ignore the tar ghosts.*

Room 7 GM Intrusion (group): *The characters see the divellent blocking their path when they turn around to retrace their path.*

Area 1: Collapsed Corridor, page 7

Room 9 GM Intrusion: *A divellent, immune to the sparkle, tries to push or pull a character into a mass of sparkle, then flees.*

are composed of a viscid, black tar-like substance. Sometimes they mutely implore explorers, motioning them along, though why or to where isn't clear. They seem desperate, but nothing can be done for them. One or two of them may try to follow the characters, but after a few chambers, they wear down as they smear out their substance to nothing.

The entities are actually constructs of a mostly broken level 6 device set in the floor beneath the area. The only way to stop them permanently would be to pull up the floor and destroy the device, which could be salvaged for 2d6 shins and a couple of cyphers.

6. EMPTY

Nothing but dust and perhaps some long-broken mechanisms embedded in the wall or floor can be found in chambers keyed to this entry. Such devices can potentially be salvaged by characters who succeed on a difficulty 5 Intellect task for 1d20 shins and one or two cyphers.

7. COLLAPSED ROOM OR PASSAGE

The route (or room) here has been blocked by debris from the falling synth cube described in area 1. The characters must find another way.

8. WEIRD POOL

A pool of liquid metal cool to the touch is situated in this chamber. A partly submerged mechanism is visible at one end of the pool. If the characters interact with the mechanism and succeed on a difficulty 5 Intellect task, they can cause the metal to lose its liquid state and become a mass of solid metal. They can make the metal revert to liquid form with another manipulation of the mechanism. They can turn the liquid permanently solid by salvaging the mechanism for 1d10 shins and one cypher.

9. SPARKLE

Tiny, cobweb-like masses of silver threads are thick here, stretching across and filling the chamber. The threads **sparkle** in and out of visibility. Characters who want to proceed must push through the material. Doing so creates a sort of hissing sound, like a snake

might make. Prodded webs dissolve into mist that disperses. If a character nudges a patch of sparkle, they must succeed on a difficulty 3 Might task (the difficulty increases by two steps if they touch the sparkle with their hands, or if they accidentally stumble into it). On a failure, a bit of sparkle adheres to the character and begins insinuating itself under their skin, inflicting 4 points of damage initially and then 1 point of damage per minute (all damage inflicted ignores Armor).

An infected character who sustains damage in any other way causes the sparkle under their skin to grow dormant. If the character dies at any point later in their career, a new patch of sparkle sprouts from their corpse.

10. DRIP DRIPPING

A metallic polyp growing out of the wall in a way that looks almost organic, and certainly unplanned, drips ichor that pools on the floor in this chamber. Those touching the liquid see bright flashes of light behind their eyes, but they learn or sense nothing else.

11. FACELESS

The torso of a faceless humanoid of white synth protrudes from one wall and makes strange gestures in response to questions. A successful difficulty 5 Intellect task is required to understand each gesture. The mechanism can answer simple questions, but it doesn't know much. It knows that no seskii came into the chamber. Although it knows that divellents are horrific creatures, it stops answering questions when characters ask about them and merges back into the wall unless characters can succeed on a difficulty 5 Intellect task to make it remain. That's because it knows that a divellent, drawn by the conversation, is lingering just outside, waiting for the characters to leave. If the characters wish, they can salvage the mechanism for 1d10 shins and three cyphers, which puts an end to its usefulness.

12. IMAGES

Images of incredible realism are layered over the floor and ceiling here in some kind of ink. Older images are faded and overlapped by new images, so it's hard to pick out what most of the underlying images might be.

The topmost images include depictions of strange-looking automatons, a few abhumans of various known types, and at least two humans clad in the sort of clothing explorers might wear.

A synth tube, broken off at the end, protrudes from one wall here amid the debris of broken devices that have been previously salvaged, though someone sifting through the material could probably gain a few shins. Every minute or so, a droplet of what seems like liquid light emerges from the tube and spatters on the floor. If left undisturbed, the liquid evaporates over the course of several rounds.

13. HEAD

In this area, a humanoid head (that of an automaton, not of a human) several times larger than might be expected is preserved in a metallic device with a crystal face. The head may have once been animated, or it could have served to tap into the datasphere, but some error has rendered it so much preserved numenera-suffused flesh. Mechanisms along the neck collar could be salvaged for 1d10 shins and one cypher.

14. TRANSPARENT

A circular pool of liquid 12 feet (4 m) across and radiating light fills the area, making it difficult to cross without getting at least somewhat wet. Whatever is immersed in the liquid becomes partly invisible, but it makes living flesh tingle. Full body immersion inflicts 2 points of damage that ignores Armor, but the immersed character becomes completely invisible, as does any object they are wearing or carrying, for a period of about ten minutes. Unfortunately, that character is unable to see light during the same period and must get around by touch, hearing, and memory until they return to the normal spectrum of light.

15. VERMIN TRAP

Various mostly salvaged devices are embedded in the walls here, though another salvage attempt would still yield 1d6 shins. The force of gravity in the chamber is double that of normal gravity. The difficulty of attacks (and all physical actions) made in this high-gravity zone is increased by one step.

Room 12 GM Intrusion:

Gerob decides to spend "however long it takes" searching the images to see whether any show his missing pet seskii; arguing him around is a difficulty 5 Intellect task.

Room 12 GM Intrusion:

The glowing liquid adheres to a character who touches it (or who fails a difficulty 3 Speed defense task to avoid being splattered). Then, the liquid flashes brightly. In the afterglow, the group finds the character gone, but a photorealistic image of the character is now stuck to the floor or ceiling. (Reversing the process requires flicking a drop of the fluid on the image.)

Room 12 GM Intrusion:

One of the "images" here might in fact be the divellent, flattened out and waiting with the advantage of stealth to pounce on a character.

Room 14 GM Intrusion:

A divellent hiding in its insubstantial phase in a shadow on the ceiling becomes fully visible to the transparent blind character, who is not able to see anything else. The divellent uses this opportunity to attack the character, even though it normally couldn't in this phase. The character can affect it normally despite the fact that it is insubstantial, but the character's companions cannot unless they also become transparent (and therefore blind to everything but the divellent).

Room 15 GM Intrusion:

A character salvaging the devices for shins or cyphers disturbs some mechanism, and the gravity increases to six times its normal level, which pins the characters to the floor and inflicts 2 points of ambient damage per round until they can either crawl out of the chamber with a successful difficulty 5 Might defense task or figure out how to switch the effect off with a successful difficulty 6 Intellect task.

Room 15 GM Intrusion:

The divellent, unaffected by the increased gravity, might attack characters here for a few rounds while they struggle out of this high-gravity area.

The content provided in this adventure, as well as the tables for generating chambers, exits, and content in the Limited Mapping Engine, only evoke the far more robust Numenera Ruin Mapping Engine found in Jade Colossus: Ruins of the Ninth World. The material provided here is limited in order to curtail complexity and to focus on the needs of this particular adventure.

Room 16 GM Intrusion:
A second divellent appears, attempting to block the characters' escape.

16. ESCAPE!

When the PCs reach this area, the character most involved with navigation can attempt a difficulty 3 Intellect task to recognize it as a chamber they passed through on the way into the Jade Colossus. That realization should be cause for some celebration, as the characters now know exactly how to get out without triggering any further encounters.

Hopefully, you've paced the game so time remains (about fifteen to thirty minutes) for the last two complications to play out.

Complication 1: Gerob realizes this is his last chance to find his missing seskii. Unless the PCs have implemented a strategy to prevent him from doing so, he makes one last stab at running back the way they came, calling out for Green Eyes.

Complication 2: A divellent (either the original or another one recently hatched from area 2) emerges from the shadows and attacks, dispensing with guerrilla tactics—it is a head-on fight! Characters must decide whether to face the creature or run away. If they choose to run, most of them should make it out, though one of the characters (the one bringing up the rear) is subject to a few attacks before everyone gets away.

17. GOING THE WRONG WAY

Whenever the characters decide to head off in a direction not shown on the map, ask the character most involved with navigation to attempt a difficulty 4 Intellect task. If they succeed, the character gets the sense that the characters are wandering so far away from their original route that they risk becoming lost. On a failure, the character gets no such feeling and can move forward into areas not shown on the map. Characters can gain an asset on their navigation tasks by leaving marks on the walls or other route indicators as they explore, by unspooling a long cord or fiber behind them, or by taking some similar action.

Generate (or choose) what the characters find in the new area from the options provided in the Limited Mapping Engine section. Each time they decide to move in a direction that doesn't lead back the way they came and (ultimately) toward area 16, allow them to attempt another Intellect task that, if successful, provides an intuition that they are going the wrong way if they want to escape.

LIMITED MAPPING ENGINE

If characters choose to enter any location keyed to 17, roll on the Chambers Table (or make something up) to determine how large the chamber is and how many exits it has. Just as importantly, establish whether the chamber is empty (20% chance) or whether it has any interesting content (80% chance). A selection of interesting room content is provided under Area Dressing and Area Content. Characters are essentially wandering, following passages and entering rooms in hopes of looping back around in the direction they want to go. If characters in a chamber move to an exit, roll on the Exits Table—or just decide what lies beyond it yourself.

CHAMBERS TABLE

Choose or roll a d20 to determine how large a chamber is and how many exits it has. Generally, small rooms are an immediate distance across, medium rooms are a short distance across, and large rooms are a long distance across. Expansive rooms are even larger. Each time you generate a new room, determine whether it is empty (20%) or has content (80%).

d20	Result
1	Small room, 1 additional exit
2–4	Small room, 2 additional exits
5–6	Medium room, 2 additional exits
7–8	Medium room, 3 additional exits
9	Medium room, 1d6 + 2 additional exits
10	Large room, 2 additional exits
11–12	Large room, 3 additional exits
13	Large room, 1d6 + 2 additional exits
14	Expansive room, 1 additional exit
15–16	Expansive room, 2 additional exits
17	Expansive room, 1d6 + 2 additional exits
18	Room with 1d6 open upper levels; roll again for each upper level
19	Oddly shaped room (circle, octagon, etc.) with no additional exits
20	Oddly shaped room (circle, octagon, etc.) with 1d6 additional exits

EXITS TABLE

You can decide what lies beyond an exit or roll a d6 to determine this. Orient newly generated corridors and shafts however you wish. Generally speaking, corridors measure 10 feet (3 m) wide and high, but they could be several times that size. Each time you generate a new corridor, determine whether it is empty (80%) or has content (20%).

d6	Result
1	Another room; roll on Chambers Table
2	Vertical shaft ascending and descending 20 feet (6 m) in each direction, terminating both above and below in a 30-foot-long (10 m) horizontal corridor with an exit at the far end (roll again on this table)
3	30-foot-long (10 m) corridor with a room on either side; roll on Chambers Table twice; an exit also lies at the far end of the corridor (roll again on this table)
4	30-foot-long (10 m) corridor with a room at the far end; roll on Chambers Table
5	60-foot-long (18 m) corridor with one exit on each side; roll on Chambers Table twice and again on this table once
6	30-foot-long (10 m) corridor leading to an X, Y, or T intersection; roll again on this table as required

AREA DRESSING

A newly discovered room might have some slightly weird feature, especially if it's otherwise empty and even if it has Area Content from the table following this one.

Salvage: Some of these could be salvaged for a couple shins and possibly a cypher.

d6	Result
1	Telepathic virus (level 3) attempts to affect any who place discarded synth and metal headbands here
2	Invisible device casts shadow and hums quietly
3	Messily disassembled automaton lies scattered here
4	Disembodied mechanical hand floats in the air
5	Nozzles sporadically spray area with water vapor
6	Door to chamber isn't apparent from the inside



AREA CONTENT

Select or roll randomly for content characters discover in a new chamber (or sometimes, in a new corridor).

Salvage: Any content that includes some kind of device can potentially be salvaged by characters who succeed on a difficulty 5 Intellect task for 1d20 shins and one or two cyphers.

d10 Result

- 1 **Tone Key:** An ancient mechanism of spinning cylinders and singing crystal shards, a level 7 device, is embedded in a wall here. Lines of yellow and purple energy snake from the machine and into the wall. If characters can activate it, it emits a series of tones that seem to burrow into the minds of all nearby creatures such that they can never forget it. In fact, it acts like an earworm for some time. The tones can be hummed with perfect pitch at will by a creature that has heard it, but to what end is the earworm embedded? The tones likely have some utility, but without more context, it's nearly impossible for the PCs to determine the purpose of the tones. (In fact, if a character uses the tones on the unexpectedly animated and aggressive armor automaton described in result 8, the armor returns to mute inactivity.)
- 2 **Inconstant Stone:** A greenish-black chunk of stone shaped like a humanoid hand (not a human's) is mounted within a basin here. The hand measures 10 feet (3 m) wide and 15 feet (5 m) tall. Devices on the walls here once offered salvage, but they've been well picked over. However, the central stone retains some function. Touching the stone causes it to ripple and quaver as if it were water or some kind of gel instead of stone. If the character then succeeds on a difficulty 4 Intellect task, the stone seems to collapse for a moment in liquid form into the basin of the ring holding it. Then, it rises back up shaped like a hand, or alternatively like an eye, mouth, or face, but sized to the character. Though it's difficult to guess without context, the reproduced body part is an exact copy of the body part of the character who touched it. The item could be taken and used as a prosthetic, if desired. Otherwise, it is absorbed back into the main mass of stone that rises back up from the basin in its original shape a minute later.
- 3 **Magnetizer:** A device composed of many overlapping metallic discs hangs from the ceiling. From its lowest point, about 3 feet (0.9 m) above the floor, reddish electricity dances and arcs. Anyone who comes within immediate range is jolted for 4 points of damage. In addition, on a failed difficulty 4 Might defense task, targets become highly magnetized so that metal of all sorts is attracted to them. This effect is so strong that smaller items fly through the air and pelt the character, who also can be drawn through the air and become stuck to larger fixed metallic objects. This effect is removed when a victim suffers at least 1 point of damage from another energy source.
- 4 **White Pellet:** A shard of white synth, about twice as big as a human, is embedded at the chamber's center. Touching the shard causes it to seemingly "implode," leaving behind a small white pellet on a bare platform. If left alone, it is absorbed back into the shard when the synth reforms a minute later from streams of material that come from minuscule nozzles in the platform and immediately harden. The shard will form only one such pellet per 28-hour period, and never more than once for the same person. The pellet is a **protective servant** cypher.
- 5 **Brown Pellet:** A shard of brownish-pink synth, one about twice as big as a human, is embedded at the chamber's center. Touching the shard causes it to seemingly "implode," along with the character who touched it if they fail a difficulty 5 Intellect task. If the character fails the task, all that remains is a small pinkish-brown pellet on the bare platform. If the pellet is left alone, it disappears and the character is restored when the synth shard reforms a minute later from streams of material that come from minuscule nozzles in the platform and immediately harden. If the pellet is taken, a character who succeeds on a difficulty 5 Intellect task figures out that it is a concentrated form of the missing character. Using it to reform the character merely requires the addition of some water.

GM Intrusion: When attempting to activate the device, a character is absorbed into it and then ejected one minute later. If a character becomes trapped in this way, the hunting divellent might attack the other characters while the group's size is reduced.

Protective servant, page 15

GM Intrusion: The divellent appears and tries to push a character into the shard. Then, depending on whether the party size is reduced by one, it continues to attack or flees back into hiding.

- 6 **Pyramid:** A 12-foot-tall (4 m) metal-and-glass pyramid stands at the center of the chamber. When approached, it begins to hum and blink with tiny glowing lights, at least until a new group of explorers comes along and scavenges 1d20 shins and a cypher from it.
An opening resembling an eye provides access to the interior, which is filled with numenera components, some very obviously cobbled together. Scavenging is easy enough, though it results in a burst of invisible, hot radiation. All characters within short range must succeed on a difficulty 5 Might defense task or move one step down the damage track and break out in oozing sores.
- 7 **Locked Passage:** This level 5 sealed gate requires characters to succeed on an Intellect task to open it and pass through to the next area. If characters fail to open the door this way, or if they are attempting to simply force the gate, a slot on the side of the door opens and vents a hallucinatory gas into the chamber (treat this as a group GM intrusion). All creatures within immediate distance of the door that fail a difficulty 5 Intellect defense task become confused and violent, seeing each other as horrific monsters and attacking whoever is nearest to them. They remain so affected until they finally succeed on an Intellect defense task.
- 8 **Armored:** This area contains a 10-foot-tall (3 m) humanoid creature wearing some kind of mechanized armor. The entity is dead and mummified, but its equipment can be salvaged for 2d20 shins, 1d6 cyphers, and one or two artifacts.
- 9 **Stutter:** A brilliant flash of light from a mechanism in the ceiling leaves a completely altered situation in its wake: instead of attempting to escape the ruin, the characters find themselves clinging to the shell of a vast structure floating in an airless void, with colossal chunks of what might be the Earth spiraling around them in a great planetary cloud. Another stutter of flashing alternative realities engulfs the characters before they can expire in the vacuum, returning them to their previous situation and reality.
- 10 **Light of the Gods:** In this area, a device consisting of crystal spheres set in a black synth block periodically produces a brilliant blast of light. One character is caught in the blast of light (treat as a GM intrusion) and is infused with an energy virus that periodically makes the character shake and vibrate with supernatural vehemence. These “fits” happen any time the creature takes damage, unless they can succeed on a difficulty 3 Might defense task. If the fit proceeds, an affected creature is essentially helpless for one round while in the grip of the fit. However, for the next three rounds, the creature is treated as if they had a Might and Speed Edge of 6 as light blazes from them. On the fourth round, the creature drops two steps on the damage track. The energy virus remains with the character until they can get it removed by a skilled healer or Aeon Priest.

GM Intrusion: One last countermeasure in the suit causes it to creakily animate as an automaton, which attacks those trying to salvage it. Someone who has learned the tone key (result 6) can cause the armor to return to immobility.

Armor automaton: level 5; Armor 3; bashing attack inflicts 8 points of damage



PROTECTIVE SERVANT

Level: 1d6 + 2

Usable: Synth pellet (thrown, short range)

Effect: Inflates into a humanoid shape about the user's size. This is a level 3 creature that can understand the verbal commands of the character who activates it. Once it is activated, commanding it is not an action. It can make attacks or perform actions as ordered to the best of its abilities, but it cannot speak.

The servant operates for 28 hours, unless the user is attacked before that time, whereupon it “hugs” the character that activated it, stretching to completely cover the character's normal skin, adhering and conforming to the character's body shape. This coating doesn't impair the character. In fact, it grants the character an additional +1 to Armor and an asset to Might defense tasks for up to one hour.

CONCLUDING THE SCENARIO

ESCAPE

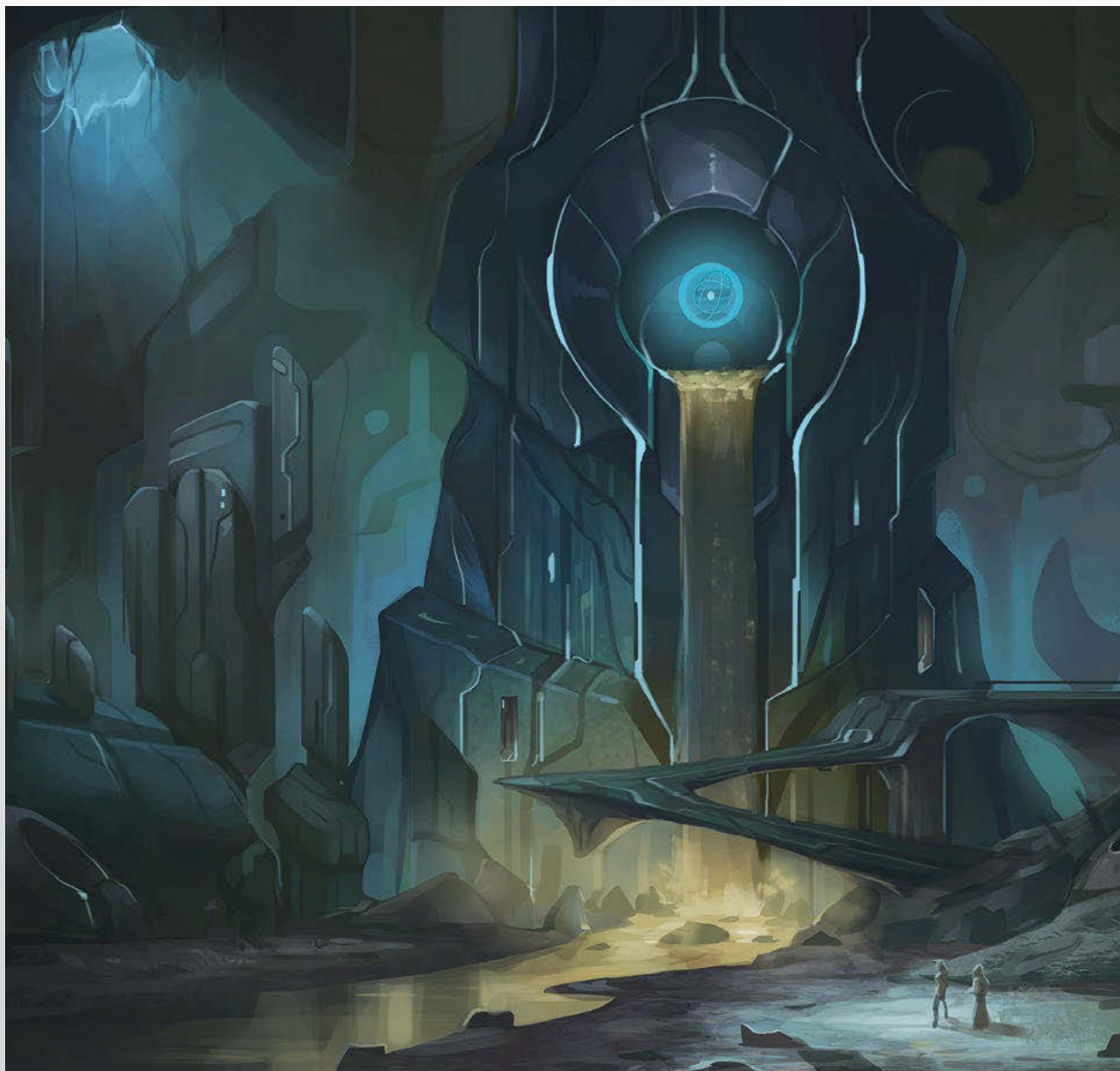
If the PCs successfully find a route out of the Jade Colossus with Gerob and the fungus sample, Gerob is reunited with his missing seskii, Green Eyes, which found its way back home much earlier (assuming you didn't have Green Eyes come looking for Gerob in order to move the adventure along). If Gerob gave the characters a lot of trouble looking for his pet, he makes a point of making a heartfelt and sincere apology to them for his antics.

More importantly, Gerob quells the contagion within ten hours of his escape from the Colossus.

If the characters fail to return with Gerob and a sample, many hundreds of people die, a few of them probably known and related to the characters, before someone else manages to effect a cure.

EXPERIENCE POINTS

The PCs earn 2 XP for simply getting out of the Jade Colossus. They earn 2 XP if they also manage to return with Gerob and his sample of mother fungus. If they lose Gerob or the sample, or if Gerob emerges in a state where he can't or won't produce a cure, there is no additional reward.



DIVELLENT

6 (18)

Is there a person trapped inside the ghastly mass of writhing, undulating ribbons of greenish-black energy that coil and clutch like arms? Or is that person the living heart of a creature that delved far too deeply into lore and energies not suitable for people, for which they paid the ultimate price? If you believe the warnings mumbled by explorers who've seen it before, it's the latter. Divellents are the unhealthy result of those who try to use void matter to their own ends but are consumed by it.

Divellents fade from light, and use shadows and darkness to stalk prey. They squirm and pulsate through cracks and holes, hide under floors, and creep unseen along ceilings until they choose new prey to sate a hunger for flesh. Or perhaps they seek someone who can put an end to the constant pain they suffer thanks to their unwilling transformation into creatures.

Motive: Hungers for flesh and seeks to find surcease of pain

Environment: Anywhere near the Jade Colossus

Health: 32

Damage Inflicted: 4 points

Armor: 1

Movement: Short; short when climbing and swimming; immediate when burrowing

Modifications: Stealth as level 7; Speed defense as level 5 due to size.

Combat: Divellents can attack all within immediate range with void matter "fingers" that inflict 4 points of damage (ignores Armor). Alternatively, a divellent can unleash a blast of void matter at a target within short range, inflicting 4 points of damage (ignores Armor).

Creatures struck by the immediate-range attack must also succeed on a Might defense task or be pulled into the mass of void matter and held there.

Victims held in this way suffer 5 points of damage (ignores Armor) each round until they can escape.

Held victims must also succeed on one additional Might defense task or accidentally breathe in or swallow a portion of void matter. The ingested void matter coils and bulges under their skin like a parasitic worm on the move for about a week, after which the victim makes a Might defense task. Success means they eject the foreign matter by coughing it up; failure means they descend one step on the damage track and can try again until they either purge or die. But instead of dying, a new divellent is born of the victim.

Divellents abhor sunlight and other bright light. Most will flee it, and while one is exposed to bright light, all damage inflicted against a divellent adds +3 points of damage to each successful attack.

Some divellents can also enter a phase where they become insubstantial for a period of one hour, during which time they can't affect anything physical or be affected by anything physical. At the end of this time, they regain all health.

GM Intrusion: The divellent grabs the character with one of its tentacle-like void matter arms and flings the PC 20 feet (6 m) into the air. Unless the character can catch themselves or otherwise succeed on a Speed task to land gracefully, they fall to the ground, suffering 4 points of damage.



GM'S NOTES

SKILLS

1

EFFORT

1

XP

MIGHT

POOL 12

EDGE

SPEED

EDGE 1



INTELLECT

EDGE 0

Geography

Remembering/Memorizing

SPECIAL ABILITIES

Flex Skill: At the beginning of each day, choose one task (other than attacks or defense); you'll be trained in that task for the rest of the day.

Thrust (1 Might): Powerful melee attack that does +1 damage if your weapon is sharp or pointed. Action.

Practiced With Light and Medium Weapons

T

Javelin

MO

4

2

POSSESSIONS

EQUIPMENT

Clothing

Leather jerkin (light armor, Speed effort costs +2 extra)

Explorer's pack

Pack of light tools

Javelin

Knife
3 days' work

A collar or harness for your companion

...a collar of training for your computer

ARTIFACTS & ODDITIES

Oddity: Series of thin plastic cards that show a variety of unknown creatures it



BACKGROUND

You hide the fact you are a Duvald. The Duvalds are a wealthy merchant family known in Ballarad. When people know who you really are, some despise you for your past good fortune.

Your companions look like a snake with three tails, each with one eye. It's a level 2 creature with a target number of 6 and 6 health. It inflicts 2 points of damage with its bite [...]"

Your beast companion simply adores Sabel, and it sometimes begs them for food and attention. How Sabel feels in return is up to them.

Tuesdar is a name you took to evade notice. Your real name is Henslen Duvald the Third.

NOTES

NUMENÉRA

Tuesdar
NAME

IS A Intelligent
DESCRIPTOR

Jack
TYPE WHO

Controls Beasts
FOCUS

CHARACTER ILLUSTRATION

BACKGROUND

You served as an apprentice for a respected and feared Aeon Priest in Ballarat named Chelvan. Now you bear his mark.

Amirabel interacts oddly with your illusions. If she is next to one, it seems more real, and you gain an asset on fooling others as to its authenticity.

You've worked with Gerob the Healer before, and know that he is highly skilled. You have great respect for him after he saved your sister from a disease last year.

NOTES

NUMENÉRA

Sabel
NAME

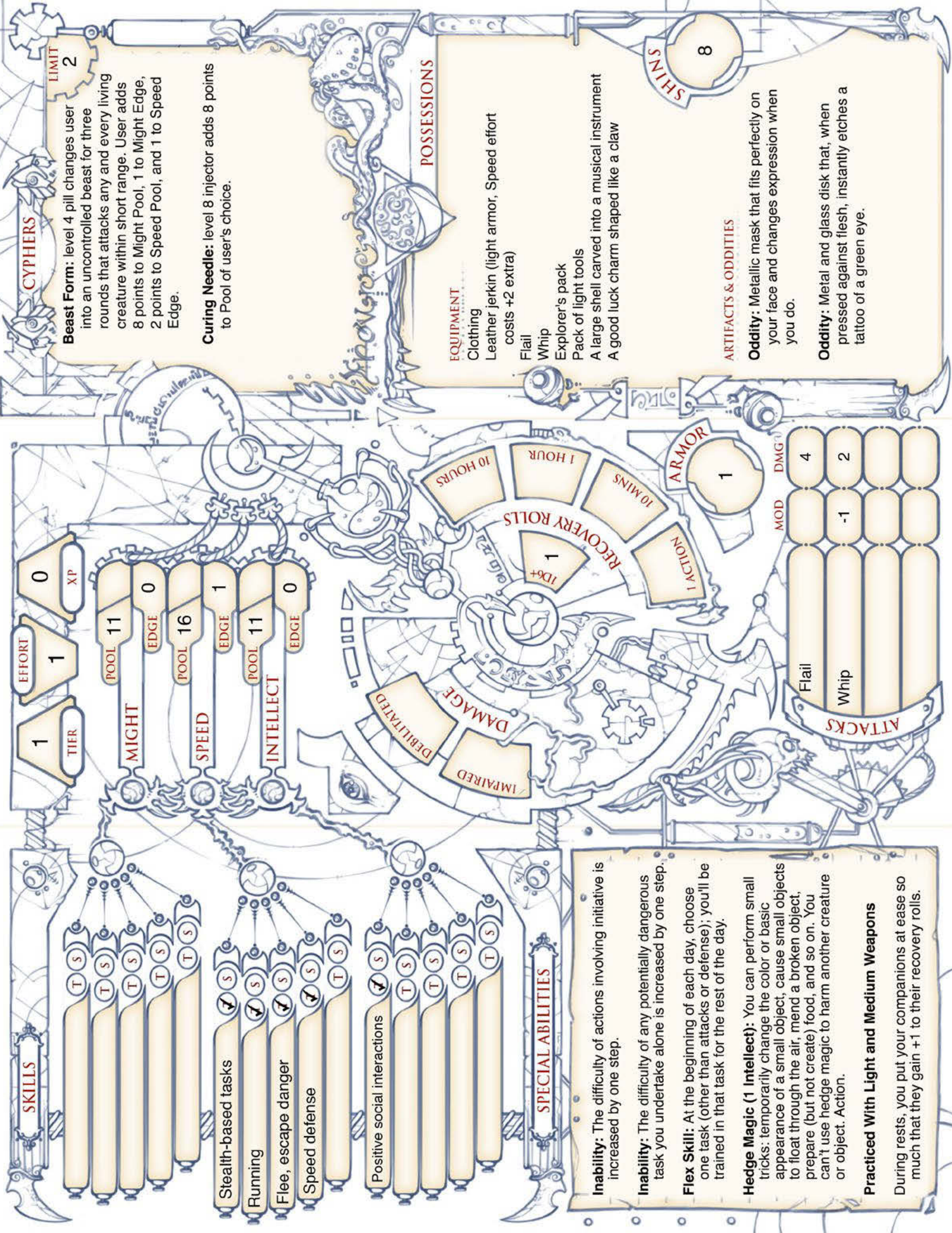
Learned
DESCRIPTOR

Nano
TYPE

WHO

Crafts Illusions
FOCUS

CHARACTER ILLUSTRATION



SKILLS

	T	S
	T	S
	T	S
	T	S
	T	S

Stealth-based tasks

✓	T	S
✓	T	S
✓	T	S
✓	T	S
	T	S

Running

Flee, escape danger

Speed defense

Positive social interactions

✓	T	S
	T	S
	T	S
	T	S
	T	S

SPECIAL ABILITIES

Inability: The difficulty of actions involving initiative is increased by one step.

Inability: The difficulty of any potentially dangerous task you undertake alone is increased by one step.

Flex Skill: At the beginning of each day, choose one task (other than attacks or defense); you'll be trained in that task for the rest of the day.

Hedge Magic (1 Intellect): You can perform small tricks: temporarily change the color or basic appearance of a small object, cause small objects to float through the air, mend a broken object, prepare (but not create) food, and so on. You can't use hedge magic to harm another creature or object. Action.

Practiced With Light and Medium Weapons

During rests, you put your companions at ease so much that they gain +1 to their recovery rolls.

EFFORT

1	0
TIER	XP

MIGHT

POOL 11	EDGE 0
---------	--------

SPEED

POOL 16	EDGE 1
---------	--------

INTELLECT

POOL 11	EDGE 0
---------	--------

CYPHERS

Beast Form: level 4 pill changes user into an uncontrolled beast for three rounds that attacks any and every living creature within short range. User adds 8 points to Might Pool, 1 to Might Edge, 2 points to Speed Pool, and 1 to Speed Edge.

Curing Needle: level 8 injector adds 8 points to Pool of user's choice.

POSSESSIONS

EQUIPMENT

- Clothing
- Leather jerkin (light armor, Speed effort costs +2 extra)
- Flail
- Whip
- Explorer's pack
- Pack of light tools
- A large shell carved into a musical instrument
- A good luck charm shaped like a claw

ARTIFACTS & ODDITIES

Oddity: Metallic mask that fits perfectly on your face and changes expression when you do.

Oddity: Metal and glass disk that, when pressed against flesh, instantly etches a tattoo of a green eye.

SHINS
8

ARMOR

1

	MOD	DMG
Flail	4	
Whip	-1	2

ATTACKS

BACKGROUND

You sometimes still perform with the Quanta Messengers, instrumentalists that play in Ballarad's Colossus Theatre.

Katarly seems especially affected by your abilities to inspire. Once per day they can take one extra turn when you suggest it.

You play a _____, which is a kind of instrument that _____.

NOTES

NUMENÉRA

Amirabel

NAME

Craven

IS A DESCRIPTOR

Jack

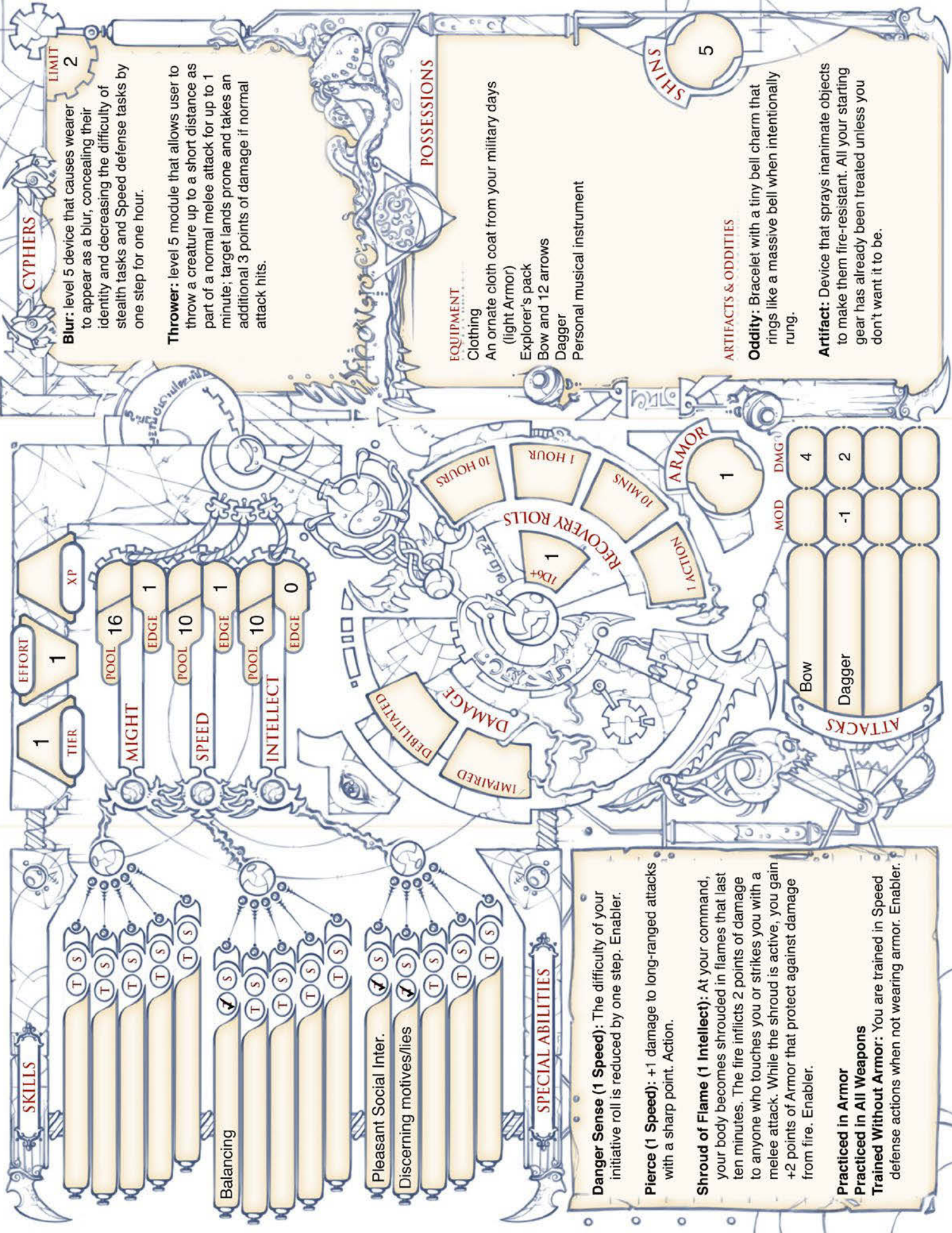
TYPE

WHO

Entertains

FOCUS

CHARACTER ILLUSTRATION



SKILLS

T	S
T	S
T	S
T	S
T	S

Balancing

7	S
T	S
T	S
T	S
T	S

Pleasant Social Inter.

7	S
7	S
T	S
T	S
T	S

Discerning motives/lies

SPECIAL ABILITIES

Danger Sense (1 Speed): The difficulty of your initiative roll is reduced by one step. Enabler.

Pierce (1 Speed): +1 damage to long-ranged attacks with a sharp point. Action.

Shroud of Flame (1 Intellect): At your command, your body becomes shrouded in flames that last ten minutes. The fire inflicts 2 points of damage to anyone who touches you or strikes you with a melee attack. While the shroud is active, you gain +2 points of Armor that protect against damage from fire. Enabler.

Practiced in Armor

Practiced in All Weapons

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

CYPHERS

Blur: level 5 device that causes wearer to appear as a blur, concealing their identity and decreasing the difficulty of stealth tasks and Speed defense tasks by one step for one hour.

Thrower: level 5 module that allows user to throw a creature up to a short distance as part of a normal melee attack for up to 1 minute; target lands prone and takes an additional 3 points of damage if normal attack hits.

POSSSESSIONS

EQUIPMENT

Clothing
An ornate cloth coat from your military days (light Armor)

Explorer's pack
Bow and 12 arrows
Dagger

Personal musical instrument

ARTIFACTS & ODDITIES

Oddity: Bracelet with a tiny bell charm that rings like a massive bell when intentionally rung.

Artifact: Device that sprays inanimate objects to make them fire-resistant. All your starting gear has already been treated unless you don't want it to be.

1

EFFORT

MIGHT

POOL

EDGE

SPEED

POOL

EDGE

INTELLECT

POOL

EDGE

XP

LIMIT

2

10 HOURS

1 HOUR

10 MINS

ARMOR

1

MOD

4

2

ATTACKS

Bow

Dagger

RECOVERY ROLLS

1D6+

DELIBERATED

DAMAGE

IMPAIRED

BACKGROUND

You served with a local group known as the Heritors of the Colossus for a few years, but left after you became concerned with their sometimes radical methods. The Heritors say they want to liberate the magic of the Colossus, but you think some are no better than brigands.

When you activate your shroud of flame, Dolph's hair becomes flame, too, but it doesn't burn them; it just looks impressive. Dolph can choose for the flame to burn bright or, weirdly, dark as oil.

You still have a secret contact in the Heritors: a woman named Silver who sometimes lets gossip slip over drinks. Silver has come down with a strange sickness, but Gerob the Healer says he knows the cure.

NOTES

NUMENÉRA

Katarly

NAME

Honorable

DESCRIPTOR

Glaive

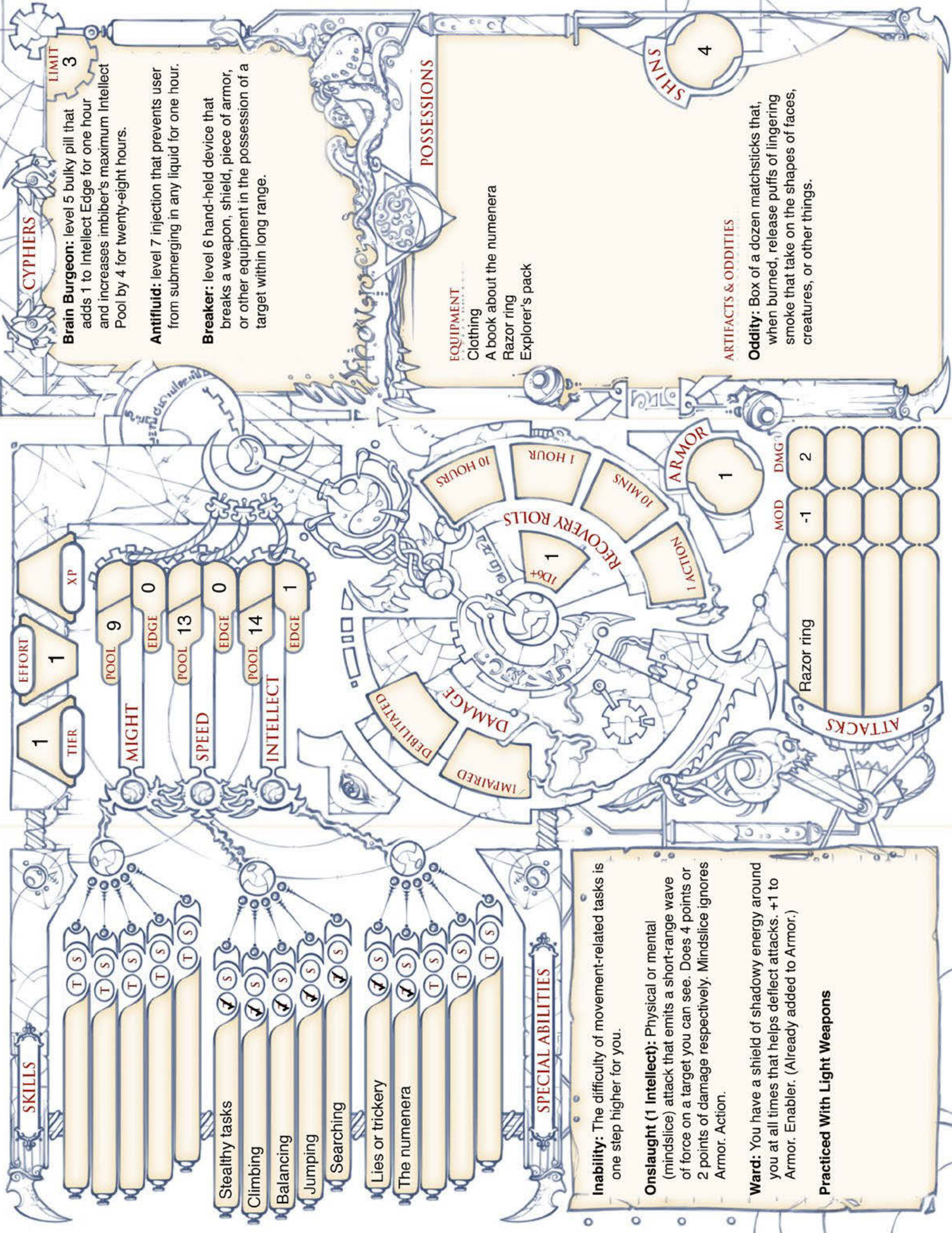
TYPE

WHO

Bears a Halo of Fire

FOCUS

CHARACTER ILLUSTRATION



SKILLS

EFFORT

1

XP

1

XP

MIGHT

POOL 9

EDGE 0

SPEED

POOL 13

EDGE 0

INTELLECT

POOL 14

EDGE 1

Stealthy tasks

Climbing

Balancing

Jumping

Searching

Lies or trickery

The numenera

SPECIAL ABILITIES

Inability: The difficulty of movement-related tasks is one step higher for you.

Onslaught (1 Intellect): Physical or mental (mindslice) attack that emits a short-range wave of force on a target you can see. Does 4 points or 2 points of damage respectively. Mindslice ignores Armor. Action.

Ward: You have a shield of shadowy energy around you at all times that helps deflect attacks. +1 to Armor. Enabler. (Already added to Armor.)

Practiced With Light Weapons

CYPHERS

Brain Burgeon: level 5 bulky pill that adds 1 to Intellect Edge for one hour and increases imbibers maximum Intellect Pool by 4 for twenty-eight hours.

Antifluid: level 7 injection that prevents user from submerging in any liquid for one hour.

Breaker: level 6 hand-held device that breaks a weapon, shield, piece of armor, or other equipment in the possession of a target within long range.

POSSESSIONS

EQUIPMENT

- Clothing
- A book about the numenera
- Razor ring
- Explorer's pack

ARTIFACTS & ODDITIES

Oddity: Box of a dozen matchsticks that, when burned, release puffs of lingering smoke that take on the shapes of faces, creatures, or other things.

SHINS

4

BACKGROUND

You lost a lover while exploring the Jade Colossus, and sometimes you think you can hear their voice.

Javedant was your friend before they were sent to the Ballarard prison for a crime they say they didn't commit. You say you believe them, but privately, you're not so sure.

Your uncle Kurran Bluelake runs the Ballarad Inn and lets you stay there when he has room.

NOTES

NUMENÉRA

Dolph

NAME

Stealthy

DESCRIPTOR

Nano

TYPE

WHO

Explores Dark Places

FOCUS

CHARACTER ILLUSTRATION

SKILLS

Breaking inanimate objects

✓	S
T	S
T	S
T	S
T	S

Jumping

✓	S
T	S
T	S
T	S
T	S

The numerera

✓	S
T	S
T	S
T	S
T	S

SPECIAL ABILITIES

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

Bash (1 Might): Pummeling melee attack; inflicts 1 less point of damage, but dazes your target for one round, during which time the difficulty of all tasks it performs is modified by one step to its detriment. Action.

Thrust (1 Might): This is a powerful melee stab. You make an attack and inflict 1 additional point of damage if your weapon has a sharp edge or point. Action.

Practiced in Armor
Practiced With All Weapons

EFFORT

1

XP

MIGHT

POOL 19

EDGE 1

SPEED

POOL 11

EDGE 1

INTELLECT

POOL 8

EDGE 0

CYPHERS

LIMIT 2

Commanding Summons: level 5 handheld device that draws a target within long range to within immediate ranger of the user in an instant. Target must act as the user commands on its subsequent turn.

Seer: level 7 lens that reduces difficulty of tasks to see invisible creatures, hidden or sneaking creatures, and other hard-to-perceive details by three steps for one hour.

POSSESSIONS

EQUIPMENT

Clothing

Mace

Greatsword

Shield (asset for Speed defense tasks; decreases the difficulty by one step)

Chainmail hauberk (medium Armor)

Explorer's pack

Bits and pieces torn from the husks of automatons you have destroyed in the past.

ARTIFACTS & ODDITIES

Oddity: Amulet that, when worn, projects holographic images of fish swimming around wearer.

SHINS 5

ARMOR 2

MOD DMG

4

6

ATTACKS

Mace

Greatsword

RECOVERY ROLLS

1D6+

10 HOURS

1 HOUR

10 MINS

1 ACTION

DEPILATED

DAMAGE

IMPAIRED

BACKGROUND

You're recently out of the Ballarad prison for the alleged crime of pilfering from a Duvald merchant warehouse. It's up to you whether the charge is true or false, but you did learn that Tuesdar, who pretends otherwise, is actually a member of the Duvald merchant family, and therefore probably secretly rich. Tuesdar doesn't know that you know unless you've told them.

You keep a wary eye on Sabel, because you think that they might trigger their abilities with the aid of an invisible automaton that secretly follows them about. Sabel doesn't know of your suspicions unless you tell them.

Your mother is ill with a strange disease. You hope it isn't the same one that you're now helping Gerob to find a cure for, but fear says otherwise.

NOTES

NUMENÉRA

Javedant

NAME

Strong

IS A

DESCRIPTOR

Glaive

TYPE

WHO

Battles Automatons

FOCUS

CHARACTER ILLUSTRATION