

NUMENÉRA™



INTO THE VIOLET VALE

BY MONTE COOK

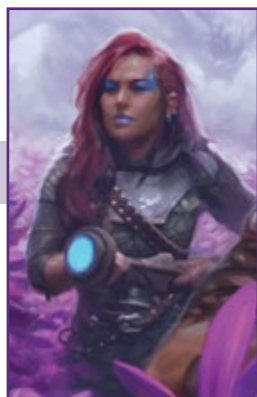


TABLE OF CONTENTS

INTRODUCTION	3
INTO THE VIOLET VALE	6
PREGENERATED CHARACTERS	13

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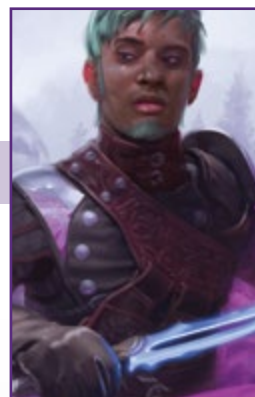


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INTRODUCTION



BACKGROUND

The town of Sharash has been rocked in recent weeks by an organized militia called the Steel Star. This group, led by a woman named Sinter, seemed hell-bent on overthrowing the local ruler, Lord Asdren, who has a reputation for being cruel, selfish, and tyrannical, even by the standards of nobility. The town of 6,000 people lies within Cerdyn's Pass, which cuts through the southern half of the **Black Riage**, between **Malevich** and the **Ba-Adenu Forest**.

Asdren put a price on Sinter's head, and conscripted more troops to deal with the Steel Star, but to no avail. The secretive group has dealt serious blows to both Asdren and Sharash by attacking merchant caravans, destroying crops and stealing cattle, and generally disrupting the land, and in particular, the lord's income.

It appeared as though the Steel Star might actually succeed, and even drummed up public support, until one day when Sinter's soldiers discovered that their extremely skilled leader was not human. In fact, she wasn't even a living creature in the normal sense of the word, but an artificial construct. Feeling betrayed, misled, or simply paranoid at this revelation, the members of the Steel Star disbanded the group and dispersed. Word of this development spread to the people of Sharash, who (like the soldiers) now suspected some sinister, outside force was behind the actions of the rebel leader. Sinter, without an army to back her, was forced to flee into the mountains to the west.

Lord Asdren wants Sinter apprehended. Alive. In fact, according to his own words, her capture is even more important to him now that her true nature has been revealed. To help ensure that she is brought back and placed on public trial, the nobleman has not only doubled the bounty on Sinter to 800 shins, but has taken more drastic measures as well. Asdren had his troops apprehend the family members and loved ones of six people who had the most talent and skill

to find her and bring her back.

Thus, the player characters enter the story. If they bring Sinter back to Sharash alive, they get a nice reward. If they don't, Lord Asdren will have their loved ones executed.

SYNOPSIS


The adventure begins as the characters are returning to Sharash. They have in tow a captive whom they are bringing to justice: Sinter, leader of the Steel Star. As they escort their prisoner along Cerdyn's Pass on the route back to Sharash, they find an abandoned campsite. It appears to have been the bivouac of some Steel Star members—perhaps some of those who remained loyal to Sinter and wanted to help her. But now they're conspicuously absent from the camp, even though their tents remain in place.

The PCs become lost in the Violet Vale, a strange place where both space and time are warped. There, they encounter the pale stalker, a creature that hunts them and likely chases them through the valley. The most probable means of escape is through the aid of a noblewoman named Lady Weiss, but she requires that they kill the pale stalker for her. If the hunted can become the hunters, the PCs can escape the Violet Vale and return to Sharash with Sinter.

PREPARING FOR THE ADVENTURE

First, be conversant with the Numenera rules, and take a look at the "Introducing Players to the Cypher System" document. Next, take a long 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.

Become familiar with Sinter's personality and her responses in order to portray her correctly. Likewise, read everything that's in here about the nature of the reglæ and what it will be like as the PCs shift and move through them and the Violet Vale. Being very fluent with these

 This adventure includes page references to various subjects accompanied by this symbol. These references are 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; doing so is an optional way to learn more about the Ninth World and provide additional information to your players.

 **Black Riage**, page 177

Malevich, page 154

Ba-Adenu Forest, page 189

There are six pregenerated characters at the back of this adventure, beginning on page 13.

Sinter: level 6, level 7 for any feat of pure strength; health 25; Armor 2



Cerdyn's Pass, page 177

It's very likely that whoever is playing Reminel will be the focal point of trying to interact with Sinter, but remember that as an intelligent machine, Sinter is not subject to that character's Charm Machine power.



Charm Machine, page 73

The Lords of Rust and Ash, if they exist, are likely some kind of composite mechanical intelligence in orbit above the Earth. If the Steel Star is indeed a cell of the Jagged Dream, this entity might be tied in with that group, or could be simply manipulating it.

two 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 Sinter and the Violet Vale itself can insert twists—particularly based on how the PCs decide to interact with them.

SINTER

Sinter is a fully aware, artificially intelligent automaton with the ability to look exactly like a human when she wants to. Thus, most of the time she appears to be a smooth-skinned young lady with long, straight, dark hair and a prominent nose and jawline. She wears a utilitarian, loose-fitting jumpsuit with lots of pockets. These pockets have all been searched, and the PCs know she has nothing on her person. She's been stripped of any weapons or gear, and as the scenario begins, her hands are tied by a length of rope that one of the PCs can use to lead her along. (The characters might prefer to bind her completely and carry her, but she weighs almost 400 pounds, so that task would be difficult.)

Sinter is far stronger and sturdier than she would appear. It took all the PCs, working together, to subdue her and hold her as she was disarmed and bound. Since being defeated, she has become quiet, almost sullen. But she is still very observant, watching and listening to everything that happens around her.

Except for the topics mentioned below, talking with Sinter is usually an exercise in futility. She speaks only in whispers now, and most of her responses are what seem like non-sequitur references to “the Lords of Rust and Ash,” although she never explains who they are. Most of the time, it seems as if she is quietly praying to these lords rather than replying to what someone says to her.

There are a few exceptions:

- If Sinter is asked about Lord Asdren, a character who succeeds at a difficulty 3 task can get her to say “The Lords of Rust and Ash, through their tools on Earth, will punish the unjust.”
- If Sinter is asked about the Lords of Rust and Ash, a character who succeeds at a difficulty 3 task can get her to say “They are watching from the heavens, and soon will bring judgment upon the world.”
- If Sinter is asked about her Steel Star organization, a character who succeeds at a difficulty 5 task can get her to say “A few were surprised at learning one of my secrets, but my inner circle is still loyal. They will not allow me to fall into the hands of Lord Asdren.”

- If Sinter is asked about the reglae, the Violet Vale, or the pale stalker, a character who succeeds at a difficulty 4 task can get her to say “There are whispered rumors, but nothing is ever certain. Nothing except one thing: danger lurks amid the Violet Vale.”

If at any time the PCs decide to free Sinter, she acts in her own best interest. In other words, if the pale stalker is attacking and the PCs let Sinter go, she might help them fight it, or she might try to run, whichever seems the better choice for her.

THE VIOLET VALE

The Violet Vale is a location in the mountain range known as the Black Riage, just north of Cerdyn's Pass. The region is one where actions of the distant past have rendered the walls between this universe and others very thin. Long ago, seed pods from another universe found their way to this region and took root in the soil in an innocuous valley. They grew into plants called reglae. The reglae are the bright, almost glowing, violet flowers that give the vale its name. Because they hail from some other world, they have ultraterrestrial properties. Specifically, they bend space and time.

Someone who moves through (or past, or even near) a patch of reglae might be transported or transitioned to another place. Those who are transported in this way always find themselves amid more reglae, just not in the location they previously occupied. In a way that surpasses understanding, the reglae manipulate space and time, growing in multiple places (and times) at once. This activity causes “glitches” in the universe, so that a creature or an object standing next to where a reglae flower grows might suddenly find itself in another location (spatially and/or temporally) where that same plant also grows, perhaps even miles (or minutes or hours) distant.

Although the Violet Vale is indeed a physical location in the Black Riage, it's also true that all locations where the reglae bloom are part of the Violet Vale. Because the nature of the plants bends time and space, even if a plant was somehow uprooted but preserved, moved, and successfully replanted (or seeds were taken and planted elsewhere), that spot would technically become a part of the Violet Vale. Thus, being transported by the reglae is known as going into the Violet Vale.

Moving Through the Reglae: No sensation of movement or transition occurs when one is transported by the spatial warping of the reglae. Characters are just suddenly somewhere else.



They can attempt to reorient themselves by using distant landmarks and the position of the sun (or the stars at night) to get a general idea of where their new location lies. This is a difficulty 4 task (Daylen's training in navigation decreases the difficulty of this task by one step). Throughout the course of this scenario, the characters move (or rather, are moved) generally north until they figure a way out.

Generally, no transition occurs while someone is standing still, but there's no guarantee. The GM is free to be capricious with the flowers' ability to transport characters.

The reglæ are predictable in only one way: allied characters that want to stay together will stay together. Why this is so remains a mystery. Perhaps reglæ are empathic and are motivated by an appreciation for affiliation.

Because a shift can move characters through time as well as space, most individuals will notice that obvious time-based signs change—the sun is in one place in the sky one instant, and another the next. Suddenly, it's evening or night. Each of these time shifts never encompasses more than a few hours, in either direction.

It is possible for the PCs to spot a group of people in the distance also making their way through the valley. This group, in fact, is the characters themselves, displaced in time. They catch only brief glimpses before one or the other group disappears, transported again in space or in time. Whether the PCs are seeing a past or a future version of themselves is impossible to know. Interacting with themselves is outside the scope of this scenario.

Troubleshooting: If the players take very deliberate actions to try to get separated in the Violet Vale, and thus move to different locations (or times) via the reglæ, so be it. Lone characters get hopelessly lost after a series of transitions. Eventually, however, the characters can find each other and reunite. However, they discover that while they've been apart, different amounts of time have passed. For one character or group of characters, only a minute or so has passed since they separated from the rest. Another may have wandered for an hour. For still another, almost ten hours have passed.

If a character takes an action, for example, that won't allow her to go with her companions, such as Hawmett using the power to Hover above the rest, that character may quickly become isolated from the others. Allow Hawmett to quickly follow behind and "catch up" if that's what the player desires. Otherwise, the character is lost for a while.



GM Intrusion

Suggestion: A single character suddenly shifts in time, disappearing but then reappearing a few rounds—or a few minutes—later.



INTO THE VIOLET VALE

BEGINNING THE SCENARIO

Go over the rules of the game very briefly. This review should take no more than ten or twenty minutes.

Give the players a chance to get acquainted with their characters, and with each other. After they have done so, find out if there are any special precautions the PCs will take while escorting Sinter back to Sharash. They might ask about tying her feet and carrying her, searching her one last time for hidden weapons, or using some ability or cypher to more closely watch over her. They might also try to question her on a variety of topics. This is all fine as long as it doesn't take more than ten minutes or so.

THE ABANDONED CAMP

Once all the decisions are made, the action starts when the PCs are on the road through Cerdyn's Pass, headed back to Sharash. It is late summer, and the weather is still warm. This mountain pass is heavily wooded, and much of it follows a river called the Winding Wash. (Daylen will know the name of the river and the fact that it frequently floods in the spring, because that character has geography knowledge.) The pass is fairly wide, but the road is little more than a path wending through thick growth and rocky outcroppings.

As they travel, they spot a campsite not far off the road. It's not

easily seen due to the trees, rocks, and brush, but one of the PCs is sharp-eyed enough to spot it. From a distance, it's easy to see that the place features a burned-out campfire and two synth tents.

SEARCHING THE CAMPSITE

If the characters investigate, they find the place abandoned. The fire is out, but it's not difficult to tell that those who made it just let it die rather than putting it out. In fact, the camp looks as if its occupants departed hastily. The campsite was apparently occupied by as many as five people: two in each tent, and one in a bedroll off to the side.

Noticeable in and around the camp are a few bright violet flowers that no one is likely to recognize. The task difficulty is 8, so even Daylen, with that character's botany training, probably doesn't know what they are. However, that character's not knowing is itself somewhat significant. These flowers are known as reglae (see below).





Frigid wall projector, page 286

Ray emitter, page 293

The story of the campsite is as follows. Steel Star agents still loyal to Sinter were looking for her and made camp here on the night before the PCs arrived. Because the campsite is amid a patch of reglæ, the pale stalker showed up and devoured four of those in the camp quickly, and the creature grew larger. One member of the group ran, followed by the stalker, and both disappeared into the Violet Vale. The agent now hides near the Empty Pit.

For a visual at the table, print out the note and hand it out to the players to read for themselves.

Only the search that reveals the cyphers at the scene of the fight requires a die roll—and the PCs can make that roll only if they state they're searching. The characters should find or spot all the other evidence if they state that they're looking. In other words, these are routine tasks, assuming the characters are really trying and spending some time and attention.

More Careful Searching: In one tent, the PCs can find two bedrolls, a backpack full of gear (the standard stuff—rope, spikes, and so forth), and a cypher, which is a level 5 **frigid wall projector**.

Another large pack is full of food and water.

Laid carefully atop one bedroll is a stack of loose papers gathered inside the outer binding of a book. Many of the sheets of paper are blank; others have notes and journal-style entries written on them. These notes seem to be a shallow set of personal observations, filled with petty jealousy and resentment over minor slights. It takes only a small amount of examination to recognize that they are written by a member of the Steel Star who participated in some of that group's attacks upon Lord Asdren and his holdings. It also betrays a fanatical and perhaps slightly sexual fascination with Sinter. Only the last page with some unfinished notes has information of real value, however. It reads:

Kalos and Saddolin said that they actually felt betrayed at the revelation that Sinter was a machine. Shortsighted fools. I am glad to have left them behind. Sinter is perfect, and the fact that she's not made of weak flesh and brittle bone only makes that fact more clear. I and the others here will find her and ensure that she is safe. Jurrela and Moord will lead the others to find a good place on the road between here and Sharash to set up an ambush for the bounty hunters that Asdren has sent out to find Sinter. If they don't waylay Asdren's lackeys on their way out of town, and the bounty hunters somehow get to Sinter before we do, either they or we—maybe both!—will dispose of those lackeys before they return to their master.

The other tent has two bedrolls, still more food, and a steel bracelet bearing the symbol of the group: a seven-pointed star.

THE STRUGGLE

Searchers also find, off to one side of the campsite, signs of a struggle. Most obviously, a crossbow bolt is stuck firmly into a tree trunk, but the area also features broken branches, trampled plants, and a few blood splatters. There are no corpses, but a bit of torn, bloody cloth lies amid the leaves on the ground, as does a simple iron dagger. The glaives in the group will realize that the fight here was very brief. A depression in the soil appears to be

the footprint of a very large unknown creature, perhaps as tall as 12 feet and massive.

A search of the area where the trail ends can turn up two well-hidden items of interest. A character who succeeds at a difficulty 3 task finds two cyphers, although only one still functions. The functioning cypher is a level 6 **ray emitter** that fires a blast of intense cold. The used cypher is an injector that once contained a Speed Edge boost.

The Trail: Those who look for it find a trail that leads north from the site of the battle, through woods and somewhat rough terrain. If the PCs examine it closely, Satha, who is trained in tracking, won't need to make a roll to know that the trail was made by a running human. Here and there, however, another of the gigantic, bestial footprints can be found. If they are examined in close detail, a character might notice that while these prints are similar to the one near the campsite, they appear to have been

made by a larger, heavier creature, maybe 15 or 16 feet tall. Astute observers realize that at no time—not when PCs were at the camp, nor on this trail—have they seen any signs of a creature of that size passing through the woods.

Eventually, the tracks of the running human abruptly stop, and no more of the large creature's tracks can be found either.

RETURNING TO THE ROAD

Once the PCs are done with the camp and the trail, they likely want to head back to the road. They quickly realize, however, that's not possible. Even if they're still in the campsite, not far from where they left the road, they can no

longer find the way back or even see the road at all. Very shortly thereafter, they won't be able to find the campsite either. They've already entered the Violet Vale.

Time Control: The players might exhibit a desire to dawdle at the campsite. They might also spend a lot of time worrying too much about Sinter. If the PCs are getting bogged down, try to keep things moving. By using the transitions caused by the reglae, you can control how long the PCs occupy the campsite area before they simply aren't there anymore. There should still be three hours of playing time left (out of the four hours allotted) when the characters leave the camp or realize that they can't get back to the road.

Troubleshooting: If the PCs split up, so that only some enter the campsite (and thus the Violet Vale) and the others stay on the road, tell those who remain on the road that their companions eventually disappear. If the others go to investigate, they will join up with the first group, and all will be in the Vale together.

If the PCs choose to ignore the campsite and stay on the road, they are attacked by **agents** of the Steel Star who wait in ambush along the road closer to Sharash—just as the notes in the tent described. There are eight of these agents, and they very likely attack with **surprise**. In the ensuing battle, Sinter gets free (a GM intrusion that enables her to slip or break her bonds would be appropriate). She and her agents then flee. If the PCs pursue them, Sinter and the others run away from Sharash and right into the Violet Vale, very likely getting both groups lost amid the reglae.

If this development occurs, the PCs will have to try to apprehend Sinter, defeat her agents, and deal with all the consequences of being trapped in the Vale (see below).

TRAPPED IN THE VALE

Once the PCs are in the grip of the Violet Vale, they can try anything they want to navigate it deliberately, but no matter what, they move only at the (seemingly random) whim of the reglae. Allow the characters a chance to wander, and to realize that not only are they displaced, but they keep shifting to different locations. One moment a mountain is close, the next much closer. A minute later, and it's much farther away. Allow the PCs to start to get the idea that the shifts seem mostly based on movement. And perhaps they might even start to get an idea

that time is shifting as well as location. Then it's time to spring a GM intrusion.

GM INTRUSION: THE SHRILL BLOOMS

As they explore the Violet Vale, the PCs see a bush with bright yellow flowers amid all the purple. If they investigate, the yellow blooms puff a bit of pollen and spores into the face and other exposed flesh of one character. The player of that character needs to decide what to do. If she does not come up with a quick, ingenious way of cleaning all of it off herself immediately, she must make a difficulty 5 Might defense roll. On a success, she merely breaks out into a minor rash. On a failure, the rash quickly turns to bulbous sores that burst open, painfully. When one bursts, it does not release blood or pus, but a single shrill and surprisingly loud note. At first this sound is produced a dozen times in fairly quick succession, but then the shrill tone diminishes to just once a minute, and then once every few minutes, and finally only a few notes each hour at random times. The effect continues for a full day, which means that at any given time—most noticeably if the PCs are trying to be quiet—a high-pitched note will erupt from the character.

There are more shrill blooms in the valley, but wise PCs will steer well clear. If they don't, they'll experience the same effect (but receive no XP since it's no longer a GM intrusion).

THE PALE STALKER

The **pale stalker** is an ultraterrestrial creature that has only recently come to the Violet Vale. It hunts creatures amid the reglae, but for it the whole experience is bewildering and frustrating. This is very likely because plant life does not exist for the pale stalker. It passes through trees, undergrowth, and foliage as if they were smoke. It also can see through plants as if they are not there (because to the stalker, they are not), so hiding is difficult.

Even though the pale stalker is not aware of the existence of the reglae, being unable to see them or touch them, it nevertheless is subject to the spatial and temporal warping that they create. So the stalker—who is not particularly intelligent in the first place—has no real opportunity to understand what is going on when shifts occur. It is a frustrated, hungry hunter.

The stalker does not eat its victims so much as it absorbs them after they are dead, having been slashed by its claws or trampled by its feet. When it first appears, the characters can see

*Steel Star Agent: level 3;
Armor 1; armed with
crossbows and swords*



*Surprise,
page 95*

*Pale Stalker When It First
Spots the PCs: level 7,
level 5 for Speed defense
due to size; health 40;
Armor 1; long movement*



evidence of the Steel Star agents having been incorporated into the stalker's mass. A contorted human face projects from its midsection. A few fingers dangle from its shoulder. The vague outline of an arm bulges from its thigh.

The first encounter with the pale stalker (not counting finding its large tracks here and there) should be at a distance. It is a towering figure 13–15 feet tall, hungrily searching for prey. It disappears before it gets too close.

Only later does it reappear close enough to the characters that it might spot them. Remember that foliage and trees do not conceal the characters from this predator. Only hiding behind large rocks or other similar objects would suffice. As soon as it spots them, it comes for them. And it is very powerful. Fortunately for the PCs, the reglae make it fairly easy for them to run and be transported far away.

Time Control: There needs to be at least two hours left in the allotted scenario time at the point where the PCs first encounter the pale stalker. Hopefully, there's more.

CHASE THROUGH THE FLOWERS

The PCs might very well lead the pale stalker on a (less than) merry chase through the valley. One moment, the creature is close enough for them to feel its hot breath; the next, they are 1,000 feet (305 m) away and behind the beast. When it finally looks around and spots them again, they've shifted once more and the stalker is nowhere in sight. But this respite lasts for only five minutes, until it lumbers into view over the crest of a nearby wooded hill and the chase is on again.

This might go on for a while, with the stalker getting to make an attack or two against a character before the reglae transition moves the PCs to at least temporary safety. Better yet, the chase should be one that starts and stops, as the shifts grant the characters 15 minutes here or an hour there when the pale stalker is nowhere nearby.

THE EMPTY PIT

After wandering for a while, the PCs come upon a perfectly round shaft descending down into the darkness. No plants grow around the edge for about 3 feet (1 m) or so. The pit is 30 feet (9 m) across and 80 feet (24 m) deep. No leaves



or dirt have accumulated in the pit—the metal sides are free of rust and corrosion, and the bottom is clean.

The PCs might decide that the pit is a good place to rest. In fact, the reglae will cause no shifts on anyone in or at the very edge of the pit, and the pale stalker does not come here. However, there are two factors here that will come into play if the PCs find and explore the pit.

1. The Steel Star agent who escaped the stalker back at the campsite the previous day now hides near the pit. His name is Grodon and he is, in fact, the person who wrote the long-winded journals in the tent. He is utterly taken with Sinter and will do anything for her. This means that if he gets the chance, he's going to try to rescue her.

Grodon is exhausted, hungry, and frightened. He is slight, and his head seems almost too large for his body. His clothes are torn and bear violet stains from traipsing through the vale for a day or more.

2. Anyone who sleeps in the pit has strange dreams of other worlds almost beyond the comprehension of the dreamer. There are too

many suns and moons in the sky, there are colors that are out of place and others that the dreamer has no name for. And everywhere are strange violet plants, some of which sing strange, unintelligible songs. Upon awakening, the character must succeed at an Intellect defense roll or suffer 2 points of Intellect damage (ignores Armor) from these weird dreams.

THE TOWER OF LADY WEISS

This tall, ivory spire rises above the woods, five times the height of the tallest nearby tree. It's likely that the PCs spot the tower from different vantages (thanks to the shifts induced by the reglae) before they are able to reach it. Those who succeed at a roll to determine their relative location realize that they are now more than 20 miles north of the pass—almost the same as the distance back to Sharash from where they first found the campsite.

The tower is filled with laboratories and workshops brimming with numenera and half-finished projects that involve biological monstrosities that incorporate both organic and inorganic parts, usually in unintuitive ways.

*Grodon, Steel Star Agent:
level 3; Armor 1; armed
with crossbow and sword*





Time Control: The PCs should find themselves at the tower with at least an hour and a half left in the play session.

BRUTE GUARDS

Two bestial humanoids wearing no clothing and carrying no weapons or gear stand guard near the entrance to the tower. These crude beings look like devolved humans, except that they have neither eyes nor nose, the result of experiments from years earlier. A dozen more of these brutes are inside the tower.

The brutes do not permit anyone to enter. Before their refusal to admit the characters leads to conflict, the door to the tower opens, and its mistress comes out to address and assess the PCs.

LADY WEISS

Lady Weiss is almost as brilliant as she believes herself to be, but that still makes her one of the greatest experts in the numenera in the entire region. Unfortunately, she is also a sociopath who does not recognize the vast majority of other living beings as having any value or even sapience. Thus, she behaves utterly without morals or conscience in her treatment of others.

Regal in her bearing, Lady Weiss is tall, thin, and almost distractingly angular in her features. She never looks anyone in the eye, and often seems bored, as if everything that happens to her has happened before. Her gown likely is worth more than the possessions of all the PCs put together.

"You stand in the presence of Lady Weiss, mistress of the Violet Vale," she announces imperiously. "Why do you violate her lands with your presence?"

THE CHILDREN

In the middle of her (probably brief) conversation with the PCs, Lady Weiss is joined by two of her creations, which she refers to as her children. One, wearing only a kilt, is clearly male. He is muscular and holds a small device in one hand. Most noticeably, he has a series of tall, metal antennae and cone-shaped arrays atop his shoulders rather than a head. This is Meriod, and he has telepathic powers.

The other figure, clad head to toe in plate armor,

is female. She has a sword and a shield. Her helmet is a metal cylinder with no features (no eye holes or any other openings) and taller than it seemingly needs to be. This is Frin, and anyone who removes her helm would find that rather than having a normal head, she has a large red crystal that floats above where her neck would be.

Neither of the children speaks unless spoken to.

NEGOTIATIONS WITH THE NOBILITY

Lady Weiss controls the easiest means to leave the Violet Vale, and won't hesitate to point this out. The PCs are probably highly motivated to simply leave at this point, and will be interested in her means of egress. Lady Weiss would never just do a kindness or a favor for people of lesser bearing than she, however. They're going to have to give her something in return. Bargaining with Lady Weiss is difficult at first because she won't recognize the PCs as being worthy of talking to.

She'll speak about them to her children as if the PCs are not there, referring to them as new test subjects for her to experiment upon.

Ultimately, after a bit of (very likely frustrating) back-and-forth, Lady Weiss reveals that there is only

one thing the PCs can do for her. She wants the pale stalker killed.

The creature is a relatively new arrival to the valley, and it's causing her trouble by eating—and absorbing—some of her creations. Neither Lady Weiss nor her children will aid in the endeavor, and no amount of persuasion will change that stance. Lady Weiss insists that the PCs earn their reward on their own.

If they've already killed it, then . . . hurray! If they can offer proof somehow, she will take them to a room high in her tower and allow them to leave. If not, however, it looks like they're going to have to hunt it down. Thankfully, Frin can offer a better idea.

She suggests that they lay a trap for it, using one character as bait with the others hiding nearby until the creature strikes. If the PCs haven't figured it out yet, she will reveal that the stalker cannot touch or see living plants.

If the PCs are polite to her throughout their exchange, and one asks Frin for help and succeeds at a difficulty 5 interaction, she will agree to help, and then she leaves them. She returns a short time later and surreptitiously gives them some cyphers from Lady Weiss's storerooms. Beyond this, she won't aid the

Frin: level 6, level 7 for attacks and defense; health 26; Armor 3

Brute: level 3, level 2 for any task requiring reasoning; damage 4

Lady Weiss: level 5, level 7 when dealing with, resisting the effects of, or using the numenera. Possesses an artifact that gives her 3 points of Armor from a magnetic force field at all times but prevents her from wearing metal armor (depletion 1 in 1d20, check each day).

One offer might convince Lady Weiss to remove the PCs from the Violet Vale without dealing with the pale stalker, and that is providing her with a character in exchange for her help. This individual can be a self-sacrificing PC, but it could also be Sinter. If the PCs are willing to subvert their mission by handing over their prisoner, they can get home. In fact, by employing this questionable tactic, it's possible to get through this entire scenario without any combat.

Meriod: level 6. Can speak with telepathy and read the thoughts of others within short range. Possesses an artifact that knocks a living target within short range unconscious for 1d10+10 minutes (depletion 1 in 1d10).

If the PCs engage in combat with Lady Weiss and her children, things have gone drastically wrong.

Remember that players can spend 1 XP to reroll, and since this is a one-shot, no one will want to save any XP. So expect lots of rerolls, particularly in this final battle.

characters in the actual confrontation with the pale stalker.

AMBUSHING THE PALE STALKER

The PCs have time to make a plan and take whatever precautions they want for hunting or ambushing the pale stalker.

If she is asked, Sinter says she will help the PCs fight the stalker. But during the fight, she will attempt to hide a weapon—even a makeshift weapon—on her person to help her escape once the group is free of the Violet Vale.

It might take a few hours, but eventually the PCs find the pale stalker—or rather, it finds them. The ensuing fight will be a very difficult one, most likely.

If the PCs are well equipped and it seems like the players are up for a real challenge, the stalker is even larger than the last time they saw it up close. Now it inflicts +1 damage and has +8 health.

GM INTRUSION: PARTIAL ABSORPTION

In the middle of the battle, when the pale stalker hits a character, it also grabs that PC and begins to absorb him. The stalker gains 5 points of health, and the character becomes half embedded within the creature's mass. This experience deals 3 points of damage to the PC, and 3 more points of damage each subsequent round (ignores Armor). If the partially absorbed character targets the stalker with an attack, the difficulty of the attack is decreased by two steps. However, any random piece of equipment the PC wants to use other than what he had in his hand when absorbed has a 50/50 chance of also being absorbed inside the stalker.

The character can attempt to pull himself free from the stalker's form, which is a difficulty 6 task. On a success, both the PC and the stalker suffer 8 points of damage.

THE EXIT

If the PCs are successful in killing the pale stalker, Lady Weiss does not thank them. She merely says, "Well, then. Let's get you out of here." She leads them to a room high in her tower that holds a large device that includes dozens of glass panes of various sizes. When the device is active, these panes shift and move, allowing the device to take advantage of the reglae's spatial warping. If used correctly, the device produces a glass pane the size of a small door that allows instantaneous travel to any location at the edge of the Violet Vale, clear of the effects of the reglae.

The device is level 8 for purposes of identifying or correctly using it.

CONCLUDING THE ADVENTURE

SINTER'S LAST GAMBIT

Sinter has been waiting and watching throughout most of this scenario, listening to and observing the PCs. If she is aware of how Lord Asdren has coerced the characters into finding and returning her, she makes the PCs an offer. "Do not return me to the hands of that wicked oppressor," she says, "and I will help you in recovering your loved ones safely and in getting just revenge against he whom the Lords of Rust and Ash would see extinguished."

Ultimately, for the purposes of this one-shot adventure, it doesn't matter what the PCs choose, but allowing them to take a moment and decide as a group what they want to do next is a nice way to wrap things up.

EXPERIENCE POINTS

The PCs earn 2 XP for simply getting out of the Violet Vale. They earn 2 XP if they deal with Sinter in a conclusive, satisfying, and appropriate way. In other words, if they care only about the reward and their loved ones, returning her to Lord Asdren is the way to go. If she convinces them that Lord Asdren should be overthrown and they decide to help her, that works too. Allowing her to escape if that isn't their intent, however, results in no award.



SKILLS

Jumping **X S**

Climbing **X S**

T S

T S

T S

T S

T S

T S

Social interaction **X S**

Perception **X S**

T S

T S

T S

T S

SPECIAL ABILITIES

- Practiced With Light and Medium Weapons
- Flex Skill
- Bash (1 Might point)
- Influential Contact
- *Needs Special Healing
- Experienced Adventurer (one level of Effort adds minor effect)
- Interface
- Inability: Lore or Knowledge
- Inability: Resisting Mental Attacks

2 TIER

2 EFFORT

1 XP

MIGHT

POOL 18
EDGE 1

SPEED

POOL 16
EDGE 1

INTELLECT

POOL 14
EDGE

IMPAIRED

DAMAGE

DEBILITATED

RECOVERY ROLLS

1D6+2

10 MINS

1 HOUR

10 HOURS

ARMOR

3

ATTACKS

Mace	MOD	DMG
Razor Ring	-1	2

CYPHERS

- Magnetic ray emitter (level 6)
- Force screen projector (level 5)

2 LIMIT

POSSESSIONS

EQUIPMENT

- Clothing
- Brigandine armor
- Mace
- Razor ring
- Explorer's pack
- Pack of light tools and spare parts

ARTIFACTS & ODDITIES

Necklace that, when worn, temporarily turns your hair grey

SHINS

18

BACKGROUND

You remember little of your past, which has always seemed strange to you.

You are secretive about your partially mechanical nature and use your natural charm to convince others that you are nothing more than you appear. Thus, your components are hidden from everyone except _____ (choose a PC), who recently discovered your secret.

Your group's current mission to explore the wilderness was instigated by you. You fancy yourself the group's leader.

NOTES

NUMENÉRA

Benthre

NAME

Charming

DESCRIPTOR

jack

TYPE

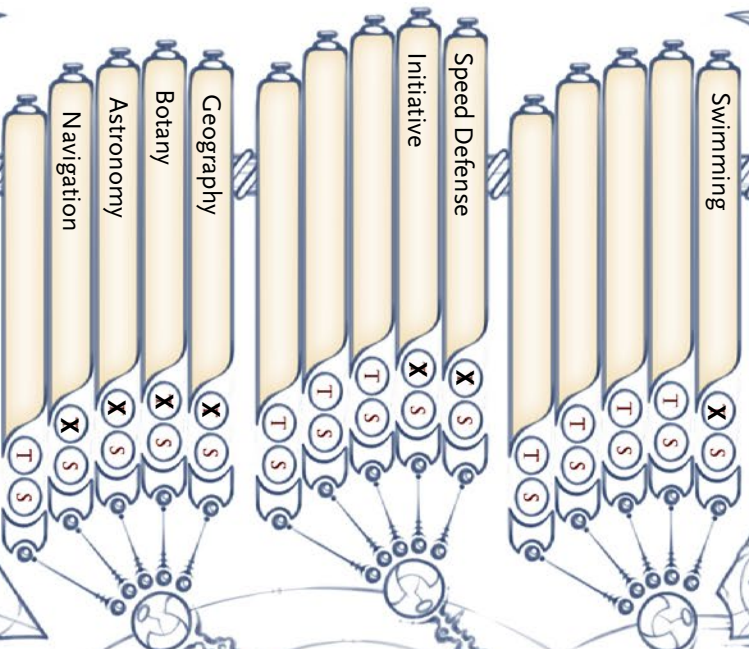
WHO

Fuses Flesh and Steel

FOCUS

CHARACTER ILLUSTRATION

SKILLS



SPECIAL ABILITIES

Practiced With Light and Medium Weapons

Flex Skill

Pierce (1 Speed point)

Ice Armor (1 Intellect point)

Frost Touch (1 Intellect point)

Push (2 Intellect points)

Inability: Charm, persuasion, or etiquette

2

EFFORT

2

1

XP

2

TIER

MIGHT

POOL 11

EDGE

SPEED

POOL 14

EDGE

INTELLECT

POOL 17

EDGE

DAMAGE

IMPAIRED

DEBILITATED

RECOVERY ROLLS

1D6+2

10 MINS

1 HOUR

10 HOURS

ARMOR

1 (2)

MOD DMG

Bow

Forearm Blade

Battleaxe

MOD DMG

-1 2

4

CYPHERS

Fire detonation (level 5)

Might rejuvenator (level 6)

2

LIMIT

POSSESSIONS

EQUIPMENT

Clothing

Leather jerkin

Bow / 12 arrows

Forearm blade

Battleaxe (blade made of stronglass)

Explorer's pack

Pack of light tools

Two books of maps

ARTIFACTS & ODDITIES

A synth box that shows a new image of a place in the Ninth World every couple of days

8

SHINS

BACKGROUND

The only place you'd rather be than a library is a tavern, drinking with your friends, most of whom are glaives and warriors. Long ago, one of these friends gave you a strange device to study, and after you accidentally activated it, you found you had the ability to lower the temperature of the air around you so dramatically that it covered your body in ice. You can even extend this protective coating to _____ (choose a PC) whenever they are close to you. You have no idea why it won't work on others.

When that PC was about to go on a mission exploring the wilderness, you convinced them to let you come along.

NOTES

NUMENÉRA

Daylen

NAME

Learned

DESCRIPTOR

jack

TYPE

WHO

Wears a Sheen of Ice

FOCUS

CHARACTER ILLUSTRATION

SKILLS

Swimming X S

Skill With Attacks X S

Running X S

Numenera X S

T S

T S

T S

T S

T S

T S

T S

T S

SPECIAL ABILITIES

- Practiced in Armor
- Practiced With All Weapons
- Thrust (1 Might point)
- Trained Without Armor
- Sense "magic"
- Hedge Magic (1 Intellect point)
- Hover (1 Intellect point)
- Successive Attack (2 Speed points)
- Inability: Charm, persuasion, or deception

2 TIER

2 EFFORT

1 XP

13 POOL MIGHT

1 EDGE

14 POOL SPEED

2 EDGE

13 POOL INTELLECT

1 EDGE

IMPAIRED

DAMAGE

DEBILITATED

RECOVERY ROLLS

1D6+2

10 MINS

1 HOUR

10 HOURS

1 ACTION

ARMOR 2

MOD DMG 4

BROADWORD

CYPHERS

- Detonation (web, level 6)
- Eagleseye (level 4)

2 LIMIT

POSSESSIONS

- EQUIPMENT
- Clothing
 - Chainmail hauberk
 - Broadsword
 - Shield
 - Explorer's pack

ARTIFACTS & ODDITIES

- A pen-sized oddity that tells the weight of whatever you point it at (within short range)
- A sealed glass cube that contains a small insect that remains alive despite not having air, food, or water
- A tiny awl that inflicts no pain when it pierces flesh

5 SHINS

BACKGROUND

The early part of your life was spent on the streets, where you fell in with the wrong crowd, and you eventually ended up in prison. While there, you met a woman who claimed to be a mystic—she taught you some of the secrets of “magic.” You are a firm believer in the occult, and you trust that your power over gravity comes from these esoteric arts.

You joined with your current group of companions because the omens were favorable. However, soon after joining with them, you accidentally sent _____ (choose one PC) hurtling up into the air after a mishap with your powers. (The PC can choose how they react to this event.)

NOTES

NUMENÉRA

Hawmett

NAME

Mystical/Mechanical

IS A DESCRIPTOR

glave

TYPE

WHO

Controls Gravity

FOCUS

CHARACTER ILLUSTRATION

LIMIT

MIGHT	SPEED	INTELLECT
POOL 11	POOL 11	POOL 25
EDGE		EDGE
		EDGE 2

Jon Hvgom Gislason - gislason19@hotmail.com - 189335

BACKGROUND

You were the apprentice of the infamous nano known as BIRTHUS and, like all his apprentices, you now bear his mark on your brow. He taught you not only skills but also compassion, and so your great intellect is tempered with a drive to help others. That's what brought you into your current situation, using your powers to watch over your friends.

To aid in that, you've placed a special ward over _____ (choose a PC) that makes her immune to your esoterics, unless she wants to be affected.

NOTES

NUMENÉRA

Leve

NAME

IS A

Strong-Willed

DESCRIPTOR

nano

TYPE

WHO

Wields Power With Precision

FOCUS

CHARACTER ILLUSTRATION

SKILLS

Skills section with 10 slots, each containing a letter (T, S) and a number (1, 2, 3, 4, 5, 6, 7, 8, 9, 10).

SPECIAL ABILITIES

- Practiced With Light Weapons
- Push (2 Intellect points)
- Scan (2 Intellect points)
- Distant Activation (1 Intellect point)
- Coaxing Power (2 Intellect points)
- Charm Machine (2 Intellect points)
- Stasis (3 Intellect points)

2

2

1

TIER

EFFORT

XP

MIGHT

POOL 7

EDGE

SPEED

POOL 16

EDGE

INTELLECT

POOL 17

EDGE

1

ATTACKS

Punching Dagger 1 step

2

MOD DMG

IMPAIRED
DAMAGE
DEBILITATED

RECOVERY ROLLS
1D6+2
10 MINS
1 HOUR
10 HOURS

ARMOR
0

CYPHERS

- Instant servant (level 4)
- Magnetic attack drill (level 5)

3

LIMIT

POSSESSIONS

- EQUIPMENT
 - Clothing
 - Punching dagger
 - Book on the numerera
 - Bag of small tools

ARTIFACTS & ODDITIES

Metal wristband that smells strongly of sugar

SHINS
4

BACKGROUND

You bear a number of subtle devices and components implanted in your flesh which provide your esoteric powers. These were given to you in the hidden temple of Prov, an obscure machine god.

You are on a mission to explore a section of the wilderness unknown to you because _____ (choose a PC) said some things that make you believe you'll find something of significance to Prov.

That same person seems to have a terrible relationship with machines—or at least the machines that you communicate with. If she is next to a machine that you interact with in a friendly manner, that machine is treated in all ways as being one level lower than normal (unless doing so benefits you or her, in which case the level does not change).

NOTES

NUMENÉRA

Reminel

NAME

Graceful

DESCRIPTOR

nano

TYPE

WHO

Talks to Machines

FOCUS

CHARACTER ILLUSTRATION

SKILLS

Climbing X S

Skill With Attacks X S

T S

T S

T S

T S

Lies and Tricky X S

Assessing Danger X S

Resist mental X S

Tracking X S

SPECIAL ABILITIES

Practiced in Armor

Practiced With All Weapons

Pierce (1 Speed point)

Bash (1 Might point)

Reload (1 Speed point)

Weapon Defense

Inability: Lore, knowledge, and understanding

2

2

1

EFFORT

TIER

XP

MIGHT

POOL 17

EDGE 1

SPEED

POOL 14

EDGE 2

INTELLECT

POOL 9

EDGE

IMPAIRED

DAMAGE

DEBILITATED

RECOVERY ROLLS

1D6+2

1 HOUR

10 HOURS

10 MINS

ARMOR

2

ATTACKS

Dagger	-1	2
Heavy Crossbow		6
Sword-staff		7

CYPHERS

Might rejuvenator (patch, level 7)

Shock module (level 5)

2

LIMIT

POSSESSIONS

EQUIPMENT

Clothing

Beastskin armor

Dagger

Heavy crossbow / 12 bolts

Sword-staff

Explorer's pack

Compass

ARTIFACTS & ODDITIES

A tiny stuffed seski doll that grows when you kiss it

SHINS

5

BACKGROUND

You spent many years working as a constable, protecting a large community. When you discovered that your superior was corrupt, you quit in disgust and fell on hard times. You are now in need of money, so when you heard a number of explorers were heading off into the wilds, you joined in the hopes that it would be profitable.

Although you are new to this group, you have noticed that _____ (choose one PC) shows great potential for use of the sword-staff. You are qualified and willing to teach her, but she might not be interested.

NOTES

NUMENÉRA

Satha

NAME

Clever

DESCRIPTOR

glave

TYPE

WHO

Masters Weaponry

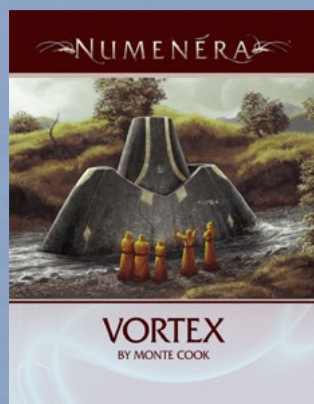
FOCUS

CHARACTER ILLUSTRATION

NUMENERA GLIMMERS

Numenera Glimmers are inexpensive PDF-only products that allow us to respond to fans' desires for new material on the fly and let us delve deeper into the Ninth World, covering unusual and specialized topics that might not find a home in a larger publication.

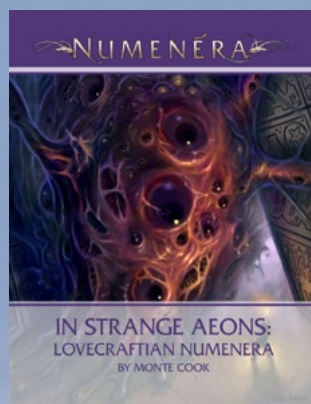
Whether you're looking for new adventures and character options, Ninth World lore and culture, a cache of numenera devices, or just something a little weird, the datasphere has got you covered.



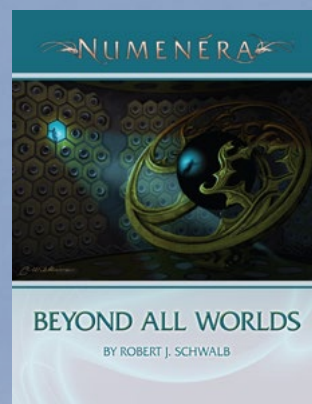
[Vortex](#)



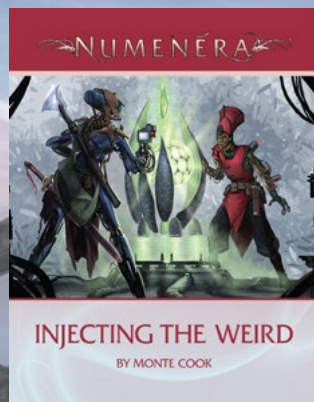
[Cypher Collection 1](#)



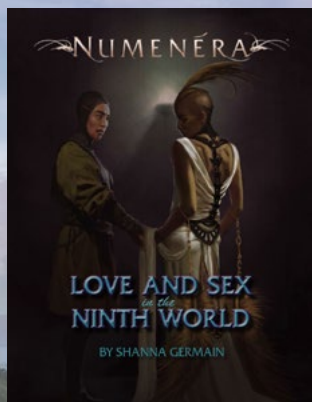
[In Strange Aeons:
Lovecraftian Numenera](#)



[Beyond All Worlds](#)



[Injecting the Weird](#)



[Love and Sex in the
Ninth World](#)



[Artifacts & Oddities
Collection 1](#)



[Taking the Narrative by
the Tail: GM Intrusions
& Special Effects](#)

All Numenera Glimmers are also available on [DriveThruRPG](#).

