

NUMENÉRA™



THE SPIRE OF THE HUNTING SOUND

PREGENERATED CHARACTERS
AND MINI-BESTIARY

TABLE OF CONTENTS

PREGENERATED CHARACTERS	3
MINI-BESTIARY	13
Cragworm	13
Cyclic Raider	14
Null-Cat	15
Puppet Tree	16



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.

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SKILLS

Training reduces the difficulty of a task by one step.
Inability increases the difficulty of a task by one step.

Initiative (trained)
Running (trained)
Jumping (trained)
Balance (inability)

SPECIAL ABILITIES

Some special abilities take your whole action to use (action); other special abilities can be used as part of another action (enabler). Some special abilities have a Pool cost, though Edge may bring that cost to 0.

Thrust (costs 1 Might point): Your melee attack inflicts 1 additional point of damage if your weapon has a sharp edge or point. Action.

Bash (costs 1 Might point): Your melee attack inflicts 1 less point of damage than normal, but dazes your target for one round, during which time the difficulty of all tasks it performs is increased by one step.

Dual Light Wield: You can make two separate attacks on your turn as a single action with light weapons. You remain limited by the amount of Effort you can apply on one action, but because you make separate attacks, your opponent's Armor applies to both. Anything that modifies your attack or damage applies to both attacks, unless it's specifically tied to one of the weapons. Enabler.

ATTACKS AND ARMOR

You can attack and move an immediate distance as one action.

Weapon
Short spear—light* 2
Large dagger—light* 2
Crossbow—medium 4

*Attacks with light weapons are one step less difficult than normal.

ARMOR
1


is a **Swift** descriptor
who **Wields Two Weapons at Once** focus

Caris name





Glaive type

Pool	Edge	Track Pools
17	1	
14	1	
7	0	
	MIGHT	
	SPEED	
	INTELLECT	


EFFORT: You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).


XP: You have  experience points (XP), which you gain during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

Recovery Rolls: You regain 1d6 + 1 points to a Pool each time you rest, up to four times a day, but each rest takes longer.

			
1 action	10 mins	1 hour	10 hours

Damage Track: At 0 points in one Pool, you are impaired. At 0 points in two Pools, you are debilitated.

 **Impaired** +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage

 **Debilitated** Can only move an immediate distance; if Speed Pool is 0, cannot move.

NUMENERA

CYPHERS

You can bear 2 cyphers at a time. Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

Level 5 needlelike device. If a creature is injected, the difficulty of its next action is decreased by three steps.

Level 7 rod. Projects a ray of fire up to 300 feet (90 m) that inflicts 7 points of damage.

ODDITIES

Oddities are strange objects of the prior worlds that have no direct combat application or other obvious use, but which are interesting nonetheless.

Egg-shaped metallic bauble that occasionally spins and speaks in a language no one knows.

EQUIPMENT

Short spear (light melee weapon)
Large dagger (light melee weapon)
Crossbow (medium ranged weapon)
Bolts for crossbow (12)
Leather armor (+1 Armor)
Backpack
50 feet of rope
3 days of rations
Hammer and spikes (3)
Warm clothes and sturdy boots
Torches (3)
Glowglobes (2)—Illuminates everything in short range with soft light. It can hover in place on its own, or it can be attached to something. Lasts for one hour when activated.

CURRENCY AND
OTHER VALUABLES
5
shins

NUMENÉRA

BACKGROUND

You served as a caravan guard. You know a smattering of people in many cities and towns.

That's how you know Kalain and Tanus, both of whom you helped escape from prison to pay off a debt to Tanus's sister. You only meant to help Tanus escape, but Kalain came along, too.

NOTES



OTHER PCs

Character

Kalain

Tanus

Faroon

Sharad Talaar

Player

IMPORTANT NPCs

NUMENÉRA

CYPHERS

You can bear 2 cyphers at a time. Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

Level 2 medallion. For one minute, you can pass through solid objects as though they were insubstantial, like a ghost. You cannot make physical attacks or be physically attacked.

Level 7 handheld rod. Projects a 3-foot (1 m) long bladelike force for one minute that can cut through any object or surface of level 7 or less. It can be wielded as a medium sword inflicting 4 points of damage that ignore Armor.

ODDITIES

Oddities are strange objects of the prior worlds that have no direct combat application or other obvious use, but which are interesting nonetheless.

Unknown musical instrument that plays only soft, unpleasant sounds

EQUIPMENT

Sword (medium melee weapon)

Crossbow (medium ranged weapon)

Fitted breastplate (+2 Armor)

Pack of light tools

50 feet of rope (2)

Hammer and spikes (3)

Warm clothes and sturdy boots

Glowglobes (4)—Illuminates everything in short range with soft light. It can hover in place on its own, or it can be attached to something. Lasts for one hour when activated.

CURRENCY AND
OTHER VALUABLES
8
shins

SKILLS

Training reduces the difficulty of a task by one step. Inability increases the difficulty of a task by one step.

Searching (trained)

Listening (trained)

Climbing (trained)

Balancing (trained)

Jumping (trained)

Stealth (trained)

Disguise (trained)

Lies and trickery (trained)

Sprinting and similar movement (inability)

] * (trained)

* Daily flex skill, described below.

SPECIAL ABILITIES

Some special abilities take your whole action to use (action); other special abilities can be used as part of another action (enabler). Some special abilities have a Pool cost, though Edge may bring that cost to 0.

Flex Skill: Each day, choose one task (other than attacks or defense) to focus on. For the rest of that day, you're trained in that task. You can't use this ability with a skill you're already trained in to become specialized. Enabler.

Vision: You can see clearly in dim light, very dim light, and darkness. Enabler.

ATTACKS AND ARMOR

You can attack and move an immediate distance as one action.

Weapon

Sword—medium weapon

Crossbow—medium weapon

Damage

4

4

ARMOR
2

Faroon
name

Jack
type

is a Stealhty
descriptor

who Explores Dark Places
focus

Pool

12

MIGHT

0

Edge

Track Pools

16

SPEED


1

10





INTELLECT

0


EFFORT: You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).


XP: You have  experience points (XP), which you gain during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

Recovery Rolls: You regain 1d6 + 1 points to a Pool each time you rest, up to four times a day, but each rest takes longer.

 1 action  10 mins  1 hour  10 hours

Damage Track: At 0 points in one Pool, you are impaired. At 0 points in two Pools, you are debilitated.

 **Impaired** +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage

 **Debilitated** Can only move an immediate distance; if Speed Pool is 0, cannot move.

NUMENÉRA

BACKGROUND

When your father died, you were left to fend for yourself. You took up thieving in dark places and collecting bounties on criminals, hoping that the latter good deeds would outweigh the former less good ones.

You chased a bounty to bring an escaped prisoner named Kalain to justice, dead or alive. When you finally found Kalain, you decided to wait on the bounty, because your traveling companion, Sharad Talaar, thought there was something interesting in the area that was more important. Who knows? If Kalain proves a decent fellow, perhaps you'll forget you saw him.

NOTES



OTHER PCs

Character

Caris

Kalain

Tanus

Sharad Talaar

Player

IMPORTANT NPCs

NUMENÉRA

BACKGROUND

You spent time on the streets and even were in prison for a while. But now you're free, thanks to Caris's help, and you're ready for something new.

You and Tanus are great friends; you met in prison. If it wasn't for you sticking up for him (going against your initial instincts), you're pretty sure the other prisoners would have killed him.

NOTES



OTHER PCs

Character

Caris

Tanus

Faroon

Sharad Talaar

Player

IMPORTANT NPCs

NUMENERA

CYPHERS

You can bear **3** cyphers at a time. Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

Level 5 mask. The user is trained in persuasion for 28 hours (one day).

Level 7 liquid in a tube. One plant upon which the liquid is poured grows to ten times its normal, full-grown size in ten minutes. If conditions can't support it, the plant eventually dies.

Level 5 sash. For one hour, the user can float into the air, moving vertically (but not horizontally without taking some other action, such as pushing along the ceiling) up to a short distance per round. The user must weigh less than 250 pounds (113 kg).

ODDITIES

Oddities are strange objects of the prior worlds that have no direct combat application or other obvious use, but which are interesting nonetheless.

Glass plate that shows what seems to be a live image of the moon, but from a closer vantage. Sometimes the moon has a green band, and other times it doesn't.

EQUIPMENT

Knife (light melee or ranged weapon)

Warm clothes and sturdy boots

3 days of rations

Paper journal and quill

Tracker—The glass plate on this handheld device

allows you to determine the distance and direction

of up to seven allies who have agreed to be tagged.

Those not allied to you do not submit to tagging.

CURRENCY AND OTHER VALUABLES

4

shins

SKILLS

Training reduces the difficulty of a task by one step. Specialization reduces the difficulty of a task by two steps.

All social interactions (**trained**)

Numenera (**specialized**)

Remembering and memorizing (**trained**)

SPECIAL ABILITIES

Some special abilities take your whole action to use (action); other special abilities can be used as part of another action (enabler). Some special abilities have a Pool cost, though Edge may bring that cost to 0.

Onslaught (costs 1 Intellect point): You emit a short-range ray of force that inflicts 4 points of damage. Alternatively, you mentally attack a creature within short range, inflicting 2 points of Intellect damage (ignores Armor). Some creatures without minds (such as automatons) might be immune to mental attack. Action.

Scan (costs 2 Intellect points): You scan an area equal in size to a 10-foot (3 m) cube within short range. You learn the level (a measure of danger or difficulty) of creatures and objects in the area. You also learn facts the GM feels are pertinent about the matter and energy in that area. For example, you might learn that a box contains a metal object. You might learn that a cylinder contains poisonous gas.

Good Advice (costs 1 Intellect point): When you give another character a suggestion involving their next action, the character is trained in that action for one round. Action.

ATTACKS AND ARMOR

You can attack and move an immediate distance as one action.

Weapon

Knife—light*

Onslaught ability

Damage

2

4 or 2 Intellect

*Attacks with light weapons are one step less difficult than normal.

ARMOR

0

Sharad Talaar

is an Intelligent

who Leads

Nano

type

Pool

7

MIGHT

Edge

0

10

SPEED


Track Pools

19

INTELLECT

1

EFFORT: You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).

XP: You have  experience points (XP), which you gain during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

Recovery Rolls: You regain **1d6 + 1** points to a Pool each time you rest, up to four times a day, but each rest takes longer.



1 action



10 mins





1 hour



10 hours

Damage Track: At 0 points in one Pool, you are impaired. At 0 points in two Pools, you are debilitated.

 **Impaired** +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage

 **Debilitated** Can only move an immediate distance; if Speed Pool is 0, cannot move.

NUMENÉRA

BACKGROUND

An experiment you conducted in the past went horribly awry. The locals remember you as a dangerous and foolhardy individual.

Trying to escape your past, you took up traveling with an interesting though perhaps somewhat morally suspect Jack named Faroon. She never tells you exactly what her business is, but it involves travel. You recently heard about a strange structure in the wilderness and wanted to investigate it further. That's right around the time you met up with Caris, Kalain, and Tanus, and convinced them to help you explore.

NOTES



OTHER PCs

Character

Caris

Kalain

Tanus

Faroon

Player

IMPORTANT NPCs

NUMENÉRA

BACKGROUND

Your sister Marla was the mayor of the place where you grew up. To protect her reputation, you took the rap for a minor crime she committed. You went to prison.

Things could have gone even worse, but a Glaive named Kalain befriended you and kept you safe in prison until your sister sent a woman named Caris to free you. You insisted you'd go with Caris only if Kalain came, too.

NOTES



OTHER PCs

Character

Player

Caris
Kalain
Faroon
Sharad Talaar

IMPORTANT NPCs

CRAGWORM

6 (18)

A cragworm is a spined serpent that can grow up to 50 feet (15 m) long. Its mouth opens horizontally and has many rows of teeth. Dwelling in abandoned or isolated areas, it preys on whatever it can find. The creature has many red, glistening eyes and is known for its terrible, mournful howl. It has the intelligence of an animal and the outlook of a predator.

Motive: Hungers for flesh

Environment: Dwells alone in rocky wastes, hills, and deserts.

Health: 36

Damage Inflicted: 8 points

Armor: 2

Movement: Short

Modifications: Hides in rocky terrain as level 7. Speed defense as level 5 due to size.

Perception as level 4. Resists trickery as level 3.

Combat: A cragworm hides amid rocks and ruins. While hiding, it howls, and the subsonic nature of the sound paralyzes anyone within long range. Victims who fail Intellect defense rolls are paralyzed for two rounds.

When the cragworm emerges from its hiding place to attack, its envenomed bite inflicts terrible damage. Victims who fail Might defense rolls move one step down the damage track.

Once a cragworm enters combat, it fights to the death.

Interaction: Cragworms can't be reasoned with. They can be intimidated or tricked, but the latter is far easier than the former. They resist being tricked as level 3 and are particularly easy to fool if food is involved.

Use: Cragworm attacks are seemingly random wilderness encounters that usually befall unsuspecting travelers. In many ways, they are the archetypal wasteland beasts of the Ninth World, giving rise to sayings such as "fierce as a cragworm," "temperamental as a cragworm," and so on.

GM Intrusion: While biting a PC, the cragworm grabs the character in its mouth. The PC must make a Might-based roll to avoid being swallowed. Swallowed PCs can attack the beast from the inside, but they suffer 6 points of damage each round they remain there.



CYCLIC RAIDER

5 (15)

Cyclic raiders are humanoid automatons powered by sound. A flat, blank silver disc is displayed where their face should be. They appear at intervals that seem completely random, though some students of the numenera claim their schedule can be determined ahead of time with enough calculation. However, those who are too successful at discovering that secret tend to become the latest targets of the raiders.

Cyclic raiders usually appear suddenly, as if they'd stepped out of an invisible door. They disappear just as precipitously, exactly three minutes later, often with a captive or two.

Motive: Capture test subjects (usually humans)

Environment: Almost anywhere, alone or in groups of three

Health: 20

Damage Inflicted: 4 points

Movement: Short; long when jumping

Armor: 2

Modifications: Speed defense as level 6; knowledge of other worlds and galaxies as level 7.

Combat: Cyclic raiders use a device they call a Melu box to render human targets unconscious.

Raiders avoid direct engagement and are expert at dodging incoming attacks (reflected in their level 6 Speed defense). If forced to defend themselves, they fire a sound blast that inflicts 4 points of Intellect damage (ignores Armor) on a failed Intellect defense task.

In areas with ambient sound, these automatons require no sustenance and operate indefinitely. But in completely soundless areas, such as the void beyond the sky, they collapse and can be restored to function only when exposed to sound.

Interaction: Cyclic raiders enact a bizarre agenda. They ambush, incapacitate, and somehow transport humans to another world in the void of space for an unknown purpose. They speak several languages, which seem to be composed of voice recordings of various humans sewn together to make complete new sentences.

Use: The PCs arrive to consult with someone who has information or an item they want, but that person is being attacked by cyclic raiders.

Loot: A fallen cyclic raider can be salvaged for a couple of cyphers. Any group of raiders will probably have one Melu box.

GM Intrusion: A defeated cyclic raider goes through sudden convulsions, its limbs shifting and locking into strange shapes as a second raider leaps on it. They both snap together to create a much larger level 7 creature.



MELU BOX (ARTIFACT)

Level: 1d6 + 3

Form: Small silver box

Effect: When activated, every living creature in short range that can hear must succeed on an Intellect defense task or fall unconscious. Unconscious creatures can attempt an Intellect task each round to rouse themselves.

Depletion: 1 in 1d10

NULL-CAT

7 (21)

The null-cat is a quadruped predator, approximately 1,000 pounds (450 kg) in weight and a deep grey in color. When not moving, the null-cat's crystalline fur seems to make it vanish into its natural surroundings. Its face is a star-shaped slit filled with motile teeth, flanked by five eyes laid out in a circle around the front of its head.

Null-cats are drawn to and drain items that use stored energy, though they supplement their energy requirement with the flesh of living prey. They kill, drag off, and store their victims, burying them to feed later.

Motive: Hungers for energy and flesh

Environment: Anywhere empty or on the fringes of civilization

Health: 42

Damage Inflicted: 7 points

Movement: Long; short when climbing

Modifications: Stealth and hiding as level 9; Speed defense as level 6 due to size.

Combat: A null-cat relies on its energy-draining field during combat. All characters within immediate range who have an artifact must roll normally for depletion each round. Anyone who is attacked by the null-cat and suffers damage "burns out" a cypher in their possession (if any) on a failed Intellect defense task. The null-cat gains 5 points of health for each artifact charge and cypher it consumes in this fashion.

Simultaneously with its energy-draining effect, a null-cat can bite a target, inflicting 7 points of damage.

The null-cat stalks victims passing through its territory, preferring to wait until night to attack. If possible, it waits to attack sleeping victims.

Interaction: Null-cats are clever predators but ultimately have the intelligence of animals.

Use: A group of Aeon Priests is surrounded by a small pack of null-cats and can't hold out much longer.

Loot: Null-cats drag off and bury their prey in small graves. If a PC can locate a null-cat's pit, it is often filled with equipment and gear of victims, though the cyphers are burned out and the artifacts are dead.

GM Intrusion: A null-cat leaps out into the middle of a group of adventurers, distracting them. Meanwhile, two other null-cats circle around behind the group.



PUPPET TREE

8 (24)

A puppet tree is a 25-foot (8 m) tall, spiky, orange and blue tree surrounded by a large area of red reeds that tremble and wave enticingly even when no wind is present. Humanoid figures are often gathered around it, but these rotted, overgrown corpses are the tree's victims, dead but serving as fleshy puppets to the tree's will.

Victims drained of knowledge and life are used as lures to draw in yet more victims, at least until the bodies rot away. When not used as lures, the corpse puppets are set to the task of using bits of the numenera to build or further modify an inexplicable machine set at the tree's base.

Motive: Hungers for fresh bodies

Environment: On hilltops, isolated from other plant life

Health: 33

Damage Inflicted: 10 points

Armor: 3

Movement: None

Modifications: Speed defense as level 5 due to size and immobility; deception and disguise (puppeteering corpses to act in a lifelike manner) as level 6.

Combat: Some of the red reeds surrounding a puppet tree end in a hard, sharp crystal spike. When a living creature comes within short range of the tree, the reeds rise behind the target and try to skewer them through the head or neck with the spike. If a target is killed by these attacks, the puppet tree controls the body as a **corpse puppet**, using it to enact its plans. Over time these humanoids rot and are overgrown by the biology of the plant, losing utility for the tree.

Most trees have about five corpse puppets active, which can be simultaneously animated to attack foes.

A puppet tree is vulnerable to fire. All fire attacks against the tree inflict 2 additional points of damage and ignore Armor. The puppet tree will always attempt to stop a fire, or target the source of flame during combat.

Interaction: Puppet trees are highly intelligent, but malevolent. Even if communication can be opened via telepathy or some other means, the tree will always attempt to double-cross the PCs.

Use: An agent of the **Convergence**, hoping to watch a puppet tree in action, lures the PCs to one and waits while they approach to talk with his "friend"—one of the long-dead corpse puppets.

Loot: Possessions of former victims can be found in the red reeds, usually including 4d10 shins and various bits of gear. The cyphers, artifacts, and oddities of victims are collected by the corpse puppets and cobbled together into a strange device. It is always the same machine, but its purpose is inexplicable.

Corpse puppet: level 2; a target must also succeed on a Might defense task or be grabbed until it can escape; all physical tasks attempted by the target are one step more difficult.

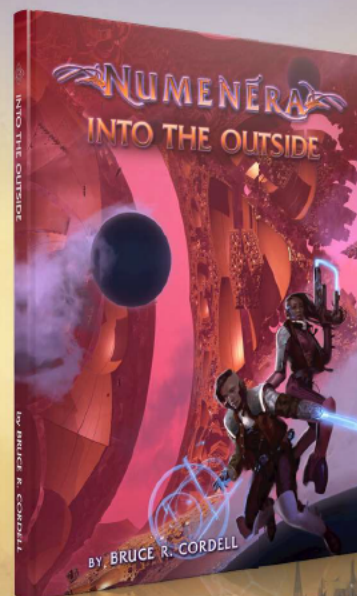
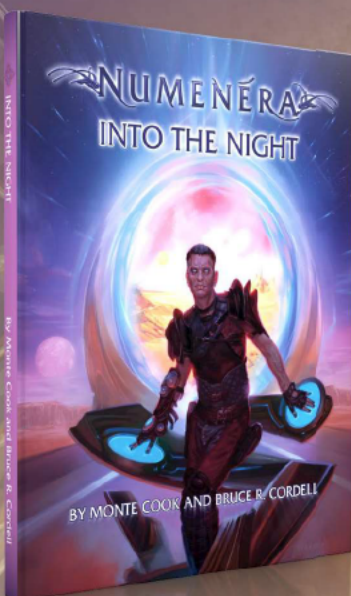


Convergence, page 223

GM Intrusion: Two corpse puppets, unseen in the red reeds, rise and seize a PC in an attempt to hold them still for a crystal spike attack. The PC must make a difficulty 4 Speed or Might task to shake free.



TAKE YOUR CAMPAIGN FARTHER



The wonders of the Ninth World aren't just over the next mountain range or in the blank space on your map. The prior worlds plied the seas, reached for the stars, and touched dimensions beyond our own. Take your campaign further with *Into the Deep*, *Into the Night*, and *Into the Outside*.

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