



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

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

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

Numenera™ Creature Deck Expansion

Build encounters quickly and easily, or create them randomly on the fly. Then give your players a look at their foes before plunging into combat.

This deck contains 30 creatures found in the Ninth World, drawn from both *Into the Night* and *Into the Deep*. When you need to build an encounter (either when prepping your game or at the gaming table), simply draw a card from this deck. You've got basic stats (with a reference to the sourcebook, for full stats and info) on one side, and an image to share with your players on the reverse.

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Curusa

6 (18)

Health: 36
Damage Inflicted: 7 points

Movement: Long when swimming; can flow through tiny cracks and reform without harm

Combat: A curusa can make attacks with its fists, which temporarily become as hard as diamond. Once every other round, a curusa can create a miniature whirlpool in the surrounding water. All creatures within short range of the curusa must succeed on a Might defense roll or be violently swirled and tumbled around and around it, taking 5 points of damage in the process and losing their turn. In addition, as an action a curusa can disperse its form and reassemble a new body anywhere within long range that is underwater. A curusa regains 2 points of health each time it travels in this fashion.

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Cleoid

6 (18)

Health: 27
Damage Inflicted: 6 points

Armor: 2

Movement: Immediate; swim a short distance each round

Modifications: Speed defense as level 4 due to large size; insight, detecting falsehoods, and knowledge related to psychic phenomena as level 8.

Combat: A cleoid's main mode of attack is a psychic assault, which it can use against a single foe's mind within short range. The attack inflicts 4 points of Intellect damage (ignores Armor), and a victim must make a second Intellect defense roll or lose its next turn. A creature that would be killed by a cleoid instead falls into a 28-hour coma, during which time the victim is slowly transformed into another cleoid.

137

Alioptor

6 (18)

Health: 34
Damage Inflicted: 6 points

Armor: 1

Movement: Long (flies)
Modifications: Stealth as level 7; Speed defense as level 5 due to size.

Combat: Alioptors can attack all within immediate range with their barbed tongues. Creatures struck must make a Might defense roll or be pulled into the mass of toothless mouths and held there. Victims held suffer 6 points of damage each round if they cannot break free, although a new attempt is allowed each round. Victims must also make a Might defense roll or be injected with alioptor larvae. The larvae grow beneath the victim's flesh for about a week, at which time they move to the tongue and cause it to swell. Eventually, the victim begins to choke, and each hour must make a Might defense roll or move one step down the damage track. After six hours, the tongue ruptures, and tiny alioptors squirm out (moving the victim one step down the damage track).

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Understanding the Creature Listings

Level: A creature's level determines the target number a PC must reach to attack or defend against the opponent. The difficulty number is listed in parentheses after its level. The target number is three times the level.

Health: A creature's target number is usually also its health, which is the amount of damage it can sustain before it is dead or incapacitated.

Damage Inflicted: Generally, when creatures hit in combat, they inflict their level in damage regardless of the form of attack. Some inflict more or less or have a special modifier to damage.

Armor: This is the creature's Armor value. This entry doesn't appear in the game stats if a creature has no Armor.

Movement: Movement determines how far the creature can move in a single round.

Modifications: Use these numbers when a creature's information says to use a different target number. For example, a level 4 creature might say "defense as level 5," which means PCs attacking it must reach a target number of 15 (for difficulty 5) instead of 12 (for difficulty 4).

Combat: This entry gives advice on using the creature in combat, such as, "This monster uses ambushes and hit-and-run tactics."

Page Number: The number you see at the bottom of a creature listing tells you where to get additional information about that creature's motives, appearance, habitats, loot, and interactions. Purple numbers refer to *Into the Night*, while blue numbers refer to *Into the Deep*.

Incona

7 (21)

Health: 30
Damage Inflicted: 8 points
Armor: 1

Movement: Short
Modifications: Stealth and jumping as level 10.

Combat: Inconae hunt in packs, seeping out from the shadows. They attack with tooth and claw, making two melee attacks as a single action. An incona can also use its action to mesmerize a foe. If the victim fails an Intellect defense roll, they suffer 2 points of Intellect damage. Until those points are restored, they are disoriented, and the difficulty of their actions is increased by two steps. During this confusion, an incona can make a suggestion and the victim will follow it. The suggestion cannot be something they wouldn't normally do. Inconae can see in complete darkness, and hate bright light (all actions in bright light are increased by one step).

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Heeldran

2 (6)

Health: 9
Damage Inflicted: 3 points

Movement: Immediate; short when flying or in microgravity
Modifications: Perception and deception as level 5.

Combat: Heeldra prefer to fight with spears. They like to attack with surprise, rising from the water in an attempt to catch their target unawares. In the face of stiff resistance, they flee back to the water. Heeldra mucus discharge is constant, providing an asset to any swimming task, as well as a barrier against dryness while they are above water. However, creatures within immediate range that contact the mucus via smell or diffusion take 1 point of Intellect damage (ignores Armor) each round due to the fact that the mucus is acidic, poisonous, and psychedelic. Heeldra are immune to most poisons.

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Edum

2 (6)

Health: 6
Damage Inflicted: 2 points
Armor: 2

Movement: Immediate; short when flying or in microgravity
Modifications: Speed defense as level 3 due to small size.

Combat: An edum can attack with its pincers and inflict 2 points of damage. It automatically clamps onto a creature it hits and remains attached until pried off (a Might task) or killed. The round after an edum attaches to a target, it inserts its proboscis (ignores Armor) and automatically feeds for 2 points of Speed damage; this damage continues in each subsequent round it remains attached.

Five or more edou can coordinate their attack. When they do, they make a single attack against one target as a level 4 creature and deal 4 points of damage. However, of more concern to the target is that following a swarm attack, five or more edou are now attached, and each must be killed or pried off individually before the target is sucked dry of life. Edou are void-adapted creatures.

153

Ebon

4 (12)

Health: 12
Damage Inflicted: 5 points
Armor: 5

Movement: Long
Modifications: Speed defense as level 5 due to quickness; stealth as level 5.

Combat: Ebons hunt in packs of two or three creatures. When they scent something they desire, they zoom toward it, wrap their finned arms around it, and sting it repeatedly with their poisonous vibrissae. In their first attack, ebons wrap and poison their prey. If this attack is successful, they inflict 1 point of damage, and the poison inflicts 5 points of additional damage (unless the victim makes a successful Might defense roll). Either way, the ebon's grasp increases the difficulty of the victim's next action by one step. In subsequent rounds, ebons bite grabbed prey for 5 points of damage.

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Machine Eater

3 (9)

Health: 12
Damage Inflicted: 4 points
Armor: 1

Movement: Immediate; short when burrowing
Modifications: Perception as level 8 for detecting automatons, machine life creatures, and creatures bearing cyphers and artifacts.

Combat: A machine eater clamps its sticky pedipalps onto its target, inflicting 4 points of damage. Against automatons and biomechanical creatures, that damage ignores Armor. Instead of dealing damage, the machine eater can choose to drain an oddity, an artifact, or a cypher carried by the target. When this occurs, the item becomes useless, and the machine eater regains a number of points of health equal to the level of the drained object. A machine eater can also attempt to stun automatons and biomechanical creatures within short range by generating a pulse of energy. Affected targets lose their next action, and artifacts and cyphers cannot be used for one round.

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Karestrel

4 (12)

Health: 19
Damage Inflicted: 4 points
Armor: 2

Movement: Long; long when flying or swimming
Modifications: Attacks as level 5; perceives as level 6; resists frightening effects as level 8.

Combat: Karestrels dive from the sky when they attack, flashing through the air and into the water to nab swimming prey. Attacks against surprised prey are modified by two steps in the attacker's favor. Their colorful wings provide more than physical armor and protection from cold (to which they are immune); karestrel plumage also bounces a blast of force, concentrated light, or a focused heat ray back in the direction it came from. Other kinds of energy affect the karestrel normally. Karestrels, when not in the water, can emit a hunting scream as part of their attack. The target must succeed on an Intellect defense roll or the difficulty of its Speed defense roll against the paired attack is increased by one step.

143

Kaorund

8 (24)

Health: 75
Damage Inflicted: 10 or 8 points
Armor: 2

Movement: Long underwater
Modifications: Speed defense as level 6 due to size.

Combat: As a single action, a kaorund can bite, inflicting 10 points of damage, and attack two additional foes with its grasping tendril-arms for 8 points of damage. A grabbed foe must make a Might defense roll or be pulled toward the kaorund's mouth, and in the next round the creature bites the target, automatically inflicting 10 points of damage. But the kaorund also has two smaller tentacles near its mouth. Targets touched by these get a bioelectric shock that stuns both biological and mechanical systems. Those failing a Might defense roll cannot act for two rounds. Last, if fighting a very large group, a kaorund can simply thrash and attack all creatures within long range with its spines. Each potential victim suffers 8 points of damage.

142

Jybril

5 (15)

Health: 22
Damage Inflicted: 5 points
Armor: 1

Movement: Long when swimming; can "jet" 500 feet (150 m) through the water once per minute
Modifications: Perception as level 7.

Combat: A jybril can jet through the water at incredible speed for short bursts. When using this jet attack, a jybril inflicts 2 additional points of damage. A jybril can make a jet attack about once every minute. The nanomachines infusing jybril bodies provide the following additional benefits.

- Armor 5 against damage from poison, venoms, or toxin.
- Regain 2 points of health each round.
- If the jybril does nothing other than drift with the current, the difficulty of its stealth tasks decreases by four steps, until it moves.
- Once per hour (usually in conjunction with its first attack), it can release a pulse of energy that suppresses the active effects of cyphers and artifacts of the jybril's level or less for one round.

141

Mozck Automaton

5 (15)

Health: 20
Damage Inflicted: 5 points
Armor: 3

Movement: Short
Modifications: Tasks related to understanding and manipulating the numenera as level 10; detecting falsehoods as level 7.

Combat: A Mozck automaton makes physical attacks with a bladed wing, pincer, or tentacle tip. However, a mature Mozck automaton usually relies on psychic attacks that disrupt the thought processes of organic and machine intelligences. A target within long range must make an Intellect defense roll; on a failure, it takes 5 points of Intellect damage, and the difficulty of its actions is increased by one step while it remains within long range. A target defeated by a Mozck automaton is infected with a nanoscopic parasite that infects their flesh in random, horrible ways. Mozck automatons regain health at a rate of 1 point per hour, even when they are at 0 health. The only way to eliminate this ability is to destroy the automaton utterly.

147

Morigo

6 (18)

Health: 26
Damage Inflicted: 6 points
Armor: 2

Movement: Long underwater
Modifications: Perception as level 8; swim as level 7.

Combat: A morigo can generate a pulse of infrasound that reverberates through the water, affecting all in long range. Victims failing an Intellect defense roll have their mind affected in a random fashion:

01–30	Dazed for one round—difficulty of all actions is increased by one step
31–40	Stunned for one round—no action
41–45	Immobility for one round
46–55	Panic for one round, during which the character moves away at top speed
56–70	2 points of Intellect damage and dazed (as above) until points are restored
71–80	3 points of Intellect damage and dazed (as above) until points are restored
81–90	4 points of Intellect damage and dazed (as above) until points are restored
91–00	Madness for one round, during which the character attacks nearest target

145

Mercurial Wasp

3 (9)

Health: 9
Damage Inflicted: 4 points
Armor: 1

Movement: Long
Modifications: Defend as level 4 due to shifting states.

Combat: A character struck by a mercurial wasp's sting must make a Might defense roll or be paralyzed, unable to move, for one round. A swarm of five mercurial wasps work together to attack with stunning speed and coordination. They do so as a level 5 creature, inflicting 8 points of damage, and the paralytic effect lasts for two rounds.

144

Malork

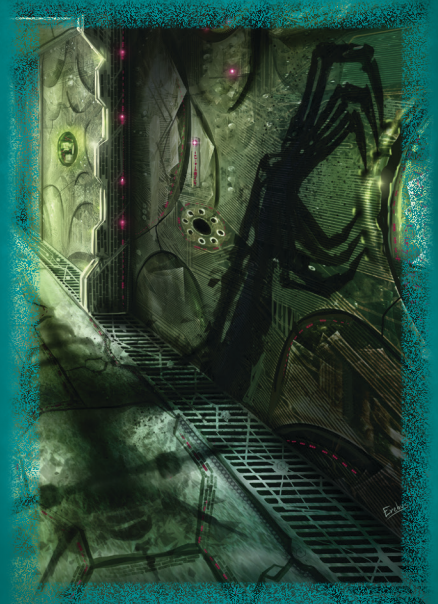
4 (12)

Health: 24
Damage Inflicted: 5 points

Movement: Long
Modifications: Speed defense as level 3 due to size; tasks related to flying maneuvers and stealth while gliding near the cloud layer as level 5.

Combat: A malork tries to incapacitate prey from a distance with a long-range sonic blast that can target either a single creature for 5 points of damage, or all creatures in immediate range for 3 points of damage. Creatures that take damage from the sonic screech must also make a secondary Might defense roll or be stunned for one round. A malork is adept at diving because it must often catch falling prey on the wing, but more important, it's skilled at pulling out of dives, even after entering the cloud layer. Usually a malork attacks from surprise, and the first time it surprises prey with this tactic, it gains an asset on its next attack on that target.

146



Omath Ranger

5 (15)

Health: 15
Damage Inflicted: short distance each round
6 points

Armor: 4

Combat: Omath rangers can generate and direct different kinds of energy at a foe.

- A telekinetic attack pummels a foe within short range for 6 points of damage.
- A heat ray targets a foe within long range for 6 points of damage; the ray ignores Armor provided from cold, ice, or similar methods.
- Finally, a psychic blast targets up to three foes within short range for 2 points of psychic damage (ignores Armor). Those struck by a psychic blast must also make an Intellect defense roll or lose the desire to continue attacking omaths for up to one minute, unless attacked or damaged by an omath.

Omath rangers are immune to a wide variety of environmental conditions and can operate in air, the ocean depths, or the vacuum of space.

147

Octopus

3 (12)

Health: 15
Damage Inflicted: Long underwater
4 points
Modifications: Stealth and perception as level 6.

Combat: All octopi can use camouflage to help them hide. They can attack with their beak, but if they must fight, most use weapons such as short spears. All octopi can emit a cloud of ink in the water that blocks vision in an immediate area. Many octopi carry a nilstone that lets them extend their telepathy into something that can affect the physical realm. Nilstone powers might include:

- Psychokinesis (uses their own strength, but at long range)
- Forceblast (at long range, inflicting 4 points of damage)
- Clairvoyance (can see something occurring up to 10 miles [16 km] away)
- Kinetic shield (Armor 3)

In addition, octopi have specialized weaponry (often nilstone based) that they can wield.

146

Navarac

4 (12)

Health: 18
Damage Inflicted: Long when flying; short when not
4 points
Modifications: Stealth and perception as level 6.
Armor: 2

Combat: Navaracs attack with a vicious bite. They also use torn loops of mantle filaments to entangle foes up to short range. They cut filaments their foes hang from, knock foes off ledges, or grab foes and drop them, often swooping down to grab them again seconds later. They knock foes' weapons from their hands (likely to be lost forever). If reduced to less than 6 health, a navarac will attempt to fly away. If one or two fly away, the whole group probably follows—only to come back again and again to eventually wear their enemies down.

149

Mujidavar

6 (18)

Health: 28
Damage Inflicted: Long
6 points
Modifications: Stealth and Speed defense as level 4.
Armor: 3

Combat: A mujidavar can use an action to move a short distance and then attack with its tendrils or use its subsonic screech. Despite having a large number of tendrils, the creature can use them to attack only a single foe at a time. The terrible focused screech of a mujidavar operates on a subsonic level, which can scramble the senses of a single foe within short range. If the target fails an Intellect defense roll, they believe that everything they see and hear is not precisely where it truly is. As a result, the difficulty is increased by three steps for any of their attacks, Speed defense rolls, movements, or tasks involving targeting or knowing where something is.

148

Shadow of the Void

5 (15)

Health: 20
Damage Inflicted: Short; long
5 or 9 points when flying
Modifications: Tasks related to deception and stealth as level 7.
Armor: 5 or 0

Combat: If a shadow of the void successfully attacks a creature that wasn't aware of its presence, its touch deals 9 points of cold, energy-sucking damage. Thereafter, it deals 5 points of damage per successful attack. The shadow can also direct an energy-sucking ray at a target within long range that inflicts 5 (or 9) points of damage, but if it fails to hit a creature, this attack drains the shadow of 1 point of health.

In darkness, a shadow of the void gains +5 to Armor. If forced into bright light, it loses this advantage and both of its movement rates drop to an immediate range per round.

151

Sasquand

6 (18)

Health: 44
Damage Inflicted: Long
8 points
Modifications: Knowledge of the numenera as level 10.

Combat: A sasquand can morph itself or produce weapons from its body that allow it to make up to two ranged attacks as a single action. Characters with nano abilities, who Fuse Flesh and Steel, who are automatons, or who otherwise integrate tech devices into their bodies find the difficulty of defending against attacks by a sasquand increased by one step. It is as if the inorganic tech somehow resonates with the will of the sasquand. (Organic devices are immune to this effect.)

149

Pyth

9 (27)

Health: 90
Damage Inflicted: Long
10 points
Modifications: Speed defense as level 7 due to size.

Combat: Despite seeming to be made of light, a pyth can make physical attacks. It can make two such attacks on two different foes (or on the same foe, if the target is big) as a single action. At the same time, it can use its impressive psychic abilities, attacking creatures within long range. Targets who fail an Intellect defense roll suffer 3 points of Intellect damage and must make a Might defense roll or move one step down the damage track. Alternatively, a pyth can psychically target all creatures in immediate range. Targets who fail an Intellect defense roll are teleported to a location chosen by the pyth.

150

Phayclor

3 (9)

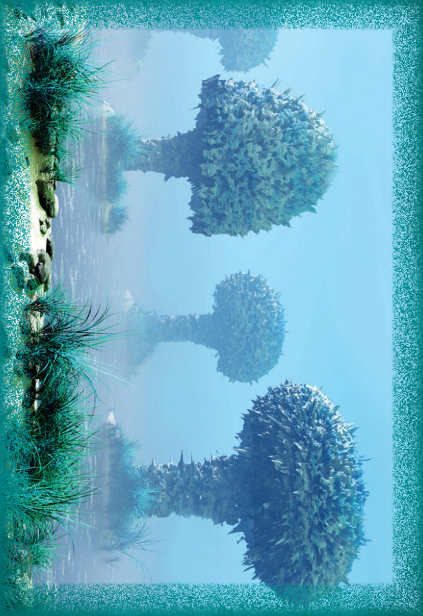
Health: 18
Damage Inflicted: Immediate;
4 points long when swimming

Combat: A phayclor can attack in immediate range with a tentacle that inflicts 4 points of damage and holds the target from moving (until it can escape), or it can release an energy burst that stuns all creatures in immediate range, causing them to lose their next turn. This latter attack can be attempted once every other round.

A phayclor can also use a random cypher that it has incorporated into its body, either gaining the effect the cypher provides (if useful) or hurling the cypher as a level 7 detonation. Each time a phayclor uses a cypher, it loses 1 point of health.

Finally, a phayclor can feast on energy directly. If a beam or energy attack made against it misses the phayclor, it regains 2 points of health.

148



Spirril

6 (18)

Health: 30
Damage Inflicted: 7 points

Movement: Short; long when swimming
Modifications: Speed defense as level 5 due to size; perception tasks as level 4.

Combat: Spirrils grab prey and encase it in coils of tightening vine. A spirril makes up to two vine attacks as a single action. Anyone struck by an attack takes 7 points of damage and must succeed on a second Speed defense roll or be enveloped. A victim suffers 7 additional points of damage each round. They can struggle free with a successful Might-based task, or attack with nothing larger than a light weapon. A spirril's fruit contains different spores. Some serve the plant for reproduction, and others for defense. A spirril can hurl a spore fruit up to a long distance, where it explodes in an immediate radius and the acidic spores inflict 7 points of damage. Some spirrils can hurl spore fruit that inflicts Intellect damage (ignores Armor).

152

Spiny Scishan

5 (15)

Health: 15
Damage Inflicted: 5 points
Armor: 1

Movement: Long in the water
Modifications: Trickery and deception as level 6.

Combat: The spiny scishan lays its trap by burying most of its body in the sand and waving its tail about. When a creature is within short range, the scishan uses its telepathic abilities to discover an image of something the creature cares about. Then it manipulates its tail to more closely resemble that image, drawing the creature ever closer until it can pounce. It does 5 points of damage with a mouth full of thin, needle-sharp teeth.

151

Sorg Warbreaker

5 (15)

Health: 20
Damage Inflicted: 5 points
Armor: 5

Movement: Immediate; long when flying or in microgravity
Modifications: Speed defense as level 4 due to size; knowledge of tactics and strategy as level 6.

Combat: The average sorg is equipped with shell-mounted weaponry able to target foes at long range with detonations that inflict 5 points of damage to the target and all creatures within immediate range. Alternatively, a sorg can attack a single foe within long range with a ray that paralyzes the target for a minute. Usually, the only time a sorg opens its shell is to eat a paralyzed, but still living, creature. Sorg encountered in the empty void are often in command of advanced space vessels.

152

Shore Stalker

4 (12)

Health: 23
Damage Inflicted: 5 points

Movement: Immobile (but able to teleport an indeterminate distance once every ten hours)
Modifications: Defends as level 1 while rooted.

Combat: A shore stalker is composed of a solid gel-like material hardly more substantial than air. Successful attacks inflict only 1 point of damage, unless the attack is pure force or paradimensional in nature. A shore stalker can acidify its tissues to defend or attack. When it attacks, a shore stalker emits wedge-shaped darts from its canopy, targeting up to three creatures within short range as a single action. An acidic wedge inflicts 5 points of damage for three rounds. The same damage affects a creature that touches a shore stalker.

150

Terreled

4 (12)

Health: 15
Damage Inflicted: 4 points
Armor: 1

Movement: Long
Modifications: Runs and jumps as level 5.

Combat: A terreled leaps to attack with its mandibles. Against more challenging prey, the creatures attack in pairs, making a single attack roll as a level 5 creature that inflicts 6 points of damage. Each terreled has an inherent psychic ability. Moments before it bites, it strikes its prey with a mental assault (both attacks count as a single action), which makes the target believe that the attack is coming from a different direction. If the target fails an Intellect defense roll, the difficulty of the Speed defense roll is increased by two steps.

154

Tarak

4 (12)

Health: 12
Damage Inflicted: 5 points
Armor: 2

Movement: Short when swimming
Modifications: Tasks related to creating and deciphering complex patterns as level 8; Speed defense as level 3 due to size.

Combat: A tarak bashes an opponent with its iron flukes. A tarak can also extend a metallic antenna and produce a brain-dampening pulse. With this device, it can attack up to five selected targets within short range, dealing 5 points of Intellect damage (ignores Armor) to each. The tarak can generate this pulse once per minute. Some ironfish incorporate random cyphers into their bodies and can call on those abilities in combat. The most common is a level 5 detonation cypher that torpedoes up to a long distance before exploding in an immediate radius.

154

Stinging Cloak

5 (15)

Health: 28
Damage Inflicted: 5 points
Armor: 1

Movement: Short when swimming
Modifications: Perception and stealth as level 6.

Combat: A stinging cloak is a lone predator whose stinging tails are especially venomous. An attack with the tails inflicts 5 points of damage and transmits a paralytic poison that inflicts 5 points of Speed damage if the victim fails a Might defense roll. The poison inflicts 1 point of Speed damage per round until the victim succeeds on a Might defense roll. The stinging tails constantly lash. Anyone close enough to make a melee attack suffers 1 point of Speed damage on a failed Might defense roll. Likewise, if the cloak's attack misses, the target still takes 1 point of damage from a stinger, though it doesn't manage to inject venom. (If the stinging cloak's attack hits, there is no additional damage from the lashing tails.)

153