

NUMENÉRA™



LIMINAL SHORES GLIMMER BURST: ARTIFACTS

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LIMINAL ARTIFACTS



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Throughout the Ninth World, people of all walks of life report random glimmers of images or information that seem to come from nowhere. These unexpected bursts of data are often nonsensical, rarely useful or pertinent, and sometimes disturbing.

While some call them visions, nanos and other experts in the numenera believe that the “glimmers” are malfunctions of the datasphere that still permeates the world.

This glimmer is one of those rare bursts of information that contains mostly useful information related to artifacts.

Unusual activity in the datasphere seems to be causing glimmers to occur more frequently. Those who study the numenera are advised to be alert for more transmissions in the coming weeks.



Numenera Discovery *Numenera Destiny*

This adventure includes page references to various subjects accompanied by these symbols. These references are to *Numenera Discovery* and *Numenera Destiny*, where you can find additional details about that item, place, creature, or concept. It isn't always necessary to look up the referenced items in the corebooks; doing so is a way to learn more about the Ninth World and provide additional information to your players.

BIOMORPHIC BATTERY

Level: 1d6 + 2

Form: Flexible synth sleeve with wired patches that attach to the user's torso.

Effect: This device passively absorbs energy from cyphers, artifacts, and numenera abilities the user manipulates. The battery has a biomorphic Pool with a maximum number of points equal to its level. As a **minor effect** when using a powered device or ability, the user can direct some of the device or ability's energy into the battery, adding 1 point to its biomorphic Pool; as a **major effect**, they can add 2 points to the biomorphic Pool.

When the biomorphic Pool is full, the user can spend ten minutes resting to absorb the battery's stored energy. The user may then recover that many points from the biomorphic Pool, dividing the points among their Pools as they see fit. (This empties the biomorphic Pool back to 0 points.). Resting to absorb energy does not count as a **recovery roll** rest.

The battery is unstable and tends to lose 1 point of stored energy each day.

Depletion: 1 in 1d10 (check each time it is used)

BRAIN PRESERVER

Level: 1d6 + 2

Form: Head-sized cube

Effect: This device must first be placed around the largely intact head (or similar brain case) of a dead creature. The artifact extracts the creature's brain and seals it within a nutritive chamber that preserves and protects it. Controls on the outside of the cube allow the user to ask questions of the brain stored inside it, and present images and sounds of the brain's responses. If the brain doesn't know the answer to a question, it doesn't respond. The brain is not aware of its own condition; it doesn't know that it is stored in a cube instead of its actual body, and it thinks it is being questioned in a dark room by someone with authority. Questions about its recent past or that force it to think about its last memories before dying cause emotional distress and perhaps even kill it.

The user can eject the stored brain to extract and store a different one. The ejected brain dies unless heroic measures are used (such as surgically implanting it in another creature).

Depletion: 1 in 1d20 (check each question)



PARASITE CRÈCHE

Level: 1d6

Form: Semi-organic organ resembling a stomach. After it embeds into a host's body, visible as a small, sealed aperture on the skin.

Effect: The crèche grafts onto any living host near its digestive system, creating a new internal organ that nurtures immature implanted offspring, particularly parasitic or symbiotic ones like *flesh pup* larvae. Any parasitic or symbiotic growth in the host's body relocates to the crèche over the next hours or days and continues its normal maturation cycle there. The crèche mitigates harmful effects of the offspring's growth and eventual independence, easing by two steps all tasks relating to the offspring (such as Might defense rolls to survive its expulsion). It also halves damage the offspring inflicts on the host. When the offspring is mature and ready to leave the host, it departs through the aperture in the host's skin.

The crèche also eases by two steps tasks against diseases and infections caused by outside organisms such as bacteria (but not genetic diseases, allergies, or cancers produced by the host's own body).

Parasite crèches are typically used to gestate creatures that are useful (such as a worm that can be milked for a healing chemical) but have life-threatening consequences for the host, allowing repeat infestations and harvestings without killing the host. They are sometimes called "artificial wombs" because they can incubate humanoid infants and even *lattimor neems*, regardless of the host's gender (although this may require surgery to initiate).

A side effect magnifies some kinds of numenera that alter the host's bodily functions, increasing output by approximately 50%. For example, if the host uses a *chemical factory* cypher, it creates additional doses of the valuable liquid (collected from the crèche's skin aperture rather than the user's sweat).

Depletion: 1 in 1d20 (check each use)

Flesh pup, Ninth World Bestiary, page 53

 *Lattimor and neem*, page 396

Chemical factory, page 276



Ray emitter, page 285



Cellular annealer, page 187

RAY SPLITTER

Level: 1d6 + 2

Form: Device with multiple apertures

Effect: This device only functions when in physical contact with a cypher or artifact that creates a ray (or a similar energy effect) that targets one creature, such as a **ray emitter** or **cellular annealer**. The device splits the ray into two, allowing the user to target two different creatures at once. The user makes separate attack rolls against each target. The attack rolls are hindered, and each ray functions at 2 levels lower than normal. For example, if the device splits a level 6 ray emitter, the user makes two hindered attacks with level 4 rays. Rays without level-based effects (such as the healing effect of a cellular annealer) function unreliably with a ray splitter; each ray has a 50% chance of having no effect.

The level of the ray splitter must be at least as high as the level of the ray it is splitting, otherwise it immediately depletes. The splitter doesn't change the depletion of what it is attached to—a cypher is still consumed after one use, an artifact rolls depletion once, and so on. The splitter has its own depletion roll, regardless of what it is connected to. If the level of the ray is higher than the level of the splitter, roll depletion twice.

Depletion: 1 in 1d20 (check each use)

VERTICE DETECTOR

Level: 1d6

Form: Handheld device with spikes and cups on one end

Effect: The device locates any vertices or functional numenera that have a connection to the datasphere (such as **datasphere siphons**, **datasphere obelisks**, and **data orbs**), indicating their direction and general distance. The device's range is approximately 10 miles per level, and can't pinpoint more accurately than about a very long area. Using the vertice detector eases tasks to find and salvage these kinds of numenera by two steps.

Depletion: 1 in 1d20 (check each day of use)

ADDITIONAL GLIMMER TRANSMISSIONS

In addition to definitive artifact information in this glimmer, the following additional data is transmitted:

- An irrational number that may be a four-dimensional equivalent of π .
- Patches of colored slime growing around a sphere.
- A repeating pattern of deep tones interspersed with the sound of crunching gravel.
- A structural diagram of an organic brain and organs housed within an enormous war machine.
- A jittery video of a centipede-like creature slowly stinging a lanky green humanoid.
- An image of an eye covered in reptilian scales rolling down a mountainside.
- A sensation of breaking through a thin shell and sinking into cold water.
- Two giant humanlike machine faces emerging from a rainbow-colored array of stones, viewed from a high altitude.



Datasphere siphon, page 277



Datasphere obelisk, page 156

Data orb, page 115