

NUMENÉRA™



LIMINAL SHORES GLIMMER BURST: LOCATIONS

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LIMINAL LOCATIONS

Cavatina: level 7
Discern the meaning of the music: level 7

As expected, the Intellect task to discern the music's meaning and possibly gain control over it is mediated by understanding numenera.



Understanding numenera (skills):
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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 weird new locations.

But keep vigilant, there might be more glimmer bursts with useful information in the future.

THE CAVATINA

The thin, white structure of the *Cavatina* stands on a high point along a jumble of eroded, cube-shaped mountains. Song-like melodies occasionally drift from it, never the same tune twice, audible in nearby valleys. But the people in the communities that hear

that haunting music stop up their ears. They fear it's the tumult of demons or other foul spirits of the numenera believed to infest the *Cavatina*.

On closer inspection, the white tower is massive, rising over a thousand meters into the sky and measuring over a hundred meters in diameter. The sound seems to arise from the entire surface of the tower itself, though those who venture near don't notice any volume difference from when it was first discerned miles away.

Most of the hundreds of round doors in the sides of the tower are sealed and dead, but a few open with a touch, offering internal access. Inside, chambers are bare except for mostly inert and incomprehensible machines and devices encrusting every wall and hallway in a shelf-like motif. The sound remains audible inside, fainter, yet somehow more intimate. Those who attempt to *discern meaning in the music* with a successful Intellect task discover an underlying control system, one that provides simple controls to anyone who wants to access them by attempting a controlling song.

Understanding suggests that someone could use a controlling song—whether hummed, sung, or played on an instrument—to ask that the entire tower attempt to tweak natural law in some arbitrary way, such as lessening gravity or reversing it, making light move slower, speeding up time, causing matter to be stickier; whatever. The control song can be attempted from anywhere inside the *Cavatina*. The updated law fills every chamber of the *Cavatina* and propagates outward from the center of the tower to a distance of about 2 miles (3.2 km) in all directions and lasts for 28 hours, then fades. Negating a temporary law before the duration expires requires a new successfully performed control song.



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.

Many-legged white insects called **tetrasquill**—about half the size of humans, with shells made of the same material as the tower—infest the highest chambers of the Cavatina. They are dormant by day but come out in groups of six or more to hunt by night. They ignore whatever change in the laws of physics that otherwise hold sway in the area, and target any fresh meat that has appeared in or near the tower.

INFRENDIATE SPHERE

Rarely found in the same place twice, this metallic 70-foot (20 m) metallic sphere appears as if having always been where it's most recently found. However, come back a few weeks later, and there's usually no evidence of it other than a gap in whatever hillside, town square, or ruin of the prior worlds where it fetched up. The **Infrendiate Sphere** falls between dimensions when it travels to a new location, usually when no one is around to witness the movement.

A circular gate on the top opens to someone who deciphers the **control surface**, revealing a spherical interior featuring a central basin of pink gel surrounded by all manner of devices and machines, lights, hums, and several hovering globe-shaped **automatons**, each about 3 feet (1 m) in diameter with many metallic tendrils. The Infrendiate automatons initially ignore PCs.

The basin is 20-feet (6 m) in diameter. Pink translucent gel fills it to a depth of 12 feet (4 m). The gel sometimes bubbles and shifts, and has a pleasant flower-like odor. It is reactive—if someone hovers a limb within a foot (30 cm) of the surface, a mound of gel rises up as if yearning for contact. Light contact instills a faint numbness that quickly fades.

Control surfaces along one side of the chamber might entice characters to interact with the **gel-filled basin**. If they succeed on an Intellect task, they understand that the basin could be used to heal someone who is diseased, hurt, missing a limb, or even just suffering from advanced age. The basin also has a modification function that promises to improve a user's dentition to "optimal" status, though little else can be learned.

If a character climbs (or falls into) the basin, the automatons get to work on nearby controls. After one round, the character in the basin is rendered unconscious by anesthetic delivered directly into their skin.

They remain so for the duration of the ensuing one-hour process, but are otherwise unharmed and appear to be breathing the gel as if it were normal air. Observers witness healing begin if the character in the basin has obvious wounds. One other weird development might be noted: a lot of activity near the character's mouth.

Interrupting the procedure causes the automatons to attack interferers. Defeating them ends the procedure before any permanent changes are made, though healing benefits persist. If the procedure goes to completion, the character is completely healed and is the proud new owner of amazing new **metallic tusks**.

The gel bath won't function again until the Infrendiate Sphere has fallen into some new location, assuming any automatons remain active. If at least one automaton is still active, it initiates the transfer to a new location, then repairs damage done to the sphere and other automatons, if any. (Characters who want to use the sphere as means of locomotion will have to deal with the automatons each time, because the machines are integral to initiating travel. The automatons always resist PC efforts to use the sphere in such a manner.)

ADDITIONAL GLIMMER TRANSMISSIONS

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

- Input should never exceed 3.8 x 10³³ ergs/second to remain within safe operating margins.
- Gi Sadr's secret was never discovered.
- The philethis awaits in the chamber of the Mouth.
- The sound of wet hair slapping on tile.
- The image of several misshapen obelisks surrounding a cavity in the ceiling shining blinding light.
- Red metal spheres each contain an atom of degenerate matter.
- A sped-up image of a plant becoming twisted, strange, and dangerous under a sun with a subtly altered greenish light, only visible thanks to the rapidity of the scene's playback.

GM intrusion: A not-previously-appreciated secondary aspect of the change in physical law surprises or harms the PC.

Tetrasquill: level 4; Armor 1; ignore arbitrary changes to laws of the universe; pincer melee attack inflicts 6 points of damage

Metallic tusks: The character can use the tusks to make unarmed bite attacks, treating them as a light or medium weapon, whichever is most beneficial at the moment.

Infrendiate Sphere: level 8

Control surface: level 3

Infrendiate automatons: level 2, level 7 for Infrendiate sphere operation; Armor 3; hovers an immediate distance each round; melee drill attack inflicts 4 points of damage

Gel-filled basin and associated controls: level 6