

NUMENÉRA™



MAPS OF THE NINTH WORLD

BY MONTE COOK



TABLE OF CONTENTS

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Map	Labeled	Unlabeled
WORLD MAP	3	4
STEADFAST	5	6
Navarene	7	8
Fasten	9	10
Sea Kingdom of Ghan	11	12
City of Bridges	13	14
Draolis	15	16
Qi	17	18
Thaemor	19	20
Malevich	21	22
Iscobal	23	24
Pytharon Empire	25	26
Milave	27	28
Ancuan	29	30
Western Seas	31	32
Cloudcrystal Skyfields	33	34
THE BEYOND AND MORE	35	36
Black Riage	37	38
Caecilian Jungle	39	40
Plains of Kataru	41	42
Dessanedi	43	44
Ba-Adenu Forest	45	46
Errid Kaloum	47	48
Divided Seas	49	50
Amorphous Fields	51	52
Vebar	53	54
Seshar	55	56
Guran	57	58
Nihliesh	59	60
Matheunis, the Cold Desert	61	62
Clock of Kala	63	64



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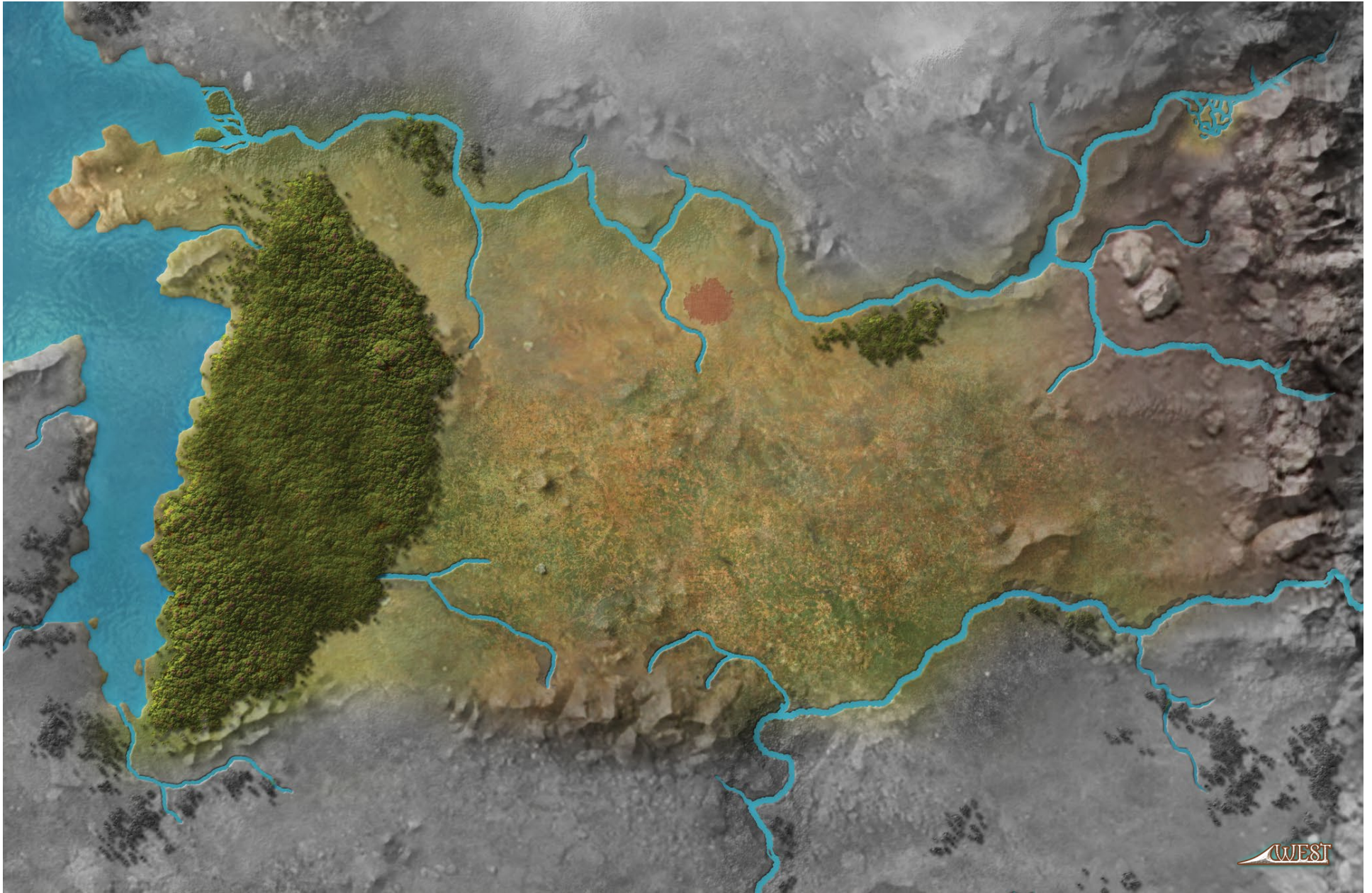












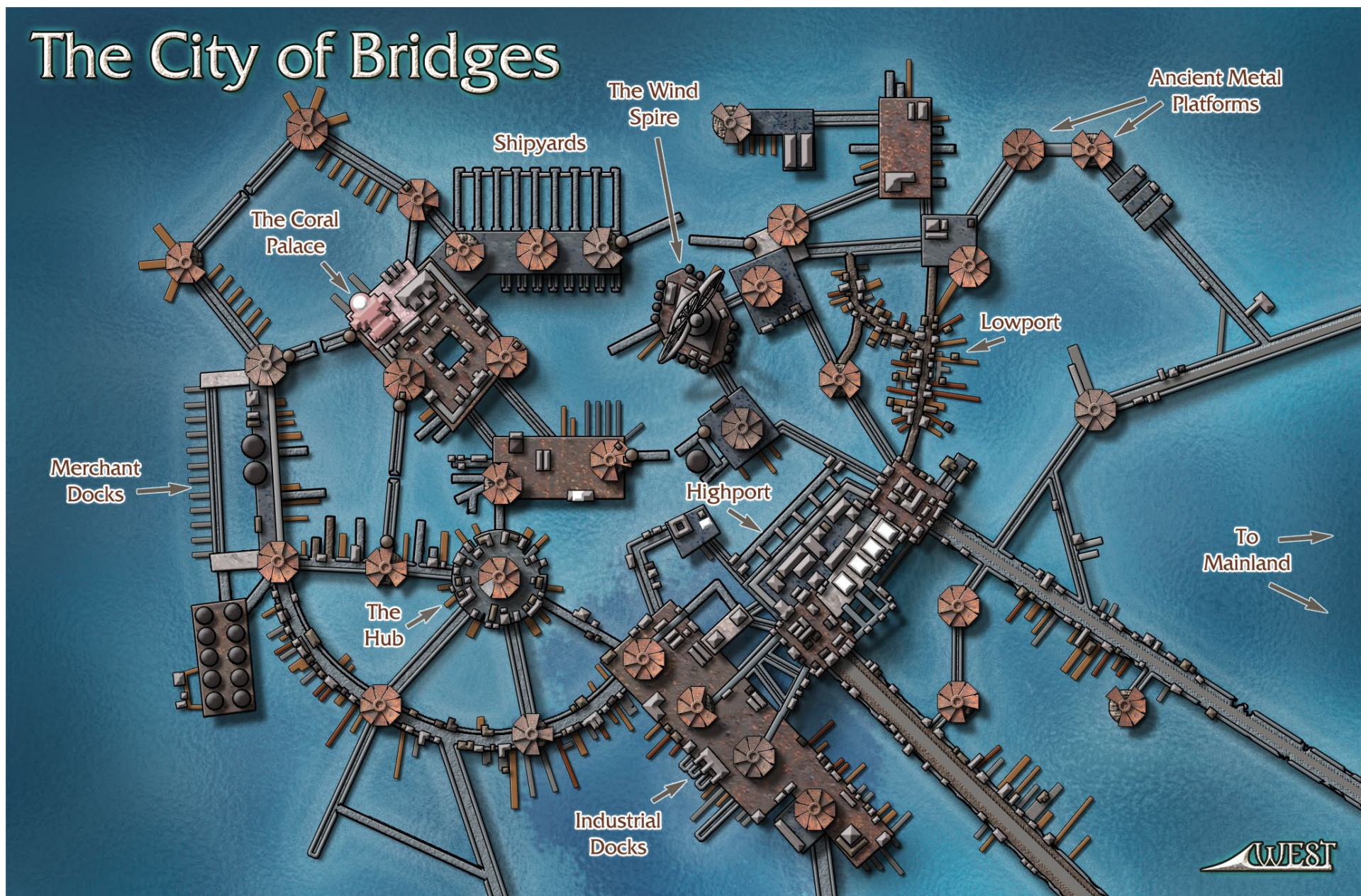


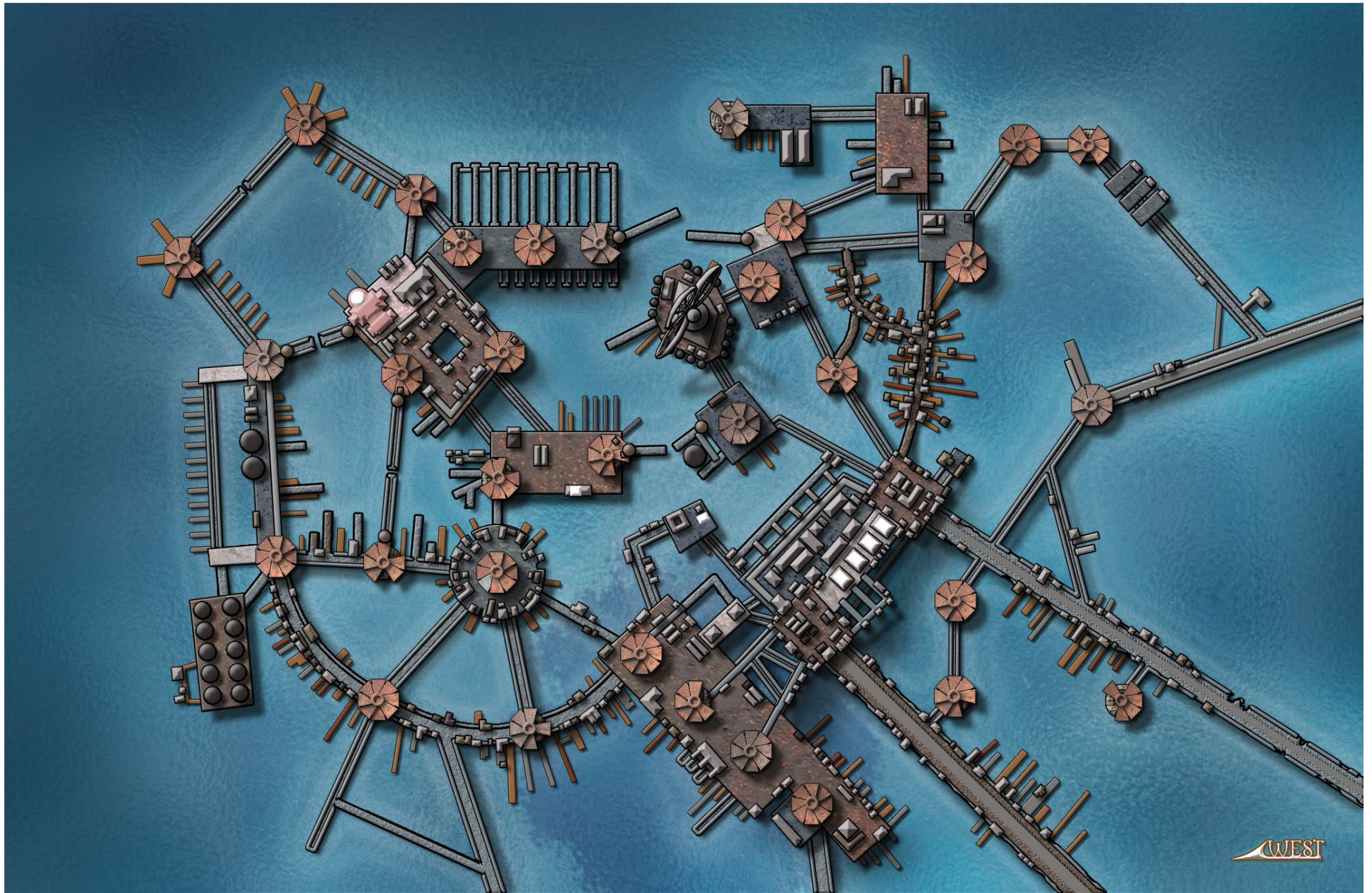


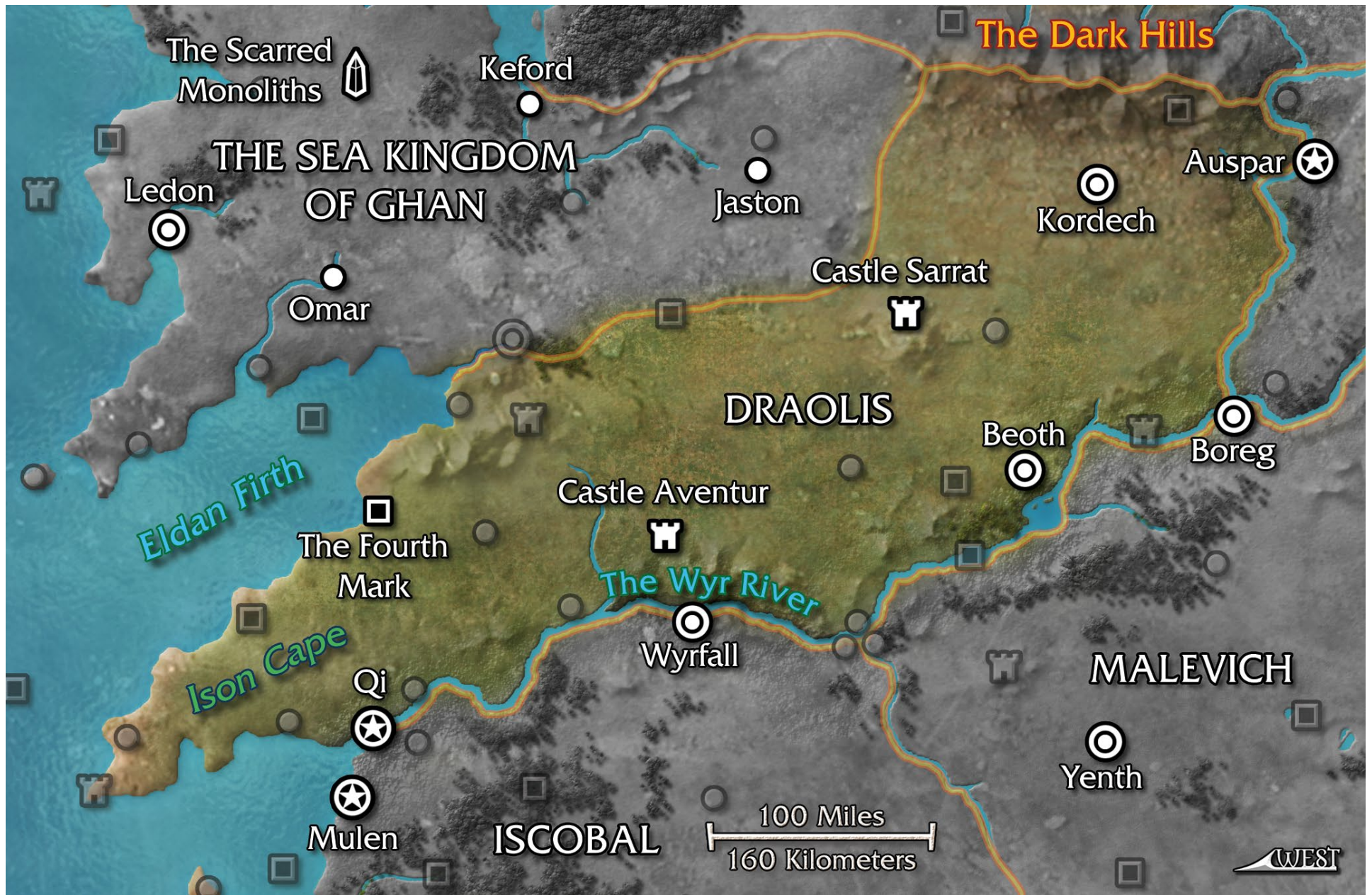




The City of Bridges





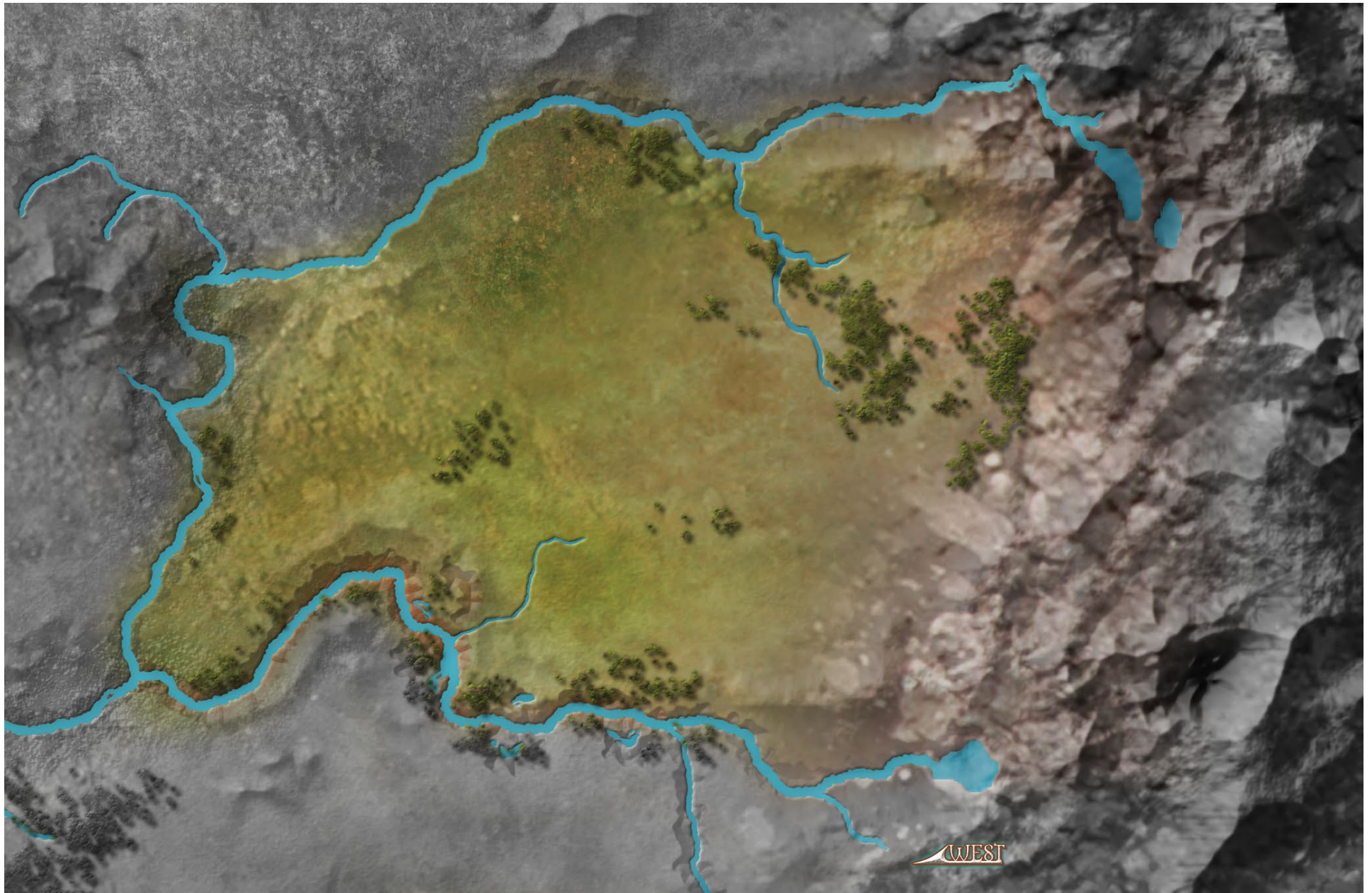






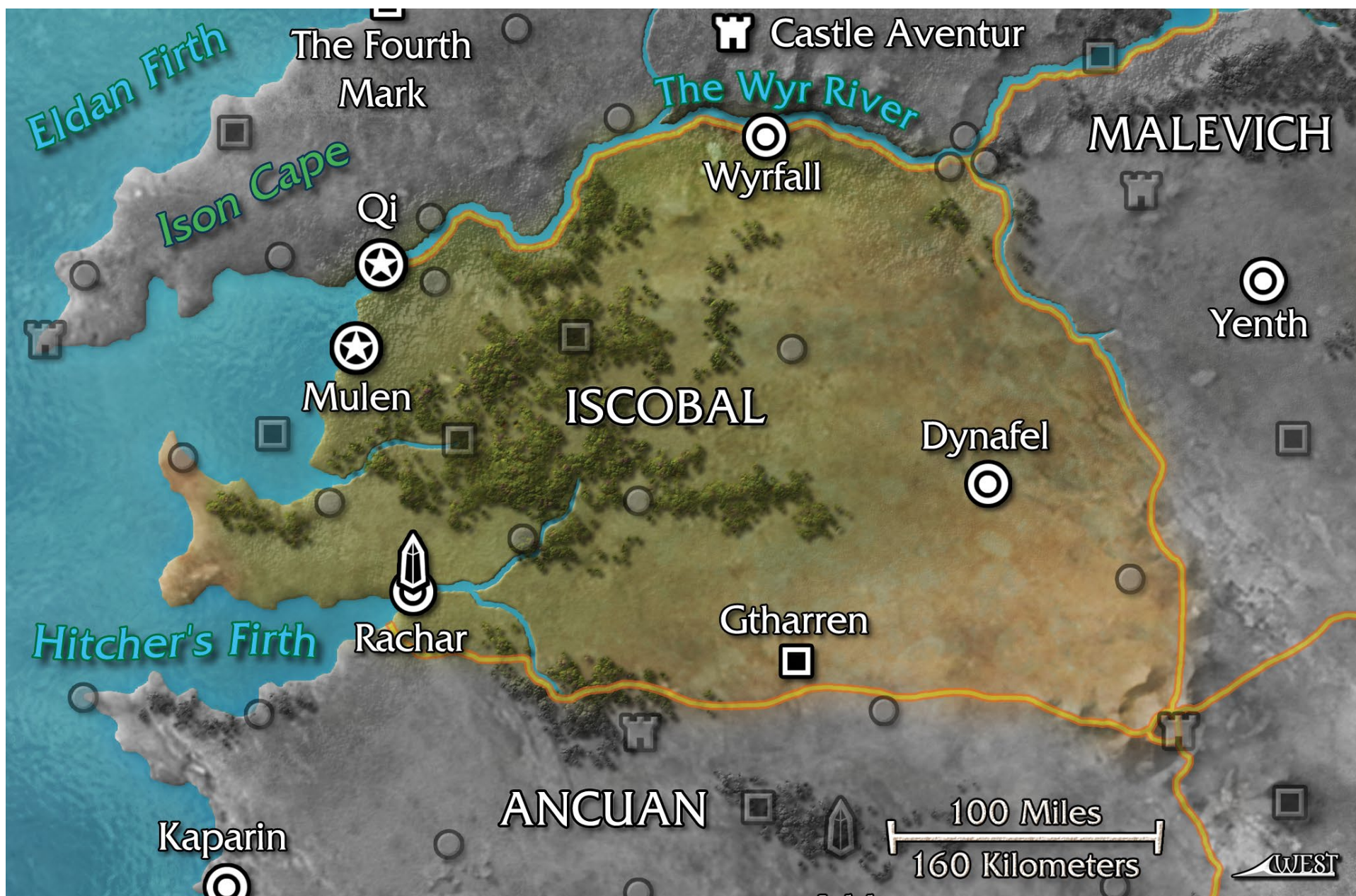


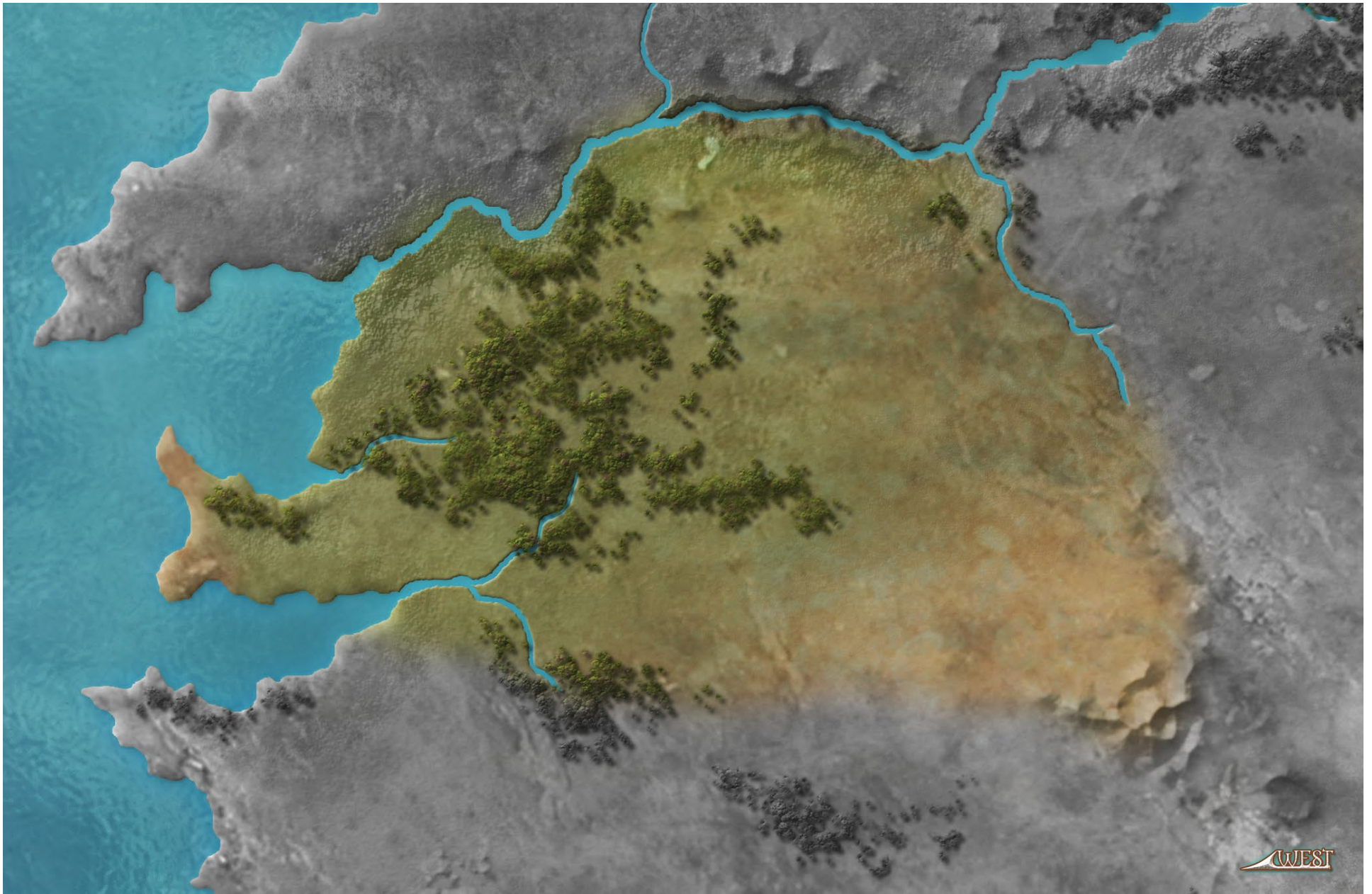




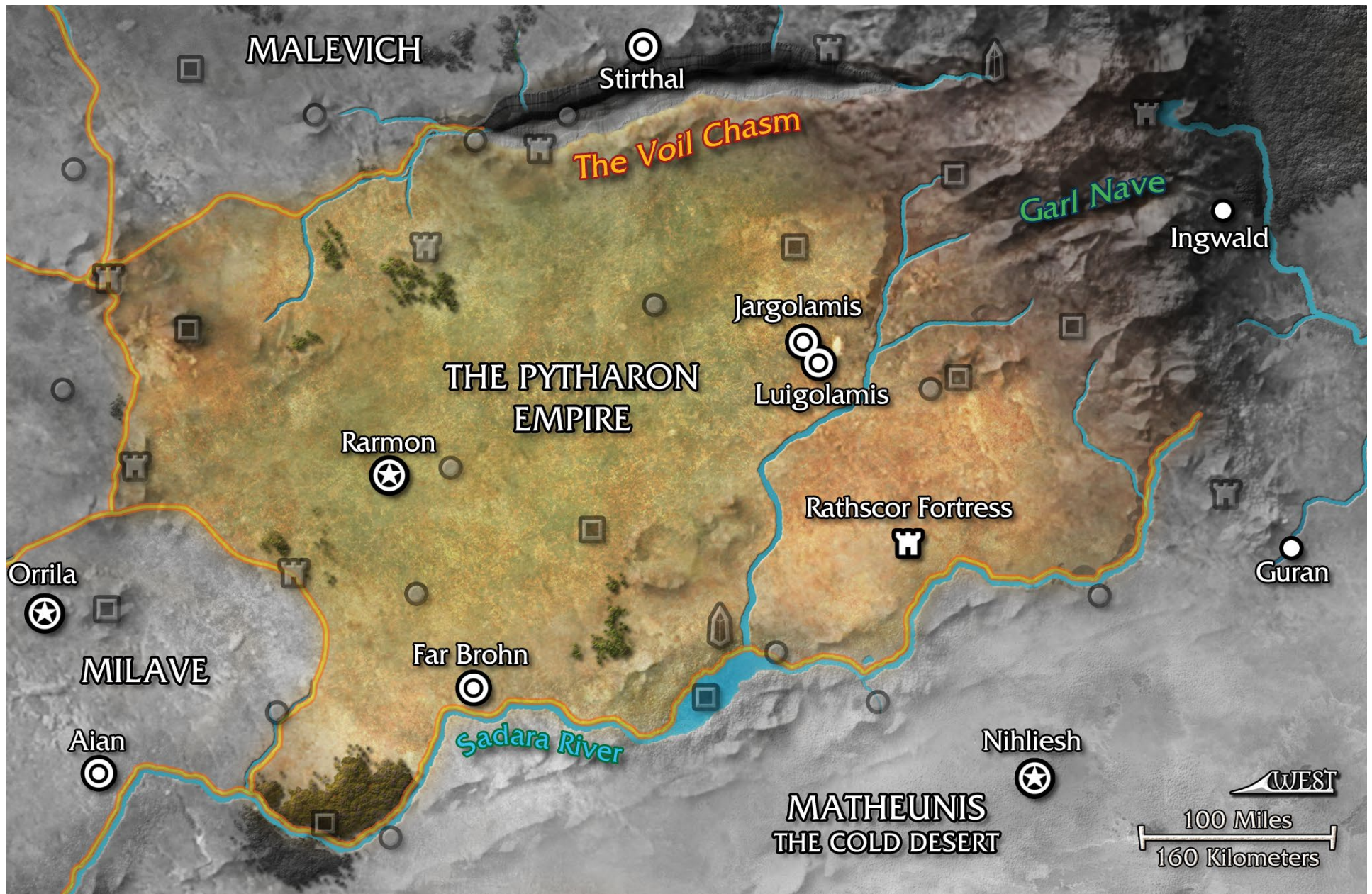






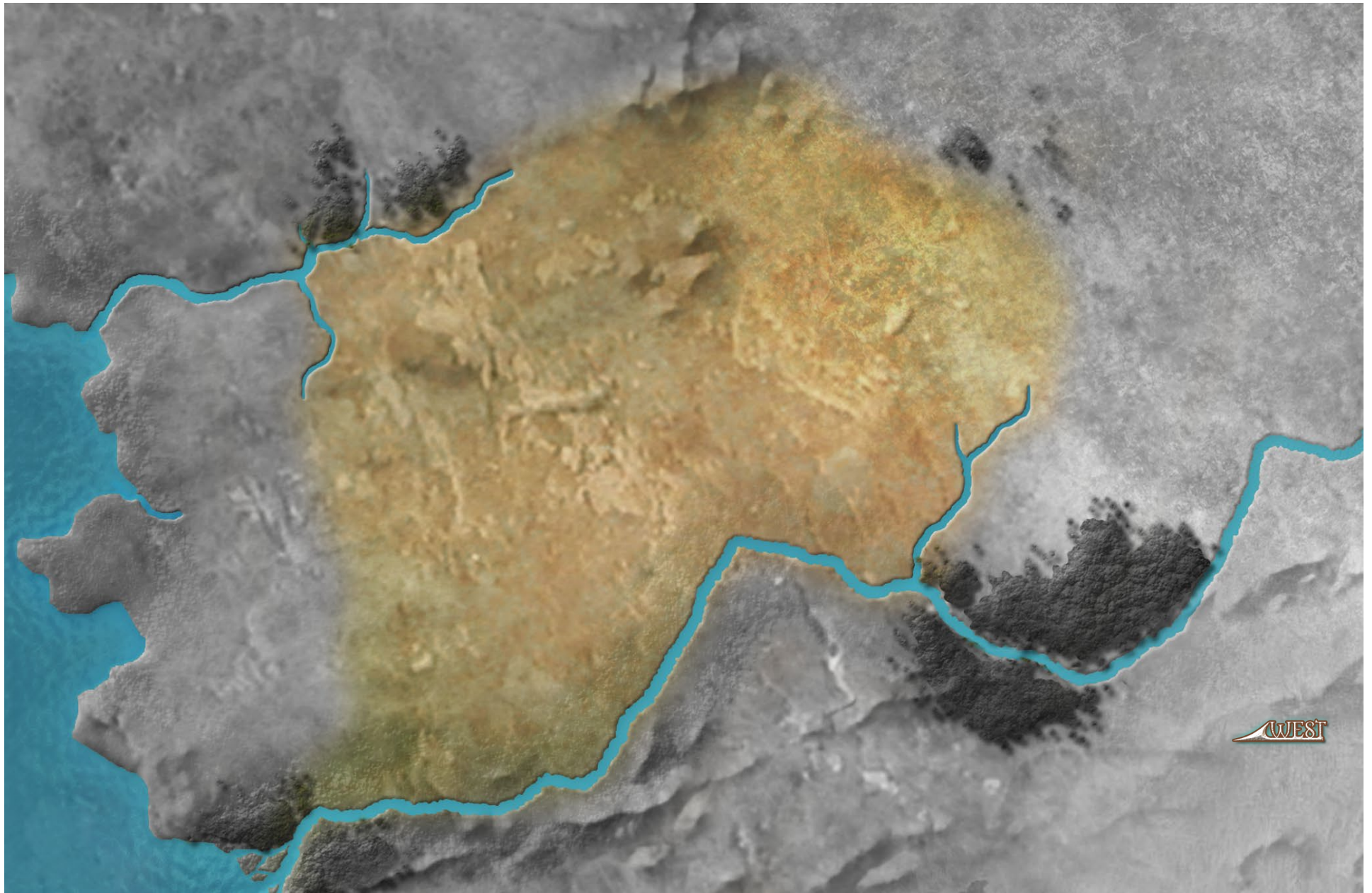


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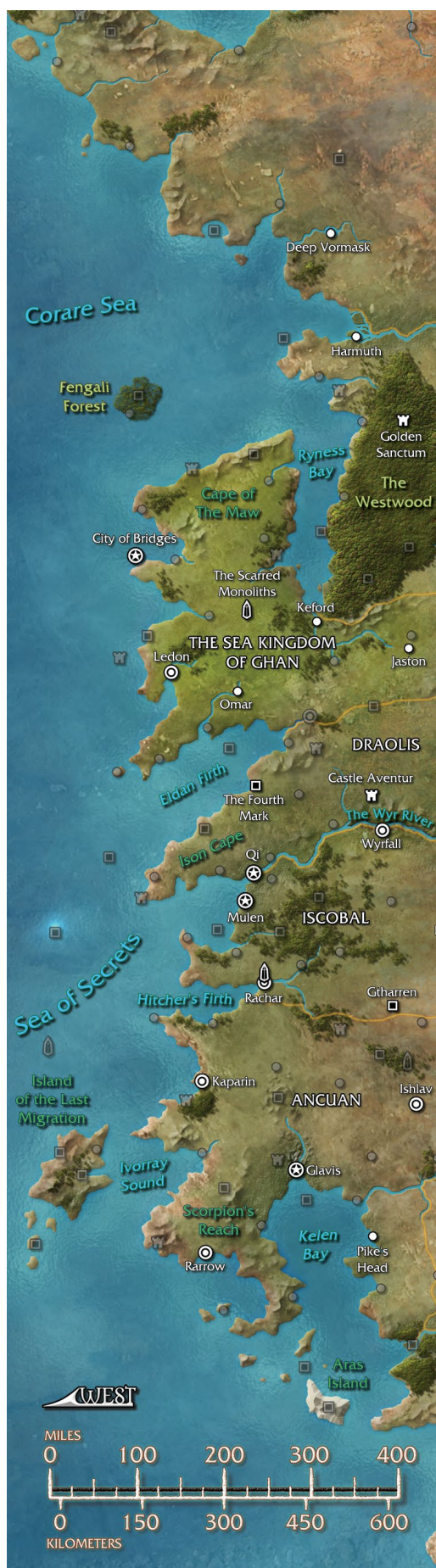


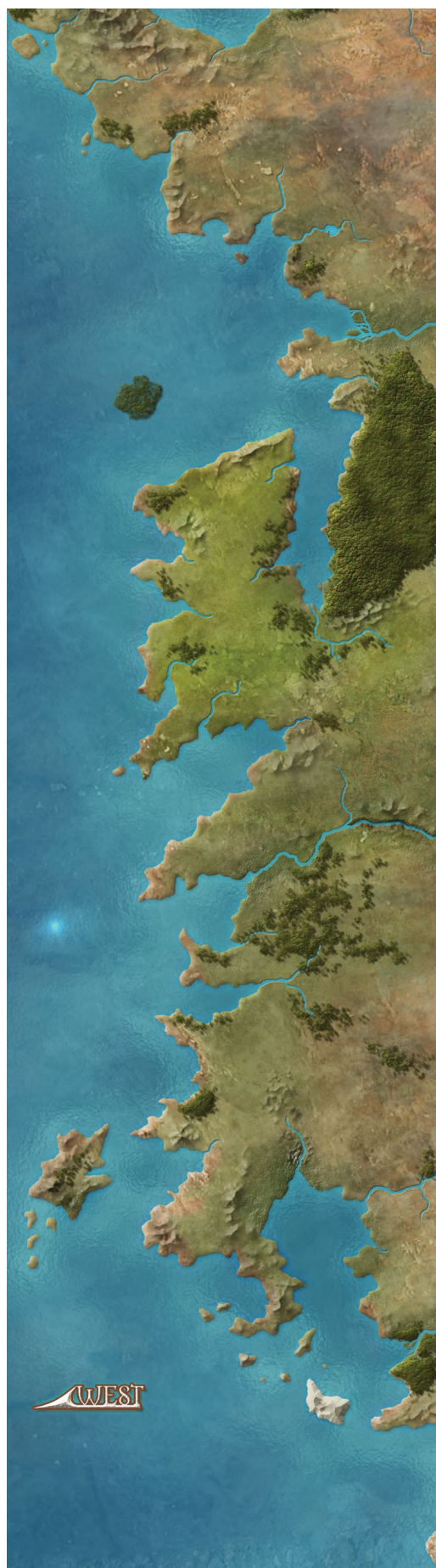




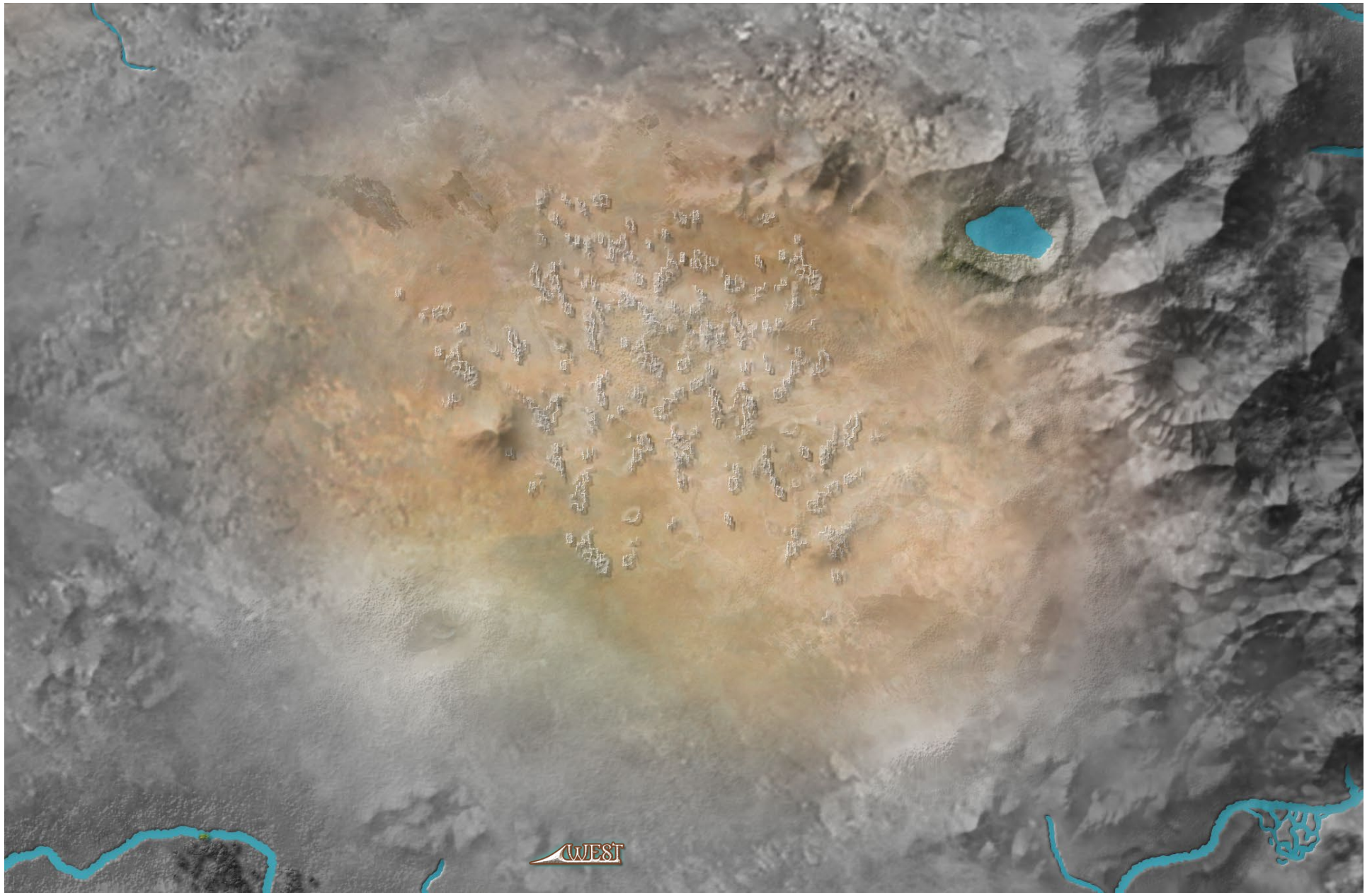


















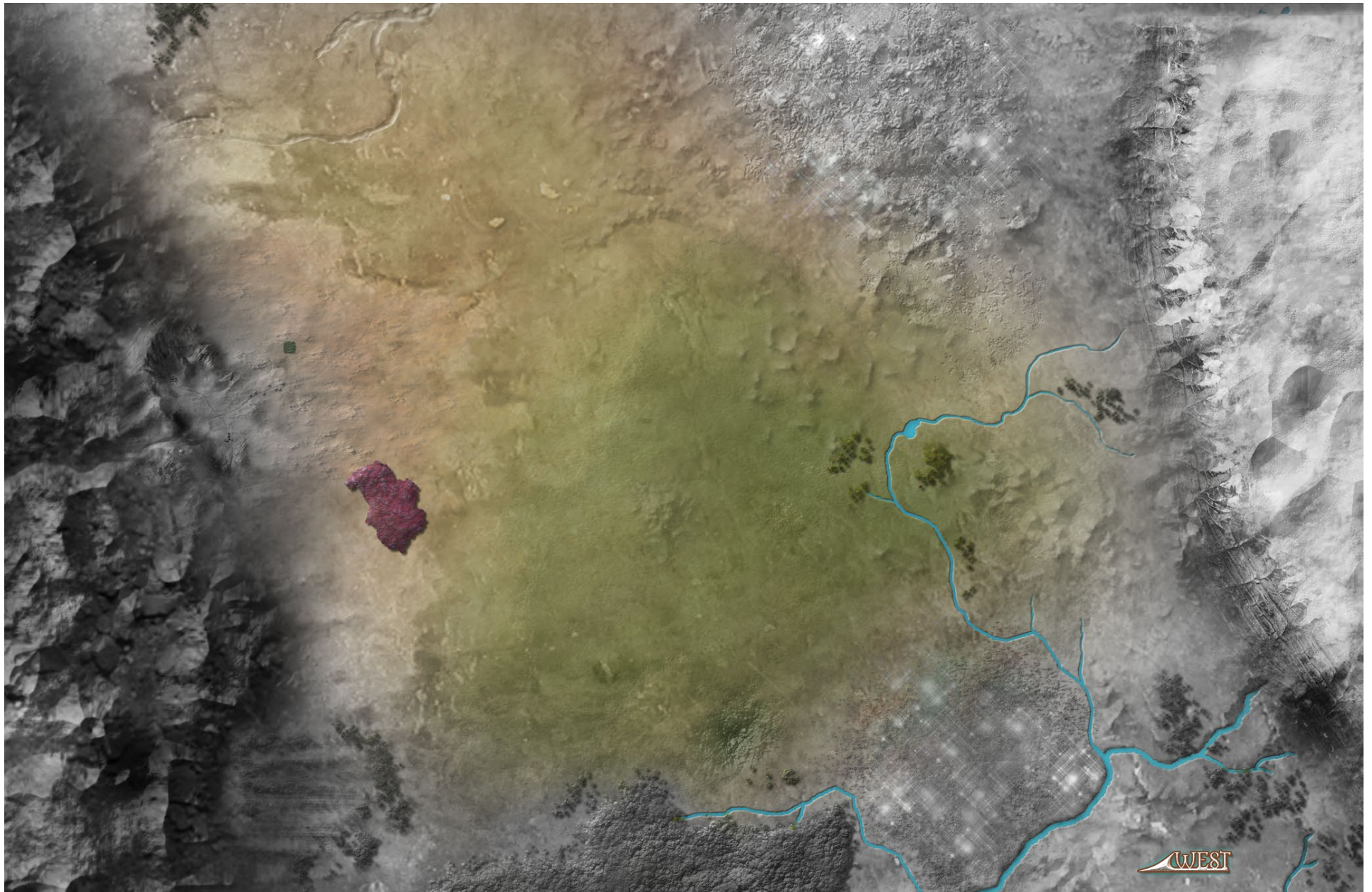


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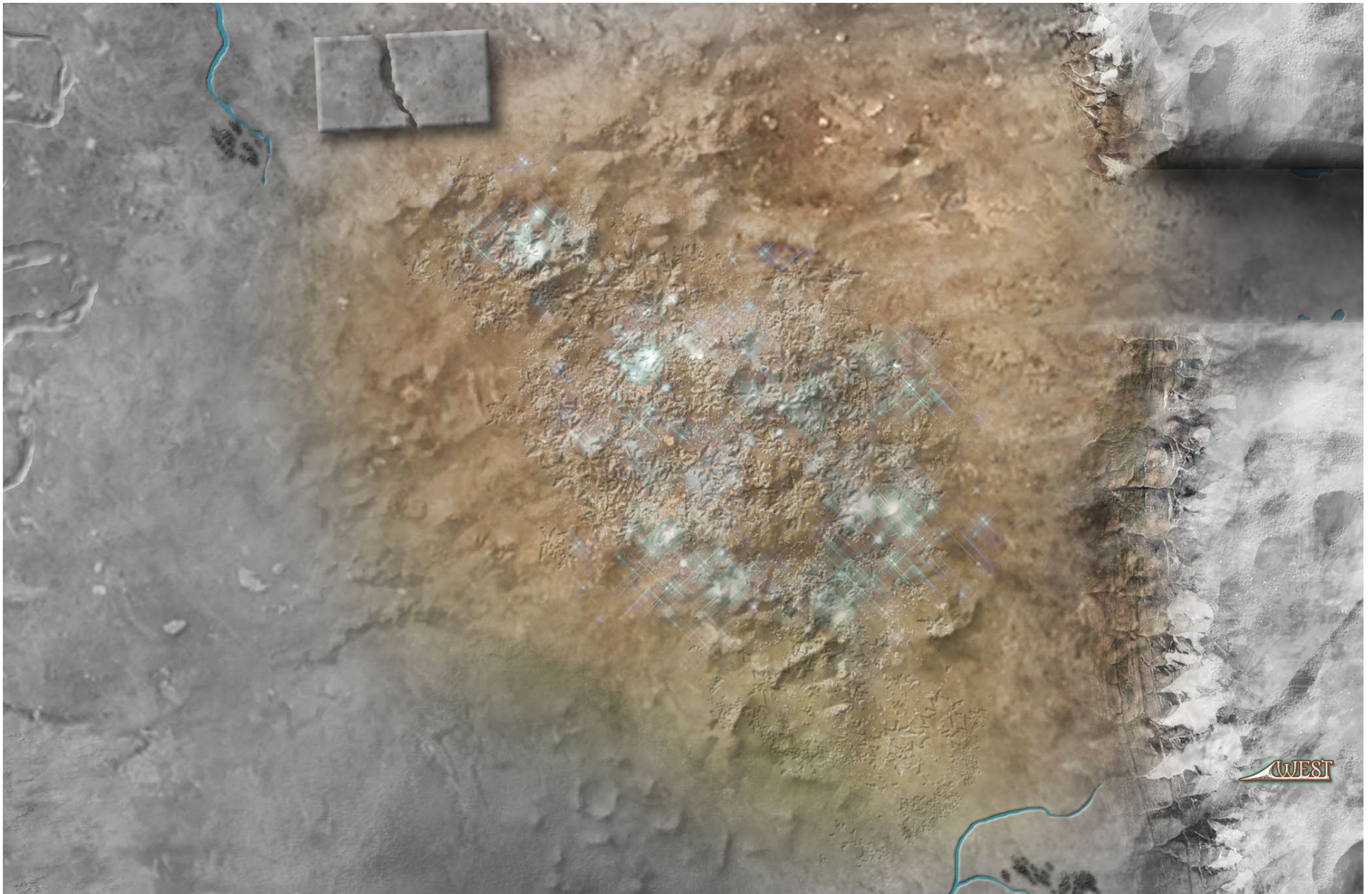












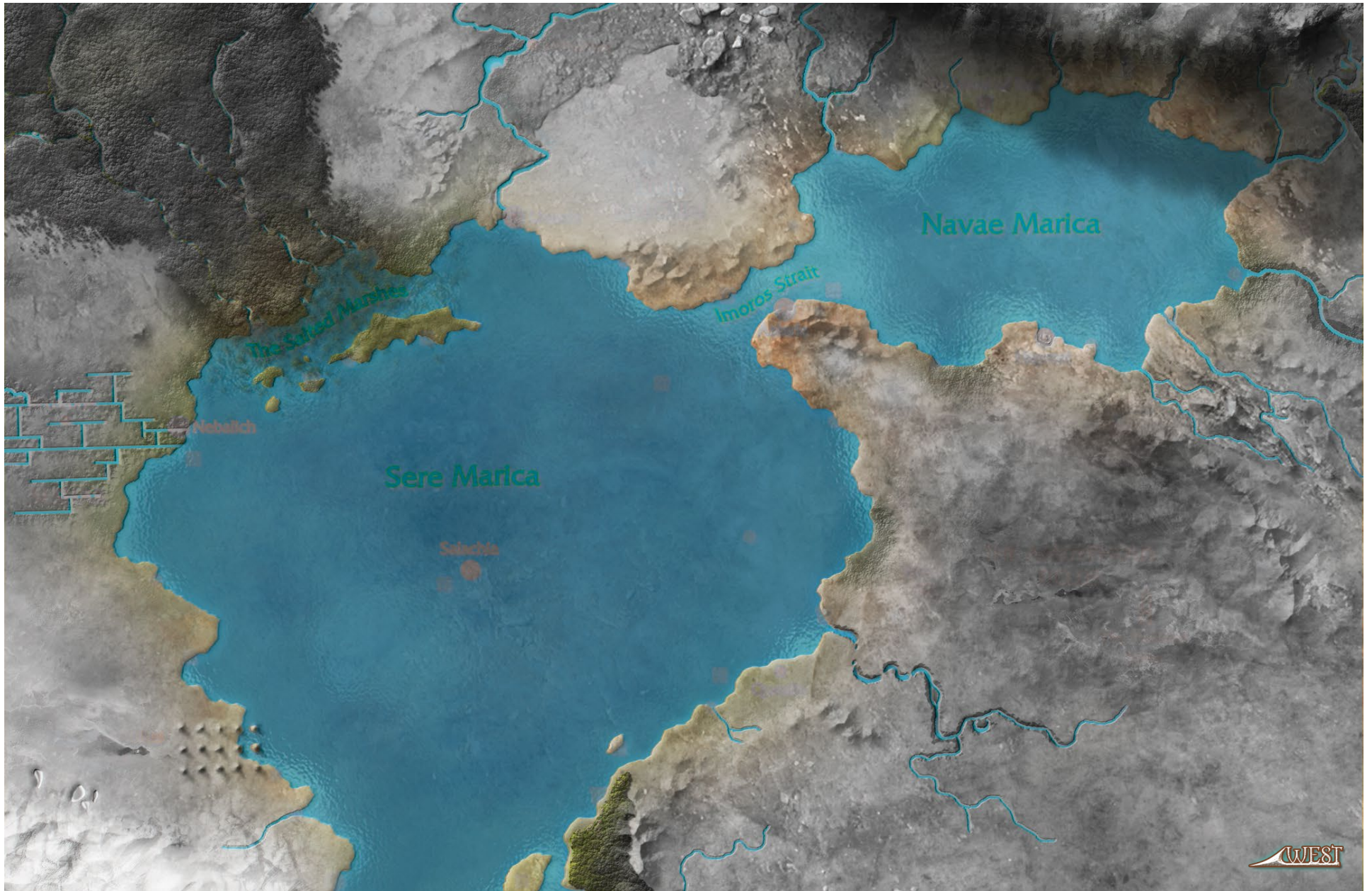
















WEST

Vebar

The City of Night

Overhead View (Cutaway)

Hanging Market

Surface Access

Hanging Market

Lift Platforms

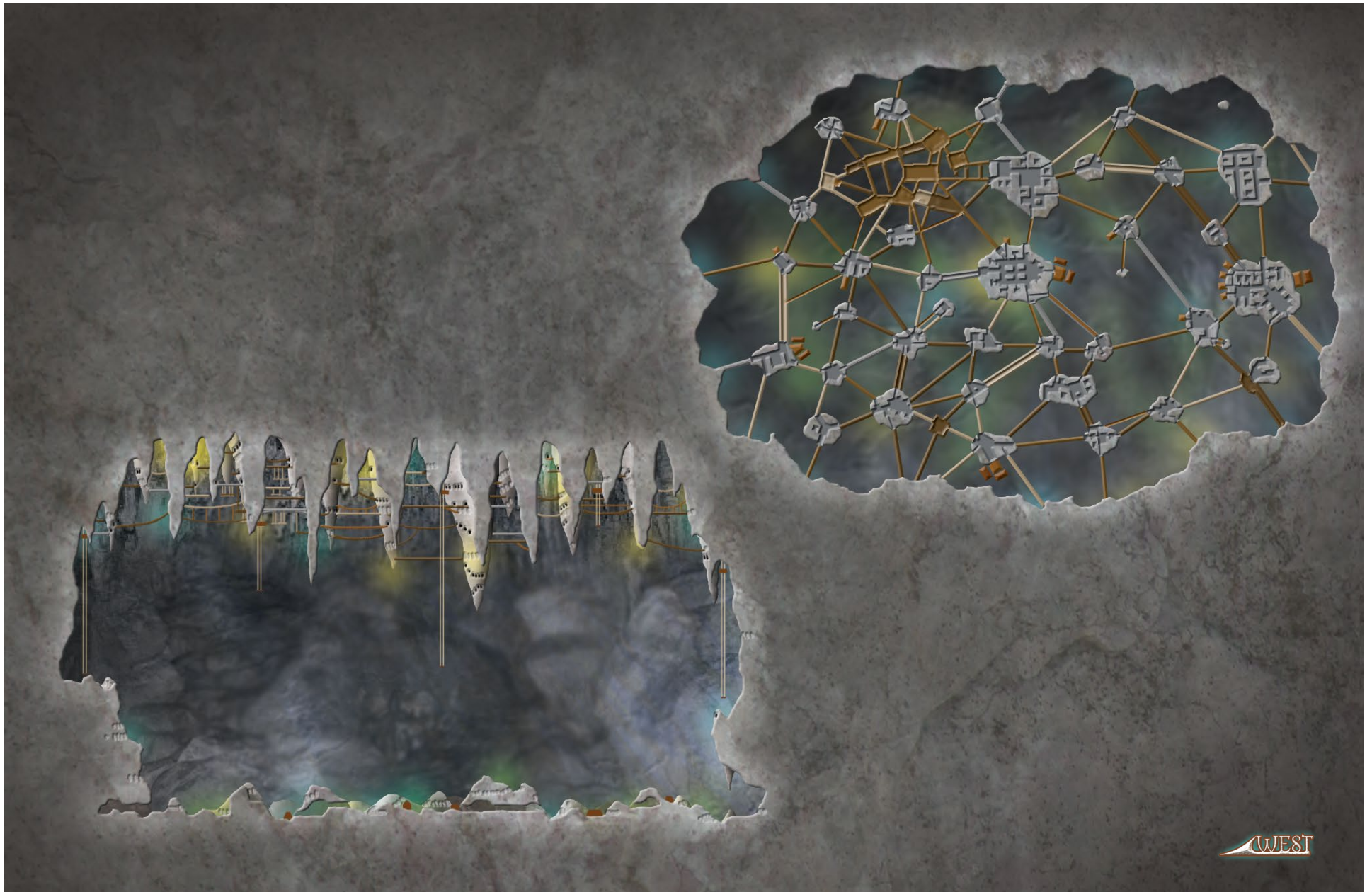
Temple of
Ourthalas

Stalactites

Side View

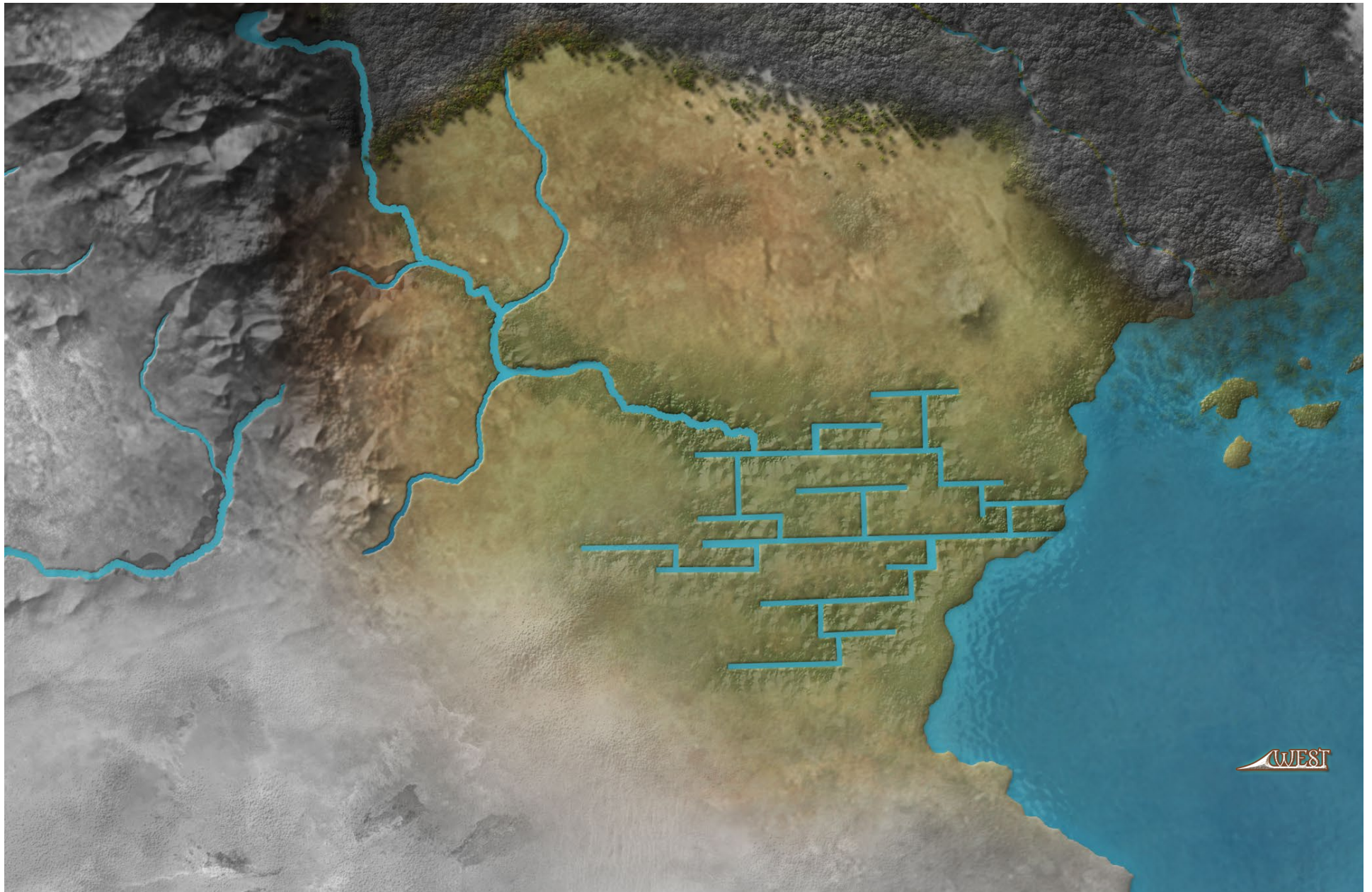
Fungus Farms

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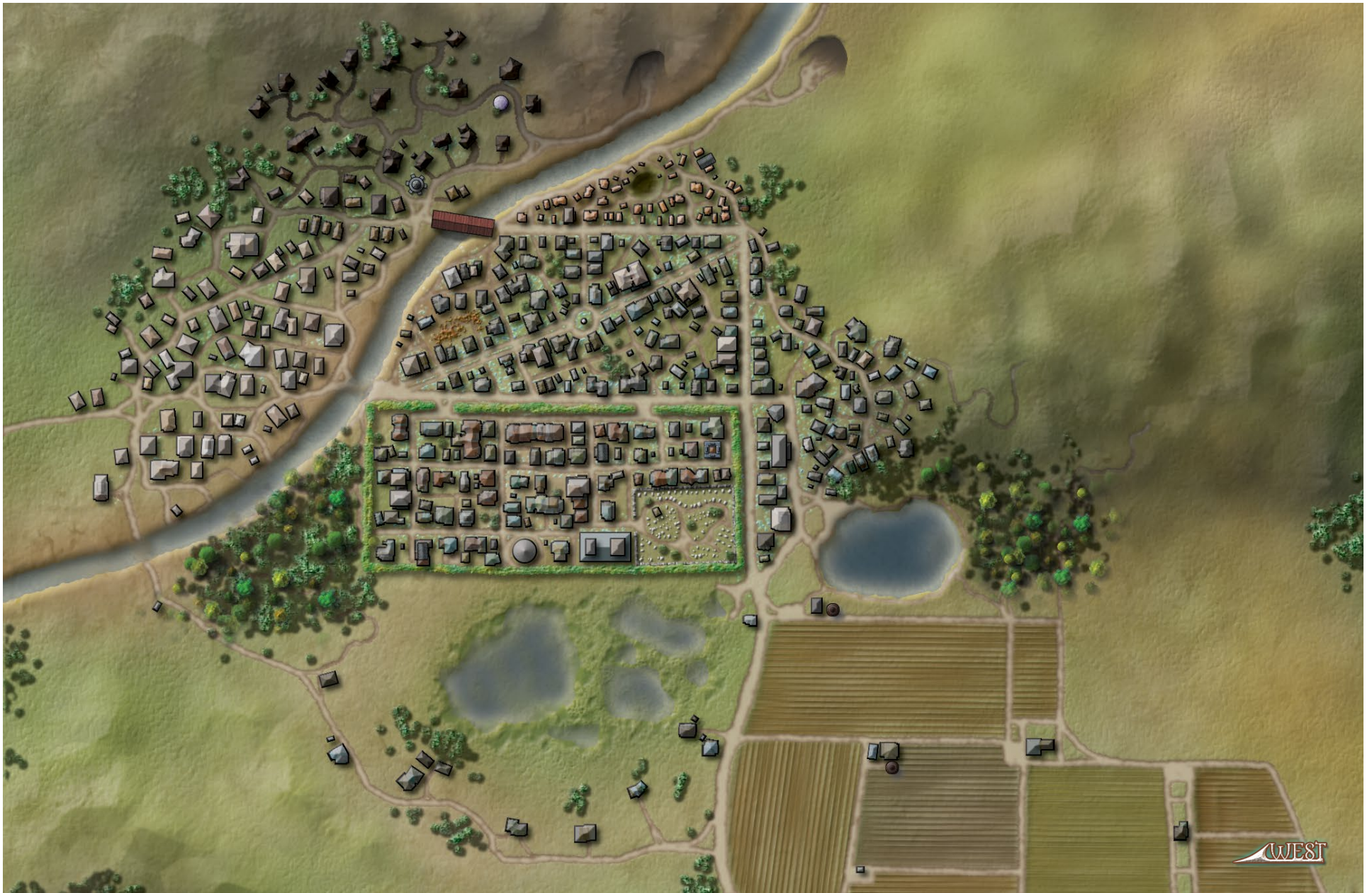


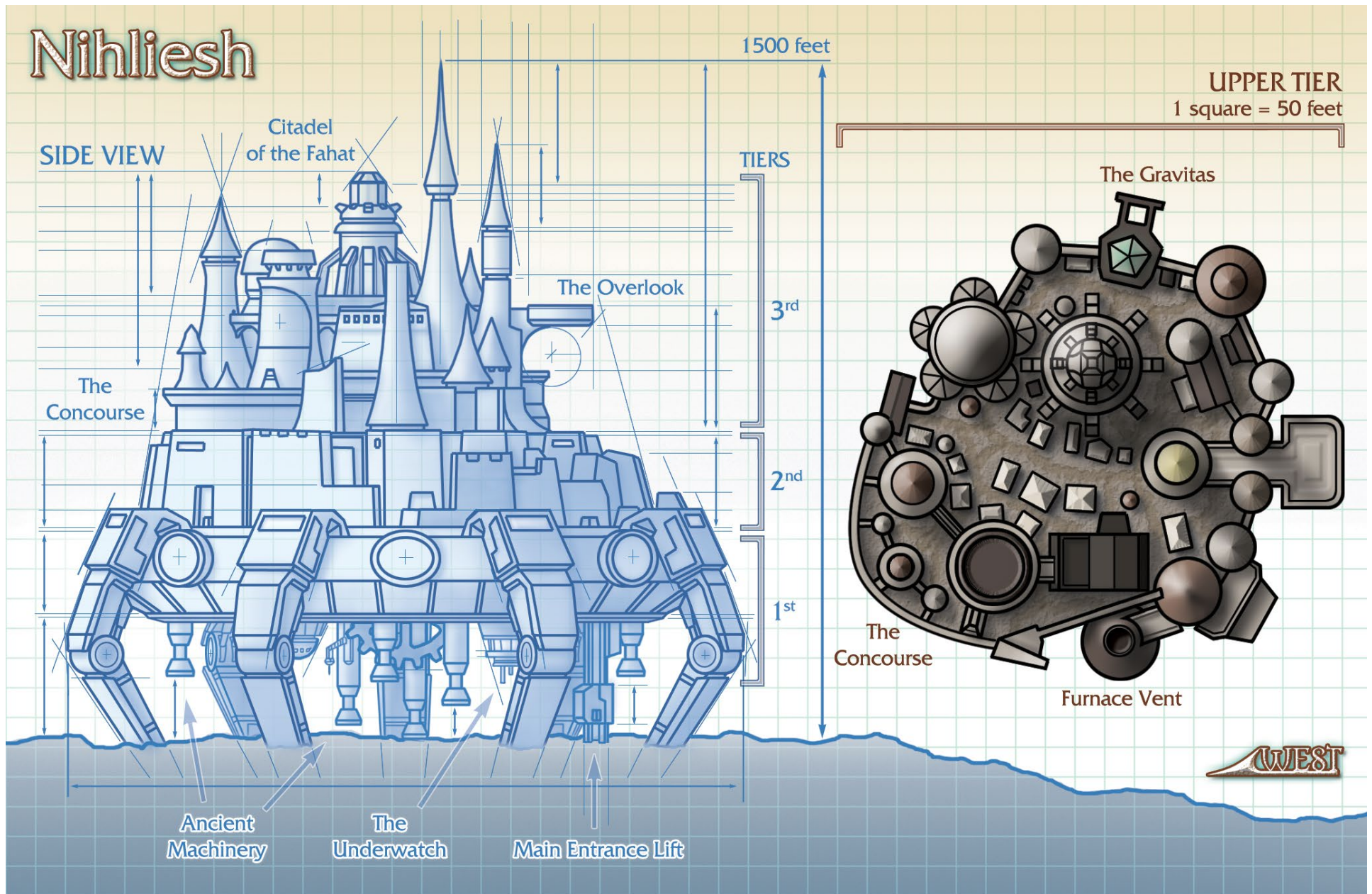
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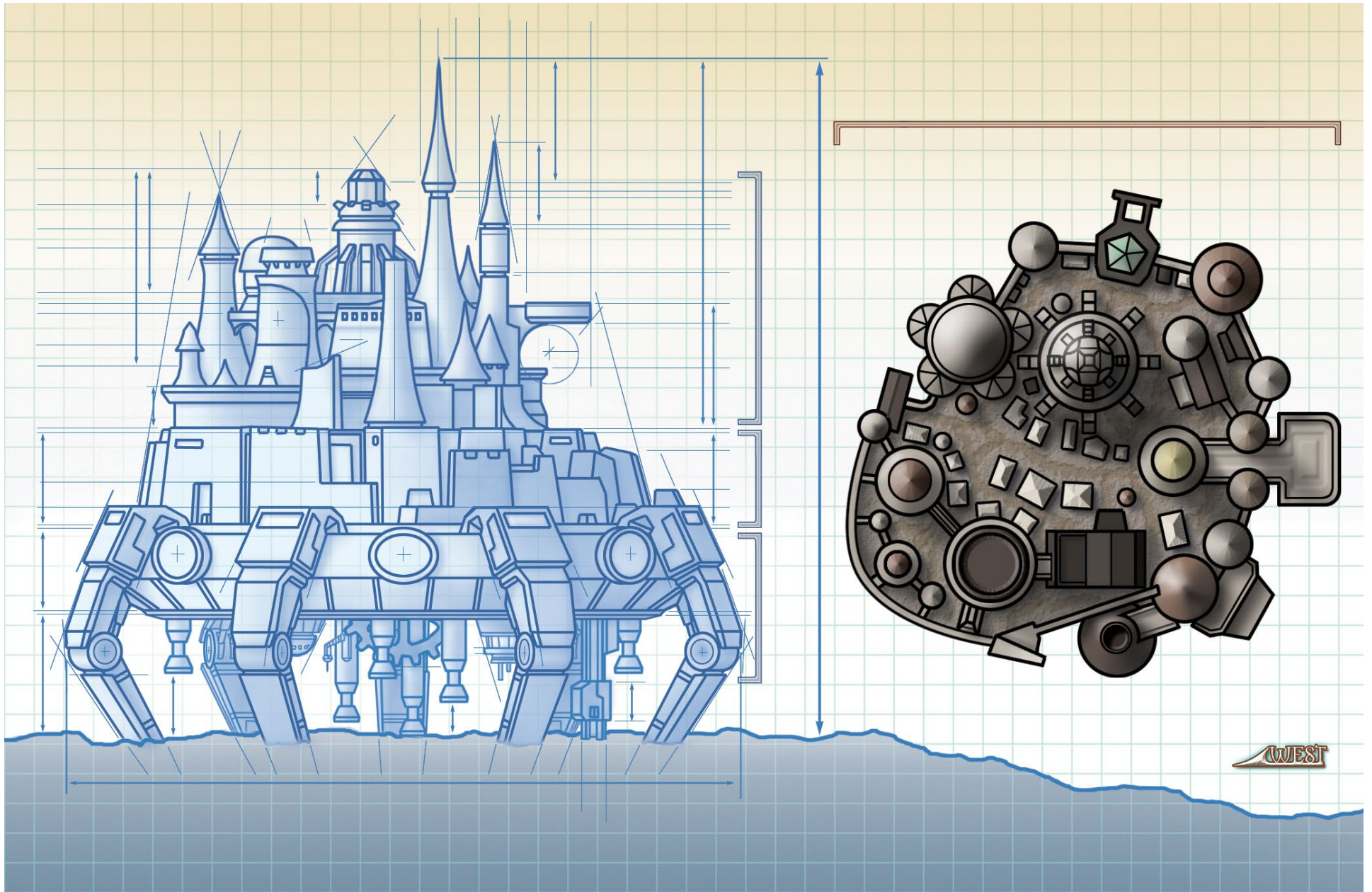




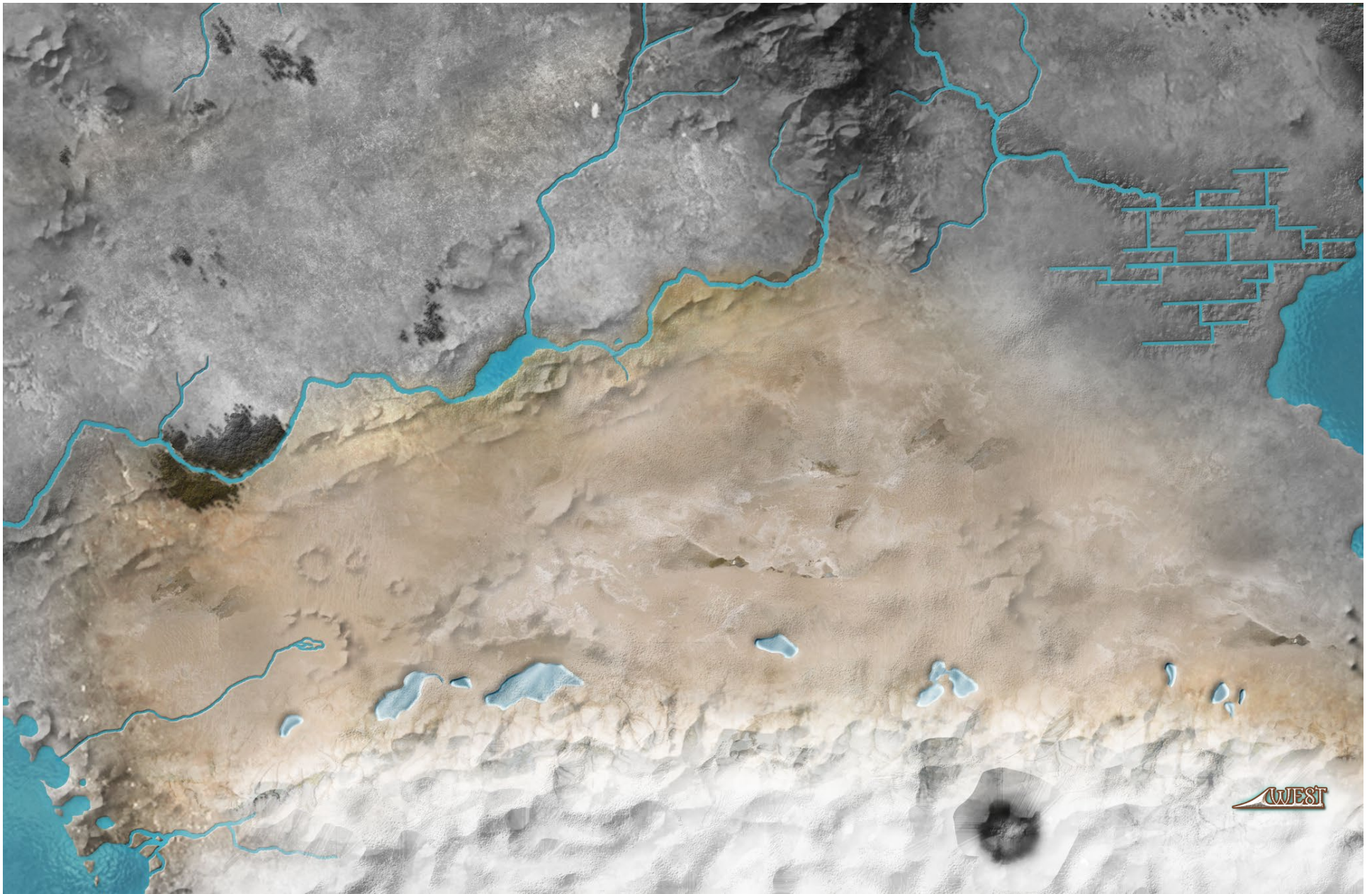




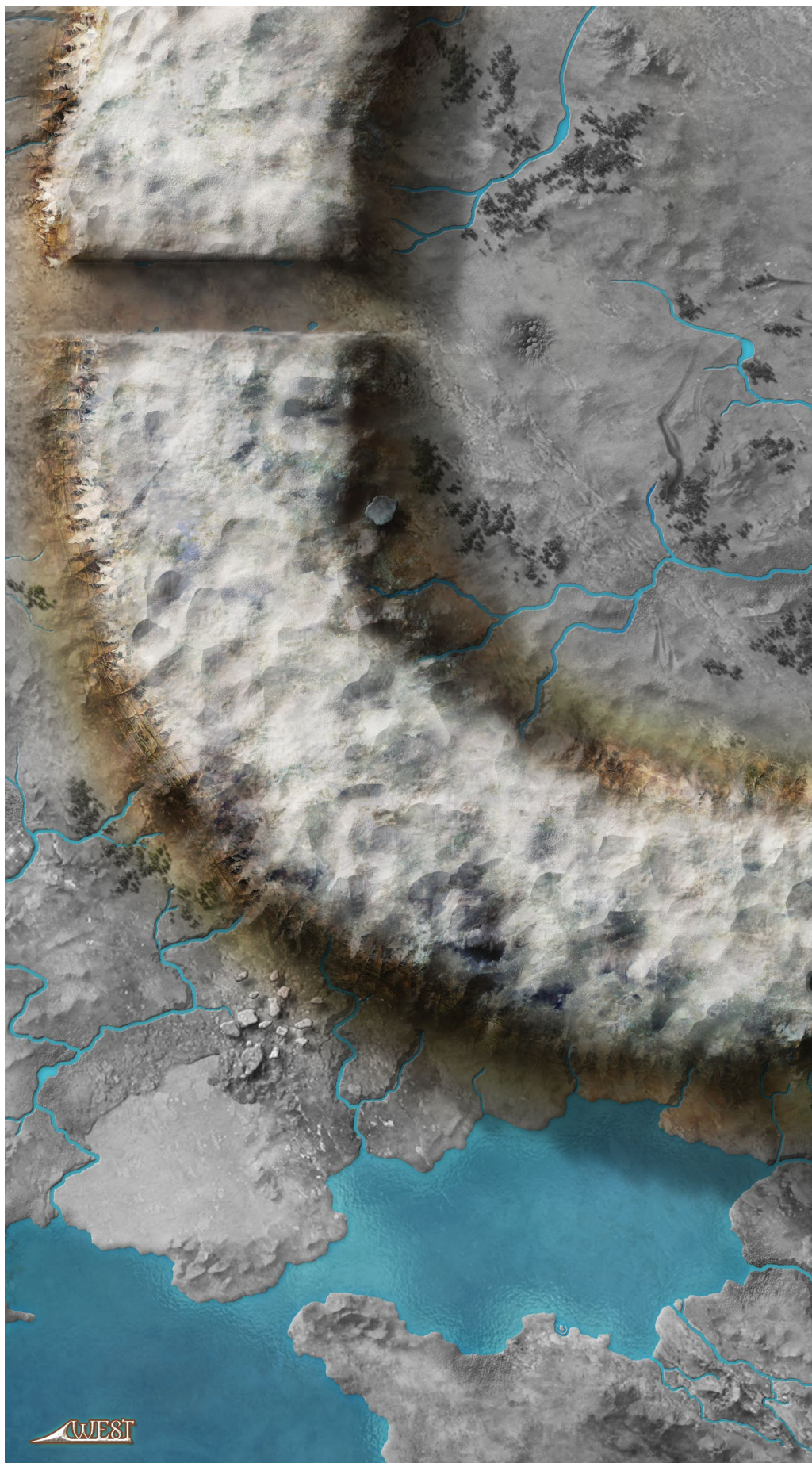














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The setting of *Numenera* is unlike any other gaming setting—and it just got more than twice as big! The *Ninth World Guidebook* takes your campaign into uncharted territory, expanding the setting beyond the borders of regions presented in the *Numenera* corebook. This 256-page tome explores lands hinted at in previous books, opens new territories, and adds detail to the Steadfast and the Beyond.

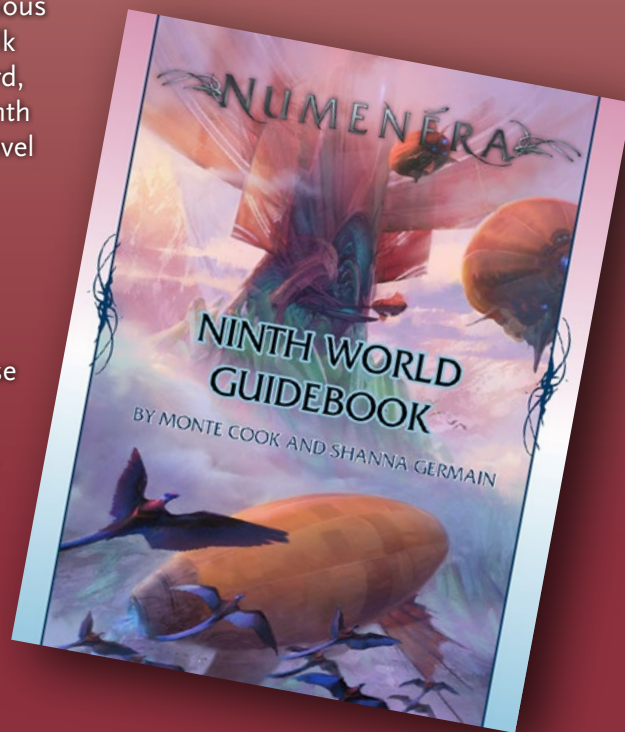
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- More information on the world, the cultures, and the universe of the Ninth World.
- Fully detailed locations ready to be dropped into adventures.
- Over two dozen new creatures for GMs.
- New character options for players.

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