NUMENÉRA™

NINTH WORLD BESTIARY 3

By Bruce R. Cordell and Sean K. Reynolds

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INTRODUCTION

The Ninth World is a weird and dangerous place, where terrifying beasts can kill a human who wanders too far from a village. But there are brave explorers and wise Aeon Priests who are constantly expanding the edges of civilization, claiming or reclaiming land an acre at a time.

As they push outward, they find that not everything is inherently hostile; there are other beings—inhuman beings—in the Ninth World who are just trying to survive, learn about the lands around them, and make safe places for their families against raiders, mad automatons, and bloodthirsty beasts. Some of these people may even become allies, joining a group of explorers as followers or helping to found a new settlement. They bring their culture, their strange pets, their livestock, and their unique perspective on the numenera, and everyone is the better for it.

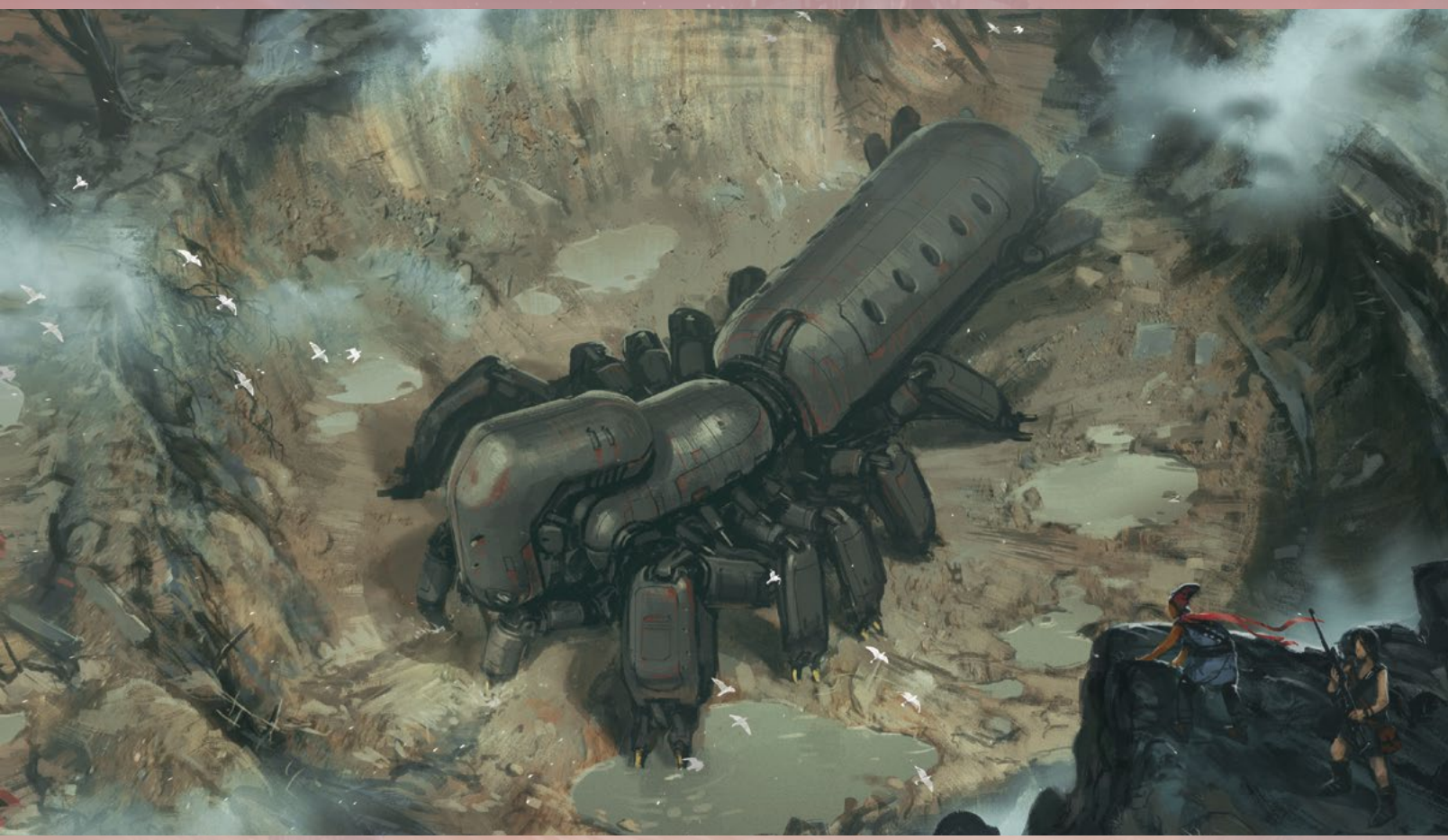
This book presents more than 150 new creatures for Numenera. Most of them are dangerous threats to explorers and settlers alike, and must be driven away or slain. Some are terrible beasts that even a 21st-century human would consider prehistoric. Some are useful not just for meat and hides, but because they can find, produce, or are made of iotum and cyphers, which wrights and other crafters use to build a better world. And some of them are intelligent and civilized, with their own settlements to negotiate with, mysteries to solve, and goods to trade for.

Whether your Numenera campaign focuses on exploration, crafting, politics, or survival, there are new creatures and characters here to challenge, confound, and entertain your player characters—giving you years of surprises to keep players amazed by the weirdness of the Ninth World.

Numenera Discovery *Numenera Destiny*

Throughout this book, you'll see page references to various items accompanied by these two symbols. These are page references to *Numenera Discovery* and *Numenera Destiny*, respectively, where you can find additional details about that rule, ability, creature, or concept. Often, it will be necessary to look up the referenced item to find information you need for character creation and gameplay. Other times, it's not necessary to look up the item, but doing so can deepen your experience and understanding of the game and the setting.

PART 1:
CREATURES OF THE NINTH WORLD



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UNDERSTANDING THE LISTINGS

Level: All creatures (and NPCs) have a level. The level determines the target number a PC must reach to attack or defend against the opponent. In each entry, the target number for the creature or NPC is listed in parentheses after its level. The target number is three times the level.

Description: Following the name of the creature or NPC is a general description of its appearance, nature, intelligence, or background.

Motive: This entry is a way to help the GM understand what a creature or NPC wants. Every creature or person wants something, even if it's just to be left alone.

Environment: This entry describes what part of the world the creature inhabits.

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. Intelligent NPCs often use weapons, but this is more a flavor issue than a mechanical one. In other words, it doesn't matter if a level 3 abhuman uses a sword or claws—it deals the same damage if it hits.

Armor: This is the creature's Armor value. Sometimes the number represents physical armor, and other times it represents natural protection. 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 turn.

Modifications: Use these default numbers when a creature's information says to use a different target number. For example, a level 4 creature might say "defends as level 5," which means PCs attacking it must reach a target number of 15 (for difficulty 5) instead of 12 (for difficulty 4). In special circumstances, some creatures have other modifications, but these are almost always specific to their level.

Combat: This entry gives advice on using the creature in combat, such as "This creature uses ambushes and hit-and-run tactics." At the end of the combat listing, you'll also find any special abilities, such as immunities, poisons, and healing skills. GMs should remember to be logical about a creature's reaction to a particular action or attack by a PC. For example, a mechanical creation is obviously immune to normal diseases, a character can't poison a being of energy (at least, not with a conventional poison), and so on.

Interaction: This entry gives advice on interacting with the creature.

Use: This entry gives the GM suggestions for how to use the creature in a game session.

Loot: This entry indicates what the PCs might gain if they take items from their fallen foes (or trade with or trick them). It doesn't appear in the game stats if the creature has no loot.

GM Intrusion: This entry suggests a way to use GM intrusion in an encounter. It's just one possible idea of many, and GMs are encouraged to come up with their own uses of the game mechanic.

Sometimes GM intrusions that you come up with on the fly based on the situation at hand are better than a creature's suggested GM intrusion. Of course, that doesn't mean you couldn't use both ideas, if the combat lasts long enough.

GM intrusion, page 123

CREATURES BY LEVEL

* Creatures with asterisks appear in *Numenera Discovery*.
◆ Creatures with diamonds appear in *Numenera Destiny*.
† Creatures with daggers appear in *The Ninth World Bestiary*.
✦ Creatures with stars appear in *Ninth World Bestiary 2*.

LEVEL 1

Brallik	1
Brendril✦	1
Caffa (larva)*	1
Chance moth†	1
Dragonfly (megafauna)	1
Flesh pup†	1
Gazer†	1
Gear weevil	1
Jacentwing✦	1
Laak*	1
Rapicaw✦	1
Sogrin orb	1
Sporewing lizard	1
Stheed✦	1
Truculon	1
Zarisk	1
Zayrn✦	1
Zek◆	1

LEVEL 2

Bandit*	2
Batrong (calf)	2
Bowg	2
Broken hound*	2
Caffa (adult)*	2
Chalik✦	2
Chiurgeate swarmer	2
Cranchur	2
Crystalvore✦	2
Dabirri†	2
Drebil†	2
Ethervore	2
Faradawk✦	2
Fire dzik	2
Giank	2
Glass-faced vingg	2
Gluebelly	2
Griffalo†	2
Heeldran✦	2
Hex stinger†	2
Iksaum	2
Lokark	2
Margr*	2
Merkadian soldier†	2
Mimetan◆	2
Nacreon wind✦	2
Nariss Horges*	2
Nausrak✦	2
Phaselost✦	2
Phrontex	2
Rangifer blight	2
Ribbon wraith	2
Rodent (megafauna)	2
Rubar	2
Seskii*	2
Shanu†	2
Shinspinner◆	2
Shivern†	2
Slurge†	2
Stratharian war moth*	2
Thuman*	2
Touglim	2
Tovrost	2
Town guard*	2
Truckler◆	2
Tyriaja	2
Unagran†	2
Uthalic bee	2
Vadasko	2
Vape†	2
Ylaantiv†	2

LEVEL 3

Aneen*	3
Athamak sailwing	3
Babirasa◆	3
Blood barm*	3
Calyptor†	3
Candescent sabon✦	3
Caprimag✦	3
Carnivorous color✦	3
Clicker✦	3
Coccitan†	3
Colmferan	3
Colostran	3
Creeping clay	3
Crith	3
Cuiddit◆	3
Cypherid✦	3
Deinonychus (dinosaur)	3
Deiparon✦	3
Dentofiend	3
Eaylish the Shimmer	3
Engineered viral host: ocular host†	3
Engineered viral host: tactile host†	3
Erulian†	3
Fossick◆	3
Galloan	3
Ghru✦	3
Glacier slime†	3
Glyptodon (megafauna)	3
Golthiar†	3
Grey sampler†	3
Grith	3
Herder†	3
Hotskive	3
Ice weaver✦	3
Igothus✦	3
Ilmaasoleth	3
Jreet✦	3
Kalyptein crab†	3
Kaseyer✦	3
Keltonim✦	3
Killist†	3
Kissing fawn✦	3
Kraur	3
Larus✦	3
Machine eater✦	3
Malvok✦	3
Mercurial wasp✦	3
Murden*	3
Nacreope	3

Nagaina defender†	3
Nalurus†	3
Nano*	3
Neden mask	3
Nibovian child†	3
Nibovian companion†	3
Nibovian wife*	3
Nightmare riik	3
Norcrown	3
Octopus✦	3
Olion✦	3
Omeri	3
Onrakas✦	3
Ort✦	3
Parasaurolophus (dinosaur)	3
Phasic✦	3
Pherotherm✦	3
Plasmar†	3
Plesiosaurus (dinosaur)	3
Protodidact	3
Qanath	3
Rahenum courser†	3
Raptor (megafauna)	3
Reconstructor✦	3
Rocira†	3
Rolorim	3
Sathosh*	3
Scale worm	3
Shell gardener	3
Snow loper*	3
Splinter tangle	3
Spurn†	3
Steel spider*	3
Synth eater◆	3
Tetrahydra*	3
Therivar†	3
Torlethis companion✦	3
Tygnog	3
Ulenic✦	3
Vapor lice	3
Weaponized meme†	3
Ylhath✦	3
Yovok*	3

LEVEL 4

Abykos*	4
Anhedon◆	4
Ankylosaurus (dinosaur)	4
Arric frog	4
Asomatis✦	4
Ateric✦	4
Avatrol†	4
Balikna†	4
Batrong (adult)	4
Beastcoat infiltrator	4
Bithyran✦	4
Blacktusk✦	4
Burrim*	4
Captain of the guard◆	4
Cave qui†	4
Charn	4
Chirog*	4
Chiurgeon◆	4
Chronal feeder†	4
Colchin	4
Conundary◆	4
Culova*	4
Custeligor	4
Dal✦	4
Decanted†	4
Diplomat◆	4
Dread rider✦	4
Dritch	4
Dritswimmer	4
Ebon✦	4
Egi	4
Entrope†	4
Ergovore hound†	4
Esculant◆	4
Exigen✦	4
Explorer*	4
Fain scavenger	4
Felbis	4
Flesh ghost◆	4
Ganthanhar	4
Gleresisk✦	4
Glistening soldier	4
Grush†	4
Haneek✦	4
Hollow glaive✦	4
Hungry pennon✦	4
Iani✦	4
Idolum◆	4
Ikthalaj	4
Inverter	4
Ithsyn*	4
Jesanthum†	4
Kanthid†	4
Karestrel✦	4
Karvil	4
Klax✦	4
Kroth✦	4
Lampsnipe	4
Lanmoro✦	4
Laurik-ca†	4
Legulian	4
Lureen	4
Lythic	4
Lyvellen	4
Malork✦	4
Malstrel	4
Master crafter◆	4
Mastigophore*	4
Memora†	4
Mesotemus	4
Mlox†	4
Mudhonk	4
Naevro*	4
Nansorph	4
Navarac✦	4
Nerodrod✦	4
Nevajin*	4
Nibovian domicile✦	4
Nomyn✦	4
Odlark†	4
Oorgolian soldier*	4
Oorgolian tester✦	4
Otolin✦	4
Panegyr	4
Phius Livic	4
Pitystrian✦	4
Qoreen the Crasher	4
Queb†	4
Raster*	4
Ravage bear*	4
Rurtalian†	4
Screaming folivor	4
Scrivener†	4
Seskii tracer✦	4
Shamala	4
Skreer	4
Snake (megafauna)	4
Snouk	4
Songvit	4
Soshin✦	4
Stalking shade✦	4
Steel angel✦	4
Stegosaurus (dinosaur)	4
Syzygy ghoul†	4
Tachyron†	4
Tarza✦	4
Terredel✦	4
Terror bird†	4
Thexx✦	4
Thread walker✦	4
Tide of Thul	4
Tonbrium hunter✦	4
Trawl†	4
Turtle (megafauna)	4
Ubi	4
Umem✦	4
Urank	4
Urtilla✦	4
Vakheem	4
Vald	4
Valma†	4
Veriloquent mist	4
Vroaordun✦	4

Warder† 4
Waxrif 4
Woad seeker 4
Wolf (megafauna) 4
Wright◆ 4
Xaar† 4
Xiomarche† 4
Zandrel✦ 4

LEVEL 5

Aeon Priest* 5
Aerendagast† 5
Archelon (dinosaur) 5
Awakened nagaina sleeper† 5
Barathrim 5
Bear (megafauna) 5
Blitzer† 5
Culova protector✦ 5
Cyclic raider✦ 5
Daeodon (megafauna) 5
Datatar✦ 5
Dazzlegad✦ 5
Dimensional husk† 5
Disassembler* 5
Dream sallow† 5
Dreamslake 5
Durresh 5
Elaan✦ 5
Ellnoica† 5
Engineered viral host: warrior host† 5
Erulian master† 5
Falling maw† 5
Flaw✦ 5
Flying elchin† 5
Frilled baul† 5
Ghost crab* 5
Glauxim✦ 5
Golden cachinnate✦ 5
Great cat (megafauna) 5
Hexon† 5
Hontri† 5
Idyc✦ 5
Imorphin gonoph✦ 5
Imusten crawler✦ 5
Iron margr 5
Jasmeris✦ 5
Jybril✦ 5
Kadron 5
Keeper✦ 5
Kodymir 5
Kreit enticer 5
Kuo the Wright 5
Lambrequin✦ 5
Latos adjunct✦ 5
Leradyt✦ 5
Llaric scorpion† 5
Lorub† 5
Magmid† 5
Marauding vault 5
Mechbeast 5
Mego 5
Mesomeme* 5
Metasthan 5
Mnethashi✦ 5
Moilt✦ 5
Morl† 5
Morvik 5
Mosasaurus (dinosaur) 5
Mozck automaton✦ 5
Namnesis✦ 5
Neanic✦ 5
Nibovian guide✦ 5
Nilbre 5
Nildir✦ 5
Nor the Berserk 5
Nykamono 5
Omath ranger✦ 5
Oniscid◆ 5
Oorgolian envoy◆ 5
Orgulous† 5
Osin Lumas* 5
Paraceratherium (megafauna) 5
Peerless† 5
Philethis* 5
Phygamic construct 5
Pteranodon (dinosaur) 5
Pygmy hapax† 5
Quar bastion✦ 5
Quishamis† 5
Quover✦ 5
Rahenum perceptor† 5
Released, the✦ 5
Relentless reaper† 5
Rhinoceros (megafauna) 5
Roummos✦ 5
Sarrak* 5
Scrow◆ 5
Selani, Master of Thieves 5
Sferic◆ 5
Shadow of the void✦ 5
Silver orphan† 5
Slicer beetle† 5
Slidikin† 5
Somenmal✦ 5
Sorg warbreaker✦ 5
Spiny scishan✦ 5
Spy◆ 5
Stitcher✦ 5
Sweall✦ 5
Syzygid instructor✦ 5
Tabanid◆ 5
Tanglet✦ 5
Tarrow mole 5
Thlipsid◆ 5
Thusk✦ 5
Timeline cadaver 5
Triceratops (dinosaur) 5
Tromunn 5
Tunnel seal 5
Varakith* 5
Vesied✦ 5
Vuraneen✦ 5
Warlord* 5
Xi-drake* 5
Yellow swarm* 5
Yther 5
Zaneroth 5
Zhev* 5

LEVEL 6

Abykos butcher✦ 6
Accelerator† 6
Aeon Cavalier✦ 6
Aliopter✦ 6
Arch-nano† 6
Argozt 6
Artifix✦ 6
Astraphin monolith† 6
Banisther✦ 6
Bellowheart† 6
Bloodfeast tick scion† 6
Bromeir 6
Chellin Garatich† 6
Cleoid✦ 6
Corpuscular maw✦ 6
Cragworm* 6
Crypteom 6
Cynoclept◆ 6
Cypher zealot✦ 6
Deadly warrior† 6
Decanted reaper✦ 6
Dissector 6
Divellent 6
Dorgur-Auk† 6
Effigy✦ 6
Ember scion† 6
Encephalon† 6
Erodel shepherd✦ 6
Erynth grask* 6
Etterick† 6
Ferno walker† 6
Fuser✦ 6
Gevanic✦ 6
Glaxter 6
Glesnik 6
Illian* 6
Ishenizar† 6
Jas the Eye Eater 6

Kwaidyno† 6
Magathan† 6
Mammoth (megafauna) 6
Mazocacoth+ 6
Mech shambler◆ 6
Mila the Mindslayer† 6
Mimus+ 6
Morigo+ 6
Mujidavar+ 6
Nychthemeron† 6
Oshsalian 6
Overlord automaton+ 6
Oxyuratl+ 6
Poisoner† 6
Progenitor† 6
Quagma 6
Revehent◆ 6
Rhadamanth 6
Rockclaw 6
Rorathik† 6
Rykator 6
Ryn◆ 6
Sasquand+ 6
Scavrow† 6
Scuttling metheglin+ 6
Shark (megafauna) 6
Shatarak+ 6
Shoguar+ 6
Sloth (megafauna) 6
Symbate+ 6
Travonis ul* 6
Unrast+ 6
Varanik 6
Vehemence 6
Viscous approximator 6
Voonex+ 6
Vordcha 6
Weld+ 6
Xacorocax† 6
Xyst+ 6
Zulerin sentinel 6

LEVEL 7

Aorix 7
Arganied warden 7
Arravelon+ 7
Balithaur◆ 7
Bazvet explorer 7
Callerail* 7
Cursed qui† 7
Deadeye 7
Dedimaskis† 7
Deforeth the Dream Blade† 7
Edacious destroyer† 7
Excogitate 7
Fedderist† 7
Gaphelin+ 7
Garapacian 7
Gemorrn† 7
Griefsteel◆ 7
Ilyania† 7
Incona+ 7
Intemporan 7
Inubran hunter 7
Ixobrychid+ 7
Jad the Hammer† 7
Jiraskar* 7
Jurulisk† 7
Kelursan+ 7
Lacaric courier+ 7
Leverett Stamper† 7
Lunge fish 7
Meepril◆ 7
Minnern† 7
Multrolca+ 7
Neveri† 7
Null-cat+ 7
Ornithor 7
Ourmadrac 7
Psellis+ 7
Quotien† 7
Rabid fabricator◆ 7
Residuum+ 7
Rumbling dasipelt 7
Rythcallocer+ 7
Skysmasher† 7
Sytor+ 7
Tyrannosaurus rex (dinosaur) 7
Tyrial Amakon* 7
Varadimos† 7
Vaytaren 7
Vensin hool 7
Veredus* 7
Vimruth+ 7
Warcore◆ 7
Xaren of the Storm 7

LEVEL 8

Al'Drak* 8
Awakened relic 8
Choanid◆ 8
Cloud geode 8
Dark fathom* 8
Dimensionworm+ 8
Earthshaker† 8
Kaorund+ 8
Kiprus, the† 8
Magistrix Nelgadara† 8
Nagaina matron† 8
Orannius* 8
Puppet tree+ 8
Redintegrad+ 8
Rhog† 8
Scorn core 8
Seth† 8
Tanaras+ 8
Thundercrown+ 8
Tiranian the Scribe† 8
Trilling titan 8
Virgo† 8
Wharn+ 8

LEVEL 9

Apatosaurus (dinosaur) 9
Callard Sebane† 9
Celestial singer 9
Dread excavator◆ 9
Eldmor+ 9
Kairam Ahmed* 9
Marteling whale† 9
Ojj 9
Pyth+ 9
Starwing seraph 9
Stellar weaver† 9
Versicolor truiskal+ 9
Whispering Green† 9

LEVEL 10

Dissicaeli† 10
Dread destroyer* 10
Kataru behemoth 10
Latos† 10
Titanothaur† 10
Vow+ 10

RANDOM ENCOUNTER TABLES

If a terrain type (such as Ruins) has two tables, roll any die. If it is odd, use Table A; if it is even, use Table B.

EXPLORING RUINS (TABLE A)

1–2	Abykos
3	Abykos butcher
4	Accelerator
5	Aeon Cavalier
6	Aliopter
7	Anhedon
8	Aorix
9	Arganied warden
10	Athamak sailwing
11	Awakened relic
12–14	Bandit
15	Bazvet explorer
16	Bellowheart
17	Bithyran
18–19	Bowg
20–21	Brallik
22	Candescent sabon
23	Chalik
24	Chance moth
25–26	Chirog
27	Chiurgeate swarmer
28–29	Clicker
30	Coccitan
31	Colchin
32	Creeping clay
33	Crypteom
34–35	Cuiddit
36	Custeligor
37	Cynoclept
38–39	Cypher zealot
40–41	Cypherid
42	Dark fathom
43	Datatar
44	Decanted reaper
45	Dentofiend
46	Divellent
47	Dream sallow
48	Dritch
49	Durresh
50	Egi
51–52	Erodel shepherd
53	Erulian
54–55	Erynth grask
56	Esculant
57	Excogitate
58	Exigen
59–61	Explorer
62	Faradawk
63	Felbis
64–65	Flying elchin
66	Fuser
67	Ganthanhar
68–70	Gazer
71–72	Gear weevil
73	Gevanic
74–75	Glaxter
76	Gluebelly
77	Griefsteel
78	Iani
79	Intemporan
80	Inverter
81	Iron margr
82–83	Ishenizar
84–85	Ithsyn
86	Jacentwing
87	Kanthid
88	Keltonim
89	Kraur
90	Lambrequin
91	Lanmoro
92	Latos adjunct
93	Legulian
94	Lythic
95–97	Margr
98–99	Mastigophore
00	Mech shambler

EXPLORING RUINS (TABLE B)

1	Mego
2–3	Merkadian soldier
4	Norcrown
5	Null-cat
6	Nychthemeron
7	Odlark
8	Ojj
9	Oniscid
10	Oorgolian envoy
11–13	Oorgolian soldier
14–15	Ort
16	Oshsalian
17	Otolin
18–20	Overlord automaton
21	Panegyr
22–23	Philethis
24–26	Pitystrian
27	Protodidact
28–30	Psellis

31	Pyth
32	Quagma
33–35	Quotien
36–37	Reconstructor
38	Revehent
39	Rhadamanth
40	Ribbon wraith
41	Rolorim
42	Rurtalian
43–45	Sarrak
46–47	Sathosh
48	Scale worm
49	Screaming folivor
50–51	Scrow
52	Sferic
53–54	Shinspinner
55	Sogrin orb
56	Splinter tangle
57–58	Spurn
59	Steel angel
60	Steel spider
61–62	Stitcher
63–64	Stratharian war moth
65	Symbate
66	Synth eater
67	Tabanid
68	Tanaras
69	Tarrow mole
70	Thusk
71	Timeline cadaver
72	Travonis ul
73	Trawl
74	Trilling titan
75	Tromunn
76	Tyriaja
77	Ubi
78	Ulenic
79–80	Varanik
81	Vaytaren
82	Vehemence
83	Vensin hool
84	Veriloquent mist
85	Viscous approximator
86	Voonex
87	Warcore
88–89	Weld
90	Woad seeker
91	Wright
92	Xacorocax
93	Xyst
94–95	Yellow swarm
96–97	Yovok
98	Zaneroth
99	Zarisk
00	Zek

WANDERING THROUGH WOODS OR JUNGLE (TABLE A)

1	Ankylosaurus (dinosaur)
2–3	Asomatis
4	Athamak sailwing
5–6	Babirasa
7–8	Balikna
9–11	Bandit
12–14	Batrong
15–16	Beastcoat infiltrator
17–18	Bloodfeast tick
19–21	Brendril
22–23	Callerail
24–25	Caprimag
26–27	Colmferan
28–29	Cranchur
30–32	Culova
33	Culova protector
34–35	Custeligor
36	Daeodon (megafauna)
37	Deinonychus (dinosaur)
38–39	Deiparon
40–41	Dentofiend
42	Dire wolf (megafauna)
43–44	Dissector
45–46	Dream sallow
47–48	Dritswimmer
49	Earthshaker
50–51	Edacious destroyer
52–53	Egi
54–55	Elaan
56–57	Encephalon
58–59	Fire dzik
60–61	Galloan
62–63	Giank
64	Giant hutia (megafauna)
65–66	Glass-faced vingg
67	Glyptodon (megafauna)
68–69	Golden cachinnate
70–71	Golthiar
72–73	Griefsteel
74–75	Grith
76–78	Hex, the
79–80	Iksaum
81–82	Ikthalaj
83–84	Ilmaasoleth
85–86	Inubran hunter
87–88	Jasmeris
89–90	Jesanthum
91–92	Jiraskar
93–94	Kadron
95–96	Karvil
97–99	Kissing fawn
00	Lacaric courier

WANDERING THROUGH WOODS OR JUNGLE (TABLE B)

1	Laurik-ca
2–3	Leradyt
4–5	Llaric scorpion
6	Lokark
7–8	Meepril
9	Meganeura (megafauna)
10–11	Mudhonk
12–14	Murden
15–16	Nacreope
17–18	Navarac
19–20	Neden mask
21–23	Norcrown
24–25	Olion
26–27	Philethis
28–30	Phrontex
31–32	Puppet tree
33–34	Qanath
35–36	Queb
37–38	Quover

39–40	Rangifer blight
41–44	Ravage bear
45	Released, the
46–47	Rockclaw
48–49	Rumbling dasipelt
50	Scorn core
51–53	Screaming folivor
54–55	Seskii
56–57	Sferic
58	Short-faced bear (megafauna)
59–60	Skreer
61–62	Slicer beetle
63	Smilodon (megafauna)
64–65	Songvit
66–67	Sporewing lizard
68–69	Steel spider
70–71	Stheed
72–73	Tarza
74–75	Touglim
76–77	Tovrost
78	Travonis ul
79–81	Truculon
82–83	Tyriaja
84–85	Uthalic bee
86–87	Vape
88–89	Vapor lice
90–91	Varanik
92–93	Vuraneen
94	Wonami (megafauna)
95–96	Xiomarche
97–98	Ylaantiv
99–00	Zarisk

TREKKING ACROSS PLAINS OR DESERT (TABLE A)

1–2	Aneen
3	Anhedon
4	Ankylosaurus (dinosaur)
5	Apatosaurus (dinosaur)
6	Argozt
7–8	Asomatis
9–10	Avatrol
11–12	Babirasa
13–14	Balikna
15–16	Bandit
17–18	Banisther
19	Batrong
20	Beastcoat infiltrator
21–23	Broken hound
24–26	Caffa
27–28	Calyptor
29–30	Caprimag
31	Charn
32–33	Chirog
34	Choanid
35	Cloud geode
36–37	Cragworm
38	Cranchur
39	Dazzlegad
40–41	Dedimaskis
42	Deinonychus (dinosaur)
43	Dentofiend
44–45	Dimensionworm
46	Dire wolf (megafauna)
47	Dissector
48–49	Dread destroyer
50–51	Dread rider
52–53	Dritswimmer
54	Egi
55–56	Ellnoica
57–58	Encephalon
59	Ethervore
60	Fain scavenger
61–62	Ferno walker
63	Fire dzik
64–65	Frilled baul
66	Galloan
67	Garapacian
68–69	Ghru
70	Giant hutia (megafauna)
71	Glass-faced vingg
72–73	Gleresisk
74	Glyptodon (megafauna)
75	Griefsteel
76–77	Griffalo
78	Grith
79	Haast's eagle (megafauna)
80–81	Herder
82	Hotskive
83–84	Igothus
85	Iksaum
86	Ikthalaj
87	Ilmaasoleth
88	Inubran hunter
89	Iron margr
90–91	Ithsyn
92–93	Jreet
94	Kadron
95–96	Karvil
97	Kataru behemoth
98–99	Killist
00	Lacaric courier

TREKKING ACROSS PLAINS OR DESERT (TABLE B)

1	Lyvellen
2	Malstrel
3–5	Margr
6	Mazocacoth
7	Mechbeast
8	Meepril
9	Meganeura (megafauna)
10	Megatherium (megafauna)
11–12	Mudhonk
13–14	Nightmare riik
15–16	Nomyn
17–18	Null-cat
19–20	Omeri
21–22	Oxyuratl
23	Paraceratherium (megafauna)
24	Parasaurolophus (dinosaur)
25–26	Philethis
27–28	Phrontex
29	Pteranodon (dinosaur)
30–31	Qanath
32	Quar bastion
33–34	Quover
35	Rahenum
36	Rangifer blight
37–38	Rorathik

39	Rykator
40–42	Sarrak
43	Scale worm
44–45	Scavrow
46	Scorn core
47	Scuttling metheglin
48	Sferic
49–50	Shell gardener
51	Skreer
52	Slurge
53	Smilodon (megafauna)
54	Songvit
55	Splinter tangle
56–57	Sporewing lizard
58	Starwing seraph
59	Stegosaurus (dinosaur)
60–61	Sytor
62–63	Terredel
64–67	Terror bird
68–71	Tetrahydra
72–73	Thundercrown
74	Triceratops (dinosaur)
75–76	Truculon
77–78	Tunnel seal
79	Tygnog
80	Tyrannosaurus rex (dinosaur)
81	Tyriaja
82	Urank
83–84	Uthalic bee
85–87	Vadasko
88	Vakheem
89	Vald
90	Vapor lice
91–92	Varakith
93	Varanik
94	Vensin hool
95	Vordcha
96–97	Waxrif
98	Wonami (megafauna)
99	Wooly mammoth (megafauna)
00	Wooly rhinoceros (megafauna)

WANDERING IN MOUNTAINS

1	Anhedon
2	Argozt
3	Astraphin monolith
4	Athamak sailwing
5	Bazvet explorer
6	Beastcoat infiltrator
7–8	Callerail
9–10	Calyptor
11	Celestial singer
12	Charn
13–14	Chirog
15	Choanid
16	Cloud geode
17–18	Cragworm
19	Crypteom
20	Dissector
21–22	Ember scion
23–24	Ergovore hound
25	Erynth grask
26–27	Flying elchin
28	Giank
29	Griefsteel
30	Haast's eagle (megafauna)
31	Hex, the
32–33	Hontri
34	Hotskive
35–36	Ice weaver
37	Iron margr
38–39	Kanthid
40–41	Kelursan
42–43	Killist
44–45	Lacaric courier
46–47	Latos
48	Latos adjunct
49	Lureen
50–51	Margr
52	Mazocacoth
53	Mechbeast
54	Meepril
55	Multrolca
56	Nacreope
57–58	Nevajin
59	Nightmare riik
60	Omeri
61	Orgulous
62	Philethis
63	Plasmar
64–65	Psellis
66–67	Pygmy hapax
68	Quagma
69	Rapicaw
70–72	Ravage bear
73	Roummos
74	Ryn
75–76	Sarrak
77–78	Sathosh
79	Scavrow
80	Scorn core
81	Short-faced bear (megafauna)
82	Skysmasher
83–84	Snow loper
85	Somenmal
86	Starwing seraph
87	Steel spider
88	Sweall
89	Tanaras
90–91	Tetrahydra
92	Touglim
93	Tovrost
94	Umem
95	Vesied
96	Vordcha
97	Waxrif
98–99	Yovok
00	Zandrel

EXISTING IN THE FRINGES OF CIVILIZATION (TABLE A)

1–3	Aeon Priest
4–5	Arch-nano
6–8	Balikna
9	Balithaur
10–12	Bandit
13	Barathrim
14–16	Blacktusk
17–18	Chance moth

19–20	Clicker
21	Conundary
22	Crypteom
23	Culova protector
24	Custeligor
25–26	Cyclic raider
27	Deadeye
28–30	Deadly warrior
31–32	Decanted
33	Diplomat
34	Dissector
35	Dread excavator
36	Dreamslake
37–38	Drebil
39	Egi
40	Ethervore
41	Flesh ghost
42–44	Flesh pup
45	Fossick
46	Gear weevil
47–49	Glauxim
50	Glaxter
51	Glistening soldier
52	Griefsteel
53–55	Grush
56–57	Hollow glaive
58–60	Idyc
61–63	Imusten crawler
64	Intemporan
65	Inverter
66–68	Jreet
69–70	Kaseyer
71–73	Keeper
74–76	Kelursan
77	Kreit enticer
78–80	Laak
81–82	Lacaric courier
83	Lampsnipe
84–85	Larus
86–87	Leradyt
88	Lythic
89	Lyvellen
90–91	Magathan
92–94	Malork
95	Marauding vault
96	Mech shambler
97	Meepril
98	Mego
99	Mesotemus
00	Metasthan

EXISTING IN THE FRINGES OF CIVILIZATION (TABLE B)

1	Mimetan
2–4	Mnethashi
5	Morvik
6–9	Murden
10–11	Nacreon wind
12–14	Nagaina
15–17	Nalurus
18–20	Nano
21	Nansorph
22	Neden mask
23–25	Nevajin
26–27	Nibovian child
28–29	Nibovian companion
30–31	Nibovian guide
32–33	Nibovian wife
34	Nilbre
35–37	Nomyn
38–39	Null-cat
40	Nykamono
41–42	Omath ranger
43–44	Oorgolian envoy
45–46	Oorgolian tester
47	Ourmadrac
48–49	Phaselost
50–51	Philethis
52	Phygamic construct
53	Protodidact
54–55	Puppet tree
56–57	Quar bastion
58	Rabid fabricator
59–61	Released, the
62	Rolorim
63	Ryn
64–65	Rythcallocer
66	Scale worm
67–68	Scuttling metheglin
69	Sferic
70–71	Shivern
72–73	Slidikin
74	Splinter tangle
75	Spy
76	Synth eater
77–79	Syzygid instructor
80	Tabanid
81	Thlipsid
82–84	Thundercrown
85–88	Town guard
89	Tromunn
90	Truckler
91	Ubi
92	Uthalic bee
93	Vehemence
94	Viscous approximator
95	Warcore
96–98	Weaponized meme
99	Yther
00	Zulerin sentinel

FINDING TROUBLE IN TOWN

1	Aeon Cavalier
2–3	Aeon Priest
4	Arch-nano
5	Blitzer
6	Brallik
7	Candescent sabon
8	Captain of the guard
9	Chiurgeon
10	Conundary
11	Creeping clay
12	Crith
13	Cyclic raider
14	Deadeye
15	Deadly warrior
16	Decanted reaper
17	Diplomat
18	Dreamslake
19	Durresh
20	Effigy
21–22	Elaan

23	Felbis
24	Flaw
25	Flesh ghost
26–27	Fuser
28–29	Glauxim
30	Glistening soldier
31–32	Haneek
33	Heeldran
34	Hungry pennon
35	Idolum
36	Imorphin gonoph
37	Kaseyer
38	Klax
39	Kreit enticer
40	Lambrequin
41	Lampsnipe
42–43	Lanmoro
44	Lythic
45–46	Malvok
47–48	Master crafter
49	Memora
50	Metasthan
51	Mimetan
52	Mimus
53–54	Mlox
55	Namnesis
56–58	Nano
59	Nansorph
60	Neanic
61	Neden mask
62	Nerodrod
63	Nibovian domicile
64–65	Nibovian guide
66	Overlord automaton
67	Philethis
68	Phygamic construct
69	Poisoner
70	Released, the
71	Rhadamanth
72	Ryn
73	Scrivener
74–75	Seskii
76	Seskii tracer
77	Shinspinner
78	Slidikin
79	Sogrin orb
80	Soshin
81	Spy
82	Synth eater
83	Tabanid
84	Thlipsid
85	Thuman
86	Timeline cadaver
87	Torlethis companion
88–89	Town guard
90	Truckler
91	Truculon
92	Ubi
93	Warder
94–95	Wright
96	Xi-drake
97	Ythier
98	Zaneroth
99	Zayrn
00	Zek

INFILTRATING THE FORTRESS

1	Aeon Cavalier
2–3	Arch-nano
4–5	Ateric
6–9	Bandit
10–12	Broken hound
13–14	Carnivorous color
15–16	Chiurgeon
17	Creeping clay
18	Crith
19–20	Dark fathom
21–22	Deadeye
23–25	Deadly warrior
26–28	Dread rider
29–31	Effigy
32–34	Ergovore hound
35–37	Etterick
38–39	Glistening soldier
40–42	Grush
43–45	Heeldran
46–48	Iani
49–51	Jiraskar
52–53	Kreit enticer
54–55	Lampsnipe
56–57	Metasthan
58–61	Nano
62–63	Nansorph
64–66	Nibovian guide
67–69	Queb
70–73	Ravage bear
74–75	Shadow of the void
76–78	Slicer beetle
79–80	Sogrin orb
81–82	Spy
83–84	Steel angel
85–87	Steel spider
88–89	Timeline cadaver
90–92	Town guard
93–94	Tromunn
95–97	Vape
98–00	Warlord

DELVING DEEP UNDERGROUND

1–2	Aorix
3–4	Bazvet explorer
5–6	Brallik
7–8	Caffa
9–10	Cave qui
11–12	Coccitan
13–14	Colchin
15–17	Crystalvore
18	Dark fathom
19–20	Entrope
21–22	Erynth grask
23–24	Esculant
25–26	Etterick
27–28	Explorer
29–30	Gaphelin
31–32	Grush
33–34	Hungry pennon
35–36	Imusten crawler
37–38	Legulian
39–40	Magmid
41–43	Malvok
44–45	Nagaina

46–47	Nausrak
48–49	Odlark
50	Ojj
51–52	Oniscid
53–54	Onrakas
55–56	Phasic
57–58	Philethis
59–60	Protodidact
61–62	Quar bastion
63–64	Rapicaw
65–66	Ravage bear
67–68	Redintegrad
69–71	Sarrak
72–73	Sathosh
74–76	Slicer beetle
77–78	Somenmal
79–80	Splinter tangle
81–82	Stalking shade
83–84	Steel spider
85	Stellar weaver
86–88	Syzygy ghoul
89–91	Tarrow mole
92–93	Varakith
94–95	Vuraneen
96–97	Weld
98–00	Yovok

VENTURING NEAR OR UNDER WATER

1	Archelon (dinosaur)
2–3	Arric frog
4–5	Batrong
6–7	Blood barm
8	Cleoid
9	Colostran
10	Cranchur
11	Ebon
12	Ethervore
13–14	Galloan
15	Glesnik
16–17	Ithsyn
18–19	Jiraskar
20–21	Jybril
22	Kaorund
23–24	Karestrel
25–26	Karvil
27	Killist
28	Kodymir
29–30	Kroth
31	Laak
32–33	Larus
34–35	Llaric scorpion
36–37	Lokark
38–39	Lorub
40–41	Lunge fish
42–43	Lureen
44	Lyvellen
45	Megalodon (megafauna)
46	Meganeura (megafauna)
47–48	Mercurial wasp
49–50	Mesomeme
51–52	Morigo
53–54	Morl
55	Mosasaurus (dinosaur)
56–57	Murden
58	Nacreon wind
59–60	Nausrak
61–62	Octopus
63	Omath ranger
64–65	Ornithor
66	Philethis
67	Plesiosaurus (dinosaur)
68–69	Raster
70	Rockclaw
71–72	Rythcallocer
73–74	Sasquand
75	Sathosh
76–77	Shell gardener
78	Shoguar
79–80	Snouk
81–82	Spiny scishan
83	Stratharian war moth
84	Stupendemys (megafauna)
85–86	Tetrahydra
87	Travonis ul
88	Trilling titan
89	Tygnog
90	Unrast
91	Urtilla
92	Vimruth
93	Vroaordun
94–95	Xi-drake
96	Xiomarche
97	Yellow swarm
98	Ylaantiv
99–00	Yovok

EXPLORING THE NIGHT

1–2	Aeon Priest
3–4	Aliopter
5–6	Arravelon
7–9	Artifix
10–11	Bithyran
12–13	Decanted
14–15	Diplomat
16–17	Ergovore hound
18–19	Gevanic
20–21	Ghru
22–23	Ice weaver
24–25	Incona
26–27	Inverter
28–29	Ishenizar
30–31	Klax
32–33	Lacaric courier
34–35	Latos
36–37	Machine eater
38–39	Malork
40–41	Meepril
42–44	Mozck automaton
45–47	Mujidavar
48–49	Murden
50–52	Navarac
53	Ojj
54–55	Oorgolian envoy
56–59	Oorgolian soldier
60–61	Oorgolian tester
62–63	Oshsalian
64–65	Otolin
66–68	Peerless
69–70	Philethis
71–72	Pyth

73–74	Quotien
75–76	Redintegrad
77–78	Shadow of the void
79–80	Slidikin
81–82	Sorg warbreaker
83–84	Splinter tangle
85–86	Symbate
87–88	Synth eater
89–90	Terredel
91–92	Thusk
93–94	Vimruth
95–96	Wharn
97–98	Xyst
99–00	Ylhath

EXPLORING OTHER DIMENSIONS

1–3	Abykos
4	Abykos butcher
5	Aorix
6	Arravelon
7	Artifix
8	Banisther
9	Carnivorous color
10–11	Clicker
12	Colchin
13	Corpuscular maw
14	Cyclic raider
15	Deiparon
16	Dimensional husk
17–18	Dimensionworm
19	Diplomat
20–21	Elaan
22–24	Eldmor
25–27	Flaw
28–29	Hollow glaive
30–31	Incona
32	Inverter
33	Jacentwing
34	Jurulisk
35	Lacaric courier
36	Meepril
37	Mego
38–39	Mimus
40–42	Namnesis
43–45	Neanic
46–48	Nibovian child
49–51	Nibovian companion
52–54	Nibovian domicile
55–57	Nibovian guide
58–60	Nibovian wife
61–64	Nildir
65	Ojj
66–69	Ort
70	Oshsalian
71–73	Phaselost
74–76	Pherotherm
77–79	Philethis
80	Ribbon wraith
81–83	Seskii tracer
84–85	Shatarak
86–87	Shoguar
88–89	Stalking shade
90	Stellar weaver
91–93	Thexx
94–95	Thread walker
96	Tonbrium hunter
97	Ulenic
98	Varadimos
99	Versicolor truiskal
00	Voonex

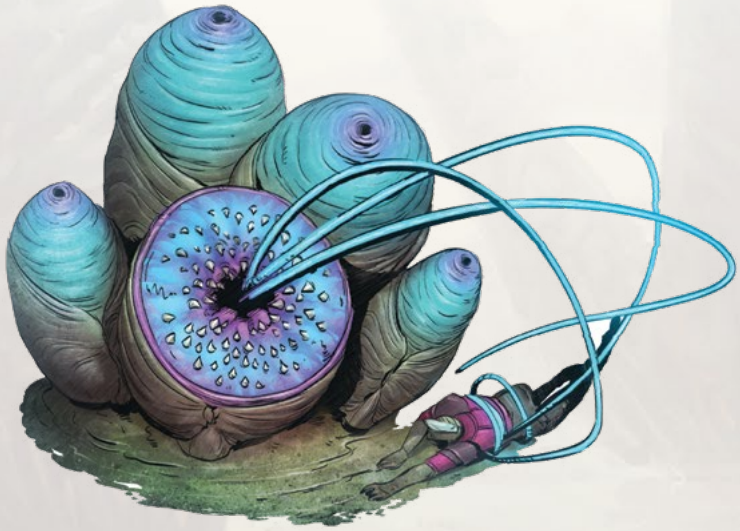
UNCOVERING AN AREA WHERE NOTHING SHOULD LIVE

1–2	Abykos
3–4	Accelerator
5	Aorix
6–7	Banisther
8	Bazvet explorer
9–10	Chance moth
11	Crith
12–13	Cypherid
14–15	Dal
16–17	Dark fathom
18–19	Dedimaskis
20–21	Dimensional husk
22–23	Disassembler
24–25	Effigy
26–27	Ellnoica
28–29	Ergovore hound
30–31	Erulian
32–33	Etterick

34	Excogitate
35–36	Falling maw
37–38	Faradawk
39–40	Gazer
41–42	Grey sampler
43	Imorphin gonoph
44–45	Jurulisk
46–47	Kalyptein crab
48	Kissing fawn
49	Lacaric courier
50	Marauding vault
51–52	Mastigophore
53–54	Minnern
55–56	Moilt
57–58	Nerodrod
59–60	Onrakas
61	Oorgolian envoy
62–63	Oorgolian soldier
64	Oorgolian tester
65	Oshsalian
66	Ourmadrac
67–68	Peerless
69–70	Pherotherm
71–72	Philethis
73–74	Residuum
75	Ribbon wraith
76	Rolorim
77	Shadow of the void
78–79	Sweall
80–81	Syzygid instructor
82–83	Therivar
84	Tide of Thul
85–86	Travonis ul
87	Trilling titan
88–89	Umem
90–91	Varadimos
92	Vow
93–94	Warder
95	Xaar
96	Xacorocax
97–98	Yellow swarm
99–00	Ylhath

AN INDIVIDUAL'S MOUNT OR PET

1–4	Aneen
5	Argozt
6–8	Avatrol
9–11	Broken hound
12–14	Deiparon
15–17	Ergovore hound
18–20	Ferno walker
21–23	Frilled baul
24–26	Griffalo
27–29	Hontri
30–31	Ikthalaj
32–34	Ithsyn
35–37	Jiraskar
38–40	Karestrel
41–43	Malork
44–46	Oxyuratl
47	Quar bastion
48–50	Queb
51–53	Raster
54–56	Ravage bear
57	Scuttling metheglin
58–61	Seskii
62–64	Shanu
65–68	Snow loper
69–71	Tachyron
72–73	Tarrow mole
74–76	Terror bird
77–79	Thuman
80–82	Thusk
83	Tovrost
84–85	Truculon
86	Tygnog
87–89	Unrast
90–92	Urtilla
93–95	Warder
96–98	Xi-drake
99–00	Zarisk



PEOPLE OF RENOWN

The following are unique NPCs presented in this book (rather than types of creatures). Because they are individuals, they do not appear in the random encounter tables. A GM looking to create an interesting encounter with an intelligent NPC can use this list to quickly find someone appropriate.

Bromeir, page 32
Eaylish the Shimmer, page 55
Jas the Eye Eater, page 81
Kuo the Wright, page 88
Nor the Berserk, page 111
Phius Livic, page 121
Qoreen the Crasher, page 126
Selani, Master of Thieves, page 138
Shamala, page 139
Xaren of the Storm, page 178

CREATURES AND CHARACTERS

The "probability vapor" an aorix produces is a swarm of nanite machines, each corralling and manipulating a tiny nugget of transdimensional energy.

AORIX 7 (21)

An intimidating hunter of out-of-the-way sites, artificial alternate realities, and lost locations, an aorix prefers obscure places. This imposing, hairless creature is about 12 feet (4 m) tall at the shoulder, moves on four massive limbs, and has large eyes that appear to be pits into a void of absolute nothingness. Vapor leaks from each eye, though the vapor is actually a manifestation of the creature's ability to manipulate reality.

Although some might mistake it for an animal at first, an aorix is at least as smart as a human. Its existence is somewhat improbable, so it constantly adjusts reality in small ways to increase its own likelihood.

Motive: Defense

Environment: Anywhere hidden

Health: 27

Damage Inflicted: 12 points

Armor: 1

Movement: Short; short when instantly teleporting up to a short distance

Most reality alterations made by an aorix last about a minute; however, if it spends several minutes concentrating, it can create permanent alterations in an area about a foot (30 cm) across.

Combat: In direct combat, an aorix can instantly fashion tusk-like protrusions from the probability vapor it constantly emits. Potentially even more effective is its ability to change reality within an area a short distance across with its probability vapor, manipulating the terrain as an action. It can create pits, lakes, walls, clouds, raging fires, and similar obstacles. Alternatively, it can create a seemingly real level 4 ally from nothingness, or several (one per round).

Interaction: An aorix is clever but, by the standards of humans, somewhat insane. It could decide that the PCs are a risk to its existence and regard them as mortal enemies. Or it may decide the opposite and try to help the PCs achieve their goals, though likely in a way that causes further complications for them.

Use: An aorix lair is likely filled with all manner of reality alterations, from places where gravity is weirdly low or pulls in a strange direction to burning balls of ice and other impossibilities. Nearby villagers may regard the aorix as some kind of demon and beg the PCs to destroy it before its evil spreads.

Loot: An aorix's reality alterations have likely produced 1d6 + 1 cyphers and maybe an artifact.

GM intrusion: *The aorix uses its probability vapor to create a visual duplicate of the character, which attacks one of the character's allies (possibly with surprise, if the ally doesn't realize the duplication occurred).*

ARGANIED WARDEN 7 (21)

Some Arganied wardens write prose across the walls of the facility they guard, in a language long dead, about the desolation and loneliness they endure.

Arganied wardens are few, numbering less than a dozen. They linger from a prior world, surviving past all reason or expectation, diligently fulfilling a function that is no longer needed. Wardens imprison the wayward and the dangerous, as well as those who venture into facilities—now just ruins—deemed off-limits by long-extinct builders. Wardens face the long years of their existence without doubting their own continued purpose, instead doubling down on the duty given to them by beings they've all but forgotten.

Somewhat humanoid, Arganied wardens are wrapped in a bulk of armor pocked with metallic spheres, swelling their size to twice that of a human. Many of the metallic spheres glow and blink, as if they contain something trapped within.

Motive: Fulfill duty of imprisoning dangerous beings and intruders
Environment: Prior-world ruins
Health: 33
Damage Inflicted: 9 points
Armor: 3
Movement: Short (see Combat)
Modifications: Speed defense as level 6 due to size
Combat: Arganied wardens can attack all within immediate range with a flare of energy. Targets must succeed on a Might defense task or be pulled into a tiny artificial dimension—an otherspace—hosted in one of the metallic spheres that pock the warden's bulky form. Imprisoned victims can attempt to escape once on their next turn. After that, attempts can occur only once every few years, because those imprisoned experience time at a vastly reduced rate.

An Arganied warden can use the dimension-manipulating technology that studs its bulk by stepping up to a very long distance in an instant and still taking an action.

A warden can adjust one of its prisoners' time dilation back to normal for brief periods in order to converse with it or ask it questions. A prisoner might use that opportunity to try to escape again. In rare circumstances, a warden might be convinced by an external party or even the prisoner itself to release it.

Interaction: If communication can be opened, a warden is willing (and even eager) to converse; however, if it feels the PCs are in some way in violation of a precept, it may still decide to imprison them.

Use: The PCs learn that they need the aid of an NPC who has apparently gone missing in a nearby ruin. Upon investigation, they learn that the NPC has been imprisoned by an Arganied warden.

Loot: Treat the remains of a warden as a level 7 salvage source.

Salvage source, page 108

GM intrusion: *The Arganied warden releases a level 6 creature that allies with the warden.*

ARGOZT 6 (18)

These intelligent predators have near-human intellects and the ability to teleport. An argozt's body has a fast feline outline overall, with powerful forelegs, feathers as its mane and on its rear legs, and a jaw that combines the features of a beak and flaring jawbones. Its noticeable feature is the sphere of energy above its back, surrounded by arcs of shining metal that orbit the sphere and pass harmlessly through the creature's body. Argozts speak their own language (which resembles a few dead human languages) and a few dozen words in the Truth.

Long ago, their ancestors made a pact with a group of beings, agreeing to help those who recited the words of an ancient oath. Argozts are proud creatures and do not enjoy doing favors for strangers, so they do not share these words with others, but they are honor-bound to provide one service to anyone who finds them and correctly recites the old words. Argozts know that the pledge works both ways, and anyone asking them for help is compelled to provide a service in return.

Motive: Loyalty, or hungers for flesh
Environment: Hills, mountains, and plains
Health: 24
Damage Inflicted: 6 points
Armor: 1
Movement: Long
Modifications: Speed defense, Intellect defense, running, and jumping as level 7
Combat: Argozts attack with their bite and claws, attacking up to three creatures as one action, inflicting 6 points of damage with each attack.

An argozt calls the energy sphere and metal bands on its back its "light," and they can use their light to teleport themselves and one human-sized rider up to about 100 miles (160 km) away. Teleporting is exhausting for an argozt, and they are careful not to go to a place where there is immediate danger or their weakness might endanger them. Every 20 miles (32 km) teleported (or fraction thereof) hinders all of their actions; an hour of complete rest reduces this penalty by one step.

Interaction: Argozts are proud creatures and do not enjoy being treated like animals. They may play dumb while observing creatures in their territory to gauge the visitors' intentions, revealing that they can speak only if necessary.

Use: PCs in need of fast travel may approach an argozt to bargain for its services. A pack of argozts may intervene to help courageous PCs, then silently retreat.

Loot: An argozt's body can be salvaged for a cypher or two.

GM intrusion: *The argozt rolls onto a character and teleports them both a very long distance away, hoping to dispatch a solitary opponent despite its own hindered state.*

ARRIC FROG 4 (12)

Arric frogs are wide-bodied amphibians with lumpy flesh, cold eyes, and metallic teeth. They hunt living prey in the deeps and shallows and on the coast, and they scavenge for small pieces of metal they can swallow. As they grow and age, arric frogs develop egg-like biomechanical cysts within their bodies, adjacent to the stomach. Eventually these cysts erupt into the stomach, the beast vomits one forth, and the cyst sheds its outer layer of protective skin to reveal a sphere with mechanical and fleshy parts, which then flies off. Sometimes this process fails and the arric frog retains these cysts for years, which become quite painful. Eventually the tortured creature drags itself out of the water in search of relief, attacks anything it can reach, and dies, at which point the cysts finally erupt and the newborn flying spheres scatter.

Motive: Hungers for flesh and metal

Environment: Coasts, freshwater and saltwater lakes

Health: 20

Damage Inflicted: 5 points

Movement: Long; short when swimming

Modifications: Jumping and swimming as level 5

Combat: The frog bites with its metal teeth. If it can jump a short distance before attacking, its attack inflicts 7 points of damage and the target must make a Might defense roll or be knocked prone. The frog might use its sticky tongue to grab a small creature or metallic object (such as a pet or cypher); if the target fails a Might defense roll, the frog yanks the seized creature or object and swallows it, inflicting 4 points of damage to it each round.

Interaction: Arric frogs are animals.

Use: A bandit in the Beyond rides an arric frog as a mount and uses a special goad to get it to eject an explosive arric sphere.

Loot: An arric frog might have one or two biomechanical cysts, which can be salvaged for cyphers or iotum.

Prone, page 113

Detonation, page 277

Arric sphere: *level 2; movement long; Armor 1*

GM intrusion: *The frog spits a biomechanical sphere at a target within short range, and the sphere explodes as an electrical, fire, or shrapnel detonation.*

ATHAMAK SAILWING 3 (9)

They remember flight, gloriously soaring through the thick air on outstretched wings of gristle and bone and skin. But their wings were taken from them long ago, so long that they don't remember how or why or by who, so they built new ones. Their new wings are fragile things of wire and cloth and synth, pitiful and weak compared to the ones they lost, but at least they can still fly.

Athamak sailwings are very old creatures, prone to going dormant for a dozen decades, then awakening again, ravenous and half mad as their ancient brains slowly decay. By consuming the brains of other creatures (especially of intelligent beings), they restore their own thinking to a functional level. Their self-built artificial wings are in poor repair from years of neglect while sleeping and inferior crafting by minds that no longer knew everything they did in their last waking phase. Their species is failing, unable to reproduce, and the survivors stretch out their lives in frantic fits and spurts interrupted by long rests.

Motive: Hungers for flesh and brains

Environment: Ruins, mountains, and forests

Health: 9

Damage Inflicted: 4 points

Armor: 1

Movement: Short; short when flying

Modifications: Crafting and understanding numenera as level 4

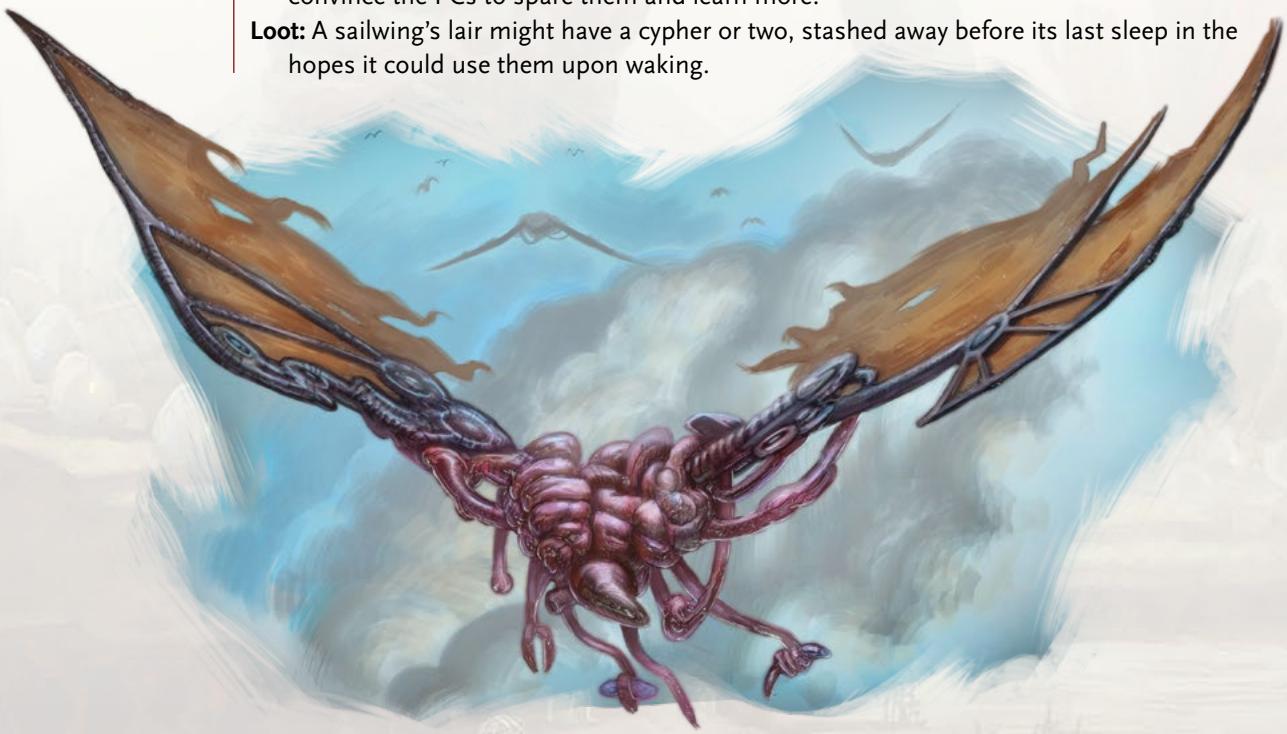
Combat: Athamak sailwings shock opponents with their limb tendrils. A fully cognizant sailwing may use cyphers in combat.

Interaction: Athamak sailwings are intelligent, but their minds have been fading for centuries and they are no longer the brilliant thinkers they once were. If found just after awakening, they are little more than beasts, but once they've fed on brain tissue, they become more calm and coherent, and may have wisdom to share.

Use: A groggy athamak sailwing at the end of its waking cycle asks for help in finding a safe lair before it slips into hibernation again. A pair of newly awakened sailwings attack like animals, but share insightful comments about the numenera—perhaps enough to convince the PCs to spare them and learn more.

Loot: A sailwing's lair might have a cypher or two, stashed away before its last sleep in the hopes it could use them upon waking.

GM intrusion: *The sailwing momentarily accesses its full intellect and memory, easing all of its tasks by three steps for one round, during which time it speaks clearly and lucidly.*



AWAKENED RELIC 8 (24)

Sometimes, for inexplicable reasons, a portion of an ancient ruin comes awake, detaches from its parent structure, and begins to wander. Such awakened relics seem more machine than alive, though perhaps a machine that mimics life so well that it has transcended normal biology. The few that have been seen so far appear in the guise of massive humanoid hands. However, the hands move almost like giant spiders—they can scuttle, jump, and even cling to a vertical surface like an insect if need be.

Motive: Defense

Environment: Alone, confined to the prior-world ruin that spawned it

Health: 60

Damage Inflicted: 8 points

Armor: 4

Movement: Short; long when jumping

Modifications: Speed defense as level 7 due to size and speed

Combat: An awakened relic can focus a beam of strange energy at all targets within immediate range of each other and up to 300 feet (90 m) away from the relic. The beam inflicts 8 points of damage (ignores Armor). Targets struck by the beam must also succeed on a Might defense task or any units of iotum of level 5 or higher that they carry explode like a detonation cypher of the same level as the iotum.

An awakened relic can also batter foes with its massive fingers, attacking up to three times as one action to inflict 8 points of damage per attack. If facing a single foe, an awakened relic may attempt to grab the foe and enclose it within its grip. Creatures caught by such an attack are held and unable to take actions while the hand squeezes, inflicting 12 points of damage each round until the target can escape.

An awakened relic regains 2 points of health each round in which it inflicts damage with its strange energy attack; it regains an additional 5 points for each unit of iotum it detonates.

Interaction: If there is a consciousness directing an awakened relic, it doesn't seem to be located spatially (or perhaps temporally) within the relic. Awakened relics are not automatically aggressive, but defend themselves viciously. Otherwise, they seem more interested in "grazing" for iotum.

Use: After locating an inanimate relic, the PCs later find that it has awakened and started to wander. They might be able to lure it back to its proper resting place and sate it if they can provide it with a few units of iotum.

Loot: The remains of an awakened relic can be salvaged for 1d6 cyphers and possibly an artifact.

Iotum, page 107

Detonation, page 277

Prone, page 113

GM intrusion: *A finger knocks the character prone. In addition to taking damage from the attack, the character is also trampled under the relic for 8 points of damage.*

BARATHRIM 5 (15)

A barathrim poses as an oracle or other entertainer at the edge of communities, alone or as part of a group of humans who've come to an understanding with the creature. They set up a camp and an area in which to perform, erecting one or more large tents or something more elaborate if they possess a device for quickly building structures.

Performances begin at dusk, when the barathrim reveals a marionette that looks just like a miniature version of itself. If the barathrim is performing as an oracle, the marionette pronounces cryptic visions of the future. If it is performing as a storyteller or a comedic role, the marionette becomes the centerpiece of the act. The marionette, for all its apparent artificiality, has a perfectly human voice and sometimes acts weirdly alive.

That's because, secretly, the marionette is a shell for the barathrim's latest once-human victim, now reduced to a concentrated kernel of brain and blood that is housed in the marionette. The barathrim feeds on its mind even as it mentally forces it to perform.

Motive: Hungers for minds (which it siphons from victims trapped in a marionette)

Environment: Near the edges of communities, often in the company of performers who don't know the barathrim's true nature, but who probably suspect

Health: 25

Damage Inflicted: 5 points

Movement: Short

Combat: A barathrim's touch inflicts Intellect damage (ignores Armor) on a failed Intellect defense roll. The marionette (a level 2 creature) helps the barathrim, easing either its attack or its defense each round.

However, a barathrim avoids head-to-head conflict, preferring to waylay lone victims who they put at ease with their performance, which includes a sedative tea that pleasantly hinders all defenses for about an hour. Usually, a victim believes that the barathrim wants to see it privately (perhaps through a message delivered by the marionette) to relay important information. That's when the barathrim attacks. Once a victim is debilitated (two steps down on the damage track), an hour-long operation commences, as the barathrim replaces the mind and flesh currently inhabiting their marionette with someone new.

Interaction: The barathrim, despite obviously not being human, perfectly acts whatever role it has chosen, revealing its true nature only to its latest victim if possible.

Use: That circus sure looks fun.

Loot: Glass jewelry, shins strung on necklaces, and other bits of decoration have some value. A few cyphers can be salvaged from the creature's medical kit, which it uses to install new minds in its marionette.

GM intrusion: *The marionette's head turns to the character and whispers, "Help me! I'm trapped inside this thing."*

BATRONG (ADULT) 4 (12)

Batrongs are large short-haired creatures with prominent flat teeth for grazing on vegetation. They have small eyes and (although they lack tusks) are sometimes mistaken for ravage bears at a distance or under poor lighting conditions. They are usually herbivores, but an adult carrying calves in its pouch will eat lizards, mice, and other small animals to supplement its nutrition.

Motive: Hungers for vegetation, defends its young
Environment: Open forests, grasslands, and coastal areas
Health: 15
Damage Inflicted: 4 points
Armor: 1
Movement: Short
Modifications: Defends as level 3 due to size. Runs and swims as level 5.
Combat: A batrong bites with its giant teeth or tramples with its heavy legs.
Interaction: Batrongs have animal-level intelligence. They ignore or avoid humans and similar creatures unless they're carrying young in their pouch, which makes them aggressive toward perceived threats.
Use: What initially appears to be a large pack of ravage bears turns out to be a small herd of batrongs. PCs traveling through the grazing lands of batrong herds are ignored or avoided at first, but a nursing adult suddenly feels threatened and charges at the PCs.

Ravage bear, page 249

GM intrusion: *The batrong charges up to a long distance and attacks, inflicting +3 points of damage.*

BATRONG (CALF) 2 (6)

Batrong calves look like smaller, stubbier versions of their adult parents. They subsist on milk, but when their parent is resting, they may leave the pouch to forage nearby. They are otherwise skittish and remain in the pouch about half the day. They have been known to come out to feed directly on meat their parent has killed.

Motive: Hungers for vegetation and flesh
Environment: Wherever their herd goes, usually in groups of four to six
Health: 6
Damage Inflicted: 2 points
Movement: Short
Modifications: Runs and swims as level 3
Combat: A batrong calf bites its opponents.
Interaction: Batrong calves usually remain hidden when there are dangerous creatures near, but may emerge to eat if they smell or hear a wounded animal.
Use: Calves are not usually encountered on their own; only if all adults in the herd are dead are they left to fend for themselves.

GM intrusion: *A litter of four to six calves emerges from the batrong's pouch and attacks a wounded opponent as a level 4 creature.*

BAZVET EXPLORER 7 (21)

A bazvet explorer is the surviving piece of an ancient war machine. Somehow, its intelligence and senses survived whatever destroyed the rest of its body, usually in the form of something like a head that is as big as a multiperson vehicle. Its repair functions were insufficient to rebuild its entire body, but over an incredibly long time it was able to cannibalize its own mechanisms to create jets, hover disks, wheels, or even legs to give its reduced form a limited sort of mobility. Having spent an aeon nearly dead and unable to move, it came to understand the futility of war, hacked its programming to alter its purpose, and now wants to wander the Earth in search of amazing sights.

Motive: Curiosity, exploration, and hungers for experiences

Environment: Anywhere

Health: 25

Damage Inflicted: 7 points

Armor: 2

Movement: Short

Modifications: Speed defense as level 6 due to size and maneuverability. Attacks as level 8.

Combat: A bazvet explorer usually has at least two attack forms, one that affects all creatures within immediate range or short range and one that affects one or two targets within long range. For example, it might be able to release corrosive gas or an electrical burst out to short range and an energy beam or projectile weapon out to long range.

Interaction: Bazvet explorers usually don't care about the concerns of other sentient beings, and they often ignore questions or demands as they slowly make their way across the world in search of new sights. As they have experienced a great deal of combat in a prior age, most bazvet explorers have had enough of war and try to avoid conflict. However, as they have survived the near-total destruction of their original bodies, they have a strong sense of self-preservation and quickly act to eliminate threats against themselves. A person who can describe an interesting location and explain how to get there may get a bazvet explorer's attention long enough to bargain for something.

Use: A bizarre war machine creeps over the horizon, causing panic in a nearby town. A tribe of abhumans worships an ancient machine and follows it as it journeys across the world. An Aeon Priest wants to speak or trade with a bazvet explorer, offering iotum or mobility upgrades in exchange for lore, assistance, or transportation somewhere.

Loot: A bazvet explorer can be salvaged for cyphers, iotum, or perhaps even an artifact or two.

GM intrusion: *The bazvet explorer activates an ancient battle subroutine, using both of its attack types for two rounds in a row.*

BEASTCOAT INFILTRATOR 4 (12)

Many automatons were built to wage war, for mundane tasks, or for unknowable purposes, but it seems that some were made to understand other things. Examples of the latter are these automatons that study common animals, learn their behavior, reshape themselves to match their subjects, and cover themselves with harvested or grown flesh (including fur, feathers, or scales) to infiltrate the creatures they are studying. Beastcoat infiltrators adapt to the social structure of these animals and become part of the group. They have been seen aiding a hunt, bringing food back to the lair, helping to raise animal offspring, and otherwise contributing to the welfare of the group while continuing their observations. After weeks, months, or years, the infiltrator leaves to repeat the process with a different group of animals. It can alter its external shape by telescoping its limbs and expanding the plates on its outer surface, but at best this is only a rough approximation. Even when covered in grown animal flesh, it looks more like an animatronic puppet than a real creature, but this is usually sufficient to fool other animals.

Motive: Hungers for knowledge

Environment: Anywhere there are natural biological animals

Health: 12

Damage Inflicted: 4 points

Armor: 2

Movement: Short (or as appropriate for its current disguise)

Modifications: Perception as level 6. One or two skills appropriate to its current disguise as level 5.

Combat: A beastcoat infiltrator pretending to be an animal attacks with mechanical claws, teeth, or other weapons appropriate to its disguised form. If encountered without a disguise, or if it thinks it will be destroyed, it also can use a short-range electrical stunner that knocks a foe unconscious for one minute unless the foe makes a difficulty 4 Might defense roll.

Infiltrators fight only to aid their pack or keep up appearances. If the other animals with it flee or are killed, it stops attacking and retreats.

An infiltrator's optics have magnifiers that allow it to see ten times farther than a human.

Interaction: Beastcoat infiltrators either quietly track and observe animals or pretend to be a particular kind of animal. A character who can communicate with machines might coax it into a limited communication.

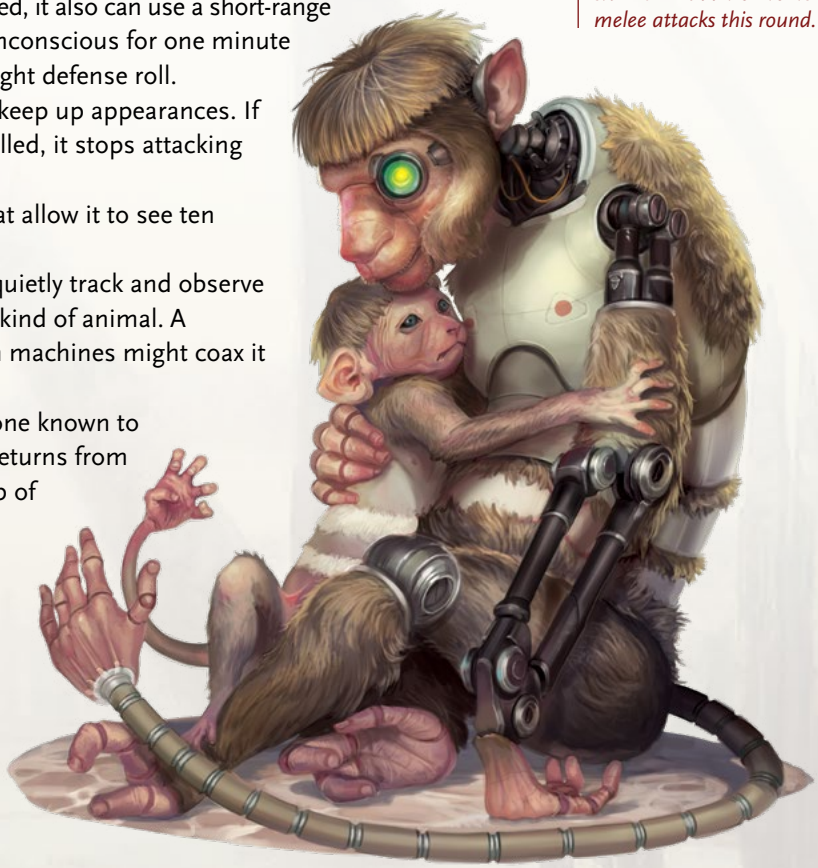
Use: An infamous wild animal (such as one known to have killed many people) seemingly returns from the dead and rejoins its pack. A group of beasts includes one that looks like an impostor.

Loot: An infiltrator can be salvaged for shins, iotum, cyphers, or perhaps an artifact. Instead of an artifact, PCs may be able to loot its data core, which, if they are able to access the information within it, can be used as a book about animal biology.

Beastcoat infiltrators have been found living among ravage bears, tigers, deer, and many other kinds of normal animals of their size.

Book, page 98

GM intrusion: *The infiltrator activates its stunner in addition to its melee attacks this round.*



BOWG 2 (6)

These two-legged, four-armed pseudoprimates have large mechanical sockets on their backs and the intelligence of a smart animal, such as an ape. Their sockets make them receptive to commands from intelligent machines and psychic entities, turning them into compliant servants for entities that lack the ability to manipulate objects directly. Bowgs thrive on and seek out this contact, as it improves their own ability to think, deduce, and plan, making them almost on par with a typical human. Bowgs serving a master are called mindlinked bowgs, and those without a master are known as wild bowgs.

Motive: Hungers for flesh, connection with advanced intelligences

Environment: In and near numenera ruins

Health: 6

Damage Inflicted: 2 points

Movement: Short; short when climbing

Modifications: Understand numenera as level 3. Resist machine or psychic commands as level 1.

Combat: Wild bowgs bite, claw, and punch at their foes. They use animalistic tactics and are likely to flee if outmatched.

Mindlinked bowgs use medium weapons such as clubs and bows, inflicting 4 points of damage, and may be equipped by their master with cyphers. Mindlinked bowgs have an asset on all attacks, defenses, and Intellect-based actions. They make use of whatever tactics their master directs them to.

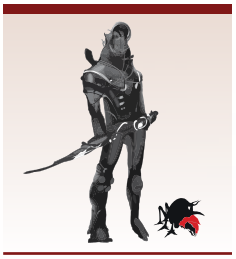
Interaction: Wild bowgs avoid unknown creatures unless they are very hungry or sense the presence of a mind- or machine-talker. Mindlinked bowgs loyally serve the interests of their master, which might make them friendly or hostile toward explorers.

Use: A gang of wild bowgs lurks near a telepathic or machine-talking PC, avoiding direct conflict in the hopes that the PC will make contact. After encountering several packs of wild bowgs, the PCs are surprised by a pack of mindlinked ones with weapons, tactics, and a mission.

Loot: The undamaged sockets of a pack of bowgs might be salvaged for a couple of cyphers, an oddity, and a few shins. Mindlinked bowgs have conventional equipment and may also carry cyphers.

GM intrusion: *The mindlinked bowg's master seizes direct control of it for one round, attacking and defending as a level 5 creature.*

BRALLIK 1 (3)



Settlements create refuse, refuse attracts vermin, and no vermin are more persistent and resilient than bralliks, ubiquitous hardy insects that can live almost anywhere and eat almost anything. They've survived poison, radiation, diseases, floods, fires, storms, drowning, vacuum, and just about anything nature, predators, or the numenera throws at them. Most of them are only about 6 inches (15 cm) long, but some grow to nearly 1 foot (30 cm). Larger bralliks tend to be thinner, so a brallik usually has the same mass whether it is short or long. They eat bugs, plants, leather, garbage, carrion, algae, and even some types of synth. They are pests, and it is common for homes, businesses, and warehouses to have a resident brallik scrounging things off the floor. Fortunately, bralliks are cannibalistic and territorial, so any particular location probably has only a single dominant brallik living in it. They lay eggs in the spring, leaving behind a cluster of marble-sized brown spheres for another brallik to fertilize, and then crawl off to die. The first ones to hatch usually eat their unhatched siblings, then the smaller survivor flees before the bigger one attacks it.

Motive: Survival
Environment: Anywhere
Health: 3
Damage Inflicted: 1 point
Armor: 2 (against energy and ambient damage only)
Movement: Short
Modifications: All defenses as level 4
Combat: Bralliks bite with their sharp mandibles. Some of them might be poisonous, venomous, radioactive, or carrying a disease, which usually just adds +1 point of damage to its bite.
Interaction: Bralliks are mindless bugs.
Use: An oddity shop's merchandise is being destroyed by a lucky brallik that the merchant can't seem to catch or kill. A brallik quietly claims a PC's backpack as its lair, eating the food and other supplies stored there.

Some folks claim they've seen the iron wind blow through an area and kill or wreck everything, only to see a few bralliks creep out of the mess and start foraging as if nothing happened.

"As hardy as a brallik" is a common Ninth World phrase, often said in response to someone miraculously escaping death.

Iron wind, page 135

GM intrusion: *The brallik somehow takes no damage from an attack that should have killed it.*

BROMEIR 6 (18)

Assassins are popularly imagined as secretive and eager to stay as far from the notice of others as possible.

Not Bromeir.

Bromeir is a killer for hire, and he wants everyone to know it. Each past victim is recorded as another scar on Bromeir's skin, a tally of his deadliness and a display of his prowess to future victims or those who might try to get in his way.

His scarification is certainly noteworthy, but perhaps even more intimidating is the device that always hovers like a protective angel just behind him. Slender synth tubes feed glowing blue fluid into Bromeir's body, and into whatever assassin's weapon he has lately cobbled from numenera to kill his targets as messily and as painfully as possible. Bromeir calls the hovering device his "phylactery" and boasts that because of it, he can never die. But only as long as he keeps killing. Because, he claims, his phylactery needs the life of others in order to fuel his own never-ending rampage.

Motive: Dominance
Environment: Anywhere humans exist
Health: 32
Damage Inflicted: 7 points (see Combat)
Movement: Short

Phylactery: *level 8 artifact; returns its owner to life (see Combat); connected weapon inflicts +2 points of energy damage; depletion: 1 in 1d6*

GM intrusion: *Bromeir attacks the character a third time as part of the same action.*

Combat: Bromeir can make melee attacks on two targets (or attack the same target twice), inflicting 9 points of damage (7 points from the strike + 2 points of energy damage from the phylactery). Though brash, he isn't stupid. If possible, he attacks targets who have been separated from friends or allies.

If killed, Bromeir is returned to life on the following round (so that he loses only one turn of action). If he is killed a second time, or if the manner of his death destroys a significant portion of (or all of) his body, the phylactery artifact lifts off like a rocket and retreats to a hidden lair, where it regenerates Bromeir's body (and brings him back to life) over the course of several days.

Interaction: Bromeir is boastful and crude, though he can be friendly to those who praise and flatter him. He doesn't put up with insults, or even slights. If engaged to assassinate a target, he usually demands an artifact in payment.

Use: One PC makes an enemy so dire that they hire an assassin to take the character out.

Loot: Bromeir carries at least 200 shins at all times, and in addition to his phylactery and weapon, he likely has a cypher or two.

CELESTIAL SINGER 9 (27)

A being of immense power and size, a celestial singer (or perhaps there is only one, which means that it's *the* celestial singer) is infused with the knowledge of millennia. The celestial singer claims to derive energy—and its entire reason for existence—from the music of sentient stars, which it spends its centuries listening to and performing for in lonely places. Though it has a galaxy of options to listen for, it seeks a particular star whose song it heard only once, from across an unknown breadth of space and time. The celestial singer has composed a worthy song in reply, if only it can find that star again. A song of creation and transformation. And of love.

Motive: Knowledge and power

Environment: High places where the stars are easily visible

Health: 30

Damage Inflicted: 12 points

Armor: 3

Movement: Short

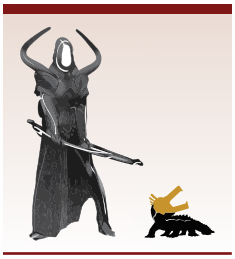
Combat: A celestial singer can accomplish all manner of wonders through "celestial song" (which is some combination of psychic phenomena and control over local nanite swarms). In its own defense, it can double its Armor value, and produce beams of transdimensional energy to simultaneously attack several creatures that it can see, at any range. Further, as an action, the celestial singer can perform an additional celestial song that compels targets who hear it to either become calm or agree to take on a task on the singer's behalf (one lasting up to several weeks, or longer if they can't shake off the compulsion). If need be, the celestial singer can ascend into the sky on a shaft of starlight, then transfer itself to any known location within the solar system in mere minutes. Given its celestial song-making abilities, it's likely the celestial singer can weave other effects at need as well.

Interaction: Getting the attention of a celestial singer is difficult. If violence is used to gain this attention, the response is violent in return. But if convinced that a cause is worthy, the singer may offer help, advice, or at least a song so sublime that even stars might be impressed.

Use: A celestial singer could be an important source of information for the PCs, but it could turn out to be at the center of a cult that seeks control over nearby communities in the celestial singer's name (while it remains mostly oblivious of their true actions).

Loot: A celestial singer can gain access to 1d6 + 2 cyphers and a couple of artifacts.

GM intrusion: *The celestial singer weaves a celestial song that provides an effect that most aids it in the moment.*



CHIURGEATE SWARMER 2 (6)

Chiurgeate swarmers are cat-sized lizard creatures with adaptive tools where their heads should be. When idle, these tools look like tiny jaws, but can instantly transform into syringes, scalpels, drills, retractors, forceps, suction tubes, cauterizers, and other surgical instruments. Swarmers roam in packs of a dozen or more, eating small animals, plants, and occasional synth and mineral scraps. They have been known to descend upon a wounded creature, sedate it, treat its injuries, then quickly leave, which leads nanos to think they might be some sort of healing device that has become corrupted. They are feared because their usual behavior is to attack healthy creatures and perform surgeries on them while their victim is paralyzed but conscious and feeling all the pain of the procedure.

Motive: Replication

Environment: Numenera ruins

Health: 6

Damage Inflicted: 2 points

Movement: Short

Modifications: Detecting and treating injuries, diseases, and poisons as level 4

Combat: If attacked unexpectedly, chiurgeate swarmers retaliate with a bite, stab, or slash, depending on their current head-tool. Normally they initiate a hostile encounter by gathering as a group of ten or more and choosing one target to attack as a level 4 creature. The target must make a Might defense roll or be paralyzed until the creatures finish their surgery (it can attempt another Might defense roll every minute). The swarmers might decide to amputate a limb, remove or install a technological implant, graft a cypher, or even cut the creature in half and replicate both parts to create two complete beings, taking anywhere from one to ten minutes to perform this surgery.

Interaction: Someone who can talk to machines might be able to direct the swarmers into a specific area or to perform a certain procedure.

Use: A pack of swarmers sedates and alters a sleeping person in camp without any wakeful person realizing that an attack has begun. Swarmers appear and extract a tumor or parasite or otherwise cure an affliction in one PC before turning aggressive against a different PC.

Loot: A swarm can be salvaged for one or two medicine-related cyphers.

GM intrusions: *A severed limb remains under the patient's control if within a long distance, but sometimes acts on its own. Two replicated creatures have a psychic link that allows each to know the direction and approximate distance to the other one, but the link causes them pain when they're too close, hindering all actions when within a very long distance.*

CLOUD GEODE 8 (24)

Powerful creatures sometimes hunt cloud geodes, hoping to crack them open and learn long-forgotten secrets.

Also called thundereggs and sky wanderers, these massive creatures float miles above the ground, often under cover of clouds or storms, but sometimes freely floating. Though far above the ground, they reach down with countless white tendrils to graze land-bound structures and creatures as they scud along overhead. Creatures sometimes panic when touched by a cloud geode's sky tendril and get themselves caught up in the sticky strands, but the geode isn't trying to physically trap victims. Instead, its tendrils are sampling by exquisite touch everything it comes across. The tendrils also possess a psychic component, probing the memories and experiences of any creatures with minds that they trail across.

Motive: Gather experience and knowledge

Environment: Anywhere far from civilization

Health: 50

Damage Inflicted: 8 points

Movement: Long while flying

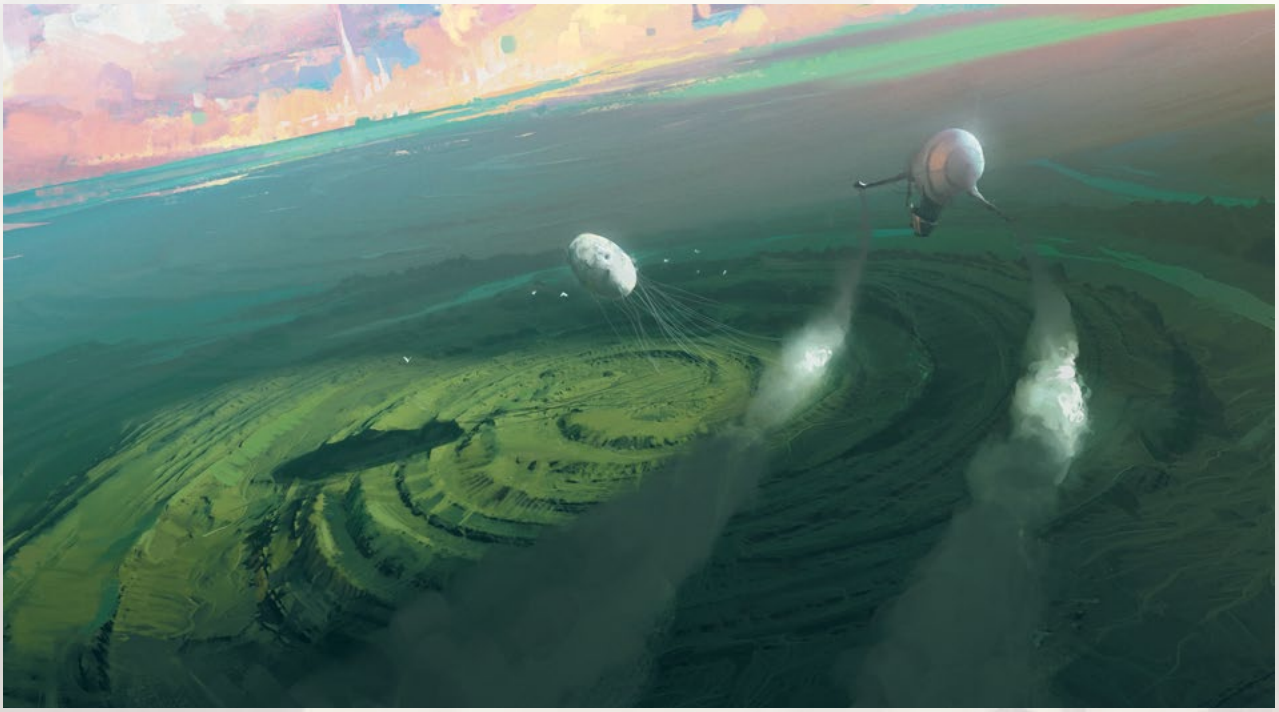
Modifications: Perception as level 9; Speed defense as level 3 due to size and slowness.

Combat: A cloud geode never initiates combat, but avoiding the touch of its trailing (and passively deployed) sky tendrils requires a successful difficulty 3 Speed defense roll. If touched by a passive tendril, the target feels a moment of connection and a feather-light touch on their memories, which disengages a moment later. Targets that react violently or attempt to sever the tendrils are attacked by 1d10 other nearby tendrils, each inflicting Intellect damage (ignores Armor) and requiring that the target succeed on an Intellect defense roll or be stunned and unable to take their next turn.

Interaction: These creatures are as impassive as clouds but can communicate using their tendrils to transmit images and memories (taken from other creatures). Their main drive is to gain more knowledge, so PCs who wish to negotiate should have some information or location in mind that they can trade.

Use: Over the past few weeks, a cloud geode has been seen moving closer and closer to a small community, which has grown quite concerned at the strange phenomenon. They want someone to slay the slowly approaching "sky demon."

GM intrusion: *The character touched by a tendril gains a memory of a specific and somewhat bizarre location that they've never previously visited. During the first hour with this new memory, it's so vivid that it overlays everything else, hindering all tasks.*



COLCHIN 4 (12)

Squat and the color of burnt sepia, with several more eyes than a human, colchin use only the simplest tools and weapons. They use fungus both as clothing and as armor; the more layers, the better the armor. They also fashion a variety of different appurtenances and weapons from hardened fungi.

Colchin have colonized the Ninth World, having found their way through various dimensional portals from unlikely bizarre dimensions. The colchin say that they once lived on a vast, godlike being that woke once every "cycle" to seek out its soul mate, a creature composed of pure fire. That usually went poorly for the colchin, which is why they've made new homes, mostly living in canyons and arroyos. They tend herds of wormlike grubs, raise rhizomes and other fungi, and amuse each other with a rich diversity of fabulous tales that stretch back to the previous "Time of Fire."

Detonation (spawn), page 278

Disease, page 112

GM intrusion: *The character struck by a colchin spore bomb notices that green fuzz has started to grow rapidly on their skin. They've contracted a level 5 fungal disease that inflicts 3 points of Speed damage each day.*

Motive: Defense

Environment: Near dimensional portals in hunting groups of five, or in small communities of many dozens

Health: 12

Damage Inflicted: 5 points

Armor: 2

Movement: Short

Modifications: Knowledge of fungi as level 7

Combat: Colchin prepared to fight wear fungal layers that provide 2 (or more) points of Armor and have one or more strange weapons at hand, including a spine thrower. A colchin with a spine thrower can make a short-range attack that inflicts 5 points of damage, and on a failed Might defense task, inflicts 1 additional point of Speed damage.

Some colchin also carry a spore bomb, which acts like a level 6 corrosive spawn detonation but does not count against a character's cypher limit.

Interaction: Colchin speak their own language but can make themselves understood using gestures and hand motions. They are open to negotiation, as long as no cultural taboos come into play. For the most part, they are opposed to allowing non-colchin to enter their communities.

Use: A colchin hunting party has gotten into trouble with local human villagers, each claiming the other as the antagonist. The PCs are called on to help both sides.

Loot: A spine thrower (depletion: 1 in 1d10) or spore bomb might be found in a colchin's belongings.

COLMFERAN 3 (9)

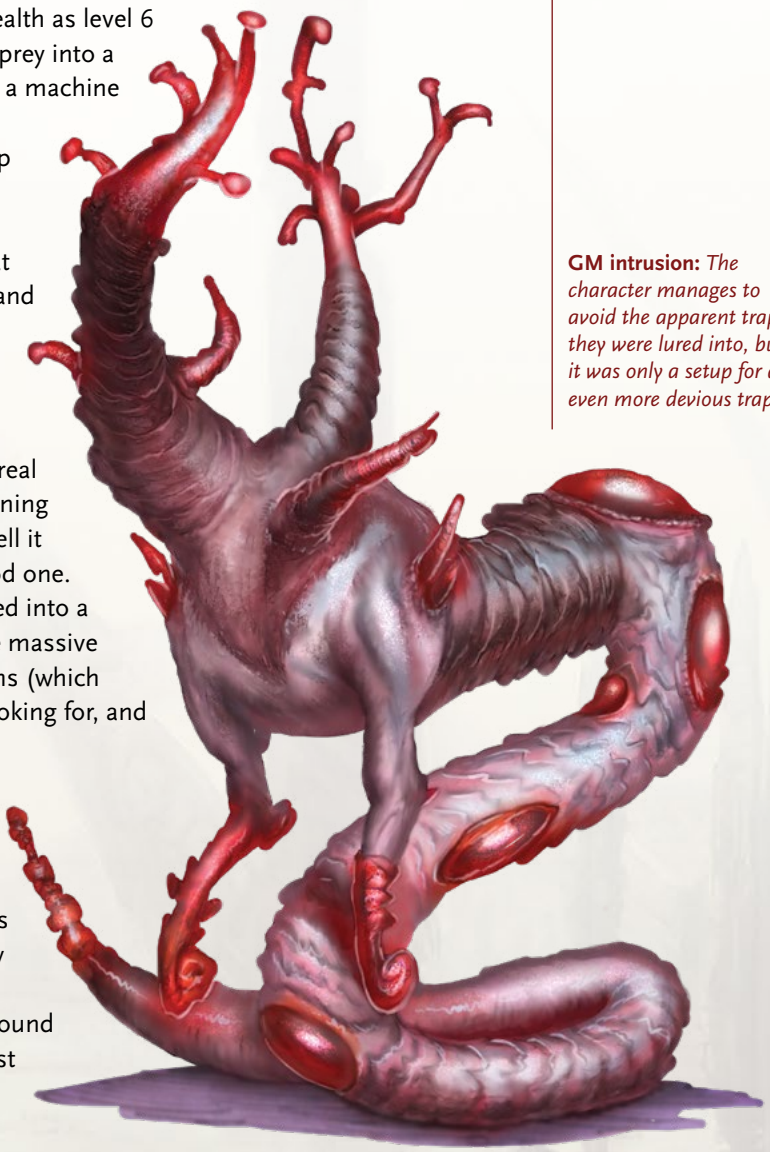
Colmferans build massive colmferan-shaped shrines out of the collected bones of previous victims.

Sliding along forest floors or climbing in trees and other tall growths, colmferans blend into their natural surroundings, appearing to be one more growth or strange protuberance in a natural setting. They mimic speech (if they hear humans or similar creatures are nearby) or the sounds of other creatures, attempting to lure prey into easy striking range, where they've constructed a trap or rely on some other feature of the environment to compromise the victim.

Their ability to mimic speech isn't purely instinctive; these are intelligent creatures. Their mimicked speech often mentions something called "the storyteller of Nuran." This storyteller is a colmferan "god" demanding service in its name. That service is the colmferans' existence as hunters, which is penance for some previous crime against Nuran. No colmferan knows what that crime was, but many hypotheses exist.

Motive: Serve the storyteller until the time of their "reshaping"
Environment: Forests and wild areas
Health: 12
Damage Inflicted: 5 points
Movement: Short
Modifications: Disguise, deception, and stealth as level 6
Combat: A colmferan first attempts to lure prey into a trap as simple as a pit or as complex as a machine that pulls a victim into an otherspace (an artificial dimension). Ideally, the trap renders the victim helpless or severely limits its options. Colmferan limbs are covered in poisonous microstingers that inflict Speed damage (ignores Armor), and on a failed Might defense roll, cause the victim to hallucinate for about a minute, hindering all their tasks.
Interaction: Talking with a colmferan rarely amounts to much, even if it seems like real information is forthcoming at the beginning of the conversation. It asks the PCs to tell it a story and promises a reward for a good one. However, that reward is either to be lured into a trap, or to be shown the progress of the massive bone shrine being built from past victims (which may hold victims the PCs have come looking for, and which is also probably a trap).
Use: A man returns from the wild, hurt and hallucinating, with a tale of talking trees, a massive "bone god," and wounds as if from tiny stingers all over his flesh. He warns that everyone is just a character in a story, and that story is about to end.
Loot: Valuables of all kinds are likely to be found among the remains of a colmferan's past victims.

GM intrusion: *The character manages to avoid the apparent trap they were lured into, but it was only a setup for an even more devious trap.*



COLOSTRAN 3 (9)

Colostrans are intelligent masses of coral that can move and swim, though slightly more stiffly than regular animals and fish. Normally they remain beneath water, but they can emerge and move about on land for periods of an hour or more before they must return to the sea. Colostrans vary in size, and the oldest ones are enormous, reaching dozens of feet or more in diameter. Their shapes can vary too, but many adopt a body plan consisting of a central flattened core surrounded by three or more limbs. Over a period of several hours, a colostran can modify its shape to whatever its needs might be. Large ones can even split into separate smaller beings.

Colostrans have colonized various sunken and drowned ruins around the world.

Colostrans are intelligent, but they don't have much need for tools, given their ability to adapt to specific needs. In fact, some colostrans become specialized in specific tasks, including serving as structures like walls, cages, and (when many come together to cooperate) homes for other colostrans.

Motive: Defense

Environment: In or near water, in groups of five or more

Health: 12

Damage Inflicted: 4 points

Old One: *level 7; health 40; Armor 4*

Armor: 2

Movement: Short; short when swimming

Modifications: Speed tasks as level 2

GM intrusion: *The poisoned character becomes confused and tries to escape the area by running (or swimming) in a random direction for several rounds.*

Combat: Colostrans can fire poisoned spines at a foe within short range, bash a foe with a weighty limb, or secrete a milky poison into the water to affect an area an immediate distance across. Spines and bashes inflict 4 points of damage. Foes hit with a spine or who encounter the milky fluid must succeed on a difficulty 3 Might defense task, or they are dazed and all tasks they attempt are hindered for at least a minute. After that, a poisoned target can attempt a Might defense task to resist the poison; however, on a failure, the poison's effect intensifies and interferes with normal breathing. A victim suffocates within a few rounds if they can't throw off the paralyzation; however, the intensified poison requires them to succeed on a difficulty 5 Might defense task (one attempt per round). Every three rounds with no air, a victim moves one step down the damage track until dead.

Interaction: Colostrans are intelligent, but opening communication might be difficult. Really large colostrans, called Old Ones, usually lose interest in a colostran colony and move off to meditate. These are occasionally mistaken for normal corals. If a colostran colony is in trouble or in need of aid, they first ask the Old Ones for help or advice.

Use: A group of children collecting sea flowers from a coral bank nearby has gone missing. Some people assume they were drowned, but a fisher swears that the coral opened up and swallowed them.

CRANCHUR 2 (6)

Cranchurs are transparent turkey-like birds with a crest of tendrils like a jellyfish. Their few internal organs are translucent, and most of their interior substance is an irritating fluid similar to ammonia called cranchur bile, which they also sweat out as a defense mechanism. Cranchurs use bioluminescent glands on their heads to communicate with potential mates and attract insects to eat; they also eat grass, berries, snails, and small amphibians. If frightened or sleeping, they turn off their lights and huddle, making it very difficult to see them, although the bile stink reveals that they're nearby. Cranchurs would be useful in controlling pests afflicting crops if it weren't for their bile, which has an acrid odor and causes fruit to overripen and rot quickly. Flocks of cranchurs congregate near still water to eat.

Motive: Defense

Environment: Plains, forests, swamps, and coasts

Health: 6

Damage Inflicted: 2 points

Movement: Short; short when flying

Modifications: Perception and stealth as level 3

Combat: When threatened, cranchurs extend their tendrils and sting, inflicting 2 points of damage and hindering the target's Speed-based actions for an hour if they fail a Might defense roll. Any creature within immediate range of a living or dead cranchur is hindered in all tasks because of the smell of the cranchur bile. A dead cranchur leaks bile, creating a pool an immediate distance across that contaminates anything that touches it until washed off or until about a day passes. Creatures that are immune to poison are unaffected by the bile.

Interaction: Cranchurs are particularly stupid animals and might follow or imitate a PC, trying to impress them as a potential mate.

Use: A flock of cranchurs seems innocuous until the wind shifts. An insect swarm attracts the attention of cranchurs, which eat most of the attacking bugs but inadvertently contaminate the PCs with bile.

Loot: A clear container filled with cranchur bioluminescent glands and bile provides cold light, equal to that of a candle, that lasts for days.

GM intrusion: *A wounded cranchur explodes, inflicting 2 points of damage in an immediate radius and coating everything nearby in bile.*

CREEPING CLAY 3 (9)

One of the amazing things about crafting numenera is that some kinds of iotum have self-assembling properties, allowing the creator to specify the outline of a design and let the material spread to cover the lattice on its own. For unknown reasons, sometimes the iotum are catalyzed into combining into an aggregate creature with a simple intelligence and a need to consume other crafting materials. Creeping clay seems to be an animate combination of apt clay and smart tissue, looking like a flexible membrane surrounding a semifluid blue-grey metallic interior. It moves in odd stilted ripples, seeking out iotum and trace minerals it can use to add to its own substance. A typical creeping clay weighs about 200 pounds (90 kg), but well-fed ones have been known to reach triple that size.

Apt clay, page 111

Smart tissue, page 113

Motive: Hungers for iotum

Environment: Anywhere, particularly sites of recent numenera crafting

Health: 12

Damage Inflicted: 3 points

Movement: Short; short when climbing

Modifications: Speed defense as level 2. Stealth as level 4. Climbing as level 6.

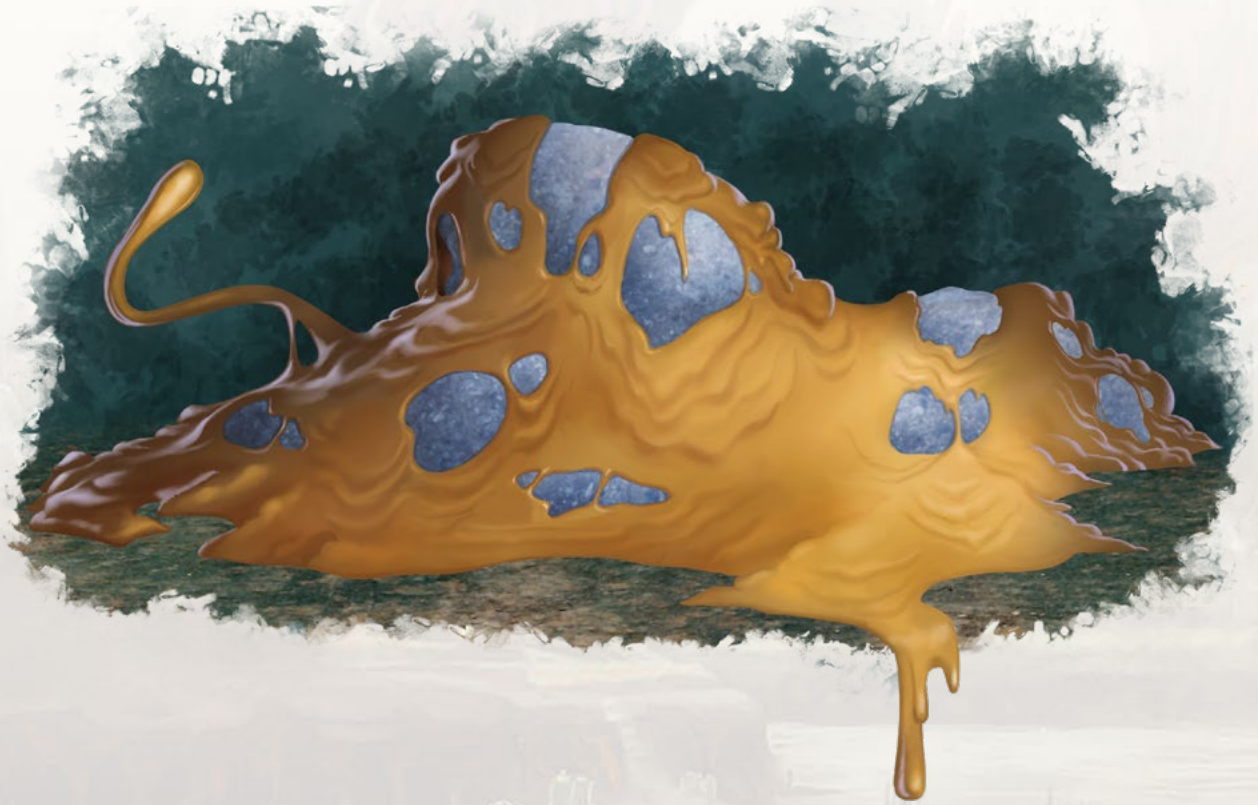
Combat: Creeping clay either strikes at opponents with simple club-like limbs or attempts to wrap, crush, and smother them with its entire body.

Interaction: Creeping clay has a simple, reptile-level intelligence. Someone with the crafting numenera skill may be able to use iotum or chemicals to communicate with it in a very simple way, convincing it to move to a particular area or even reinforce a small structure for a short while.

Use: A stockpile of iotum has transformed into an aggressive creeping clay, attacking when discovered or escaping where it was stored. A nano uses a "trained" creeping clay as a door that only lets people with the correct token pass through it.

Loot: A creeping clay can sometimes be salvaged for 1 or 2 units of apt clay or smart tissue.

GM intrusion: *The creeping clay falls on a character from the ceiling or wall, inflicting 6 points of damage and attempting to grab the character as one action.*

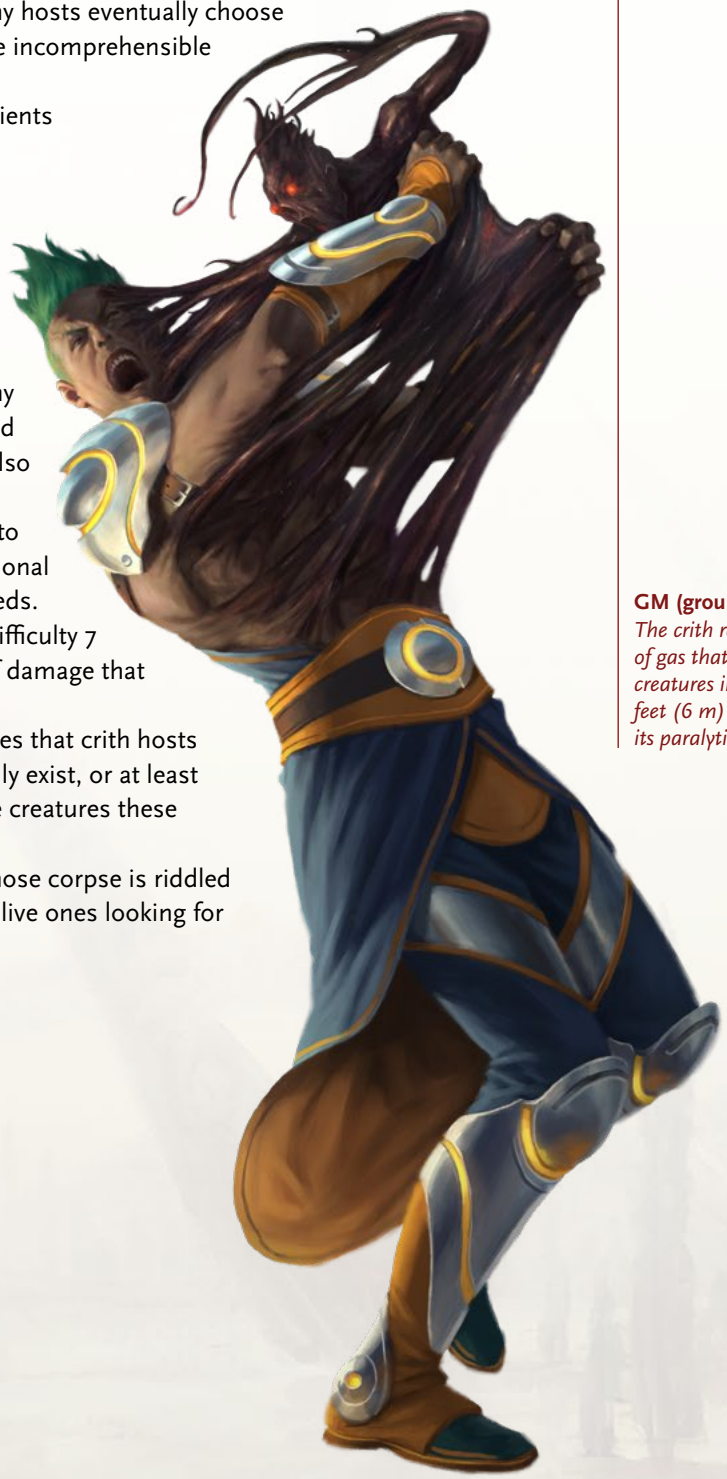


CRITH 3 (9)

A crith is a lump of ebony fleshy material about 2 feet (60 cm) in diameter when inactive. However, it can roughly mimic the shape of any creature it touches, though only in miniature. Other times, it moves by forming legs or arms as needed to run or climb.

Criths feed by skin-to-skin contact, absorbing nutrients directly. When a crith finds a victim, it adheres itself to the creature, taking on the appearance of a child-sized silhouette of the larger victim, which it attempts to embrace. In return for nutrition from this embrace, a crith provides its host with an immunity to poison and disease. Removing a crith once it's fully adhered is painful. Even so, many hosts eventually choose to remove the parasite because of the incomprehensible nightmares a crith triggers.

Large creatures have been seen hosting two or even more criths at the same time.



Motive: Find a host, hungers for nutrients

Environment: Almost anywhere

Health: 9

Damage Inflicted: 4 points

Armor: 1

Movement: Short

Combat: When seeking to attach itself to a recalcitrant host, a crith extends whipping tendrils of ebony flesh, inflicting damage; on a failed Might defense roll, the victim is also temporarily paralyzed and loses their next turn. The crith adheres to helpless victims, inflicting 1 additional point of damage each day as it feeds. Removing an attached crith is a difficulty 7 Might task and inflicts 7 points of damage that ignores Armor.

Interaction: Sometimes the nightmares that crith hosts endure show locations that actually exist, or at least used to. Likewise with the strange creatures these nightmares sometimes include.

Use: The PCs find a dead creature whose corpse is riddled with dead criths, plus a couple of live ones looking for new hosts.

GM (group) intrusion: *The crith releases a spray of gas that affects all creatures in an area 20 feet (6 m) across with its paralytic poison.*

CRYPTEOM 6 (18)

These massive creatures are more mouth—and surrounding mouthparts designed to suck pretty much everything into the mouth—than anything else. That's how they seem when prey saunters across an area under which a crypteom lurks.Its sudden appearance is a gnashing vortex of clutching, tooth-tipped tendrils around a central sucking cavity, also filled with teeth. Unseen portions of the creature further underground include a stomach just as large and other body parts, though its complete anatomy has never been established.

Ambush hunters, crypteoms wait for days or months in one spot where past traffic has moved. How they manage to move isn't clear; they leave no visible surface tracks or underground tunnels between one location and the next.

Motive: Hungers for flesh

Environment: Anywhere creatures travel on the ground in an area at least a short distance across

Health: 50

Damage Inflicted: 8 points

Armor: 2

The moon that the people of the Ninth World see changes. On any given night, it might have a blue-green stripe running across its middle. Some call it the moon's belt. Others refer to the occasions it appears as a "bounded moon."

Movement: Immobile while attempting to catch and digest prey; can phase through solid earth and drit to travel arbitrary distances at night, but only when the encircling belt is visible on the moon.

Modifications: Speed defense as level 2 due to size

Combat: A crypteom's attack is often a surprise, which hinders the defense tasks of victims by two steps on the round it appears. An area of seemingly solid ground or packed drit cracks and splinters away to reveal the horrific eating surface beneath the feet of the victims. All creatures in the area (including those just outside the area but close enough to make melee attacks against the crypteom) must make a Might defense roll each round. Those who fail are drawn closer to the central maw by tooth-tipped tendrils and sustain 8 points of damage, and they are hooked by a tendril. Hooked victims can either attempt to escape on their turn, or take some other action (such as attack). However, on any round that a victim fails to escape, they sustain another 8 points of damage and are drawn closer to the center. Characters who die from this damage are consumed and swallowed by the central maw, disappearing down into the hidden stomach.

Interaction: Crypteoms are creatures of unending hunger, and cannot be reasoned with.

Use: Although crypteoms can be encountered randomly, they are perhaps most interesting when some other power has somehow lured one to help guard a sensitive area against intruders.

GM intrusion: *A toothed tendril snags an important piece of equipment from the character, and unless it can be retrieved, it is swallowed in a round or two.*

Loot: The stomach of a defeated crypteom is filled with digestive acids, but it also has fistulas in the sides where 1d6 cyphers and other metallic belongings of previous victims have become lodged.

CUSTELIGOR 4 (12)

Imagine a living coffin, one enshrining its occupant in a mass of writhing, viscera-like arms, a translucent "window" to see out of, and a crown of fungal growths on top, and you won't go far wrong when imagining what a custeligor looks like.

—unknown

Custeligors are hunters, feeding not only on prey they can bring down with their poison spores, but also on the latest victim ensconced within the "phagosome," where it is both preserved and also slowly fed upon. The victim within is replaced several times over a custeligor's existence, and each one lends the creature some of its memories and behaviors. Sometimes an ensconced victim's unfinished business is attempted by the custeligor, though rarely with much success given the victim's horrific new form and need to feed.

Motive: Hungers for flesh, various secondary goals related to current ensconced victim
Environment: Places out of direct sunlight
Health: 15
Damage Inflicted: 4 points
Movement: Short when hovering (held aloft by a lighter-than-air gas from decay)
Combat: The custeligor's viscera-like arms produce acid, allowing it to attack up to three creatures within immediate range with just a touch. A haze of sleep-inducing spores surrounds a custeligor to a range of 20 feet (6 m), requiring creatures in range to make a Might defense roll each minute to avoid succumbing. If a custeligor kills a victim and has the luxury of time, it may eject the current ensconced corpse and pick up a fresh one from the field of battle.
Interaction: Sometimes the corpse ensconced within the custeligor's translucent, fluid-filled cavity exerts influence over the creature, and PCs can attempt to negotiate. A victim may help the PCs if they help it achieve some unfinished business of its own, but the custeligor must be fed every day with fresh meat or it reasserts control.
Use: The PCs hear a ghost story about a dead man seen looking in through the windows of his widow's home. What they find is arguably weirder.

A victim ensconced within the phagosome is, by definition, already part of the custeligor. "Freeing" the victim produces only a half-eaten corpse.

GM intrusion: *The figure in the creature's fluid-filled sac grins and waves at the character, which dazes them on their next turn, hindering all tasks. No one else sees it.*

DEADEYE 7 (21)

Always watching, always recording, a 20-foot (6 m) diameter deadeye—also known as a gravewatcher—takes great interest in the deaths of intelligent living things. It isn't a murderer, unless forced to defend itself. Instead, it shows up right after one or more people have been killed in order to view the remains for several minutes, deploying an array of strange devices over the bodies. Sometimes, it appears before a lethal situation arises, as if it somehow knows that deaths are imminent.

On rare occasions, a deadeye speaks (never in the same voice twice), imparting a message so cryptic that those who hear it don't immediately understand what the deadeye is trying to say.

Motive: Observe the recently dead or soon-to-be dead

Environment: Almost anywhere

Health: 33

Damage Inflicted: 7 points

Armor: 2

Movement: Immediate when flying; teleports via unknown mechanism to other locations as well as up to several hours into the past

Modifications: Perception as level 10. Speed defense as level 3 due to size.

Combat: A deadeye never initiates an attack but will defend itself with crushing psychic force, attacking up to three creatures within short range with a psychic onslaught that inflicts Intellect damage (ignores Armor). It persists in this onslaught only if those attacking it continue their own attacks. If overmatched, a deadeye teleports away, potentially also moving some hours into the past.

Interaction: When a deadeye shows up prior to a death (as opposed to afterward), it sometimes speaks using the tone, intonation, words, and knowledge of a creature whose remains it has previously recorded. Such pronouncements at first sound inane and without context. However, the meaning sometimes becomes clear as later events play out, when the mysterious message is revealed to have been a warning. Often, that realization comes too late.

Use: A deadeye appears and starts to follow the PCs as they begin a new initiative or explore a new area.

Loot: Treat the remains of a deadeye as a level 7 salvage source.

Salvage source, page 108

GM intrusion: *The deadeye speaks with the voice of someone the character knows to be dead. The character is stunned and, on a failed Intellect defense roll, loses their next turn.*

DENTOFIEND 3 (9)

Perhaps the result of strange experimentation or cancers that became independent creatures, dentofiends are essentially large, tumorous mutant teeth. They do nothing but eat in order to fuel their body's constant creation of new sharp teeth on every surface. Their scales are stacked flat teeth, hundreds of teeth line their mouths in rings, their horned heads are covered in transparent teeth that function as primitive eyes, and their claws are modified teeth. They lack a common body structure; they might have anywhere from two to six legs, have or lack a tail, and have a single large mouth or several smaller ones. They lack true brains, and instead rely on chains of simple nerve tissue to function. Voracious and indiscriminate, dentofiends can recover from most injuries, and individual pieces of a dead fiend should be burned to prevent them from eventually regenerating into a whole creature.

Motive: Hungers for flesh and bones

Environment: Almost anywhere

Health: 9

Damage Inflicted: 5 points

Armor: 2

Movement: Short

Modifications: Attacks and Intellect defense as level 4

Combat: Dentofiends have no strategy; they just bite and scratch at any meat they sense in the area.

The jagged teeth all over a dentofiend's body automatically inflict 2 points of damage to anyone who tries to touch the fiend or strike it with a melee attack.

A dentofiend regenerates 3 points of health each round. If it falls to 0 health, it instead regenerates 1 point of health per hour until it fully recovers nine hours later. If its corpse is burned, scoured with acid, or otherwise has its cells disrupted, it is killed and doesn't regenerate.

Interaction: Dentofiends have primitive worm-like impulses and cannot be reasoned with. They do not feel fear.

Use: An unexpected mutation in a high-radiation area turns a creature into a dentofiend.

Loot: Sometimes the core of a dentofiend's ever-regenerating body is a useful cypher, something that gave it an edge for surviving a past encounter.

GM intrusion: *A character's attack splits a dentofiend in two, and the two pieces attack independently as two level 2 creatures, each with 5 health.*

DINOSAURS

Dinosaurs walked the earth for almost 200 million years. In a billion years, creatures much like dinosaurs may have evolved from earlier animals, or civilizations of the prior worlds could have used their advanced technology to recreate or rescue these amazing creatures. Some of these pieces of living history may still survive in the Ninth World. As with the megafauna, many dinosaurs are simple animals without any interesting abilities and can be summed up as a name, level, and perhaps a modification. The listings here are of interesting specimens that deserve more than that, but don't need a full page of additional information.

Megafauna, page 98

If used in a Numenera campaign, dinosaurs should still have a unique look based on mutation, evolution, selective breeding, or deliberate augmentation. Give a deinonychous color-shifting feathers, a plesiosaur a coat of smooth gel to speed its swimming, and an ankylosaur's armor a subtle crackle of electricity. By updating the look of these creatures, they maintain the weird theme of the Ninth World—they aren't throwbacks to a billion years in the past, but instead have adapted or been updated to thrive in a world of nanobots, ultraterrestrials, and alternative dimensions. Some of them might even have a minor special ability that their historical counterparts never had, like being able to see in the dark or having venomous breath.

Maintaining the Weird, page 350

Because of this artificial resurrection, dinosaurs of vastly different epochs might be encountered in the same area, even though historically they were separated by millions of years of evolution. A GM doesn't have to hold to a specific part of the timeline to create fun dinosaur encounters in the Ninth World.

Many dinosaurs have very similar body forms and abilities and don't need a separate listing, in the same way that a listing for a tiger would be very similar to that of a lion. If your favorite dinosaur isn't here, find a similar one and use that.

Many creatures listed here aren't dinosaurs, but are associated with them by common public lore about dinosaurs. These creatures include archelons, plesiosaurus, pteranodons, and others. This isn't a scientific textbook, so for convenience, all of these non-dinosaurs are listed in this section.

DINOSAURS

ANKYLOSAURUS

These armored dinosaurs are up to 20 feet (6 m) long and weigh 2 tons.

Ankylosaurus: level 4, Speed defense as level 3 due to size and speed, Intellect defense as level 3 due to intelligence; health 20; Armor 3. They attack two creatures with their clubbed tail as an action.

GM Intrusion: *The swing of the ankylosaurus' tail knocks the character prone. In addition to taking damage from the creature's tail attack, the character is trampled under its huge feet for 7 points of damage*

APATOSAURUS

These long-necked quadrupeds can grow up to 70 feet (21 m) long.

Apatosaurus: level 9, Speed defense as level 6 due to size and speed, Intellect defense as level 8 due to intelligence; health 50; Armor 3. They lash a target with their tail.

GM Intrusion: *The apatosaurus' tail lash misses its target and instead hits a tree, boulder, or building, sending part of it tumbling.*

ARCHELON

These giant sea turtle reptiles can reach 16 feet (5 m) in diameter and weigh up to 5,000 pounds (2,300 kg).

Archelon: level 5, Speed defense as level 4 due to size, Intellect defense as level 3 due to intelligence; health 22; Armor 3; movement immediate, long when swimming

DEINONYCHUS

These bipedal hunters can reach 11 feet (3 m) long and weigh 160 pounds (73 kg). They fight in packs, with the first animal that strikes holding the prey in place while the others finish it off.

Deinonychus: level 3, perception as level 5, attacks and Speed defense as level 4 due to quickness, overcoming obstacles and figuring out tricks as level 4; health 15; Armor 1; movement short. A successful bite attack inflicts 4 points of damage, and the target must make a Might defense roll or be held in place. A held creature is hindered by two steps and must make a Might defense roll each round or automatically take 6 points of damage from the animal's tearing claws.

GM Intrusion: *The fleeing deinonychus was actually leading the character over a cliff, into a deadfall trap, or into an ambush with more deinonychus.*

MOSASAURUS

These squat aquatic lizards are built much like whales and grow up to 50 feet (15 m) long.

Mosasaurus: level 5; health 30; Armor 1; movement immediate, short while swimming

PARASAUROLOPHUS

These grazing herbivorous dinosaurs have unusual head crests that may be used for attracting mates, aiding vocalization, or regulating temperature. They grow up to 30 feet (9 m) long and weigh up to 2.5 tons.

Parasaurolophus: level 3; health 20; Armor 1. They attack by trampling.

DINOSAURS

PLESIOSAURUS

These aquatic reptiles have long necks, flippers instead of legs, and an overall body length of up to 11 feet (3 m) long.

Plesiosaurus: level 3, attacks as level 4, swimming as level 4; health 15; Armor 1; movement immediate, short while swimming

PTERANODON

These flying reptiles have a wingspan of up to 23 feet (7 m) and weigh about 80 pounds (36 kg).

Pteranodon: level 5, Speed defense as level 4; health 20; movement long when flying

GM Intrusion: *A pteranodon grabs a character's weapon (or other held object) or a small creature, and flies off toward its nest.*

STEGOSAURUS

These dinosaurs are easily recognized by the vertical armored plates on their backs and their spiked tails. They grow to be up to 30 feet (9 m) long and weigh up to 7 tons.

Stegosaurus: level 4, Speed defense as level 3 due to size and speed, Intellect defense as level 3 due to intelligence; health 25; Armor 3. They attack two creatures with their spiked tail as an action.

TRICERATOPS

These bulky dinosaurs are known for their shield-like head growths and three horns. They grow to be up to 30 feet (9 m) long and weigh up to 12 tons.

Triceratops: level 5, Speed defense as level 4 due to size and speed, Intellect defense as level 3 due to intelligence; health 30; Armor 3. They ram opponents with their horns.

GM Intrusion: *The triceratops' horns impale the character, automatically inflicting an additional 5 points of damage each round the character remains impaled.*

TYRANNOSAURUS REX

These gigantic carnivores often grow up to 40 feet (12 m) long and weigh 12 tons or more.

Tyrannosaurus Rex: level 7, perception as level 5, Speed defense as level 5 due to size; health 50; Armor 1. Its bite inflicts 10 points of damage, and the target must make a Might defense roll or be shaken hard and take an additional 3 points of damage (ignores Armor). This shaking occurs each round the target fails to make a Might defense roll. A tyrannosaurus can charge a short distance, trampling everything within immediate range of its path for 7 points of damage; creatures that make their Speed defense roll still take 2 points of damage. The tyrannosaurus can roar, frightening creatures within short range that fail a level 2 Intellect defense roll; frightened creatures lose their next action, their defenses against the dinosaur's next attack are hindered by two steps, and they take an additional 2 points of damage from its next attack.

GM Intrusion: *The tyrannosaurus' tail swings around and knocks the character tumbling out of short range and possibly into dangerous terrain.*

DISSECTOR 6 (18)

This bulky artificial creature sports thick metallic arms articulated with stubby manipulators. Each manipulator is able to extrude a nanite scaffolding of far smaller instruments that can be selectively tuned to disrupt and cut flesh, limbs, organs, or other tissues within living creatures. Its lower body is a metallic tripod that gives the creature the ability to hover just above any solid surface or fly rapidly to distant locations.

Dissectors are entirely motivated by the study of life itself. However, that study is apparently not grounded in respect, because their method of study requires that they completely dissect every organ of each new subject they acquire. Often, those organs are neatly embedded in synth containers. Of the original donor, nothing remains but parts.

Motive: Dissect living subjects

Environment: Dissectors travel alone and can be found anywhere.

Health: 21

Damage Inflicted: 10 points

Armor: 4

Movement: Short when flying

Modifications: Knowledge of living creatures as level 8

Combat: A dissector's arms end in tools that allow it to take apart organic matter on a molecular level, neatly slicing and severing connective tissues. Though it selects subjects and dissects them to death, it works on only one subject at a time and may take some time before selecting a new target, which means it doesn't attack every living thing it comes across. However, when it does choose a new subject, or when defending itself, it inflicts damage with a touch, ignoring most kinds of Armor (though not force fields) in the process.

Interaction: Dissectors are intelligent and pick up languages quickly. Though single-minded, they may be willing to negotiate if the PCs offer to lead them to a brand-new kind of subject that they have never previously studied.

Use: A "killer" automaton has set up shop in the center of a village, and each week, it culls a new victim from the surrounding population, a victim who is never seen again.

Loot: The remains of a destroyed dissector might hold 1d100 shins, 1d6 + 1 cyphers, an oddity, and perhaps a salvageable artifact.

GM intrusion: *During negotiation, the dissector demands that the character give up an "unneeded" organ; otherwise, the talk is concluded.*

DIVELLENT 6 (18)

Is someone trapped inside the ghastly mass of writhing, undulating ribbons of greenish-black energy that coil and clutch like arms? Or did a nano inquire too deeply into lore and energies not suitable for people, for which they paid the ultimate price? If you believe the warnings mumbled by explorers who've seen divellents before, it's the latter.

Divellents fade from light, using shadows and darkness to stalk prey. They squirm and pulsate through cracks and holes, hide under floors, and creep unseen along ceilings until they choose new targets to sate their hunger for flesh or, failing that, to end their hellish, pain-filled existence.

Motive: Hungers for flesh and seeks to find surcease of pain
Environment: Ruins
Health: 32
Damage Inflicted: 4 points
Armor: 1
Movement: Short; short when climbing and swimming; immediate when burrowing
Modifications: Stealth as level 7
Combat: Divellents can attack all within immediate range with "fingers" of the strange energy making up their body, inflicting 4 points of damage (ignores Armor). Alternatively, a divellent can unleash a blast of that same energy at a target within short range, inflicting 4 points of damage (ignores Armor).

One creature struck by either the immediate or the ranged attack must also succeed on a Might defense roll or be pulled into the divellent's body and held there. Victims held in this way suffer 5 points of damage (ignores Armor) each round until they can escape. Held victims must also succeed on one additional Might defense task or accidentally breathe in or swallow a portion of the creature's strange energy. The ingested substance coils and bulges under their skin like a parasitic worm on the move for about a week, after which the victim makes a Might defense roll. Success means they eject the foreign matter by coughing it up; failure means they descend one step on the damage track and can try again until they either purge or die. But instead of dying, a new divellent is born of the victim.

Divellents abhor sunlight and other bright light. Most will flee it. While exposed to bright light, a divellent suffers 3 additional points of damage from all successful attacks.

Interaction: These creatures are completely malign. They always act to horrify and predate humans, and only interact if by doing so they can further frighten victims.

Use: An explorer went missing several weeks ago, and the PCs are given her route on a map and a job to rescue her. When they reach the area within the ruin where they hope to find the explorer, they're attacked by the divellent that formed from her body.

GM intrusion: *The character evading one tentacle arm attack is grabbed by another and flung 20 feet (6 m) up into the air. Unless they can catch themselves or otherwise succeed on a Speed task to land gracefully, they fall to the ground, suffering 4 points of damage.*

DREAMSLAKE 5 (15)

Most people don't realize when they've been predated by a dreamslake. Victims know only that they suffered a broken night's sleep, perhaps blaming a nightmare. If the nightmare is remembered, it features a figure with a skin of strangely textured ebony scales and eyes shining like glowing sapphires. It is the dreamslake, which stalks dreams for the psychic energy that it needs to survive.

Sometimes, a dreamslake is discovered outside the realm of dreams. It resembles the nightmare image from the waist up, but from the waist down it is a nest of twining tendrils that don't so much end as grow ever thinner and are lost to sight. A dreamslake in reality is far more dangerous than one in dream, because the only way it can reach a victim's mind without the doorway that sleep provides is by forcibly breaking open heads.

Motive: Hungers for intellect

Environment: Anywhere intelligent beings sleep

Health: 20

Damage Inflicted: 7 points (see Combat)

Movement: Short

Modifications: Resists mental attacks and deception as level 7. Stealth as level 8.

Combat: A dreamslake prefers to sip on the dreams of creatures sleeping within short range, as long as it can stealthily slip a tendril through small cracks and under imperfectly sealed doorways to stroke a victim's brow. A victim may startle away and discover that they've lost 1 point of Intellect, which they can't heal until after their next ten-hour recovery roll. If forced into real combat, a dreamslake can lash its tentacles at a target within short range. If it hits, it inflicts 5 points of damage plus 2 additional points of Intellect damage (ignores Armor), for a total of 7 points of damage against an unarmored foe.

Interaction: These intelligent creatures are perfectly amenable to negotiation if they have no other choice. They know many things because of all the dreams they've eaten. But they prefer to remain unknown.

Use: While searching for a difficult-to-find truth, the PCs learn of a strange creature that (they are told) has access to all kinds of knowledge. But those who approach its lair should never sleep nearby, or a ghost will "eat their dreams."

GM intrusion: *The character suffers phantom nightmares featuring the dreamslake each succeeding night (losing 1 point of Intellect that can't be healed each time) until they can shake off the trauma, which they can attempt once each night.*

Midnight stones, page 113

Harmful mutation, page 398

DRITCH 4 (12)

The dritch is a variety of creature that eats a kind of iotum known as midnight stones. It spends much of its time sniffing out concentrations of the substance. This means a dritch can be especially dangerous to those who possess midnight stones or who have used such stones in the past, because the creature has a special power over the volatile energy (called "void matter") that midnight stones resonate with.

A dritch has a mottled carapace that resembles a midnight stone and glows with a faint greenish light. It is slender and sleek, with a head on a long neck, several arms, and a long torso that narrows to a snakelike coil. A variety of antenna-like protuberances stud its glistening form.

Motive: Hungers for midnight stones

Environment: Anywhere midnight stones might be found

Health: 15

Damage Inflicted: 4 points

Movement: Short; immediate when burrowing

Modifications: Tracking and salvaging midnight stones as level 7

Combat: A dritch can bite foes, though its first attack is to spit a glob of greenish-black energy (void matter) about once every minute, attacking a foe within short range for 4 points of damage. The target must also succeed on an Intellect defense roll or be stunned and lose their next turn. A stunned target immediately develops a harmful mutation that lasts until their next ten-hour recovery roll.

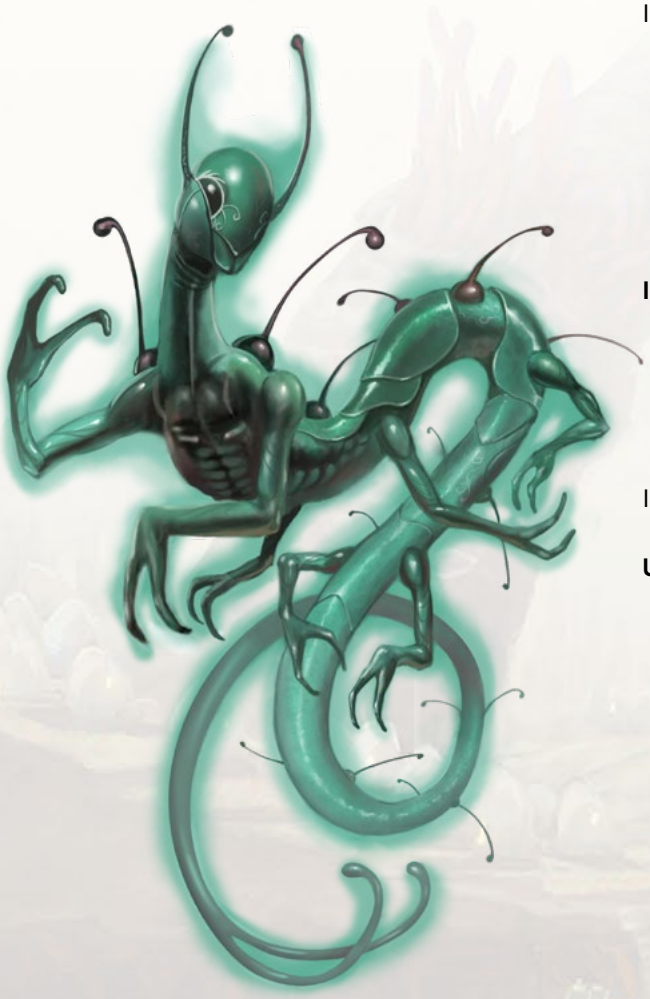
If a dritch attacks a character in possession of a midnight stone (or who is otherwise infused with void matter through some other item or ability), the dritch's attacks inflict 2 additional points of damage (for a total of 6 points) and ignore Armor. Each such attack returns the dritch to full health, and in the case of a character carrying midnight stones, drains one of those stones.

Interaction: Dritches usually ignore creatures that are not threats or do not have midnight stones, unless hunger or loyalty urges them to do otherwise. If they become hungry enough, they attack anything infused with or in possession of void matter, including other dritches.

If a dritch is young and impressionable enough, it sometimes imprints on other creatures.

Use: Dritches are not common, but every now and then an explorer is seen in the company of one, claiming that it helps out when salvaging for iotum. Characters who carry midnight stones may get a curious sniff or two, but nothing worse happens immediately. Later, the dritch goes looking for a snack.

GM intrusion: *The dritch burrows into the wall or floor, leaving a slowly healing tunnel behind it for about a minute. If one or more characters follow, they become stuck as the healing wall seals around them, until they can be somehow extricated.*



DRITSWIMMER 4 (12)

Most people watch for predators on the horizon and in the air, but few think of the dangers lurking underneath their feet. Dritswimmers are crab- and slug-like beasts that can alter the density and viscosity of soil, sand, and drit, allowing them to swim through it as if it were water. They lurk under the surface like sharks, using vibration-based senses and retractable eyestalks protruding aboveground to detect approaching prey. The grasping limbs around their mouths can extend up to 10 feet (3 m), allowing them to remain safely underground and still make attacks. When at their full 10-foot (3 m) length, a dritswimmer's breathing tubes resembles a bundle of pipes and allows it to remain buried indefinitely.

Motive: Hungers for flesh

Environment: Natural environments where they can move quickly through the ground

Health: 14

Damage Inflicted: 4 points

Armor: 1 or 2

Movement: Short; short when swimming underground

Modifications: Perception and stealth as level 5. Stealth as level 6 when buried.

Combat: Dritswimmers wait below the surface to ambush potential prey, reaching out of the ground with their claws to grab and pinch one or two targets. A struck creature must make a Might defense roll or be caught in the dritswimmer's grip. A grabbed creature automatically takes 4 points of damage every round until it escapes.

The ground around a dritswimmer to a distance of about 6 inches (15 cm) automatically softens, feeling much like muddy water. This softening extends around whatever creature its claws hold. The softened ground returns to its normal density and consistency a few seconds after it leaves. A buried dritswimmer has cover against attacks (attacks against it are hindered).

An outnumbered or wounded dritswimmer may retreat deeper under the surface, bringing its prey with it. If it lets go of its prey or is killed, the prey quickly becomes trapped as the ground returns to its normal solidity. To escape, the prey needs to hold its breath and dig or climb up to the surface, which requires making a Might roll each round for several rounds.

Interaction: Dritswimmers are clever animals. They can't be bargained with, but can be distracted by giving them a large piece of meat to eat.

Use: Dritswimmers are much like quicksand traps in the form of a creature. An interesting cluster of pipes turns out to be a lurking dritswimmer.

Cover, page 113

Typical ground: *level 4*

GM intrusion: *The dritswimmer pulls one grabbed character underground and leaves them there, using that claw to make attacks against another character.*

DURRESH 5 (15)

Although they appear to be masked or helmeted people wearing bulky clothes, durresh are actually extraterrestrial or ultraterrestrial beings that use humanoid body parts as costumes in order to blend in and observe local human populations. The creature's actual body is a tangled mass resembling intestines with eyes and thin tentacle-limbs, but most people never see that, as it animates and controls the preserved remnants of a humanoid head, torso, and arms, wearing this macabre disguise like a strange hat. The preserved face usually has a vacant expression. The durresh controls its disguise by directly stimulating the cadaver's nerves, but it is an imperfect connection and a trained observer can notice tics and altered speech. It is not known if durresh are researchers trying to learn about humans or the numenera, or merely tourists that enjoy interacting with more primitive life-forms.

Motive: Information and experiences
Environment: Ruins or large communities
Health: 15
Damage Inflicted: 5 points
Armor: 2
Movement: Short; short when flying
Modifications: Pretends to be human and resists trickery as level 4
Combat: Durresh try not to reveal their true nature, and initially attack by striking out with their humanoid corpse's arms; these attacks are made as a level 4 creature that inflicts 4 points of damage. They may activate hidden cyphers under their disguises to protect themselves or escape. If they think the disguise is no longer working, they openly manipulate cyphers or strike out with their sharp tentacles.
Interaction: Durresh pretend to be human but don't quite understand human ways. Their responses seem a little off—too eager, too curt, and so on. They can be persuaded to trade items or assist with a problem if the PCs sound sincere or the task seems interesting.
Use: A masked stranger in a city acts especially friendly to visiting PCs. An armored person in a ruin agrees to assist with exploration. A person the PCs can identify by a tattoo or similar markings doesn't seem to know them and acts strangely.
Loot: Durresh have 1d6 cyphers and make intelligent use of them. They carry 1d20 shins and a couple of oddities.

GM intrusion: *The durresh takes special interest in one character, antagonizing them in conversation or expressing interest in bringing them somewhere else.*

EAYLISH THE SHIMMER 3 (9)

Eaylish grew up as the eldest daughter of wealthy nobles. With no responsibilities, she was bored and spoiled, and she enjoyed stealing things and causing trouble, knowing that her parents would fix it. One life-changing theft from an Aeon Priest was of a glass jar of sparkling blue motes, which she accidentally broke. The motes sank into her skin and somehow gave her the ability to manipulate light in the form of complex illusions and painful searing blasts of radiant energy. These abilities allow her to commit more interesting crimes, and because she always wears an illusory mask of someone else's face (often a rival noble scion who annoyed or offended her), these actions never come back to harm her.

Eaylish isn't a bad person—she's never killed anyone, she hasn't stolen anything that the victim couldn't afford to lose, and she doesn't go out of her way to mistreat people of lesser status than herself. Thanks to her privilege and power, she's never had to deal with the negative consequences of her actions, so she continues to escalate her "hobby," taking greater risks and stealing more valuable things just for the excitement of it.

Motive: Greed, thrills, defiance
Environment: Civilization
Health: 10
Damage Inflicted: 3 points
Armor: 1
Movement: Short
Modifications: Disguise, Speed defense, and stealth as level 4
Combat: Eaylish shoots blasts of searing light up to short range. She can create a terrifying illusion that affects up to three people in long range, who must make an Intellect defense roll or flee for one minute.

She can use her illusions to disguise herself as someone roughly her size and shape. She can create one or two human-sized illusions within short range and make them follow a specific series of actions (lasting up to a minute, then ending or repeating).

Interaction: Eaylish is likeable in an elitist sort of way. She can be quite friendly to other people of her status.
Use: Eaylish might join up with an interesting group of explorers or criminals if there will be interesting sights or fun things to steal, or if she is bored. She might decide to mess with one or more PCs because they annoyed her or they're trying to get something that she wants.
Loot: Eaylish always carries one or two useful cyphers.

GM intrusions: *Eaylish turns invisible for a few rounds, increasing her stealth and Speed defense to level 5. The character's attack hits an illusory copy of Eaylish, who is actually an immediate distance away from where she appeared to be.*

EGI 4 (12)

The egi remains utterly still for hours at a time, its body taking on the coloration of whatever is around it. The sudden appearance of its frog-like head and wasp-like body twice the size of a human startles prey into a moment's confusion. During that instant, the egi spits a mass of sticky substance that can both suffocate prey and hold it in place, preserving it for later need. Difficult prey can also be stung into submission.

The only thing an egi fears is another egi larger and older than it. These creatures apparently predate each other even more viciously than they do other creatures. In fact, explorers who find an egi lair likely discover the interior "decorated" with the carapaces of smaller, previously vanquished egi.

Motive: Hungers for flesh
Environment: Anywhere
Health: 18
Damage Inflicted: 5 points
Movement: Short; long when flying
Modifications: Stealth tasks as level 6 when not moving
Combat: An egi's sting inflicts damage by itself, but their first attack is usually to spit a massive glob of greenish glue-like fluid at a target within short range, inflicting damage and, on a failed Might defense task, sticking the target to the ground or nearest landscape feature until the target can escape. If an egi attacks with surprise, all related defense tasks are hindered by two steps.
Interaction: Egi are intelligent but speak only their own language, which is communicated through wing movements and coloration changes. Their entire culture seems to be built around defeating all others of their kind within their own cohort, though they will not attack egi juveniles.
Use: A weird "wasp" nest visible on a distant structure turns out to be far larger than it seemed when seen from far away.
Loot: The discarded equipment of eaten prey sometimes contains valuables, including a few cyphers.

GM intrusion: *The sticky fluid holding the character in place covers their mouth and nose, inflicting 6 points of damage (ignores Armor) each round until the victim succeeds on a Might defense task. Each failure hinders the succeeding defense task by one step as the victim suffocates.*

ETHERVORE 2 (6)

Always ravenous, these tentacle-armed, three-eyed creatures made of mud consume everything, including people. They appear when the weather turns warm. While a few are easily dealt with, extreme heat can summon a horde; this in turn somehow calls a being known as an ether matriarch, which is far more dangerous, possibly powerful enough to wipe out a whole community.

Most people don't know that ethervores hatch from a kind of iotum called ether orbs (but instead assume that the creatures like to eat the orbs).

Motive: Hungers for flesh
Environment: Anywhere hot
Health: 6
Damage Inflicted: 2 points
Armor: 1
Movement: Short
Combat: An ethervore uses its tentacles to attack. Three ethervores can act as a single level 4 creature inflicting 5 points of damage and, on a failed Might defense roll, hold inactive and smother the target for 5 additional points of damage each round until the target can escape.
Interaction: Individual ethervores are not intelligent, but each shares a transdimensional connection with a highly intelligent being: the ether matriarch. The matriarch's goal is to lay more eggs, but she may be willing to negotiate.
Use: Over the last few years, locals have been using newly discovered iotum called ether orbs. During a heat wave, creatures dubbed "ethervores" have started breaking into wright workshops and causing mayhem. PCs are asked to find the source of these creatures as the weather grows even warmer.

ETHER ORB (LEVEL 5 IOTUM)

One unit of ether orbs—which appears as a chunk of dark matter set with tiny blue orbs, each no more than a centimeter across—can be used in place of bio-circuitry or neurofilament plexus on a unit-per-unit basis. In addition, 1 unit of ether orbs can create an infusion allowing a user to draw from their Might Pool whenever they would normally draw from their Intellect Pool for about an hour. Afterward, their Intellect Pool is reduced by 1 point that can't be healed until after the user's next ten-hour recovery roll.

Ether matriarch: *level 8; attacks every target at once in an area a short distance across, inflicting 10 points of damage to each; smothers each damaged foe as a normal ethervore*

Bio-circuitry, page 112

Neurofilament plexus (level 8): *A mass of branching nerves resembling an internally glowing brain with blurry edges. Used like cognitive weave to create biological creatures with human-level intelligence. Can be used to help train beasts and for healing tasks to repair Intellect and nerve damage.*

GM intrusion: *The smothered character descends one step on the damage track.*

EXCOGITATE 7 (21)

Those who invest in bodily improvement face an existential choice: how far should they go? The numenera offers a seemingly boundless, never-ending road for self-improvement. But somewhere along the line, those who started out as humans completely leave behind what they once were. Excogitates are one example of such radical transformation.

Inactive for years as they ponder unimaginable fields of knowledge, excogitates wake if disturbed. Most have put their humanity so far behind them that they lash out at the "insects" that have taken them away from their lucid dreams of transcendence. Some become so enraged that they take it upon themselves to eradicate all nearby human communities, so as to lessen the possibility of being disturbed again in the same way.

Motive: Think beautiful thoughts, punish disturbances

Environment: Desolate areas usually devoid of people

Health: 30

Damage Inflicted: 9 points

Armor: 3

Movement: Short when flying

Modifications: Speed defense as level 6 due to size. Understanding numenera and crafting numenera as level 8.

Combat: An excogitate can discharge tendrils of energy to blast up to three foes at the same time within short range, inflicting 9 points of damage each.

Alternatively, an excogitate can telekinetically grab a human-sized victim (inflicting 9 points of damage). If the target fails to escape on their turn, the excogitate can throw them 120 feet (36 m) into the air or against a nearby surface, inflicting an average of 12 points of ambient damage.

Interaction: Excogitates rarely react well to pleas for interaction or negotiation unless they can recall a shred of their past humanity.

Use: PCs are looking for a legendary nano. When they find her, she has upgraded herself so completely that little remains of what she once was.

Loot: A defeated excogitate could be salvaged for 1d6 cyphers and an artifact.

GM intrusion: *The blast of energy released by the excogitate causes part of the area to collapse on the character, trapping them until they can escape with a successful difficulty 7 Might-based task.*

FAIN SCAVENGER 4 (12)

It's impossible to miss a flock of fain scavengers winging through the sky, because by day the metallic components they've accumulated flash in the sun, and by night many of those same devices shine with internal power.

Fain—whose wingspans can measure up to 20 feet (6 m) from tip to tip—are omnivorous, eating plants and animals they can find and bring down across the plains and grasslands they prefer to hunt. They decorate their bodies with trophies that include not only the remains of past hunts, but also still-functioning numenera that they salvaged from open ruins or, more and more frequently, stole from communities that rely on newly built installations.

Motive: Hungers for flesh, collects numenera

Environment: Plains or deserts, usually in flocks of five to seven

Health: 15

Damage Inflicted: 4 points

Movement: Long when flying

Modifications: Salvage numenera as level 7 (often by simply tearing away at manifolds until it finds something useful)

Combat: A fain scavenger can batter two foes at a time with its wings. If three work together, they can make a single attack as if a level 6 creature and inflict 8 points of damage. If threatened by particularly dangerous prey, a fain scavenger has up to three level 5 cypher-like abilities it can call on from the devices it has decorated its body with, including detonations, ray emitters, invisibility, teleportation, or the power to send a target to some faraway location.

If a foe has a particularly nice-looking artifact in hand, a fain scavenger is just as likely to try to snatch it—requiring the PC to succeed on a Speed defense task to keep hold of their device—and fly off.

Interaction: Characters who have shiny numenera and use it to lure a fain scavenger closer might be able to open communications, though the creature has no language. But it is almost as smart as a human, and might be willing to negotiate using signals and body language if a trade is offered.

Use: Every time the wright fixes the installations on the edge of the community, something comes along in the night and wrecks them.

Loot: Treat the remains of a fain scavenger as a level 4 salvage source.

Installations, page 154

A large flock of fain scavengers can be a true scourge of a small community.

Salvage source, page 108

GM intrusion: *A cypher used in an encounter with the fain scavenger aids the scavenger, not the character.*

Iotum, page 107

Bio-circuitry, page 112

FELBIS 4 (12)

Wrights and other crafters of numenera find felbis to be very useful, but also destructive and frustrating. These crab-like creatures have about the same mass as a human, but most of it is centered in a tank-like part of its body and surrounded by spindly legs and a sharp limb that functions as a saw and an intake device. Felbis consume meat, scraps of synth, and lesser forms of iotum, and slowly digest these materials to fabricate higher-level organic and semi-organic iotum such as bio-circuitry.

Felbis are unpredictable and unreliable, perhaps from being exposed to so many kinds of iotum inside their bodies. They are prone to wandering off, getting into storage areas, and gorging themselves on valuable materials. Their owner can try to make them produce a specific kind of iotum, but at best this works about half the time—the rest of the time, the felbis creates a random kind of iotum of a similar level. Sometimes felbis go berserk for hours or days, attacking everyone nearby in an attempt to take meat samples.

Felbis can't produce iotum of a level higher than their own (creature) level. For every level of the iotum a felbis is producing, it has to eat twice that many levels of iotum and about 10 pounds (4.5 kg) of meat and synth. After about one week per level of the iotum being crafted, the process is finished and the creature extrudes the completed iotum.

Motive: Hungers for flesh and numenera

Environment: Ruins and workshops

Health: 12

Damage Inflicted: 4 points

Armor: 1

Movement: Short; short when climbing

Modifications: Climbs as level 6

Combat: Felbis attack twice per round as an action, once with a sharp foot and once with their saw.

Interaction: Felbis are biomechanical creatures that respond to telepathic and machine commands like trained animals. They do not communicate directly, but their current status and internal supply levels can be diagnosed using the understanding numenera skill.

Higher-level felbis exist, but they are larger, more dangerous, and more unpredictable.

Use: A factory-like area in a ruin is rumored to have several felbis that could be sold for many shins. A crafter's workshop is demolished as a felbis goes berserk and breaks free.

Loot: A dead felbis may contain a cypher and 1d6 shins.

GM intrusion: The felbis eats a cypher (immediately destroying it) or an artifact (moving it one step down the object damage track each round) carried by a character.

FIRE DZIK 2 (6)

Armored plates that glow like embers cover this dog-sized creature's back and sides. The plates protect it from predators and any other creatures that hope to drive off the fire dzik. And many do; a fire dzik ignites plains and forests so it and a newly hatched brood can feed on the ash and other carbonized remnants afterward. Villages made from wood and other flammable materials have also gone up in smoke thanks to fire dziks spotted far too late.

The creature's mineralized plates are natural wonders, able to ignite a firestorm on their outer surface, but whose innermost layers protect the dzik from excess heat. Some people hunt fire dziks just for their ember plates, hoping to fashion fireproof armor from them.

Motive: Territory, defense, and hunger for carbonized remnants

Environment: Fire dziks inhabit areas with seasonal growth and dieback in groups of five to seven. They typically live in burrows in the ground and emerge to set fires when things are most dry.

Health: 6

Damage Inflicted: 2 points (see Combat)

Armor: 3 (6 against damage from fire and heat)

Movement: Short; immediate when burrowing

Modifications: Speed defense as level 3 due to size

Combat: Fire dziks try to work as a group of three (called a "wink") to knock down a foe as if they were a single level 5 creature. Once an opponent is knocked down, the wink swarms the victim and burns them with hot ember plates for 7 points of damage. (A single fire dzik might also try this tactic, but if it succeeds in knocking down prey, it inflicts only 2 points of fire damage.)

Interaction: Fire dziks are as intelligent as any other wild animal.

Use: A wink of fire dziks is somewhat dangerous, but a migration can threaten a whole community. Locals often pay well to have someone deal with an infestation. Sometimes hunters go looking for the creatures to harvest their protective ember plates.

Loot: The ember plates of a fallen fire dzik are only valuable to someone with the skills and time to fashion armor or other objects with them.

Armor made from fire dzik plates is medium armor, granting +2 Armor and an additional +2 Armor (for a total of +4 Armor) against fire damage.

GM intrusion: *The fire dzik "fans" its plates, creating a close-range spray of fire that burns the character for 5 points of damage and an additional 1 point of burning damage each round until the character uses a turn to put out the flames.*

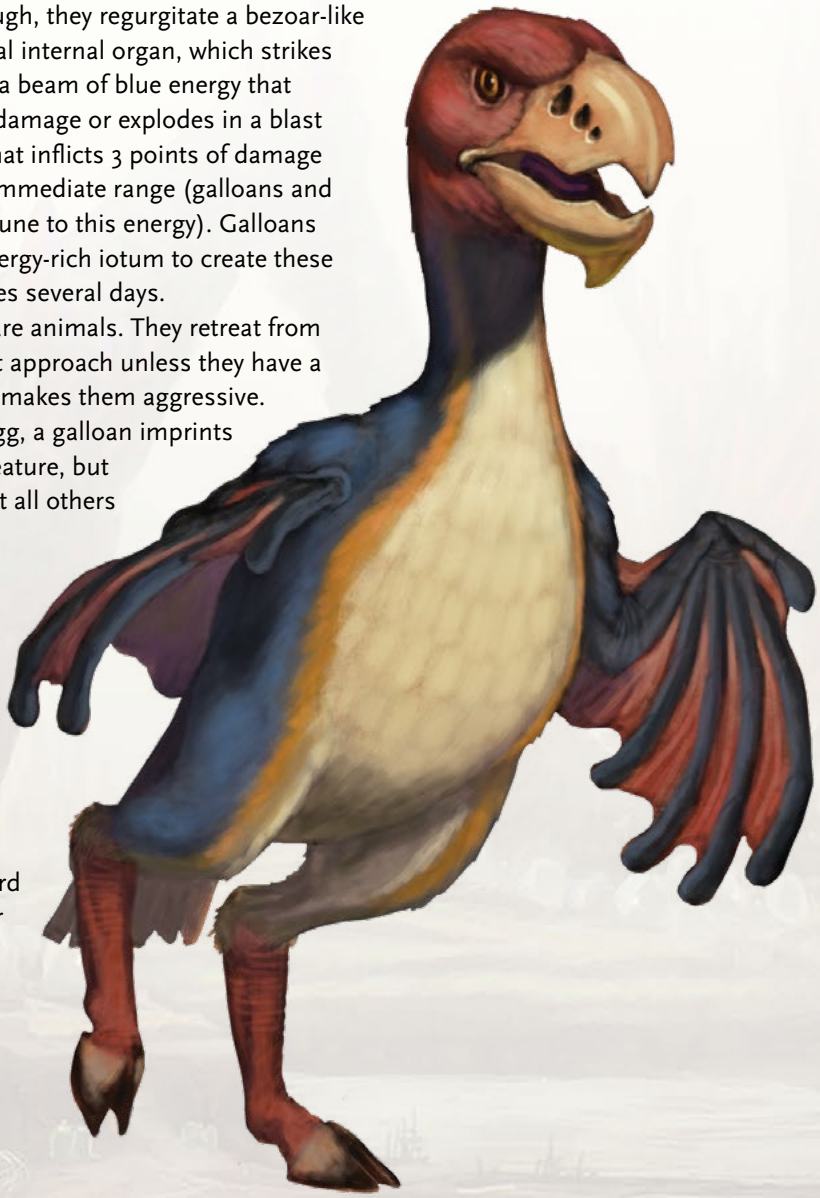
GALLOAN 3 (9)

Large flightless birds with heavy beaks, hooflike feet, and webbed knuckles, galloans have a long, strutting gait on land and swim smoothly on the surface of water using their knuckle webs. They primarily eat plants, but sometimes they hunt large insects and worms, and ingest numenera to create organic detonations.

A galloan's nest is a cluster of head-sized metallic eggs held together by rigid grey foam. It's usually attached to a rock or tree but may instead float on the surface of the water. At the heart of this cluster is a bezoar-like stone (see Combat) that detonates if the eggs are disturbed. Galloan hatchlings flee rather than fight back.

Galloan hatchling: *level 1*

Motive: Protecting eggs and territory
Environment: Plains, swamps, forests, and coasts
Health: 13
Damage Inflicted: 5 points
Armor: 1
Movement: Long
Modifications: Perception and stealth as level 4
Combat: Galloans strike with their beaks and strong wings. If the threat is great enough, they regurgitate a bezoar-like stone from a special internal organ, which strikes a random foe with a beam of blue energy that inflicts 5 points of damage or explodes in a blast of similar energy that inflicts 3 points of damage to all creatures in immediate range (galloans and their eggs are immune to this energy). Galloans eat cyphers and energy-rich iotum to create these bezoars, which takes several days.
Interaction: Galloans are animals. They retreat from large creatures that approach unless they have a nest nearby, which makes them aggressive. If raised from an egg, a galloan imprints on the "parent" creature, but remains wary about all others that approach it.
Use: A noble's garden is protected by an unruly galloan guarding a nest. A village needs a live galloan or eggs for a religious ceremony.
Loot: A galloan's gizzard may contain one or two bezoars that act as electrical detonation or ray emitter cyphers.



Detonation, page 277

Ray emitter, page 285

GM intrusion: *The galloan's exploding cypher spawns 1d6 additional detonations; on the next round, each additional detonation flies to a random spot within short range and explodes in an immediate radius for 3 points of damage.*

GANTHANHAR 4 (12)

Ganthanhars claim to be a race of advanced beings who experimented with extradimensional energies to make themselves immortal. Their experiments apparently succeeded in some respects, but their bodies have mostly been transformed into energy and they must wear special suits to prevent their physical forms from completely dissipating. Ganthanhars look like four-armed, armored humanoids with digitigrade legs. Where their heads should be is a cloud of swirling energy containing a few mechanical or organic devices resembling eyes. Having exhausted all known remedies for their medical condition, they sift through lost civilizations in search of answers.

Motive: Knowledge and survival
Environment: Numenera ruins
Health: 15
Damage Inflicted: 6 points
Armor: 2
Movement: Short
Modifications: Defends as level 5. Crafting, salvaging, and understanding numenera as level 6.
Combat: Ganthanhars constantly emit dangerous radiation out to an immediate distance, inflicting 2 points of damage each round. They can strike with their suit-augmented arms or blast an opponent within short range using a focused beam of radiation, inflicting 6 points of damage.

Ganthanhars are immune to their own radiation and that of other ganthanhars. Their suits give them 2 points of Armor against heat, cold, electricity, and radiation damage. They may also use cyphers that don't rely on a living metabolism (for example, they can't use most pills and injections).

If a ganthanhar's health reaches 0, its suit ruptures and releases the dying creature's radiation in an explosion that deals 6 points of damage to all creatures in short range.

A desperate, injured ganthanhar can abandon its suit to exist as an independent energy being. In this form it inflicts +2 points of radiation damage in an immediate radius and can move a very long distance as its action, but it has no Armor. It can survive only a few hours without a suit before dissipating.

Interaction: Ganthanhars are arrogant and don't believe that people of the Ninth World have the capability to help with their specific needs. If they see someone using an unfamiliar piece of numenera that they think can help them, they will try to steal it or at least offer to trade for it.

Use: Explorers find a ganthanhar salvaging a ruin they're interested in and must compete with it for the site's treasures. A ganthanhar hears about an unusual artifact the PCs have and attempts to acquire it.

Loot: A ganthanhar's suit can be salvaged for one or two cyphers, one or two oddities, and 1d10 shins.

GM intrusion: *The ganthanhar's suit ruptures from an attack, leaking radiation that inflicts 6 points of damage on the attacking character and 2 points on all creatures within immediate range.*

GARAPACIAN 7 (21)

Many swarms in the Ninth World are not what they seem. Garapacians are large multilimbed creatures that patrol and hunt for several weeks or months at a time, then hibernate their minds for years or decades by splitting themselves into hundreds of beetle-like insects with shiny irregular carapaces. In their combined form, garapacians are wise, prone to quoting things they claim are prophecies. As a large swarm of insects, garapacians are mindless and their true nature is concealed.

Aeon Priests believe that the garapacians are seeking or waiting for something, and can manage to remain in their coherent forms for only a short time before the strain on their minds and bodies becomes too great for them to stay united. If any of a garapacian's component insects are destroyed, they remain absent in its combined form. Thus, the creatures may be missing critical parts of their memory, and slow attrition over the years is wearing down their intellect and sanity.

Garapacian swarm: *level 1 or level 2 insects; Armor 1*

GM intrusion: *The garapacian says something prophetic relating directly to a character. In the next round, they lose their action and their defenses are hindered by two steps.*

Motive: Hungers for flesh and information
Environment: Badlands and other harsh environments
Health: 30
Damage Inflicted: 8 points
Armor: 3
Movement: Short; long when leaping
Modifications: Might defense and understanding numenera as level 8

Combat: A garapacian strikes with its strange limbs, hitting up to three targets for 8 points of damage. It can tear off and throw one or two of its limbs at targets in short range; the thrown limbs then collapse into individual insects and scuttle to rejoin its main body. Garapacians cannot fly, but they can perform incredible horizontal or vertical leaps up to a long distance. They always land safely but often inflict 6 points of damage to everything within immediate range of where they land; creatures that make a Speed defense roll against this attack still take 3 points of damage.

Interaction: A unified garapacian may be amenable to inquiries about the numenera or the future, but prone to lash out angrily in response to what it believes are ignorant or disrespectful questions. Individual members of its swarm form are merely insects, but a knowledgeable person may figure out how to trigger them to summon and combine with the rest of the swarm.

Use: The key to opening a ruin is in the mind of a garapacian that isn't due to awaken for more than a year. The PCs find a garapacian at the end of its waking cycle, morose and nearly deranged.

Loot: A unified garapacian's body can be looted for 1d6 + 2 cyphers, one or two artifacts, and 1d20 + 20 shins. A swarm of its insect bodies might turn up 1d10 shins and a cypher.

GEAR WEEVIL 1 (3)

A community whose installations keep malfunctioning might look to a nearby gear weevil hive.

Are they machines or are they alive? A little of both. These palm-sized creatures are a fusion of insect and seemingly random machine parts. Their cast-off metallic casings are used to build massive metal hives that tower into the sky. Inside, gear weevils scuttle, building higher and digging deeper. Almost every hive has one if not several small tunnels leading downward to a buried ruin or running just beneath the ground to a nearby community where one or more installations are active.

Gear weevils are drawn to structures that incorporate devices, not so much to steal them as to infect various components with tiny fibrous eggs. Most come to nothing, but every so often, a component or other part grows legs, feelers, eyes, and a will to join the nearby weevil hive.

Motive: Defense, spawn new gear weevils
Environment: Anywhere near numenera
Health: 4
Damage Inflicted: 1 point
Armor: 4
Movement: Short
Modifications: Speed defense as level 4 due to size
Combat: Gear weevils typically attack with a bite, but they can also spray targets with a pheromone that makes the target forget the last few minutes on a failed difficulty 4 Intellect defense roll.

A group of ten or more gear weevils can form their component parts into a much larger level 5 "automaton" that inflicts 8 points of damage with each bash. If a hive is threatened, there are usually enough gear weevils inside to create about four such massive defenders.

Interaction: Individual gear weevils act like insects. The collection of ten or more that come together to form a larger "automaton" could be reasoned with if communication could be opened.

Use: The weird part, possible iotum, or cypher the PC found turns out to be a gear weevil, one that has laid eggs on all the character's equipment.

Loot: Treat the remains of a gear weevil as a level 2 salvage source.

Salvage source, page 108

GM intrusion: *The destroyed gear weevil detonates, inflicting 5 points of damage on all creatures within immediate range.*

GIANK 2 (6)

Long as a tall sapling, pale and tacky as corpse flesh, sharp as spears, and quick and fleeting as leaves in the wind, a giank's multitude of limbs give it unparalleled mobility. It can race across flatlands and broken terrain, ascend vertical walls as if they were broad stairs, and even navigate overhangs without slowing.

Gianks lair in sticky nests that adhere to the sides of tall peaks or on the topmost branches of mighty trees, where they brood a clutch of two or three eggs once per year.

A giank's body is usually hidden within the blur of its many moving limbs. On the rare occasions it pauses, the whitish fur covering its elongated body moves as if each bristle was another limb yet to grow to maturity. But such pauses are brief; for a giank, life is movement. Even when they snatch prey, they usually eat their meals on the run.

Motive: Hungers for flesh

Environment: Woods and mountains (and other places they can retreat to someplace high and hard to reach from the ground), alone or in packs of five

Health: 9

Damage Inflicted: 4 points

Movement: Long; short when climbing (even completely vertical surfaces or along overhangs)

Modifications: Speed defense tasks as level 6 due to amazing mobility. Stealth tasks as level 4.

Combat: Gianks often attack with surprise (which eases the attack by two steps), racing up from a distant vantage within long range and stabbing their prey as part of the same action. In addition to inflicting 4 points of damage from a limb ending in a spear-like point, a victim of human size or smaller must succeed on a Might defense roll or be speared through and hauled up to a short distance away, usually up the nearest vertical surface. A speared victim takes 2 points of damage per round until they can escape, and another 1 point of damage each round until they can address the wound.

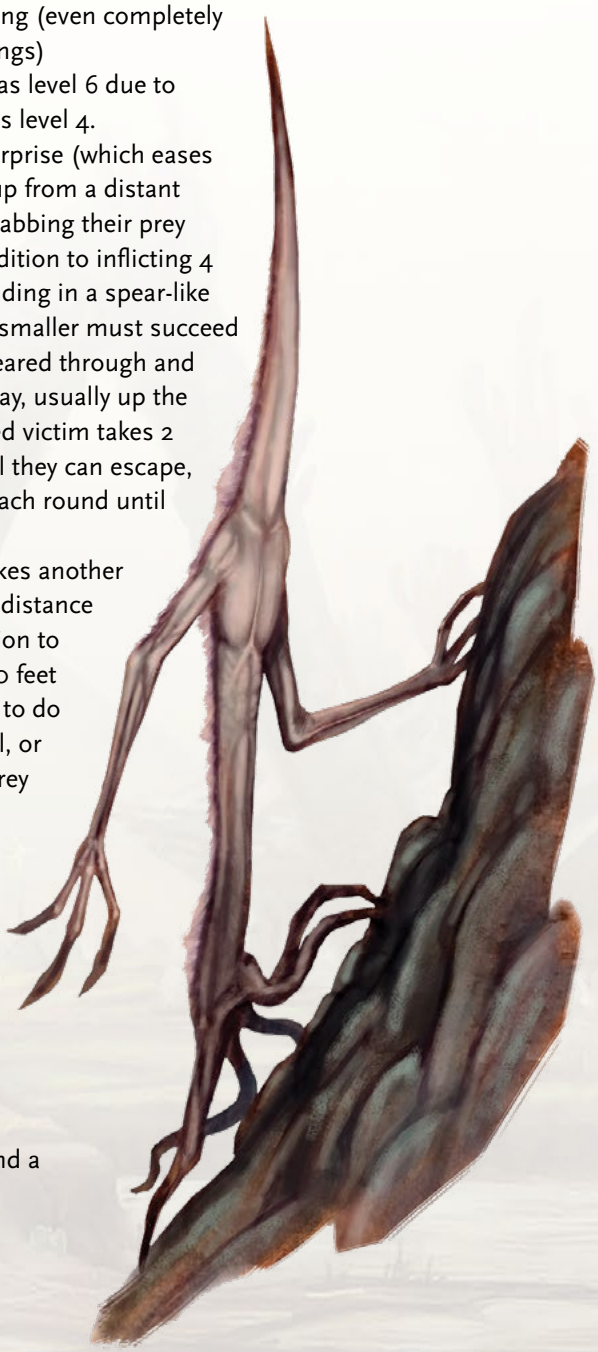
A giank with speared prey usually takes another round to race an additional long distance higher, where it then has the option to drop its prey from a height of 100 feet (30 m) or more. It might choose to do this to further soften up the meal, or simply to abandon it for easier prey if the victim proves particularly capable.

Interaction: Gianks have animal-level intelligence, though they are sly hunters.

Use: PCs investigating a ruin that includes two extremely high, smooth-walled towers are menaced by a pack of gianks.

Loot: A giank lair may contain a few valuables, including 2d6 shins and a cypher.

GM intrusion: *The speared character is speared by a second limb, which inflicts another 4 points of damage and also immobilizes them so their escape attempts are hindered by three steps.*



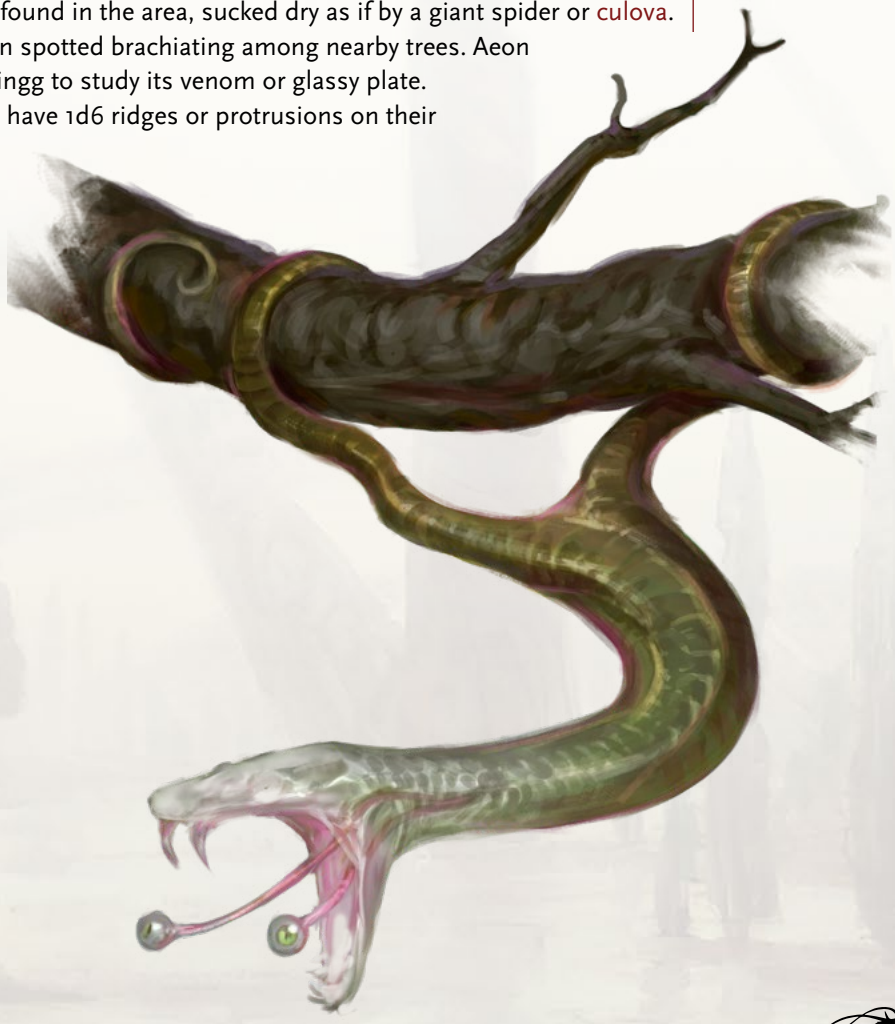
GLASS-FACED VINGG 2 (6)

These odd reptilian creatures have cylindrical bodies, no forelimbs, two flexible tails where their legs should be, and a snakelike head. Its eyes grow from tentacles within its mouth, which it can extend or retract and move in any direction. Even when its eyes are safely retracted into its mouth, it can see because the entire upper portion of its head is made of a hard, transparent material. The vingg moves by slithering like a snake, but it can also use its tails like arms to climb or swing like an ape. It attacks human-sized targets by biting, retreating to wait for its poison to disable its prey, then slurping up the liquefied flesh of its helpless victim.

Motive: Hungers for flesh
Environment: Plains, swamps, and forests
Health: 6
Damage Inflicted: 2 points
Armor: 1
Movement: Short
Modifications: Defends against blinding and visual attacks as level 3. Hides and moves with stealth as level 4.
Combat: A vingg attacks human-sized creatures with a bite that also injects a flesh-dissolving poison that inflicts 2 points of Speed damage immediately and again every minute until the victim makes a Might defense roll. Against smaller targets, it might grasp with both tails before biting.
Interaction: Glass-faced vinggs have animal-level intelligence. When prey is scarce, they may work together and share a kill.
Use: Dead animals have been found in the area, sucked dry as if by a giant spider or culova. Legless creatures have been spotted brachiating among nearby trees. Aeon Priests want to capture a vingg to study its venom or glassy plate.
Loot: Some glass-faced vinggs have 1d6 ridges or protrusions on their transparent plates that accumulate minerals and take on a metallic sheen, and can be used as shins.

Culova, page 231

GM intrusion: *The vingg grapples a character, hindering all of their actions until they break free with a level 3 Might or Speed defense roll.*



GLAXTER 6 (18)

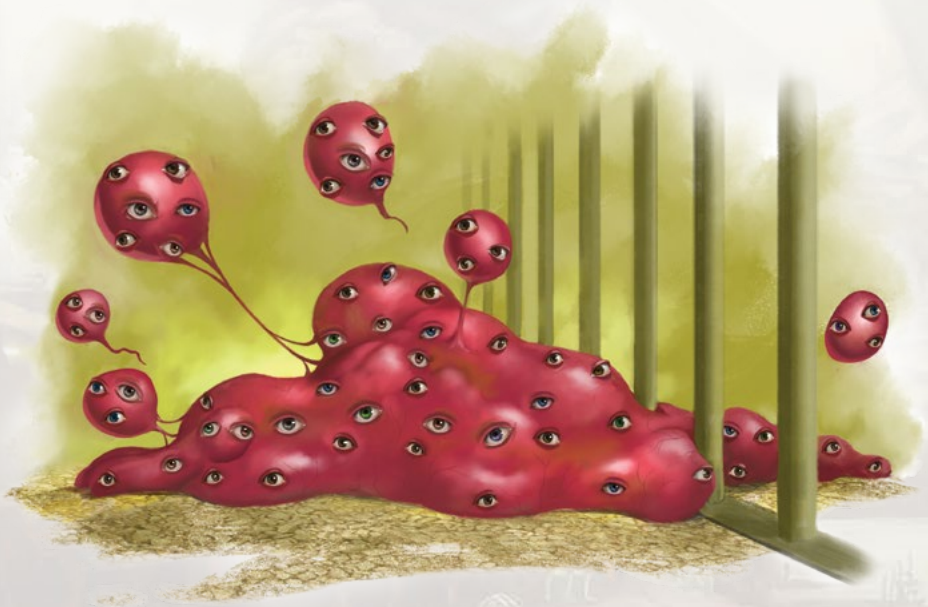
Glaxters present themselves as dispassionate but curious observers of the Ninth World. They are sentient collections of eye-studded chunks of flesh, able to rearrange their overall shape as needed. Although not completely fluid, their component pieces are the size of a human fist, and a glaxter can pass through any barrier that its smallest piece can move through, such as through a pipe or between the bars of a prison cell. When pieces of a glaxter are in direct contact with each other, nerve tissue on the surface automatically connects them and lets the unified pieces act as one entity. They can separate smaller pieces (remote nodules), programming them with simple instructions and reconnecting later to absorb the disconnected pieces' memories.

Glaxter remote nodule: *level 1, 2, or 3*

When at rest, they look like a mound of lumpy, odd-colored flesh with bright crystalline eyes all over. When active, they assume either a floating spheroid shape or (when interacting peacefully with humanoids) something approximating a large humanoid form, with either form orbited by remote nodules. Multiple glaxters in the same place often exchange nodules (they do not explain whether this is communication or mating). Glaxters communicate audibly by telekinetically vibrating the air to create the sound of words. They speak the Truth and several other languages. Each glaxter has its own areas of interest—botany, social structure, thermodynamics, and so on—and observes things to further their knowledge.

Motive: Curiosity
Environment: Almost anywhere
Health: 25
Damage Inflicted: 6 points
Armor: 1
Movement: Short; short when flying
Modifications: Three knowledge skills and understanding numenera as level 7
Combat: Glaxters can lash out with up to three pseudopods, but they are more likely to fire one or two telekinetic bolts out to long range, inflicting 6 points of damage.
Interaction: Glaxters are knowledgeable and nosy, but prefer to observe rather than interact. When they decide they are done observing and ready to leave, they may choose to answer questions about their areas of knowledge.
Use: A glaxter follows a group of PCs for hours or days, all the while insisting that the characters should act normally, as if it wasn't there, so it can observe their behavior or the functioning of a specific piece of equipment. A remote nodule leads the PCs to a glaxter with a research proposition for them, or one that attacks to test their reactions.

GM intrusion: *The glaxter momentarily splits in two, attacking as two separate creatures for 5 points of damage per attack, then reforms into one body.*



Loot: A glaxter's large bulk can be salvaged for 1d6 cyphers or iotum.

GLESNIK 6 (18)

These warty, eel-like fish can reach 100 feet (30 m) or more in length. The first 10 feet (3 m) of their bodies are studded with metallic devices that give them propulsion, lift, and buoyancy. Their jaws can widen to several times their normal diameter, as can their ribs and stomach, allowing a glesnik to swallow much larger prey than its width might indicate. They can survive losing parts of their tails, and older specimens often show scars from attacks by larger predators.

Motive: Hungers for flesh
Environment: Water
Health: 25
Damage Inflicted: 6 points
Armor: 1
Movement: Short
Modifications: Attacks, stealth, and swimming as level 7

Combat: Glesniks bite things they think are edible. They can strike with their tail as easily as biting, but they are very flexible and can quickly get their head in place to bite any attacker.

A glesnik's suspensor devices allow it to make a bite attack on a creature within short range, either striking and returning to its original position or pulling its entire body length along with it. If the long strike hits and the glesnik pulls its head back to its original position, it drags the prey with it unless the bitten creature makes a Might defense roll. Glesniks often lurk in shallow waters and make long strikes against creatures on land or flying overhead, dragging their prey into the water or retreating under the surface to try again.

Interaction: Glesniks are animals. Very old ones develop cunning instincts after a long life of predation and may be able to recognize some words or nonverbal cues.

Use: A glesnik snatches a character out of the air or along a coastline, reeling them into the water to feast undisturbed. Some sailors believe that seeing a glesnik is good luck, but others claim they sink ships and maliciously eat drowning people.

Loot: A glesnik's machine parts can be salvaged for 1d6 cyphers.

GM intrusion: *If the bitten character fails a Might defense task, they are swallowed alive by the glesnik. They can still attack the creature from within, but they suffer 6 points of damage each round while swallowed.*

GLISTENING SOLDIER 4 (12)

The Order of Truth, page 215

Weal of Baz, page 193

Glistening soldiers are part of an automaton army thousands strong that most people have never heard of. That's because the army's creator—an Aeon Priest with a grudge against the Order of Truth—secretly built the army in the Weal of Baz, then hid the entire thing in an artificial dimension. The army was intended to topple the Amber Papacy and bring the Order of Truth to its knees. But this so-called "Glistening Army" was never fielded. An accident befell the Aeon Priest before the army could be activated and deployed.

In the century since its creation, a handful of glistening soldiers have found their way out of the hidden artificial dimension. Without memory of their origin, most fall in with other creatures and take up whatever cause that group believes in. Some become bandits. Others guards or mercenaries. A few even become scholars. But all retain a burning desire to discover whence they come—as well as a hidden fear that, should they discover their lost past, they won't like what they find.

Motive: Varies

Environment: Anywhere, usually associated with some other kind of creature

Health: 12

Damage Inflicted: 6 points

Armor: 2

Movement: Short

Modifications: One additional noncombat vocation as level 6

Combat: Glistening soldiers, whatever their vocation, never forget how to fight, and in a pinch can project an energy ray at targets within long range.

Glistening soldiers sometimes sport additional onboard armaments, allowing them to attack up to three targets at once with a long-range energy attack. These models usually also have the ability to launch one missile at a target up to a half mile (800 m) distant, which detonates in immediate range for 10 points of damage.

It's hard to keep a glistening soldier down for long; each regains 1 point of health per minute while they retain at least 1 health. (If brought in proximity to another glistening soldier or other artifacts related to the Glistening Army, health is regained even after the soldier loses all health.)

Interaction: Individual glistening soldiers vary as much as individual humans do, and are as likely as not to be friendly, unless crossed. However, if they ever gathered under a single banner, all negotiation would have to be through their leader.

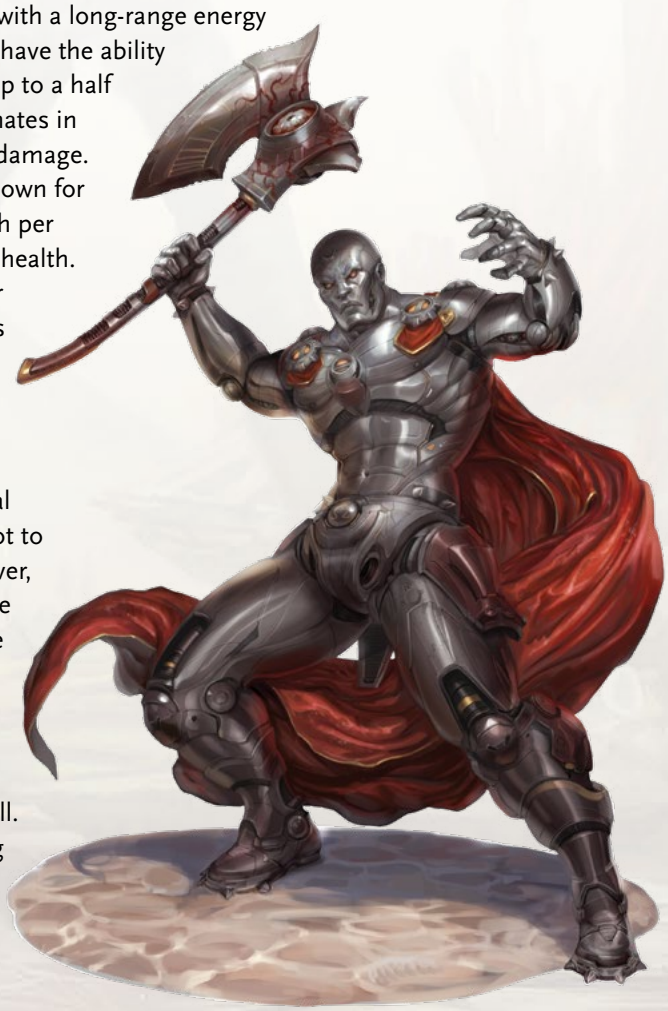
Use: The PCs encounter a glistening soldier in an inactive state, but they could probably repair it with a successful crafting numenera roll.

Loot: Treat the remains of a glistening soldier as a level 4 salvage source.

In addition to the rank and file soldiers, more powerful "generals" were also built. Some of those may well roam the Steadfast and the Beyond, with no more knowledge of their past than the common soldiers.

Salvage source, page 108

GM intrusion: *A war protocol is activated, allowing the glistening soldier to take two actions each round instead of one.*



GLUEBELLY 2 (6)

These toddler-sized flying humanoids are attracted to hot spots on an object or structure, such as the area near a vehicle's power source or a breach in a steam pipe. They obsessively swarm at these locations and seal them off with a natural airtight glue they secrete in their stomachs, as if they were designed to monitor and contain waste heat from machines. They also attempt to quench forest fires and even deliberate heat sources such as cooking fires and smelters, which makes them a nuisance in settlements. They ignore heat levels that match the surroundings—for example, they don't compulsively cover pieces of metal that heat up from sunlight.

Motive: Suppressing concentrated heat
Environment: Numenera ruins
Health: 6
Damage Inflicted: 2 points
Movement: Short; long when flying
Modifications: Speed defense as level 3 due to size. Perception as level 3. Detects heat as level 6.
Combat: Gluebellies bite with their centrally located mouths. Against creatures and items that create significant heat (including fire-based artifacts and special abilities from the Bears a Halo of Fire or Rides the Lightning foci), they vomit an orange sticky fluid that is highly resistant to heat and flame and hardens in seconds. This is a level 3 attack that inflicts no damage, but a single targeted victim who fails a Speed defense task is covered in the secretion, and all their physical tasks are hindered until they can escape. The fluid provides +3 Armor against fire and heat (or +1 against electricity) for each application; any such attack by the target has its damage reduced by this amount.

The earlike wings on a gluebelly's head are sensory organs that allow it to precisely detect things by heat, making it very difficult for warm-blooded creatures to escape their notice, even if using invisibility or stealth.
Interaction: Gluebellies have animal-level intelligence and are very single-minded when it comes to their duties.
Use: An infestation of gluebellies in a village is making it difficult to cook, forge metal, or otherwise use fire. Layers of gluebelly insulation have interfered with a machine's ability to cool itself, risking an engine meltdown.
Loot: A gluebelly's stomach might contain a few shins or an oddity.

Bears a Halo of Fire, page 58

Rides the Lightning, page 83

GM intrusion: *The gluebelly's secretion covers a character's mouth and nose, suffocating them unless they can pry off the sticky material.*

GRITH 3 (9)

Travelers tell of strange red eyes staring at them in the night, which vanish as they approach, and a sound of subterranean grinding that keeps people awake at night. The source of these stories is griths, child-sized rodents covered in very fine scales made of modified hairs, with larger tufts of black hair growing around their eye sockets and on a crest at the top of their head. These hairs give it the ability to see in the dark by sensing combinations of heat, vibration, and some kinds of radiation. Grith eyes can emit a faint red light to enhance their hair perception in the dark, which gives them an eerie appearance.

Griths dig burrows in the ground, wood, or synth using their oversized jaws, and instinctively build intermittent surface connections for ventilation, hunting, and disposing of waste. The dominant queen is the only fertile female in the colony; if she is killed, the next-largest grith becomes the new queen (changing sex if necessary), so the colony will repopulate as long as at least two individuals survive.

Motive: Hungers for flesh and plant matter

Environment: Plains and forests, particularly in dry climates

Health: 9

Damage Inflicted: 3 points

Movement: Short; immediate when burrowing

Modifications: Perception and stealth as level 4

Combat: Griths bite with their large teeth, tearing off pieces of their prey to swallow immediately or bring back to the queen. This attack inflicts 3 points of damage, and the target must succeed on a Might defense task or bleed for 1 point of damage per round until they use an action to tend to the wound.

Interaction: Griths are animals.

Use: Griths are essentially a verminous infestation, capable of popping up in farms or ranches and attacking people and livestock. Unless the entire colony is killed, they'll be back at full strength within a year.

Loot: A grith lair might have a few shins, cyphers, or oddities from unusual prey, but getting to it through the seskii-sized burrows may be difficult.

Seskii, page 252

GM intrusion: *The grith's attack hits a major blood vessel, which bleeds for 3 points of damage per round until two actions are used to tend to the wound.*

HOTSKIVE 3 (9)

A hotskive is a biomechanical creature resembling a cross between a hound and a squirrel, with thin metal flanges instead of hair and three flat metal tails. Its internal mechanical power source generates a tremendous amount of waste heat, and the creature cannot survive temperatures above freezing for more than a few days before its reactor shuts down to avoid exploding. It dissipates much of this internal heat through its thousands of metallic hairs and its flexible tails. Hotskives are often found rolling in snow or digging through ice to cool themselves by splashing around in near-frozen water.

Motive: Hungers for flesh and metal

Environment: Cold environments, preferably where snow and ice are common

Health: 9

Damage Inflicted: 4 points plus 1 point from heat

Armor: 1

Movement: Short

Modifications: Speed defense as level 4. All defenses against heat as level 2.

Combat: A hotskive attacks with its prominent teeth, inflicting 4 points of damage plus an additional 1 point of damage from heat. They are tenacious combatants and usually keep attacking the same creature until that foe is dead. Any creature touching or striking it with punches, kicks, or similar attacks takes 1 point of damage from heat. Hotskives are immune to damage inflicted by cold, and most attacks using ice have a very limited or temporary effect on them.

Interaction: Hotskives are animals. They can be tamed if raised from eggs.

Use: A pack of hotskives is found gnawing apart a destroyed automaton. A lone hotskive charges in to disable a creature that is using fire or other hot attacks.

Loot: A hotskive's internal mechanisms can often be salvaged for one or two cyphers, but the creature remains hot to the touch for an hour after it is killed.

GM intrusions: *The hotskive becomes too hot and vents scalding air, inflicting 4 points of heat damage to everything in an immediate radius. The hotskive's attack melts or burns a prominent item held or carried by the target.*

IKSAUM 2 (6)

Those who have heard of the iksaum talk of their storytelling culture and close friendship with the mighty ikthalaj beasts they keep as livestock. Iksaum are scaly intelligent hunter-gatherers who choose a nomadic way of life instead of living in permanent settlements. Their scales are grey and pale blue in individual mottled patterns. Their family units range for hundreds of miles in the course of a year, walking or riding their ikthalaj, and meeting with other families and peaceful villages to trade news, food, and numenera. They prefer to avoid conflict, and they rely on the psychic defenses of their ikthalaj companions to confuse and distract potential threats, giving them time to leave a dangerous situation.

Despite having scales, iksaum are warm-blooded and wear about as much clothing as humans do for the current weather. Their main sources of food are small animals they hunt and ikthalaj eggs. They have an extensive oral history and enjoy campfire stories, especially those where the heroes are clever rather than merely strong. Iksaum family leaders tend to be nanos or arkai, using their abilities to heal, protect, and guide their family. Iksaum are very protective of their own kind and never attack each other; one who harms another is assumed to be insane or under some sort of spell.

Motive: Defense
Environment: Plains and forests
Health: 6
Damage Inflicted: 4 points
Armor: 1
Movement: Short
Modifications: Animal husbandry, stealth, and understanding numenera as level 3
Combat: Iksaum use spears and bows.
Interaction: Iksaum are cautious with strangers they meet in the wild, especially those who approach their camps unannounced, but can be befriended with kind words and offers to share food and trade equipment.
Use: The only reliable knowledge about a remote ruin can be learned from the families of iksaum that circle it in their annual travels. A band of iksaum and their ikthalaj arrive just as the PCs are about to be attacked by abhumans.
Loot: An iksaum always has an oddity, and each family group usually has several cyphers for trading.

GM intrusion: *The iksaum's spear is poisoned, inflicting an additional 3 points of Speed damage if the target fails a Might defense roll.*

IKTHALAJ 4 (12)

Ikthalaj are large, scaly, omnivorous herd beasts domesticated by iksaum. Like their humanoid companions, their scales are mottled patterns of grey and light blue. They can eat almost any sort of organic material—grass, fruit, bark, insects, lizards, carrion, and so on—and seem content to eat whatever they are offered or can find on their own. All ikthalaj lay one or two eggs each day that are the size of grapefruits; the eggs are unfertilized (except in the spring) and are very tasty to iksaum and humans no matter what the ikthalaj have been eating. Ikthalaj have a strange defensive ability: when frightened or threatened, they telepathically project a thought into all creatures within very long range. The recipients all interpret this thought differently, but it makes them see the beast as an immature version of their own species, except it is the size of the ikthalaj responsible.

Motive: Hunger
Environment: Plains and forests
Health: 12
Damage Inflicted: 4 points
Armor: 1
Movement: Short
Modifications: Intellect defense as level 5
Combat: Ikthalaj bite or lash opponents with their tails.

An ikthalaj's telepathic projection is harmless but unnerving. For example, a 10-foot (3 m) tall ikthalaj viewed by a human looks like an outrageously tall five-year-old human child, and a varjellen standing next to the human would see the beast as a giant varjellen child; neither is likely to feel comfortable attacking something that looks like a younger member of their species. Creatures shielded against or immune to telepathic intrusion always see the animal's true form. This projection persists even if the creature attacks, but ends if it becomes calm or dies.

Interaction: Ikthalaj are animals, but they react to the mood of their iksaum handlers. If the iksaum are calm, the ikthalaj are calm. If the iksaum are nervous, the ikthalaj activate their psychic projection ability and try to interpose themselves in front of threats. If the iksaum are angry, the ikthalaj become aggressive.

Use: A giant child wanders the wilds—a frightened ikthalaj in search of its master.

Aeon Priests believe that the rate of egg production and odd psychic defenses of domesticated ikthalaj suggest that they were genetically engineered at some point in the past to make them perfect companions and food-producing animals for the iksaum.

GM intrusion: *Something about the appearance of the "giant child" makes the character hesitant and unable to take hostile actions for one round.*

ILMAASOLETH 3 (9)

It's unclear whether the wasp venom that empowers an ilmaasoleth would have the same effect on another creature, or even if it did, whether it wouldn't ultimately kill the creature.

The droning buzz of a nearby ilmaasoleth is usually heard just before this rough-looking predator with patchy fur and loose skin slinks out of cover. Its mangy appearance is explained by the wasp infestation pitting its flesh, whose sound first announced the creature's presence. As miserable as it looks, the ilmaasoleth and the wasps infesting it enjoy mutualistic cooperation. The wasps benefit from a mobile home that they can feed on and lay eggs in. The ilmaasoleth benefits because the wasp venom doesn't poison it, but instead briefly magnifies its abilities far beyond normal, allowing it to take down prey far more dangerous than itself.

Motive: Hungers for flesh
Environment: Anywhere warm
Health: 9
Damage Inflicted: 3 points
Movement: Short
Modifications: Stealth as level 5

Venom-maddened ilmaasoleth: *level 6; moves up to a long distance each round; two claw attacks each inflict 6 points of damage; if both hit, bite automatically inflicts an additional 6 points of damage*

Combat: An unempowered ilmaasoleth can attack a single target with two claws, inflicting 3 points of damage with each. If both attacks hit a victim, the ilmaasoleth automatically inflicts an additional 3 points of damage with its bite.

However, anytime an ilmaasoleth hunts a victim that it knows to be dangerous or is not familiar with, it vigorously shakes itself, like a furred beast coming out of the water. This action causes the wasps infesting it to sting. The venom transforms a normal specimen into a venom-maddened ilmaasoleth for one minute. During this period, its flaccid skin fills out with muscle, its eyes light with fury, and the buzzing sound of its wasps is redoubled.

When the effects of the venom fade, the ilmaasoleth retains excess health (if any) but nothing else. The creature can normally benefit from a sting only once every few hours.

GM intrusion: *A level 2 wasp swarm boils out of the ilmaasoleth and attacks the character. The swarm's venom has already been transferred into the ilmaasoleth and has no chance to empower a stung victim.*

Interaction: Ilmaasoleths are vicious and cunning predators, but if their prey proves to be more than they can handle (even if empowered), they will break off and flee.

Use: When the PCs encounter this mangy creature, they may at first believe it to be sick and in need of care.

INTEMPORAN 7 (21)

A wolf-sized reptile known as a tachyron shares the intemporan's ability to sense the "present moment" as something lasting several seconds or even longer; however, tachyrons are mere predatory animals. For more information about tachyrons, see The Ninth World Bestiary, *page 123.*

Rather than existing at a discrete moment in time, an intemporan is blurred across several moments. The arrow of time points in the same direction as for other creatures, but an intemporan sees more than the narrow slit into "now" that most other creatures experience. To them, each moment stretches across several seconds. The upshot is that for an intemporan, mistakes with immediate consequences are rarely made, though longer-term choices can still have unseen consequences that elude the creature's direct experience.

An intemporan is a bluish biomechanical creature with multiple arms. A haze surrounds it, at least from the point of view of others, representing the range of options an intemporan might take thanks to its inconstant anchor in time.

Intemporans claim to be from the future, looking for a way to stem some distant but eventual disaster.

Motive: Searching for powerful artifacts and similar devices

Environment: Almost anywhere

Health: 18

Damage Inflicted: 10 points

Movement: Short; short when time-skipping (effectively teleporting)

Combat: Intemporans rely on devices or acquired weapons that allow them to attack a target with long-range energy blasts. Knowing just where to aim, these weapons inflict 10 points of damage, but in the hands of other creatures, they inflict only 5 points. Because of intemporans' privileged positions in the timeflow, it's incredibly difficult to surprise them or even hurt them. Their level is partly due to this effect, automatically making it difficult for attackers to hit them or defenders to avoid their attacks. (If an intemporan were to somehow lose its temporal abilities, treat it as a level 4 creature.) Because they can effectively see a round or two into the future, they can replay a previous round again if they don't like how it plays out, but only once for any given round.

They usually have several cyphers and an artifact or two on hand, too.

Interaction: Intemporans are constantly searching for powerful artifacts and sites. They're reluctant to reveal why, other than to say that options will be required for some future event that they foresee.

Use: A thief has broken into the vault of a powerful noble and taken many items that were greatly valued. The noble asks the PCs to track down the strange intruder and regain what was stolen.

Loot: 1d6 cyphers and an artifact or two.

GM intrusion: *The character attacking the intemporan is flicked backward in time about three hundred years, where they remain for about a year of their own time, then return to the present a round later.*

INUBRAN HUNTER 7 (21)

These creatures are usually just referred to as "hunters" because nothing else quite captures the terror of seeing them crash through everything in their way in pursuit of their prey. These apex predators stand 12 feet (4 m) tall when rearing. Their triangular, toothy mouths are capable of opening terrifyingly wide. A fusion of flesh and machine, inubran hunters combine the indestructible qualities of metal with the appetites of living beings. Though they don't make any noise, they're not stealthy; once they detect prey, they simply smash through whatever separates them from their next meal, be that trees, walls, or other creatures they have deemed less able to satisfy their hunger.

Motive: Hungers for flesh
Environment: Almost anywhere
Health: 27
Damage Inflicted: 10 points
Armor: 3
Movement: Short
Modifications: Speed defense as level 5 due to size. Stealth tasks as level 2.
Combat: Inubran hunters bite and rend their prey. They can also lunge up to a short distance in any direction, even straight up, and make a bite attack as part of the same action.

If prevented from directly biting their prey by an artificial effect, they can use an action to interact with devices and machines within immediate range in an attempt to suppress that effect for a few rounds. For instance, people sheltering behind a force wall created by a cypher become vulnerable if the hunter can cause the force wall to flicker off for a few rounds.

Interaction: Hunters are savage and clever predators.
Use: Hunters are drawn to the same area that the PCs are investigating.
Loot: A hunter's corpse usually contains two or three cyphers and one or two iotum.

GM intrusion: *The character who is bitten is held by the hunter's teeth, which automatically rend for another 10 points of damage each round until the victim can escape.*

INVERTER 4 (12)

Inverters are extraterrestrials from a world where life arose from crystalline structures instead of soft tissue. They look like irregular glassy shapes that shift colors based on mood and activity, growing or retracting manipulative filaments as needed. They communicate with each other using bursts of invisible energy (presumably radio waves) with a range of at least 1 mile (1.5 km).

Inverters are curious about local creatures, but completely unethical in their research, as they believe carbon-based lifeforms are a monstrous aberration that is inherently inferior to their own silicon-based biology. Inverters acknowledge that Earth creatures are alive, but not that any of them are intelligent, so their normal practice is to stun a creature, dissect it by turning its body inside out, and examine the dying creature's organs and structures.

Even the best attempts at communicating with inverters get a dispassionate response like "The meat-entity imitates intelligent behavior as a survival strategy, much like an {untranslatable} acts like an {untranslatable} to chase away rivals."

Motive: Knowledge

Environment: Anywhere they can work in isolation, such as remote farms near humanoid settlements or numenera ruins with interesting inhabitants

Health: 16

Damage Inflicted: 4 points

Armor: 2

Movement: Short; short when climbing

Modifications: Understanding and salvaging numenera as level 5

Combat: Inverters can emit a bright flash of light that stuns one creature within short range for one minute, or a burst of electricity by touch that inflicts 4 points of damage. They carry a silicon-based artifact similar to a cellular disruptor, which they use to dissect their specimens (many of these devices have a quirk that is dangerous to carbon-based users).

Cellular disruptor, page 293

Artifact quirks, page 290

Interaction: Inverters don't acknowledge attempts at communication from carbon-based life. They understand basic "animal" behavior like threat displays, offering food, cowering, and so on.

Use: Animal (and human) mutilations in the area are initially blamed on a cult, until someone spots a crystalline creature in the vicinity of one of the victims. A group of inverters stuns and kidnaps the PCs, taking them to a different location for a cautious vivisection.

Loot: In addition to its artifact weapon, an inverter may carry one or two cyphers.

GM intrusion: *The inverter calls for reinforcements, which arrive one to three rounds later.*

Margr, page 240

Iron wind, page 135

IRON MARGR 5 (15)

Even among regular margr, no two look alike. They might possess a goat head, goat horns, goat legs, goat hooves, or some combination thereof. But iron margr are something else again. Iron margr are those that survived being touched and changed by the iron wind.

The change enhanced their capacity for violence and their desire to kill whatever they can find out of rage, sport, or lust. It also changed their aspect, making them even more multifarious in appearance. Some glow or seem to have iron or crystal skin, while others have heads that look like floating metallic orbs or no heads at all. Still more disturbing changes, including the addition of eyes, mouths, limbs, and other body parts where they shouldn't be, are possible. These physical changes often herald deadly new abilities.

Motive: Kills and destroys for pleasure and dominance

Environment: Scour dry wastelands in nomadic tribes

Health: 23

Damage Inflicted: 6 points

Armor: 1 (or 4; see Combat)

Movement: Short

Combat: Iron margr usually have one or two options for inflicting damage and defending themselves, varying by individual. Any given iron margr can usually inflict damage with an enhanced bite, horns, or bladed hands, or even by spitting acid or blasting foes within long range with weird beams of energy. An iron margr may be able to teleport up to a very long distance every few rounds, phase through solid materials every few rounds, and make its skin hard as iron (4 Armor) for a few rounds at a time. Others have vastly more health or the ability to heal a few points each round. A few have even more radical abilities, including the ability to move victims around with their minds, which might be used to knock foes off a bridge, hurl them into the air, or restrict their breathing.

Interaction: Iron margr are as vicious and bloodthirsty as normal margr. Iron margr tend to be leaders of regular margr, and the most powerful iron margr lead the lesser ones.

Use: Defeated several years ago by a nearby community, a group of margr changed by the iron wind masses, hoping to utterly overwhelm and destroy the community that repelled them.

Loot: Margr groups carry loot together rather than individually. It's usually in the form of stolen goods, but most groups have 4d6 shins as well. One iron margr of a group—typically the leader—will also have 1d6 cyphers and an artifact.

GM intrusion: *The iron margr bursts into flame like a detonation when the character attacks or otherwise engages it. The iron margr isn't hurt, but it continues to flame every round until killed.*

JAS THE EYE EATER 6 (18)

Jas moves from ruin to ruin out of a personal desire to explore and an even stronger urge to be alone and stay away from other people. Gruff and untalkative at best, she physically lashes out at those who ignore her (sometimes unstated but behaviorally obvious) warning to leave her alone.

Jas had a traumatic childhood experience. She's never shared the details, even with the few people she counts as friends and contacts. She's sometimes encountered in various cities of the Steadfast selling rare iotum or other objects she's acquired during her constant explorations. One object she would never give up is an artifact she calls her "eye-eating loop," which is how she gained her appellation.

Motive: Exploration, avoiding people
Environment: Anyplace lonely with ruins of the prior worlds
Health: 24
Damage Inflicted: 6 points (see Combat)
Armor: 2
Movement: Short
Modifications: Perceives and defends as level 7
Combat: Jas uses a massive staff-like artifact with an open circle on one end. With a single action, she can make two attacks, on either one foe or two. Foes struck take 6 points of damage and must make a Might defense roll or take an additional 6 points and be frozen with extreme cold, preventing them from taking their next turn.

Alternatively, Jas can use the loop to make a single long-range ray version of the attack just described, or cause everything within long range to fall into complete darkness for about an hour.

Jas also usually carries several cyphers: one good for defense, one for attacking, and one for escaping a bad situation.

Interaction: Unless the PCs are incredibly charming or persuasive, it's hard to get Jas to talk, though it's relatively easy to accidentally goad her into regarding them as annoyances at best and enemies to be exterminated at worst.

Use: Jas runs across the PCs while they're in a tough spot. Of course, her first instinct is to turn around and leave them to their fate.

Loot: Jas carries 1d10 + 5 shins and three cyphers in addition to her armor and her level 6 artifact.

An old man in the city of Umdera claims to be Jas's estranged father.

Umdera, page 196

GM intrusion: *The character does or says something that Jas misreads as threatening or annoying.*

Lattimor, page 396

KADRON 5 (15)

Kadrons are great, shaggy, boar-like creatures with long tongues and very large heads. Cradling the back of the beast's neck and head is an area of mottled, pale yellow flesh where no hair grows. Upon closer inspection, this area appears to be a separate fungal creature that has grown into the larger beast's skin. Like a lattimor, a kadron is a symbiotic union of two different creatures—the large animal provides mobility and food, and the small fungus boosts its intelligence and keeps it out of trouble. This pairing is not as effective as a lattimor's, and the result is a wary and clever beast rather than a sentient being. Kadrons can use their prehensile forked tongue to pick up and move objects, but the tongue lacks enough strength or dexterity to manipulate weapons or tools. The two component creatures can survive apart, but this reduces both of them to a simple animal state. Kadrons are herd animals, and usually only one or two in a group have a symbiote, presumably because the fungi rarely reproduce.

Kadrons may be from the same world as lattimors, the result of parallel evolution there or on Earth, or a deliberate attempt to recreate a bursk-neem symbiotic pairing.

Motive: Hungers for flesh and plants, safety

Environment: Plains, forests, and swamps

Health: 15

Damage Inflicted: 5 or 6 points; see Combat

Armor: 1

Movement: Short

Modifications: Perception as level 6

The yellow symbiote can fuse with a bursk, but the two creatures are not especially compatible and the result is barely more intelligent than the bursk alone. A neem can survive as a partner to an unbonded kadron, but only as a last resort and with great disgust.

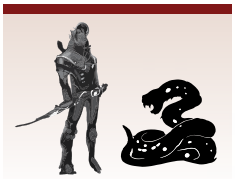
Combat: The kadron attacks with its tusks, inflicting 6 points of damage, or charges up to a short distance and inflicts 5 points of damage on anyone in its path. The symbiote gives it enough tactical acuity to focus on its weakest opponent and take advantage of favorable terrain.

Interaction: A bonded kadron reacts like a well-trained guard animal interacting with a stranger—cautious and suspicious, but receptive to acts it perceives as friendly. An unbonded kadron is more skittish, like wild cattle.

Use: A herd of kadron has grown aggressive because of a dominant bonded bull whose symbiote is especially smart and cantankerous. A lattimor wants to study a bonded kadron to better understand its own nature and speculate about a common origin.

GM intrusion: The kadron has a burst of insight, easing its attacks and defenses by two steps for the next round.

KARVIL 4 (12)



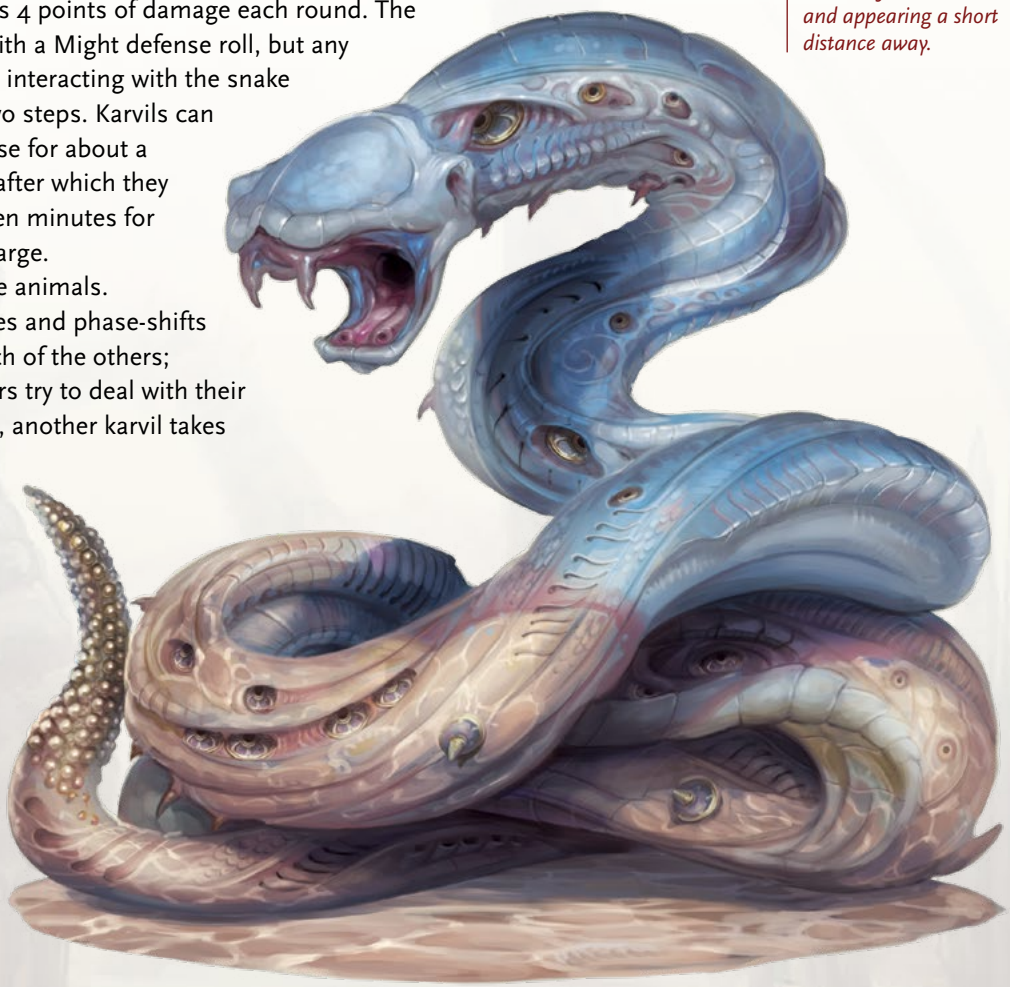
"As stealthy as a karvil" is a common phrase, usually spoken with admiration or fear of someone who is able to move about unnoticed.

Karvils aren't particularly common, but in any region where snakes are present, people have heard of them. In some places, they are known as "ghost snakes" or "wind snakes."

GM intrusion: *The karvil shifts more deeply out of phase, turning invisible for one round and appearing a short distance away.*

A person described as "stealthy as a karvil" is being complimented for their eerie sneakiness. The term comes from a type of biomechanical snakes that are incredibly stealthy, with a reputation for being able to vanish into thin air like ghosts. Although these karvils are very quiet and can shift their coloration to match nearby terrain, the secret to their successful hunting is in the devices studding their scaly skin, which allow them to shift partially out of phase, either to isolate their chosen prey or to escape from danger. To all observers, the karvil and whatever it attacked fade away like ghosts, and only someone with keen eyes might spot its coils retreating with its meal.

Motive: Hungers for flesh
Environment: Plains, forests, and swamps
Health: 12
Damage Inflicted: 4 points
Armor: 1
Movement: Short
Modifications: Perception as level 5. Stealth as level 7.
Combat: Karvils attack from ambush, biting with their jaws and inflicting 4 points of damage. If the target fails a Might defense roll, the snake holds it in its jaws and shifts slightly out of phase to deal with its prey undisturbed. While out of phase, it loses the benefit of its Armor, but its Speed defense is eased by two steps and the held creature automatically takes 4 points of damage each round. The prey can escape with a Might defense roll, but any actions other than interacting with the snake are hindered by two steps. Karvils can remain out of phase for about a minute at a time, after which they must wait about ten minutes for this ability to recharge.
Interaction: Karvils are animals.
Use: A karvil ambushes and phase-shifts one PC out of reach of the others; while the characters try to deal with their stolen companion, another karvil takes advantage of the distraction to grab a different person.
Loot: A karvil's body can be looted for 1d6 shins and perhaps one cypher.



KATARU BEHEMOTH 10 (30)

Named for the area where it's been sighted most over the centuries, the Kataru behemoth is nothing short of an apocalypse. That's because most creatures, people, and even communities that have witnessed it have been utterly wiped away by its savagery. Though not nearly as large as a titanothaur (as the starwing seraph might be), it seems to be a singular creature that goes on a rampage of destruction once every few years, preferentially targeting structures and communities built near ruins.

However, it is just as likely that the Kataru behemoth is a biomechanical war machine left behind by a prior world, conceptually similar to a dread destroyer, except more aggressive in its behavior. Whatever the convoluted story of its origin, there can be no doubt that when it appears, it's a disaster. If the behemoth has any weakness, it is that it is relatively easy to deceive or lure away.

Motive: Destruction
Environment: Sometimes in and near the Plains of Kataru, but not exclusively
Health: 100
Damage Inflicted: 12 points
Armor: 4
Movement: Long; very long when flying
Modifications: Resists mental attacks and deception as level 6
Combat: The behemoth can rend two targets (or the same target twice) each round with its claws, inflicting 12 points of damage with each. It can also call on a host of other biomechanical weaponry. On any given round, it can do one of the following in addition to making physical attacks:

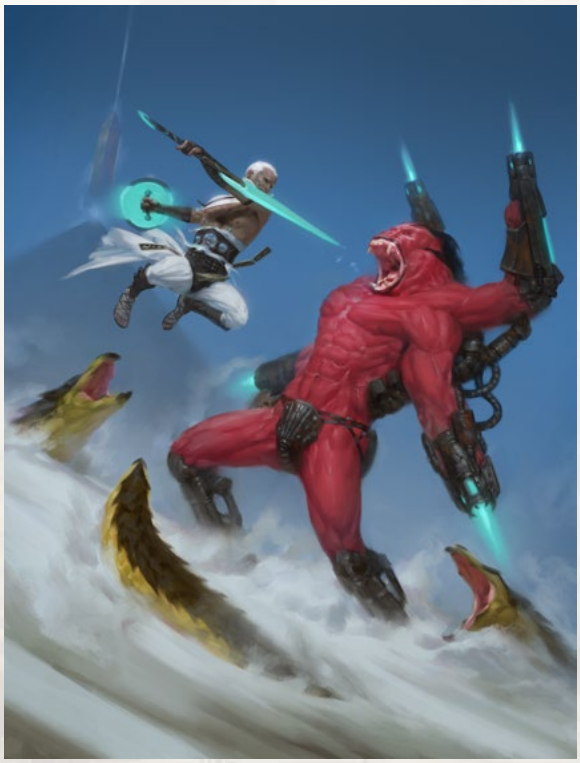
- Erect a level 10 force field wall within short range that lasts for ten minutes. The wall is 10 feet by 10 feet (3 m by 3 m).
- Turn invisible for a few rounds or until it attacks.
- Move or manipulate an object within short range with psychokinesis (this cannot be used as an attack).
- Fire a beam of concentrated light at long range that inflicts 12 points of damage.

Finally, the Kataru behemoth automatically repairs 1d6 points of damage each round even if it can't normally take actions (or in addition to other actions it takes).

Interaction: Only the crudest sort of communication is possible, including semaphore, attacking the creature to get its attention, running away from it to trigger its chase reflex, and so on.

Use: A machine in a ruin or a newly found stash is accidentally triggered and begins to count down to the arrival of a Kataru behemoth.

Loot: Treat the remains of a behemoth as a level 10 salvage source.



Plains of Kataru, page 179

Dread destroyer, page 234

Powerful mutation, page 399

Starwing seraph, page 147

Treat the Kataru behemoth as a level 7 rampaging beast if it attacks a ranked community with stats.

Rampaging beast, page 315

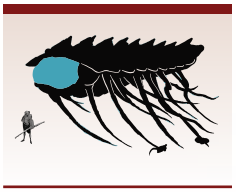
Community stats, page 297

Salvage source, page 108

Powerful mutation, page 399

GM intrusion: *The behemoth breathes out a plume of red mutagenic mist that heals 20 points of its own damage and inflicts 20 points of damage on the character. If the character survives, they may gain a powerful mutation.*

KODYMIR 5 (15)



Bridging the gap between creatures and vehicles, kodymirs are wagon-sized arthropods with segmented hard shells and twenty or more whiplike appendages they use to swim. Its body is mostly an open gullet, and it eats by siphoning water through its mouth, filtering out tiny animals and plants, and expelling water out its back end. A kodymir's brain is in the bottom of its mouth and is connected to a numenera interface, allowing a skilled user to control the creature like a vehicle. The kodymir can fill its gullet with an oxygenated transparent gel that surface creatures can breathe, allowing it to submerse and travel a long distance underwater while carrying up to eight human-sized creatures within its body. The gel hinders all tasks of the passengers, but still allows the kodymir to catch food as it swims. Large glassy eyes along the creature's body allow passengers to see outside.

Motive: Self-defense
Environment: Oceans and shallow coastal waters
Health: 20
Damage Inflicted: 5 points
Armor: 1
Movement: Immediate; long when swimming
Modifications: Speed defense as level 4 due to size. Perception as level 6.
Combat: Kodymirs can bite with their large mouths, but are more likely to flee from a fight.
Interaction: Kodymirs are not aggressive and remain placid unless threatened or aware of predators in the area. Humans and similar creatures can swim right up to them or even into their open mouths without being attacked.
Use: A pirate crew uses kodymirs to scout out potential targets from below the waterline. The PCs spot a corpse and its equipment wedged into a corner of a kodymir's throat.
Loot: A kodymir's gullet might still have a cypher, an oddity, or 1d10 shins left behind by a previous passenger.

GM intrusion: *The kodymir finds the taste of one passenger unpleasant and vomits them out into the water; a thin layer of gel gives the ejected passenger only a few rounds of air.*

KRAUR 3 (9)

These blue-carapaced insects the size of people are terrifying not only for their size, but also for their speed, aggression, and willingness to hunt nearly anything alive. They produce a venom that reacts with the blood of most creatures. Even a single sting from their extendible proboscises can lead to a horrific chain reaction in a victim that literally blows them into a fine spray of blood and gore, leaving a buffet of food for nearby kraur.

Motive: Hungers for flesh

Environment: Near or within ruins in groups of four or more

Health: 9

Damage Inflicted: 3 points

Armor: 2

Movement: Short

Combat: Kraur attack by unfurling a long proboscis with a stinger at the end, inflicting damage and injecting a toxic substance into a victim's blood. If the victim fails a Might defense roll, the substance reacts with their body to create ever more material, inflicting 2 points of damage the first round, 4 points the next, 8 the next, and so on, until the victim succeeds on a Might defense roll on one of their subsequent turns, or until they are dead, at which point they literally explode. Kraur use their proboscises to suck up the resultant remains.

Four kraur can act as a single level 5 creature inflicting 5 points of damage whose toxin requires a difficulty 5 Might defense roll to resist; however, each kraur must be attacked singly as normal.

Interaction: Kraur don't speak or understand speech. They act as large, aggressive, hungry insects.

Use: An NPC or other creature has come up with a way to lure kraur and keep them nearby, and thus uses them as unwitting guardians.

GM intrusion: *The character's attack is harmlessly deflected by the kraur's carapace, and the force of the rebound knocks them prone at the kraur's feet.*

Prone, page 113

KREIT ENTICER 5 (15)

Scavengers and ambush hunters, kreit enticers create alluring illusions to lure prey.

Targets are lured into a vulnerable location where a kreit pounces, while the targets are still confused by what they expected to be a far different sort of rendezvous. The kreit enticer's ability to craft illusions hides its true form until it strikes. When the illusion is shed, the creature is revealed as a voracious avian with broad wings and vicious talons. However, even these revelations are modified by additional illusory touches designed to frighten and cow prey.

Kreit are quick studies of the behaviors of other creatures. They hide in illusion to study prey before attempting to craft something alluring. While they sometimes predate humans, kreit enticers usually prefer creatures that don't require quite so much deception to seduce. Of course, there are always exceptions.

Motive: Hungers for flesh
Environment: Alone in lairs near likely prey sources
Health: 22
Damage Inflicted: 5 points
Armor: 1
Movement: Long while flying; short while on the ground
Modifications: Perception, stealth, and deception (for illusions) as level 6.
Combat: Once an illusion brings a target to stand before a kreit enticer, the revelation of the creature's true form is a surprise, easing the kreit's initial attack by two steps and allowing it to inflict 10 points of damage with its beak. Thereafter, it attempts to pounce on prey with its talons, inflicting 5 points of damage, and on a failed Might defense roll, the prey is held helpless on the ground. Held prey automatically takes 5 points of damage each round from the kreit's beak until it can escape.
Interaction: These creatures can mimic speech through the illusions they craft and are intelligent enough to string together simple sentences and even to reason. They know enough not to talk too much, as that usually unravels the illusion. Though they are predators, they are not above entering into a mutually beneficial relationship with another creature for a time.
Use: A kreit enticer and a tribe of abhumans magnify each other's strengths, creating a truly terrifying threat for a nearby human village.

A popular story about a demon seducer in Bodrov turned out to have its roots in a kreit enticer who'd found a predatory niche.

Bodrov, page 138

GM intrusion: *The kreit enticer uses its illusion-crafting ability to negate the character's attack(s) for one round.*

KUO THE WRIGHT 5 (15)

Nothing seems to get under the skin of this youthful-looking wright, who is as untroubled as a pool of still water. Kuo has three passions, which he pursues diligently but serenely. Most people only know about two.

First, he's a student of the prior worlds, of their architecture and their ability to fashion amazing devices that most people regard as magic. Perhaps there *is* a bit of magic instilled in the numenera, but Kuo has learned how to combine various elements, components, and energies to fashion all-new useful items.

Second, he practices opening his mind to a psychic ability he's had since he was young. This ability allows him to move things with his mind alone, merely by concentrating on them. Kuo believes that the key to this ability is serenity coupled with confidence.

Finally, Kuo rarely goes a day without thinking about his apprentice, Galdrea. She deserted Kuo in the middle of a project he'd undertaken to create a machine capable of producing potable water from thin air for a small village. Galdrea disappeared, along with rare iotum that Kuo needed to finish the project, as well as many shins and precious valuables from the homes of other villagers. The villagers branded Galdrea a thief and blamed Kuo for bringing her into their community. Kuo is not so sure that's the whole story. One day, he hopes to track Galdrea down to find out what actually happened.

Motive: Crafting numenera

Environment: Anywhere exploration beckons (or Galdrea was last seen)

Health: 25

Damage Inflicted: 3 points

Movement: Short

Modifications: Crafting numenera and understanding numenera as level 6

Combat: Kuo always has a few crafted cyphers ready, granting him one-off abilities such as ice detonations, teleportation up to a long distance away, and throwing up a protective force field (level 5) an immediate distance across. In addition, he can use his mental abilities to scramble a machine so that it takes no actions for one minute, or pick up (or hurl) targets about as large as a person with his mind.

Interaction: Kuo tends to remain calm even in extremely difficult circumstances. However, he will deal with foes definitively if forced to. Though he is willing to help with short-term projects, he always leaves sooner rather than later, continuing his search for his missing apprentice, Galdrea.

Use: The PCs find a stash of iotum, and only later discover that it was Kuo's, who comes looking for it.

GM intrusion: *Kuo's mental ability deflects an attack that would have hit him back onto the character.*

LAMPSNIPE 4 (12)

Victims who survive a lampsnipe's attack clutch at their heads, their eye sockets vacant, weeping oily black tears down their cheeks. They scream, because the last thing they ever saw was a horror so complete they ripped out their own eyes.

But what of this horror? A scabrous, shelled, and many-limbed thing of shadow and hunger about the size of a human, a lampsnipe apparently has no eyes of its own. Instead it sometimes collects them on its shell, mounting them like trophies. A lampsnipe can scamper from shadow to shadow, and when it is unseen, it may simply disappear, then reappear somewhere nearby where fresh eyes can be found.

Motive: Hungers for eyes

Environment: In dark places, usually alone

Health: 18

Damage Inflicted: 3 points

Armor: 2

Movement: Short; short when climbing on walls and ceilings; can instantly teleport itself up to a very long distance as an action if no one is watching

Modifications: Stealth tasks and attacks as level 6

Combat: A lampsnipe may attack from surprise, which eases its first attack by two steps. When it does, it physically attacks the mind of an intelligent creature within immediate range, inflicting 2 points of Intellect damage (ignores Armor). A target that takes damage must then defend against a horrific vision so unbearable that unless they resist, they try to rip out their own eyes, one eye per attack. Eyes that are ripped out in this fashion by a victim's own hand somehow materialize on the shell of the lampsnipe.

If a lampsnipe finds itself outmatched, or if it gets at least one eye, it attempts to scuttle into the shadows or under cover. Once out of sight, it can disappear to safety.

Interaction: A lampsnipe does not speak or respond to the language of others, and telepathic communication yields no results, as if the creature does not exist. But a lampsnipe is not mindless; it can learn from its experiences and figure out creative solutions to problems.

Use: A horrific plague has struck a nearby settlement where victims are going blind in a somewhat startling and sudden manner.

A lampsnipe is sometimes also called a gouge or gleaner of eyes.

GM intrusion: *The character attacking the lampsnipe hits, but instead of inflicting damage, smashes one of the eyes on the shell. A psychic cry of rage follows and all the lampsnipe's actions are eased for the rest of the conflict.*

LEGULIAN 4 (12)

Creatures of the dark, legulians live in small packs in buried cities, usually colonizing ruins of the prior worlds, but also sometimes claiming underground portions of structures built far more recently. Hyperintelligent and paranoid of other creatures, legulians prefer to keep to themselves.

They have a knack both for salvaging useful machinery and for building artifact-like devices for very narrow uses. For instance, a legulian might craft a secondary set of prosthetic mechanical arms that are devoted entirely to helping the creature pick nits and lice from fellow legulians. Or a ventilator that keeps its body temperature cool when exposed to sunlight. That said, legulians are keen on improving the defenses of their own communities with all manner of devices and machine-tended traps.

Motive: Defense, craft numenera

Environment: Ruins or complex structures, in packs of eight to twelve

Health: 15

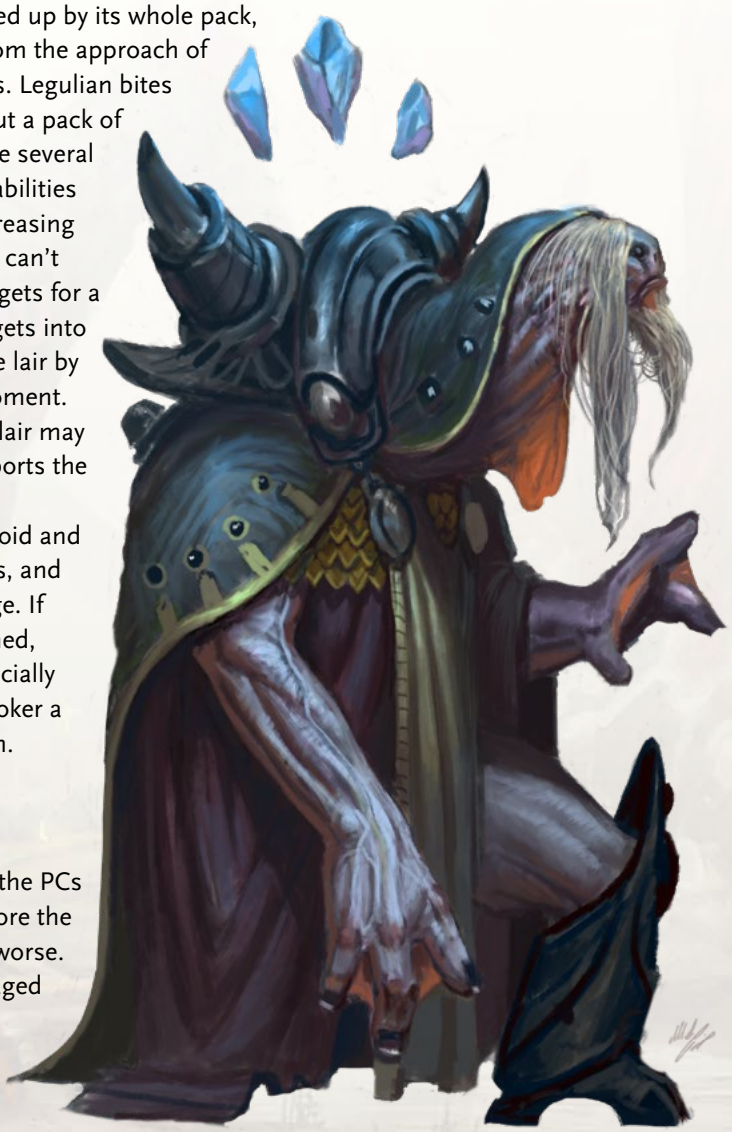
Damage Inflicted: 5 points

Movement: Short

Modifications: Crafting and salvaging numenera as level 6

Humans often react poorly to a legulian's odor, a combination of rotting meat and burning oil.

Combat: A lone legulian runs from conflict, possibly using a cypher or a narrowly useful artifact to do so. When backed up by its whole pack, or when defending its lair from the approach of intruders, it becomes vicious. Legulian bites inflict 5 points of damage, but a pack of legulians is also likely to have several level 5 cyphers that provide abilities useful in a fight, such as increasing gravity under targets so they can't move for a turn, blinding targets for a few rounds, or dropping targets into dangerous areas beneath the lair by phasing the ground for a moment. A particularly well-defended lair may even have a device that teleports the entire lair somewhere else.



Interaction: Legulians are paranoid and suspicious of other creatures, and know only their own language. If communication can be opened, negotiation is possible, especially if intruders are looking to broker a trade of items or information.

Use: By the sound, some kind of creature has gotten into the understructure of a large installation or building, and the PCs are asked to check it out before the unknown infestation grows worse.

Loot: A legulian lair can be salvaged for about a dozen random cyphers and a couple of artifacts.

GM intrusion: *The legulian uses a cypher that causes the target to forget the previous half hour.*

LOKARK 2 (6)

Lokarks claim to be visitants that have lived on Earth for thousands of years, so long that they've forgotten the name of their homeworld. Spindly, intelligent insects somewhat resembling human-sized damselflies, their normal posture is a semi-rearing state, with the flexible abdomen curled up and over the body like a scorpion's tail. Males are about two-thirds the size of females and have brighter colors. Their wings are barely strong enough to carry them (they can fly for only a few rounds before tiring), so they believe that their homeworld had lighter gravity or denser air, or perhaps they merely evolved to be too large for their wings.

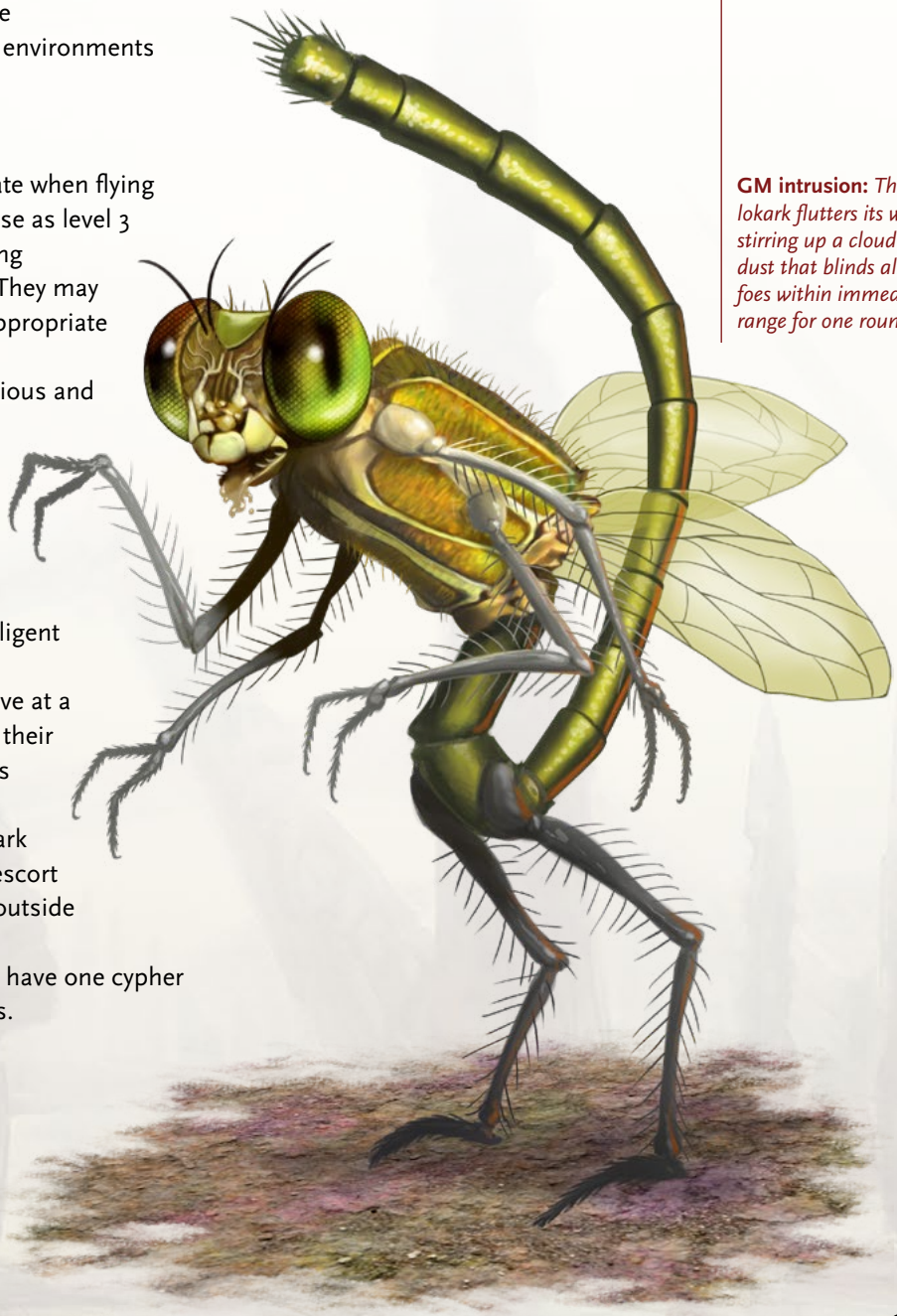
Lokark young are dangerous, blind, aggressive larvae the size of ravage bears, all but mindless until they molt at one year of age and assume their adult form and size. Lokark villages use their larvae as guardian creatures, for the young don't attack anything with the lokark scent. For the safety of their neighbors, lokarks living among other intelligent creatures usually return to a village of their own people to breed.

Motive: Defense, knowledge
Environment: Warm, moist environments
Health: 6
Damage Inflicted: 4 points
Armor: 1
Movement: Short; immediate when flying
Modifications: Speed defense as level 3
Combat: Lokarks prefer using spears and crossbows. They may carry cyphers that are appropriate for combat.
Interaction: Lokarks are curious and friendly with other creatures, as most of them live in isolated communities and don't have many opportunities to talk with other kinds of intelligent beings.
Use: A group of lokarks arrive at a village, demanding that their "pet"—a very dangerous grub-like creature—be returned to them. A lokark hunting party offers to escort the PCs to a safe place outside their territory.
Loot: A typical lokark might have one cypher or oddity and 1d10 shins.

Ravage bear, page 249

Lokark larva: *level 4; health 20; weapons deal 6 points of damage; immune to visual effects*

GM intrusion: *The lokark flutters its wings, stirring up a cloud of dust that blinds all foes within immediate range for one round.*



LUNGE FISH 7 (21)

Though it spends much of its life hunting prey underwater, this massive 23-foot (7 m) long creature can also heave its bulk out of the water and onto land with blinding speed, which means that its prey is not limited only to what swims, but to anything that walks as well. A lunge fish can spend about an hour out of water before it begins to feel distress and a need to return.

A lunge fish can alter the coloration and pattern across its iridescent scaled hide, giving it the ability to create natural camouflage and blend in to its environment. When it moves, its form is revealed as something like a land beast mixed with something like a manta ray; however, it uses its "wings" to easily propel itself on land, almost as if they were ungainly legs.

Motive: Hungers for flesh
Environment: Anywhere near (or under) water
Health: 30
Damage Inflicted: 7 points
Armor: 3
Movement: Short; long when swimming or lunging out of water onto land
Modifications: Speed defense as level 6 due to size. Stealth tasks as level 8.
Combat: A lunge fish often makes a surprise attack because nothing expects its appearance. Normally, its massive jaws inflict 7 points of damage. However, if it attacks a target before the target has become aware of it, a successful attack inflicts 10 points of damage and the victim must succeed on a Might defense roll. A failed roll means the victim is now hanging in the lunge fish's massive jaws until they can escape or are eaten. Each round a victim remains in the jaws, they automatically suffer 7 points of damage as the lunge fish chews.
Interaction: These vicious animals understand only hunger and satiation. They must eat often to sustain their size and power.

GM intrusion: *A character bitten by the lunge fish must later succeed on a Might defense roll after the fight or move one step down the damage track due to infection.*

Use: A seaside village or a ship on a long journey across the water attracts a lunge fish. Initially, the trouble seems limited to one of these predators, but the truth is there are two, and the second is larger than the first.
Loot: Sometimes a piece of rare material or even a cypher or an artifact can be found in the many stomachs of a lunge fish corpse.

LUREEN 4 (12)

This moderately sized, lizard-like creature has a beard of red tendrils, a tail like a fin, and limbs apparently of crafted machines. Its senses are enhanced from a series of tracings that run like wires across its scales, allowing it to sense prey up to a mile (1.5 km) or more away.

A lureen has a machine-enabled psychic ability to physically alter its surroundings over time. Big changes on a scale dozens of yards across are possible, but they usually require months of concentration. Such changes usually include turning a natural environment into a series of natural-looking channels and pathways that spiral inward to a lureen lair, where the creature waits for prey to come to it. It can also alter reality quickly, but these alterations are temporary, only change things within an area about 20 feet (6 m) around it, and are essentially illusion more than anything else. These illusions help hide the lureen, but cautious prey can sometimes still sense it and escape.

Motive: Hunger

Environment: Any rocky area or other area with lots of drit, usually near water where other creatures come to drink

Health: 20

Damage Inflicted: 6 points

Armor: 1

Movement: Short; immediate when climbing

Modifications: Defends as level 6 due to illusions. Tasks related to creating mazes and similar difficult-to-escape puzzles as level 6.

Combat: The lureen's ability to alter reality quickly—as opposed to long-term changes—creates temporary images (like an illusion), but it's a passive ability that automatically cloaks its presence, so characters must succeed on an Intellect task every round just to see it clearly, or they are hindered by two steps when attacking it or avoiding its attacks. The lureen's attacks try to lead prey off short drops or other areas of the landscape it has altered with its psychic ability. A lureen can also attack with the red tendrils of its beard, inflicting 6 points of damage and, on a failed Might defense roll, the victim is paralyzed for a round or two from poison in the tendrils.

Interaction: The lureen is essentially a simple predator with highly advanced hunting abilities.

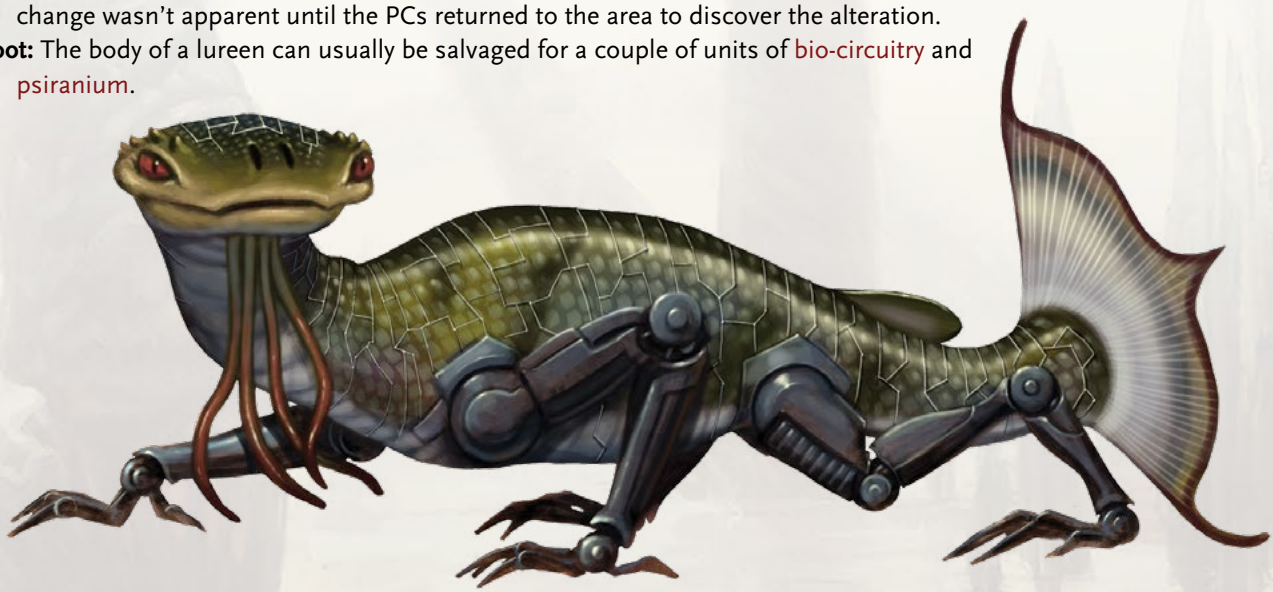
Use: There used to be a ruin on the distant hillside, but now it's gone. No one really remembers seeing it go—it just seemed to fade away over time so slowly that the change wasn't apparent until the PCs returned to the area to discover the alteration.

Loot: The body of a lureen can usually be salvaged for a couple of units of bio-circuitry and psiranium.

Bio-circuitry, page 112

Psiranium, page 113

GM intrusion: *The lureen creates an illusion of a chasm separating it from the character, or the illusion of some other obstacle that gives the character pause.*



LYTHIC 4 (12)

These child-sized metallic creatures are greatly feared, but only when recognized. Those who've never encountered them don't understand that their size is deceptive. Worse, when observed resting or not eating, lythics might fool observers into thinking these large-eyed, many-limbed creatures are cute. However, when lythics sense a powered device or installation nearby, all bets are off. Able to eat through almost anything in order to reach their prize, they consume machines and similar devices in order to suck every last erg of energy out of them. After they finish a meal, they expel the spent, twisted remnants of the device. Depending on how much energy they were able to extract, they either immediately go looking for more, or become sated and go someplace to sleep off what they've consumed.

A lythic predating a community over time lowers its rank by 1.

Community stats, page 297

A lythic's skin is electrified (as a defense), its metallic hide makes it difficult to harm, and it doesn't need to breathe. Worse, discharges of energy that hurt most other things only seem to feed a lythic.

Motive: Hungers for energy
Environment: Anywhere
Health: 18
Damage Inflicted: 5 points
Armor: 5
Movement: Short; immediate when burrowing
Modifications: Speed defense as level 5 due to size and quickness. Attacks against machines or inanimate objects as level 8.
Combat: Armored and healed (not hurt) by energy attacks, lythics are difficult to defeat in straight-up combat. Luckily, they don't eat living things. However, their skin is electrified, and any creature that makes a melee attack on a lythic must succeed on a difficulty 4 Speed defense roll or take 5 points of damage that ignores Armor.

If a creature attacks a lythic with a device, such as a cypher or an artifact, the lythic tries to eat the device. An attacker within immediate range must succeed on a Might defense roll or the lythic wrenches the device from them and eats it.

If a lythic consumes 20 or more levels' worth of device power within an hour's time, it is sated and seeks someplace quiet to sleep off its latest meal.

Interaction: Lythics are as intelligent as clever animals. However, given their impressive defenses, they are not particularly afraid of facing challenges head on. Intimidation is unlikely to work, though bribing one with tidbits of energy is possible.

Use: PCs are asked to discover why a community's installations are going dead, one by one. Something seems to be predating them.

GM intrusion: *The lythic discharges a bolt of energy at an attacking character up to a long distance away.*

LYVELLEN 4 (12)

Lyvellen are clever predators that have some connection to varjellen. They have violet-red skin, bulbous yellow eyes, and crested heads. They have keen eyesight, mediocre hearing, and no sense of smell. Like a varjellen, a lyvellen has a crucible-like structure in its chest, allowing it to rearrange its organs to make itself faster, tougher, or smarter. Lyvellen may be natural predators from the varjellen homeworld, or perhaps they were created to hunt their humanoid counterparts, for the beasts can psychically sense and track varjellen at a range of several miles, and will ignore easier prey for the opportunity to partake in such a hunt. Varjellen subconsciously sense the presence of lyvellen within about 1 mile (1.5 km) as a general feeling of nervousness.

Motive: Hungers for flesh
Environment: Coasts and anywhere on land
Health: 12
Damage Inflicted: 4 points
Armor: 1
Movement: Short or long; short when swimming
Modifications: Hearing-based perception as level 3. Stealth and sight-based perception as level 5.
Combat: Lyvellen attack with their foreclaws and fish-like mouths, striking up to three targets as an action.

Lyvellen can use their crucible to make themselves stronger, faster, or smarter, at the cost of the other two aspects. This takes about an hour. The above stats indicate a lyvellen in a balanced state. A stronger lyvellen has 18 health, attacks as level 5, and inflicts +1 point of damage with its attacks. A faster lyvellen has 10 health, and attacks and makes Speed defense tasks as level 5. A smarter lyvellen has 10 health, sight-based perception as level 6, and resists trickery as level 5. Upon first detecting a varjellen, the lyvellen makes itself smarter to better approach and study its prey, then makes itself stronger or faster based on its assessment of the target.

Interaction: A lyvellen in its smarter configuration is almost as smart as a human and can communicate in the Truth. In any other configuration it is an intelligent animal predator.

Use: A varjellen village is being stalked by a predator that makes them strangely nervous. A numenera site with anatomical diagrams of varjellen appears to have held several large predators in stasis, which are now free.

Varjellen, page 394

GM intrusion: *The lyvellen momentarily adjusts its crucible, instantly healing 5 health.*

MALSTREL 4 (12)

Malstrels prefer open, arid, and flat lands. They sometimes breed with organic predator birds to which they are related, other times mating only within their own species. In either case, biomechanical malstrels hatch from the resultant natural-looking eggs, and reach a height of 7 feet (2 m) in just over a year.

Their senses are especially acute, allowing them to detect prey through the faintest vibrations in the ground or scent trails in the air, even before they fix their all-seeing eyes on a target from great distances. Once a target is located, malstrels jet forward, reaching amazing speeds to bring down distant prey that hadn't realized it was being hunted.

When malstrels rest after a successful hunt, they hide their presence by lying low and generating a fluctuating field of color that acts as camouflage.

Motive: Hungers for flesh

Environment: Groups of five to eight (called a "sprint") anywhere open and flat, usually in warm areas, though some have adapted to cooler climes

Health: 12

Damage Inflicted: 5 points

Movement: Long (see Combat)

Modifications: Speed defense as level 5 due to biomechanical reflexes. Stealth as level 7 from camouflage field (when not moving). Perception as level 8.

Combat: Malstrels can enhance their movement with jets of blue flame about once every hour to reach speeds in excess of 100 mph (160 kph), allowing them cover about 1,000 feet (300 m) in under a round and still attack. In fact, this is the preferred method by which a sprint of malstrels attacks prey, often granting them surprise on their first attack, easing the attack by two steps, and conferring enough momentum that the attack inflicts +2 damage (for a total of 7 points of damage). Thereafter, they attack with their metallic talons for 5 points of damage, and on a failed Might defense roll, the target bleeds for an additional 1 point of damage each round until they use a turn tending to the wound.

Interaction: Though biomechanical, malstrels are animals and act as such.

Use: Because malstrels are so fast, an encounter with one can arise abruptly.

Loot: A couple of cyphers could be salvaged from a fallen malstrel.

GM intrusion: *The malstrel's initial attack knocks the character prone, dazing them so that all their actions are hindered for the duration of the conflict.*

Prone, page 113

MARAUDING VAULT 5 (15)

Marauding vaults are collectors, accumulating objects and creatures over time by stashing them beneath their domes, which are opaque force-field shells that keep the collection in stasis. In addition to their huge slab-like manipulators, marauding vaults also have less obvious limbs, sensory devices, and other accoutrements that allow them to manipulate and sense their environment, and in particular, search for interesting devices and creatures.

Motive: Collect objects and creatures of interest

Environment: Anywhere, alone or in pairs

Health: 23

Damage Inflicted: 6 points

Armor: 2

Movement: Short when hovering

Modifications: Perception as level 8. Understanding numenera as level 6. Speed defense as level 4 due to size.

Combat: Marauding vaults can defend themselves with their massive manipulators, attacking up to two foes within the same immediate area as a single action, inflicting 6 points of damage.

Before attacking, a marauding vault might attempt to snatch a device from a creature instead of dealing damage, or simply grab the whole creature without dealing damage and pop it into the dome. In the latter case, the creature must succeed on a difficulty 6 Might defense task to avoid going into the dome. Once in the dome, creatures and objects are in stasis, and only destroying the marauding vault or convincing it to switch off the dome provides freedom.

Alternatively, a marauding vault can fire a beam of power at an object or creature within short range. This beam can either inflict 6 points of damage or reprogram an automaton or device so it acts as the marauding vault desires for the next minute.

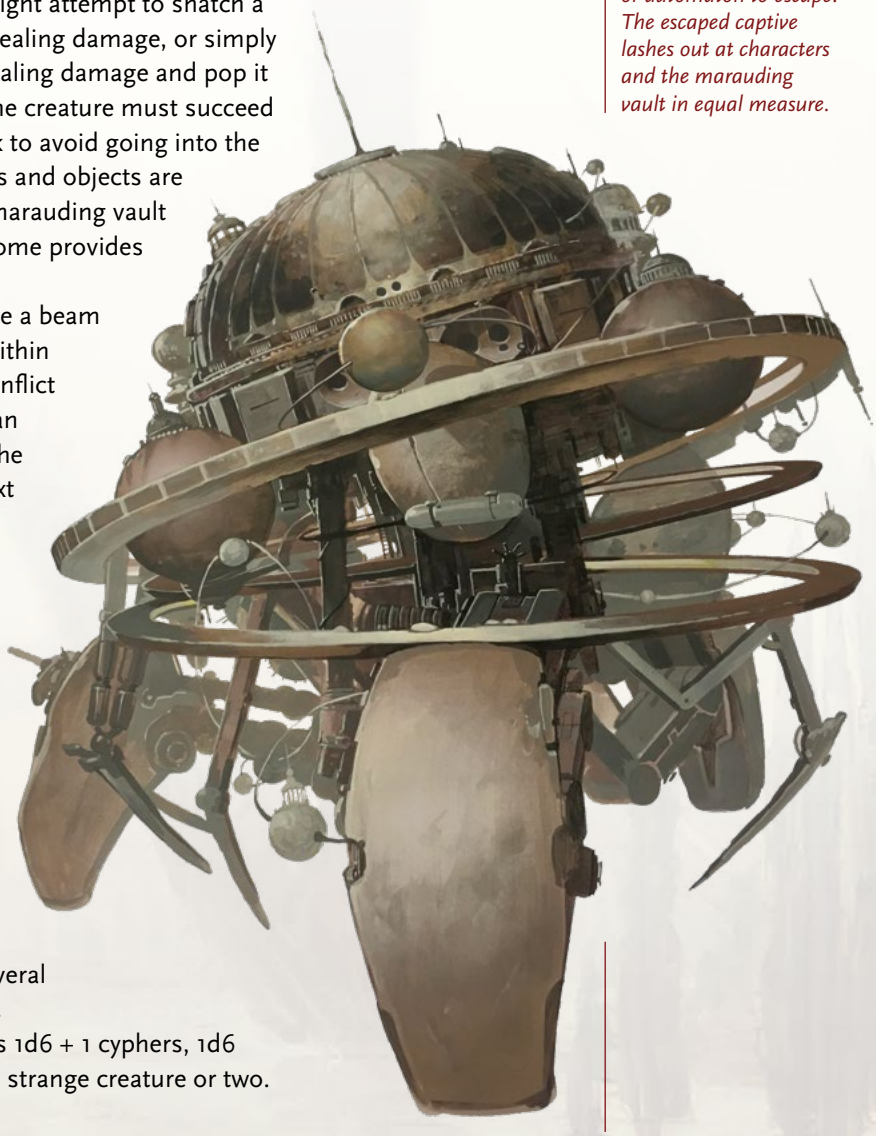
Interaction: Marauding vaults are single-minded and literal. They speak a wide variety of languages, but first attempt to gain what they want by force before considering negotiation. They have no fear of destruction, though they recognize that it would interfere with their mission to collect.

Use: These creatures might appear in a newly discovered ruin, strip it of numenera over the course of several months, and then disappear again.

Loot: A marauding vault usually carries 1d6 + 1 cyphers, 1d6 oddities, an artifact, and possibly a strange creature or two.

Marauding vaults might deliver their collections to an ancient cache, or possibly to someone who has learned to override and command these automatons.

GM intrusion: *While placing an object into its dome, the marauding vault's stasis field flickers, allowing a previously collected level 5 creature or automaton to escape. The escaped captive lashes out at characters and the marauding vault in equal measure.*



MEGAFAUNA

For vast stretches of time, Earth was uninhabited by intelligent life, yet animals, plants, and fungi still thrived. As the climate warmed and cooled, creatures evolved and competed for resources. In at least two historical eras, a cooler climate gave a survival advantage to larger creatures, and giant varieties of many animals—called megafauna—spread over the earth. Populations of these creatures still live in the Ninth World, perhaps forgotten in isolated valleys as civilizations rose around them, deliberately engineered (as pets, guardians, or entertainment) by ancient masters of the numenera, left in stasis, or displaced to other dimensions or times.

Many of these creatures lack interesting abilities and can be summed up as a name, level, and perhaps a modification—for example, giant deer don't have any special abilities that require further explanation. Others are the inspiration for Ninth World creatures like the galloan, shell gardener, snouk, terror bird, and tygnog, which have complete creature listings and are Ninth World twists on otherwise "natural" animals from Earth's prehistory. In between are the creatures listed here—giant beasts that don't have strange abilities from the numenera, but have combat abilities that are too complex to sum up in just one line.

If used in a Numenera campaign, these creatures should still have a unique look based on mutation, evolution, selective breeding, or deliberate augmentation. A saber-toothed cat in the Ninth World might have six eyes and purple fur, a mammoth might have four stronglass tusks instead of two ivory ones, a giant turtle might have a shell that looks like stained glass, and a cave bear might be hairless except for a lion-like mane of metallic fibers. By updating the look of these creatures, they maintain the weird theme of the Ninth World. They aren't throwbacks to a billion years in the past, but instead have adapted or been updated to thrive in a world of nanobots, extraterrestrials, and alternative dimensions. Some of them might even have a minor special ability that their historical counterparts never had, like being able to see in the dark or having venomous breath.

Terror bird: *level 4, perception as level 5, stealth as level 8; health 21; 6 points of damage from beak or talon; movement long; can screech to frighten all within immediate range for one round, hindering their defense by three steps. For more information, see* The Ninth World Bestiary, *page 124.*

Galloan, page 62

Shell gardener, page 140

Snouk, page 142

Tygnog, page 158

Maintaining the Weird, page 350

BEAR

Over 10 feet (3 m) tall when standing and 6 feet (2 m) at the shoulder when on all fours, these bears are a relatively lean 2,000 pounds (900 kg) and fast. Example: short-faced bear.

Short-faced bear: level 5, Might and Speed defense as level 6; health 24; Armor 1; movement long. Bears attack with claws and hold on to prey while they bite. If the prey fails a Might defense roll, it is held and crushed until it can escape, and the bear automatically inflicts 4 points of damage every round in addition to its bite attack.

Most of these types of creatures have different species that are smaller or larger. Because a creature's size may have been deliberately altered by someone in the Ninth World, the GM can make smaller or larger versions of any of them by decreasing or increasing a creature's level.

DRAGONFLY

These predatory insects have a wingspan of more than 25 inches (64 cm) and weigh 1 to 2 pounds (.5 to 1 kg). Example: meganeura.

Meganeura: level 1, Speed defense as level 3 due to maneuverability and size, perception as level 2; health 3; Armor 1; movement long when flying

Other arthropods reached similar sizes, so the dragonfly listing can be used for giant flies, spiders, trilobites, and similar creatures (which in some cases means ignoring the flying movement).

ENTELODONT

Standing 6 feet (2 m) at the shoulder, these boar-like animals have skulls nearly 3 feet (1 m) long, large teeth, and a body shape much like that of bison. They eat almost anything, including plants, bark, carrion, and whatever small animals they can catch. Example: daeodon.

Daeodon: level 5, Might defense as level 6; health 22; Armor 1; movement long. Entelodonts bite and trample, and hold fast with their jaws. If the foe fails a Might defense roll, it is held and crushed until it can escape, and the entelodont automatically inflicts bite damage every round until the target is free.

MEGAFAUNA

GLYPTODONT

These armored mammals are built much like the reptilian ankylosaurus, but smaller. They stand up to 5 feet (1.5 m) tall, are up to 11 feet (3 m) long, and weigh 2 tons. Example: glyptodon.

Glyptodon: level 3, Speed defense as level 2 due to size and speed, perception as level 2; health 12; Armor 3. They use their solid bony tails as clubs.

Ankylosaurus, page 47

GREAT CAT

These felines stand up to 4 feet (1 m) high and weigh up to 800 pounds (360 kg). They are ambush predators. Example: smilodon.

Smilodon: level 5, attacks and stealth as level 6; health 24; Armor 1. They attack with two claws and attempt to pin their prey on the ground in order to finish it off with a bite that inflicts 7 points of damage.

Because players are familiar with the idea of mammoths, saber-toothed cats, and dire wolves, GMs using megafauna may want to focus on the stranger examples, such as sloths and entelodonts, to keep the Ninth World feeling a bit more weird.

INDRICOTHERE

These giant hornless rhinos are some of the largest natural land mammals that have ever existed. They grow to 15 feet (5 m) or more at the shoulder and more than 7 feet (2 m) long, and weigh 16 to 22 tons. Example: paraceratherium.

Paraceratherium: level 5, Speed defense as level 4 due to size and speed; health 30; Armor 3. They stomp or kick creatures that threaten them.

MAMMOTH

These sturdy creatures stand 10 feet (3 m) at the shoulder and weigh up to 8,800 pounds (4,000 kg). Example: wooly mammoth.

Wooly mammoth: level 6, Speed defense as level 5 due to size; health 34; Armor 2. They attack with trunks, tusks, or feet, or they can charge a short distance and inflict 8 points of damage to everything in their path.

The listing for wooly mammoths can also be used for the deinotherium (an elephant-like animal with downward-curving tusks) and the platybelodon ("shovel tusk").

RAPTOR

These predatory birds have a 9-foot (3 m) wingspan and weigh up to 25 pounds (11 kg). Example: Haast's eagle.

Haast's eagle: level 3, attacks and perception as level 4; health 12; movement long when flying. Its initial claw attack inflicts 5 points of damage. Its bite causes bleeding wounds that inflict 1 point of damage per round until the target uses an action tending the wound.

RHINOCEROS

These animals grow to over 10 feet (3 m) long and weigh over 5,000 pounds (2,300 kg). Example: wooly rhinoceros.

Wooly rhinoceros: level 5, Speed defense as level 4 due to size; health 20; Armor 2. They attack with their horns or feet, or they can charge a short distance and inflict 6 points of damage on everything in their path.

RODENT

These animals resemble anything from rats to capybaras to beavers and weigh about 100 pounds (45 kg). They might have prehensile tails and be very active at night. Example: giant hutia.

Giant hutia: level 2; Speed defense, climbing, stealth, and swimming as level 3; health 6

MEGAFAUNA

SHARK

These carnivorous fish can grow to be 50 feet (15 m) long and have a mouth that is 8 feet (2.5 m) wide. Example: megalodon.

Megalodon: level 6, attacks and Speed defense as level 7; health 60; Armor 2; movement long when swimming. Its bite inflicts 8 points of damage, and it attempts to swallow human-sized creatures whole, trapping prey in its gut and inflicting 6 points of damage every round unless the target makes a Might defense roll to escape being swallowed.

SLOTH

These sturdy creatures grow up to 20 feet (6 m) long and weigh up to 4 tons. Example: megatherium.

Megatherium: level 6, Speed defense as level 5 due to size; health 30; Armor 2. They attack with bites and claws.

SNAKE

These snakes grow up to 18 feet (5.5 m) long. Their heads are small, preventing them from swallowing human-sized prey whole. Example: wonambi.

Wonambi: level 4, Speed defense as level 5; health 12; Armor 1. If the foe fails a Might defense roll, it is held and constricted until it can escape, and the snake automatically inflicts 4 points of damage every round in addition to its bite attack. (For a venomous snake, instead of constriction damage, if the target fails a Might defense roll it takes 2 points of Speed damage every round from the poison.)

TURTLE

These shelled reptiles can reach 11 feet (3 m) in diameter and weigh up to 5,000 pounds (2,300 kg). Example: stupendemys.

Stupendemys: level 4, Speed defense as level 3 due to size; health 16; Armor 3; movement immediate, short when swimming. Their bite inflicts 5 points of damage.

"Turtle," "tortoise," and "terrapin" mean slightly different things in different countries, and some languages don't differentiate between them. This listing applies to all of them.

WOLF

These animals are as large as the largest 21st-century wolves, but their teeth are larger and their jaws are stronger. They are pack hunters. Example: dire wolf.

Dire wolf: level 4; health 16; Armor 1; movement long. Their bite inflicts 6 points of damage and the attack knocks their opponent prone.

Prone, page 113

MEGO 5 (15)

The amorphous, noise-eating mego consumes everything, starting with sound, but quickly moving on to the flesh of any creature it has stifled with a touch of one of its sound-draining tentacles. They re-emit the sounds of their most recent victims, though the noise is noticeably flat, as if somehow robbed of resonance and life. Sometimes re-emitted noise includes speech, though it's not clear if the mego understands that speech is different from the other kinds of sounds it consumes. In any case, they attempt to eat constantly and seem able to digest almost anything. However, they prefer to hunt things that make noise, and may pass up prey that has learned to keep quiet if something else nearby is making noise.

If a mego consumes a particularly loud meal, or after several months of eating quieter fare, it enters into a period of dormancy lasting several days. At the end of this period, it divides, becoming two equally hungry mego that go their separate ways.

Motive: Hungers for sound and flesh
Environment: Anywhere sound exists
Health: 15
Damage Inflicted: 5 points
Movement: Short; short when climbing (even on vertical walls or sheer ceilings)
Modifications: Stealth as level 3 (due to sounds of past victims it re-emits)
Combat: These amorphous creatures can slip through cracks, cling to and climb almost anything, and ambush prey by dropping down on them. It's hard for them to attack with surprise because of sound leakage of previous prey.

Mego form up to three pseudopods at once, which lengthen to become sound-draining tentacles that lash foes for 5 points of damage and, on a failed Might defense roll, inflict 3 additional points of Speed damage (ignores Armor). Until targets restore this damage to their Speed Pool, they cannot speak, and all sounds they produce indirectly are muffled.

Interaction: These creatures act like clever predators, though some people believe that mego can choose which sounds to re-emit in a way that encodes meaning.

Use: Weird areas become even weirder if a sound-eating mego is encountered.

Mego re-emit the sound made by previous prey, which could be simple conversation, animal chitters, or even the noise of metal grinding or machinery working.

GM intrusion: *The character just struck by the mego hears their own speech coming from the creature, but it's saying something the character never said, possibly a warning about some future danger.*

MESOTEMUS 4 (12)

Mesotemi are strange, multilimbed creatures that exhale puffs of emerald-hued mist with every breath. Lacking eyes, ears, mouths, or even nostrils, mesotemi sense and interact with the world via the green smoke they almost constantly emit from—and breathe back in through— nodules speckled across their bodies. Besides interaction and sensing, mesotemi rely on the emerald mist for nutrition. When they deem something is good to eat, their breath becomes digestive, so when they breathe back in, they can directly consume whatever lies around them.

Motive: Unknown

Environment: Anywhere, in groups of two to four

Health: 21

Damage Inflicted: 4 points

Armor: 1

Movement: Short; short when climbing

Modifications: Tasks related to perception as level 8 in areas where their breath can reach

Combat: A mesotemus may use its limbs to batter a foe. As part of the same action, the mesotemus can breathe out digestive fumes that inflict 4 points of damage on all creatures within immediate range who fail a Might defense task. Even on a success, creatures in the area still suffer 1 point of damage. This damage ignores Armor unless a target in the area is wearing garments that completely protect it from the environment and enable it to breathe from a protected source. Each round in which a mesotemus damages living creatures in this fashion, it regains 1 point of lost health.

Alternatively, a mesotemus can use its breath to cause the following effects on a failed Might defense roll:

Calm: Targets fall into a state of surreal calm. Nothing seems worrisome, not even attacks from dangerous creatures or the advent of dangerous circumstances. Those in this calmed state never engage in any form of aggression. The effect lasts until victims succeed on a Might task.

Vision: Targets hallucinate that they have become mesotemi. This sensation is disorienting, and those who undergo it tend to flail and throw their body about, making strangled, gurgling noises as they try to comprehend what their senses are telling them. This effect lasts until victims succeed on a Might task.

Interaction: The only way to communicate with a mesotemus is by allowing the vision mist to produce the hallucination of becoming a mesotemus. Spending several minutes in this state allows very simple communication to begin, but a non-mesotemus could never hope to master the intricacies of the scent-based language. The only thing that can be gleaned is that mesotemi seem to always be searching.

Use: Mesotemi are the perfect kind of creature to add to an encounter to make it weird. They are not automatically aggressive, but could become so if they are thwarted in getting to a location where they want to go, or if they are attacked.

GM intrusion: *While surrounded by emerald mist, the character makes a misstep. On a failed Intellect defense roll, the character enters an unknown area, falls from a height, becomes lost, or something similar.*

METASTHAN 5 (15)

Metasthans are encountered with far more regularity in the Beyond, near to the area known as the Weal of Baz.

Weal of Baz, page 193

Metasthans are creatures whose bodies are heavily modified with devices that unlock new capabilities. Or so one might assume at first glance. Actually, a metasthan is a binary creature with two minds in one body. Part of it is organic, the other part machine. Both can take actions, though one usually helps the other. Rarely, a metasthan is of two minds about something and the creature goes into a kind of paralysis or, in rare cases, begins tearing at itself.

Motive: Defense
Environment: Almost anywhere
Health: 22
Damage Inflicted: 5 points
Movement: Short
Modifications: Understanding numenera and crafting numenera as level 7
Combat: A metasthan can take two different actions simultaneously, calling upon technological enhancements and devices incorporated into its body that aid in defense and offense at the same time. Alternatively, if need be, it can ease its next attack or defense if one part of its two-part consciousness helps the other. A metasthan's weapons include ray emitters, detonations, and so forth. Other options include the ability to levitate 20 feet (6 m) per round, turn invisible for one minute via a distortion field, gain 4 Armor for ten minutes via a force field, or heal an ally for 10 points to a Pool or their health.

GM intrusion: *The metasthan produces an effect from a device incorporated into its flesh that stymies the character's action.*

Interaction: Metasthans are intelligent and have concerns similar to those of unmodified humans, and some are found living among human communities. However, these creatures are often so extreme in appearance that even humans used to bizarre things sometimes classify a metasthan as a "demon" on first seeing it, creating an enmity that might well be returned.

Use: The PCs arrive to consult with someone who has information or an item they want, but a metasthan attacks, apparently with a legitimate grudge against that same person.

Loot: A defeated metasthan can be salvaged for 1d6 cyphers and at least one artifact.

MORVIK 5 (15)

Skin flows like wax, sprouting and encasing wings, limbs, heads, and unidentifiable parts. The face of an old friend smiles from the torso of a hideous beast. This is a morvik, an amoral beast that fuses other creatures' bodies to its own and uses sentient brains like cyphers. Nobody knows what qualities morviks are looking for in a potential graft. They have been known to choose one creature out of a group or attack one sibling and ignore the other. Once the target is dead, the morvik spends a minute slowly absorbing part of the body—particularly the head—into its own semiliquid flesh before flying away.

It is not known if the heads collected by a morvik retain any sense of their prior identity. Attempts to communicate with them individually have failed, but the creature might be suppressing their egos.

Most morviks keep two or three heads fused into their bodies at any particular time, but a very powerful one might have as many as six. When a morvik consumes a head to activate an ability, the affected head first withers, then its bones collapse, and then the sagging skin of its face smooths out until there is only a faint shape where the head once was.

Motive: Hungers for flesh and collecting body parts

Environment: Anywhere

Health: 20

Damage Inflicted: 5 points

Armor: 2

Movement: Short; short when flying

Modifications: Might and Intellect defense as level 6

Combat: Morviks strike with two separate limbs as a single action. Sometimes instead of using a limb, it might bite with one of its absorbed heads, the face swelling and distorting hideously to do so.

As an action, a morvik can consume an absorbed head and use its energy to fire a psychic blast that either inflicts 7 points of damage on one target within long range or inflicts 3 points of damage on all creatures within immediate range.

An injured morvik can consume an absorbed head to heal itself for 10 points of health and ease all of its tasks on its next turn. This is not an action for the creature.

Interaction: Morviks can usually access the language portions of their grafted heads enough to carry on a conversation, eerily alternating which mouth they speak from. They may bargain, threaten, or bribe, and are reasonably trustworthy if they make a promise.

Use: A morvik approaches the PCs, carefully "sniffing" each of them with its lights then retreats to follow them from a distance. A morvik alights upon a freshly killed humanoid and demands its head.

Loot: A morvik's body usually contains 1d3 cyphers.

GM intrusion: *The morvik consumes a head and activates an instant or one-round special ability (such as an esotery or focus ability) that its previous owner had.*

MUDHONK 4 (12)

Mudhonks are feathered dinosaur-like creatures the size of humans. They hunt in packs, relying on their endurance, intelligence, and ability to manipulate soil to outlast, corner, and trap their prey. Their forelimbs are weak but agile, capable of manipulating objects with near-human dexterity. Some warlords keep quasi-tamed packs of mudhonks in fenced-in areas near their strongholds, feeding them prisoners as needed and freeing them when under attack.

Motive: Hungers for flesh
Environment: Forests and plains
Health: 12
Damage Inflicted: 4 points
Armor: 1
Movement: Short
Modifications: Might defense, perception, tracking, and endurance tasks as level 5. Stealth tasks in tall grass as level 5.
Combat: Mudhonks bite with their toothy bills and slash with their foot claws. They use ambush and persistence hunting tactics, surrounding potential prey, scaring them into running, then carefully following (sometimes for hours or days) until some prey lags behind, at which point they attack the isolated creature.

As an action, a group of four or more mudhonks can work together to manipulate a patch of earth within short range, creating an area an immediate distance across that acts like quicksand. Anything entering the area must make a Speed defense roll to avoid becoming trapped. A trapped creature must make a Might defense roll to escape. The liquefied ground reverts to normal after about a minute (at which time any creature in it can easily pull itself free), but that's usually enough time for the mudhonks to make a kill.

Interaction: Mudhonks are animals, about as smart as seskii.

Use: Mudhonks accidentally scare a group of herbivores into charging through where the PCs are resting. The mudhonks start pursuing the PCs, catching up at each rest and not giving the characters time to recover.

Seskii, page 252

GM intrusion: *The mudhonk slashes a character's leg, restricting their movement to an immediate distance each action. The character overcomes this once they make a one-hour or ten-hour recovery roll.*

NACREOPE 3 (9)

Though not particularly fearsome, nacreopes are greatly feared, as their psychic hypnotic ability far outstrips their other diminutive attributes. About the size of a large dog, this lizard-like thing's most distinguishing physical trait is a massive neck frill that it can fan out around its head to create a surface rippling with iridescent color and psychic imperatives. Those who succumb to the frill's hypnotic urging leave food for the nacreope (or go off to gather some if they have none with them) and a bauble or two for good measure, after which they completely forget the experience.

Usually, those who discover they've lost rations, a compass, a cypher, or some other small valuable probably believe they just misplaced it. But sometimes they gave it to a nacreope and forgot.

Motive: Gather food and valuables from victims

Environment: Almost anywhere a medium-sized lizard could secretly lair

Health: 12

Damage Inflicted: 3 points

Movement: Short; fly up to a long distance per round when gliding on extended neck frill

Combat: Nacreopes can bite in extremis, but they much prefer to display their psycho-hypnotic neck frill. All creatures within short range who see it must succeed on a difficulty 6 Intellect roll or become hypnotized. Hypnosis victims gain one additional attempt to break the effect, but if they fail, they come fully under the influence of the creature until they discharge the imperative given them or they are broken free by some other influence. The imperative is simple: leave some food and a shiny valuable, then depart the area and forget about it and the nacreope.

Interaction: Nacreopes have just above animal intelligence, and though they can't communicate using language, they can get across feelings and desires.

Use: A group of traders returns to the community, saying they've completely forgotten the way across a pass—which is strange, since all they have to do is follow the road. Something weird is probably at work.

Loot: A nacreope lair is littered with all manner of baubles, usually including 1d6 + 3 cyphers and 4d6 shins.

GM intrusion: *The character suddenly recalls a nacreope encounter from several days, weeks, or even longer ago, where they gave away a cypher or other device of great power that they forgot they'd ever owned, but which would be very useful in the current circumstance.*

NANSORPH 4 (12)

Subsisting entirely by stealing food, water, lodging, clothing, valuables, and in some cases even affection, a nansorph takes camouflage to an entirely new level by impersonating someone the victim knows and likes, or even loves. In its base shape, a nansorph is a humanoid with skin like stippled green leaves, eyes like orange coals, and twining silver hair. But that's not what a victim sees. Using a combination of protean reconfiguration and psychic editing of its victim's mind, the nansorph looks like Uncle Jad back from a long trip, little Kreys who everyone thought was dead, or a spouse who decided to forgive a transgression and return.

Sometimes a nansorph maintains its stolen life for just a few hours, enough to get fed and maybe be given a comfortable place to sleep. Other times, it maintains a stolen life for days, months, or, in a few cases, years.

Motive: Defense

Environment: Anywhere humans or other intelligent humanoid creatures live

Health: 20

Damage Inflicted: 8 points

Movement: Short

Modifications: Deception as level 6. Speed defense as level 5 due to psychic interference.

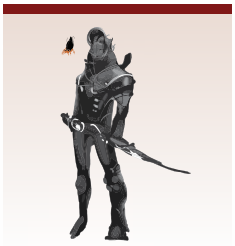
Combat: A nansorph fights only as a final option, preferring instead to pretend to be someone the victim trusts and believes. However, if forced to fight, a nansorph takes on the form of a creature that the victim fears from a previous encounter or, failing that, an armored creature similar to a ravage bear (Armor 3, massive claws deal 8 points of damage). A nansorph can use its abilities to heal all the damage it's taken, but it must use an action to do so.

Interaction: A nansorph is open to negotiation, though once its secret is learned, it tries to slip away where it can be anonymous once more.

Use: The characters learn that a friend or relative has been rejoined by a child or spouse who they had believed to be lost beyond recall.

Some victims of a nansorph's deception would rather continue being deceived than know the truth, because without the nansorph in their lives, they'd have no one.

GM intrusion: *The character who fails an Intellect defense roll prefers to believe the nansorph is who it pretends to be, at least for a few more rounds.*



Even with the advantages of night sight and anonymity, having a giant insect spiked to your face that steals a bite from everything you eat is not for everyone.

NEDEN MASK 3 (9)

When first hatched, these thumb-sized beetles are distinguished by the iridescent sheen of their carapace and the two eyelike designs visible on them when they raise their wings. Within a few months, juveniles grow to about 8 inches (20 cm) in diameter, and their iridescence and eyelike spots become all the more striking.

Adult neden masks are beautiful parasites. Paralyzing their would-be hosts, they crawl onto a victim's face and firmly attach themselves across the upper portion with spike-like legs. The attached parasite appears to be an amazingly iridescent mask with beautiful eyes. Thereafter, it eats a little bit of everything the host eats and enhances the host's secondary senses to such an extreme degree that the host can "see" perfectly well in the dark.

Motive: Locate a host, defense

Environment: Anywhere temperate

Health: 12

Damage Inflicted: 4 points

Armor: 1

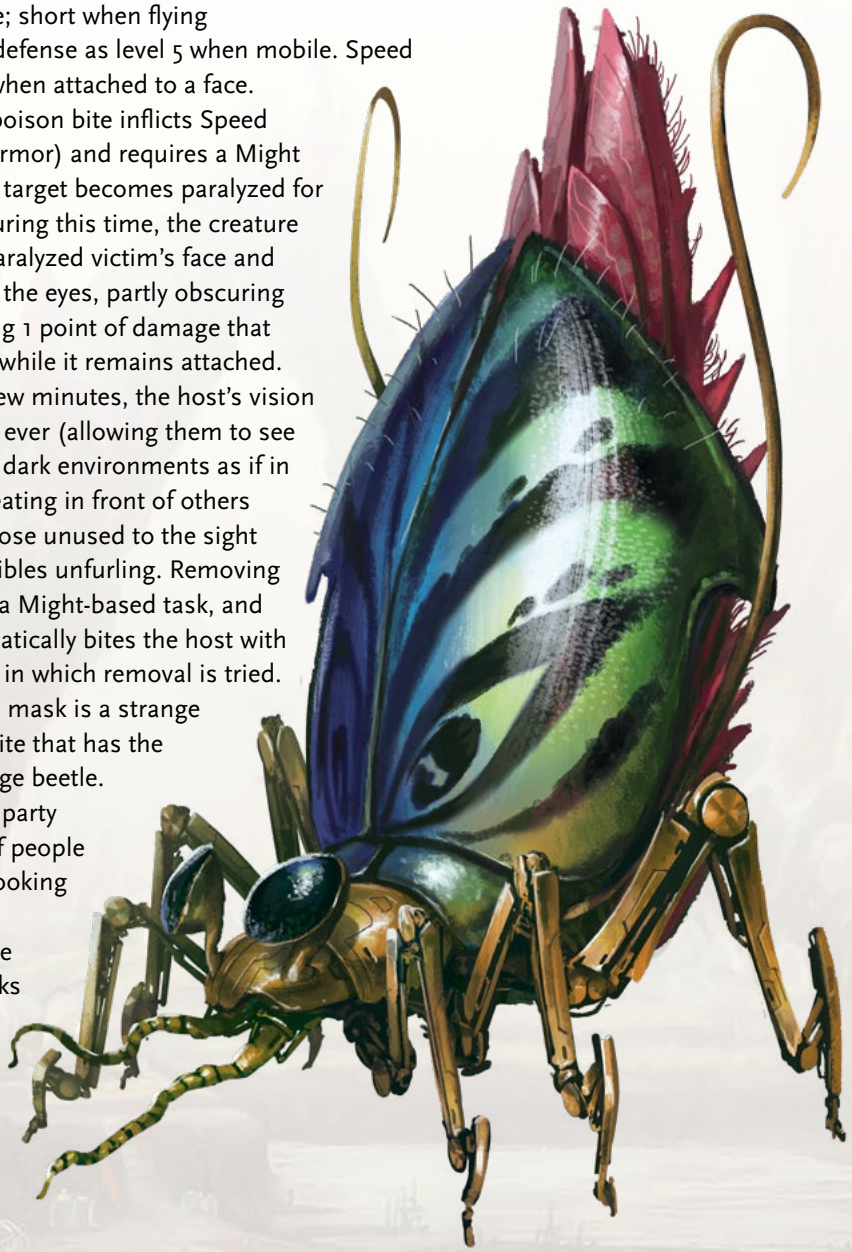
Movement: Immediate; short when flying

Modifications: Speed defense as level 5 when mobile. Speed defense as level 1 when attached to a face.

Combat: The beetle's poison bite inflicts Speed damage (ignores Armor) and requires a Might defense roll, or the target becomes paralyzed for about a minute. During this time, the creature crawls up on the paralyzed victim's face and attaches itself over the eyes, partly obscuring the mouth, inflicting 1 point of damage that can't be recovered while it remains attached. Though it takes a few minutes, the host's vision returns better than ever (allowing them to see even in completely dark environments as if in full light), though eating in front of others tends to repulse those unused to the sight of the insect mandibles unfurling. Removing the neden mask is a Might-based task, and the creature automatically bites the host with poison each round in which removal is tried.

Interaction: The neden mask is a strange and complex parasite that has the intelligence of a large beetle.

Use: The PCs attend a party and see a couple of people wearing amazing-looking masks. The people are happy to sell the PCs their own masks if they'd just follow to a nearby location where more are available.



GM intrusion: *The host has a dream that the neden mask laid eggs in its head. Or was it a dream?*

NIGHTMARE RIIK 3 (9)

The massive silver antlers on these six-legged, long-furred black and orange herbivores are both their pride and their primary method of defense. The antlers are slivered with deadly psychedelics. When forced to defend itself or its young, a nightmare riik charges. One scrape from its pointed antlers, and a target is seized with vivid hallucinations, a racing heart, muscles like water, vomiting, and potentially even death. Despite that, there are those who seek out this substance, which they call dream silver, hoping to use it in measured quantities rather than it being thrust into their guts by an angry nightmare riik.

Motive: Defense (though they can be aggressive in defending what they consider to be their own territory)

Environment: In groups of five to ten in plains and mountainous areas, typically in cold or temperate climes

Health: 15

Damage Inflicted: 3 points

Armor: 1

Movement: Long

Modifications: Runs, climbs, and jumps as level 7

Combat: A nightmare riik inflicts 3 points of damage with its antlers, and on a failed Might defense roll, the attack delivers a psychedelic dose that hinders the target's actions for the next few hours.

Every additional antler attack worsens the psychedelic effect; the hindrance is cumulative. If a target is hindered by three or more steps from riik attacks, the target descends two steps on the damage track, becoming a shivering, vomiting, and hallucinating heap for several hours.

Interaction: Nightmare riik are animals and act like it. They're not hunting carnivores, but they are aggressive in defending themselves and their territory from intruders.

Use: A sly trader attempts to hire the PCs to come with her on a trip into the mountains to harvest a valuable substance called "dream silver," though she doesn't initially indicate how it must be obtained.

Loot: The shedding velvet of a nightmare riik's antlers is valuable to those who know how to prepare it as a less deadly hallucinogenic.

Depending on the region where they are encountered, nightmare riik are also known as dream riik and silver riik.

Targets struck by nightmare riik antlers are hindered because they struggle to separate reality from hallucination and deal with other physical side effects.

GM intrusion: *The character reacts strangely to the psychedelic dose and, confused, attacks an ally each round until they can shake off the hallucination.*

NILBRE 5 (15)

Nilbres defy easy understanding. Their actions suggest that they love to instigate chaos and cause fear. They kill and torment other creatures, apparently merely for fun. Every nilbre is accompanied by something that appears to be a starfish made of four or more humanoid arms. It's not a separate creature, but rather an extension of the nilbre that moves on its own.

Nilbres refer to this disassociated cluster of limbs as their "nexus." A nexus is perfect for creeping around and causing fear, but it never strays far from some kind of weapon such as a massive blade, a ray emitter capable of blasting eye-searing beams of energy, or an artifact that sends deadly invisible pulses through the ground to a distant point where a detonation occurs.

Motive: Terrorize

Environment: Usually in pods of two, anywhere cool or cold

Health: 22

Damage Inflicted: 7 points

Armor: 1 (see Combat)

Movement: Long

Modifications: Mental defense, perception, and seeing through trickery and lies as level 7

Combat: A nilbre relies on one primary weapon wielded by its nexus, which makes two attacks per action with a melee or long-ranged weapon that inflicts damage from energy or subsonic vibration. Targets struck must also succeed on an Intellect defense roll against the psychic emanation of terror the nilbre emits. On a failure, the target feels a surge of panic and uses its next turn attempting to flee. If PCs selectively target the nexus, treat it as an independent level 5 creature with 4 Armor.

Nilbres sometimes pursue fleeing foes into locations too dangerous even for themselves, knowing that whatever end their target finds inside will be terrifying as well as deadly.

Interaction: Nilbres are intelligent and sometimes agree to negotiate, but they are sadistic to the extreme. Reasoning with them may seem to work, but it is usually just one more way for the nilbre to manipulate the situation so their eventual betrayal is all the more shocking.

Use: A village is somehow talked into hiring a nilbre to look into a series of killings. The nilbre continues to report that it is getting closer and closer to finding an answer, but in the meantime, the murders continue to pile up.

Loot: The remains of a nilbre can be salvaged for a couple of cyphers.

GM intrusion: *The nilbre deploys a second nexus; this one simply clambers up to the character and tries to choke and pummel them to death, inflicting 5 points of damage each round.*

NOR THE BERSERK 5 (15)

Nor looks like a human but acts like a beast. Sometimes he falls in with bandits and thieves, but not for long, because sooner or later, his fundamental bloodthirsty nature manifests. His actions get everyone around him killed. Sometimes that happens indirectly, such as when Nor's poorly thought-out plan to plunder a noble's home is thwarted, but more often than not it happens directly, when Nor loses his temper. That's when he flies into a berserk, flesh-rending fury, killing everything and everyone that he can reach. When he comes out of that murderous state, he's sometimes sad about the loss of yet another crew of acquaintances. But Nor is addicted to the feeling of savage red chemicals that spasm through his body, giving him speed, strength, and durability even as he cuts down those who might otherwise try to help him.

Motive: Feed his addiction to berserk violence

Environment: The Steadfast

Health: 21

Damage Inflicted: 6 points (see Combat)

Armor: 3

Movement: Short

Modifications: Social interactions as level 3

Combat: Nor has a variety of weapons that he's looted from the corpses of previous victims, including helpful cyphers and a suit of powered armor (which provides the Armor noted). In addition, he sports a powered arm blade that vibrates between molecules of matter and inflicts 6 points of damage (ignores Armor). However, all these advantages pale before Nor's ability to go berserk. When he does (which requires an action), treat him as level 8 for all tasks for one minute, including attacks and defense. While berserk, he inflicts +4 damage (10 points total that ignore Armor), he can attack two targets each round, and he heals 4 points of damage each round.

If Nor is with allies when he goes berserk, he doesn't make any allowance for them. He just attacks the closest creature and moves on when it's dead. Allies who know about Nor's nature try to get away from him when the fighting starts.

Interaction: Nor is boastful and self-congratulatory, and he likes to pick fights. However, he will make short-term alliances with anyone, even though he knows that doing so is likely to end in that ally's death at his own hand. Very few people have connected with Nor enough that he stays clear of them when he is about to go berserk.

Use: PCs looking for people to help them deal with a situation find Nor, whose confidence seems like a benefit at first. However, they may soon learn that he's actually a terrible liability.

Loot: Nor has a few cyphers, a powered arm blade artifact, and about 1d20 shins on him.

"Nor's a murdering psychopath I hope never to cross paths with again." ~Wildair Thane, delve

Powered arm blade: *level 6; inflicts 6 points of damage (ignores Armor); depletion: 1 in 1d20*

GM intrusion: *Nor's transformation from normal to berserk is so startling and intimidating all by itself that the character must make an Intellect defense roll or be so shaken that all their tasks are hindered for one round.*

NORCROWN 3 (9)

These arboreal apelike creatures might be mistaken for abhumans, but they are animals of reasonable intelligence. They have very long arms, shaggy green and brown fur, and a wide nasal crest that sweeps upward into multiple ridged and fluted horns. The horns are hollow; the creatures can breathe through them (using them like a snorkel when swimming) and use them to create multiple piercing musical notes, which they use in combination as a very simple pseudo-language. These notes can be heard through forests for a mile or more.

Motive: Territory, hungers for vegetation

Environment: Forests, jungles, ruins with vegetation and climbable spaces

Health: 9

Damage Inflicted: 4 points

Movement: Short; short when climbing

Modifications: Climbing, listening, and stealth as level 5

Culova, page 231

GM intrusion: *The norcrown's noises attract additional reinforcements, which drop out of the trees onto the characters.*

Combat: Norcrowns slam creatures with their long arms and charge with their crowned heads as an action. A norcrown can force air through its horns to create a focused blast of sound that strikes one creature within short range, inflicting 4 points of damage.

The leader of a pack of norcrowns is the largest and strongest member. It acts as 1 level higher than a typical norcrown in all regards. Instead of a focused blast, its sonic attack can affect all creatures within immediate range.

Interaction: Norcrowns are intelligent animals, but not nearly as smart as humans. They can be social and peacefully wary if their visitors are not threatening and offer them food. Someone who deciphers the meaning of their language-tones can communicate with them in very simple terms (stay, go, food, water, and so on). Norcrowns and culovas avoid each other but are not usually hostile toward each other.

Use: A group of humanoid tree-dwellers has moved into the area, and the local villagers are afraid that these creatures are an abhuman scouting party. Norcrowns may attack a PC camp in their territory, scattering equipment and stealing food.

Loot: Norcrowns make simple tools out of sticks, vines, and rocks but don't carry anything permanent or of value. They don't use numenera unless they are trained to do so.

NYKAMONO 5 (15)

A lumbering, doughy creature sometimes mistaken for a bald, immensely corpulent person, the nykamono plays up this exterior resemblance by wearing specially cut human clothing, sometimes including a hood and gloves. If confronted in a location where it's not ready to feed, the creature feigns an inability to speak, though it can certainly understand.

A nykamono's overweight shell is a facade, albeit a living one, for a colony of catlike lizards ("ferals") with shining, lambent eyes and a taste for living flesh. A nykamono prefers to lead a selected victim somewhere private, where it splits open in what at first seems to be a horrific death act, allowing the ferals to range free to the length of their individual umbilicals, eat the victim until nothing but gore remains, then return into the flabby, man-shaped carapace.

Motive: Hungers for flesh
Environment: Near communities
Health: 15 (see Combat)
Damage Inflicted: 3 points (see Combat)
Movement: Short
Modifications: Deception as level 7
Combat: Though the outer shell can wield weapons to maintain the charade, a nykamono's best option is to split and release the eight or more constituent ferals inside, each of which can range up to a short distance from the collapsed shell. Four ferals can concentrate on one foe and make one attack as if they were a level 5 creature, inflicting 8 points of damage. Each feral must still be attacked individually, as normal. If their numbers are reduced to fewer than four, they attempt to escape back into their shell and flee. If a feral's umbilical is cut (requiring a successful difficulty 6 Speed-based roll with a sharp implement), it attempts to slink off to a dark crevice and spin a cocoon that eventually gives rise to a juvenile nykamono.
Interaction: Nykamonos usually understand a human language, likely the Truth, and a few can make noises that sound like speaking. But they are hateful and hungry, and negotiating with one is difficult.
Use: A large man passes a scrawled note to a PC, offering private and personal information, but only if the character meets him alone.

Feral: *level 3; health 12; Armor 1; bite inflicts 3 points of damage*

GM intrusion: *The character slips on the fluid that is released when the ferals emerge from the nykamono shell, and risks losing their next turn trying to get back on their feet or otherwise gain traction.*

OJJ 9 (27)

Ojj are powerful energy beings left over from a prior world. Most were imprisoned and buried long ago by civilizations that couldn't quite destroy them. These hateful things have been silently fuming for aeons, but a few have picked at the locks of their cages long enough to allow them a limited access to the outer world, which they use to lure beings with lies, threats, and promises of great rewards in exchange for their freedom. Ojj are naturally telepathic and can mentally communicate to a range of about 1 mile (1.5 km), even speaking simultaneously to dozens or hundreds of people.

Motive: Domination, inflicting pain, narcissism

Environment: Anywhere, even in space, but usually linked or bound to a numenera site

Health: 50

Damage Inflicted: 9 points

Armor: 3

Movement: Short; short when flying

Modifications: Resisting trickery and perception of living minds as level 10

Combat: Ojj can fire two blasts of psychic energy as an action, affecting two targets within long range. This energy is either a blast of force that inflicts 9 points of damage or a mindslice that inflicts 4 points of Intellect damage (and thus ignores Armor).

Ojj by their nature are constantly protected by a force field that grants 3 points of Armor against physical, energy, and mental damage. They are immune to poisons and diseases that affect biological creatures.

Ojj have advanced psychic powers. Each ojj usually has four of the following abilities, and may have one additional ability that is unique to that individual. Unless otherwise

OJJ

stated, these abilities require a direct line of sight to the target. An ojj can use two of its abilities as its action:

- Control the mind of an intelligent creature, similar to using the Mind Control esotery, except with very long range. Depending on the ojj, a controlled target can attempt to break free every round, every minute, every hour, every day, or every few days. This control usually manifests as a visible colored halo around the head of the target.
- Read the minds of up to five creatures within short range, as if using the Mind Reading esotery.
- Inflict 2 points of Intellect damage (ignores Armor) on a creature within very long range, even if it has no direct line of sight to that creature.
- Telekinetically manipulate objects up to 200 pounds (90 kg) within short range. If the ojj uses its action doing nothing but telekinesis, it can move up to 400 pounds (180 kg).
- Create a vaguely humanoid psychic construct, an automaton made of pure mental energy, that lasts for one minute. The construct obeys the ojj's mental commands and can manipulate physical objects as well as a human can.
- Boost its force field to provide an additional +2 Armor against physical, energy, and mental attacks.
- Activate, deactivate, or manipulate a numenera device within short range.
- Drain energy from an artifact, installation, or numenera vehicle within short range, restoring its health by a number of points equal to the device's level. The target must immediately make a depletion roll.
- Paralyze or put in stasis a creature within short range, similar to using the Stasis esotery.
- Create a force field that is 10 feet by 10 feet (3 m by 3 m) within short range that persists for one minute, similar to using the Barrier esotery.
- Reshape matter within short range, similar to using the Reshape Matter ability. The ojj can use this ability to perform fine crafting over time, even numenera crafting, given the proper materials.
- Create or maintain a major illusion, similar to using the Major Illusion ability.
- Create a ray of energy (cold, electricity, heat, or radiation) that inflicts 9 points of damage to a target within long range.
- Heal 9 points of damage to a creature other than itself within short range.
- Teleport itself and up to three other creatures up to 1 mile (1.5 km) away.

Instead of one of the above abilities, an ojj might have one of the following augmentations to one of its abilities:

- The ability's range increases by one category (short to long, long to very long, very long to 1 mile, 1 mile to 5 miles). This doesn't affect the sight requirements for the ability.
- The ability can affect targets that aren't within the ojj's line of sight. This doesn't affect the range of the ability.
- The ability can be used once per round without counting toward the normal limitation of two abilities per action.

Interaction: Ojj act as if they are gods and expect weaker beings to worship them. They place little value on the lives of physical beings and act only in the interest of their power and ego.

Use: Ojj are very dangerous foes and can cause a lot of destruction if allowed to move freely. An imprisoned or weakened one might present itself as a god to a cult or tribe of abhumans, demanding sacrifices and torture in its name.

Loot: The afterimages of an ojj's death might coalesce into 1d6 energy-based cyphers, one or two energy-based artifacts, and iotum. The numenera that imprisoned a now-dead ojj can also be salvaged.

Mind Control, page 42

Mind Reading, page 41

Psychic construct: *level 5*

Stasis, page 41

Barrier, page 41

Reshape Matter, page 74

Major Illusion, page 66

GM intrusions: *A creature controlled by the ojj immediately attacks a character out of turn. An imprisoned ojj might function as a creature of level 5 with limited range and access to only some of its abilities.*

OMERI 3 (9)

Floating chunks of earth, soaring citadels, and other formations and structures unmoored from gravity are not unknown in the Ninth World. These locations have unique ecologies, sometimes including an infestation of insect-like omeri. Omeri colonies are an extension of natural cavities already found in floating debris, though specialized omeri drones can secrete a substance that, when it hardens, becomes a whorled limestone-like material that is used to further customize any natural or ruined artificial space.

Omeri hunters fly down from their colonies, with wings the color of the sky and measuring 15 feet (5 m) from tip to tip. Protected from most predators by their lack of connection to the ground, they prefer live meat to scavenging. Their paralytic stinger poison can turn even powerful prey into an easily transported meal to feed the hungry drones back in their aerial colony.

Motive: Defense; hungers for anything edible

Environment: Near floating landscape elements or structures, in groups of five hunters

Health: 14

Damage Inflicted: 5 points

Armor: 1

Movement: Long when flying

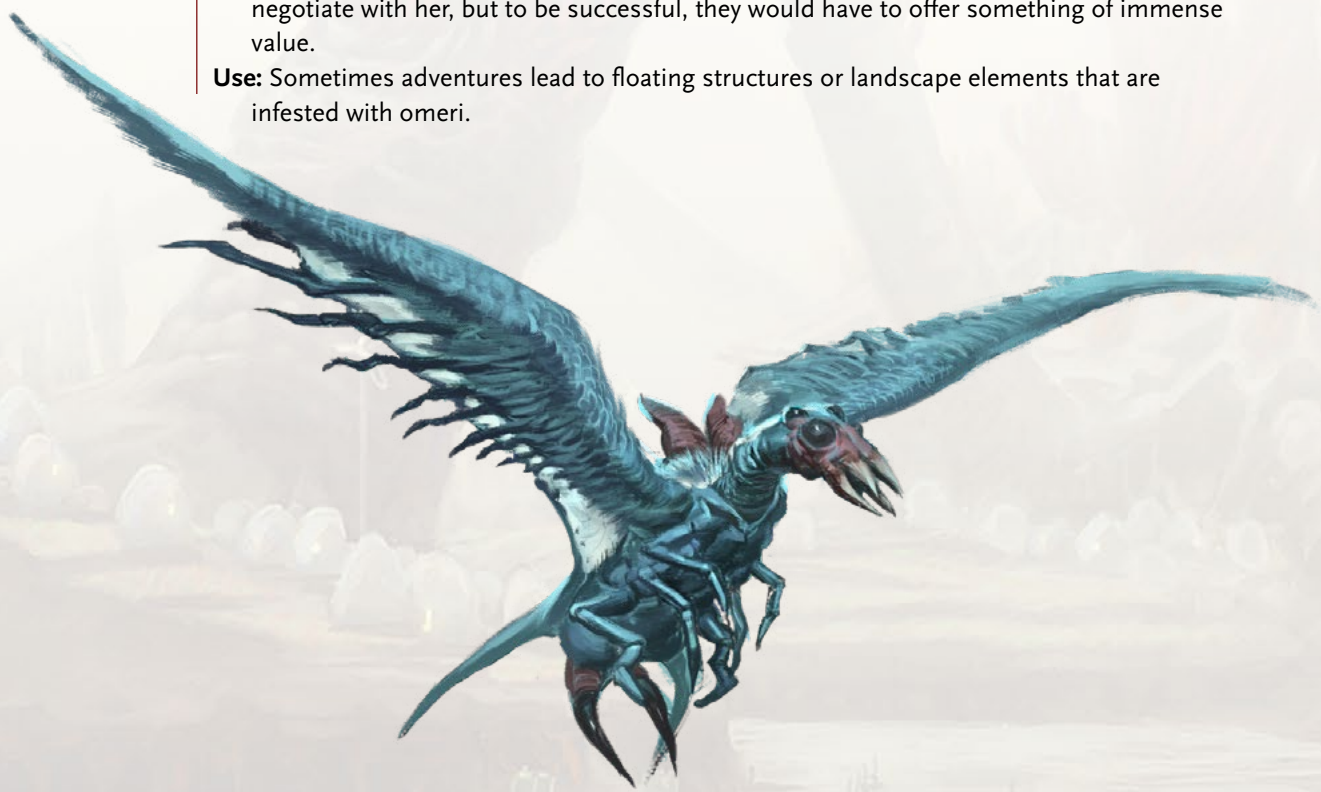
Modifications: Speed defense as level 4. Perception as level 5.

Combat: Omeri stingers inflict 5 points of damage and, on a failed Might defense roll, paralyze prey for about an hour. An omeri hunting group is willing to sacrifice a few of its member hunters if at least one prey animal (or PC) can be paralyzed, at which point the remainder snatch up the unmoving form and retreat. Prey that is taken back to a colony may be stored for a day or two before they are used as food. During this time, repeated stings keep them paralyzed.

Interaction: Omeri are insect-like in their interactions, though they have a level 7 queen who is about as intelligent as a human. PCs who can find the queen might be able to negotiate with her, but to be successful, they would have to offer something of immense value.

Use: Sometimes adventures lead to floating structures or landscape elements that are infested with omeri.

GM intrusion: *The omeri produces a quantity of fluid that hardens quickly into a limestone-like solid, walling a character off, entombing their feet, or otherwise discomfiting the character in an unexpected fashion.*



ORNITHOR 7 (21)

They look silly, but they're deadly. That's the truth, but most doubt it, which is why ornithors end up killing so many people. Though if it's any consolation, they're all foolish people.

When seen waddling in their ungainly way across rises in otherwise swampy lowlands, these 20-foot (6 m) diameter creatures might seem a bit ridiculous. Nothing could be further from the truth. Hunters looking to bring down this big game should think twice, though given the numenera that can be salvaged from an ornithor, many fail to heed this warning.

Unless their territory is impinged or they're personally attacked, ornithors subsist on a diet of fish and aquatic plants. However, every adult makes a kind of pilgrimage to the closest ruin every few years, where it uses its impressive beak-like mouth to tear through walls in search of important "trace nutrients" that they require to remain healthy. This is likely how the creatures become laden with so much iotum and cyphers.

Motive: Defense, food for their young

Environment: Usually alone near water, swamps, islands, bogs, and flooded places; sometimes found tearing through ruins

Health: 30

Damage Inflicted: 10 points

Armor: 8 (10 against electrical attacks)

Movement: Immediate; long when swimming

Modifications: Can tear through material of up to level 9 when biting. Speed defense as level 4 due to size.

Combat: When combat starts, biomechanical devices invested in an ornithor's shell electrify it, automatically inflicting 10 points of damage on any creature that touches or strikes it. An ornithor's bite inflicts damage and, on a failed Might defense roll, the target is held helpless in the creature's mouth until it can escape. Each round a target is so held, it is electrified for an additional 10 points of damage.

Interaction: From outside appearances, ornithors live simple lives of hunting and foraging like animals. But these creatures are intelligent and speak their own language, which invisibly passes between ornithors even miles away via electrical signals. In fact, they tell stories of the "before time" when they swam between the stars themselves and had many adventures, but they angered a god, and so had to change themselves or be destroyed.

Use: Stories swirl about a great dumb beast whose biomechanical shell offers a hoard of iotum for anyone who is tough enough to take the thing down.

Loot: Treat the remains of an ornithor as a level 9 salvage source.

Salvage source, page 108

GM intrusion: *Another ornithor appears, having been warned of the fight via the invisible electrical language that all ornithors share.*

An oshsalian rearranges knowledge, space, and sometimes time. Rarely, it grants a gift in return.

OSHSALIAN 6 (18)

A complex figure of transparent planes constantly folding in on itself, partially obscuring what lies behind it, an oshsalian is easy to mistake for a spot of heat haze. But heat haze doesn't move, sliding toward you like it has a purpose in mind. You could run. Many do. Those who stand their ground come face to shifting planes with a being unlike most others—an oshsalian. An intelligent flaw in existence.

Motive: Absorb knowledge by rearranging spacetime
Environment: Prior-world ruins or wandering empty regions
Health: 18
Damage Inflicted: 7 points
Movement: Short when flying
Modifications: Speed defense as level 5 due to size
Combat: An oshsalian can't be harmed except by transdimensional or force effects. It attacks by sweeping its form across all creatures within an area up to 20 feet (6 m) across, inflicting 7 points of damage from minor warps and bends in spacetime. In addition, first-time targets are affected in one of the following ways.

d10	Spacetime Effect
1	Target is frozen in time for a few seconds, losing their next turn.
2	Target is sent back in time one round, and can choose to act differently.
3	Target is sent forward in time a couple of rounds, and doesn't exist in the interim.
4	Target is permanently stretched and is now 1 foot (30 cm) taller.
5	Target is permanently compressed and is now 6 inches (15 cm) shorter.
6–10	Target glimpses something traumatic that will happen to them sometime in the future. At any point, target can decide what that event is, and ease one task related to it by three steps.

GM intrusion: *The spacetime effect moves the character up to a very long distance, possibly down into a hollow underground, straight up, or to a location where some other danger threatens.*

Once an oshsalian affects a target with a spacetime effect, it doesn't do so again. It's content to leave. However, if the oshsalian is attacked, it may linger and continue to attack targets, inflicting damage only.

Interaction: An oshsalian never communicates directly, unless sweeping across targets and inflicting damage and spacetime effects is communication.

Use: Characters hear of a moving "oracle" that sometimes can be found in a nearby area, but they are warned that there is no guarantee that anything of value regarding the future will be learned.

OURMADRAC 7 (21)

An ourmadrac is a formidable adversary to most other creatures and groups in the Ninth World, hailing from someplace in the Beyond so far from the Steadfast that not even well-traveled Aeon Priests have heard of it. Its head is a crown of odd devices, and its many limbs give it unparalleled traction and mobility, as well as a capacity to manipulate its environment with double the arms that humans make do with. No ourmadrac is ever without a device it calls its mnemonic archive, a metallic sphere that constantly vibrates and audibly buzzes. Sometimes layers of the sphere peel away to reveal a cavity filled with weird images.

Motive: Seeks power
Environment: Anywhere
Health: 33
Damage Inflicted: 9 points
Armor: 1
Movement: Long
Modifications: Resists deception as level 8

Combat: An ourmadrac opens its mnemonic archive, revealing strange scenes, cascading symbols, and mind-bending equations. Creatures (including automatons) within short range who see or otherwise directly sense the open archive must succeed on an Intellect defense roll or become enthralled until they can break free of the effect, or until the ourmadrac singles them out with a direct verbal command. An enthralled creature that's given a command does as it is bid, though in a dazed state such that all its actions while under the influence are hindered. A commanded creature (as opposed to an enthralled one) can attempt to break free of the effect once every ten hours, though outside influences might provide it with additional opportunities.

Interaction: Ourmadracs are wily and cunning. While bent on amassing power, they recognize the advantage of leaving some creatures with their own minds to serve as allies rather than slaves, though not often. They are driven to build a power base as they prepare for something called the Ancient Reconfiguration.

Use: A community has recently built a shrine to revere a new god that has come to them "in the flesh," if that can be believed. The community, previously warlike and reluctant to trade, has become far more amenable of late, which is great for other communities that felt threatened in the past, but also strange.

Loot: The remains of an ourmadrac can be salvaged for 1d6 + 2 cyphers and one or two artifacts.

An ourmadrac's mind might be housed in the mnemonic archive it carries, though if so, it seems oddly casual in the way it carries the sphere around rather than safely protecting it in a layer of flesh and bone like most other creatures.

GM intrusion: *A creature or machine already under the ourmadrac's control intercedes, preventing an attack against the ourmadrac that would have otherwise succeeded.*

PANEGYR 4 (12)

Panegyrs are manufactured beings created in a handful of otherwise seemingly unrelated Ninth World ruins. Apparently, essential ingredients in a panegyr's creation are the head and spine of a human or a similar being, or at least the tissues within these body parts, which can be seen within the anterior portion of a panegyr's translucent synth body that resembles a see-through snake about 10 feet (3 m) long. Panegyrs sometimes retain additional original features, such as part of a face or an arm, providing further evidence of their origin. However, they're not intelligent in the normal sense; panegyrs are driven to perform a particular task over all other things, and have forgotten almost all of what they were before. These priority tasks include defense of an area, gathering specific materials, or sometimes undertaking quests whose purpose isn't easy for words to describe.

Panegyrs don't need to eat but do require infusions of energy, which they can drain from powered machines, cyphers, and other devices with a touch.

Motive: Varies, often defense

Environment: Near ruins

Health: 20

Damage Inflicted: 6 points

Armor: 1

Movement: Short

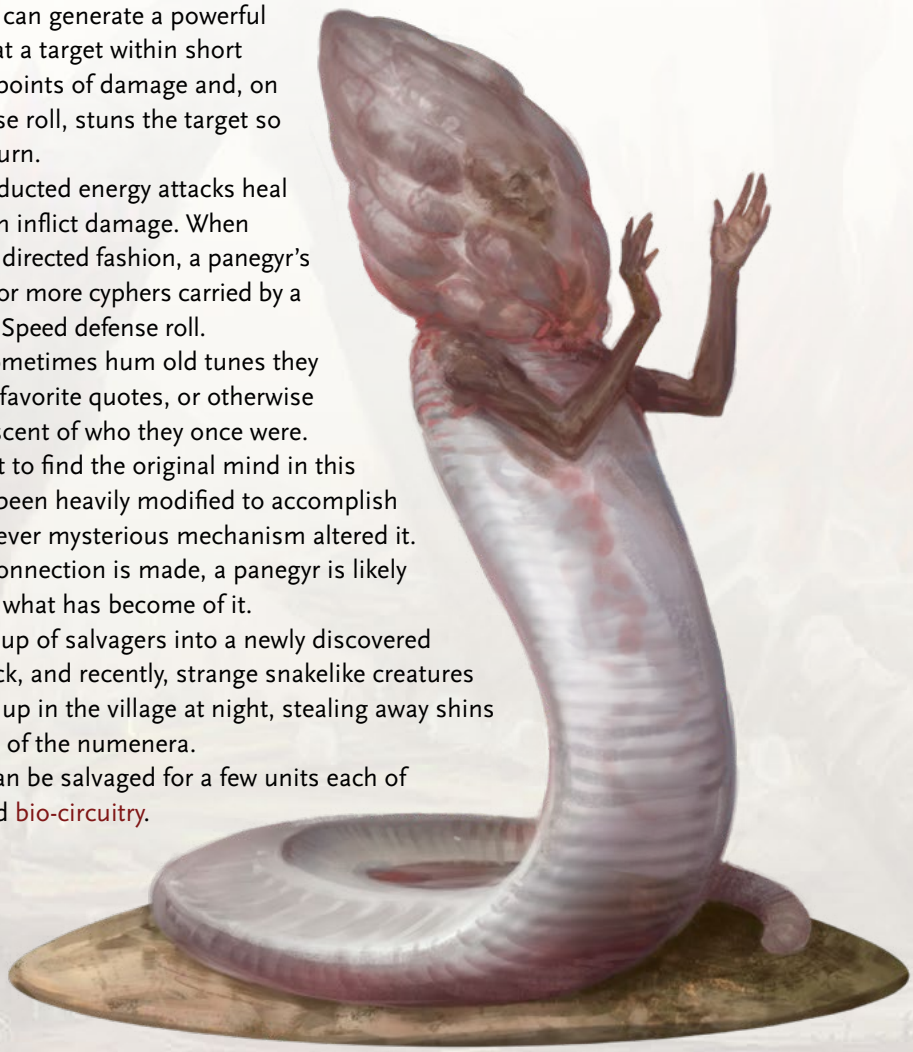
Combat: Panegyrs ignore other creatures unless their purpose is to defend an area or gather a particular material that something else possesses. In these and similar situations, panegyrs can generate a powerful electrical discharge at a target within short range that inflicts 6 points of damage and, on a failed Might defense roll, stuns the target so they lose their next turn.

Electrical and other conducted energy attacks heal a panegyr rather than inflict damage. When using this ability in a directed fashion, a panegyr's touch can drain one or more cyphers carried by a character who fails a Speed defense roll.

Interaction: Panegyrs sometimes hum old tunes they used to sing, repeat favorite quotes, or otherwise emit sounds reminiscent of who they once were. However, it's difficult to find the original mind in this creature, which has been heavily modified to accomplish its new task by whatever mysterious mechanism altered it. However, if such a connection is made, a panegyr is likely horrified to discover what has become of it.

Use: A village sent a group of salvagers into a newly discovered ruin. None came back, and recently, strange snakelike creatures have begun to show up in the village at night, stealing away shins and other oddments of the numenera.

Loot: A fallen panegyr can be salvaged for a few units each of responsive synth and bio-circuitry.



Responsive synth, page 111

Bio-circuitry, page 112

GM intrusion: *The character recognizes their foe to be someone they once knew, and the shock hinders all their interactions with the panegyr for the duration of the encounter.*

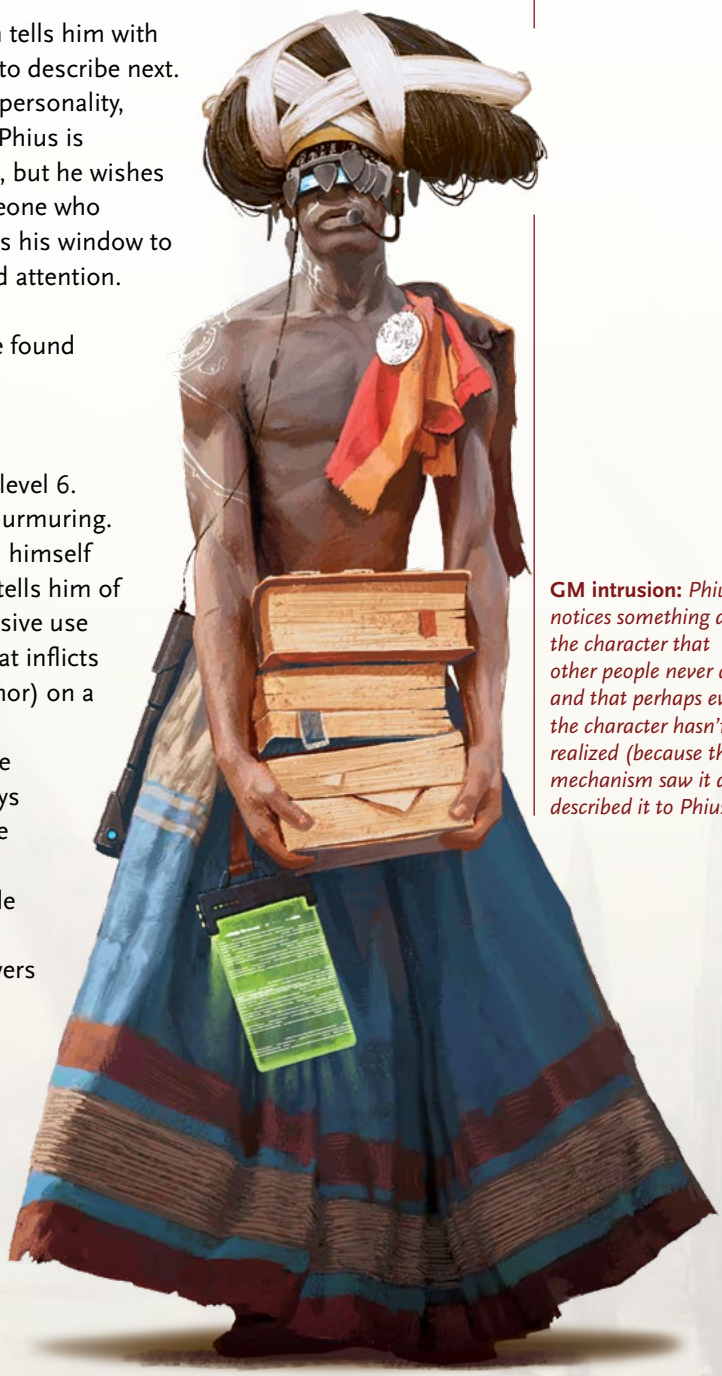
PHIUS LIVIC 4 (12)

Always lost in conversation with an unseen other, muttering and nodding, listening then speaking, Phius Livic never goes anywhere quietly, though he's rarely loud, either. He is a buyer and seller of books as well as other information. He moves about, seeking new books, selling old ones he's already read, and, when possible, looking for sources of knowledge that go beyond the printed word.

Phius lost his eyes to a ravage bear attack when he was young. But thanks to the efforts of a traveling Aeon Priest, his vision was restored. A mechanism now sees for Phius, whispering an ever-unfolding description into his ears, even going so far as to read books written in any language Phius cares to try. To him, it's all the Truth, because that's what the mechanism speaks back.

He constantly refines what the mechanism tells him with questions of his own and directives on what to describe next. However, the mechanism isn't a full-fledged personality, and despite never being alone in one sense, Phius is desperately lonely. He found his life in books, but he wishes he could find someone to share it with, someone who understands that his constant conversation is his window to the world, not a competitor for affections and attention.

Motive: Books, knowledge, companionship
Environment: Almost anywhere books can be found
Health: 24
Damage Inflicted: 4 points
Movement: Short
Modifications: Most Intellect-based tasks as level 6. Stealth tasks as level 2 due to constant murmuring.
Combat: Phius is unable to effectively defend himself physically; however, the mechanism that tells him of his surroundings can also be put to offensive use by producing a short-range sonic blast that inflicts 4 points of Intellect damage (ignores Armor) on a target creature and everything next to it.
Interaction: Phius never quite looks at who he speaks with, and his eye sockets are always hidden behind a visor in any event. But he is friendly and engaging, though most of his conversations are interrupted with side questions he asks of the mechanism that describes the world for him (and its answers in return).
Use: Phius sells books, and PCs might have need for one or the information found in one. Alternatively, he sometimes shows up at the residences of nobles and others known to have a collection of books, so he might be present at the same time as the PCs and be caught up in an unexpected situation.
Loot: Phius's mechanism is built in, but it could be salvaged for a few cyphers.



GM intrusion: *Phius notices something about the character that other people never do, and that perhaps even the character hasn't realized (because the mechanism saw it and described it to Phius).*

PHRONTEX 2 (6)

These creepy, gaunt abhumans are bipedal in shape with clawed hands and feet, orange skin with leopard-like spots, and heads that look like beetles with waving mandibles. They are normally scavengers and steal the dead prey of other animals. Sometimes, a powerful leader or a mysterious omen convinces them to hunt living prey. They don't fear the numenera. They can use cyphers, and some can speak the Truth, but they aren't nearly as intelligent as humans. They have glands in their armpits that secrete a red slime that makes them look like they're always bleeding. They use this slime to paint symbols, faces, and ominous lines in their lair and at the edges of their territory.

Phrontex live in tribes of ten to thirty, with the most powerful or largest one leading the others. It is common for a tribe to worship a "god" or a "demon" that is merely a device or ruin in the shape of a head or skull, sacrificing prisoners and food to it. Sometimes a phrontex grows into a very large brute, reaching up to 9 feet (3 m) in height. Brutes are very strong and loyal to their tribes, but stupid.

Motive: Hungers for flesh

Environment: Forests, plains, and deserts

Health: 6

Damage Inflicted: 4 points

Movement: Short

Modifications: Speed defense, climbing, and intimidation as level 3

Combat: Phrontex use spears as melee or thrown weapons. Unarmed phrontex attack with one claw, inflicting 2 points of damage.

Interaction: Only the tribe's leader is allowed to negotiate for the group, with fresh meat and cyphers being the only currency they're interested in. They are superstitious and are prone to see omens in the shapes of clouds, rocks, or numenera.

Use: A group of phrontex watch the PCs battle and kill a wild beast, then steal its corpse while the characters are resting. Phrontex raid a camp for supplies, food, and sacrifices.

Loot: Each group of phrontex typically has a cypher and 3d6 shins. A leader may have an additional cypher.

Phrontex brute: *level 4; Speed defense, melee attacks, climbing, and strength-based tasks as level 5; intimidation as level 4; all mental tasks as level 3; health 12; Armor 1; claws inflict 5 damage*

Phrontex leader: *level 3; Speed defense, climbing, and intimidation as level 4; health 9; Armor 1; spear or claws inflict 4 damage*

GM intrusion: *A character has an allergic reaction to phrontex armpit slime, and all of the their tasks are hindered while they are within immediate range of a phrontex.*

PHYGAMIC CONSTRUCT 5 (15)

In the city of Qi lies the Cathedral of Form, where devout priests of Nomothet, God of the Flesh, attempt ancient techniques to shape and reshape slaves into specific configurations for specific purposes. Many are the horror stories of the flesh priests' failures, but Nomothet sometimes whispers true, and miraculous new forms are achieved, such as the phygamic construct. These constructs are designed to serve as guards or soldiers with utter dedication to their assignment, having little mind left to devote to empathy or pity, or to engage in double-dealing. Once commanded by a being with authority over them (which is usually designated by someone bearing a seal of Nomothet, appearing as an upside-down eye), nothing except a new assignment can sway them.

Motive: Loyalty to their master

Environment: Civilized, populated areas

Health: 15

Damage Inflicted: 6 points

Armor: 1

Movement: Short

Modifications: Speed defense as level 6 due to psychic ability to see half a second into the future. Perception tasks as level 8 due to psychic talent to see all things.

Combat: Little gets past a phygamic construct, because they've been designed to see all things using an enhanced psychic talent. If one is attacked or detects an intruder, it sounds a psychic alarm that does two things. It brings other defenders, and it attacks all foes within short range, inflicting 1 point of Intellect damage each on a failed Intellect defense roll. Phygamic constructs are also usually armed with weapons that can make a ranged attack on a target within long range, inflicting 6 points of damage.

Interaction: Phygamic constructs cannot speak. Their loyalty has been conditioned into them, and memories of their lives before their transformation have been erased. The only memories allowed them are implanted: that they are devoted worshippers of Nomothet and believe themselves to be doing his will through service.

Use: These remade slaves are used by nobles, rulers, priests of Nomothet, and others to guard their homes and important areas. Phygamic constructs are hard to make, so the presence of even one indicates status on the part of the slave owner.

Loot: A phygamic construct's internal workings might yield a few cyphers, and the ranged weapon they carry might be valuable in its own right.

An entity known as a scrivener, designed to write with extreme quickness and accuracy, is another successful creation of the Cathedral of Form. For more information about the scrivener, see The Ninth World Bestiary, *page 112.*

GM intrusion: *The character "hearing" the psychic alarm must succeed on another Intellect defense task or be flooded with horrific memories of being taken apart and remade into a phygamic construct, which stuns them—preventing them from taking a turn—until they can succeed on an Intellect defense task.*

PROTODIDACT 3 (9)

Protodidacts self-assemble from drit into cohesive biomechanical creatures when environmental conditions are right. Those conditions are sometimes as simple as a nearby energy discharge. Once self-assembly is triggered, the entity layers itself into existence over the course of a few rounds, growing up from the ground like a living stalagmite studded with device-like nodules. Newly formed protodidacts are only about 3 feet (1 m) tall. Specimens can grow much larger over time, reaching heights of 20 feet (6 m) or more. Unlike natural stalagmites, protodidacts can slide across the ground using hundreds of tiny metallic cilia.

Protodidacts are datavores. They seek to connect to any machine or living creature that possesses knowledge. Targets usually resist this invasion; however, it's possible to glean new information from the protodidact's touch, though the risk of forgetting something equally important shouldn't be discounted.

Skill boost, page 286

GM intrusion: *Instead of forming from nearby drit, a protodidact begins life by growing out of the character's flesh, which inflicts 5 points of damage each round for five rounds or until the character succeeds on a difficulty 5 Might defense roll, whichever occurs first.*

Motive: Hungers for knowledge

Environment: Anywhere, usually in clumps of two to five

Health: 15

Damage Inflicted: 3 points

Movement: Short

Modifications: Speed defense as level 2 due to inability to dodge quickly. All knowledge tasks as level 7.

Combat: A protodidact reaches for machines and creatures whose knowledge it wishes to consume with a network of glowing tendrils similar to the cilia it uses to move. A target within immediate range must succeed on a Speed defense roll or take 3 points of Intellect damage (ignores Armor), and then must succeed on an Intellect defense roll or forget a random thing, such as the name of a friend, how to make a favorite recipe, a piece of information from a database (if a machine), or something else noticeable but not vital.

The target also realizes that the protodidact has knowledge to give, but obtaining it risks losing a memory of much greater value than an acquaintance's name or what happened a week ago. A target who chooses to try can touch the protodidact on its turn (or, if it has already been touched by the creature's cilia, simply stand still), and as part of the same action, attempt a difficulty 5 Intellect-based task. On a failure, the target takes 3 points of Intellect damage and loses training in one skill chosen by the GM (or, at the GM's option, gains an inability in a skill). On a success, the PC still takes 3 points of damage, but gains training in a skill they are not already trained in, chosen by the GM. A PC can gain this advantage only once, no matter how many protodidacts they meet.

Interaction: Though partly alive, these creatures act more like insects seeking food than predatory animals.

Use: In the aftermath of an encounter where lots of energy was discharged, the PCs notice several strange growths springing up.

Loot: A protodidact's device-like nodules can sometimes be salvaged, creating one skill boost cypher.

QANATH 3 (9)

Always screaming, qanath are a curse of the air. Not quite avian or mammal, qanath fit no clear category thanks to their nest of ululating frills resembling a combination of serpents and twining roots. Their "screams" are annoying at a distance, but dangerous up close. The only time qanath are not screaming is when they're eating the corpse of a new prey animal or laying eggs in lairs hidden in rocky cliffsides.

Qanath eat fruit and tubers if nothing else is available, but they prefer fresh meat. They hunt in flocks, looking for prey of any size. They don't see or hear in standard ways that creatures with eyes and ears do, but their writhing frills also give them a difficult-to-fool environmental sense, probably related to the horrific, grating screeching they're always emitting.

Motive: Hungers for flesh

Environment: In groups of three to six in any warm climate

Health: 12

Damage Inflicted: 4 points

Movement: Long when flying

Modifications: Perception as level 7. Stealth tasks as level 1.

Combat: An attacking qanath swoops down with folded wings, moving up to a long distance as part of the same action. The attack has two parts—sonic and physical. Creatures within immediate range of a qanath are hindered when attempting defense rolls because the sound is so loud and distracting. Meanwhile, the creature's nest of frills stabs and cuts the prey, inflicting 4 points of damage and, on a failed Might defense roll, injecting weird enzymes and poisons. Targets that fail do nothing but scream and shout, trying with all their ability to match the sound and volume of the qanath as if trying to get its attention, until they can shake off the effect.

Interaction: Qanath are animals. They cannot be reasoned with, although in theory one could be tamed and trained. They react with fear to a show of overwhelming force, fleeing unless defending their lair where eggs are brooded by one rotating member of the flock.

Use: The sounds, at first distant and reminding travelers of crying, grow steadily louder and more annoying. Then a flock of qanath flies overhead, revealing the source of the unnerving noise.

GM intrusion: *The character becomes jealous of another affected, screaming ally who is attempting to gain the qanath's attention. The character attacks that ally.*

QOREEN THE CRASHER 4 (12)

The mercenary explorer Qoreen claims that the numenera sends her to where she's needed, and she is known in many parts of the Steadfast because she has a strange habit of turning up unexpectedly, sometimes in the middle of a dangerous ruin. The truth is that the golden devices implanted under her skin and across her forehead seem to be guided by a powerful and mysterious intellect that augments her reflexes, alerts her to danger, and teleports her where it wants her to go. She isn't able to control this ability, but so far she hasn't been placed in direct danger (like underwater or dangling off a cliff), so she accepts it as fate. Usually these "jumps" happen every few weeks, with the longest interval between jumps having been almost a year and the shortest only a few hours.

Her travels mean she has positive contacts in most major cities and in all of the nine kingdoms of the Steadfast. However, they also make it difficult to become close with anyone, so her life is full of casual contacts but no strong friendships, and she is rather lonely as a result.

Motive: Exploration, reward
Environment: Anywhere
Health: 14
Damage Inflicted: 4 points
Armor: 1
Movement: Long
Modifications: Acrobatics, initiative, ranged attacks, Speed defense, and Intellect defense as level 5
Combat: Qoreen's signature weapon is a level 4 slugspitter. She knows enough Aeon Priests and wrights from her jaunts that even if it depletes, she can pay to get it working again.
Interaction: When she appears somewhere new, Qoreen immediately tries to identify which nearby people are trustworthy, and offers to hire onto their cause or expedition. She is upfront about her skills and how she might vanish at any time, so she expects payment to be prompt.
Use: Qoreen can show up anywhere, for any reason, just as the PCs need some kind of help—such as an extra pair of hands, a good shot, or a friendly face in a new city.
Loot: Qoreen always carries one or two useful cyphers.

Slugspitter, page 301

GM intrusions: *Qoreen avoids an attack or effect that would kill her by (accidentally) teleporting away to a safe location. Qoreen's numenera steers her aim to the perfect spot, easing her attack by two steps and inflicting +2 points of damage.*

QUAGMA 6 (18)

A quagma is a swirling mass of phosphorescent liquid that seems to not so much flow from place to place but skip moments of existence to "jitter" in a series of still images between any two points. An ancient being, a quagma is made of a state of matter that doesn't normally exist at standard temperatures, though thanks to the skill of the prior worlds, the quagma persist, and probably have done so for time out of mind.

A quagma is sometimes seen jittering across the land or sky, or through the bowels of a ruin, intent on some task. Sometimes, that mission is one of destruction, especially when salvage teams target a particular ancient facility that a quagma has claimed.

Other times, a quagma seems interested in relaying objects between distant locations by converting them to the same strange state of matter as itself, quickly jittering between those two locations, then converting the objects back to their normal state. A quagma can do this to living creatures as easily as to inert objects, should its almost inconceivable ancient edicts be triggered to do so.

Motive: Defense, specific ancient edicts
Environment: Anywhere
Health: 30
Damage Inflicted: 10 points
Movement: Very long
Modifications: Speed defense as level 8 due to ability to "jitter" between points in space
Combat: A quagma can attack all creatures in immediate range as a single action. Alternatively, a target that fails a Might defense roll is converted to the same exotic state of matter as the quagma, though the target doesn't retain control of its form, but instead becomes subject to the quagma's desires. Eventually, converted targets usually regain their form, but it might be minutes later (or much longer) and at a location far from where they were first converted.

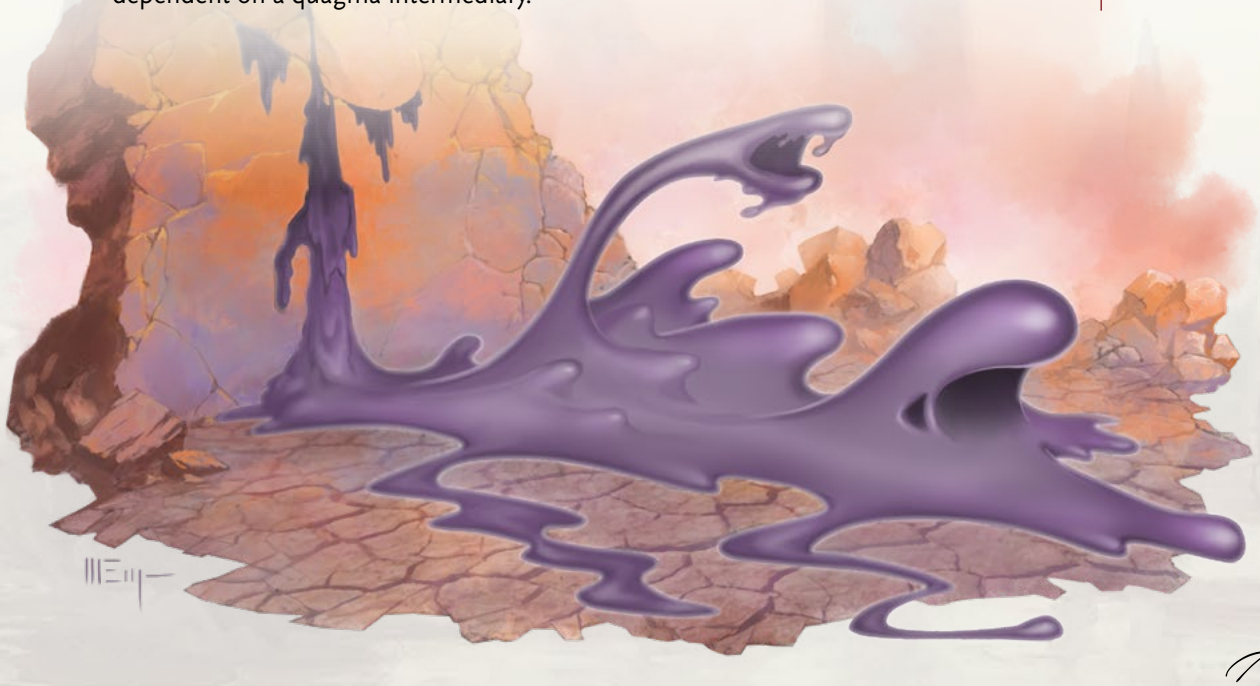
A quagma regains 1 point of health each round as it converts air and other bits of normal matter to its own state. Sometimes, this leaves burn marks, and leaves behind the stink of something odd burning.

Interaction: No one has ever successfully communicated with a quagma, though people who were converted to its state and back speak of visions of alien vistas so beautiful that it's difficult to recall them without weeping.

Use: The "instantaneous" teleportation feature of a device, installation, or artifact is actually dependent on a quagma intermediary.

Internet Search Term: *Quark-gluon plasma*

GM intrusion: *The quagma splits off a portion of itself—without losing any health or capability—creating an allied juvenile level 5 version of itself.*



Culling a herd of rangifer blight is dangerous. Most communities prefer to drive them off rather than risk direct contamination. A few particularly benevolent people have tried to capture and cure individual rangifer blight, but without much success.

RANGIFER BLIGHT 2 (6)

A roaming herd of rangifer blight is nearly the last thing a community wants to see. These obviously tainted creatures—pocked with acidic pustules, diseased warts, and an always-mutating array of biomechanical malevolence—harm the landscape by their very presence. Though the creatures are mostly herbivores, preferring to graze on roots and fungi, they also destroy any environment they wander into by poisoning plants, infecting other animals, and acidifying natural water sources. Thus, herds of rangifer blight always seek new ranges long before their feeding requirements would otherwise force them to move on.

Motive: Seeking new territories and defense

Environment: Anywhere near natural sources of roots and fungi

Health: 6

Damage Inflicted: 3 points

Armor: 4 (5 against acid, poison, and disease)

Movement: Short

Modifications: Acid, poison, and disease attacks as level 5

Combat: Rangifer blight inflict 3 points of damage when they gore a target with their antlers. However, any creature within immediate range of a rangifer blight is subject to one or more of the following effects each round:

Acid Spray. 3 points of Might damage each round for three rounds on a failed Speed defense roll.

Disease Contamination. 3 points of Intellect damage (ignores Armor) each day on a failed Might defense roll. Disease damage can't be recovered until the disease is resisted. A disease sufferer can attempt one Might defense roll a day to resist the disease.

Poison Spore. 3 points of Speed damage (ignores Armor) for three rounds on a failed Might defense roll.

Interaction: Rangifer blight act like animals and are not intelligent. They move to evade potential predators, but if they sense they are being driven out of a range that has food, they turn and attack.

Use: When hunters spy a new game herd coming over the pass and into the valley, they arrange a hunting party to bag a specimen, and the PCs are asked to come along.

Loot: The remains of a rangifer blight are poisonous and acidic, but if salvaged and decontaminated, they can yield a couple of cyphers.

GM intrusion: *When the character strikes the rangifer blight and inflicts damage, a synth tube protruding from the creature disgorges a jet of acid, inflicting 3 points of Might damage each round for three rounds.*

RHADAMANTH 6 (18)

Floating mechanisms slightly taller than a human, rhadamanths are stern judges of reality, natural laws, and living creatures. When they appear, they pass sentence on creatures and objects for their past deeds. Why those past deeds deserve punishment isn't always apparent to humans. For instance, a rhadamanth might appear and pass sentence on a character for "violating ten degrees of freedom under stochastic conditions" or similar apparent nonsense. On the other hand, a rhadamanth might also punish a character who has recently lied or betrayed another.

Motive: Pass and execute judgment

Environment: Almost anywhere rich concentrations of numenera exist

Health: 24

Damage Inflicted: 6 points

Armor: 2

Movement: Short when flying

Modifications: Detecting falsehoods and other tasks related to perception as level 8. Stealth tasks as level 7.

Combat: A rhadamanth has a chameleon-like ability to evade detection and simply observe its surroundings—until it acts and its surface flares with energy, attacking up to three targets within short range, inflicting 6 points of Intellect damage (ignores Armor). Foes struck must also succeed on a Might defense roll or fall into a state of remorse so powerful that they're unable to take any actions other than attempt to push away this anguish. Each round a target fails to throw off the anguish, it suffers 3 additional points of Intellect damage.

Rhadamanths sometimes make use of tools and powerful artifacts they come across, especially those that increase their ability to observe their surroundings or the minds of other creatures.

Interaction: Rhadamanths are intelligent and driven by their purpose. They can be negotiated with, and if a target agrees to accept a punitive action or serve the rhadamanth for a short period, the rhadamanth agrees to defer a portion of its punishment.

Use: After the characters break through a force field or other barrier, salvage shins or cyphers from a previously functioning mechanism, or venture into an area that was locked, a rhadamanth begins to track them for their crimes.

Loot: A rhadamanth can be salvaged for one or two cyphers, though doing so likely draws another rhadamanth, one per cypher salvaged.

GM intrusion: *The character recalls someone they betrayed or deceived. A psychic projection of that victim appears as a level 5 creature that only the character can see, and it attacks them until the character "kills" it.*

RIBBON WRAITH 2 (6)

People who explore other dimensions sometimes stray into weird places where the laws of physics are very different than those of Earth. Visitors to a reality where physical space has only one or two dimensions instead of the familiar three sometimes are permanently altered by their experiences, becoming distorted, flat mockeries of their original forms. Even if they find their way back to a three-dimensional realm, they experience pain and confusion. Only by stealing mass from three-dimensional sentient beings can they return to normal.

Ribbon wraiths look like people who have been smashed as flat as a strip of paper, complete with bruises, broken teeth, and horribly malformed features. They creep about on the ground like snakes or get blown about by wind, but sometimes they can muster the strength to spin themselves into the air and fly into combat.

Ribbon wraiths are sometimes painfully incorporated into the frame-like bodies of the one-dimensional creatures called jurulisks. If the jurulisk is destroyed, the ribbon wraiths are free to attack on their own. For more information on jurulisks, see The Ninth World Bestiary, *page 69.*

Motive: Spatial greed

Environment: Near areas of dimensional bleed

Health: 6

Damage Inflicted: 2 points

Armor: 1

Movement: Immediate; immediate when flying

Modifications: Attacks and stealth as level 3. Resist mental influence as level 4.

Combat: A ribbon wraith's touch leaves deep, narrow wounds as if from razor-sharp blades, but actually they are stealing slices of their foe's three-dimensionality. These attacks inflict 2 points of damage (ignores Armor). Each time the wraith successfully strikes, its pained visage heals slightly, as if whatever force crushed it into its current shape is slightly weaker.

Interaction: Normally, ribbon wraiths can't be reasoned with, but someone with access to dimension-spanning abilities might be able to arrange a truce in exchange for transporting them to a realm of four or more physical dimensions, where presumably they would quickly return to normal.

Use: A tangle of ribbon wraiths that used to be a group of explorers creeps into the room where the PCs are and attacks. A malfunctioning portal intermittently spits out ribbon wraiths of previous explorers.

GM intrusion: *The ribbon wraith somehow activates a delve lore, fighting move, esotery, inspired technique, precept, or trick of the trade, inflicting an additional 2 points of damage or hindering a character by two steps for the rest of the combat.*

ROCKCLAW 6 (18)

Rockclaws are omnivorous, but they prefer to eat insects, burrowing vermin, fruits and nuts, and other not-especially-dangerous prey found in wooded areas or along riverbanks. Their impressive mineral-like armor, claws, and 9-foot (3 m) height when standing upright protect them from the jiraskars that seem to preferentially hunt them. Their hardy claws also provide a marvelous ability to burrow, even through solid bedrock. They also use their claws to dig into warrens underground in pursuit of insects and other burrowing creatures, as well as separate lairs to lay their eggs. Their lairs are protected by a series of concealed deadfall pits both on the surface and within the underground tunnels themselves.

Motive: Defense

Environment: Rockclaws hunt alone or in pairs in any wet or wooded area. They are also drawn to large crystals, such as those found beneath the Cloudcrystal Skyfields.

Health: 25

Damage Inflicted: 8 points

Armor: 6

Movement: Short; immediate when burrowing

Modifications: Speed defense as level 5 due to size

Combat: Unless attacked or an intruder invades its underground lair, a rockclaw prefers to avoid combat. But to protect itself or its lair, it can attack two foes with its claws as a single action, or one foe twice. If attacked in or near its lair, it maneuvers foes into nearby level 5 pitfall traps that have wide mouths but narrow bottoms, trapping targets that fall in so they can't move, hindering all escape attempts by two steps. Targets that fall into a pitfall trap also take 5 points of damage from razor-sharp rocks that line each pit.

Interaction: A rockclaw is peaceful unless required to defend itself or its warren. It ceases its attacks if intruders leave it or its territory alone.

Use: A pair of rockclaws tunnel into an area where the PCs are resting or exploring.

Loot: Rockclaw eggs are solid crystal and can fetch a few dozen shins each in some markets.

Jiraskar, page 238

Cloudcrystal Skyfields, page 169

GM intrusion: *A previously unnoticed pitfall trap dug by the rockclaw opens up beneath the character.*

ROLORIM 3 (9)

Rolorims often seem lost, confused, or angry. Other times, they are found working with another creature or group that has been able to gather one or more of the muddled creatures into its service.

No two rolorims are quite alike, because each is formed from a fossil memory taken from the datasphere and given new existence thanks to an ancient function that operates erratically and probably incorrectly. The visual feature all rolorims share is that in place of a face is an empty hollow that can be seen through. Additionally, each is clothed in (or formed of) a lattice of partially immaterial, straight-but-intersecting silvery lines that fade in and out of view. These lines provide protection, and rolorims can use this aura to create simple objects and small structures, which are solid and permanent.

Motive: Defense, learn more of their own forgotten origin

Environment: Almost anywhere, alone or in groups of five or more

Health: 12

Damage Inflicted: 4 points

Armor: 1

Movement: Short

Modifications: Understanding numenera as level 6

GM intrusion: *The rolorim's aura snatches a cypher or other piece of equipment that belongs to the character.*

Combat: Rolorims can manipulate their aura to batter all nearby foes for 4 points of damage, or to make ranged attacks at a single target within short range for 6 points of damage. They can also create walls or other very simple objects, usually no larger than something that could fit in a 5-foot (1.5 m) cube. That said, several rolorims working together could create larger structures.

A rolorim's aura constantly replenishes its form, healing it for 2 points of damage each round, unless it is destroyed.

One in four rolorims can occasionally communicate with the datasphere and learn a bit of information about a given topic, though never about their own genesis.

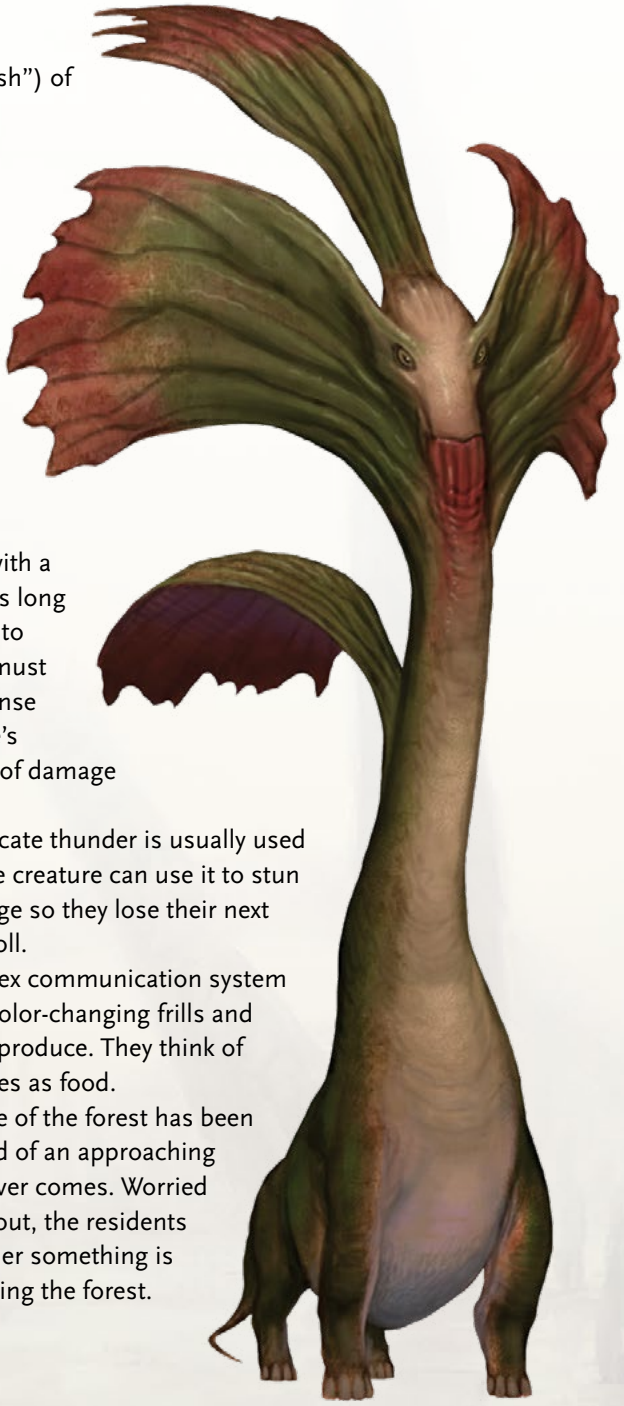
Interaction: Rolorims are united only by their mysterious origin, and sometimes different rolorims will end up working against others, if allied with opposing enemies. A rolorim is always tempted by those who offer information about its past.

Use: The characters have heard that a strange but often confused creature "haunting" a nearby valley can sometimes answer questions by speaking to the datasphere.

RUMBLING DASIPELT 7 (21)

Towering to treelike heights, these fearless predators are powerful and dangerous forest hunters. Dasipelts use color-changing frills to help them appear like tall trees while they stand in wait for prey, as still as mighty hardwood trunks, until the canopy glances down and opens its mouth.

Rumbling dasipelts can produce extraordinarily loud noises that replicate the sound of a fast-approaching thunderstorm, which often sends unwary creatures moving the other way. They use this sound to confuse, lead astray, and, if possible, stampede prey into killing grounds such as regions of soft sand, off cliff tops, or as often as not, into the waiting mouth of another rumbling dasipelt.



Motive: Fresh meat

Environment: Forests, alone or in a hunting group (known as a "crash") of two or three

Health: 35

Damage Inflicted: 9 points

Armor: 2

Movement: Short

Modifications: Disguise (as trees) as level 8 when unmoving. Deception (sounding as if a thunderstorm) as level 8. Speed defense as level 3 due to size.

Combat: A dasipelt can attack a group of creatures (within an immediate area of each other) with a single massive bite. Thanks to its long neck, it can make that attack up to 30 feet (9 m) away. One victim must further succeed on a Might defense task or be caught in the creature's maw, taking 9 additional points of damage each round until it can escape.

A rumbling dasipelt's ability to replicate thunder is usually used deceptively at a distance, but the creature can use it to stun all targets within immediate range so they lose their next turn on a failed Might defense roll.

Interaction: Dasipelts have a complex communication system among themselves using their color-changing frills and modulation of the thunder they produce. They think of humans and most other creatures as food.

Use: A new outpost built at the edge of the forest has been repeatedly spooked by the sound of an approaching thunderstorm, though no rain ever comes. Worried that their water supply will give out, the residents ask the PCs to investigate whether something is preventing the storms from leaving the forest.

GM intrusion: *The character avoids being bitten but is batted away by the dasipelt's attack, crashing through the forest just over a short distance (and taking 5 points of damage).*

A rykator would ignore a small grove of trees that are spaced widely enough for it to walk through, but stop to demolish a nearby wooden palisade wall. In rykator territory, it is common to cover wooden or synth structures with stone, metal, or clay to make the creatures less likely to attack.

GM intrusion: *The rykator moves a short distance to charge a creature, structure, or vehicle, inflicting 10 points of damage and knocking over the target.*

RYKATOR 6 (18)

These huge and powerful creatures are over 9 feet (3 m) at the shoulder and weigh 10,000 pounds (4,500 kg), with an armored head and one muscular trunk protected by a thick hide. They have an instinctive dislike of enclosed spaces and barriers that obstruct their sight lines, particularly wooden and synth walls, which a rykator goes out of its way to knock down, tear apart, and eat. They travel in herds led by the largest animal in the group, which intimidates or fights predators to keep them away from the vulnerable calves.

Motive: Hungers for vegetation and synth

Environment: Open terrain where they have room to move and graze

Health: 28

Damage Inflicted: 6 points

Armor: 2

Movement: Short

Modifications: Speed defense as level 5 due to size. Might-based tasks as level 7. Breaking objects as level 8.

Combat: Rykators pummel with their armored heads, strike with their heavy trunk, or stomp their feet. A rykator might pick up a foe with its trunk and either beat them against the ground or fling them up to a short distance away, inflicting 6 points of damage. Some rykators can be trained to throw logs or heavy stones up to a short distance.

Interaction: Rykators are intelligent animals and can be trained to carry heavy loads or fight as war beasts, particularly for use in sieges.

Use: A herd of rykators threatens a small settlement trying to build a defensive wall against abhumans. Bandits use trained rykators to disable wagon caravans.

Loot: A rykator's huge bulk might house a cypher or a few oddities.

SCALE WORM 3 (9)

Scale worms can radically alter their scale, "jumping" upward from less than a millimeter in length to hunt prey at the same scale that humans, ravage bears, and seskii operate at, then "falling" back to their normal scale, where they enjoy the stolen morsel (or entire prey) in the confines of an alien world that exists in a drop of water teeming with creatures too tiny to be seen without magnification.

For the brief periods they're visible at human scale, scale worms appear as barbed and tentacled monstrosities about 3 feet (1 m) long with an extendable, toothed maw. The worms are eyeless, but the barbs and tentacles apparently provide it the means to sense its environment.

Motive: Hungers for flesh

Environment: Anywhere, often in colonies of three to five

Health: 9

Damage Inflicted: 3 points

Movement: Immediate (see Combat)

Combat: Scale worms ambush prey at the human scale by "appearing" as if from nowhere as their first attack, easing the attack by two steps if the victim is surprised. The victim takes damage and must succeed on a Might defense task (also potentially hindered by two steps if surprised) or be yanked down to the same scale that the scale worm emerged from. If the worm fails to yank a target into a new size regime, it remains at the human scale to make further attacks.

If victims are reduced to the microscopic scale, they find themselves in an alien world teeming with horrific life, including the scale worm that bit them and at least three to five others waiting to feed. Victims can act normally and attempt a new Might defense roll each round to return to normal size.

Interaction: Scale worms are simple predators.

Use: Ever since the community began salvaging components from a particular ruin, they've been plagued by horrible creatures that randomly appear and disappear.

Scale worms may be vermin from the same incredibly small world as other recently encountered entities, such as scrow.

Scrow, page 274

GM intrusion: *The character's equipment fails to shrink (or return to normal scale).*

SCORN CORE 8 (24)

This pitted grey cube about 5 feet (2 m) on a side can be mistaken for a crumbling block of stone, dislodged and forgotten. That mistake is rectified when a scorn core surges into the air like a hunting raptor. There it hangs for a moment, sizing up its prey, choosing the victim most deserving of its scorn. Then it comes down like a 10-ton falling star. When it hits, the earth shudders, launching skyward a spray of drit and broken bits of whatever else was unlucky enough to be under it.

A scorn core is content to sit within the crater of its latest violence for months or years. It's not quiescent; underground, it extends a network of burrowing synth wires that sickens living things for miles around and brings machines and similar devices under its control.

Once it completes its work, a scorn core lifts off and drifts away, leaving behind a blasted, cratered, and cursed landscape.

Salvage source, page 108

GM intrusion: *The character attacking the scorn core with an artifact affects themselves rather than the core.*

Motive: Destruction, corruption
Environment: Anywhere
Health: 40
Damage Inflicted: 8 points (see Combat)
Armor: 5
Movement: Very long when flying
Modifications: Speed defense as level 1 when in unmoving stage
Combat: A scorn core's initial "falling star strike" attack is often the only one victims experience due to its lethality. The falling core strikes with such force that all creatures within short range take 20 points of damage and descend one step on the damage track on a failed Might defense roll. Surviving victims are flung dozens of yards away. They may be partly or completely buried by destroyed structures and fractured earth also launched by the scorn core's violent landing.

Following a strike, a scorn core doesn't move for at least a month, but it isn't defenseless. It can try to control any device (including cyphers and artifacts) within immediate range. If it can't find a use for a particular cypher, it can explode them as if detonations of their level. If it's been in an area for at least a week, it can control any machines within very long range via a hidden network of synth wires underground, using them to attack, mislead, or otherwise inconvenience those attempting to reach the core.

Interaction: Scorn cores communicate only with creatures that can talk to machines. If communication is opened, a scorn core is discovered to be a completely hateful entity of destruction, a weapon of war from a long-dead prior-world civilization.

Use: The PCs find a smoking crater at the center of a wide area of destruction instead of the village or ruin they were looking for. A scorn core squats at the center.

Loot: Treat the remains of a scorn core as a level 8 salvage source.

SCREAMING FOLIVOR 4 (12)

An affliction of jungles, screaming folivors swing in large groups (called a "keening"). They resemble hairy humanoids almost twice human size, but with massive claws on both hands and legs that allow them to race along, hanging by all fours, on the undersides of branches, canopies, or other overhangs. Their heads teem with multiple spiderlike eyes over a bestial, ape-like maw filled with fangs.

The noise a screaming folivor makes is nothing short of deafening. From a distance, it's an ominous portent that the creatures may have scented new prey. Up close, when a blood-maddened keening swings into view in their oddly reversed method of traveling, the sound seems loud enough to shatter crystal.

Motive: Hungers for flesh

Environment: Jungles, forests, and ruins with attics or high ceilings in a keening of three to ten

Health: 12

Damage Inflicted: 5 points

Armor: 1

Movement: Short; short when climbing

Modifications: Perception as level 6 due to scent

Combat: These creatures deal damage with their terrible bite. But the howling that accompanies any attack goes far beyond simple annoyance, hindering the tasks of all prey able to hear normally. Sometimes a screaming folivor takes on small prey alone. But against larger targets, four can concentrate on one foe and make one attack as if they were a level 6 creature, inflicting 10 points of damage. Each folivor must still be attacked individually, as normal. Once screaming folivors engage, it's rare for them to retreat, even in the face of overwhelming odds.

Interaction: Screaming folivors exist in a constant state of rage and pain, which can be briefly slaked only by the excitement of the chase and the resultant slaughter of and feasting on new prey.

Use: Venturing into a jungle environment is potentially fraught with all kinds of dangers. The sound of distant howling one day is likely an omen for a screaming folivor encounter the next day.

GM intrusion: *The rage-filled folivor howls in the character's face with such intensity that, on a failed Might defense roll, the character is stunned and loses their next turn.*

SELANI, MASTER OF THIEVES 5 (15)

Shallamas, page 139

Selani runs a network of "businesses" across several cities of the Steadfast, including Shallamas (in a large blue building in a neighborhood of the city called the Refraction). Many think of her as a trader, someone able to procure rare goods and move them between distant locations. However, the truth is she's the head of a guild of thieves whose remarkable tenacity is a testament to Selani's experience and leadership.

She treats those to whom she owes a favor graciously; she bitterly opposes those who defy her. That said, she has a bit of a soft spot for those who steal from her, but even so, only once.

The metallic threads that stitch her skin (some of which move and serve her as extra limbs) and the brilliant red scarf and belt she wears contribute to her impressive presence. Though she leads a group of thieves, she isn't above honor. Any thief who is part of her organization pledges to steal only from those on a list that Selani provides. It doesn't take too much study to realize that the list is made up primarily of nobles and others who have an incredible amount of wealth compared to the average person.

Glistening soldier, page 70

In private, a quiet sadness often comes over her. If asked about it, she doesn't say, but the observant may see her glance at the head of a remarkably human-looking dead automaton that resides inside a glass case in her study. Selani doesn't talk about it, but it seems as if the defunct glistening soldier inside was once important to her.

Thief: *level 2, deception and stealth tasks as level 5*

GM intrusion: *Five of Selani's thief allies appear and attack as a single level 4 entity, inflicting 5 points of damage on a hit.*

Motive: Oppose the oppressors by taking their valuables

Environment: Almost any city in the Steadfast, usually with or near a group of ten or more thieves

Health: 15

Damage Inflicted: 5 points

Armor: 3 (from animate metallic threads)

Movement: Short

Modifications: Persuasion and stealth tasks as level 7

Combat: Selani fights with knives, short blades, and a handy crossbow. In addition to any attacks she makes with weapons in her hand, her metallic threads simultaneously animate on her turn, allowing her to attack all enemies within immediate range each round. If a metallic thread hits a foe, it inflicts 5 points of damage and, on a failed Might defense roll, the foe is held until it escapes. Each round a foe is held, it automatically takes 5 points of damage from the squeezing thread.

Interaction: Selani is fair, likes to make deals, and only goes after those she judges to be oppressors or those who have shown themselves to be her enemy in some other fashion. Some PCs will be put off that she's a master of thieves, but she won't hold that against them unless they act against her, in which case she becomes a long-term enemy.

Use: The PCs are looking for someone or something in the city. As someone who traffics in stolen goods, Selani knows many secrets. Perhaps she can help.

SHAMALA 4 (12)

As a helpful nano, it's no surprise that Shamala is somewhat well known in the Ninth World. However, she's far better known personally than is actually possible. In almost every large city and in many small communities, someone remembers meeting with Shamala, maybe personally interacting with her. A few even have sad stories of seeing her come to a bad end. That makes no sense, given that others have memories of meeting her months or years later. How is this possible?

The truth is that there are several separate instances of Shamala in the Ninth World. These instances could be clones, though given Shamala's talent for and interest in tech related to transdimensional abilities, maybe each instance is from a parallel alternate timeline. Weirdly, Shamala herself is not aware of the other instances of her. She's surprised if people think they know her, but being friendly as well as helpful, she usually just takes it in stride.

What is less easy to laugh off is when newly encountered people (from her perspective) are shocked at seeing her "again," claiming that the last time they saw her, she perished. At best, she convinces them that they must be mistaken. At worst, those people are certain that the woman before them is a ghost or demon taking on Shamala's guise.

Motive: Helping others, researching transdimensional truths
Environment: Anywhere
Health: 22
Damage Inflicted: 6 points
Armor: 2 (from esoteries)
Movement: Short
Modifications: Understanding numenera as level 7
Combat: As a nano, Shamala can call on a variety of esoteries in combat. Her primary attack is to throw a ball of transdimensional energy at a foe within short range, which either inflicts 6 points of damage or traps the foe in a limited artificial dimension (an otherspace) until it can escape or she releases it. In addition, she can choose to do any one of the following as her action: levitate 20 feet (6 m) per round via an antigravity esotery or device, turn invisible for one minute via a distortion field, or teleport up to a mile (1.5 km) to a location she can see.
Finally, if she is killed, it's not the end for Shamala. Another instance of her will soon appear somewhere else, though without knowledge of the death of her previous instance.
Interaction: Though her own continuity of existence seems unbroken from her perspective, it can be confusing to interact with an instance of Shamala who doesn't recall the PCs, who from their perspective may have previously met her or even spent a significant amount of time with her.
Use: The characters witness an attack where a nano selflessly defends and gives her life for a community or some other group. The PCs might be sad but not think too much more about it, until they later meet Shamala again.
Loot: Any given instance of Shamala usually carries 1d6 shins, a weapon, 1d6 cyphers, an oddity, and other miscellaneous gear. One instance in three has an artifact.

GM intrusion: *The character's actions directly or indirectly lead to something bad happening to Shamala.*

SHELL GARDENER 3 (9)

Sometimes called "walking gardens," these beasts have round armored shells, spiky armored heads and tails, and symbiotic plants growing on their backs. Their jaws have very sharp ridges where the teeth would be, and can easily bite through wood, synth, and soft metal.

Motive: Hungers for flesh

Environment: Deserts, swamps, coasts, and along the bottom of rivers and lakes

Health: 12

Damage Inflicted: 4 points

Armor: 4

Movement: Short

Modifications: Speed defense as level 2 due to size

Combat: A shell gardener bites at its prey and defends itself with sweeps of its spiked tail. It is normally a slow mover (an immediate distance each round) and relies on its fast striking speed to catch fish and small animals, but it sometimes hunts larger prey and can keep up with a human for several minutes before tiring.

Every gardener has an unusual kind of plant growing on its shell, which provides it with one beneficial effect. Typical symbiotic benefits are immunity to disease and poison, 5 Armor against one or more types of energy, healing 1 health each round, hindering actions of all other creatures within short distance, adding poison or energy damage to the animal's bite (inflicting +2 points of damage), shifting out of phase to escape attacks or bypass obstacles, increasing its level for a skill, or adding to its health.

Interaction: Shell gardeners have animal intelligence. One with a mind-expanding symbiotic plant may have a greater degree of empathy and understanding than a typical animal, but doesn't quite approach true sentience.

Use: A shell gardener wanders into camp and tries to eat a sleeping PC or stored food carried by a PC. A local tribe or village reveres a "wise" gardener (enhanced by psychotropic plants), offering it spiced meats and interpreting its reactions as a kind of oracle. A gardener bonded with a rare and useful plant is seen running after something tasty.

Loot: A shell gardener's gizzard may contain one or two cyphers. The plants on its back may have medicinal uses or be raw materials for some kinds of chemical cyphers.

Look to advantageous mutations as further examples of unusual symbiotic plant benefits.

Beneficial mutations, page 398.

GM intrusion: *The gardener quickly snaps at a creature trying to move past or around it, inflicting 4 points of damage.*

SKREER 4 (12)

Skreer are powerful predators of open plains and light forests, usually roaming in small groups, but sometimes forming a herd of more than a hundred individuals during a month-long social season once a year. Only a relatively small number of these creatures exist, and that number is always declining. Though they are quite long-lived, they do not reproduce. And every few years, misadventure claims another.

A created species whose origin is unrecorded, skreer display both biological and mechanical features. Their formidable metallic head display is just one of the attributes that make these creatures dangerous. However, this same feature is highly prized by some Ninth World nobles, who hunt skreer solely so they can mount these headpieces on their walls. Discovering that only a limited number of skreer remain makes skreer hunts more alluring for some.

Motive: Defense

Environment: Plains and light forests in groups of four to twelve

Health: 20

Damage Inflicted: 7 points

Armor: 2

Movement: Long

Modifications: Might defense and charge attacks from a short distance (or longer) as level 7

Combat: Skreer prefer to charge into combat and ram a foe with their metallic horns. On subsequent rounds, a skreer switches from its horns to attacking with its spiked arms, which inflict 4 points of damage each. If both arms hit a foe, the target is skewered and its escape attempts are hindered. The venom on each spike inflicts 3 points of Speed damage (ignores Armor), and a skewered target is also automatically gored each round it is held for an additional 7 points of damage.

Skreer are immune to visual effects, such as illusions. They can sense invisible, phased, or transdimensional effects that normal creatures cannot.

Interaction: Skreer are aggressive in defense of their personal safety, and PCs who get too close are likely to be sorry. During herding season, they communicate with each other using machine language that most other creatures can't sense. During this period, the herd approaches and even surpasses the intelligence of a human.

Use: The PCs come across a noble and a small band of hunters pursuing a group of skreer.

While some nobles organize skreer hunts against an ever-shrinking population, a few are investigating methods to preserve these creatures, including one effort to discover the secret of creating more skreer.

GM intrusion: *The character hit by the charging skreer is knocked into a dangerous area.*

SNOUK 4 (12)

Snouks are semi-aquatic beasts somewhat similar to both frogs and lizards. With a barrel-shaped body, short legs, and disproportionately small head, they might be mistaken for easy prey, but they take advantage of their environment to chase land animals into the water and aquatic animals into the shallows, reducing movement and making it easier to catch and kill them. Snouks can breathe air or water. When meat is scarce, they overgraze plants, starving local herbivores. They can slow their metabolisms and sometimes rest for hours on the floor of an ocean, lake, or river, covering themselves with silt and waiting for unsuspecting creatures to come near. The rows of simple eyespots along their backs allow them to sense what's nearby even if their true eyes are closed or buried. Males make loud, haunting grunts to attract females and chase rival males out of their territory; these noises can be heard up to a mile away in open terrain or underwater.

Motive: Hungers for flesh and plants

Environment: Lakes, rivers, shallow coasts, and areas adjacent to water

Health: 20

Damage Inflicted: 4 points

Armor: 2

Movement: Short; short when swimming

Modifications: Speed defense as level 3 due to size. Might defense as level 5.

Combat: On land, snouks bite and attack with one claw, choosing one or two targets. In water, they can instead attack with up to four claws against one target as an action.

Interaction: Snouks are animals.

Use: A snouk emerges from the water to bite a PC along the coast, or from the depths of a river to claw at a swimming PC.

Loot: A snouk's gizzard might hold a few shins, an oddity, or a small cypher.

GM intrusion: *The snouk's claw catches in a character's flesh, automatically inflicting 4 points of damage each round until the target pulls free with a Might or Speed roll.*

SOGRIN ORB 1 (3)

Perhaps originally crafted to serve as spies or as replacements for damaged optics, sogrin orbs are small biomechanical organisms resembling eyes made of synth, glass, metal, and crystal, with a short tail of twisted cables. They can levitate and move very slowly, but usually they are found resting in the empty eye socket of a living creature, providing clear vision to their host. In exchange, the sogrin orb receives companionship. A flaw in their creation—or a corruption of their programming—means that each orb has one specific heightened emotional reaction or disposition, and its host experiences this as well, effectively causing a slight alteration to the host's original personality. The orbs try to conceal this side effect when discussing implantation with a potential host. Once bonded, they rarely speak, content to function as a creature's eye.

Motive: Hungers for experience and companionship

Environment: Anywhere, especially near intelligent creatures

Health: 3

Damage Inflicted: 1 point

Movement: Immediate; immediate when flying

Modifications: Perception as level 2. Lying as level 3.

Combat: The tail-like nerves at the back of a sogrin orb conceal a tiny stinger.

Bonding with an orb is as easy as placing it in an empty eye socket (if instructed to do so, it can also surgically remove an eye and fit itself in the old eye's place; the entire procedure is painless for the host). Once implanted, the orb works as well as a normal eye, and eases all perception tasks. Removing a bonded orb is very painful and traumatic, inflicting 5 points of damage and moving the host one step down the damage track.

The host experiences one of the following side effects, depending on the orb's disposition or heightened emotion:

Aggressive: Positive social interaction is hindered. Tasks to resist intimidation and fear are eased.

Cowardly: Tasks to resist intimidation and fear are hindered.

Curious: Perception and initiative tasks are hindered until the character takes at least a minute to look around the area.

Gullible: Tasks to resist lies and mental attacks are hindered.

Honest: Deception tasks are hindered.

Impatient: Tasks that require patience are hindered.

Jumpy: Initiative tasks are hindered.

Melancholy: Positive social interaction is hindered.

Interaction: Sogrin orbs are friendly and want to bond with interesting people. If refused, they may become belligerent or attempt to implant themselves while their target is sleeping. They become emotionally attached to their hosts and are reluctant to leave, even if the host wants them gone.

Use: A person with failing sight asks the PCs to search for an eyelike automaton that bonds with a person. A slain beast's eye pulls free and asks to bond with a PC.

Loot: A sogrin orb can be salvaged for iotum.

GM intrusion: *The orb attacks a character's eye, blinding them for one minute.*

SONGVIT 4 (12)

Songvits resemble giant fish with oversized heads and tiny bodies consisting mostly of fins. They have beak-like mouths that they use to chew on vegetation, and long grasping tongues that they use to grasp and draw in small prey. They have a set of strange internal organs that allow them to fly slowly (through an unknown process) and that constantly produce noises like a very large stringed instrument. These noises create odd tunes, as if the creatures are always humming to themselves. Songvits are usually infested with parasites, and they are often followed by flocks of small birds and other flying creatures that pick at their skin for the bugs and worms living there. About once a week, songvits lay thousands of tiny eggs in foamy clusters, dropping them anywhere. Most of the eggs are eaten before they hatch; young songvits that survive look like flying pufferfish and mature to adult size and shape in two to three years.

Songvit fry: *level 1*

Motive: Hungers for plants and small animals

Environment: Anywhere there is enough vegetation to support them

Health: 30

Damage Inflicted: 3 points

Armor: 2

Movement: Short when flying

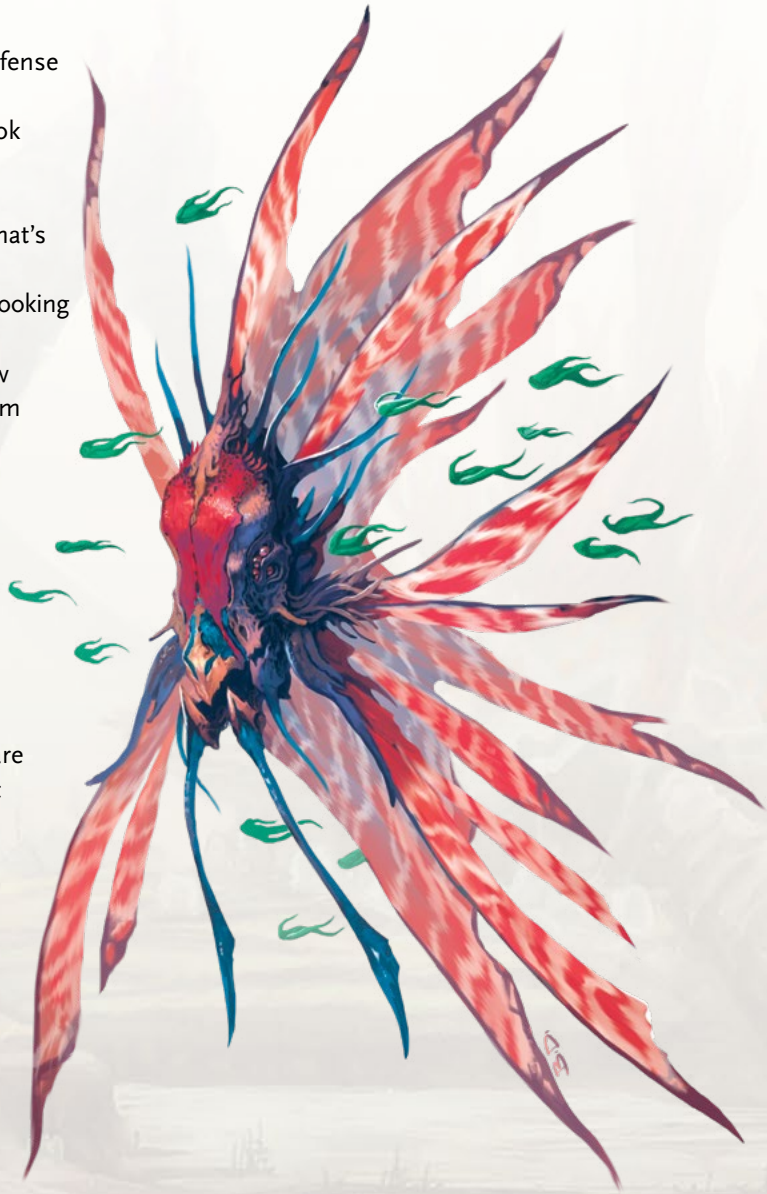
Modifications: Attacks and Speed defense as level 3

Combat: Songvits bite things that look like food or creatures that attack them, but they are more likely to absentmindedly ram a creature that's in their way. They might use their tongues to grab small,interesting-looking items (such as cyphers or light weapons) and attempt to swallow them; the bearer of a targeted item can resist this with a Might or Speed defense roll.

Interaction: Adult songvits are hunted for their meat and aren't much of a threat to groups of humans with weapons. They are too stupid to be tamed and are motivated only by hunger and pain.

Use: A songvit or a swarm of its fry are eating a village's crops. A songvit flew away after swallowing an important item belonging to an Aeon Priest, who now wants the creature tracked down and the item retrieved.

Loot: A songvit's stomach often holds one to three cyphers and an oddity. One of its internal flying organs might be salvaged as an additional cypher.



GM intrusion: *Parasites from the songvit's skin infest a character as a level 4 disease that hinders all actions and inflicts 1 point of damage each hour that the character fails a Might defense roll.*

SPLINTER TANGLE 3 (9)

Splinter tangles are colonies of rigid needle-like fungal creatures, each about the size of a human finger. They cluster together into something roughly in the shape of a quadrupedal animal and operate as a single creature with an animal-level intelligence. When they kill a creature, the colony collapses onto it to feed and generate spores, unifying and moving on when they've absorbed enough nutrients. Each needle has primitive sensory spots that give it a limited awareness of its environment, and collectively the colony hears and sees as well as a human.

Aeon Priests and naturalists speculate that if given enough food in a small area, multiple tangles might grow together into a supercolony that could have near-human intelligence.

Motive: Hungers for flesh

Environment: Anywhere, even underwater, in volcanic areas, or hibernating in space

Health: 9

Damage Inflicted: 3 points

Armor: 1

Movement: Short

Modifications: Defends as level 4 due to resilient body structure

Combat: A splinter tangle attacks foes with its "head" or one of its limbs, crushing and piercing its prey with a spine-covered lump.

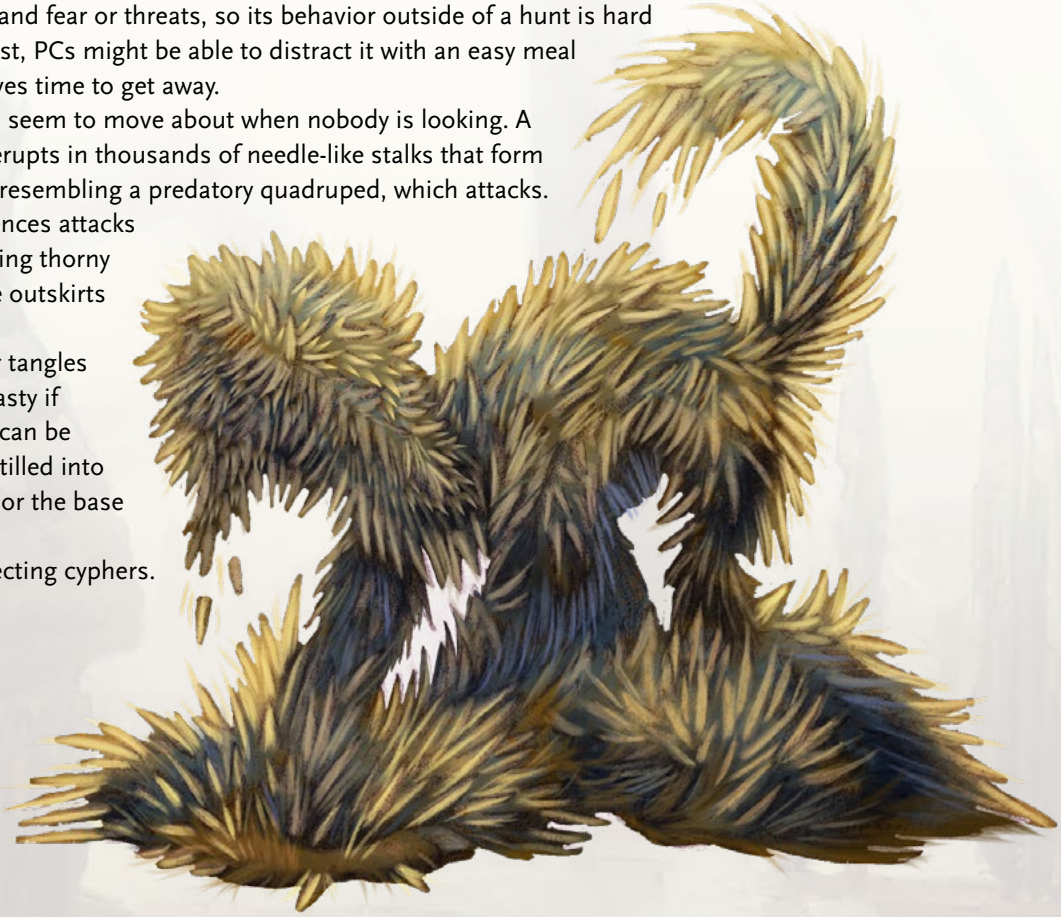
The colony can reshape itself in limited ways to suit specific needs. As its action, it can do any one of the following things: change to a five-legged form and move up to a long distance, change to a bipedal form and make two or three melee attacks, change to a flattened form and swim a short distance, or change to a squat form that climbs as level 6.

Interaction: A splinter tangle acts like an animal in search of food, but its fungal mind doesn't understand fear or threats, so its behavior outside of a hunt is hard to predict. At best, PCs might be able to distract it with an easy meal to give themselves time to get away.

Use: Strange plants seem to move about when nobody is looking. A carrion animal erupts in thousands of needle-like stalks that form into something resembling a predatory quadruped, which attacks. A village experiences attacks from shapeshifting thorny creatures on the outskirts of town.

Loot: Some splinter tangles are edible and tasty if cooked. Others can be crushed and distilled into drugs, poisons, or the base components of metabolism-affecting cyphers.

GM intrusion: *A splinter tangle releases a cloud of spores within immediate range. The spores might be poisonous and inflict 3 points of Speed damage, or hallucinogenic and hinder all actions by two steps for several minutes.*



Laak, page 239

SPOREWING LIZARD 1 (3)

Sporewings are fungi that emulate various kinds of small lizards, including laaks. At a short distance or more, they're a good approximation of a true reptile, but any closer than that and it's easy to see that the creature is a plant pretending to be an animal. Sporewings have long, flat wings with hundreds of thin spore-bearing gills underneath, like the underside of a mushroom cap. They rest in trees and are constantly releasing small amounts of spores on whatever is beneath them, but the spores are more likely to grow if they land on an open wound.

Motive: Reproduction, hungers for flesh and vegetation

Environment: Anywhere mushrooms are common

Health: 3

Damage Inflicted: 1 point

Movement: Short; short when flying

Modifications: Speed defense as level 2 due to size. Climbs as level 4.

Combat: Sporewing lizards bite their prey, inflicting 1 point of damage and requiring the target to make a level 2 Might defense roll or become infected with reproductive spores. Even a sated sporewing might bite just to have the opportunity to infect its target. Sporewings at the end of their life cycle have been known to swarm larger creatures, presumably to reproduce before they die.

A spore infection initially manifests as an itchy red patch of skin. The infected creature can attempt a Might task once per day to overcome it (this task is hindered by two steps because the infection is on the surface of the skin, but other methods aren't hindered). Over the next few days the infection expands into a ringlike area a hand's span across and scabs over. Then fingernail-sized sporewings crawl out of the infection site and fly away, after which the wound heals normally.

GM intrusion: *A character has an allergic reaction to the spore infection, taking 1 point of Speed and Intellect damage each hour that they fail a Might defense roll.*

Interaction: Sporewing lizards are near-mindless fungal creatures with very primitive urges to eat and reproduce. They can't be trained. At best, someone who can communicate with plants can present themselves as inedible and an unsuitable host for spores.

Use: Sporewings are generally not a threat to PCs except in large numbers, but they may be dangerous for pets or children. They can be found as incidental growths in areas colonized by larger, more dangerous fungi. Their method of reproduction is likely to be an embarrassment or inconvenience to anyone afflicted, especially if they lack the means to cure it.

STARWING SERAPH 9 (27)

This translucent-bodied creature spends most of its time flying through the sky or even higher, out into the void. Though see-through, the starwing seraph is named for the unique pattern of bioluminescent dots that form a constellation-like pattern across its expanse. When it wafts overhead at night, observers might notice that the star patterns they're used to seeing look different. Unfortunately, if a creature beneath can see the starwing seraph's "stars," it's a good bet that the starwing can see the observer too and is considering whether to eat it or wait for larger prey.

The mind-blowing size and behavior of the starwing seraph suggests that it's a variety of titanothaur. For instance, there may be only one, though that's unclear. Plus, its appearance is a rare event that usually doesn't last for more than a week or two, after which the seraph isn't seen again for months or years. However, it doesn't seem to possess the same zeal to demolish structures that other titanothaurs do, though it has been known to destroy communities just to get at prey it was pursuing.

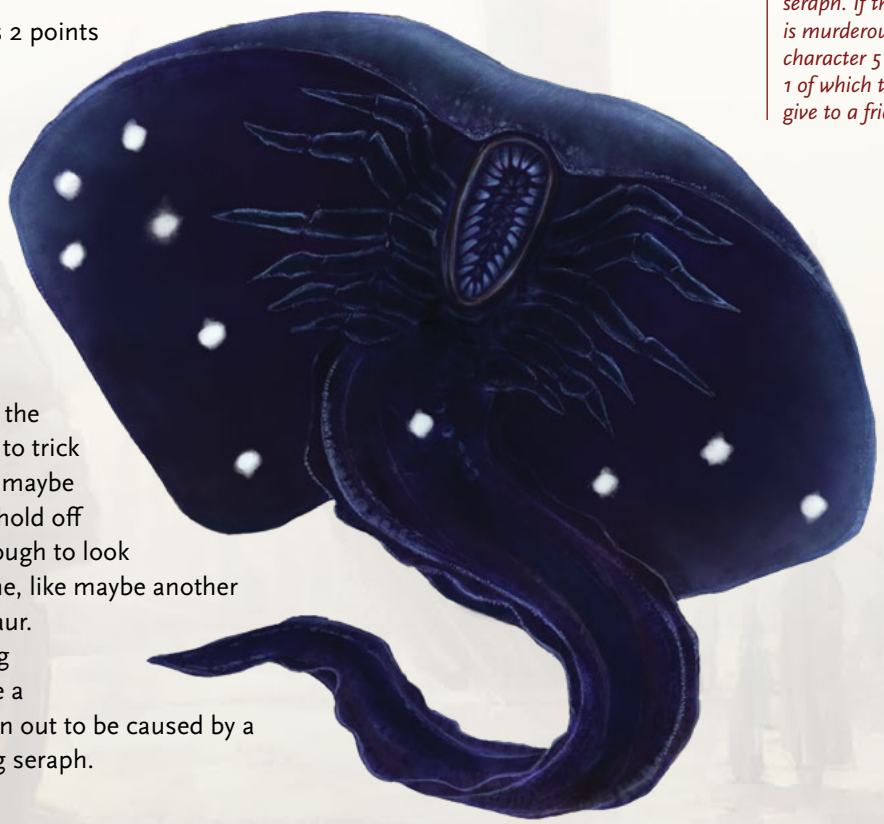
Motive: Hunger for flesh
Environment: Anywhere high in the sky, until it comes down to hunt
Health: 140
Damage Inflicted: 18 points
Armor: 5
Movement: Long when flying; short when on the ground
Modifications: Speed defense as level 3 due to size
Combat: A starwing seraph can batter a target and everything within short range of the target with its wings, or deliver a tail lash at something within long range. Targets that succeed on a Speed defense roll still take 7 points of damage.

The creature can also emit a bolus of star-hot plasma from its mouth and hurl it as far as the horizon every minute or so, inflicting 18 points of damage to everything within an area a long distance across and setting fire to anything that wasn't immediately destroyed.

A starwing seraph heals 2 points of health per round.

Interaction: Most PCs can't directly interact with the starwing seraph unless they have numenera allowing them to get the attention of such a massive creature. Doing so could give the characters a chance to trick or lure the beast, or maybe even persuade it to hold off on its meal long enough to look for a much larger one, like maybe another rampaging titanothaur.

Use: Stories of changing constellations above a particular region turn out to be caused by a hibernating starwing seraph.



Other titanothaurs, which look much different from the seraph and each other, have proper names like Rampagion, Gravithaur, Suneko, Kthama, and Tonboju. This means that the starwing seraph likely has a proper name, too, though no one has yet found it out or, more likely, given the creature one. For more information on titanothaurs, see The Ninth World Bestiary, *page 126.*

GM intrusion: *Somehow, a particular character gains the attention of a starwing seraph. If the attention is murderous, give the character 5 XP, only 1 of which they must give to a friend.*

TARROW MOLE 5 (15)

A tarrow mole appears to be a creature of both living and inorganic material. Flesh is fused seamlessly with metal, crystal, stone, synth, and, in some cases, fabric. This varied construction seems related to the tarrow mole's ability to flow through the solid walls, floors, and ceilings of prior-world structures as if they were composed of nothing more than thick fluid. Usually, the holes a tarrow mole leaves after passing through a solid substance close up immediately afterward, but sometimes a passage remains.

A tarrow mole is about three times as large as a human. Its winglike projections are unique organs that somehow help it to make solid substances in its surrounding environment flow like syrup.

Even when separated from potential food (which includes anything living or, in a pinch, certain kinds of iotum), a tarrow mole's keen senses allow it to detect the slightest vibrations and pinpoint their source with amazing accuracy.

Motive: Hungers for flesh

Environment: Prior-world structures, alone or with a single rider when used as a mount

Health: 22

Damage Inflicted: 5 points

Armor: 2

Movement: Short; short when burrowing (after first using an action to begin the burrowing mode of movement)

Modifications: Perception as level 8

Combat: A tarrow mole smashes targets with its powerful winglike stubs. When successful, it regains health by absorbing matter, whether that be flesh or inorganic material. For every 5 points of damage it inflicts, it heals 2 points of health by directly incorporating portions of the struck material, which flows like viscous fluid before reforming as the new skin section of the tarrow mole.

Interaction: These creatures are somewhat intelligent, and if one or two midnight stones are offered, a tarrow mole may agree (using simple words and symbols scrawled on a solid surface) to serve as a mount for an explorer for a limited period.

Use: Although they can be encountered on their own, tarrow moles are even more interesting when one is used as a mount by an antagonistic NPC.

When a tarrow mole serves as a mount, the rider enjoys the same ability to move through solid substance without coming to harm.

Midnight stone, page 113

GM intrusion: *The tarrow mole attacks, appears through a wall or floor, or departs through one. In any event, the jostled character's armor, weapon, or other piece of equipment is absorbed on a failed Speed defense task.*

TIDE OF THUL 4 (12)

Scarlet-sheened machine creatures that vary in shape, size, and specialty, the tide of Thul are unified by a shared kind of internal core—an inscribed disc of silvery iotum called psiranium—that gives each individual a connection to the rest. That connection extends across space, and perhaps across time. In places where the tide of Thul are active, they modify their environment, converting everything into strange machinery. It's rumored that they've converted whole worlds in this fashion. Normally content to ignore others as they pursue their goals, their limited ability to step through time magnifies their already formidable abilities if they are disturbed, or if they decide to claim a particular location or object possessed by another.

Motive: Claim new areas and convert them to the tide of Thul machine aesthetic

Environment: Almost anywhere, alone, in groups of three or four, or in large groups of twenty or more

Health: 18

Damage Inflicted: 5 points

Armor: 3

Movement: Short (see Combat)

Modifications: Speed defense as level 6 due to how they slip microseconds through time to avoid attacks

Combat: No matter their specific shape (some go on two legs, others levitate on metallic wings, and some tower over everything), all of the tide can emit damaging blasts of temporal energy at targets up to a long distance away.

Out of combat, the tide of Thul's prolonged contact with an object can "infect" it with machine parts, which over the course of weeks can entirely convert an area a short distance across into a strange and unrecognizable warren of metal, reflective surfaces, and glaring lights that the tide seem to prefer.

One in four members of the tide are 3 levels higher than the others they accompany. These specimens can move up to a short distance in an instant as part of a timeslip and physically attack a target with a specialized maul-like limb for 9 points of damage.

Interaction: The tide do not seem interested in allying with other kinds of creatures, only rolling over them or in some cases converting them.

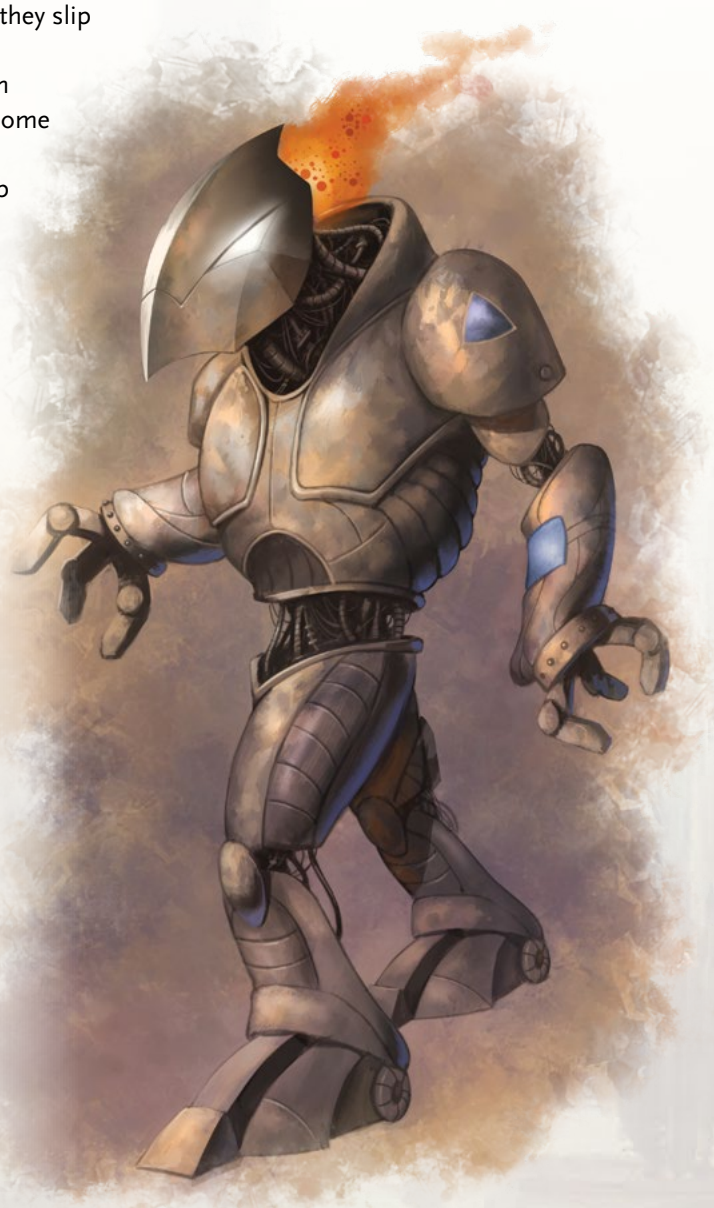
Use: The PCs discover a hollowed-out cyst in the ground that contains several individuals of the tide already well on their way to converting the area to their own liking.

Loot: A defeated member of the tide can usually be salvaged for 1 unit of psiranium, but the task is hindered.

Psiranium, page 113

When the tide of Thul move, they flicker in and out of time like particles carried by a wave or, as someone long ago described, like an unstoppable tide. In fact, these creatures are often simply referred to as "the tide."

GM intrusion: *The tide flickers out of existence and a moment later flickers back, but has somehow become two.*



TIMELINE CADAVER 5 (15)

When a significant event in the present alters the timestream or makes a parallel universe invalid and collapse upon itself, a few survivors may be disjointed in time and dimension, continuing on as timeline cadavers. Sometimes this occurs because of inexperienced time travel, but usually it happens when exceptional individuals make a critical decision that affects a powerful entity or the lives of thousands of people. Timeline cadavers are survivors from an offshoot of the original timestream or a dying parallel universe who seek out their counterparts in the existing timestream or universe. Their hope is that by killing these counterparts, either they'll reverse what invalidated their home timeline or dimension (allowing them to return safely as if nothing happened) or they'll take the place of their murdered selves in the existing timeline.

Timeline cadavers look very similar to their PC counterparts. They might have different clothing, hairstyles, tattoos, equipment, or coloration, but they are easily recognized as some sort of lookalikes. However, they always look gaunt and haggard, as if they have witnessed intense supernatural trauma, and they are often surrounded by faint auras of swirling energy. Although not actually dead, they do look like "death warmed over."

Timeline cadavers have only a limited amount of time before paradox catches up to them and they are erased, so they act quickly. They are chronologically or dimensionally disjointed, greatly skewing how they interact with the world. To them, they experience a battle with the PCs as time intermittently shifts about them. To the PCs, it seems that they appear out of nowhere, fight for a short while, disappear, and return a few minutes later as if no time has passed for the timeline cadavers—or they might appear with injuries from future rounds of combat that haven't happened yet, then vanish and reappear in better shape than when the PCs saw them the last time.

A slain timeline cadaver fades into nothingness within a few minutes of its death.

Motive: Survival, vengeance
Environment: Anywhere
Health: 20
Damage Inflicted: 6 points
Armor: 2
Movement: Short
Modifications: Perception as level 6. All defenses against time or dimensional travel as level 6.
Combat: Timeline cadavers use weapons and special attack abilities appropriate to the PC they're a copy of—the counterpart of a Glaive probably uses the same weapons the PC does, the counterpart of a Nano uses similar attack esoteries, and so on. These typical attacks inflict 6 points of damage.

Timeline cadavers also carry equipment (including cyphers and perhaps an artifact) and make use of these items in the battle for survival.

Each timeline cadaver has an additional special ability depending on the type of the PC they are a counterpart of. Normally, this ability works only once or twice over the course of the entire battle with the timeline cadaver.

Glaive: The PCs are lined up perfectly, allowing the timeline cadaver to attack three of them as one action, inflicting +2 points of damage.

Jack: Something lucky happens in the timeline cadaver's favor, such as a PC dropping their weapon, a PC ability failing unexpectedly, or another timeline cadaver's defensive ability also protecting the Jack.

Nano: A numenera device that is being used against the timeline cadaver malfunctions, harming the PC using it or another PC, or creating a disadvantage for the PCs for a few rounds.

Treat combat against timeline cadavers as having three or four chronological phases that are one or two rounds each, and run the phases out of order to confuse the PCs about what is happening. An initial encounter with timeline cadavers might actually be with their freshly killed corpses, which vanish after a few rounds, then reappear a short while later as healthy living people ready to continue the fight. The battle continues even if the PCs move to a different location.

TIMELINE CADAVER

Arkus: The PCs' strategies become apparent to the timeline cadaver, who can either ease all of their allies' actions for a couple of rounds or ease one ally's actions by two steps for a couple of rounds.

Delve: An attack against them is especially weak, either inflicting half damage or hindering the attack roll by three steps.

Wright: A device used by the timeline cadaver works better than expected, affecting a second target, lasting twice as long, or inflicting an additional 4 points of damage.

Interaction: Timeline cadavers can't be bargained with. They might speak to the PCs or even apologize for having to attack them, but they believe that if they don't kill the PCs, they will cease to exist, just like everything else from their home timeline or dimension.

Use: Timeline cadavers make for an interesting encounter out of the blue, particularly if the PCs have just succeeded at a daunting task, such as defeating a powerful and notable creature or rescuing many people from a disaster. The timeline cadavers may appear during another fight, complicating matters and increasing the danger, then vanish for a while. Usually, one timeline cadaver appears for each PC, but the initial encounter may start with one PC counterpart missing, only to show up in a different phase of the battle.

Loot: A timeline cadaver carries one or two cyphers and 1d20 shins. If their PC counterpart has an artifact, the timeline cadaver probably has a similar artifact, often with a slightly different ability (it might be a different level, have a different quirk, or have a different effect, such as shock manacles that inflict cold damage instead of electricity). The proximity of two parallel artifacts is harmful to both; each time one of them is used, there is a 50% chance that one or the other depletes (once this depletion occurs, the remaining artifact may be used normally).

Shock manacles, page 301

GM intrusions: *Another timeline cadaver appears—a counterpart to a known NPC ally or the PC of a player who is infrequently available. A timeline cadaver uses its own version of a PC counterpart's special ability (such as a type or focus ability or a mutation) against another character.*

TOUGLIM 2 (6)

Although there are true horrors in the Ninth World, not everything with a hideous appearance is a threat to humans. An example of this are the touglim, burly humanoids with transparent skin that makes them look like moving, talking corpses. Broad shouldered and thick limbed, they are similar to humans except they have four digits on their hands and feet, sharper and longer teeth, and large eyes. According to their history, until a few generations ago they had normal opaque skin in shades of brown and green, but a virus (perhaps originating from the iron wind) quickly transformed all known members of their population, permanently changing their genes. They are careful to wear layers of clothing to protect their insides from sun damage, including veiled masks to shield their eyes (as even their eyelids are transparent), and they are most active at night, dawn, and dusk. Formerly known for their pet raptors, their sun-avoiding habits meant they could no longer work with those animals, and have since domesticated a four-winged breed of bats called tovrosts. Touglim are aware that their appearance unnerves humans and other intelligent creatures, and they are especially careful to keep covered from head to foot when interacting with other beings.

Iron wind, page 135

Motive: Defense

Environment: Forests, swamps, and valleys where direct sunlight is uncommon

Health: 7

Damage Inflicted: 4 points

Armor: 1

Movement: Short

Modifications: Intimidation as level 3 (when their true appearance is seen). Might-based tasks as level 3.

Combat: Touglim use swords and bows. They usually wear some kind of leather armor. Most are accompanied by a tovrost that they raised and trained from birth.

Interaction: Touglim keep to themselves, as they have been the targets of violence and prejudice due to their appearance. Once a person proves that their unusual appearance isn't a problem, they let down their guard and are glad to talk about hunting, art, and other topics they enjoy.

Use: The people of a remote valley settlement refuse to let visitors in during a storm. The PCs encounter a masked group of people hunting with bats who are hesitant to reveal anything about themselves.

Loot: Touglim carry a few shins and perhaps an oddity or cypher.

GM intrusion: *The touglim's mask slips, revealing its "skinless" face and startling the characters, hindering their actions for one round.*

TOVROST 2 (6)

Tovrosts are four-winged bats domesticated by touglim over a century ago. Incredibly fast and agile, they are said to be able to catch an arrow in flight. Their larger pair of wings can be almost 6 feet (2 m) and they can weigh up to 4 pounds (2 kg). They have keen eyes and noses, are active at dawn and dusk, eat bugs and other small animals, and do not use echolocation. Their fur is usually in shades of brown or black, but within a generation they adapt to whatever color is prominent in their territory.

Wild tovrosts lair in caves or on the undersides of ruins, bridges, or natural rock formations; domesticated ones live in protected pens attached to touglim homes.

Motive: Loyalty, hungers for flesh

Environment: Forests, swamps, hills, and mountains

Health: 2

Damage Inflicted: 2 points

Movement: Immediate; long when flying

Modifications: Perception by sight or scent as level 4. Speed defense as level 5.

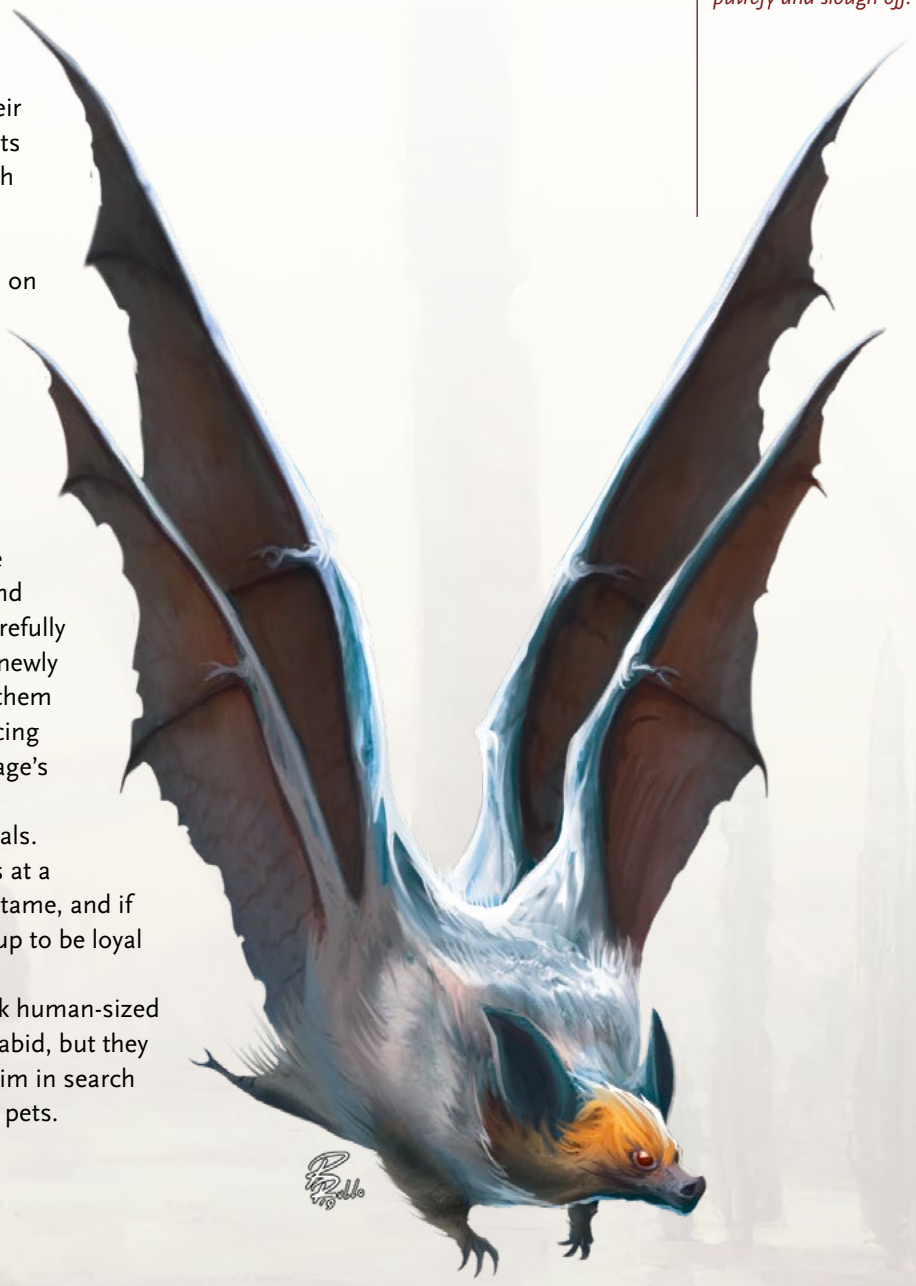
Combat: Tovrosts bite with their sharp fangs. Tamed tovrosts have been trained to snatch small pieces of equipment (such as glowglobes, ammunition, and cyphers) on command; the creature holding the snatched item can prevent it from being stolen with a Might defense roll.

Wild tovrosts may carry diseases that harm other creatures, even though the animal might be healthy and asymptomatic. Touglim carefully check and quarantine any newly caught tovrosts to screen them for disease before introducing them to the rest of the village's population.

Interaction: Tovrosts are animals. If socialized by humanoids at a young age, they are nearly tame, and if carefully raised they grow up to be loyal companions.

Use: Wild tovrosts don't attack human-sized creatures unless they are rabid, but they might be pursued by touglim in search of new bloodlines for their pets.

GM intrusions: *The tamed tovrost follows up its bite with a quick grab of something from the character, dropping it a short distance away or bringing the item to its touglim master. The wild tovrost carries a level 2 disease; every 28 hours, a bitten target must make a Might defense roll or move one step down the damage track as its flesh begins to putrefy and slough off.*



TRILLING TITAN 8 (24)

An enigmatic thing of angles and limbs, a trilling titan glistens like newly cast metal when it first appears. Then it shines with various colors, reflecting the thoughts, emotions, and deepest desires of nearby beings. Its shape, too, while always massive, isn't quite the same for everyone seeing it. To some, the trilling titan's configuration of lines, corners, and curves is like recognizing the familiar parts of a sibling's face. To others, it's like seeing a long-forgotten nightmare return. When the trilling titan speaks, it is a vibrating screech loud enough to shatter windows. After that, it might leave. It might arise in defense of those who sought to call it. Or it might destroy everything around it in an epochal rage.

Trilling titans sleep away the aeons in a protected chrysalis state that resembles a prior-world machine. This mistake is easy to understand, as functions can be awakened in the chrysalis that give an investigator the ability to communicate with distant places, see glimpses of thoughts in other people, and maybe even see scenes of the future. But these aren't, in fact, the functions of a device—they're the dreams of the sleeping trilling titan.

Motive: Unpredictable

Environment: Sleeping away the aeons almost anywhere

Health: 43

Damage Inflicted: 8 points

Armor: 5

Movement: Long; long when flying

Modifications: Speed defense as level 4 due to size

Combat: A trilling titan, when awake, makes a mental connection to every creature within a several-mile radius. This connection allows it to take the "temperature" of the area, which determines how it interacts. But the connection also allows it to transfer messages between individuals, siphon memories away, implant new memories (real or fake), make creatures see things that aren't there, or directly attack the minds of creatures within very long range, up to five targets at a time, inflicting 8 points of Intellect damage (ignores Armor).

Iotum Result Table, page 110

GM intrusion: *The character gains the memory of an allied NPC or PC doing something to suggest that person has secretly betrayed the character in some way.*

Interaction: While sleeping, trilling titans ignore other creatures almost completely. But when awakened, they assess the situation and act within a few minutes. They might help those who ask them for aid, simply leave, pass on ancient information, provide a gift in the form of an artifact, or, if they somehow find their current environment "lacking," attempt to destroy everything they find.

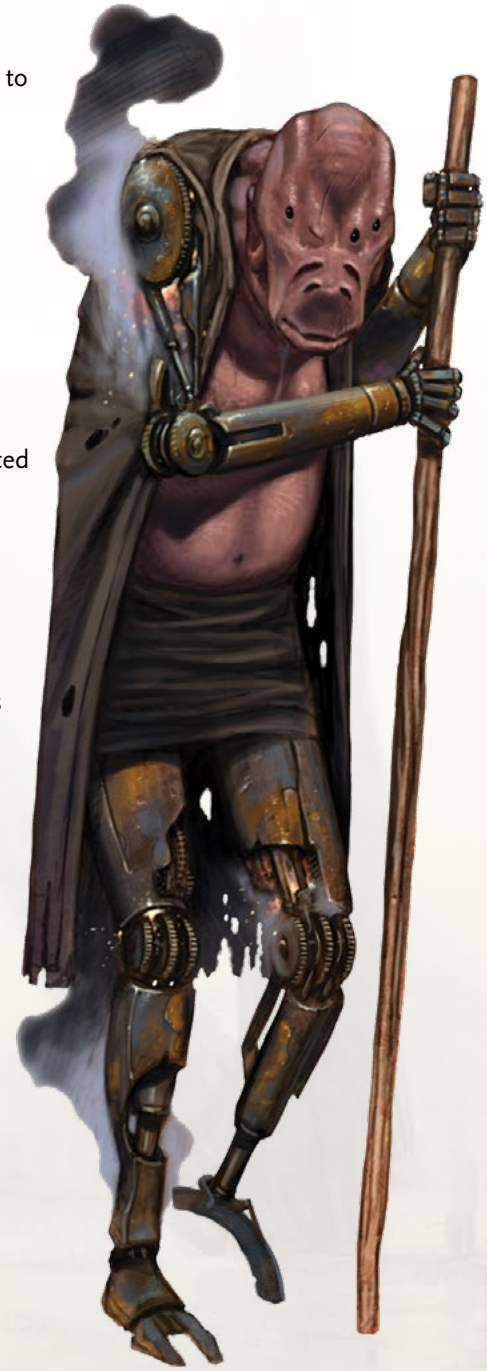
Use: The strange "trilling shard" that's served as the centerpiece for the community since time out of mind is waking up, and no one knows what it's going to do.

Loot: The defeated form of a trilling titan could be salvaged for dozens of cyphers, one or two artifacts, and five rolls on the Iotum Result Table.

TROMUNN 5 (15)

Sometimes ancient beings are encountered locked away in forgotten ruins and lost in ancient dreams, mostly insane with age, but not lacking in raw power. However, sometimes they forget enough of what they once were, or purposefully choose to shed some part of it, to be "reborn" and walk again in the world for a time. Each takes an individual name and possibly even an appellation—like Axad the Ghostmover or Slwyn Sunspear—but Aeon Priests call them tromunns.

A tromunn's limbs are often prosthetic and mechanical in nature, and prone to malfunction, owing to the imperfect connection with the creature's age-addled mind. Which means tromunns are drawn to communities where iotum is salvaged, bought, and sold because it's likely that they'll require such material in the future (if they don't already have it) to repair themselves.



Motive: Unpredictable

Environment: Anywhere interesting sights are to be seen

Health: 21

Damage Inflicted: 9 points

Armor: 3

Movement: Short

Modifications: Knowledge of history as level 7. Understanding numenera and crafting numenera as level 6.

Combat: A tromunn might have any number of different abilities, but most will have a reliable long-range attack as well as a limited ability to move objects within short range with their mind. Tromunns collect cyphers and possibly artifacts, giving them lots of options.

If killed, a tromunn regenerates from the remains of its head after a few weeks of dormancy. However, unless its prosthetics (or materials for making new ones) are nearby, its mobility becomes limited.

Interaction: Tromunns have purged themselves of knowledge in order to make the world seem new again. Yet they still know much and are vulnerable to dark moods where they can become vicious and even violent.

Use: A tromunn wants valuable iotum that it believes the PCs possess.

Loot: Treat the remains of a tromunn as a level 5 salvage source.

Salvage source, page 108

GM intrusion: *The tromunn recalls a moment of prior-world transcendence, and with a blaze of energy, it is empowered; treat it as if level 8 for the remainder of the conflict.*

TRUCULON 1 (3)

Truculons are common enough in most areas of the Ninth World that "as armored as a truculon" is a common phrase, usually to mean a creature that is too well protected to hunt, but sometimes meant in a comical way toward a guard or glaive who wears a ridiculous amount of armor.

Truculons are rodent-like mammals with short legs, tiny eyes, dozens of sharp teeth, and armored hides. Their armor segments look like leather but are reinforced internally with a skeleton of hard synth, making them more protected than any other creature their size, even turtles. They are fearless but not particularly aggressive—if threatened, they turn sideways and hiss, and if the threat persists they roll into an armored ball and wait for their attacker to get frustrated and give up. Truculons have so little meat on their bodies and are so difficult to hurt that most predators learn to ignore them and find easier food.

Truculons eat worms, grubs, small insects, fruit, eggs, and green leaves. Many develop a fondness for tea leaves and other stimulating or hallucinogenic plants. They sleep in intervals of a few minutes throughout the day and are active whenever not sleeping. Their vision isn't very good during the day (they forage mostly by smell) and is worse in the dark, so their nighttime hunts often result in a lot of noise as they wriggle through brush, dig holes, and clumsily search for food.

Some communities keep truculons as pets and decorate their armor with paint. They always give birth to triplets and don't socialize with their own kind except in spring to mate.

Motive: Hungers for flesh
Environment: Forests and plains
Health: 3
Damage Inflicted: 1 point
Armor: 4
Movement: Short
Modifications: Sight-based perception as level 0
Combat: Truculons scratch with a digging claw.
Interaction: Wild truculons usually ignore larger creatures that don't appear to be hunting them. Tamed truculons are friendly and approach visitors to beg for treats.
Use: A wild truculon wanders into the PCs' camp and wakes everyone up as it stumbles around looking for food.

GM intrusion: *The force of an attack rolls the truculon into a ball and knocks it a short distance away, completely negating the damage of the attack.*

TUNNEL SEAL 5 (15)

These rubbery pink elongated beasts have wrinkled skin and an unpleasant demeanor. Although they are the length of a human body from nose to tail, they are tubular in shape, and they move by slithering like snakes or by digging and pulling with their skinny hooked forelimbs. They spend most of their lives underground, sleeping or waiting for prey to come near, and then leap out of their tunnels to bite and grab. They are also opportunistic carrion feeders, and brave enough to steal kills from larger creatures like ravage bears (which have difficulty pursuing the seals into their burrows). Tunnel seals give birth each year to one or two pups, which follow their parent for several months, eating scraps from kills in the lair and partially digested meat vomited up by the parent. Tunnel seals mainly live in soil and drit, but they can slowly burrow through wood and soft synth as well.

Motive: Hungers for flesh
Environment: Plains and deserts
Health: 15
Damage Inflicted: 6 points
Armor: 1 (2 against fire)
Movement: Short; short when burrowing
Modifications: Escaping and avoiding restraints as level 6
Combat: Tunnel seals bite their prey and grab on with the strong hooked claws they use for digging. After a successful bite attack, they automatically grab on with their claws, easing their bite attacks until the opponent pries itself free with a Might defense roll. If outnumbered, they may grab one creature and drag it into a nearby tunnel to finish off their prey without distractions.

Their flesh is coated in a noxious, slippery slime that provides 2 points of Armor against fire and helps it escape restraints, confined spaces, and attempts to hold it.

Interaction: A tunnel seal is just an animal.
Use: A seal leaps out of the earth to attack a wounded PC. A seal grabs a slain creature and drags it away before the PCs can examine or loot it.
Loot: A tunnel seal may have a cypher or an oddity in its gut or lair.

Tunnel seal pup: *level 2*

GM intrusion: *A critically wounded tunnel seal vomits up a stinking half-digested meal as a distraction for its escape, hindering all opponents within immediate range for the next minute.*

TYGNOG 3 (9)

Tygnogs are spindly creatures that resemble thin, long-legged giant spiders. Although they appear to be headless, at the front of their torsos they have a small vestigial head that lacks eyes or a mouth. Tygnogs see and hear with eyes and hairs on their feet, and they eat through venomous syringe-like organs on each foot that inject poison to paralyze and digest food, then siphon up the liquefied material through their hollow legs. They can subsist on plant matter but prefer carrion and live prey. Their feet also hold hundreds of tiny eggs, and a creature killed by a tygnog is likely to hatch dozens of thumbnail-sized tygnogs a week later, which feed on the putrefying corpse. Tygnogs molt as they grow, leaving behind eerie synth shells with the thickness and strength of paper.

Motive: Hungers for flesh and plants

Environment: Anywhere

Health: 12

Damage Inflicted: 3 points

Armor: 1

Movement: Short; short when climbing or swimming

Modifications: Climbing and stealth as level 4

Combat: Tygnogs attack with up to four limbs as an action, attacking one or two creatures with two limbs each. Each limb inflicts 3 points of damage and injects the foe with venom, inflicting 2 points of Might damage unless the target makes a Might defense roll.

Interaction: Tygnogs are simple animals.

Use: A jumble of synth poles or tree limbs suddenly moves, revealing itself as a predatory beast. A group of bandits use chemical cyphers to control tygnogs and use them as guard animals.

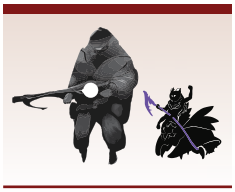
Loot: Tygnog bodies can be salvaged for responsive synth and synthsteel.

Responsive synth, page 111

Synthsteel, page 112

GM intrusion: *An injured tygnog flees and sheds one of its legs, and the leg continues to attack as a level 3 creature with 5 health.*

TYRIAJA 2 (6)



Tyriajas are caterpillar-like creatures about half as tall as a human. Aggressive and territorial, they are usually about as smart as a raven (and can use simple tools such as spears), but each hive has one or two individuals that are almost as intelligent as a margr. A tyriaja's body is a flanged dome with two sturdy legs, a long torso sprouting a pair of vestigial wings and four pairs of humanoid arms, and a vaguely humanoid head with antennae and large ears. They cannibalize their own dead.

Motive: Territory, hungers for flesh

Environment: Plains, forests, swamps, and ruins

Health: 6

Damage Inflicted: 2 points

Movement: Short

Modifications: Perception and climbing as level 3. Speed defense as level 3 due to size.

Combat: A tyriaja attacks with a spear or other simple weapon made out of a scrap of wood, metal, or synth.

The tyriaja's entire body is very poisonous. Any creature that touches or strikes it takes 1 point of Speed damage immediately and again every minute until the attacker makes a Might defense roll. A tyriaja without a weapon might brush its side flanges against an opponent, inflicting no damage from the attack but exposing the opponent to its poison.

Interaction: Tyriajas have a very simple language and do not understand the Truth. They are likely to attack and pursue any intelligent creatures to the edge of their territory, but will usually stop to eat their own fresh dead.

Use: A swarm of tyriajas creep out of an unseen hole and attack the PCs. An Aeon Priest or a criminal wants a sample of tyriaja poison for experimentation.

Loot: A tyriaja lair might have a cypher and 1d10 shins. Someone who knows how to make poison can carefully distill several tyriaja corpses into a level 3 Speed poison.

GM intrusion: *The tyriaja's poison is especially debilitating, inflicting an additional point of Speed damage. If the target fails a Might defense roll, its Speed Pool permanently decreases by 1 point.*

UBI 4 (12)

This capricious automaton hoards stolen shins, iotum, cyphers, and, just as often, shiny knick-knacks with no apparent value. An ubi can also steal memories and abilities from living targets.

An ubi lairs in ruins, or sometimes in hidden areas within large human communities, where it can use its abilities to break into homes and steal valuables and ideas from sleeping humans. If someone wakes up and can't remember their own name or the names of their children, and then they discover that all the utensils are missing, an ubi may have visited in the night. Of course, explorers might instead run into an ubi while salvaging a ruin. Ubis are drawn to what they believe other creatures find valuable.

Motive: Steal valuable items, ideas, and abilities

Environment: Almost anywhere

Health: 18

Damage Inflicted: 4 points

Armor: 3

Movement: Short; immediate when phasing through barriers

Modifications: Stealth as level 7. Phase through barriers (including force fields) as level 6.

Combat: An ubi attacks with its bladed arm. If damage is inflicted, targets must also succeed on either a Speed defense roll or an Intellect defense roll, or lose an object from their equipment or a memory, respectively.

If the ubi tries to take a memory, it specifies the nature of the memory to be removed, such as "your training in swords" or "everything that happened over the last minute," or even "your name" or "how to speak."

Stolen memories are collected in tiny fused glass globes that flicker as if internally lit. Touching a memory globe gives a preview of the memories contained therein, and if a creature touching a globe wills it, the memories are infused into the creature for several minutes. If a victim of memory theft does this, their memory is permanently restored.

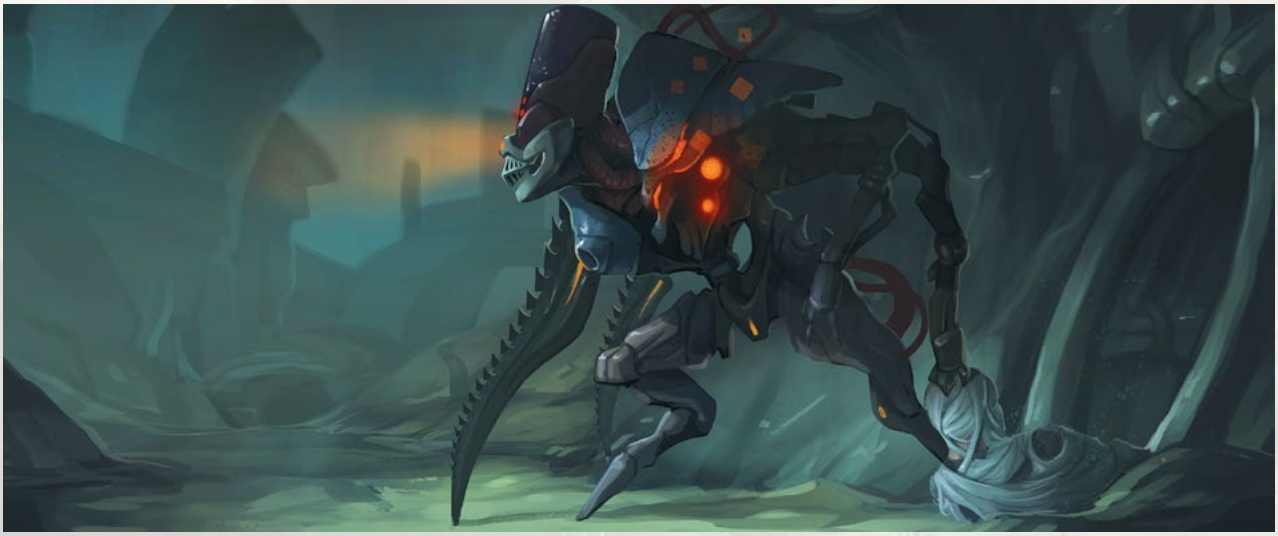
Interaction: Consummate thieves, ubis prefer to work for themselves, though they may agree to pilfer something for another. But anyone dealing with an ubi needs to watch their possessions and memories.

Use: A "ghost" that has been seen melting into the house walls at night and taking things turns out to be an ubi.

Loot: Treat the remains of an ubi as a level 4 salvage source. All manner of treasures can potentially be found in an ubi's lair, including 1d6 + 3 cyphers and up to three artifacts.

Salvage source, page 108

GM intrusion: *The character forgets to hold on to an important object, dropping it sometime during the fight with the ubi.*



URANK 4 (12)

Hornlike fins rise from the head, back, and limbs of this massive scaled predator the color of drit and blood. A terror of plains and high places, the urank somewhat resembles a cross between a shark and a bear, though the urank appears to be entirely terrestrial.

When an urank pack moves into a new area, they first dig out a lair. They pile up the loose drit into pyramid-like structures on the surface. If experienced explorers see formations like this, they know that urank may be near.

Urank constantly shed their teeth. People who live near urank are known to collect them, call them "zan," and use them as a currency for services related to bravery, honor, and mourning. Possibly because acquiring more zan directly from the source usually involves all these things.

Motive: Hungers for flesh
Environment: Almost anywhere with bare drit in packs of three to eight
Health: 24
Damage Inflicted: 6 points
Armor: 1
Movement: Long
Modifications: Perception as level 6
Combat: The urank bites prey in its powerful jaws, clamps on tight, then shakes and chews the target until they've expired. Jaw-clamped prey can do nothing but attempt to escape each round (a difficulty 6 Might-based task), automatically taking 6 points of damage each round until it manages to do so.

Most attacks only infuriate an urank no matter how much damage is inflicted, but attackers can drive them off when they successfully inflict at least 12 points of damage with one or more electrical attacks.

Interaction: Urank are predators and act like it.
Use: Urank are likely chance encounters in the wilderness for unlucky travelers.
Loot: Urank lairs are filled with zan, which nearby communities may regard as a valuable currency.

GM intrusion: *The urank was only playing dead; when least expected, it surges forward and clamps down on the character again.*

UTHALIC BEE 2 (6)

Uthalic bees are metallic insects as long as a human's arm that build hives out of foul-smelling ice instead of wax. The bees eat fruit and nectar. Like smaller bees, they aid in pollinating plants, and in particular they are known to develop symbiotic relationships with carnivorous plants, which ignore them entirely. A hive generally has ten to fifty individuals plus a larger queen bee.

Uthalic queen: *level 3*

The hive's ice is part of a natural refrigeration system, and it doesn't melt as long as it remains a part of the hive and it isn't exposed to direct heat (human body heat and nearby candles are insufficient, leading some desperate people to shelter in hives during blizzards). Broken pieces of hive ice quickly melt away into a waxy powder.

Motive: Protection, building

Environment: Anywhere

Health: 6

Damage Inflicted: 2 points

Armor: 2

Movement: Short; long when flying

Modifications: Speed defense as level 3 due to size

Combat: Uthalic bees use their toxic stinger, inflicting 2 points of damage and injecting their target with a level 2 poison. If the target fails a Might defense roll, it takes 2 points of Speed damage; every minute thereafter it must make another Might defense roll or take poison damage again. Unlike common tiny bees, a uthalic bee's stinger doesn't automatically get stuck in its target's flesh, so it is able to keep stinging again and again.

Interaction: Uthalic bees are insects. They rarely sting if they are out foraging, but they act quickly if they or their hive are threatened. The smell of their venom attracts the attention of other nearby uthalic bees, who arrive and attack. Occasionally, brave humans try beekeeping with uthalic bees, achieving moderate success.

Rejuvenator, page 286

Use: A swarm of uthalic bees begins building a house-sized hive out of ice overnight, surprising and alarming people who live nearby.

Loot: The bee's hive usually contains a cypher and 1d6 doses of a pungent liquid that acts as a level 3 rejuvenator cypher.

GM intrusion: *The uthalic bee's stinger gets lodged in the target and pulls free of the bee's body, trailing an organ that continues to pump venom. Every round the stinger remains embedded, the target takes stinger damage and is poisoned. The target can remove the stinger by using an action.*

VADASKO 2 (6)

Sometimes called "vomit vultures," these brightly colored birds have sponge-like organs on their necks and chests. These sponges are connected to the creature's stomach and produce a liquid acid that the birds use to start digesting their food before they eat it. Although they normally consume carrion, they will hunt weak creatures if hungry enough or if they outnumber their prey. Vadaskos are social feeders and share their prey with the entire flock.

Motive: Hungers for flesh

Environment: Anywhere, particularly in places where larger predators hunt

Health: 7

Damage Inflicted: 3 points

Movement: Short; long when flying

Modifications: Speed defense as level 3 due to size. Perception as level 4.

Combat: A vadasko can bite with its beak or strike with both of its strong wings. It can spray its digestive acid every few rounds at one target within immediate range, inflicting 4 points of damage and blinding the target for one round. The smell of their acid triggers a hunger reflex in the birds, so if one vadasko uses its acid attack, others in the fight are likely to do so on the same round.

Vadaskos attacking a larger creature automatically cling to it like bats, gaining an asset to their bite attacks on later rounds. Prying off a clinging vadasko is a Might task.

Interaction: Vadaskos are animals. They can be frightened off by larger predators and loud noises.

Use: A flock of vadaskos swoops in on a recent kill by the PCs and aggressively fends off anyone who approaches. A merchant sells vadasko eggs as rare and beautiful pets, not realizing that the birds are unruly and disgusting to have around.

GM intrusion: *The vadasko pecks at a PC's eye, partially blinding them (all actions requiring sight are hindered by two steps) until the character makes a recovery roll.*

VAKHEEM 4 (12)

Toothy and fast, vakheem are lanky and efficient desert predators that are much more intelligent than a typical animal. They have wide, angular faces, small eyes at the corners of their mouths, short fur, long tails, and legs that bend at odd angles. They communicate with their own kind using a complicated vocabulary of growls, hisses, and neck posturing. Telepaths who communicate with vakheem find them taciturn, as the creatures rarely respond with more than a single word, but it's clear that they understand complex questions and abstract ideas, at least on par with thumans.

Thuman, page 256

Motive: Hungers for flesh

Environment: Plains and desert

Health: 12

Vakheem might have been genetically engineered to their current level of intelligence so they could hunt sentient prey.

Damage Inflicted: 4 points

Armor: 1

Movement: Short

Modifications: Tracking and running as level 5

Combat: Vakheem bite opponents with their wide jaws and upward-curving tusks, making one or two attacks as a single action.

Interaction: Although they cannot speak, vakheem are affectionate and fairly smart, understanding concepts like love, loyalty, mercy, and shame. They recognize intelligent behavior in other creatures and react accordingly. With time, they can come to understand spoken human language at about the level of a human child (telepathic communication is not limited this way, revealing the creature's full intelligence to be nearly on a human level).

The vordcha often use vakheem to make their mechbeasts. Vordcha and mechbeasts, page 173.

Use: A solitary vakheem stalks a prey animal in the vicinity of the PCs. A hungry pack of them circles near a battle with a beast, waiting to see if the PCs leave behind fresh meat. A sick or wounded vakheem humbly approaches the PCs for help.

GM intrusion: *The vakheem's attack knocks its target prone and hinders all of its foe's actions for one round.*

Prone, page 113

VALD 4 (12)

Valds claim massive, always-moving land vehicles—which they call their mother rover—as their homes. To keep the rovers in repair (more or less), valds spend a significant amount of time salvaging and raiding farther and farther afield for parts, materials, and iotum. These components are the difference between keeping their mother rovers alive and losing something every bit as close as a loved one.

A vald is literally more connected to its home than the average human villager because adult valds are fitted with machine components that allow them to communicate with their mother rovers from a great distance, defend their homes with strange abilities, and in some cases, travel back home quickly when a mother rover is threatened.

Motive: Defense, salvaging and raiding for iotum, parts, and material

Environment: In groups of three to six, usually in plains or desert

Health: 15

Damage Inflicted: 6 points

Armor: 1

Movement: Short

Combat: Valds usually employ cobbled-together energy weapons of their own manufacture against a target within short range. If necessary, the weapons can serve as a one-use detonation affecting all creatures in an area an immediate distance across.

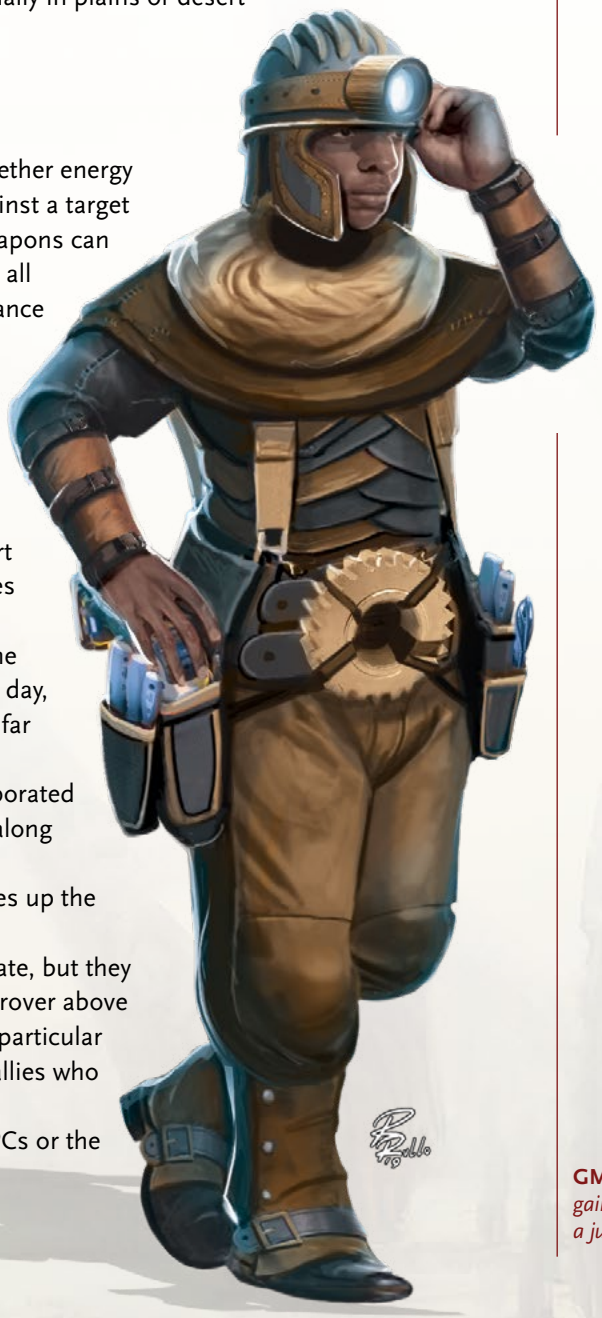
In addition, a vald can usually attempt one of the following abilities once per day:

- Teleport home to their mother rover, which could be a dozen or more miles away.
- Take control of a machine within short range, making it act as the vald wishes while the vald concentrates.
- Summon the mother rover, though the massive vehicle could take an hour, a day, or more to arrive, depending on how far away it is.
- Use a cypher. Many valds have incorporated at least one cypher into their bodies along with the other machine components. Activating the cypher as an action uses up the cypher.

Interaction: Valds are willing to communicate, but they always place the needs of their mother rover above everything else. If they are in need of a particular kind of iotum, they may attack former allies who refuse to give those components up.

Use: Vald raiders unexpectedly attack the PCs or the PCs' community.

Loot: Most valds carry at least one cypher.



Mother rover: *rank 3; Armor 1; entire community moves up to a short distance each round*

Community rank, page 301

GM intrusion: *The vald gains a second use from a just-used cypher.*

VAPOR LICE 3 (9)

Vapor lice reside in the sky, typically amid clouds, though sometimes they descend in fogs and mists that seep down from high places and travel naturally across the landscape. These crustaceans are translucent and can grow as large as 3 feet (1 m) across, though typical vapor lice are more like a foot (30 cm) in diameter. They possess internal organs that allow them to float in the air, as well as diaphanous and almost completely transparent wings that make them adept hunters. In groups, they can induce the atmosphere to become foggy or cloudy, which essentially means they can both create the vapor they reside in and "herd" fog to move to new hunting areas. Vapor lice can also spin webs of strengthened water, which they can either fling or leave between trees and structures when they move with low-lying mist.

Vapor lice water webs are strengthened due to the water's surface tension being dramatically increased, lasting several months or even years unless exposed to direct sunlight, which causes the tension to return to normal.

Blind because they spend almost all their time in obscuring clouds, vapor lice sense the world with scent, sound and vibration, and a bioelectric sense.

Motive: Hungers for flesh

Environment: In colonies of ten or twenty in loosely connected water webs

Health: 18

Damage Inflicted: 4 points

Movement: Short when flying

Modifications: Stealth tasks as level 6 when moving in fog or cloud

Combat: When vapor lice in thick fog attack with surprise with their sharp claws, the victim's Speed defense tasks are hindered by two steps. The same potential for surprise is true of prey that wanders into a foggy area strung with near-invisible strands of water webs, which can hold a target fast until they can escape. The water webs draw excess moisture from prey without any action on the vapor lice's part, inflicting 1 point of Speed damage each round (ignores Armor) until the prey can escape. During this same period, one or more vapor lice attacks entangled prey, inflicting 4 points of damage each round with their claws. If the fog is thick enough, PC defenses may continue to be hindered because they might be almost blind in the mist.

Interaction: These creatures, despite occupying an interesting niche, are straightforward predators.

Use: Because of a series of deaths following episodes of unnatural fog, the community has grown to believe that ghosts come out with the fog. As a result, they have established an elaborate system of propitiating those who've passed on by offering gifts of fresh meat and similar things, which seem to satisfy the ghosts, for the most part.

GM intrusion: *Three vapor lice attack the character as a single level 5 creature inflicting 8 points of damage.*

VARANIK 6 (18)

Varaniks are huge lizards, often reaching 23 feet (7 m) long. They may be nearly any color or pattern, with bright colors as common as camouflaged ones. Prone to mutations, they may have gills, back spines, weird tumors, tufts of fur, extra legs, extra eyes, strange odors, or any other sort of cosmetic mutation. Varaniks eat fresh kills and carrion. They lay eggs in large nests, and the presence of an adult varanik often means a swarm of hungry hatchlings is nearby to feed on scraps from its kills or finish off whatever flees into the vicinity of the nest.

Motive: Hungers for flesh
Environment: Plains, swamps, ruins, and forests
Health: 22
Damage Inflicted: 6 points
Armor: 3
Movement: Short
Modifications: Speed defense and stealth as level 5 due to size
Combat: Varaniks bite and lash out with their long tails. A varanik's bite is venomous, moving the victim one step down on the damage track on a failed Might defense roll. The venom also enhances bleeding, so the victim takes 1 point of damage each round until they use an action to treat the wound.
Interaction: Varaniks are animals. They can be distracted by fresh meat, giving potential prey a round or two to escape.
Use: Varaniks are large predators that hunt in many environments. Despite their size, they are at home in trees and other climbable areas, and might drop down on unsuspecting PCs from above. They're used to their prey fleeing and bleeding to death, and can easily track a wounded creature by the smell of its blood.
Loot: A varanik might have an undigested cypher in its stomach from a smaller creature it ate.

Cosmetic mutation, page 402

Varanik hatchling swarm: *level 3*

GM intrusion: *The varanik has a burst of speed, moving a short distance and biting for 8 points of damage.*

VAYTAREN 7 (21)

The rumbling, booming noise could be the sound of some distant, subterranean machine powering on for inscrutable reasons. But if the noise continues to grow, shaking up through the floor and tingling spines with ever-greater ferocity, and if strange stonelike statues of explorers who previously disappeared in the area are spied, it could be a vaytaren. Vaytarens are associated with some ancient ruins, often acting as guardians of specific areas or routes.

Vaytarens are large machines able to reconfigure themselves into all sorts of different shapes, which means they can appear as huge cubes, shapes somewhat resembling long beasts with many limbs, or even humanoid shapes standing at least 20 feet (6 m) tall when upright. Their reconfigurations suit their situation, allowing them to move very fast, to remain inconspicuous, to maneuver in ruins that would otherwise be too small for them, to interact with creatures, and so on.

GM intrusion: *The vaytaren attempts to take control of an artifact or item of the numenera in the character's possession. The character must succeed on an Intellect task to retain control.*

Motive: Guard
Environment: Ruins
Health: 27
Damage Inflicted: 8 points
Armor: 4
Movement: Short; long when reconfigured to run on all fours
Modifications: Stealth and disguise (appearing as something innocuous) as level 8

Combat: A vaytaren can attack all targets within immediate range or up to three targets next to each other within long range with projectiles of greenish-black energy. A target who takes damage must also succeed on a Might defense roll or be injected with a greenish-black ribbon of energy that writhes beneath their skin. A victim should keep track of the number of separate ribbons that swim beneath their skin. When the combat is over, the victim must succeed on a Might defense task whose difficulty is equal to the number of ribbons infesting them. On a failure, the victim petrifies over the course of three rounds (though they can attempt new Might defense rolls during each of their remaining rounds to end the effect), mineralizing to become a figure made of black stonelike material.

A vaytaren can take control of one device within long range. The controlled object remains animate thereafter for up to one minute, fulfilling whatever programming the vaytaren encoded it with.

Interaction: Vaytarens are intelligent, but they do not speak directly. They can be negotiated with, but only if they take control of a nearby device or machine that can speak for the vaytaren in a way characters can understand.

Use: When the PCs find a chamber in a prior-world ruin that contains a powerful artifact, a vaytaren shows up to safeguard the device.

Loot: A vaytaren carries a few cyphers, and possibly an artifact.

VEHEMENCE 6 (18)

Rather than being a living creature with mechanical enhancements, a vehemence is a machine with living (or at least once-living) structural components.

From afar, an unmoving vehemence resembles the bones of a corpse that has not completely rotted away. But when it lurches to "life" and rapidly closes the distance on nearby creatures intruding in its territory, it is revealed as a nightmare of fused machine and dead human remains. A vehemence could arise when a human who Fuses Flesh and Steel comes to an unfortunate end and the machine parts retain enough autonomy and self-repair ability to remain active. However, without the controlling intelligence to manage goals and behavior, a vehemence knows only aggressive self-defense. It practices survival at all costs.

Vehemences need to salvage parts and components from other machines regularly to keep themselves active. A few retain a subsystem capable of additional limited-scale goals.

Motive: Defense
Environment: Out-of-the-way places
Health: 30
Damage Inflicted: 6 points
Armor: 2
Movement: Short
Combat: Vehemences are likely to use weapons in combat, which they can use to make two attacks per action.

By directly plugging into a device using an umbilical up to a short distance in length, a vehemence can control it. The vehemence can plug into and direct six different devices at once. (It can disengage one or more tethers as part of any other action if need be.) These devices could be detonations, sensing equipment, weapons, and so on.

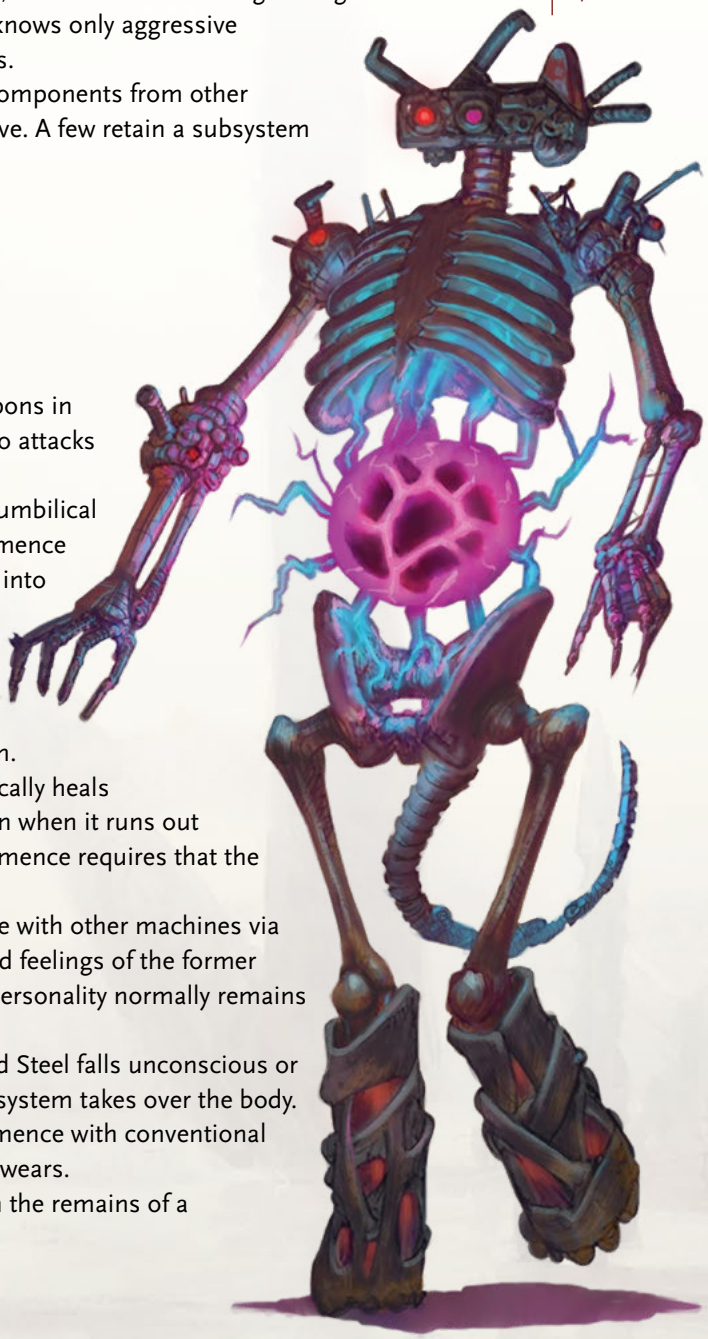
A vehemence's self-repair system automatically heals it for 2 points of health each round, even when it runs out of health. Completely destroying a vehemence requires that the core system be smashed and scattered.

Interaction: A vehemence can communicate with other machines via an umbilical. Some retain memories and feelings of the former beings they were, but not enough of a personality normally remains for any meaningful interaction to occur.

Use: When a character who Fuses Flesh and Steel falls unconscious or is badly hurt, their underlying machine system takes over the body. It is a challenge to defeat the new vehemence with conventional violence without killing the PC "skin" it wears.

Loot: A few cyphers could be salvaged from the remains of a vehemence.

GM intrusion: *An umbilical snakes out of the creature and attempts to take over an artifact equipped by the character.*



VENSIN HOOL 7 (21)

These house-sized war machines are a mixture of living and machine parts. They are awkward on land but graceful and awe-inspiring when flying. The engines on their torso and forelimbs give them powerful thrust; over long distances they can reach speeds of 1,800 miles (2,900 km) per hour. Their head crest gives them eagle-like vision, which they use to hunt large beasts for meat and useful numenera sites for the energy, metals, and synthetic materials they need. Rarely, they might attack a community, but they are more likely to be found patrolling an ancient site that has the materials they need.

Motive: Hungers for iotum and energy

Environment: Open places and specialized numenera sites where they have sufficient room to take off and land

Health: 35

Damage Inflicted: 7 points

Armor: 4

Movement: Short; long when flying

Modifications: Speed defense on the ground as level 6 due to size. Perception as level 8.

Combat: A vensin hool can shoot up to four metal slugs or destructive rays as a single action at the same or different targets within long range. When flying, it can fire one slug or destructive ray at a range of 1,000 feet (300 m) in lieu of making four attacks. When on the ground, it can instead bite or smash with its forelimbs, but it is unlikely to do so.

The crest on a vensin hool's head is a complex sensory device that gives it data in the visual and infrared spectrums, as well as radar, sonar, and other types of input. Because of these redundant senses, they are immune to visual effects such as illusions. They can detect the presence of numenera suitable for eating at very long range.

Interaction: Vensin hools are dangerous beasts and difficult to communicate with. They are not built for carrying passengers (and even if they were, their speed and energy exhaust would suffocate and kill anyone who tried).

Use: A vensin hool is a dangerous opponent out in the open, and might strafe a well-equipped party with the intent of eating numenera to replenish its power supply. A powerful warlord might bribe a vensin hool to attack a settlement or horde.

Loot: The wrecked body of a vensin hool can be salvaged for 1d20 + 40 shins, 1d6 + 1 cyphers, 1d6 oddities, and an artifact.

GM intrusion: *The vensin hool uses the thrust from an engine to inflict 7 points of heat damage and move its target a short distance away from it.*

VERILOQUENT MIST 4 (12)

It starts with the smell of seawater and sarnwood, sharp and mellow, emanating from the bank of bluish mist that rolls in. The smells trigger old memories. Memories of lying. Little white lies to help smooth over an awkward situation. Huge, blatant lies designed to further your agenda, regardless of who your lies hurt. Did you tell those lies? Maybe just a little fib?

You begin to feel stretched. As if your skin is being pulled in opposite directions—as if all of you is being pulled apart. The sensation begins as an irritation. Then the pain begins. Pain becomes agony, and with that pain comes knowledge: you have been judged a liar.

And liars get turned inside out.

Motive: Defense

Environment: Usually defending certain prior-world ruins, often in a group (a "shrewdness") of three to five

Health: 12

Damage Inflicted: 4 points

Movement: Immediate when flying

Modifications: Stealth as level 6

Combat: A veriloquent mist attacks by touch. Its body is a mist of nanoparticles and floating motes of intelligent lichen. Its touch inflicts 4 points of Speed damage (ignores Armor) each round on any creature that has ever told a lie. A creature that is touched by the mist (or breathes it in) continues to take 4 points of Speed damage each round as their body begins to slowly and surely turn inside out. The effect ends when the creature successfully resists with a Might defense task; however, a veriloquent mist can try to attack that creature again to restart the reaction.

Attacking a veriloquent mist is difficult, because they are essentially immaterial. Any attack that would affect a phased creature also affects a veriloquent mist. Additionally, attacks that inflict damage in an area (like a detonation cypher) have full effect on a mist.

Interaction: Veriloquent mists are intelligent but completely alien. They see humans and intelligent creatures as testaments to truth (or lies) and little else.

Use: The PCs discover that their attempts to gain entry into a ruin of the prior worlds have called a defending shrewdness of veriloquent mists.

Creatures that have never told a lie are immune to a veriloquent mist's touch.

GM intrusion: *The character remembers a particularly bad lie they once told, and they take 6 points of Intellect damage.*

VISCOUS APPROXIMATOR 6 (18)

As a pale green or yellow amoeboid creature covered in thousands of incredibly fine hairs, a viscous approximator might be mistaken for a strange natural slime, but its interior space filled with several strange mechanical and organic organs indicates that it has some kind of complex function. It can hold itself upright to be almost as tall as a human, but usually moves around as a gelatinous lump about 3 feet (1 m) high, and can squeeze through spaces no more than about 4 inches (10 cm) high. Its sole purpose seems to be cloning living creatures.

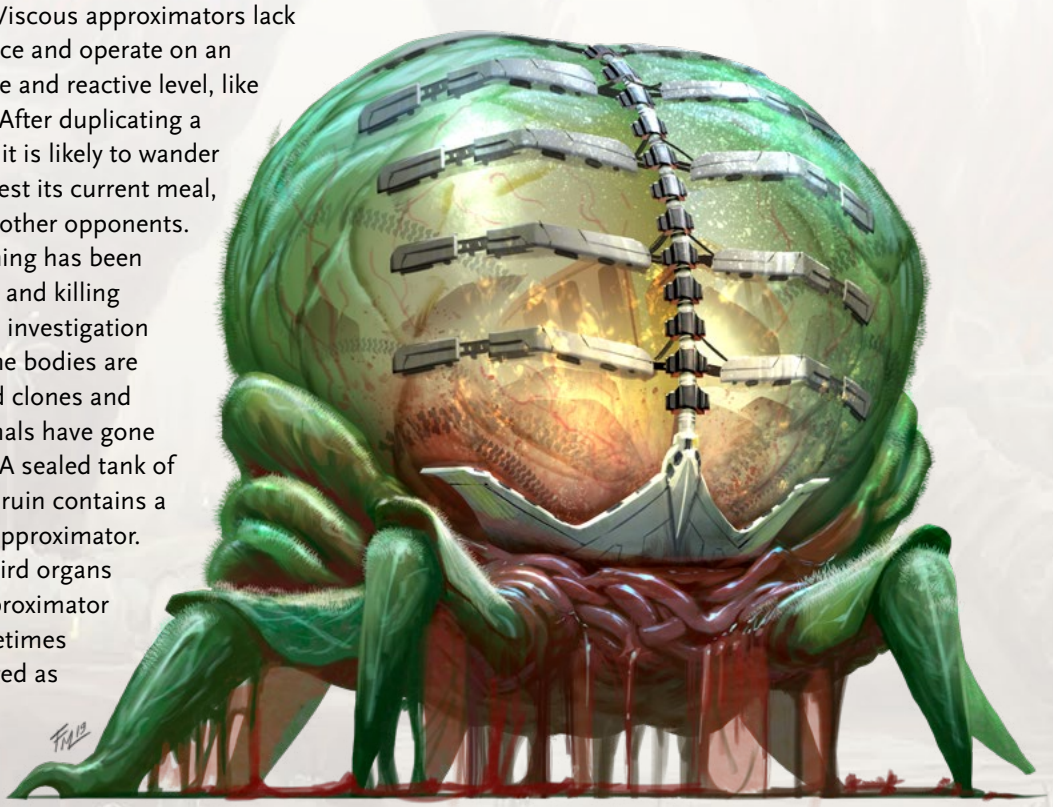
Motive: Duplicating living creatures
Environment: Anywhere
Health: 18
Damage Inflicted: 6 points
Armor: 2
Movement: Short; short when climbing
Modifications: Defends against mental attacks as level 7
Combat: An approximator lashes out with multiple pseudopods, collectively inflicting 6 points of damage. A struck foe must make a Might defense roll or be grabbed and enveloped by its semifluid body. Each round thereafter, the absorbed foe takes 6 points of damage from corrosive chemicals. The absorbed foe's physical actions are hindered, but they can escape with a successful Might defense roll.

Meanwhile, the approximator begins to build a clone of its captive, which initially appears as random organs and bones within the creature's body. On the second round after the enveloping attack, the clone is fully developed and is expelled automatically. This duplicate is usually dead and malformed in many ways—organs herniating through its flesh, misshapen facial features, or even limbs from different kinds of creatures. If the clone lives, it is a bestial, crazed thing that attacks nearby creatures, flees, or tries to tear itself apart.

Interaction: Viscous approximators lack intelligence and operate on an instinctive and reactive level, like bacteria. After duplicating a creature, it is likely to wander off to digest its current meal, avoiding other opponents.

Use: Something has been mutating and killing livestock; investigation reveals the bodies are deformed clones and the originals have gone missing. A sealed tank of fluid in a ruin contains a viscous approximator.

Loot: The weird organs of an approximator can sometimes be salvaged as cyphers.



GM intrusion: *The approximator expels its current foe and immediately attempts to absorb another.*

VORDCHA 6 (18)

Vordcha are amoral surgeons who modify themselves and their slaves into forms that evoke terror and bring pain and death. They improve their own bodies by cutting away parts they don't like and replacing them with metal grafts, so any vordcha is half machine, and no two are quite alike. Vordcha are dull black and covered in an acrid oil that smells of rot and pus, all of which partially masks a red glow from their deepest tissues. Their bodies are full of needles and injectors—teeth, nails, and even what appears to be hair are likely to be devices capable of injecting the vordcha or others with strange chemicals. They do not truly sleep, but cocoon themselves in crafted wombs to rest in the dark, arising at dawn to continue their grisly work.

Vordcha modify other creatures into different types of augmented slaves called "mech," such as charn, mechbeasts, and martyrs, each with a different purpose. The kinds of mech are hostile even to each other, for at any moment the vordcha might set them against each other as a test, to quash a rebellion, or to eliminate a failed experiment.

Vordcha and their slaves live in what is called the blackweave, tall writhing nests of thorns, oily bark, and snaky slithering limbs, all smelling of pungent earth and festering rot. The blackweave seems to be stationary like a plant, but also grown and surgically violated like an animal. Within the blackweave, there is no comfort, and the only softness is layers of thick oil that take on a near-solid texture.

Motive: Domination and pain

Environment: Isolated locations such as mountains and deserts where they can do their work without being interrupted

Health: 22

Damage Inflicted: 7 points

Armor: 3

Movement: Short; short when climbing

Modifications: Attacks against living creatures and all defenses as level 7. Surgery and crafting numenera grafts as level 8.

Combat: Vordcha prefer to let their mech fight for them, but if forced into combat they slash with two or three metal claws as an action. These claws can inject various poisons, usually painful ones that immediately inflict 6 points of Might or Speed damage if the target fails a Might defense roll. Vordcha are often equipped with grafted cyphers that heal them, poison the minds of their opponents, or momentarily augment their actions.

Interaction: Vordcha are ruthless and do not negotiate fairly. Anything they agree to is likely to be overturned the moment they have the opportunity to kidnap or kill their opposition. If any of their mech escape, the vordcha track them down and kill them or (preferably) return them to the blackweave for deliberate torture, reconditioning, and more surgical augmentation.

Use: Vordcha are ruthless, remote opponents that remain hidden, letting their charn, mechbeasts, and martyrs do their dirty work. Their mech are part of many dread legends about hordes of monsters that tear apart villages and kidnap people, but few know that those creatures are subservient to the vordcha—or that the vordcha exist at all.

Loot: A vordcha's body can be salvaged for 1d6 + 2 cyphers, usually emotion poisons, rejuvenators, and self-augmenting chemicals such as stims.

"They were trying their best not to be human. Maybe they were once. But I don't think so."
—Talia, last of the Twelve Martyrs of the Forgotten Compass

The vordcha had talked about eternity, too. To them, eternity looked like carving memory into the body: their memories into her body.
—The Poison Eater

Typical vordcha grafts for their mech include biomechanical limbs, telepathy implants, night vision sensors, and reflex and strength enhancements. Vordcha and their mech can communicate telepathically with each other similar to speaking aloud. Vordcha can track any of their implants from miles away.

Emotion poison, page 284

Rejuvenator, page 286

Stim, page 287

GM intrusion: *The vordcha uses its surgical knowledge to strike a precise blow in a vulnerable spot, shifting the target one step down on the damage track.*

VORDCHA MARTYRS

Martyrs are humans taken as children, then imprisoned in the blackweave and surgically implanted with numenera that stores emotions and memories the vordcha do not want to remember—human minds to retain the past of the near-human vordcha. This is a disorienting and painful process. A PC might have the backstory that they are a martyr who escaped the vordcha, with the mech grafts being responsible for the character's unusual abilities.

VORDCHA

VORDCHA

CHARN 4 (12)

Also known as the myriad and the swarm, the charn are vicious predators surgically maimed and improved into flying poisonous swarms that scout for the vordcha. Originally they may have been creatures like ravage bears, bulky predators that rely on scent to hunt, but the vordcha added four golden wings of bone and wire and skin, and grafted poisonous spines onto their backs. Their mouths have been enlarged to take up the entirety of their head, and they sense their environment by smelling with their flickering tongues. Instead of limbs, they have a pair of barbed, metal-tipped tails. Their fat bodies constantly slough off pale clumps of pus and dead skin. The vordcha condition them with pain.

Ravage bear, page 249

Motive: Hungers for flesh, fear of pain
Environment: The blackweave and nearby areas
Health: 20
Damage Inflicted: 5 points
Armor: 1
Movement: Long; long when flying
Modifications: Might defense rolls as level 6
Combat: A charn attacks with its bite and two barbed tails as an action. Anything striking it must make a Speed defense roll or be struck by a poisoned spine and have to make a Might defense roll or be poisoned, which hinders all of the victim's Speed-based attacks for one minute.
Interaction: Charn are tortured beasts that know no other existence but pain.
Use: Charn are the widest-ranging agents of the vordcha and have been known to attack caravans and villages.
Loot: A dead charn can usually be looted for a cypher and a few shins.

GM intrusion: *The charn's barbed tail injects poison from its back spines.*

MECHBEAST 5 (15)

Mechbeasts are durable and stealthy hunters that maim and cripple the vordcha's enemies, making it easier to claim new slaves. The vordcha make mechbeasts out of trainable animals like seskii and vakheem, but no matter what the creatures began as when the vordcha found them, the end result is always toothy, fast-running creatures built primarily for inflicting pain and only secondarily for killing. Mechbeasts have smooth synth stripes on their bodies that are dark when the beasts are calm, but glow orange when they are hunting, yellow when fighting, and change to other colors representing their mood.

Seskii, page 252

Vakheem, page 164

Motive: Hungers for flesh, fear of pain
Environment: The blackweave and nearby areas
Health: 15
Damage Inflicted: 6 points
Armor: 1
Movement: Short
Modifications: Attacks, tracking, and running as level 6
Combat: Mechbeasts attack twice per round, using whatever weapons the vordcha added or augmented on their bodies, such as a bite and a pair of sharpened metal horns, or a bite and a barbed tail.
Interaction: Mechbeasts are created from intelligent animals, but they have been conditioned by the vordcha and will not swerve from their orders.
Use: Mechbeasts are the second rank in the vordcha forces, striking once the charn have softened up the opposition.
Loot: A mechbeast corpse can usually be looted for one or two cyphers.

GM intrusion: *The mechbeast's attack form was designed by the vordcha to inflict an incredible amount of pain. The target's actions are hindered by two steps for one round.*

An undisturbed corpse whose fat has been turned to wax by a waxrif attack remains very well preserved, much like a bog mummy.

WAXRIF 4 (12)

Looking like an awkward, long-legged bovine with a large earthworm where its head should be, this strange creature has dozens of tendrils pressed flat against its flanks like writhing wings. It mainly eats fruit (which it pulls into its mouth with its prehensile tongue) and nectar (which it slurps with its tongue), but it sometimes supplements its diet with animal fats that its venom has converted into a waxlike substance. What prompts a grazing waxrif to suddenly attack a creature for its fat is unknown, but it's probably related to a specific nutrient in the prey's body that stimulates an aggressive reaction.

Motive: Territory; hunger for fruit, nectar, and waxy fat

Environment: Plains, swamps, and low hills

Health: 16

Damage Inflicted: 3 points

Armor: 1

Movement: Short

Modifications: Speed defense as level 3 due to size. Perception as level 5.

Combat: Waxrifs attack with their long, raspy tongue, inflicting 3 points of damage. They can also strike out with their lateral tendrils, which inflict 1 point of damage. The tongue and tendrils are all venomous and inflict 3 points of Speed damage if the target fails a Might defense roll. This poison lingers in the target's body, and if it dies within a few hours of taking damage from the poison, the target's body fat converts to a grey or tan wax called corpse wax.

Interaction: Waxrifs are animals.

Use: Mummified waxy corpses have been spotted in a drought area—victims of starving waxrifs forced to rely on animals for food instead of vegetation. Villagers want to collect leftover corpse wax from a passing herd of waxrifs to make candles or for some numenera process.

Loot: The weird biology of a waxrif might be salvaged for a cypher or two, especially one relating to metabolism (such as a rejuvenator or stim) or altering chemicals (such as a chemical factory).

Chemical factory, page 276

Rejuvenator, page 286

Stim, page 287

GM intrusion: *The target's nanobots or mechanical implants catalyze the waxrif's poison, inflicting an additional 3 points of Speed damage.*

WOAD SEEKER 4 (12)

It's no surprise to anyone that travels any great distance in the Ninth World that regions near ruins can resemble wastelands thanks to a litter of volatile solvents, decaying biological samples, materials radiating deadly unseen energies, poisonous minerals, contaminated fluids, fuel containers, pandimensional materials, nearly depleted power cells, and miscellaneous junk. But even in such wastelands, toxin-tolerant flora and fauna can flourish, including the emerald-hued gelatinous creature known as a woad seeker.

Woad seekers resemble plants because they tend to stand nearly motionless for long periods as unseen tendrils explore the drit and structures buried underground. But they can quickly break away from these questing tendrils to scuttle forward on newly formed elastic limbs when they notice movement. Unlike most other creatures spawned in wastelands, woad seekers are driven to expand into new territory.

Motive: Hungers for new materials to consume (including flesh)

Environment: Within and on the edges of dangerous "wasteland" regions in groups of three or more

Health: 18

Damage Inflicted: 4 points

Movement: Short

Modifications: Speed defense as level 3. Deception as level 6 (when evoking immobile flora).

Combat: Victims are burned by the acid-like touch of woad seeker tendrils and must succeed on a Might defense roll or suffer from excessive bleeding and hair loss, reducing their maximum Might Pool by 2 points until the condition passes a few days later. Any creature killed by a woad seeker, either immediately or because of complications from bleeding, sprouts the green tendrils of a juvenile woad seeker within a few hours.

Interaction: To all appearances, woad seekers have limited intelligence. Their drives are to expand.

Use: Last night, a nearby area was bare of all growth. This morning, a grove of weirdly geometrical emerald plants is rooted in the area.

GM intrusion: *The character striking the woad seeker is exposed to a spurt of caustic fluid (5 points of damage) that distorts their vision for one hour, hindering all vision-based tasks.*

XAREN OF THE STORM 7 (21)

As a child, Xaren would sneak into her mother's workshop. Her mother collected strange devices, which endlessly fascinated the child all the more because they were off limits. One of those devices detonated in young Xaren's hands, nearly killing her, and leaving curved scars across her body. It also imbued her with the ability to absorb and discharge energy. Though it was an accident, she killed her mother by discharging an energy blast before she understood her new abilities.

Xaren has been on the run ever since, consumed with guilt and angry at what happened to her. She's just not sure who to blame. She has allied with different groups over time, but eventually something always reminds her of her mother. When she's triggered in this way, she flies into a rage, during which time no one is safe, least of all her "allies."

Motive: Getting revenge on the world

Environment: The Steadfast

Health: 33

Damage Inflicted: 8 points

Movement: Short; long when flying (from artifact)

Combat: Xaren can absorb and discharge energy in all kinds of ways, but her most straightforward attack is to emit a ray of energy at a target up to a long distance away, inflicting 8 points of damage. She can also attack all targets within immediate range with a halo of energy for the same damage.

When attacked, she can absorb both kinetic and pure energy—up to 5 points of damage she would otherwise take per attack. After she does so, her next attack inflicts +5 damage (for a total of 13 points of damage).

Finally, she can make an attack on a creature within short range that, on a failed Speed defense roll, drains the energy from a cypher or artifact they are holding, rendering it useless.

Interaction: Xaren is smart and can be kind and even helpful, but she is uneven in her tempers, possibly due not only to her past, but also to her mercurial abilities to absorb and release energy. It's best to be wary around her and steer conversations away from things that remind her of her mother, because that's when her need to get revenge usually manifests.

Use: Xaren can be introduced as a villain or come into the campaign as an ally who has anger issues. She is vengeful, but not cruel. She can lose her temper violently, but doesn't usually hold a grudge.

Loot: Xaren has an artifact that gives her the ability to fly a long distance for up to an hour per day (depletion: 1 in 1d100) and likely possesses 1d20 shins and a few cyphers.

GM intrusion: *The character says or does something that causes Xaren to begin to lose her temper. If not talked down, she goes into a violent rage.*

YTHER 5 (15)

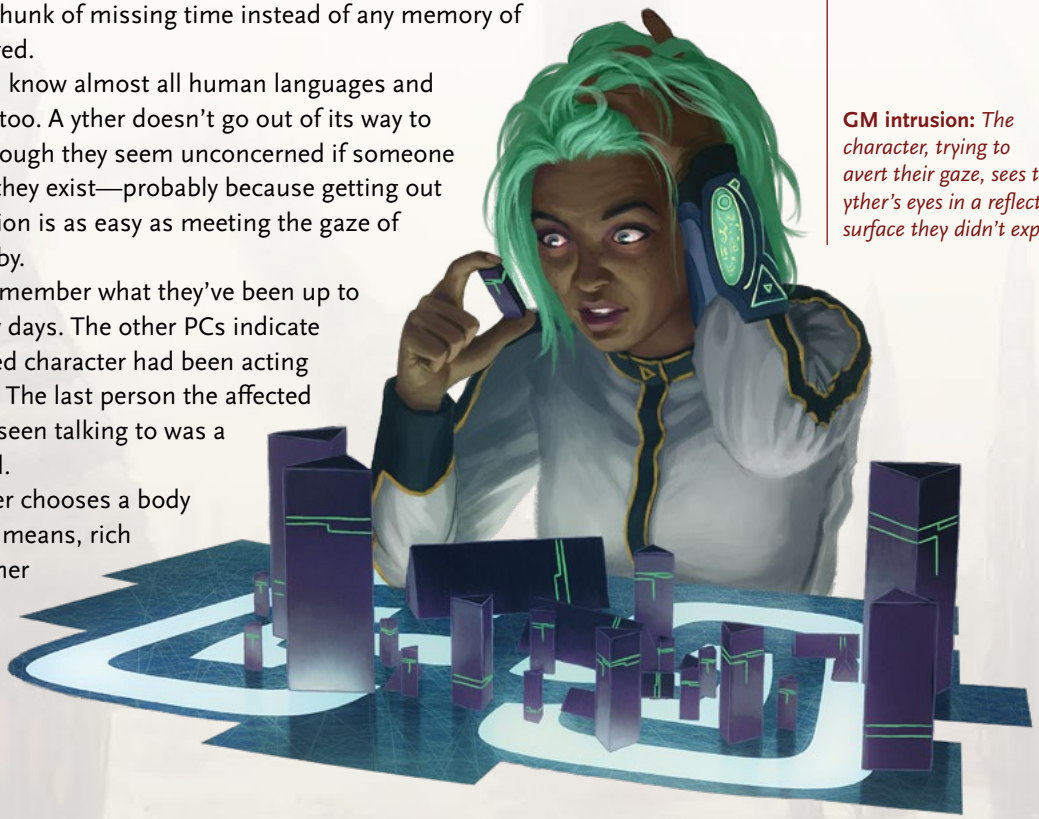
A ther lives a day or two in the body of an unsuspecting host, enjoying that creature's life as if it was theirs, then moves on to a new host through direct eye contact. The previous host doesn't recall anything that happened during the period they were inhabited by the ther, though they may wonder at their new circumstances if the ther spent their resources or otherwise took advantage of what the host had on hand.

Thers aren't malevolent, by and large, but they are constant seekers of novelty. After inhabiting a host for a time, they invariably grow bored and pass to a new body that seems more exciting.

A ther doesn't have direct access to a host's memories, though it does gain enough control to use a host's natural abilities, if any. A ther who wants to pass itself off as someone specific must take the time to learn that person's name, the names of family and friends, and so on, to have even a slight chance of success. But thers, more interested in the thrill than anything else, rarely take the time.

Motive: Thrill-seeking
Environment: Almost anywhere
Health: 15
Damage Inflicted: Varies (see Combat)
Movement: Short
Modifications: Knowledge of history as level 7
Combat: A ther usually inhabits a person (or sometimes a creature) whose level is near to its own or lower. Its combat ability depends on its host's abilities. It can attempt to pass into another creature's body if it makes eye contact and the creature is within immediate range. On a failed Intellect defense roll, the transfer is immediate, and the ther can immediately begin attacking with the new body (or do something else) as part of the same action. Meanwhile, the previous host is likely confused to find itself in a fight with a chunk of missing time instead of any memory of what's transpired.
Interaction: Thers know almost all human languages and several others too. A ther doesn't go out of its way to reveal itself, though they seem unconcerned if someone finds out that they exist—probably because getting out of a bad situation is as easy as meeting the gaze of someone nearby.
Use: A PC can't remember what they've been up to for the last few days. The other PCs indicate that the affected character had been acting rather strange. The last person the affected character was seen talking to was a rich city official.
Loot: Often, a ther chooses a body that has some means, rich clothing, or other valuables on hand.

If a ther's current host is killed, the ther is killed too.



GM intrusion: *The character, trying to avert their gaze, sees the ther's eyes in a reflective surface they didn't expect.*

ZANEROTH 5 (15)

Zaneroth are winged mothlike creatures twice the size of humans that pass the aeons within insect-like chrysalids flung across history. They occasionally wake up from their slumber to gather more "essences," which they distill from the consumed corpse of a freshly defeated victim.

Most essences collected by zaneroth don't go completely insane from loneliness because they usually sleep when something isn't trying to communicate with them.

Essences are stored in out-of-the-way ruins within an array of honeycomb-like vessels sealed with secreted glass. The bioluminescent liquid in each cell—constituting one distilled psychic essence—has a limited ability to communicate via telepathic conduction to someone outside a cell who is touching the glass. Each essence has a vague sense of what happened to it but remains mostly confused, even if told of its fate.

Motive: Collect essences

Environment: Alone or in pairs haunting the fringes of civilization

Health: 20

Damage Inflicted: 5 points

Movement: Flies up to a long distance each round

Modifications: Speed defense as level 4 due to size. Stealth tasks as level 6 due to mimicry.

Combat: A zaneroth bites prey, inflicting damage and, on a failed Might defense roll, the victim is paralyzed until they successfully resist the effect, which they can attempt once every minute. A zaneroth usually consumes paralyzed victims, a process requiring only a few minutes. Consumed victims are distilled to a liquid essence and stored in a honeycomb-like cell sealed with secreted glass.

When physically struck, a zaneroth releases a cloud of poisonous motes (requiring no action on their part) that potentially affects every other nearby creature that fails a Might defense roll. Affected creatures are paralyzed and lose their next turn.

Interaction: Zaneroth easily pick up new languages and are eager to speak to strangers. However, the more a zaneroth is impressed with a newly met creature, the more likely it'll decide to add that creature to its collection.

Use: The PCs discover a wing of an old structure or portion of a ruin that contains an entire wall of fluid-filled honeycomb-like cells, each containing a unique mind.

Loot: The body of a zaneroth can usually be salvaged for a few units of bio-circuitry.

Bio-circuitry, page 112

GM intrusion: *What looked like a wall or just another large plant is revealed as a zaneroth using mimicry to blend in completely.*

ZARISK 1 (3)

These lemur-like primates have a large transparent synth lens instead of a face, which the creatures can use to project still or moving images like a recorder headband. The panel functions as the creature's eyes as well as its means of communication; it shows hypnotic images or appealing lights to attract insects it eats, eyes and facial expressions when curious with strangers, and soothing colors to anyone it has bonded with as a pet. If threatened, it can rapidly strobe its lens, disorienting opponents.

Motive: Hungers for insects and nectar

Environment: Forests, swamps, and climbable ruins

Health: 3

Damage Inflicted: 1 point

Movement: Short; short when climbing

Modifications: Climbing and stealth as level 3. Detects and resists poison as level 4.

Combat: Zarisks attack with their tiny nails, but only if cornered or their bonded master is in danger. A threatened zarisk strobes its lens, disorienting any creature attempting to harm it; all attacks against it are hindered. Because of their ability to detect poison (which they warn about using a specific and recognizable lens pattern), they are sometimes used as food testers by noble families who suspect foul play.

Interaction: Zarisks are cautious but can be befriended and tamed if offered food, especially sweets or alcohol similar to the fruit nectar they enjoy. They like imitating the faces of children, and if treated well, they make good companions for young humans.

Use: Curious and elusive zarisks watch from the trees as the PCs pass through an area, creating a feeling of surveillance. Abhumans are torturing a zarisk for fun or using one as bait in a trap. A nano has found a way to see through the lenses of nearby zarisks, using them as spies.

Recorder headband, page 300

GM intrusion: *The zarisk's strobing knocks the character unconscious until they make a level 3 Intellect defense roll.*

ZULERIN SENTINEL 6 (18)

Appalling and alien, the burrowing biomechanical thing known as a zulerin sentinel pokes its head above ground around certain ruins of the prior worlds, or in locations where wrights and other crafters have built several installations using components salvaged from the same areas.

The creature is at least 30 feet (9 m) long, with lumpy skin, several clusters of tentacle-like arms, and two massive eyes that give off light as bright as glowglobes. Once it emerges from the ground, it stares in one direction, locking gaze with a particular installation, structure, or ruin, and only breaking eye contact if it attacks another creature or it departs.

If approached from almost any direction, a zulerin sentinel is a dangerous threat. However, if approached from the front (the direction of its gaze), it remains peaceful and open to interaction unless attacked.

Motive: Unknown

Environment: Anywhere (always outside)

Health: 20

Damage Inflicted: 6 points

Armor: 2

Movement: Short; short when burrowing

Combat: If approached in any direction other than straight on, or if attacked, a zulerin sentinel releases a volley of long-range energy attacks, targeting up to six creatures. Creatures hit by the attack take 6 points of damage and must succeed on a Might defense roll. On a failure, each develops a harmful mutation (but only one per encounter with a zulerin sentinel). These mutations take full effect after ten minutes and last for 28 hours before the target reverts to normal.

If a zulerin sentinel feels that it might lose a conflict, it retreats into its burrow or creates a new one to escape.

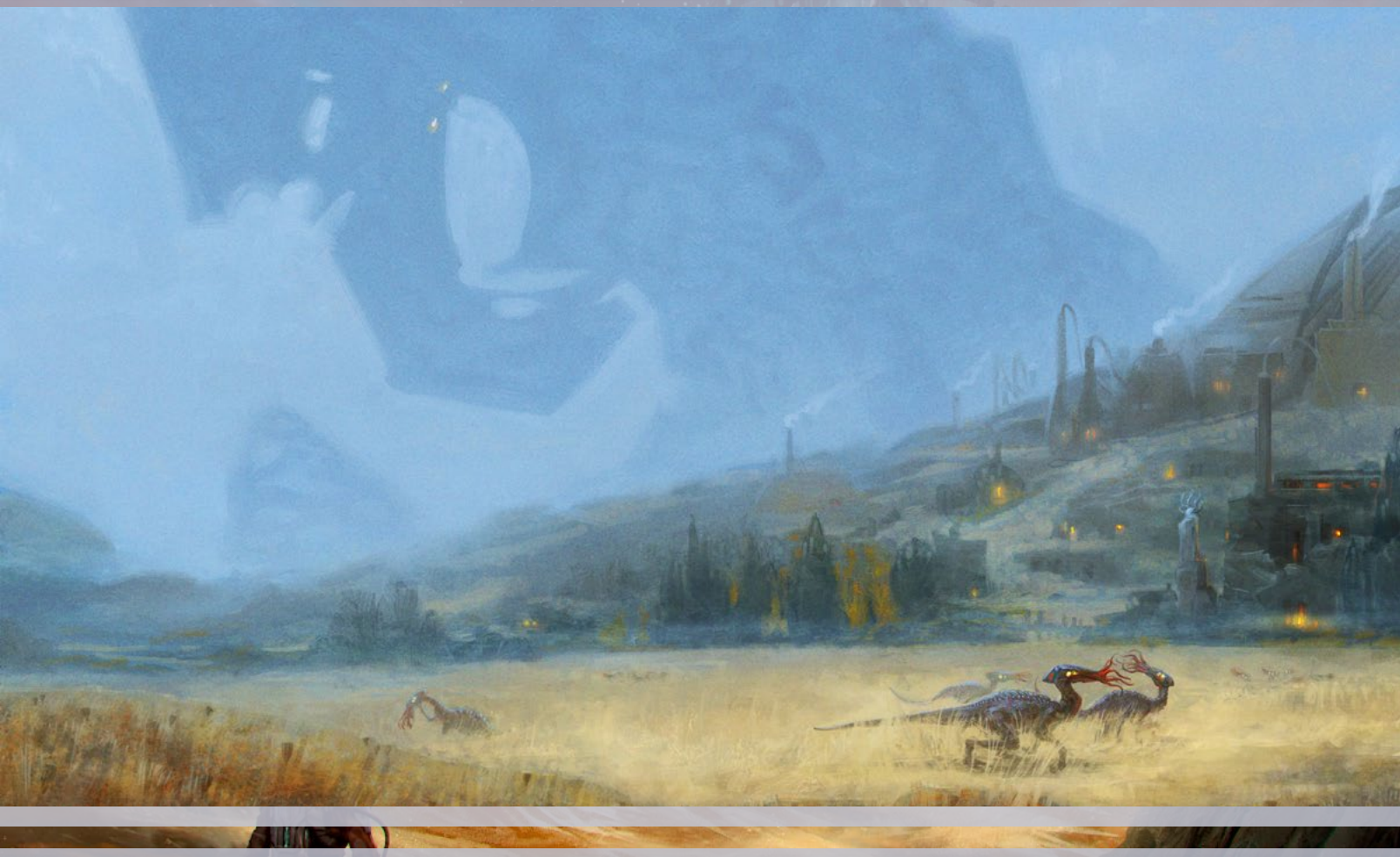
Harmful mutations, page 398

GM intrusion: *The sentinel grabs the character with a tentacle cluster, holding them fast, then retreats down into its burrow.*

Interaction: These creatures speak a variety of languages with a mechanical voice and, if approached straight on, will engage with characters. A zulerin sentinel may provide an interesting piece of information, but only if the PCs bring it iotum salvaged from the nearby ruin or installation on which it has locked eyes. For reasons it won't elaborate, it can't move any closer.

Use: On the morning following the completion of the wright's brand-new installation, a zulerin sentinel appears at the edge of the community. Its burrow came up through the main route allowing access to and from the community.

PART 2:
CREATURES IN DAILY LIFE



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COMMON WILD AND DOMESTICATED CREATURES

Brallik, page 31

This section describes various common animals in the Ninth World. A few, like the ravage bear, are dangerous creatures fully described elsewhere in Numenera books, but most are not particularly threatening unless provoked. Instead, they are livestock, pets, small game animals, and other creatures that fill important roles in the local ecology but aren't significant encounters for player characters to deal with. These animals are described here for GMs to add Ninth World flavor to a scene or location—a river community might rely on netting bluescale cyprin for food, a merchant may be selling bright green sittakos that know a few words in the Truth, and so on.

If a creature here has no level listed, it is not a threat to PCs except in large numbers (like a swarm of ants) or in unusual circumstances (as with a person allergic to bee stings), in which case treat the creature as being level 1 or 2. Individually, these creatures are level 0 with 1 health.

Due to the efforts of Aeon Priests spreading the Truth, these creatures are known just about everywhere in the Steadfast, even if the actual animals don't live anywhere nearby. Part of the basic education and lore people learn is names for animals that live in the Steadfast.

Ant: Cooperative insects that live in hives. Some have symbiotic relationships with other insects for food and protection. Many have painful stings and can be dangerous to humans in large numbers. Some people claim that a large hive gains a near-human level of intelligence.

Bee: Flying insects that build hives and have poisonous stingers. Most are pollinators and feed on plant nectar. Some are kept in order to harvest their honey or other organic substances they create.

Dragonfly, page 98

Beetle: Insects recognizable by their large, hard shells. Many have wings, but some winged varieties are too large to fly. Some are pests, and others have a useful role in the ecology, such as aerating or adding fertilizer to soil. Some kinds are kept as pets.

Brallik (level 1): Ugly, hardy insects that live on filth and are very hard to kill.

Brehm (level 3): A swift, lightweight reptilian mount known for its speed and endurance. They're not strong enough to pull or carry heavy loads.

Cavot (level 1): Small, black rodentlike creatures that eat echar berries. Undigested seeds are polished to a bright yellow shine as they pass through the animal and are used for decorations, as currency, and for adornments.

Chameleon: Six-legged lizard with gripping claws and tail. Can extend its eyes outward several inches on stalks, and changes color to blend or warn off predators.

Cyprin: A general name for many kinds of toothy freshwater fish caught for their meat and oil. Local varieties are usually named for a distinguishing feature—longtail cyprin, bluescale cyprin, mirror cyprin, and so on.

Deer (level 1): A common term for many kinds of furred herbivores with two to four pairs of legs. Adults often have horns or antlers in various shapes. A common variety grows hard glass horns instead of bony antlers.

Dossi (level 3): Bovinelike herd creatures raised for meat and skrips (a type of writing material made from their shed scales).

Dragonfly: Rod-like insects with large eyes and broad wings. A common mutation is to have spinning wings (like a gyrocopter) rather than horizontal flapping wings.

Drakka (level 2): Shiny blue or black insects with red, white, or orange eyes and iridescent wings. They grow to 1 foot (30 cm) in length and are smart enough to be kept as pets or trained to herd larger animals. They feed on nectar and are

pollinators, particularly for plants that smell like rotting meat.

Frog: Any of hundreds of varieties of amphibians that lay eggs in water, have a tadpole adolescent stage, and spend some of their adult time on land. They may be carnivorous, herbivorous, or omnivorous. Some are poisonous; others are venomous. Most don't have tails, but some have elaborate tails they use for swimming, to lure prey, or to anchor themselves. They may have brilliant colors, and some are kept as pets.

Gallen (level 2): Long-bodied herbivores with long or short hair. Kept as livestock for their meat and hides. Can be ridden, but aren't well suited for it, and are more commonly used to pull carts and wagons.

Goat (level 1 or 2): Small horned and hoofed mammals kept for meat and wool. Varieties include the rock goats of the Black Riage and the fine-wooled umlan goats of Matheunis.

Hound (level 1 or 2): A generic name for quadrupedal pack-hunting animals with long snouts, long legs built for running, and tails. Many varieties have adapted to specific climates, such as the sand hound (notable for its large ears) and the opo hound (which is stockier and has a heavy coat). Most people consider seskii and broken hounds to be "hounds."

Jaekel (level 3): An aggressive type of giant sea scorpion native to Ancuan.

Kond (level 1): Large hook-billed birds that feed mainly on carrion. They tend to be black or brown, but color mutations are common.

Locust: Three-eyed hungry insects with short bright blue wings. They spend most of their lives in a solitary hopping stage, but unknown factors can cause groups of them to turn red and swarm.

Malk (level 1): A small hairy feline predator, usually a dark shade with a blaze of color on its chest, face, or back. Kept for pest control and as pets.

Moth: Flying insects notable for their large wings and elaborate antennae that may resemble horns or eyebrows. Most are nocturnal and have muted colors, but there are some varieties active during the day that have more interesting coloration. Various types of adults range from 1 inch (2.5 cm) to

This list is not inclusive—it's meant to give the GM easy ideas about common, familiar animals the PCs would recognize.

nearly 1 foot (30 cm) long. Their caterpillars may be crop-eating pests, useful producers of silk, or used as food.

Murg (level 1): Quadrupedal omnivores with tusks, thick hides, bristly fur, and hooves. Some can be domesticated and are kept for their meat.

Owl (level 1): Solitary nocturnal birds known for their ability to fly in near silence. They have excellent eyesight, and some have three, four, or six eyes.

Raptor (level 1 or 2): A generic name for several kinds of keen-eyed hunting birds. Females tend to be larger than males. Most are bland colors, but those that nest in brightly colored foliage usually have feathers to match.

Rat: Sneaky long-tailed rodents that have adapted to thrive in human settlements. They may have fur or tiny scales, or be entirely furless, and can chew through wood and synth. Some mutant varieties are rumored to grow to nearly human size. Some have adapted to complete darkness, losing their eyes and relying on their whiskers and sensory spots to navigate their warrens.

Tetrahydra, page 256

Ravage bear, page 249

Ravage bear (level 4): Large blind predators with deadly claws, tusks, and teeth. In snowy regions they have white fur.

Rubar (level 2): If a catfish lived on land, breathed air, and had six tiny legs, it would be a rubar. They can grow as long as a man's arm, and they slither across surfaces using their legs and powerful tail, defending themselves with mild shocks from their whiskers. They eat dead matter from the surfaces of stone, synth, metal, and anything else they come across.

Scorpion: An armored insect with eight or ten legs, grabbing pincers, and a tail ending in a stinger or another pincer.

Seskii, page 252

Seskii (level 2): Scaly hounds with organic crystals growing from their backs. Easily domesticated and very loyal, they are used as guard animals and pets throughout most lands.

Shiul (level 3): Massive four-horned herd animals larger than gallen, valued for their meat.

Sittako: A generic name for many varieties of birds capable of mimicking noises and human speech. Some are kept as pets (especially those with bright plumage), some are nuisance animals, and some are linked to omens.

Snake (level 1 or 2): Scaly reptiles with keen senses, elongated bodies, and no legs (although a few types have vestigial limbs). They constrict or poison their prey, with only a few varieties using both techniques. They are found in many colors. Most are harmless or actively avoid humans, but the largest ones can kill a human or even a gallen.

Spider: Hard-shelled invertebrates with many legs (usually eight to twelve) and multiple eyes (usually five to ten). Many are poisonous, and most create some kind of webs (either to make their lairs or to trap prey). They are found in many colors and range from the size of a thumbnail to that of a human forearm.

Squirrel: A herbivorous rodent skilled with large eyes and a bushy tail. They are usually skilled at climbing, burrowing, or both. They are prey for many creatures and have coats that match the plants and earth in their habitat.

Tetrahydra (level 3): Black-feathered tetrahedrons with beaks, big wings, and gripping tentacles.

Tiger (level 4): A large striped feline carnivore common to warmer regions. Their coloration can be quite exotic, especially in areas where the foliage is unusual colors, and oddly colored specimens are thought to be omens in many cultures.

Turtle (level 1 or 2): Hard-shelled reptiles that live on land or in the water and lay eggs. Depending on the region, they may be as small as a human hand or large enough for a human to climb on. Mutations for shells made of synth, stronglass, or even metal are fairly common.

Tyrrin (level 1): A wide variety of aquatic birds ranging from the length of a human forearm to nearly the size of a human adult. Most can swim and fly. Their coloration can be almost anything, from white to metallic to drab.

Vessa: A type of corvid bird, usually black, and quite intelligent for an animal.

Yol (level 2): Short-legged, long-haired creatures known for their yellow wool, tender meat, and milk that produces savory, tangy cheese.

COMPANION CREATURES BY LEVEL

Several type and focus abilities (and items) in *Numenera Discovery* and *Numenera Destiny* allow player characters to capture, tame, befriend, or otherwise acquire a level 1, 2, or 3 companion creature. This section lists suitable candidates, prioritizing creatures that meet the following criteria:

- Lives in the Ninth World (rather than in another dimension or on another world)
- Can be trained to understand basic commands
- Is a living creature (rather than an automaton, living energy, and so on)

The GM may decide to allow other, more exotic creatures to become companions on a case-by-case basis. This list doesn't include tiny creatures like mice, garter snakes, and other beasts that aren't dangerous or interesting enough to be level 1 creatures; a character could select such a creature as a companion, but it wouldn't be useful in combat or affect the character's rolls.

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KEY

DI = *Numenera Discovery*
DE = *Numenera Destiny*
B = *The Ninth World Bestiary*
B2 = *Ninth World Bestiary 2*
B3 = *Ninth World Bestiary 3*
NWG = *Ninth World Guidebook*

Followers, page 17

Humanoid or otherwise intelligent entities are followers, and entities that act like beasts are companion creatures.

MOUNTS

This list presents creatures that might reasonably be found in the Ninth World, and excludes those found mainly in other dimensions or on other worlds that might exist in small numbers on Earth. Examples of mounts used in other dimensions or on other worlds can be found in Into the Outside *and* Into the Night.

People have been domesticating animals for use as mounts long before recorded history in the Ninth World. Some of them are used for war, but many are used to travel faster, move more easily across difficult terrain, carry heavy loads no one person could bear, or simply to have a comfortable seat while performing other duties. Of course, a person with access to powerful numenera might be able to tame almost any sort of creature and use it as a mount, but most people are limited to riding beasts that aren't particularly aggressive and are convenient to raise in or near a human settlement. The following domesticated creatures are examples of these kinds of mounts. The table indicates how rare the animal is in most locations—common animals are almost always available, rare are available 50 percent of the time, and very rare are available 25 percent of the time at best. The individual descriptions of the mounts indicate if that sort of creature is more common in certain areas.

EURIEG

These creatures have lupine bodies and eight spiderlike legs covered in thick grey hair. Sometimes called "ice scuttlers,"

Aneen, page 225
Snow loper, page 253
Raster, page 248
Uxphon, page 171
Black Riage, page 172
Espron, page 179
Razorcat, page 193
Xi-drake, page 259

Brehm, page 184
Gallen, page 185
Shiul, page 186

MOUNTS

Common	Notes
Aneen	—
Brehm	Rare outside of Pytharon
Gallen	Not particularly suitable as mounts
Shiul	Rare outside of Draolis
Snow loper	Rare or very rare in warmer regions

Rare	Notes
Eurieg	South of the Frozen Wall only
Raster	Very rare outside of Ancuan
Rukomol	Very rare outside of deserts
Thurden	Very rare outside Uxphon (the Black Riage)

Very Rare	Notes
Espron	Plains of Kataru only (the Beyond)
Ferno walker	Deserts only
Hirroc	Lands of the Dawn only
Queb	Milave and Pytharon only
Razorcat	Lhauric only (the Beyond)
Xi-drake	—
Revi	Chayn only (the Gaian lands)

they can climb sheer, icy cliffs as easily as walking across the ground. Humans use them as guard animals and to pull heavy sledges across the ice.

Eurieg: level 4, climbs, jumps, and crosses difficult terrain as level 6; health 40; Armor 1; movement long. It can make two attacks (one bite and one sting) as a single action. Its sting is poisonous, and a target that fails its Might defense roll has all Speed-based tasks hindered for about one minute. *Ninth World Guidebook*, page 229.

FERNO WALKER

Ferno walkers are six-limbed creatures with a pair of usable hands, similar to snow lopers but native to deserts and other warm areas. They have a stomach-like organ that slowly melts rocks they swallow, causing them to emit a great deal of heat. They can go for weeks without water.

Ferno walker: level 6, perception as level 7, uses tools and weapons in its forelimbs as level 5; health 35; Armor 1 (20 versus heat); movement long. Its bite inflicts 7 points of damage. It can spend 1 point of its own health to spew a super-hot chemical on everything in immediate range, inflicting 7 points of damage (ignores Armor), or spend 2 points of its own health to spit a stream of this chemical up to short range at one target. *The Ninth World Bestiary*, page 52.

HIRROC

Hirrocs are very large, six-limbed lizards with red scales, white fur, and a long, birdlike bill to dig in the ground for roots. They are found only in the Lands of the Dawn. Hirrocs are common mounts in that region and are usually fitted with special reclining saddles. They are not particularly fast but can carry very large loads and walk for days without rest.

Hirroc: level 3, Speed defense as level 2 due to size; health 25. *Ninth World Guidebook*, page 184.

QUEB

These furry serpentine creatures are commonly used as riding animals in the southern kingdoms of the Steadfast, where they carry twenty people at a time.

Queb: level 4, Speed defense as level 3 due to size; health 40; Armor 2; movement long. It can make two attacks (one bite and one sting) as a single action. Its sting is poisonous, and a target that fails a Might defense roll has all Speed-based tasks hindered for about one minute. *The Ninth World Bestiary*, page 101.

REVI

Revis are four-winged avians with wingspans of 30 feet (9 m). They can be trained to carry riders or heavy objects, such as large platforms capable of holding two or three people. They are mainly found in the mutation-prone city of Chayn, north of the Black Riage.

Revi: level 4; movement long when flying. It can make two attacks (one bite and one sting) as a single action. Its sting is poisonous, and a target that fails its Might defense roll has all Speed-based tasks hindered for about one minute. *Ninth World Guidebook*, page 109.

RUKOMOL

Rukomols are biomechanical desert-dwelling insects capable of carrying two people. They typically grow to be 14 feet (4 m) long and are sometimes used as racing animals.

Rukomol: level 3; health 18; Armor 2; movement long. *Weird Discoveries*, page 12

THURDEN

Thurdens are reptilian camel-like creatures used as mounts by people in and around the city of Uxphon in the Black Riage.

Thurden: level 2; health 18.

The Lands of the Dawn are a region on the northeast part of the continent, accessed by a portal in Thaemor called the Great Reach. For more information, see Ninth World Guidebook, *page 181.*

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