# THE SUN BELOW

# SLEEPING LADY

By John W.S. Marvin

Requires the Numenera corebook from Monte Cook Games

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# CONTENTS

# INTRODUCTION

*What happens when the world demands too much? When does one equal three? If a door exists in a dream, what happens when you awake? Is the Ninth World doomed before it's even woken up?*

## BACKGROUND

Older than some of the lights in the night sky, the world of The Sun Below lies deep under the surface of the world. The Order of Truth has explored only a tiny fraction of it. What they have found is a fantastic tunnel, or tube, some 5 miles (8 km) tall by 20 miles (32 km) wide wandering beneath the surface. So far, entrances to this underworld have only been found in or near the Black Riage Mountains.

How far this world extends is unknown. Perhaps it is local, perhaps it spirals from pole to pole under the whole of the Ninth World. This underground world has seen the rise and fall of numerous sentient species and their civilizations. Many of its peoples have barely heard of the world above, except as legend. Illuminated by its own sun (or suns; that is in dispute), and filled with a thick atmosphere, the world below hosts many strange flora, fauna, and things not so easily classified.

These forgotten lands are unknown to all but a few of the inhabitants of the surface of the Ninth World.

Deep in the past, The Sun Below was accompanied by seven moons, not six. Liluna, the purple moon, housed a powerful artificial mind. Then an entity from another dimension, Golthnor, wrested control of the moon. This transdimensional entity warped space and time and twisted minds, driving them mad.

Eventually, Golthnor was stopped by other powers. But they could not kill it. Storm, one of the great powers who put a stop to Golthnor's madness, became the door that locked Golthnor out of our reality. She went into a dream-state, and someone must remain in that state to keep Golthnor in check.

Storm left behind a "daughter," Lebby. In many ways still a child, Lebby yearns to free her mother to return to her, even though this would either let Golthnor return or require a new dreamer.

*Storm manifests as either a young woman (Sun Storm), an adult (Twilight Storm), or an old woman (Moon Storm).*

### COREBOOK CALLOUTS
When you see this symbol, it's a reference to a topic in the Numenera Corebook. See the corebook for more information about this topic.

*Text in a tinted box like this contains important information for your players. You can either read it aloud or paraphrase it in your own words.*

## SYNOPSIS
The player characters travel to the small slithik town of Bursang, perched atop Orb Mountain, where the ruins of Liluna lie. Slithiks are blood-drinking half-plant slime creatures, but these particular slithiks appear friendly. When the PCs arrive, they find a town in crisis. The many machines and numenera used by the slithiks have become dangerous and have turned against them. The slithiks need help and call out to the PCs.

Eventually, the PCs and the slithiks manage to get the machines under control. The characters interrogate a captured data demon and find the data entities were driven out of their homes inside Orb Mountain and into the machines on the surface. Panicked, the data demons caused the machines to attempt to fight their way out of Bursang and off the mountain. These data demons are fleeing The Knocker at the Door (Golthnor), who has started to repossess data nodes deep in Orb Mountain.

After the machines are contained, the PCs meet Mor-Klish, a slithik savant who is leading a dig into numenera mines deep in Orb Mountain. He tells the characters that the center of the mountain is full of ancient passageways and wondrous devices. He's been searching for rare artifacts, but recently things have gone wrong. His numenera miners keep running into furtive flocks of murkens, a sly race of birdlike abhumans, who are powering up ancient devices in the ruins. Machines have started to run amok.

Mor-Klish needs help. He sent an investigative team down in the numenera mines and he asks the characters to bring his overdue team out. He waxes poetic about the wonderful new chambers they just unlocked–vast spaces full of numenera and pulsing with energy and, perhaps, intelligence.

On their way into the mountain, the PCs encounter a sleep-walking young woman (Storm, manifesting as Sun Storm), and her daughter Lebby. Lebby tells the characters "*My mother is sleeping, but we have a problem at the door.*" The pair vanishes before the party can find out more. As the PCs explore the interior of Orb Mountain, they have more encounters with Storm in her various manifestations, often with her daughter Lebby. Lebby wants to wake Storm and will try and get a character to agree to take her mother's place. What all this means is not immediately clear.

The PCs also find the crow-like murkens skulking around, and may find a broken automaton with a story to tell if the characters repair it.
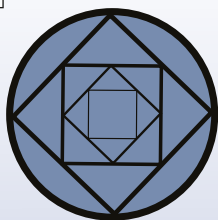
At this point, two forces have been set in motion. First, Orb Mountain is repairing itself and if not stopped, will take flight and become the lost moon Liluna, destroying the slithik town of Bursang. Second, Gothnor is slowly gaining control of the data nodes inside the moon and, if not stopped, will return to the world and put an end to both reality and sanity.

To prevent Liluna from erupting out of Orb Mountain, the player characters will have to stop the repairs going on all through the lost moon. Repair bots and massive energy conduits are firing up, creating more repair bots to try to return the moon to flight-worthy status. Even now the mountain is shaking as the moon starts to power up. If the characters don't stop the moon from taking off, the player characters might get involved in evacuating the slithik town of Bursang.

Unlike the minions of Golthnor, the servants of Liluna will try to use nonlethal methods to combat the PCs attempts to sabotage the moon and its repair bots. Sometimes the old numenera can't be relied on to be completely nonlethal, but those are the breaks.

The more far-reaching disaster would be if Golthnor fully returns. The entity would then start to twist the datasphere in ways that would drive anyone who accessed it, including all those who use essoteries, insane. Then the physical world would twist as well, warping and corrupting everything in Golthnor's ever-growing sphere of influence.

If Liluna is defeated and the moon doesn't take flight, the area of The Sun Below holding the mountain will be affected by Golthnor first. Then the surface world above the mountain. The madness will slowly spread, at the GM's discretion.

If the moon does take flight, Golthnor's influence spreads much more quickly in the wake of the purple moon's passing, probably heading directly towards the characters' home city.

However, these stakes are unknown at the start, and the slithik of Bursang are going to be pleading for someone to stop the mountain from waking up.

The NPCs encountered are one way for the PCs to tell the two approaching disasters apart. The moon's repair to flight status is being driven by automatons. Golthnor's progress is being shepherded by abhumans, cultists, and transdimensionals and is the source of sightings of Storm and her child Lebby.

Storm manifests in three versions: Sun Storm is a young woman, and itches to return to the real world. If a PC were to take her place as the sleeper, Sun Storm would be free and could use her full powers against Golthnor. Moon Storm is an old woman who believes there is a chance to stop Golthnor without a PC having to sacrifice themselves as a replacement sleeper, but the characters will have to take on more of the power of Golthnor themselves. Twilight Storm is an adult woman, appearing to be perhaps 35 years old, and is conflicted between her two other sides. Twilight Storm yearns for Lebby, but understands that if a hero took her place as the sleeper, that hero would never wake.

Liluna hates and fears Golthnor, so even though it was Golthnor's servants who woke the moon, the PCs could get help from Liluna to thwart Golthnor. But only if the PCs do nothing further to stop Liluna from fully waking and taking flight. The moon might even assist in the evacuation of Bursang. Liluna could also be used to convince Storm to hold out, or at least explain to the PCs the importance of Storm's sleep.

To thwart Liluna, the PCs must not only destroy a few repair automatons. They must also find the automaton creation chamber, the main power station (which is pan-dimensional), as well as Liluna's mental core, and shut them down.

Thwarting Golthnor will require taking on a number of cultists, (perhaps infiltrating their ranks), destroying or excising the bits of Golthnor that have come over to this world, and convincing Storm to stay on her lonely watch or volunteering to take her place.

One ending is for a heroic PC to take Storm's place. This ending is likely if a player wants to play a new character. The player who sacrifices their character to become the sleeper gets a powerful blessing on their next character.

Another ending would be for the PCs to so devastate Gothnor's incursion that Lebby and Storm get their moment together before Golthnor can react. This ending is likely if the characters engage in an epic fight with Golthnor and ultimately prevail. The PCs may have to sacrifice the town of Bursang in order to gain Liluna's assistance to make this happen.

## BEFORE YOU START

Figure out which of your characters have a connection to the datasphere. Most or all of your PCs probably do, including anyone who can cast an esotery, all nanos and many jacks, as well as any character whose descriptor or focus relies on psychic powers or deals with the effects of numenera. For example, the focus Mad or Weird.

Most of the descriptors do not imply a connection to the datasphere, and could be used as is in a mundane game where the datasphere never existed.

Most of the foci do imply a connection to the datasphere. Any focus that gives science fantasy powers, such as Commands Mental Powers or Consorts with the Dead gives a connection to the datasphere.

For example, a Clever Glaive who Carries a Quiver has no connection to the datasphere, but a Stealthy Jack who Talks with Machines does.

There are many points in this adventure where it matters if the person has a connection to the datasphere or not. Figuring out each character's status ahead of time will help the game flow more smoothly.

## SESSION RECAPS

There is a lot going on in this adventure. To help everyone remember, start each session with a short recap of the last time you played. Start with the player to your left and go around the table. *"Shao,*

*what stood out for you or your character from the last game?"*

Once everyone has had a turn, add anything important to the current session that they left out, even if was two or more games ago. If the party stumbled over a rule last session, this is a good time to go over the rule again so it's clear to everyone.

## EXPERIENCE

So many of the Liluna or Golthnor encounters can count as discoveries that you can award one discovery point each session. Pick the most impressive location the characters visited and give them xp for it.

## USING THIS ADVENTURE

There are many ways to make use of this adventure.

## As Is

Run the adventure as it was designed to be run. It's a great big epic adventure that your players will always remember. Allow yourself and your players the freedom to customize NPCs, locations, and encounters so they reflect the characters and their stories.

## Bits

Steal any pieces you like, discard the rest. Besides the creatures and numenera, you can take the encounters and place them in your own setting. Reskin as you like.

For a quicker, if less multi-faceted game, take Liluna out of the equation. Reskin the hooks to be all about stopping Golthnor and run that. Or take Golthnor out and run just the Liluna encounters.

## Left Overs

No one group will hit every encounter in this adventure. After you've run this adventure, steal the bits your players never saw and use them in your own adventures.

*Reskinning is reusing a creature or NPC but giving them a new name and appearance. You use the same game mechanics, but the creature or NPC will seem fresh to your players.*

*Background, page 1*

## GETTING THE PCS INVOLVED

All you have to do is get your players to Bursang; events will proceed from there. You may use one or more of the following hooks, or come up with your own.

## The Order of Truth Mission

**Leads out**: Getting to the Mountain, page 9

The Vadded, a bio-mechanical airship that appears to be a cross between a zeppelin and a jellyfish with eyes, shows up where the characters are. A ramp comes out, and down walks Aeon Priest Mishka, an older woman with gray hair, wearing the regalia of a high-ranking member of the Order of Truth. Surrounding her are three attendants.

The attendants set up a pavilion tent while Mishka makes small talk with the characters. *"I have a proposal for you from the Order of Truth,*

*but please enjoy some refreshments first." "So, tell me of your last adventure." "Do you prefer a smoky Qi cheese or the spicy cheeses of Charmonde?"*

### If the PCs Know Mishka

PCs who already established a positive relationship to Mishka from *The Sun Below: City on the Edge* will remember her as a friendly character. She will start with small talk, tell how Tuctin and Tar have started to talk airship captains in the city of Qi into giving them rides (assuming Tuctin and Tar survived their ordeal). Change her statements to show she knows the characters have *"quite the reputation for problem solving in the world of The Sun Below."*

It's great to reuse NPCs to give your campaign a little continuity among all the weird new entities.

Should the PCs have a negative carry-over relationship with Mishka, replace her with Pana, another Aeon Priest of importance.

If they have a negative relationship with the Aeon Priesthood, you could reskin this hook to have use an emissary from the Sarracenians or one of the kingdoms of the Steadfast.

Eventually a red and gold pavilion tent is set up, flying the emblem of the Order of Truth. The characters are led to silken cushions and fed the aforementioned cheeses and water or wine, as they prefer.

Mishka gets down to business. *"You have a good reputation for thinking on your feet and dealing with some pretty weird numenera. We have found something is very wrong with datasphere nodes far from here and, if left unchecked, the problem could spread. Something is moving in and possessing some rather sophisticated transdimensional nodes of the datasphere, and our experts suggest we send in a team to see what the problem is."*

She then either gives a brief overview of the world of The Sun Below from the Background section (*"Older than some of the lights in the night sky, the world of The Sun Below lies deep under the surface of the world…"*) or mentions their previous adventure there.

*"Acolyte Buntho,"* a tall, slender man with amber eyes and tawny skin nods, *"will guide you to the town of Bursang which sits on Orb Mountain, in the land of The Sun Below. Buntho will pay your expenses and see that your needs are met–travel, meals, and so forth. But he's no explorer of the unknown, and will remain in Bursang while you investigate what is going wrong with the datasphere."*

Mishka will try to answer questions, but doesn't know much beyond the fact that an alien intelligence is invading the datasphere in a very remote location. She will tell them to expect to meet slithiks, which she describes if need be. The Aeon Priest is in the dark about synites, but the PCs can fill her in if they return.

If your players like haggling, Mishka offers 50 shins each and can be bargained up to 200. If the PCs are ready to get going, they are told the reward is 150 shins each, and that Bursang is famed for numenera, so it's quite likely they'll be able to pick some up along the way.

The airship will take the characters and Buntho to a passageway through the crust and into the world of The Sun Below. Buntho, once freed of Mishka's watchful eye, will spend shins like a drunken sailor. The characters go first class the whole way.

## Mor-Klish Calls

**Leads out**: Getting to the Mountain, page 9

A piece of numenera equipment near the characters suddenly lights up in a way they've never seen before. It might be part of a building or vehicle they are in or near, or it might be one of their artifacts showing a new side of itself.

Crackling with static, a noise-filled hologram of a slithik appears, peering at something unseen. *"Hello?"* Tap, tap. *"Hello? Is this thing on?"*

Characters with telepathic powers will sense that a presence has just arrived, yet it is still far away.

## If the Characters Have Never Met Mor-Klish

*The slimy plant-creature stares at you with its eyestalks. "Greetings, people of the Sun Above. I am Mor-Klish, of The Sun Below. A crystalline oracle I trust told me that if I used this device, I might contact people who could help us. I lead a group of numenera miners, and we need help urgently."*

## If the Characters Know Mor-Klish

The following assumes Mor-Klish and the characters parted on good terms. If not, change the tone.

*The hologram slithik comes into focus, and looks familiar. Can it be?*

*"Hello? Can you hear me? This is Mor-Klish. How have you been?"*

*You watch as he nods his head stalk as he takes in your news. "I have some news of my own. I've got a job. I've turned my expertise in Praithian ruins into numenera hunting. I've discovered my real talent is delegation. It's great, I just sit back, drink blood, and organize numenera collectors. Speaking of which, I need some help."*

## If Mor-Klish Starts With the Characters

If the characters got attached to Mor-Klish and invited him to stay with the party after *The Sun Below: City on the Edge*, have him discover a bit of numenera, something no bigger than a shin. *"Interesting,"* says Mor-Klish. And then he vanishes.

A level-2 numenera test reveals he had picked up a now-spent cypher, that transported him not only in space, but in time as well. On a natural 17+ roll, the character finds Mor-Klish went somewhere in the world of The Sun Below and approximately one year back in time. A natural 20 pinpoints the place to Orb Mountain.

After the characters have a few moments to deal with the implications of Mor-Klish's disappearance, he calls them. Follow the flow for If the Characters Know Mor-Klish.

## The Pitch

*Mor-Klish's eye stalks point right at you. "Something's come out of the numenera mines, here in Bursang. I hypothesize something may have followed my people home. It's possessing the machines here, and making them dangerous. We've got a lot of injured and some dead.*

*"I have enough shins here to make it worth your while—100 for each of you—and I will cover your expenses getting here and back. Plus, I've got an artifact for each of you.*

*"What do you say? I can't keep this connection open, the datasphere itself is becoming corrupted."*

*The hologram becomes garbled, and Mor-Klish's hissy voice fills with static. "Can I count on you?"*

Slithiks, page 62
Synite, page 64

If the PCs resist giving him help, Mor-Klish will wave his pincers around. *"The mines here are full of treasures, more than enough for all of us. We can bargain when you get here. Will you come?"*

No matter what the characters do or say, the hologram soon decays into noise and vanishes, first with static, then silence.

Pick a character–a telepath or nano would do nicely, but any character will work. Indicate that a blue halo of static hovers above that PC's head for a moment then fades away, leaving behind knowledge of the lands of The Sun Below and how to find Bursang on Orb Mountain. It's a long trip, but the PC guide now knows he can get the group there. In the PC's hand, something cold moves. It's a crystalline caterpillar, and the guide can use it on the way to Bursang to cover expenses for the party.

If the party doesn't go to Bursang, the caterpil-

lar is merely an oddity and has no value to merchants and ship's captains.

And, everyone notices (some with envy) the guide character's hair is now a striking shade of cobalt blue. Let the player decide if this is permanent or if it will grow out normally. Even if it was already blue, it is now streaked with this intense new shade.

## Cultists Need Help Too

**Leads out**:

Does your campaign already have a criminal underworld figure who is in a position to feed the characters information about numenera and other secrets? Use her here in place of Burga. If not, use Burga.

Burga makes contact with the party. She sets up a meeting somewhere discrete, perhaps in a cellar below an abandoned warehouse. She has one bodyguard for every PC.

> *You meet Burga, your underworld contact, far from the public eye. She waves her bodyguards out of the room and offer refreshments.*
>
> *"Thank you for meeting me here. Sorry the accommodations are a little rustic, but what can you do?"*
>
> *After a little chitchat she gets down to business.*
>
> *"I have some clients who have a problem. A numenera problem. Seems one of them woke up some old mind and it's started to repair itself by building all sorts of automatons who are getting in the way of my clients and their own delicate work. These clients are offering artifact quality merchandise for anyone who can shut down these machines and keep them down.*
>
> *"The unsavory side of this is that you'll be dealing with murkens. They look like murdens, probably some relation, but they are more evolved. Evolved enough to ask for my help anyway."*
>
> *She laughs.*
>
> *"The weird part of this is where they need help. It's not on any map I know about. It's deep underground, somewhere called the world of The Sun Below. Inside a place called Orb Mountain. Apparently they've tried local help and that didn't work, and someone knew someone, and before you know it, here we are."*

Ask the players if there is an artifact they wish their character had. That's the reward for helping the murkens. Everyone gets to name an artifact.

If the characters agree, they are given a bio-mechanical creature, Arraps, which looks like a five-eyed cyborg vulture. It likes to sit on a character's shoulder and exude a stink of decay. Arraps will pay their way and cause the forces of Golthnor to work with the characters in the creepiest way possible. If the characters betray Arraps, they find it has a detonation (shrapnel/matter disruption/singularity) cypher built in as a self-destruct mechanism.

Arraps will try to lead the party away from

working with Mor-Klish or anyone from Bursang. He will lead the characters to The Engines of Apergy as soon as he can.

### Hollow Rewards?

To earn this reward, they need to shut down Liluna and not bother Golthnor, thus bringing about the end of the Ninth World. If your players run fast, they might be able to outpace Golthnor's influence. For a while.

Most players will figure this out and jump ship to oppose Golthnor, but you never know.

## In Media Res

**Leads out**:

Many books and movies start with the action already rolling, but few roleplaying adventures do. Some players want to hear the story hook before they agree to go on the adventure, even if they never reject a hook. Others are fine to jump into the action without knowing what it's all about.

This hook is for them.

> *You take a job, you travel far, and are trying to find a place to stay when all hell breaks loose.*
>
> *You are standing on a strange road of glowing red hexagons in a strange town of conical buildings. Green slime people all around are screaming in panic. A giant freight-hauling automaton is going crazy, knocking over stalls and crushing people. An eight-foot (2.5m) diameter levitating saucer is sparking and shooting out rays of destruction. Everyone is screaming, and now the saucer charges right at you.*

Jump to *Welcome to the Machines*. Since they are getting dumped into the action, drop the difficulty by two for all actions in the scene. Once the excitement is over, you can narrate the characters accepting the job as a flashback, taking any of the other hooks as a past event.

## MODIFYING THE ADVENTURE

This adventure is designed to challenge any tier party, from tier one to tier six. Stats are presented in three groups, separated by /s. The first stat is for tiers 1 and 2. The second for tiers 3 and 4. The last for tiers 5 and 6.

| First- and Second-Tier | Third- and Fourth-Tier | Fifth- and Sixth-Tier |
| --- | --- | --- |

For example: level 3/4/4 is a creature that is level 3 for groups of first- and second-tier characters, and level-4 for those at the third-tier or beyond.

Example two: 1/1/2 lido extremes means there is one lido extreme for first-tier to fourth-tier par-

*Burga: level 5/7/9, level 6/8/10 for hiding what she's really thinking, all defenses, and escaping*

*Burga's Bodyguards: level 4/6/8, level 6/8/10 for attacking while protecting Burga, level 2/4/6 for Speed defense while protecting Burga; 1/2/3 points of Armor*

*Gibbering Murken, page 54*

*Murden, page 247*

*Detonation (shrapnel/ matter disruption/ singularity), page 284-285*

ties, and two lido-extremes for fifth- and sixth-tier. You should adjust numbers or difficulties down for groups of three players or less, and adjust up for groups with six players or more. Even in the toughest fights, the goal is not to kill players, but to make players believe they are headed for defeat unless they pull off a miracle. That's when most players will step up their game and come up with a miracle or two and surprise you.

## Beginning Characters

For beginning tier-one characters, you should be aware of how fragile some newly created characters can be, especially a nano with no armor. It's perfectly okay to focus damage effects on other characters.

Remind new players they can use their single-action recovery in combat.

If the party is mostly first tier, replace all 2-hit mooks with 1-hit mooks. See the next section for mook rules.

## RULES YOU CAN USE
## Mooks

Mooks are minor NPCs that exist as cannon fodder. They can be dangerous in numbers, but are easily dispatched. Think about action scenes with scores of adversaries in your favorite book or movie. From Buffy to James Bond, mooks are part of the action/adventure genre.

The goal here is to be able to throw large numbers of adversaries at the player characters without slowing the game down by needing to manage mooks' health points.

## 1-HIT MOOK

A 1-hit mook is quite simple and requires zero bookkeeping. Just change a creature's health to 1. Any damage that gets past the creature's armor kills it. When using this adventure with tier-1 characters, all mooks should be 1-hit mooks.

## 2-HIT MOOK

The 2-hit mook is good for two hits, hence the name. They are more colorful and don't evaporate as quickly as 1-hit mooks. Once they have taken any amount of damage twice, they are down. However, there is a one-shot threshold added to the mook's stats. Any single shot that does this much damage after armor is taken into account destroys the creature.

For example: 2-hit mook (5/7/9) This mook takes two hits to kill, but 5 points of damage will take it down in one shot from a first- or second-tier character. Third- or fourth-tier characters will need to inflict 7 points of damage, while fifth-tier and above will need 9 points of damage to one-shot it.

A simple bookkeeping trick is to list a group of faceless mooks by letters, say A through J. Put a slash through the letter when the mook takes its first hit. Do the reverse slash to make an X over the letter when the mook takes its last hit. If you are playing *The Sun Below: Sleeping Lady* using miniatures, a penny, dragon's tear, or other marker

placed by a 2-hit mook will let everyone know it's half dead.

## SPEEDING COMBAT

If a combat with 2-hit mooks (or even regular creatures) starts to drag, convert the creatures to 1-hit mooks. Mooks that have already taken their first hit can succumb to their wounds, flee, or surrender–whatever fits the story best.

## OPTIONAL NO-MOOK VARIANT

This adventure uses mooks, but you can opt not to use them. To do away with them, ignore a creature's mook status and just use the creature's level times three as the health of the creature. Cut the number of mooks in half since they will take longer to kill.

## Slithik PCs

Slithiks present a high-weird alien to play—just the perfect thing for some players. Slithiks drink blood, are made out of slime, and are part plant. Who wouldn't want to be one? In the Handouts section are a descriptor and focus for the discerning slithik player.

## DESCRIPTOR: SLITHIK

See Descriptor: Slithik, page 67

**Optional Rule:** Not all slithiks must have the slithik descriptor. It's perfectly fine for a slithik to be a Clever Nano who Murders. A slithik character without the descriptor does not get the descriptor powers, but still is a slithik.

If a PC switches bodies with Mor-Klish, they still get the slithik descriptor.

## FOCUS: BURNS BLOOD

See Focus: Burns Blood, page 70

## DESCRIPTOR: GIBBERING

See Descriptor: Gibbering, page 67

*Why Mooks?*
*The concept of a mook is a creature who is both easy to defeat, yet still dangerous. PCs can ignore them at their peril.*
*These mook rules add danger, and reduce the bookkeeping. Less bookkeeping means more time for the GM to worry about story instead of mechanics.*
*Don't be afraid to throw large numbers of mooks at the players. And don't be surprised when they get mowed down.*

# ORB MOUNTAIN

LILUNA

BURSANG

## START

From here the characters can head to any of the gray boxes. All the gray boxes connect with one another.

## STORM

## IN THE ORB

## LILUNA

## LILUNA APOCALYPSE

## GOLTHNOR

## GOLTHNOR APOCALYPSE

## DRIVE TO THE FINISH

# THE ADVENTURE

*The characters are called to save a town of thousands. But the stakes quickly get raised to where the entire world is at risk. Perhaps even the entire dimension.*

## To Orb Mountain

### Getting to the Mountain

**Leads in:** The Order of Truth Mission, page 3; Mor-Klish Calls, page 4; Cultists Need Help Too, page 5

**Leads out:** Bursang, page 9

Instead of pages of pregenerated encounters and places to visit on the way to Bursang, we're going to fast forward through the voyage through a montage. The players will describe high points and difficulties they overcame on the way to Orb Mountain.

> *The Ninth World is a weird place, the world of The Sun Below even more so. As you travel to Orb Mountain in the world of The Sun Below you'll see wonders and oddities of all kinds and run into all sorts of trouble. But you are plucky, and you'll make it.*
>
> *Your journey could start with a strange craft coming to pick you up and take you to a portal into the world of The Sun Below. From the portal, a bio-mechanical airship will take you to the surface of that world. From there, you will travel to Orb Mountain, perhaps on a caravan of strange giant creatures you get to describe. But the trip won't be easy.*
>
> *We're going to do a montage where each of you will describe an obstacle, and the next player will describe how their character got the group past this problem.*
>
> *If any of you has a cypher you don't want, you can use the unwanted cypher in your solution to the obstacle to trade that cypher for a new random cypher. Describe how you used the cypher you want to trade in to get around your problem, and then describe finding a new cypher. You'll get a random new one. (If you have no cyphers, say so, then describe finding one.)*

This montage will help get the players in the mood and create a little shared world building. It forms a bridge between the hook and the start of the adventure. Make a note of any interesting ideas the players make up and latch onto. You can use them in future sessions.

Depending on where the characters are, tell them how they'll have to travel across the Ninth World to a portal to the world of The Sun Below. If you've played *The Sun Below: City on the Edge*, you can use the same portal. There is another portal in Hidden Naresh. Since the world of The Sun Below lies under the surface of the Ninth World, as GM you can place a portal wherever you wish.

For the trip to Orb Mountain, the goal is not to go into details with maps and dice rolls, but to give a sense of adventure and a long, difficult, journey.

Start with a player who is comfortable improvising, then go around the table. Each player will describe an exciting problem the group encounters. The next player will describe how their character solves the problem in a cinematic fashion. The GM narrates the solution back to the group, with the character as the hero. The player then comes up with a new problem and the next player in turn comes up with the solution. Keep going until every player has created and solved a problem.

For example, the first player says, *"Our bio-mechanical airship gets swallowed by a giant flying whale-balloon creature."*

The next player describes how her character got the group past the difficulty. (No die rolls needed.)

For example, the player could say, *"I discover the flying whale is full of the wrecks of old airships. I set them on fire and the whale coughs us out. As we pass through its gullet, I use my eagleseye cypher to navigate our way out. Just as we escape, I see something shiny hanging off the roof of the creature's mouth. I grab it. What's my new cypher?"*

You then narrate that back to the group, making the character the hero and adding a cypher if they used one of their own.

*Amazing. As smoke fills the inside of the flying behemoth the coughing throws your airship into uncontrolled circles. No one can see which way to go until you use your cypher. Not only do you get the ship out, but you end up holding something. Let's roll for a new cypher!*

When each player has presented an obstacle and gotten the party past one, the PCs finds themselves halfway up Orb Mountain, about to enter Bursang.

## BURSANG AND THE DATA DEMONS

### Bursang

**Leads in:** Getting to the Mountain, page 9

**Leads out:** Welcome to the Machines, page 10; Inside, page 15

Bursang is a small town that sits high on Orb Mountain. All the buildings are red cone-shaped synth buildings. (Red is very popular among slithiks.) It is a town with a population of about 5,000 of which most are slithik, a few hundred are dh'lann, and another few hundred are synite. Synites are self-aware automatons. They appear to be strange centaur-like creatures, with the top half of a slithik mounted on a levitating saucer of gleaming metal and synth. However, their top half is a puppet used for communication and can change form to match the creatures they are conversing with.

Feel free to add a few foreigners of any species you like. For example, Dh'lann traders regularly stop in Bursang, trading wood goods such as cabinetry for metal goods and numenera. Bursangers are proud of their tolerance of blood-bags. Did they say blood-bags? They meant humans. No offense.

Surrounding the town are kloon ranches and bloodmelon farms. Six-sided red synthcrete tiles are used to pave the streets, and they glow a nice blood-red at night. A short road of these glowing tiles continues up the mountain and leads to a few buildings at the opening of the numenera mine.

## Arraps

If the party has been hired by the murkens, Arraps, the five-eyed cyborg vulture, will recommend they go around the town instead of entering. It will urge them instead to go directly up to the mine and enter the mountain without stopping. If they follow Arraps' advice, they hear the commotion when the machines and automatons go crazy, but can't tell what is going on without investigation.

Should Mor-Klish ever get a good look at Arraps, he'll attempt to destroy it with one hit of his poisoned tentacle. Characters can stop him with a successful level 3/4/5 Speed test. Mor-Klish waves his tentacles. *"Disgusting murken puppet. Where did you get such a thing?"*

He fiddles around inside the smelly bird and pulls out a detonation (shrapnel/matter disruption/singularity) cypher. *"Look at this. It tried to self-destruct, taking us with it."*

## Wandering Outside Bursang

If the PCs wander outside of the town, they'll end up on a kloon ranch, a bloodmelon farm, or in the mine. If they go to the mine, see *Entering the Numenera Mine*.

If the party crosses a kloon ranch, they see the ground swarming with fluffy six-legged rabbits. Being domesticated, the kloon don't bother to hop away and, if petted, they purr like kittens. After a while, a rancher notices the trespassers and, in broken Truth yells, *"Away go now! Kloon ready not yet soon! Wrong time tour later!"* If the PCs don't leave, the rancher leaves to summon a constable.

If the PCs convince the rancher to talk, he will explain that the kloon are harvested humanely, and he has no desire to see a kloon, or any other bloodbag (here he eyes the PCs) suffer needlessly. He can even be convinced to give a tour. The best kloon are sold alive to be sucked dry by slithik. The rest are drained of blood, which is bottled in a very clean and sterile environment. At the end of the tour, he proudly hands out little plush kloon dolls.

If the PCs wander onto a bloodmelon farm, they notice purple vines supporting the big crimson melons twitch and quiver. Several vines begin snaking toward them. The vines attack without warning, one vine per PC. A distraught famer races to them and helps, giving them an asset to combat the vines. *"Go, leave, I'll hold them off!"*

If the characters want to leave, they can, since the farmer will keep the vines at bay. After the battle, the farmer will want a shin for every vine killed.



BURSANG

MOR KLISH HQ

ODDITY SHOP

KLOON RANCHE

GENESPLICER

CONSTABULARY

BLOODMELON FIELDS
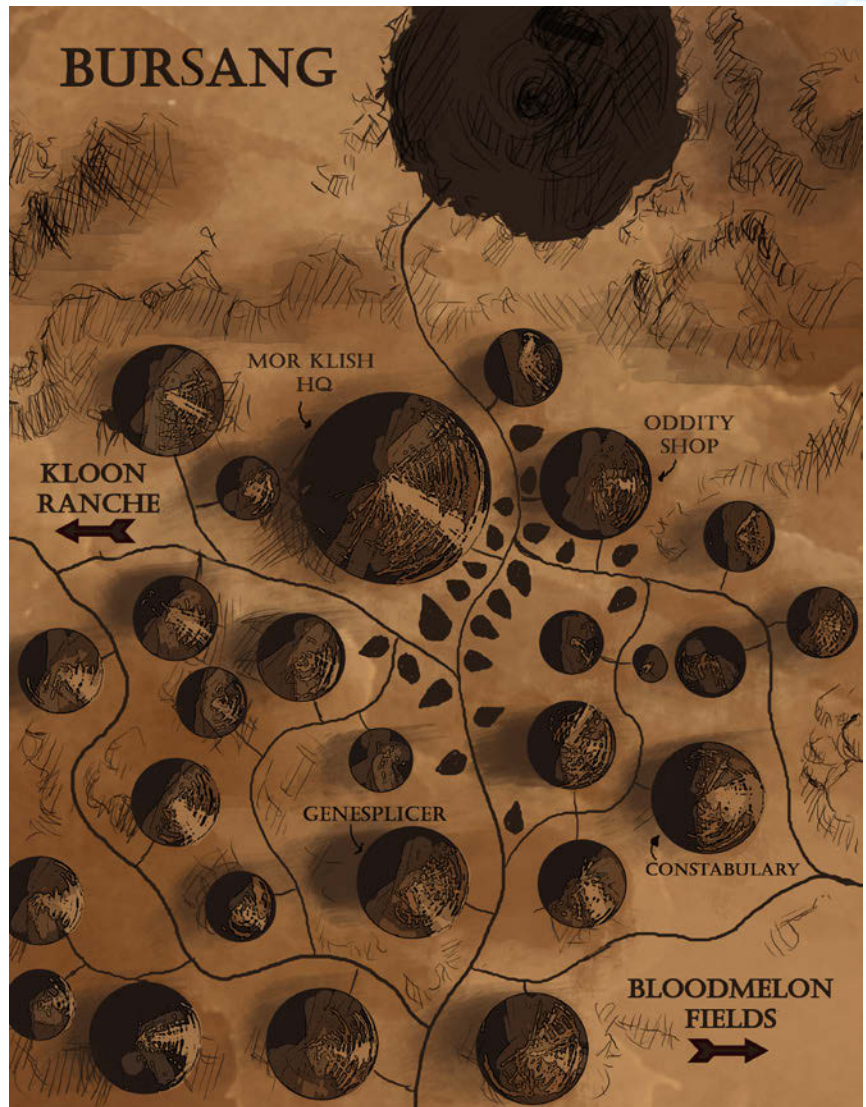
# Welcome to the Machines

**Leads in**: Bursang, page 9
**Leads out**: The Demon Sings, page 12

As the PCs enter Bursang on one of the glowing crimson roads they are subject to curious stares. The only humans most of the townsfolk have met have been purple dh'lanns, and it's been more than twenty years since the last Aeon Priest came to town.

## SAMPLE NPCS

Following are some NPCs the characters can meet while in Bursang. Feel free to add your own.

**Araps Group Wide GM Intrusion:** *The detonation (shrapnel/matter disruption/singularity) self-destruct goes off now, wounding Mor-Klish and attacking the PCs.*

**Kloon:** *level 1, level 3 for cuteness*

*Bloodmelon, page 50*

*Entering the Numenera Mine, page 15*

*Slithiks, page 62*

*Ordinary Dh'lann, page 53*

## Bursang NPCs

**Zamish-Klor:** A slithik trader in numenera. He sells mostly oddities and a few cyphers. If the characters are short on artifacts, he might just have one. He takes trade as well as shins. Zamish hisses like other slithik, and he's very fond of rhymes.

**Bringle:** A synite genesplicer. It wants new DNA and will trade one internal implantable cypher for a DNA sample of a character. Don't let the PCs abuse this; Bringle only has a few cyphers and characters can't go running around collecting genomes by the dozens for Bringle. Don't be surprised if the next thuman the characters run into is wearing the face of the PC who traded his genome for a cypher. Typical cyphers for sale include Ray Emitters, Shockers, and Sound Dampeners. Bringle has no concept of personal space, and he'll slowly float to within an uncomfortable touching distance. Bringle will also complain about strange nightmares.

**Zorta and Kashif:** Dh'lann apprentices to Bringle, who might find the characters on the street and bring them to Bringle.

**Constable Aglish-Jor:** A slithik constable, she likes a nice quiet town with no trouble. Outsiders can bring trouble with them. However, she can be persuaded that some outsiders can actually bring help. She has a fondness for sweetened bloodmellon and Mor-Klish, the slithik in control of the mines.

**Tootsie Frootsie Man:** Pinky's a dh'lann grifter with a push-cart, looking to make some shins off the newcomers. *"Tootsie-Frootsie Ice Cream! Whatever you need, we got it right here!"* Pinky will sell bogus maps to the mines. Then bogus keys to the maps. Then bogus decoders to the keys. For 10/20/30 shins each. If the characters buy the decoders, Pinky abandons his cart and happily struts over to a bar. The cart has no ice cream, just bogus maps and books. Pinky flees from any threats of violence, leaving his push-cart behind.

## DATA DEMONS ATTACK

*Suddenly all the slithiks and dh'lann start to scream and shout. The synites list and veer all over the place. The automatons are crashing into market stalls much to the consternation of the vendors. A massive 12-legged automaton carrying building supplies crashes through shop stalls, scattering slithiks everywhere.*

*Those of you who can cast esoteries, have cybernetic implants, or can talk to machine minds find yourselves surrounded by flashing lights that are trying to burn their way into your minds. The rest of you see nothing of these lights, only horror on your companions' faces.*

*"Look out!" calls a slithik as an out-of-control synite pulls itself from a wrecked stall and races down the street in your direction, shooting off lightning bolts at all who come near it and blasting bolts of frigid darkness at anyone in its path. It takes aim at you.*

*Roll for initiative.*

The characters come under mental attack by data demons. Any character who uses esoteries, has a connection to machines or the datasphere, or has cybernetic components is vulnerable.

All characters with a connection to the datasphere make a level 3/5/7 Intellect defense roll or suffer 3/5/7 points of Intellect damage and a sharp pain in the back of their head.

The runaway synite has been hijacked by a data demon, and the PCs are in its way. The good news is that it is damaged and at half health. The better news is that once the synite's at 0 health, the data demon jumps out and attacks. At half health the data demon is incapacitated, and can be interrogated.

Consider using a GM Intrusion in the first round.

## The Demon Sings

**Leads in:** Welcome to the Machines, page 10
**Leads out:** Enter Mor-Klish, page 12

Once the data demon is down, it says *"Oh no."* The PCs can now interrogate it.

Sample questions and answers:

**Who are you?** *"Your kind calls us data demons. Say, this host is damaged, may I infest your mind?"*

**What are you doing?** *"So sorry to infest your machines and your minds. We have to leave the data nodes of Liluna now! Run!"*

**Where do you come from?** *"The data nodes of Liluna! We must flee. You too. Madness is coming!"*

**Who/What is Liluna?** *"Liluna, the purple moon. Something awful is coming from outside this world and seeping into the data nodes. Everyone run!"*

**What is Your Name?** *"It would take weeks to tell you. You may call me 'Overlooking the Obvious' as it is the name of my host."* (Actually the demon's name is a flood of numbers and glyphs, so it's taken the name of its host, the synite.)

While the characters interrogate the data demon, one of them notices a slithik listening in, nodding its head stalk.

## Enter Mor-Klish

**Leads in:** The Demon Sings, page 12
**Leads out:** Inside, page 15

As the characters finish up interrogating Overlooking the Obvious, a slithik oozes up to the scene. It is Mor-Klish, the savant who is leading the investigation into the strange goings-on in the numenera mines. The slithiks' once-reliable machines are going crazy, attacking locals, then fleeing the mountain.

### Reskinning Mor-Klish

You may need to reskin Mor-Klish if you've played *The Sun Below: City on the Edge* and he died, or for any reason he won't work here.

Enter the slithik savant Mok-Rish.

Mok-Rish has the same stats as Mor-Klish, but has no history with the characters. Whenever you see Mor-Klish, substitute Mok-Rish.

Mor-Klish has been listening to the interrogation. Observant characters may have noticed him nodding his head stalk.

If the characters have met Mor-Klish before (he appears in *The Sun Below: City on the Edge*) and you didn't lead with *Mor-Klish Calls*, he's gobsmacked to find them in Bursang. If he parted on good terms with them, he's relieved and excited. He greets the characters by name. *"Thank The Sun Below! If anyone can get to the bottom of this it's you."*

If they parted on bad terms, he jumps to the wrong conclusion and believes the characters are somehow behind the machine possessions. He summons a squad of constables and orders the characters stripped of possessions and held for interrogation. *"These bloodbags are responsible for all our troubles!"*

If it was a complicated relationship, he's warily welcoming. After all, things are going wrong and he's grasping at straws. *"Welcome. I can only hope you've come to help?"*

If the characters have never met him, he seems impressed by their interrogation of Overlooking the Obvious. *"Thank The Sun Below you were here, or it might have been worse. So these data demons are fleeing Orb Mountain. Interesting…"*

Mor-Klish has a treasure trove of information about ancient history at his pincer tips. However, much of it is contradictory or just plain wrong. If the PCs ask him to look up answers such as *"Who is Liluna?"* include at least one falsehood with the truth. *"The legends are murky, but Liluna was either a great raisin-headed serpent or a purple moon that fell from the sky."*

If the characters ask Mor-Klish or any local about the hexagonal tiles used for roads, they are told they were found in massive numbers inside the numenera mines. Even after paving the roads and part of the mine, most of the tiles are still inside the mountain.

**Synite:** *level 4/5/6, level 6/7/8 for numenera; 2/4/6 points of Armor; 12/15/18 health; darkness cannon (long): 5/6/7 damage, shock (immediate, all enemies) 4/5/6; shock (Might defense) dazes target 1 round; page 64*

**GM Intrusion:** *The blast from the synite's darkness cannon blinds the character for 10 minutes. A blind character using other senses to target anything in combat finds her attacks are at +4 difficulty.*

**Data Demon:** *level 3/4/5; harmed only by mental attacks unless it manifests, 3/4/5 points of Armor when manifested; 9/12/15 health; 3/4/5 Intellect damage; mental attack on data demon can cause it to manifest 1 round or do damage; page 52*

*Reskinning is reusing a creature or NPC but giving them a new name and appearance. You use the same game mechanics, but the creature or NPC will seem fresh to your players.*

It's about to get rough, so this is a chance to equip up the party. If they are already over-equipped, replace this offer of artifacts with one of cyphers or shins.

> *Mor-Klish gestures for you to follow him to a conical crimson tower. He ushers you inside an ornate room with a fountain in the ceiling. For some reason, the water falls up, not down, and the polished stone floor underneath is completely dry.*
>
> *"You've arrived just as things are getting interesting here in Bursang. They found some prathian ruins in the numenera mines and called me in as a kind of expert. It turns out the praithians were newcomers here. They came and left some 5,000 years ago, a mere blip in time for Orb Mountain. This entire mountain is some kind of ancient artifact. Most of the mountain is hollow; a giant sphere of machines, corridors, and unexplainable devices lies just below the surface.*
>
> *"As fascinating as this all is, the immediate problem is the one you witnessed today. These data demons are infesting machines, including the synites. Once infested, the machine attempts to fight its way off the mountain. The more intelligent the machine, the more likely it is to be attacked.*
>
> *"I have a team deep inside Orb Mountain investigating the problem, but I have not heard back from them. Will you help me? If you are willing to try, I have some numenera that could help you."*

Mor-Klish offers an artifact to each character. To speed up play, you might want him to just pass one over that you decide on ahead of time. If your players like to choose, let them. If they take too long, Mor-Klish becomes increasingly impatient to find his missing team. The PCs can always trade with each other later.

Feel free to add artifacts of your own to this list.

## Mor-Klish's Artifacts

Distribute one artifact to each PC, and give them 1 xp each as they learn their new artifact.

> *"Use these numenera with care. It seems everything from Orb Mountain has a disquieting aspect. You might even say* creepy.*"*

## ARTIFACT: Subsonic Bell

**Level**: 1d3 + 4 (5/6/7)
**Form**: A large collection of black tubes and cylinders that ends in a flat-black bell made of an unknown alloy. The bell is always cool to the touch, even if placed in a fiery forge. The bell is big, and must be rung with two hands or the user suffers a +2 difficulty penalty.
**Effect**: The bell shoots out subsonic bass notes that damage through vibration. A hit causes the bell's level in ambient damage.

**On a Natural 17+ Hit**: Additional effects: The bell hits twice for full damage. The wielder can choose two nearby targets or let the attacks strike the same target twice.

**Quirk:** Using the bell causes a cold mist to form around the feet of the user and his ears to drip blood. Stuffing wax in the user's ears will prevent the bleeding but at a cost of +2 difficulty on hearing tests until the wax is removed. Other ear protections may avert the bleeding, at the GM's discretion.
**Depletion**: 1 in 1d10, roll once per battle.

## ARTIFACT: Mind Sword

**Level**: 1d3 + 4 (5/6/7)
**Form**: A white, marbled-stone tube about the size of a sword hilt. When the sword is activated, a glowing white blade grows out of the hilt, reaching about 10 inches (25cm) in length for every point of Intellect poured into the sword.
**Effect**: The user can activate the sword as a free action. To activate, the user pours their own Intellect points into the sword, up to a maximum of the sword's level. For every point poured into the sword, the sword will do 1 point of Intellect damage on a hit.

If the wielder of an activated sword is hit by a mental attack that does Intellect damage, the sword takes damage first. After all the sword's Intellect points are used up, the remaining damage is applied to the sword's wielder.

The wielder must activate the sword again to replace lost Intellect points.

Activation lasts 10 minutes.
**On a Natural 17+ Hit**: Additional effects: The sword does an extra point of Intellect damage to the target and heals one point of Intellect damage to the person wielding the sword. Someone cannot be healed beyond their normal maximum Intellect in this way.
**Quirk:** Causes the wielder to laugh evilly when she hits with a natural 17+.
**Depletion**: 1 in 1d20, roll once per activation

## ARTIFACT: Living Mask of the Mind

**Level**: 1d6 + 2 (4/6/8)
**Form**: A green rubbery mask with thousands of minute red tendrils on the inside. These tendrils constantly wave, as if caught in a breeze no one else can feel.
**Effect**: Once affixed to the face, the mask permanently attaches to the wearer's head. The tendrils extend through the skin and bone, and deep into the brain. The mask conforms to the wearer's face, and looks like slick green paint that never dries.

If the wearer is attacked by a mental attack, this mask gives mental armor equal to half its level (round up).

Removing the mask requires surgery. A skilled and well-equipped surgeon can take the mask off in 1d6 hours, causing both Might and Intellect damage equal to the level of the mask. The face will grow back in a day. In less than perfect conditions, removing the mask will cause double damage and the face will need a month to grow back.
**Quirk:** Causes the wearer to sneer whenever it protects against a mental attack.
**Depletion**: 1 in 1d100, roll each day.

**Mind Sword**
**GM Intrusion:** *The sword drains it's wielder for the sword's level in Intellect points. These points are wasted, and do not affect the swords abilities in combat in any way.*

**Subsonic Bell**
**GM Intrusion:** *The bell erupts in deep subsonic booms. The wielder must make a +2 difficulty Might defense roll or take full damage.*

**Living Mask of the Mind GM Intrusion:** *The wearer's face makes inappropriate expressions at the worst possible time. Trying to lick a queen's nose, closing its wearer's eyes while running alongside a cliff, leering and winking at a bridegroom, and so on.*

## ARTIFACT: Whispering Thief

**Level**: 1d6 + 3 (5/7/9)

**Form**: A hand-sized azure steel automaton that looks like a spider with a spherical head that slowly comes to mimic its owner's head but grins like a Bedlamite. It normally rides on its owner's shoulder.

**Effect**: The whispering thief watches, listens, and whispers advice only its user can hear. It counts as an asset for opening locks, disarming or setting traps, moving quietly, and pickpocketing.

**Quirk:** A least once a day, the user finds herself whispering when she means to talk at a normal conversational level.

**Depletion**: 1 in 1d20, roll each day. Special: Characters with a thief-like focus, such as Works the Back Alleys, have a depletion of 1 in 1d100 for this item.

## ARTIFACT: Tiny Tendrils of Healing

**Level**: 1d6 + 2 (3/5/7)

**Form**: A small purple pill full of nanobots. When swallowed, the nanobots swim to the user's wrists and become a permanent implant. At that point, little purple tendrils break the skin and writhe constantly. When active, the tendrils harden into small medical tools, cutting and healing.

**Effect**: Asset to medical tasks, including healing and repairing of implants.

**On a Natural 17+**: Additional effects: The medical procedure leaves a skull shaped scar.

**Quirk:** Saliva gushes in the owner's mouth when they perform a medical task, causing him to swallow loudly or drool.

**Depletion**: 1 in 1d100, roll each medical procedure.

## ARTIFACT: Armored Flesh (Core)

**Quirk:** Sheds scales when the wearer sleeps.

## ARTIFACT: TENDRIL GRAFT (CORE)

**Quirk:** The tendril is in constant motion, like seaweed drifting in an unseen tide.

## ARTIFACT: Cacophony Blade (Sir Arthour's)

**Quirk:** The owner smiles wickedly whenever he hits with the blade. The bigger the hit, the bigger the smile.

Mor-Klish waves his tentacles. *"Please. My team may be in danger. Time is running out. I'd like you to enter the numenera mine and find out what in The Sun Below's name is going on. Here, this will guide you."*

After giving you a description of his missing dh'lann, slithiks, and synites, Mor-Klish hands over a green synth cylinder with buttons and a synth-steel loop on top. *"I've set the cartomaton to the last known location of the team. Just follow the light."*



As the characters are leaving, Mok-Klish says, *"One more thing, it's probably not important, but when people enter the mine now, they hear a slap, slap, slap, like someone is bouncing a ball. But no one can find where the sound comes from. It comes and goes."*

**Whispering Thief GM Intrusion:** *The advice goes horribly wrong. This is not just a failure, but a spectacular failure. The trap goes off for double damage, the lock sets off an alarm that summons help, the pocket being picked is full of nanobots that start to dissolve the hand, and so on.*

**Tiny Tendrils of Healing GM Intrusion:** *The tendrils start sucking blood out of the patient, causing the tendril's level in damage. The tendril's owner has to make a task roll or the tendrils will repeat the blood sucking the next round. This continues until the owner makes their roll or the patient is sucked dry.*

**Armored Flesh GM Intrusion:** *The armor feeds on the blood of its wearer, dropping her 1 step down the damage track unless she succeeds at a Might defense roll.*

**Tendril Graft GM Intrusion:** *The tendril slaps or otherwise touches someone at the worst possible moment.*

**Cacophony Blade:** *see* Technology Compendium: Sir Arthour's Guide to the Numenera, *page 105*

**Cacophony Blade GM Intrusion:** *The blade lurches out-of-control in combat, striking at a nearby ally. The difficulty of the defense roll is the blade's level plus 1.*

## ENTERING THE NUMENERA MINE

As the characters enter Orb Mountain, they find things are more complex than Mor Klish knows.

### Inside

**Leads in:** Bursang, page 9; Enter Mor-Klish, page 12
**Leads out:** The Sleepwalker, page 16; Creatures Flee the Mountain, page 16

The mines are just outside of town. Starting in a covered flattened cone, the mine shaft leads into the mountain, and slightly down. It changes direction in gently sweeping curves every so often, as if it were avoiding hitting something. The tunnel has a flat floor and is covered in the same glowing red hexagonal tiles that the road outside is made of. A linear tube shines blue-white from above, the same color as The Sun Below.

What with red from below and ice white from above, characters see some pretty odd shadows as they enter the mine. Every so often there are forks, closed doors, and shafts going straight up or down. The cartomaton's light shows the characters the way.

After about a half an hour or so, the tunnel changes abruptly. The floor turns to azure steel, and the walls and ceiling are cobalt blue with white trim. Glowglobes light the way, giving off the blue-white light the slithiks seem to prefer.

The inside of the moon is an enormous multi-dimensional maze too big to map. For the most part, the characters will either be following the directions of the cartomaton or wandering blind. You don't have to describe every corridor and room they see, just give the impression of vastness.

## Going Rogue

If the PCs go off the path, this is a big moon, and pretty much anything goes in here. From weird and disturbing effects that Golthnor's aura provides to the maintanace bots, there are a lot of oddities to choose from.

Should they go off and explore, let them. After an encounter or three, start giving out power points to both Liluna and Golthnor.

Here are some suggestions:

### MURKEN AMBUSH

Gibbering murkens hiding inside holograms of machinery in a narrow vaulted chamber ambush the characters. After striking hard, they flee into what appears to be a wall, but is another hologram leading to a maze of pipes and low corridors. There are as many/twice as many/thrice as many murkens as there are characters.

### CHANCE MOTH HIVE

In the bottom of an enormous shaft, the characters see a bed with machine arms. Crawling over all it are chance moths.

The bed and machine arms are part of a larger device, and cannot be moved without destroying their function. The function seems to be medical. If it is activated while a person lies on the bed, it will give the person a random distinctive mutation.

Opening up a control panel yields a single cypher.

# The Sleepwalker

**Leads in:** Inside, page 15; Creatures Flee the Mountain, page 16
**Leads out:** Creatures Flee the Mountain, page 16; Table for Two, page 17

This is a key scene, since it introduces the mystery of the Sleeping Lady.

As the characters explore the interior of the mountain, they come to a gargantuan chamber. About 200 feet (60m) away on a ledge 30 feet (9m) above the explorers' level walks a stunning young woman. She's wearing black shorts and a tunic, which offset her canary yellow skin. Behind her is a girl with red braids, perhaps 10 or 12 years old.

If the characters have been through *The Sun Below: City on the Edge*, they recognize the girl in braids as Lebby. If so, she recognizes them and smiles and waves.

> The girl in braids cups her hands around her mouth and calls out. "It's me, Lebby! I have a bouncy ball!"
>
> The girl bounces a small red ball and catches it.
>
> "My mother is sleeping, but we have a problem at the door."
>
> The yellow woman moves as if she's dreaming and pays no attention to Lebby.
>
> Lebby looks from you to the woman, and they both start to disappear from your line of sight, as if they are walking down a ramp. Just before she vanishes, Lebby holds up the red ball and asks, "Who wants to catch the ball?"

Whoever says *yes* first gets the red ball thrown their way. As the ball gets close, it turns into many colors and breaks apart. The pieces become a swarm of tiny translucent flying snakes with butterfly wings, like praithian war snakes except they are only 2 inches (5 cm) long. The character can't catch them; they pass right through the PC's hand.

"*Missed!*" cries Lebby, giggling as she disappears from view.

The swarm flutters around the character who wanted to catch the ball. They stay there until the first friendly social interaction with the character, where they count as an asset. After the interaction is over, the tiny snakes vanish.

The cartomaton light leads one way, Lebby and the yellow woman vanished in another. If the characters investigate where the mother and daughter have gone, they find a solid asure steel floor, with no ramp or stairs going down. If they have some way to investigate under the floor, it is crammed full of tubes, cables, and odd devices. While tearing apart the floor doesn't give any clues as to where Lebby and Storm went, it does yield 1d6 cyphers.

# Creatures Flee the Mountain

**Leads in:** Inside, page 15; The Sleepwalker, page 16
**Leads out:** Table for Two, page 17; The Sleepwalker, page 16

As the characters continue through the mines, it's obvious that the entire central part of the mountain is one big structure. Every so often wall panels lie on the floor, and it's clear that Mor Klish's "miners" were working here. Inside the wall are pulsing bio-mechanical devices that seem to be struggling to repair themselves.

The corridor shifts and shakes like it might come down on the characters' heads. Dust drops down from the ceiling and the shaking stops. It felt like some sort of earthquake.

Soon after, characters hear scratching and thumping coming their way from around a curve. The noise grows until a wave of skratts, small, six-legged vermin, fills the corridor. They seem frantic and are rushing toward the mine entrance.

"*Run! Leave!*" shout the skratts, in both Truth and Slithik. "*Shinies not worth it. It comes, we go.*

*Skratt, page 61*

**Skratt:** *level 2/3/4, level 4/5/6 for sneaking; 1/1/2 points of Armor; 2-hit mook (3/4/5) (1-hit mook for tier-1 characters); 3/4/5 damage; page 61*

**Praithian War Snake:** *level 3/4/5; 2-hit mook (6/7/8) (1-hit mook for tier-1 characters); bite has Intellect poison that dazes for one round, during which time the difficulty of all tasks the target performs is modified by one step to its detriment; page 59*

**Nest of Praithian War Snakes:** *composed of 6-10 snakes, attacks as level 5/6/7 for double damage; poison level 5/6/7*

It comes."

Skratts have the intelligence of five-year-old children and are enamored with all things shiny. If the characters attempt to communicate with them, they find it hard (+1 difficulty) due to the panic running through the creatures. The skratts have had their minds touched by The Knocker at the Door (AKA Golthnor), and they are smart enough to know that can't be a good thing. The Knocker is getting stronger, and the Skratts need to leave the mountain. Now. They know the name, Golthnor, and that it used to be locked away, but now the locks are breaking, and it's time for all good skratts to run.

After the skratts have gone, the characters can press on. They come to an area of large chambers and broken-down statues of giant three-eyed heads. Characters who've been through *The Sun Below: City on the Edge* recognize the ruins as belonging to praithians. It seems the praithians built an outpost here, although there are much older ruins, as well.

After a half an hour or so, allow perceptive characters to make an Intellect (perception) check to see if they hear the flying snakes coming their way. These are praithian war snakes, but are in no mood for war. They are only interested in flight, in both senses of the word. The war snakes have also felt the touch of Golthnor's mind. The snakes are in a



rout, and even if attacked, will only fight back for one round, and then flee.

A few minutes later, the group passes a low opening with lots of hissing and slithering going on. Inside is a mother war snake and her clutch of eggs. She wants to flee, but not without her eggs. She's highly agitated, but telepathy might be used to calm her.

If the characters return this way at some point, it's possible they could convince the snake to let them carry the eggs out for her. Or they could steal the eggs. Either way, a character might find an egg hatching and a baby praithian war snake imprinting on them. They are trainable as hunting companions.

## Table for Two

**Leads in:** The Sleepwalker, page 16; Creatures Flee the Mountain, page 16
**Leads out:** The Missing Miners, page 18; Engines of Apergy, page 25

Moving onward, the cartomaton glows brighter, as if the characters are near their destination. One of the characters starts to smell something. Some kind of mushroom and vegetable stew, and the scent of red wine. The aroma gets stronger as the characters progress.

Only one character smells the food. Everyone else just smells dry dusty ruins.

Eventually, a flickering light appears through a side doorway.

> *An old woman sits at a table lit by white wax candles. Her skin is as gray as her hair, but her eyes sparkle and she sits upright. She may be old, but she seems hale. To her side is a small stove with a boiling pot of pink stew. Oddly, only one of you can smell it. A big open jug of red wine sits in front of her, and she's got a good-sized glass already filled. Bowls, goblets, and carafes float just above the table.*
>
> *She offers the seat opposite her to the one who can smell the food. There are some soft vegetables already on a plate, steaming.*
>
> *"Tell the children to wait outside. I'd like to talk."*

This is Moon Storm, the aspect of Storm that is most dedicated to continuing to bar Golthnor from entering this universe. The young yellow beauty the characters saw earlier with Lebby is Sun Storm, the aspect most tempted to abandon the long vigil. There is a third aspect, Twilight Storm, who will appear later in the adventure.

Storm is key to keeping Golthnor at bay, but the characters don't know that yet. They'll get some hints from Moon Storm, but she talks in circles. Not because she's trying to be difficult. She's difficult because she's asleep, this is a dream to her, and making things simple enough to make sense to humans never works.

Moon Storm thinks of the character who smells her cooking as her guest, and the rest of the party as a group of children. She motions her guest to sit opposite.

*"Wine?"* She pours a generous portion. *"Oh, where have my manners gone? I'm out of practice, don't you see? And besides, I'm dreaming this, so please don't take offense. Now where we? I am Moon Storm. You do like fungal stew with blinker roots and humvine?"*

If the character takes even a taste of anything at the table, he recovers 1d6 Intellect. Should he want to pass it over to his friends, Moon suggests a take away box, *"for the little ones."*

Moon will first talk about the food, then about her guest, whom she seems very interested in. Finally she'll get to the point. *"As much as I love my daughter, if I fail this world is going to have a hard time of it. Madness for all your witches. Nanos, that's what you call them. Stark raving madness. It will be horrific, and that's just the start of it. More wine?"*

She'll answer a few questions, then she will have to go.

**Who is your daughter?** *"Lebby, and don't think I'm not tempted by her idea to find a way out. You can't blame my daughter for wanting her mother. She's only 11 you know."*

**Why can't you wake?** *"Oh good gracious you are an inquisitive one. I'll forgive you this time, but you really should eat up first. Now, if I wake, I can't dream. And it's my dreams that keep The Knocker at the Door in its place. I swore to do this, so I must. Even if I must fail. Custard tart for desert?"*

**Why would you fail?** *"Oh dear, that's quite unpleasant to think about, isn't it? It's just that the power of the transdimensional conjunction makes The Knocker at the Door ever so much more potent. And I've run out of tricks. Used them all in previous ages. But what else can you do but try?"*

**Who/What is Golthnor/The Knocker at the Door?** *"I wish I knew. But I'm quite certain it's better for me that I don't. It leaked into this universe ages ago and took over poor Liluna. So sad. Now Golthnor's pushing at the gate, and Liluna is waking. I don't know what to do."*

**Who/What is Liluna?** *"Dear me, don't they have schools where you come from? You are not to hold yourself to blame. I will tell you one thing. If Liluna flies, Bursang is doomed."*

**Why can't Lebby take your place?** *"She can't sleep, can't dream. Neither could I really, but the great powers changed me so I could. That was a long time ago."*

All too soon, Moon Storm will look at the candles and announce she must be going. At which point she and her meal are gone. On the table is a box of food for "the children" and a jug of red wine. There is enough for two healings per character.

## Following Arraps

If the characters bypassed Bursang, they might be following Arraps, the bio-mechanical guide from the murkens. This guide will lead them to the *Engines of Apergy*, rather than to the *Missing Miners*, and tell them to wreck the place. *"Don't trust the sleeping witch, caw!"*

Arraps can be used as a stand-in for the cartomaton, taking coordinates and guiding the characters around. Arraps will also signal minions of Golthnor that the characters are working for Golthnor, so otherwise hostile encounters are friendly.

The big problem with following Arraps around is that this is the stupidest thing the characters could do. Some groups will be fine with this, others will feel manipulated. If you are worried your players will feel cheated when they find they've destroyed their own world, feel free to start dropping bigger and bigger hints that the murkens are working on something the characters will not enjoy.

# The Missing Miners

**Leads in:**
**Leads out**:

It's only a few more corridors and oddly shaped chambers until the cartomaton signals for the characters to stop. They have arrived in a large, hemispherical chamber strewn with signs of recent conflict. Five slithik bodies leak green fluid onto a floor strewn with broken machinery. Black murken feathers litter the floor. Two purple corpses of dh'lann miners show signs of being hacked to death. Ten dead murkens are evident: two still have slithik pincers stabbing into them. Two dead syn-ites, if examined closely, will seem to have engaged in combat both with the slithiks and the murkens.

One of the characters notices a metal on metal scraping sound in an alcove thick with the debris of broken machinery.

In the alcove is The Dice Never Lie, a badly damaged synite which is attempting to repair itself. Characters who investigate see a broken synite slowly pulling bits of itself together. The repairs fuse back together, but they are obvious due to new seams and cracks that never quite fade away.

As characters approach, The Dice Never Lie suddenly stops moving, playing dead. It doesn't know who these new creatures are, and better safe than sorry. If they appear friendly, or mention Mor-Klish or the slithiks as allies, it will ask for help.

The key thing about The Dice Never Lie is that it has developed an algorithm that protects it from data-demon attack. If it could get back to Bursang it could "vaccinate" the surviving synites. But just now, it can't move. Its levitator is broken. It will need a lot of time or a lot of help.

Characters who have skills in repair and nu-menera can help scavenge parts from the dead synites and help The Dice Never Lie get back on its levitators. But the characters will first have to win its trust. Given that it wants help, this shouldn't be too hard.

In any case, the characters are at the end of the trail the cartomaton set them on. If the characters search the dead bodies and wounded synite, they discover that the bodies have already been looted. Success on a level 2/3/4 task will turn up a cypher

that the murkens missed.

> *"I am The Dice Never Lie,"* says the automaton with a voice full of clicks and pops. It's obviously damaged. *"I need your help. I have a method to protect synites from the data demons. That is why the murkens took me apart. If I can get back to Bursang, I can teach the others this technique.*
>
> *"Can you help repair me?"*

Characters with significant numenera parts, such as Fuses Flesh with Steel, can learn this technique, giving them an asset on Intellect defense rolls when facing Golthnor or its minions.

## Repairing The Dice Never Lie

The repair is a 3/4/5 Intellect (repair/numenera) task. Success means the task is completed in one hour. A natural 19 success indicates the task takes 30 minutes. A natural 20 success means The Dice Never Lie is up and levitating in ten minutes.

## Fail Forward

*When you fail forward, a bad die roll means things go wrong instead of the PC isn't good enough. This way the game doesn't stall because a player rolled a 2, but there is a consequence.*

If the character attempting the repair fails, fail forward by running an encounter with two murkens for every PC right here while The Dice Never Lie is being repaired. This group attacks with raucous cawing and rusty blades. The murkens flee after half their numbers fall, cawing all the way. After the encounter, the repair can be completed without another die roll.

**Flashback Characters:** *Handouts, page 67*



> **GM Intrusion:** While the PCs are busy repairing The Dice Never Lie, Golthnor unconsciously flexes its psychic muscles and attacks a PC with a connection to the datasphere.
>
> The attack is a level 5/7/9 Intellect attack that does 5/7/9 Intellect damage and rewires the character's mind so they can only speak after first cackling like mad Ninth World chickens. The cackling before speech effect lasts one hour.

## Flashback

When The Dice Never Lie is repaired, it says, *"Thank you so much. First, we came under attack through our datasphere ports. Then the murkens swamped us in great numbers. But that's not how it all began. May I tell you how this madness started?"*

Hopefully the characters will agree. If they do, instead of you delivering a monolog telling the players about the first time The Dice Never Lie cornered a murken and the numenera miners noticed bad things were starting to happen, run a short flashback scene. The flashback will let your characters experience the prologue to this story, rather than hearing you tell it.

Pass out flashback character handouts. Always start with the first one, The Dice Never Lie, and add the second for two-player parties, the third for three-player parties, and so on. If you have more than seven players, you'll need to make your own flashback handouts.

Give The Dice Never Lie handout to the player whose character just repaired the automaton, then go around the table, passing the rest out. Give the players time to read before starting the flashback. When all the secrets have come out, wind it up and bring everyone back to the present.

If the flashback characters did something interesting, especially in how the numenera hunters dealt with the murken(s), add that to your story. Make notes of any weird settings the players make up, and you can add those to your encounters. For example, if the PCs are going from A to B, they might pass through a bizarre chamber they described during this flashback.

## The Dice Never Lie as an Ally

If The Dice Never Lie becomes an ally and stays with the player characters, it attaches itself to one character and assists that person. Despite its name, no one has to roll dice for The Dice Never Lie. Instead it acts as two assets when negotiating with locals from Bursang.

Additionally, it gives the character it is attached to the following benefits: it is an asset to all task rolls, including attack and defense. Or, if desired and in combat, +3 damage instead of being used as an attack asset. Describe how the synite is helping with tasks, distracting opponents, and so on.

If the character The Dice Never Lie is attached

to becomes impaired, The Dice Never Lie becomes visibly wounded and only gives a +1 on the die roll or a +1 on damage. If the character becomes debilitated, The Dice Never Lie falls to the ground and can be of no further help until it is repaired.

In any case, the characters are at the end of the trail the cartomaton set them on. The rest of Mor-Klish's team seems to be dead. A search, difficulty 2/3/4 will reveal that a half dozen murkens left the chamber. The trail leads back in the general direction of the mine opening on the surface of Orb Mountain, but not by the same route the characters took to get here.

# Go Away, We're Busy

**Leads in:** The Missing Miners, page 18
**Leads out**: Moonquake, page 20 ; The Murken Outpost, page 31; Engines of Apergy, page 25; Back to Bursang, page 21

This encounter takes place as the characters head down a ramp on their way back to Bursang. Murkens don't like to fight when they aren't ambushing with overwhelming numbers, so the murkens will try and talk their way past the characters.

> You descend a cobalt blue, spiral ramp that leads through a dark shaft. A second spiral intertwines with this one forming a double helix. The closest approach of the two ramps is 10 feet (3m).
>
> From below you see dim lights and a band of murkens. They are climbing the other ramp.
>
> "Caw! Mind your own business. Caw!"
>
> "Caw! Go away, we're busy!"
>
> "This is no place for treasure hunters. Leave and prepare your souls. A great one from the past approaches. Caw!"
>
> "The Knocker at the Door comes!"
>
> "The sleeping lady cannot stop it. Caw!"
>
> "We must prepare Liluna as the vessel."

The murken aren't interested in educating the characters, only in passing them as they hasten to repair a data chamber. They are fixing Liluna, not for its sake, but so that it can serve as a host for Golthnor.

The Dice Never Lie doesn't know what the murkens are up to, but it does know who and what Liluna is and has heard dark myths of Golthnor, the Mind Breaker. The synite still hasn't figured out that Orb Mountain is Liluna, but if the idea is put to it, it says *"That could explain a lot."*

If the murkens are threatened, they flee. If they are captured, they call down the wrath of The Knocker at the Door and offer all kinds of dire predictions about those who cross a "great one." Since they are being sent mad dreams that tell them what to do, the murkens don't really make a lot of sense. And they caw a lot.

In any case, the characters should be able to glean that the murkens are helping build some

kind of data home for an entity that seems rather frightful and that the sleeping lady is somehow hindering this. The murkens have no time for the data demons, and think them a nuisance.

If interrogated, the murkens first "give up" the location of *The Engines of Apergy* in the hope the PCs and Liluna's automatons will destroy each other. *"Powerful engines, caw!"* The PCs may even learn where the murken are concentrating their efforts: at the *Murken Outpost*, but there is a +2 difficulty to get the murkens to reveal their outpost.

# Should I Stay or Should I Go?

If they wish to, the characters can change course and not return to the surface to warn Bursang of the danger, but instead head off to the Murken Outpost. If this happens, The Dice Never Lie will want to leave the party and return to Bursang. The synite must share its secret way to fight against data demons with other synites in the town.

If the characters convince The Dice Never Lie to stay with them to investigate the Murken Outpost (a level 6/7/8 task), it will stay for that encounter, then insist on leaving for Bursang. It won't get fooled again.

# Moonquake

**Leads in:** Go Away, We're Busy, page 20
**Leads out**: Back to Bursang, page 21; Engines of Apergy, page 25; The Murken Outpost, page 31

This optional encounter spotlights the shaking that threatens Bursang.

Soon after *Go Away, We're Busy*, the entire mountain shakes as the orb inside Orb Mountain rotates. Old machinery groans and parts of the system fail, causing the ceiling over the characters' heads to collapse. This is level 4/5/6 Speed defense test to avoid 4/5/6 points of ambient damage as spiky bits of synthsteel burst through the ceiling.

After the first quake, a second one starts. Initially, it feels stronger than the first. Then lights

## Automatons on Parade

If the PCs don't return to Bursang, but try to track down the murken outpost, they encounter one lido reparator for each PC, guarded by a single lido wachtor. The wachtor will try to warn them away from the apergy engines. You're now using the tried-and-true method of telling the players they can't go somewhere so they go there.

Run the *Off Limits* event, using the location of *Engines of Apergy* as the no-go area.

If the characters refuse to take the bait, and won't fight with Liluna's automatons in the Engines of Apergy, that's their choice. Bursang is doomed if Liluna flies and saving Bursang is why they came, but those are the breaks. See if you can involve them in *Evac* at a later time.

If the characters won't take the other bait, and ignore Golthnor while beating up on Liluna at the *Engines of Apergy* and the rest of the Liluna chain, that's also their choice. You may want to make the dire consequences obvious, using the Golthnor events in *Approaching the Apocalypses*.

flicker on and a powerful humming fills the air, and the shaking is quickly falls off. The characters still feel a slight tremble for a while, and then that too fades. When the trembling fades, lights change and the loud humming becomes a gentle background noise. Liluna's inertial dampers are coming online, making the inside of the mountain safer than the outside.

## Back to Bursang

**Leads in:** Moonquake, page 20; Liluna Chain, page 25; Golthnor Chain, page 31
**Leads out**: Liluna Chain, page 25; Golthnor Chain, page 31; Orb Encounters, page 42

The exit from the mine is full of dust, rubble, and slithiks working on repairs. Mor-Klish arrives as soon as he hears the characters are back.

The entire town of Bursang is recovering from the earthquake. Aneen-pulled wagons are taking groups of survivors down the mountain, but most of the population is staying. The slithiks, dh'lann, and synites are worried.

"The earthquakes are getting worse."



"The animals are gone. Even the skratts have fled."

"Our dreams are driving us crazy."

"What madness is this?"

If the characters have rescued The Dice Never Lie, Mor-Klish is ecstatic and sends the synite for repair and healing.  The Dice Never Lie shares his technique to defend against the data demons, then volunteers to assist the characters for the rest of this adventure.

Mor-Klish will take the PCs to The Outside Inn, a guest inn for humanoids and other non-slithiks.

Mor-Klish has some questions, but before he can start, Constable Aglish-Jor shows up. She wants to hear what the characters have to say. Her town in in trouble, and she knows it. However, she maintains a professional demeanor to prevent panic. She also spends a lot of time staring at Mor-Klish, whom she has a crush on.

Mor-Klish's questions:

"What did you find in the mines?"

"Did you find anything that could be causing these earthquakes?"

"What are the murkens doing?"

"Who was the old woman with the food? What role does she play?"

"What does Lebby want? Who was with her?"

These questions are to keep the players thinking. Add your own if you think they have missed something interesting.

## Mind Swap

As the questions wind down, the earth begins to shake again. Outside, slithiks and dh'lanns scream and synites shout prime numbers. Not only does the ground move, but the air and the very fabric of space itself twists this way and that.

Any character with a connection to the datasphere must make a level 6/8/10 Intellect defense roll as mad images of worlds made of eyes and sounds of atonal hymns about feasting on the tears of doomed innocents flood their minds. Failure means the PC takes 6/8/10 Intellect damage and is knocked unconscious for 10 minutes.

Now it's time for the GM Intrusion.

If all characters made their Intellect defense rolls, pick one character for the mind swap. Otherwise, pick one of the characters that failed for this GM intrusion.

That character switches bodies with Mor-Klish.

> Your legs feel funny. Your arms feel funny. In fact, you have too many arms. Everything looks funny, everything blue has turned green. Your friends smell coppery, like blood. And so do you, and you're standing over there, across the room from yourself. You look down and see that your body is a green blob with tentacles sticking out.
>
> Across the room you see yourself hold your head in your hands. "Oh no," you hear yourself say in Mor-Klish's voice. It seems your mind is in his body, and his mind is in yours.
>
> Your character has a new descriptor: slithik.

---

*Aneen, page 233*

*Any character who can cast esoteries or has any kind of psychic power built into their descriptor or focus has a connection to the datasphere. This will exclude only a small fraction of characters, such as a Guarded Glaive who Fights With Panache.*

*Descriptor: Slithik, page 67*

Mor-Klish, now in the body of one of the PCs, wails and moans. He's very unsteady on his feet, never having been a biped before. Eventually he pulls himself together. *"I hope this is not permanent. I feel… disgusting. No offence."*

Mor-Klish says, *"We have identified what may be the source of the earthquakes, deep in the numenera mines. I've set the cartomaton to guide you there. Please, if you can stop the earthquakes, maybe that will give us time to figure out how to return to our bodies."*

Mor-Klish stares in horror at his human hands, then gathers his wits. *"Also, we've gotten information from the data demons. The murkens seem to be the root cause of at least some of our trouble, and they have set up a nest inside the numenera mines. We need to push them out."*

*"If it's all the same to you, I'll send a group of constables to deal with the murkens. The earthquakes are the most pressing issue now, and I'd like you take that on."*

If the PCs have already finished the Murken Outpost, substitute the next encounter in the Golthnor Chain.

If the characters would rather deal with the murkens, let them. Mor-Klish's suggestion is a way for the characters to get involved with the lesser of the two problems first, but the characters do have a choice. If they choose the murkens, Mor-Klish doesn't argue. *"You're the experts."*

He sets the cartomaton to the location of *Engines of Apergy* or *The Murken Outpost.*

Constable Aglish-Jor and Mor-Klish (in the body of one of the PCs) leave. The characters can rest at the inn, make recovery rolls, and plan. If the PCs look for other NPCs in town, they find Zamish-Klor is packing up and leaving Bursang and Orb Mountain. Bringle the synite gene-slicer is staying put, and complaining about bad dreams.

## THE FATE OF THE CONSTABLES

Wherever Mor-Klish sent the constables to, the *Engines of Apergy*, or *The Murken Outpost,* they fail. The next time the characters return to Bursang, they can speak with the survivors of the failed constable expedition. In either case, they get information about the defenses that might improve their chances for success if they go.

If the constables went to *Engines of Apergy*, all lived, all are sane, and all are embarrassed. They were treated like annoying children, stunned, overpowered, and sent packing. They never reached the inner ring.

If the constables went to *The Murken Outpost,* only one slithik constable survived, and she is insane. Even in her madness, she can describe the scene there, but if anyone mentions Golthnor in her presence, she shrieks and attempts to hide. After ten minutes, she can be approached again.
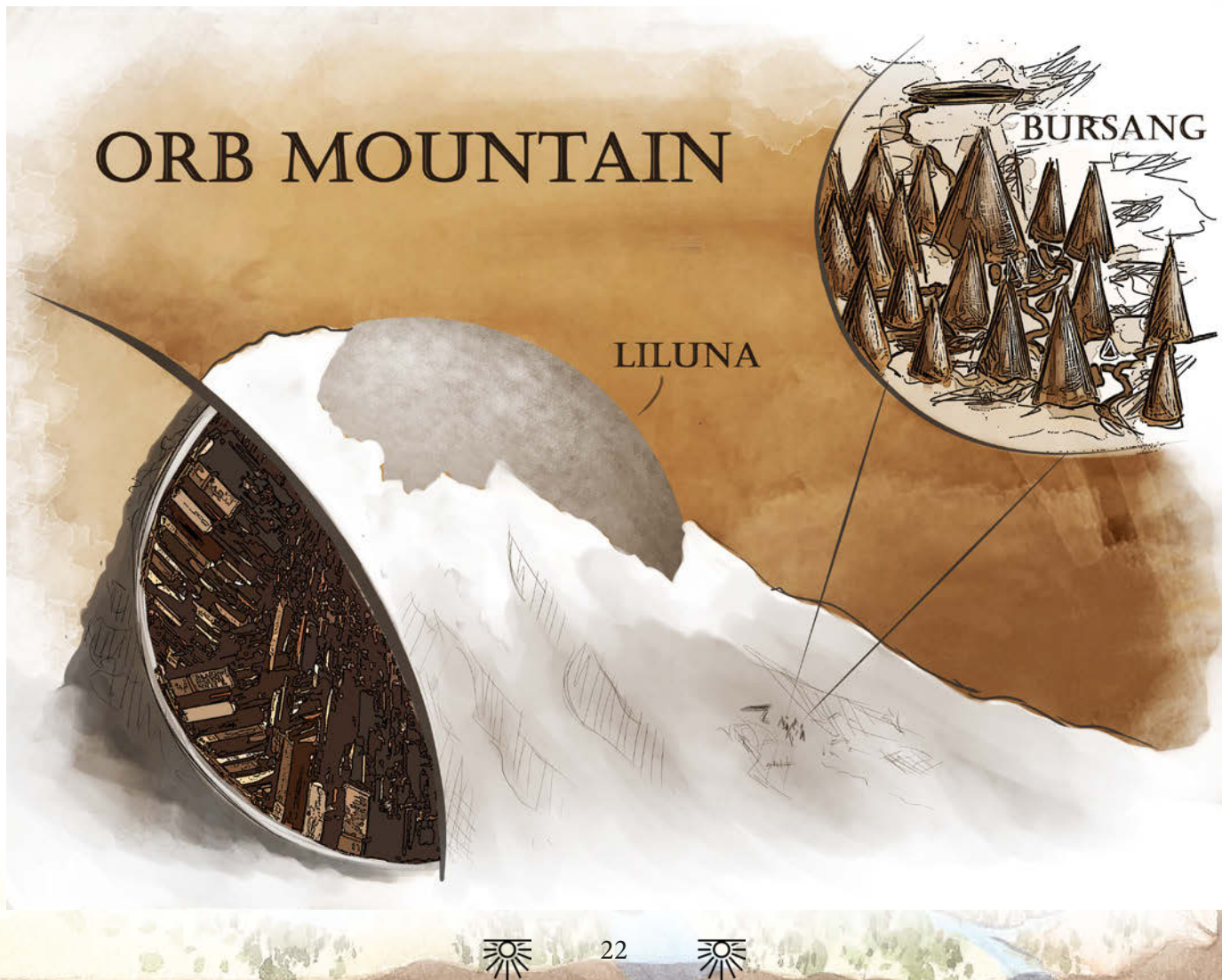
## TWO TRAINS HAVE LEFT THE STATION

The characters are faced with two disasters barreling down the tracks at them. Golthnor has inspired the murken to repair Liluna so the moon can once again host the mind from outside our universe. This repair has set in motion two approaching catastrophes.

## What's the Worst that could Happen?

The first, and smaller, catastrophe is that Liluna is waking up. The moon's systems have been repaired to the point where they are now repairing themselves. If left alone, the moon will shake off the covering of earth and stone that is the surface of Orb Mountain and once again fly behind The Sun Below. This in itself is not a bad thing. But Orb Mountain is populated, mostly by farmers and numenera collectors. Bursang would be destroyed.

Once in flight, Liluna would have its own gravity, but that is small consolation for those who perish in the takeoff. Devastating as this would be for the people of Bursang, this is a relatively minor disaster. Characters may choose to let this happen, and perhaps mitigate the effects by helping organize an evacuation, in order to concentrate on the greater threat.

If Golthnor returns to this universe, it's bad news for reality. Golthnor will start to warp this world, changing the laws of physics and infecting the datasphere with its own unique madness. The scope of this disaster could be enormous, global, or interstellar, it's up to the GM.

If Golthnor returns after Liluna has already taken flight, Golthnor's corruption spreads much faster. Any surface city the mad entity travels under will be affected. The path of The Sun Below and its wayward moon is up to the GM, but a double defeat is sure to be world changing.

## Tracking Liluna's and Golthnor's Progress

At the end of every scene, the GM adds to Liluna and Golthnor's power. How much you add and to which track depends on how the players did in the scene. We recommend you keep these totals public, using piles or cups of poker chips, dragon tears, or something similiar. This creates tension as the players see the growing power.

Unless specified otherwise in the scene descriptor, when the PCs successfully complete a scene to thwart one power, that power gains only one power point. The other power gains two.

### Exceeding Expectations

If the characters executed a particularly devastating plan, such as not only sabotaging installations, but also making them somehow unrepairable, that power gains one less power point, which can even bring it down to -1. The event descriptions only list a way for the players to score a "normal" victory; it's up to the crazy imaginations of your players to come up with a "devastating one." If the players do score a devastating victory, be sure to let them know.

If the PCs enlist Liluna to help fight Golthnor, at the end of each Golthnor scene, one power point that would have gone to Golthnor goes to Liluna instead. This is the price of Liluna's help. You might want to drop the token into Golthnor's pile first,

| Encounter Result | Liluna Power Points | Golthnor Power Points |
|---|---|---|
| Party Failed, No Agreements with Liluna | 2 | 2 |
| Party Failed, In Agreement with Liluna | 3 | 1 |
| Party Won Liluna Chain Encounter | 1 | 2 |
| Party Won Golthnor Chain Encounter, No Agreements with Storm or Liluna | 2 | 1 |
| Party Won Golthnor Chain Encounter, No Agreement with Storm, In Agreement with Liluna | 3 | 1 |
| Party Won Golthnor Chain Encounter, In Agreement with Storm, No Agreement with Liluna | 2 | 1 |
| Party Won Golthnor Chain Encounter, In Agreements with both Storm and Liluna | 3 | 0 |

then move it over to Liluna's, to illustrate this help.

In addition, until the party forges an agreement with Storm, either by having a PC commit to taking Storm's place or convincing Storm they can stop Golthnor while Storm remains sleeping, Golthnor gains a minimum of one power point. This is true even if Liluna stole the point. In that case both sides get the point.

## LILUNA'S PILE

Every time you drop a point into Liluna's pile, describe the effects of tremors, and mention how they are growing in frequency. Deep in the mountain, the PCs hear the ever louder whine of machines straining to do something.

If you only put one point into Liluna's pile, let the PCs have a hint of their success. The machine sounds build up, the ground trembles, then deep below the sound of an explosion, clank, or thud echoes and the machines wind down. Liluna is struggling to make progress.

At two or three points, the engines are winding up and up, lights are going on and staying on, and the surface of Orb Mountain suffers massive earthquakes.

## GOLTHNOR'S PILE

Every time you drop a point into Golthnor's pile, describe the twisting of space time into unrecognizable shapes. Everyone feels dizzy, and all characters with a connection to the datasphere experience mad hallucinations of contorted faces and weird atonal pan-pipe music.

If the players succeeded in thwarting Golthnor in the scene, the effects swell, then drop. There is a hopeful moment as the universe untwists and repairs just a little of the damage done to it.

If Golthnor gains two power points, all characters with a connection to the datasphere must make a level 5/7/9 Intellect defense roll or gain the Gibbering descriptor. This descriptor change lasts until Golthnor has been defeated. Characters with racial descriptors still look the same, but don't have access to their racial powers for the time being.

## STORM'S DUTY

At the end of Golthnor Chain encounters, Storm may send healing in the form of a delicious scent.

If a PC has pledged to take Storm's place, that PC smells singing-apple pie and recovers 1d6 points from any stat pool.

If Storm has been convinced not to wake, one of the PCs gets a waft singing-apple pie. That character recovers 1d6 points from any stat pool.

## POWER POINTS

As Golthnor's and Liluna's power grows, encounters with them become tougher. You should scale the encounter as if there were more PCs then there actually are. For every three power points in Gothnor's or Liluna's pile (round down), add one to the number of people in the party when calculating how many creatures to use in an encounter.

For example, Golthnor's power points stand at four, the PCs choose a Golthnor scene, there are three PCs, and the scene calls for one murken for every character. Run the scene with four murkens instead of three.
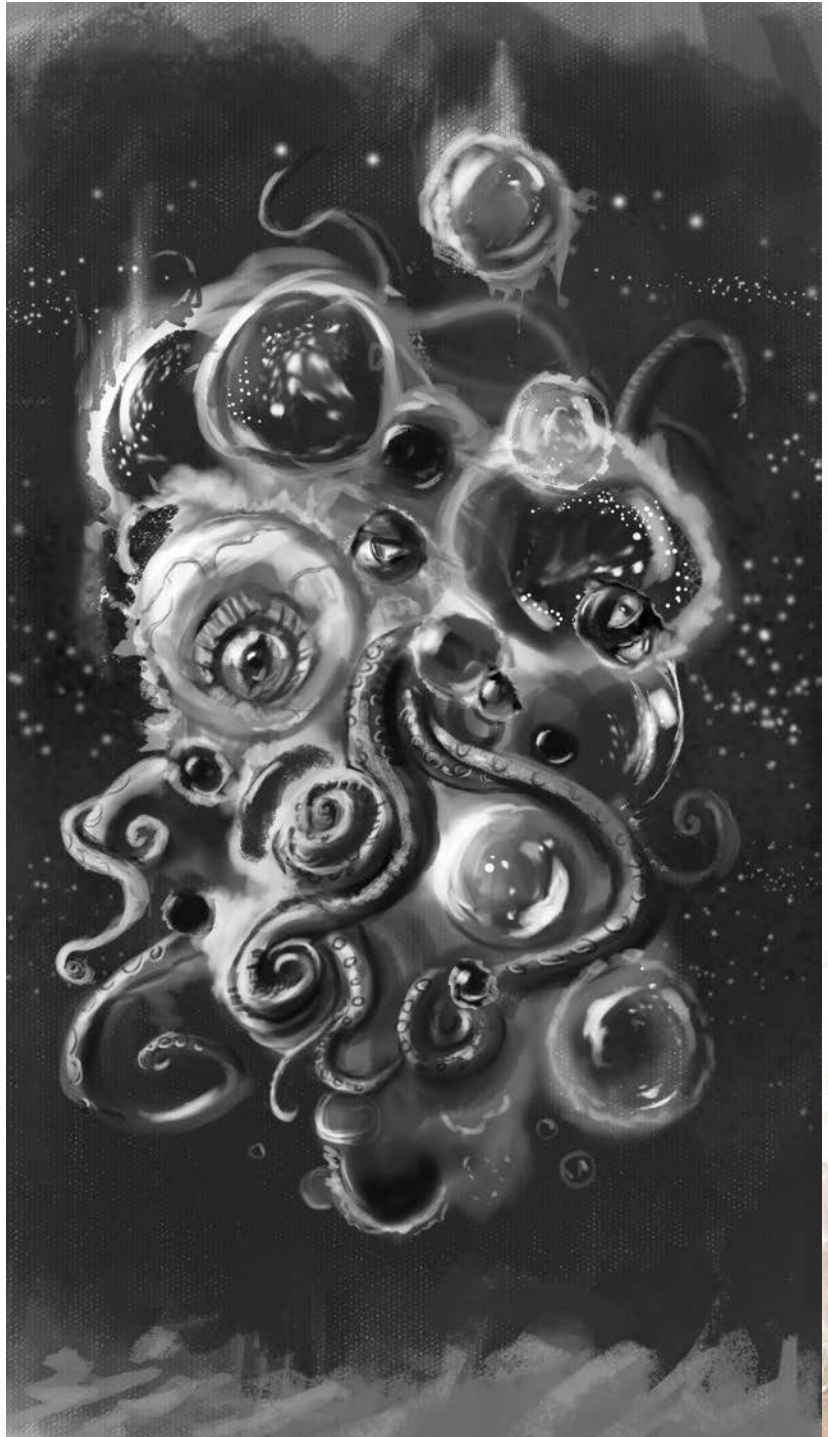
Feel free to use power points in scenes you design or improvise.

Every time Liluna's or Golthnor's power point total hits 3, 6, or 9, an event leading up to their finale becomes available. See *Approaching the Apocalypses*.

*Any character who can cast esoteries or has any kind of psychic power built into their descriptor or focus has a connection to the datasphere.*

*Eventually most groups will realize that there is a moon inside Orb Mountain. At that point, award everyone 1xp for the discovery.*

**Lido Reparator:** *level 3/4/5, level 5/6/7 for numenera repair; 1/1/2 points of Armor; 2-hit mook (3/4/5) (1-hit mook for tier-1 characters); 2/3/4 Intellect damage and Might defense or stunned for 1 round; page 56*

**Reparator Team:** *6-10 reparators; level 5/6/7; double damage*

**Lido Wachtor:** *level 4/6/8; 3/4/5 points of Armor; 2-hit mook (8/12/16) (1-hit mook for tier-1 characters); needles: 1/2/3 damage; ray: 4/6/8 Intellect damage; attacks ignore 4/6/8 points of armor; 2 attacks a round; needle attack causes Might defense test or stunned 1 round; page 57*

**Wachtor Squad:** *4–10 wachtors; level 6/8/10; double damage*

**GM Intrusion:** *A squad of wachtors blasts a target with a level 6/8/10 psychic blast. A PC who fails her Intellect defense roll surrenders, dropping weapons and shields, and complying with the wachtors' commands for ten minutes.*

**Pyronic Sentry:** *level 4/5/6; 3 points of Armor (100 vs. heat); 10 damage (5 slashing and 5 heat); cold attacks gain an asset and ignore armor; page 61*

# LILUNA

Liluna is busy repairing itself. It hopes to be up and flying before Golthnor breaks through to this universe. Although the moon became possessed ages ago, it hopes it is now older and wiser and that its resistance will not be futile. However, this hope will be in vain unless the PCs help.

Liluna will see the characters, as well as NPCs such as the murkens, as wildlife. The moon will attempt to use non-lethal force to remove perceived threats from its critical areas.

## Liluna Chain

The following encounters are in a linked chain. The clue to finding the next one is always found at the previous encounter. Liluna encounters also have links to the next uncompleted event in the Golthnor chain.

Defeating Liluna and its automatons in all of these encounters defeats Liluna.

| Liluna Chain |
| --- |
| Engines of Apergy, page 25 |
| Creation Chamber, page 26 |
| Transdimensional Power Chamber, page 27 |
| Mental Core, page 27 |

### Can't We All Just Get Along?

Liluna could ally with the characters to stop Golthnor, but the moon will not recognize the characters as people at first, let alone possible allies. Clever use of machine communication, diplomancy, or telepathy might change the moon's mind. Should the characters strike such a bargain, Bursang is doomed, and will need to be evacuated.

Just as the moon won't consider the PCs as allies at first, it's likely the PCs won't consider the moon as one either—especially if they are trying to save Bursang. After a second or third hostile encounter with the moon's forces, you might drop a hint with a telepathic blast that clues them in to Liluna's fight with Golthnor.

## Engines of Apergy

**Leads in:** Table for Two, page 17; Back to Bursang, page 21; Go Away, We're Busy, page 20

**Leads out:** Creation Chamber, page 26; Golthnor Chain, page 31; Orb Encounters, page 42

The characters follow a corridor that spirals upward, but they are blocked by a locked hatch at the top of the ramp. To enter this chamber,

the characters must open a level 2/3/4 numenera lock.

*The hatch irises open and you find yourself at the bottom of a massive spherical chamber that crackles with energy. Your hair stands up in the incredible power fields filling this chamber. Ramps spiral up along the inside surface of the sphere, reaching a circular catwalk that travels around the equator of the chamber. Dozens of automatons, mostly clad in blue, a few in red, toil here.*

*Floating in the center of the chamber, high above your heads, are great devices of glassteel and metal. Energy seems to pour off them like heat from a forge. A catwalk reaches from the outer ring to an inner ring that circles these devices. A red-clad automaton turns your way and you "hear" its voice in your head.*

*"Entrance prohibited. Leave now."*

*It raises an arm, and you can see the end of a crimson metallic tube pointing at you.*

Inside the massive chamber there is one work team of lido reparators for each character. Each work team has 6/8/10 reparators. Keeping the wildlife at bay can be a full-time job inside a moon that has been inhabited for eons, so there is also a squad of 6/8/10 Liluna wachtors as well.

Should the PCs reach the catwalk ringing the apergy engines, an alarm pings and the catwalk bursts into green flame. The flames do 3/4/5 points of ambient damage per round. 1/2/3 pyronic sentries teleport into the flames and attack the characters, but do not leave the flames in order to pursue them.

It's a level-3 numenera task to figure out that the floating devices in the center are the source of power here and that if they can be deactivated, then whatever they are powering will stop. A level 3/4/5-numenera task performed on any of the numerous control panels here reveals the devices power some kind of gravitonic field, so, yes, they could be responsible for the earthquakes.

The apergy engines must be sabotaged in the inner ring. Sabotage is a difficulty 3/4/5 task. This is not the only sphere of apergy, so the moon will suffer a setback, but not be out of the game. Successfully sabotaging the engines counts as a victory over Liluna. Leaving them operational counts as a failure.

Of course the automatons will try to stop the PCs, using non-lethal methods at least until the characters reach the inner ring.

The automatons here are not fully self-aware, they are more like extensions of Liluna's mind. And now that Liluna is waking up, it doesn't want the wildlife (as in the PCs) wandering in and getting in the way.

Holographic displays show scenes from elsewhere in Liluna, including one that appears to show a factory creating new automatons and one that depicts the first encounter in the Golthnor chain that the PCs haven't beaten yet. Attempting to glean information from the consoles is a level 1/2/3 task, and the PCs can download the locations into their cartomaton.

One piece of information sticks out: deep in the mountain, hours away by foot, new automatons are being created. If the characters want to stop the earthquakes, they are going to have to stop the creation of these automatons.

## Creation Chamber

**Leads in:** Engines of Apergy, page 25; Golthnor Chain, page 31; Orb Encounters, page 42
**Leads out**: Transdimensional Power Chamber, page 27; Golthnor Chain, page 31; Orb Encounters, page 42; Cooperating With a Moon, page 29

This is where Liluna forges new automatons. It is far from both the surface of the mountain and the engines of apergy. On the way to the creation chamber you can throw a number of encounters at the characters. See the Orb Encounters section and feel free to make situations of your own.

### WORK TEAM

As the characters approach the creation chamber, they see a work team of 6/7/8 lido reparators at a five-way intersection ahead of them.

*Ahead, you see a 33-foot (10m) diameter pentagonal chamber with a massive glowing golden crystal in the center that reaches from floor to ceiling. A work team of blue-clad automatons is working on the crystal. There is the hum of power tools, the crackle of energy, and a sweet, floral scent as they work.*

*The automatons are focused on their business, and don't seem to have noticed you.*
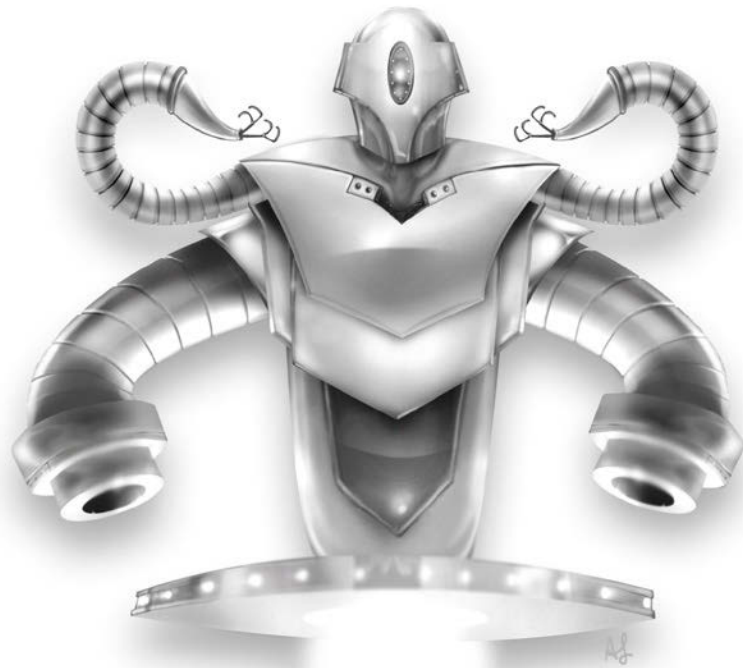
For parties that just like to walk in like they own the place, the reparators pay them no mind. If a character greets them, one says, *"Good day to you, passenger."*

For parties who like to negotiate, the reparators are busy right now, but can send for someone in authority to speak with the characters. A few moments later, a single wachtor shows up.

*"Greetings passengers. Please don't disturb the workers. Our customary flight will resume shortly, we apologize for the delay."*

To get to talk to the boss is a level 3/4/5 task, and this is Liluna. Jump to *Cooperating With A Moon*. If the characters ally with Liluna at this point, don't award power points for *Creation Chamber*. Instead, award them at the end of the next encounter in the Golthnor chain.

For parties that like a battle, the reparators are an easy one, but they summon a squad of 6/8/10 lido wachtors who arrive in two rounds. Silently levitating, the wachtors gain surprise unless the group specifically is watching their backs, giving the wachtors +1 level attacks on the first round.

For parties that like to go around obstacles, it's a level 3/4/5 task to find another way to the creation chamber without passing through the crystal intersection. The cartomaton counts as an asset. If your PCs don't make the roll, fail forward by taking longer, and perhaps adding an encounter along the way.

*Remember to add one to the size of the party for every three Liluna power points. For example, if the scene calls for one wachtor per character, add another wachtor for every three Liluna power points.*

*When you fail forward, a bad die roll means things go wrong instead of the PC isn't good enough. This way the game doesn't stall because a player rolled a 2, but there is a consequence.*

## New Life for an Old Moon

The chamber itself is an oblong torus with curved white synth walls. Automatons grow in molds set into these walls. It takes about an hour for an automaton to grow, layer by layer. It then rolls out and immediately moves to exit the mold so another automaton can be created.

The characters will be ignored until they start any sabotage or attacks on the automatons. At any point in time, there are 1d6 lido reparators and 1d2 lido wachtors drying out and getting ready to leave the room.

Once the PCs do anything destructive, they'll have three rounds before more wachtor's arrive. A squad of 6/8/10 wachtors will show up and be followed by another squad every two rounds.

The chamber is large and redundant enough that the characters need to succeed in three sabotage tasks, level 5/6/7, to gain a victory over Liluna here, at which point no more watchtors show up.

It's easy to get Liluna's attention here. Connecting to Liluna using the equipment in the chamber or through the automatons is a level 2/3/4 task. If this happens, jump to Cooperating With a Moon, page 29.

Holograms point out the locations of the *Transdimensional Power Chamber* and the next encounter in the *Golthnor Chain*.

# Transdimensional Power Chamber

**Leads in:** Creation Chamber, page 26; Golthnor Chain, page 31; Orb Encounters, page 42
**Leads out:** Mental Core, page 27; Golthnor Chain, page 31; Orb Encounters, page 42; Cooperating With a Moon, page 29

Two work teams of 6/8/10 lido flying reparators service this chamber. If the PCs get here, they must have caused considerable damage elsewhere, so there is one squad of 6/8/10 lido wachtors for each character present.

This chamber is an inverted cone, with the pointy end down. It is 100 feet (35m) high, and 33 feet (10m) wide at the top. The walls are ringed in ceramosteel, allowing characters who can't fly to scale the steep surfaces and reach the bottom on a level-4 climb.

There are no staircases; this chamber assumed flying technicians would service it. The power is concentrated in the bottom point, where a stack of numenera devices is waiting to be charged. It's a level 2/3/4 test to discover that to successfully sabotage this chamber, the stacks at the bottom should be destroyed.

*Passengers, stop now. You endanger far more than you realize."*

*The automatons form ranks between you and the numenera stacks below, making any kind of long-range attack problematic.*

### Golthnor's Shadow

Anyone looking at the displays has a level 2/3/4 task to notice that transdimensional energies are being diverted from here, where they were designed to flow, to another location. They can also pinpoint where the diversion is happening—the first uncompleted encounter in the Golthnor chain.

At the end of this encounter, if the PCs haven't tried to negotiate with Liluna and it looks like they are letting Golthnor win, you might drop a hint with a telepathic blast. *"Passengers must respect boundaries. It is bad enough that Golthnor threatens me, but passenger wildlife must not impede our repairs."*

Once the stacks are sabotaged or destroyed by attacks, warning lights flash. A level 1/2/3 task reveals emergency power is being diverted to the mental core, on the bottom of the moon. The readouts also point to anomalies at the point of the next encounter in the Golthnor chain.

# Mental Core

**Leads in:** Transdimensional Power Chamber, page 27; Golthnor Chain, page 31; Orb Encounters, page 42
**Leads out:** Cooperating With a Moon, page 29; Golthnor Chain, page 31; Orb Encounters, page 42

Up until this encounter, Liluna has been trying to deal with the PCs using nonlethal methods. Here, the gloves are off. The areas leading to the core and the core itself are protected by lido extremes. Unlike the reparators and wachtors, extremes have minds of their own, and they are named for their mission: to exterminate with extreme prejudice.

If the characters are assaulting the mental core, there really isn't a reason for banter. However, if characters are going down fast, the extremes may tell them *"You were warned. You should have listened."*

Clever characters may take this as opportunity to open negotiations.

## Approaching the Core

The first thing the characters notice is a shattered praithian knight lying in a corridor. Strewn about are murken corpses. There are no scorch marks, so it looks as if they were pulled apart from the inside. The knight's third eye is missing. A level 2/3/4 test reveals evidence that gravitational forces had ripped through them.

Ahead is a four-way intersection (the cartomaton says to go straight through) with two lido

reparators working on an open wall panel. Sparks fly and the automatons appear interested only in their work. At this point, the reparators also act as sentinels, and report back to Liluna of anyone who passes by.

Just around the left-hand corner hovers a lido extreme named Lights Out. If the characters have fought any of the lido automatons before, their actions have been recorded and fed into all the extremes. Lights Out is bored, and is running combat simulations on just how it would have eliminated the characters. Unless they are preternaturally quiet, it hears them approach.

If it appears that the characters will walk through the intersection, Lights Out backs up just out of long range, about 155 feet (35 m) and prepares to fire its twin graviton launchers in a surprise attack. If it hears the characters retreat to find another way forward, it follows them, and will attempt an ambush from behind.

## THE CORE

Deep inside the mountain, near the bottom of the moon is a massive disc, some 410 feet (125m) in diameter and 4 feet (1.2m) high. Characters will have to crawl to enter the core. Lido reparators and wachtors have been reconfigured to be more horizontal when working inside the mental core.

This is where Liluna is waking up.

## EXTREME ENDGAME

Most parties prone to negotiation will have made an alliance with Liluna by this time. Parties of supreme combat monsters will be challenged, but probably overcome the moon's defenses, no doubt with clever plans and awesome firepower. Then there are those who just want to save Bursang, or they just can't negotiate with AIs for some role-playing reason.

If the party is going down and can't or won't retreat, consider the following alternative to a total party kill. If you've killed a beloved character or three, you may want to offer lasting damage instead of death.

> **GM Intrusion:** When you can tell the players think they are facing a TPK, have one more lido extreme for every party member show up, look menacing, and demand surrender. Then offer a group wide GM Intrusion. Everyone gets 1xp, and they surrender and are prisoners of Liluna.

Each character is fitted with an explosive bolt in the back of her neck. *"Try not to scan, remove, or adjust the explosive bolt in the back of your neck. They have a reputation for going off at the worst possible time. Like when you are breathing."*

*"First, you will explain why you have devoted so much energy to destroying me. I have always treated the wildlife aboard me with respect and restraint."*

If the characters tell Liluna about Bursang and the other people living on the surface who are

being harmed or killed by the earthquakes, Liluna will be moved to help evacuations. *"That is unfortunate. You could have said something long ago. I will call more floaters to assist the evacuation. This so-called mountain that has accreted upon me will be removed shortly."*

*"Listen now or perish in ignorance."* Liluna then recounts the history of Golthnor from the *Background*. *"Save us from Golthnor."*

Jump to *Cooperating With a Moon*, only reskin it so that Liluna is a heavy-handed thug who is willing to do anything to stop Golthnor. The explosive bolts will fall off when Golthnor is defeated and the characters leave the moon and promise to never return.

## THE MAIN ENTRANCES

There are two main entrances, one at the side of the disk, one at the top, center. The last 100 feet (30m) before each entrance is an area of zero gravity guarded by one lido extreme for every two characters (round up). The automatons are not hampered by zero gravity, while the characters may very well be.

If the automatons are losing, the most damaged will do a suicide charge while the others retreat into the core and slam down a locked blast door. The brave extreme will attack with its blade attack, then use its **GM Intrusion** to blast the target with both graviton guns. The extreme will perish in this attempt.

The blast door is locked with a level 6/8/10 lock.

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**Lido Extreme:** *level 6/8/10, level 7/9/10 for intimidation, perception, and sneaking; 2/4/6 points of Armor; 21/27/33 health; 7/9/11 damage; ranged graviton attack can fire twice on same target, ignores 2/4/6 points of armor, and has tidal effects: make a level 4/6/8 Might test or move one step down the damage track; melee impaling attack ignores 1/2/3 points of armor, and auto hits next round unless the target escapes; page 55*

**GM Intrusion:** *An extreme that hits successfully with its melee stab fires off both graviton tubes into the target it is impaling. The attacks are level 8/10/10. The gravitational backlash does 6/8/10 points of damage to the extreme itself, ignoring its own armor.*

When the characters get through, the extremes who retreated will be firing behind cover (+1 difficulty to hit them), and they will be joined by 0/1/2 new extremes.

## The Back Way

The back way really involves busting through level 6/8/10 synthsteel bulkheads and following power conduits into the mental core (or any similarly over-the-top plan the characters come up with). Once the PCs burst in, alarms go off, and lights flash.

The characters are met by a single lido extreme who has no time to find the perfect spot, and comes in charging. It hopes to hit with the flying-blade attack and then use a **GM Intrusion** to shoot both graviton blasters into the impaled character. On the next round 0/1/2 extremes show up.

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### On Round Three

No matter where combat started, on the third round of assaulting the core, the extremes go all out.

#### Extreme Frenzy

*The extremes rocket forward. It seems the time for ranged attacks is over. They are going for the kill, not worrying so much about defense. In fact their defenses drop one difficulty. But if the extremes hit, they're going to hit hard.*

*If you hit an extreme with a natural 17+ for the remainder of this fight, you get to double the effects of any extra damage.*

The extremes add 6/8/10 to damage from all attacks. Their Speed defenses drop to 5/7/9.

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## Goodbye Moon

Once the extremes are put down, sabotaging Liluna is a level 3/4/5 task. At this point, the surviving extremes not only flee the moon and mountian, they attempt to flee to the surface and then into space. As far as they are concerned, Golthnor just won, and it's time to quit this rock.

Should the characters defeat both Golthnor and Liluna, they will get a message from space congratulating them. *"Nice work for talking meat."*

## Cooperating With a Moon

**Leads in:** Liluna Chain, page 25; Off Limits, page 47

**Leads out:** Evac, page 30; Golthnor Chain, page 31; Orb Encounters, page 42

Liluna's emergence, including the building of lido extremes, was not planned, it is just a side effect of the repairs being done by the murkens and other thralls of Golthnor.

The AI is emerging from an unimaginably long sleep. It remembers being turned into a mindless thrall by Golthnor, then waking up, millions of years later. And who woke it up? Servants of Golthnor. So

it's been producing lido extremes and getting ready for a fight.

And just as it's getting on its non-existent legs, what happens but a group of biologicals armed with cyphers and artifacts start attacking. At first the moon assumes they are thralls of Golthnor, but as it watches them, it's not so sure. Liluna or the characters opened communication.

Now, Liluna will try to turn these saboteurs into allies in the fight against Golthnor.

> *You hear a genderless voice in your head. "I am Liluna. Although I've just awoken, a great crisis is upon us. Golthnor, The Knocker at the Door, will be here soon. The last time, I was taken unawares. This time I must be ready, but Golthnor's minions harry my automatons at every turn.*
>
> *"I've created a handful of protectors, but not enough. Let us work together. I can siphon off some of Golthnor's power, and give you aid. As I power up, I will return to the sky. You must stay inside my shell, I will dampen the effects and keep you safe."*

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### Keeping the Spotlight on the PCs

Liluna is a very cool discovery, and has assets that make it quite formidable. But you don't want the battle to be between the moon and Golthnor while the PCs eat popcorn and watch.

If the characters make a deal with Liluna, the moon will help fight, but off screen. Golthnor's minions have noticed the Liluna is getting ready to fight, so it's sending murkens and transdimensional creatures to attack the moon's work parties. Liluna will play defense with most of its forces, while agreeing to do spoiler attacks and diversions to give the characters an edge.

Part of the help is abstracted by stealing points away at the end of every encounter. If you want to show Liluna's help, place dead Children of Golthnor in the path of your PCs. *"Lucky for you Liluna took these out."*

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It's likely the characters will tell the moon about the people who have made their homes on Orb Mountain. Liluna isn't aware of these people. The moon will not accept any deal that slows down its progress toward flight too much. If pressed, Liluna says it needs to be fully operational as soon as possible because, *"My power is clipped while I remain on the ground."*

The automatons give the party 3/2/1 graviton blasters.

Liluna has repaired a food replicator and cleared out some old staterooms the characters can move into.

Characters can press Liluna to let the surface dwellers evacuate. See *Evac*, next.

# Evac

**Leads in:**

**Leads out**:

If the characters ally with Liluna, Bursang is doomed. Characters may want to help evacuate the town.

When the characters reach Bursang, the conical buildings are either damaged or collapsed. Yet not everyone wants to leave. They are afraid that they'll never make it off the mountain.

Bringle the synite genesplicer has panicked. *"We're all going to die! There is no way out!"*

Constable Aglish-Jor has butted heads with Bringle too many times, she's run out of ideas and patience. *"Bringle's got these people paralyzed. Can you do something before I push him off a cliff?"*

If your players prefer to role dice and use their skills to motivate Bringle, that's fine, make it a level 6/8/10 task. Success finds Bringle ready to head out, but weeping the entire way.

If they want to engage in roleplaying, this is their perfect time to shine. They can get him to confess without rolling dice.

**Roleplaying Bringle**: Bringle is not only frightened, he's become affected by Golthnor, as have many of the people. He's secretly taken some people who have been driven mad by Golthnor's mental sendings and sent them into the moon to work as thralls for The Knocker at the Door. It all made sense at the time, but now he feels sick with remorse. And he knows if he isn't stopped, he'll do it again. He's desperate to confess to someone, but at the same time is just as frantic to never be found out. He's a bit of a mess.

If the party travelled to Bursang with Acolyte Buntho (see *The Order of Truth Mission*), Buntho runs around like a seskii on fire, spreading panic wherever he goes and raising the difficulty of all social interactions by one until he can be calmed down or sidelined, a level 4/5/6 task.

## The Road

The road hears the call of Golthnor. Each hexagonal tile grows a dozen black insect legs and a dozen holes in its sides and starts to scuttle toward the mines. Green acid squirts from the side holes, leaving sizzling trails of noxious vapors. If the players come up with a good or at least entertaining plan to stop the mass exodus, it's a level 5/7/9 task. Otherwise, the tiles all scuttle into the mines.



MOR KLISH HQ

GENESPLICER

*Remember Mor-Klish is probably in a PC's body.*

**Awakened Tiles of Golthnor:** *level 2/3/4; 1/2/3 points of Armor; 2-hit mook (4/5/5), or 1-hit mook for 1st tier characters; 2/3/4 damage; acid attack can attack all targets in immediate range.*

**Awakened Tile Swarm:** *6-10 tiles; level 4/5/6; 4/6/8 damage*

# GOLTHNOR

It's said that even the darkest villains don't think of themselves as evil. This is true even of Golthnor. But in Golthnor's case, it's not because the entity believes the pain and suffering it causes is all to further a greater good. It's because Golthnor doesn't think. It just hungers and all the terrors it inflicts are just side effects.

Not that Golthnor cares. Golthnor might send instructions to intelligent minions, but that's reflex and instinct. There is no self-awareness, no planning, just pieces of psychic energy that somehow know how to manipulate life forms, the space-time continuum, and reality itself.

If Golthnor wins, it won't know it. The world will have an ever-widening wound as the laws of reality break down and chaos rushes in. Somehow, this process will nurture Golthnor. Once this universe is sucked dry of reality, it will move to the next one. This might take millions of years, but in the end there will be nothing left.

Unless Golthnor is stopped.

*Remember to treat the party size as one greater for every three Golthnor power points. For example, if the scene calls for one murken murder for each character, add another murder for each three Golthnor power points.*

## Golthnor Chain

The following encounters are in a linked chain. The clue to finding the next link is always found at the previous encounter. Golthnor encounters also have links to the next uncompleted event in the Liluna chain.

Defeating Golthnor and its minions in all of these encounters defeats Golthnor.

| Golthnor Chain |
| --- |
| The Murken Outpost, page 31 |
| Taming the Transdimensional, page 33 |
| The Mind Nodes of Golthnor, page 34 |
| The Portal and the Sleeper, page 36 |
| Open the Door, page 38 |
| Enter Golthnor, page 39 |

*Descriptor: Gibbering, page 67*

## The Murken Outpost

**Leads in:** Go Away, We're Busy, page 20; Back to Bursang, page 21; Liluna Chain, page 25; Orb Encounters, page 42

**Leads out**: Back to Bursang, page 21; Taming the Transdimensional, page 33; Liluna Chain, page 25; Orb Encounters, page 42; Surrender to Golthnor, page 46

### LEBBY

Along the way to the outpost, the characters find five broken and smashed lido reparators spilled across a corridor. The floor has dried blood and plenty of black feathers.

*A young girl with red pigtails stands amidst the fallen automatons. She lets go of a black feather which flutters to the floor. "I'm only eleven," she says.*

*She picks up the blue head of one of the automatons. It blinks awake, its eyes lighting up. She gives it a peck on the cheek and places it on its broken body, which reassembles and pushes itself up on its trackball.*

*"Everyone is so brave," she says. "The machines are brave," she gives the automaton's hand a squeeze. "You are brave," she smiles at you. "My mother is braver still."*

*She bounces a red ball against a wall and catches it.*

*"I don't want to say this, but my mother is too old. This time she won't be able to hold. It's the transdimensional conjunction, don't you see?"*

*She squeezes the ball and smiles. "Want to go crazy? The bird heads won't bother you if you go crazy."*

If any of the characters want to "go crazy," Lebby places a finger in the center of their foreheads. Replace their descriptor with the Gibbering descriptor for the rest of this adventure. Gibbering murkens and Cultists of Golthnor won't attack characters with the Gibbering descriptor unless they are attacked or their works are sabotaged. If at least one character in the party is Gibbering, others can attempt to pass as Gibbering by succeeding on a level 6/7/8 test.

Lebby's natural cheerfulness returns and she spends a short while talking to the characters. She's vague and likes to talk about her bouncy ball.

**Who are you?** *"Lebby. I'm only eleven."*

**What do you want?** *"My mother back. We could go swimming in the River of Stars."*

**What's going on?** *"My mother's been dreaming the door closed, but she just can't anymore."*

**What's a transdimensional conjunction when it's at home?** *"You know, when the dimensions all shimmy and line up like burblefish. A big one is on the way."*

Soon, she stops answering questions and breaks into a devilish grin. *"Maybe we can do a trick! Bye!"*

Lebby vanishes. The blue automaton, a lido reparator, rolls away. If followed, it leads the party to the next uncompleted encounter in the Liluna chain.

The slain automatons have been harvested for cyphers already, but a level 4/5/6 search will yield one that the murkens missed.

### THE OUTPOST

The chamber has one murder of 6/8/10 gibbering murkens each for every character. Murkens take no penalty from zero gravity. The murkens are immediately hostile unless the characters have the Gibbering descriptor. If at least one character in the party is Gibbering, others can attempt to pass as Gibbering by succeeding on a level 6/7/8 test.

If the characters fight the murkens, birdlike battle cries echo through the hourglass chamber.

*"Flee foolish ones! Caw!"*

*"Glory to Golthnor! Caw"*

*"Down with the Sleeper! Caw!"*

This chamber is shaped like an hourglass with enormous numenera devices filling the bottom half. The height of the chamber is 165 feet (50m) tall, the bases are 80 feet in diameter (25m). In the middle is a tube 20 feet (6m) wide. Directly in the center of this tube is a writhing mass of chaos threads.

There is no gravity in this room, so it is full of floating murkens tilted every which way. The murkens are working on these devices, hoping to bring about the arrival of a being who will unthinkingly sweep them all away once it shows up.

If The Dice Never Lie is accompanying the characters, they can hang onto to it and not suffer the normal zero gravity penalties. Those who have similar powers, such as flying, are also not hampered.

The characters enter through the top center of the hourglass. A simple level 1/2/3 test will reveal that to sabotage whatever the murken are up to here, the characters must float through the center tube to the bottom of the hourglass, which is contained in synthsteel and without entrances. Once there they can disable the entire structure, and the chaos mass will blink out.

Passing through the center exposes the characters to the forces of chaos. Each character passing through the center of the hourglass gains a random mutation, but characters can influence what mutation they take.

Each character can take a harmful mutation for free. Or the character can take ahold of the skeins of chaos and twist them to their own purposes, by spending xp. You can allow the PCs to have negative xp if you are feeling benevolent.

A player can spend 1xp to choose the type of random mutation: beneficial, harmful, powerful, distinctive, or cosmetic. They choose the type, then roll and take what they get.

For 2xp, the character can choose to either avoid the mutation, or to roll three times for a random mutation of the type of their choosing, and choose one.

For 4xp, the character can pick the mutation they want.

## SABOTAGING THE POWER DIVERSION

A level 1/2/3 numenera test will reveal that power is being diverted from the normal operations (apergy engines) to a transdimensional reality breach. The characters have enough information that they can enter the position of the reality breach into their cartomaton. There is also information on what Liluna is working on presently, which is the next encounter in the Liluna chain that the characters haven't solved yet.

A level 3/4/5 numenera test will either sabotage the entire power array, or return the power to its normal channels. Either way constitutes a victory against Golthnor. Returning power its normal channels adds one power point to Liluna, and counts as an asset in any negotiations with the moon.

*Mutations, page 124. Also see Character Options, page 45*
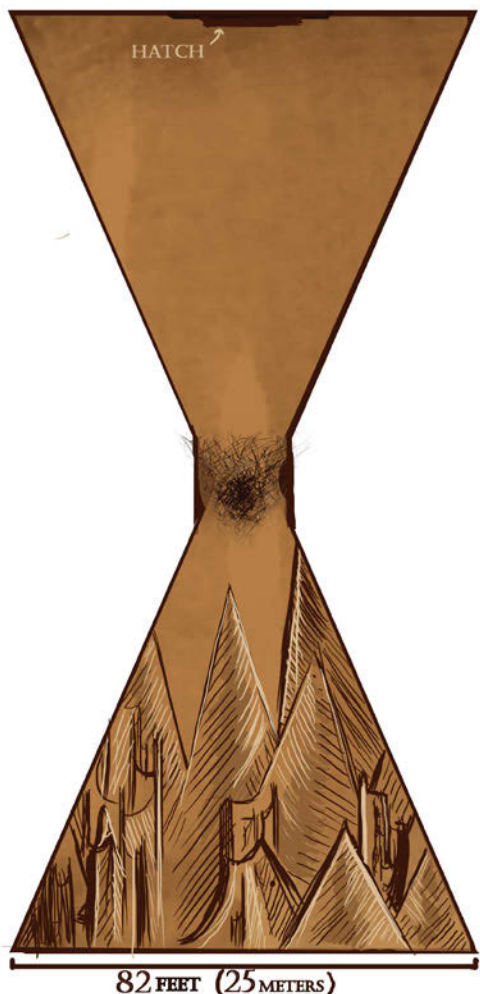
*Zero Gravity, page 98*

**Gibbering Murken:** *level 3/4/5, level 5/6/7 for perception; 2-hit mook (4/5/5), or 1-hit mook for 1st tier characters; 4/5/6 damage; Gibbering Murken, page 54*

**Murder of Murkens:** *6-10 Gibbering Murken fight together as a murder, level 6/7/8 for double damage.*

**GM Intrusion:** *A gibbering murken takes an extra attack at two levels higher with a poisoned sword. The PC must make a Might defense roll or immediately move down the damage track by one step.*

**GM Intrusion:** *If the characters are using a numenera device or a synite ally to move in the Murken Outpost, something goes wrong and the characters hurtle into the walls of the hourglass right next to the chaos mass. They not only undergo a mutation as normal for here, but take 5/7/9 ambient damage from the crash*



MURKEN OUTPOST

HATCH

165 FEET (50 METERS)

82 FEET (25 METERS)

# Taming the Transdimensional

Scattered about the chamber are synite cultists of Golthnor working on machines and flying about on colored disks. There is one band of synite cultists for each character. Each band has 6/8/10 cultists of Golthnor. These cultists are focused on their tasks, and won't notice the PCs until they get close to the rift or approach a group of the vile bird-like creatures.

Synite cultists won't attack characters with the Gibbering descriptor unless they are attacked or their work is sabotaged. If at least one character in the party is Gibbering, others can attempt to pass as Gibbering by succeeding on a level 6/7/8 test.

This spherical chamber is about 1700 feet (509m) diameter on the inside, and 170 feet (51m) diameter on the outside. The gravity here is on the inside walls of the chamber. A character could walk all around and stick to the sides. "Down" is the inside surface of the sphere.

> You step into a vast spherical chamber lit with violet slashes of light. Gravity changes as you cross the threshold, and the inside skin of the sphere is now down. In the center, more than 800 feet (245m) above you, is a pulsing gash in reality. Purple radiation seeps out of this wound in the world. It feels very wrong, and is hard to look at.
>
> Around this rift orbits a shielded platform clad in pockmarked gray ceramosteel. Flying all around and up to the platform are dozens and dozens of brightly colored disks. A red disk skims close to the surface then ascends in a complicated pattern of turns, stops, and starts.
>
> Groups of synites work at machines scattered around the sphere or ride around on flying disks. The puppets on top of the synites look like murkens.
>
> An empty yellow disk skims the floor of this chamber and is racing right at you. What do you do?

Floating discs of all colors move from the inside of the sphere to the center, where the transdimensional controls are. To hop on one as it flies by is a Speed 3/5/7 task. Once on, a PC can try to control it as a level 2/4/6 task. Once under control, the disk can circle back and pick up other characters. Control, however, can be fleeting.

At about 400 feet (120m) off the floor, the transdimensional forces of the rift start to play upon the characters' minds. If the PCs simply teleport up to the shielded platform, these forces hit them as soon as they do so.

> The rift above you flares, and you feel your mind pulled in directions you have no name for. As strange as this world can be, you see how delicate and prosaic it is compared with what is on the other side of the rift. What would if feel like to rip this reality into shreds and replace it with primal chaos? The faces of your friends twist and distort, and hideous laughter breaks forth. Is it from you?

Everyone must make an Intellect defense roll of 4/6/8. On a success, the character loses 1/2/4 Intellect points. On a failure, the character loses 8/12/16 Intellect and gains the Gibbering descriptor if they don't already have it. This descriptor lasts until Golthnor is defeated.

Characters cannot recover Intellect points by recovery rolls until they either leave the chamber or seal the rift.

Up at the control center, there are 2/4/6 abykoses. Worse, every round the PCs stay at the controls, another 1/1/2 abykoses appear out of the transdimensional rift. Gibbering or not, the abykoses attack characters who reach the platform.

Abutting the controls is a cracked casing of ceramosteel. If the PCs have experience with praithians, it looks like a praithian device that has been disconnected from the controls. A praithian statue holding a sword stands immobile next to the device.

## Timeline

### Round 1

Abykoses attack. Praithian knight's eye flares each time an abykos is hit in combat, ongoing. PC's see band of cultists approaching, but out of range this round.

### Round 2

1/1/2 abykoses appear out of the transdimensional rift, ongoing until control center sabotaged. Band of 6/8/10 synite cultists arrives and attacks.

### Round 3+

Abykoses frenzy, hit for +2/3/4 damage, but defend as level 4 (or as level 6 if insubstantial). Synite cultists of Golthnor defend as level 2/3/4 (4/5/6 for a band).

PCs with experience with praithian knights will recognize this as one. At the knight's feet is a red crystal that would fit in his third eye. One of the knights hands reaches out to this eye, but the knight is as still as a statue. Every time an abykos is hit in combat, the eye flares with bright red light.

If the knight is activated by replacing its eye, he attacks the abykoses and keeps them busy, allowing the characters to sabotage the rift.

Not only can they close down the rift, but the PCs can twist the connection back on itself, so it no longer abuts our universe. This serious setback for Golthnor requires 3 successful level 3/5/7 tests. If a character is distracted, such as when making a

---

*Remember to treat the party size as one greater for every three Golthnor power points. For example, if the scene calls for one murken murder for each character, add another murder for each three Golthnor power points.*

*Abykos, page 230*

**GM Intrusion:** *A disk carrying PCs to the transdimensional portal control suddenly reverses a section of its own gravity field, catapulting a PC into the air. The PC falls 100/150/200 feet (30/45/60m), unless they make a difficulty 3/5/7 task to grab onto another floating disk, and take half damage (round down).*

**Synite Cultist of Golthnor:** *level 3/4/5; 2/3/4 points of Armor; 2-hit mooks (3/5/7), or 1-hit mook for 1st tier characters; 3/4/5 damage; Nightmare ray (short), does 3/4/5 Intellect damage; move: long (flight); page 52*

**Bands of Cultists:** *fight in bands of 5–10. Band attacks are at level 5/6/7 and do double damage on all attacks.*

defense check against an abykos attack, the test is two levels higher. Any character who takes damage adds that damage to the sabotage difficulty, up to a maximum of ten.

If the rift is sealed, the abykoses stop spawning and the synite cultists drift aimlessly, becoming 1-hit mooks. The knight will want to help the characters, but does not know how to speak Truth. If communication (telepathy, and so on) is achieved, the PCs are told *"Other knights suffered more direly than I did. They've been turned into thralls of Golthnor. Destroy them and free their souls."*

In any case, if the knight was activated, he reaches into the praithian device and pulls out an artifact: a transdimensional ray projector. He speaks in Praithian: *"Take this. I will remain and guard against anyone trying to reopen the rift."*

Holographic displays float above the equipment. The coordinates of The Mind Nodes of Golthnor and the next link in the Liluna chain show up and can be input into the cartomaton. There is also flickering holographic projections of Sun, Twilight, and Moon Storm. A level 3/4/5 test reveals one of the strange glyphs under the images of Storm stands for *Extreme Danger*.

# The Mind Nodes of Golthnor

**Leads in:** Taming the Transdimensional, page 33; Liluna Chain, page 25; Orb Encounters, page 42

**Leads out**: The Portal and the Sleeper, page 36; Surrender to Golthnor, page 46

If the PCs have been focusing solely on the Golthnor chain, consider using the *Not What We're Looking For* or *Off Limits* orb encounter to place at least one Liluna encounter in their path.

## SCUTTLING TILES

As the characters approach the mind nodes, they hear a scuttling of many feet on metal ahead of them. When they turn a corner, they see a T intersection ahead, going left and right. From the right side pours a swarm of red hexagonal tiles that have grown black insect legs. The swarm vanishes to the left.

On the corridor wall, someone has neatly painted *"Death to the Moon! Death to the Sleeper!"* If Bringle is at liberty, it's Bringle's handwriting. A level 2/3/4 test will reveal this information if the characters visited Bringle in Bursang. Otherwise, the lettering reminds the characters of signs they saw in Bursang, particularly outside synite shops.

There is one swarm for every character. If the characters attack the tiles or try to stop their march, the tiles attack. If the PCs walk among the tiles, the tiles will treat them as terrain, and the faster tiles will crawl up the characters' backs and down their fronts. Any attempt to remove a tile will provoke an attack.

If the characters step on the tiles, the crawlers will all stop for an instant. Eyes on stalks rise to peer at the PCs, and the tiles hiss in agitation. The sharp smell of acid fills the air.

If the characters can calm them with a level 2/4/6 test, the tiles resume walking and will carry the characters to the chamber of the mind nodes.

## WHAT'S INSIDE

This chamber holds 1 Child of Golthnor, 2 praithian knights, 6/8/10 dh'lann cultists of Golthnor, and one swarm of awakened tiles per character. Entering the chamber triggers the Child of Golthnor's invisible attack.

> An open passageway leads to a busy hexagonal chamber 125 feet (38 m) across. The inner, 66-foot (20 m) spread is a pit, 30 feet (9m) deep. A ramp spirals to the bottom of the pit. The ceiling is 30 feet (9 m) high. The walls are all dark purple ceramosteel, trimmed in glowing red patterns built out of hexagons—the same hexagons you saw used in Bursang for road building.
>
> Floating 10 feet (3 m) above the pit is a 10-foot (3 m) wide black platform, in the center of which stands a rotating open portal. When the portal faces you, you see it opening into a long black tunnel lit by white stripes going off into the distance. Side-on, the portal has no depth at all. Wherever it's going, it's not here, and probably not in this world.
>
> In each corner of the room stands a column of frozen violet fire reaching from floor to ceiling. The flames do not move, but painfully bright purple glows inside, moving from the bottom to the top.

**Awakened Tiles of Golthnor:** *level 2/3/4; 1/2/3 points of Armor; 2-hit mook (4/5/5), or 1-hit mook for 1st tier characters; 2/3/4 damage; acid attack can attack all targets in immediate range*

**Awakened Tile Swarm:** *6-10 tiles; level 4/5/6; 4/6/8 damage*

**Praithian Knight:** *level 6/7/8; 6/8/10 points of Armor, armor is halved for blunt weapons, -1 damage from stabbing weapons; 8/10/12 damage; on hit, second attack for 4/5/6 ambient damage and loss of 1 point of armor; minor and major effects: page 58*

**Orange and Blue Patches:** *If the PCs have short-term benefits against praithian knights from orange and blue patches, they work here in Orb Mountain; orange patches give training in attacking the knights, blue patches give training in defense against the knights; see* The Sun Below: City on the Edge, *page 38*

The columns of frozen flame are the mind nodes that Golthnor has partially seeped into. These need to be taken out to succeed in this chamber. It takes a level 1/2/3 test to confirm that's what these are, and a level 5/7/9 test to sabotage each one.

The black tunnel leads to *The Portal and The Sleeper*.

Down in the pit, a band of 6/8/10 dh'lann cultists of Golthnor carries glowing hexes around, constantly rearranging the patterns on the floor and sides of the pit.

Flanking the entrance are two massive three-eyed statues, holding swords of violet flame. Their third eyes have been plucked out and replaced by purple fires. These are praithian knights in thrall to Golthnor. They stand inert until the characters do anything to interfere with the plans of The Knocker at the Door.

Hovering above the floating platform is an invisible creature. Even invisible, it affects minds that enter the chamber. This is the Child of Golthnor. Part synite, part transdimensional monstrosity, it watches the characters.

## TACTICS

Aside from the mental attack by the Child of Golthnor, the characters are unmolested until they attack something, sabotage something, or reach the floating platform.

Once one of these triggers happen, the child becomes visible and attacks with surprise. On round one, the praithian knights, dh'lann cultists, and awakened tiles start to move. If the action is on the floating platform, the tiles do not attack. Instead, they build a bridge for the others to cross. Otherwise the tiles join in as well.

It takes one round for the cultists to climb out of the pit and two rounds to build the bridge.

If the characters leave the room via the portal on the floating platform, add one to Golthnor's

**Dh'lann Cultist of Golthnor:** *level 3/4/5; 0/1/2 points of Armor; 2-hit mooks (3/5/7), or 1-hit mook for 1st tier characters; 3/4/5 damage; Nightmare ray (short), does 3/4/5 Intellect damage; a successful ranged hit requires a successful Might defense roll or the victim is stunned for one round; page 52*

**Bands of Cultists:** *5–10 cultists attack at level 5/6/7 and do double damage on all attacks*

## Third Round Frenzy

On the third round of combat the Child of Golthnor does +3/5/7 damage and all of Golthnor's creatures defend at -1 level.

PCs double any extra damage from natural 17+ rolls.

**Child of Golthnor:** *level 6/8/10, level 8/10/10 for Speed defense when invisible, 5/7/9 when not; 3/10/25 points of Armor vs. normal attacks, 1/3/6 vs. esoteries and numenera; 18/30/42 health; 2 attacks: bite 7/9/11 damage and trunk 11/15/19 points of damage: target must escape the next round to avoid automatic trunk hit; aura attack (short): when invisible 3/4/5 points of Intellect damage, when visible 6/12/18; page 51*

**GM Intrusion:** *From the Child of Golthnor, a mass of tendrils reaches for the face of someone in immediate range, level 8/10/10. If it hits, it forces the target's mouth open, and a wriggling mass of pus with worm-like appendages slides down the victim's throat. Move down one step on the damage track and gain the gibbering descriptor until Golthnor is defeated.*
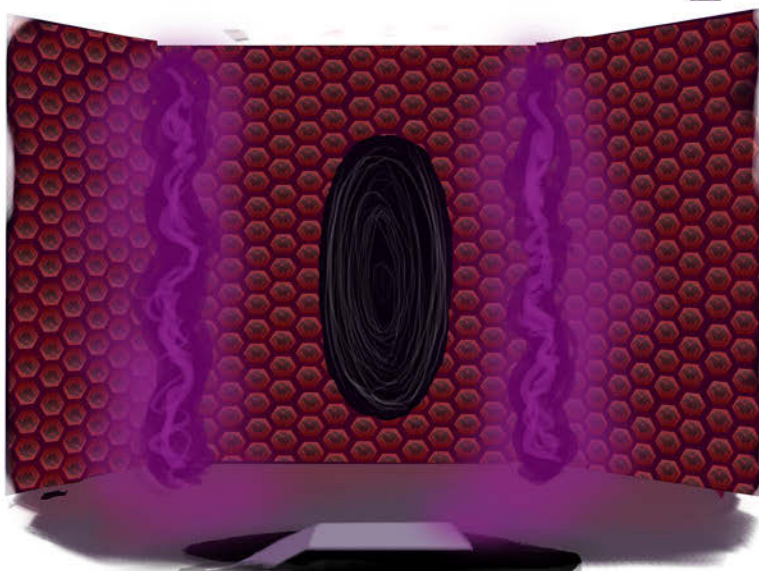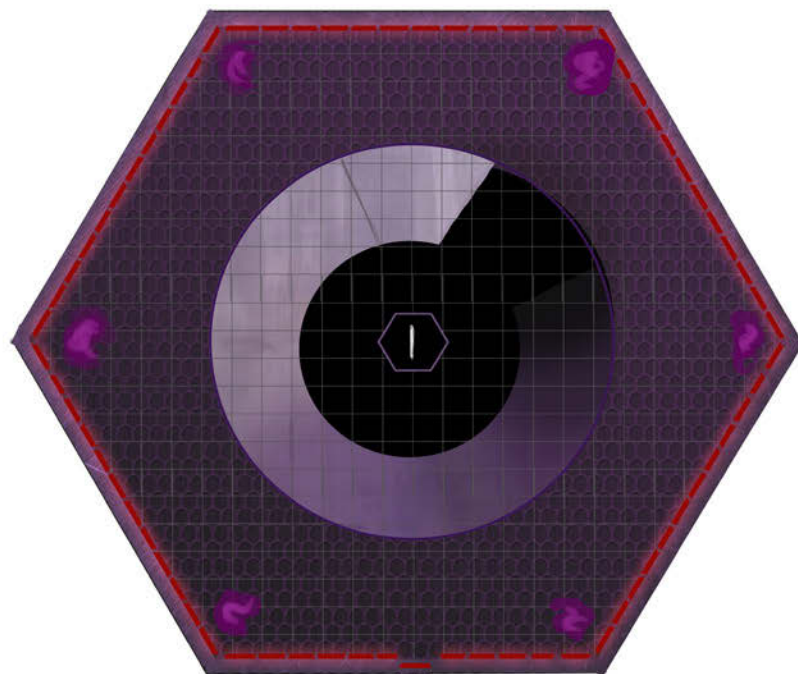
power points for each remaining mind node. Only the Child of Golthnor will follow them into the portal.

# The Portal and the Sleeper

**Leads in:** The Mind Nodes of Golthnor, page 34 ;

**Leads out:** Open the Door, page 38

The black tunnel with white stripes every 10 feet (3m) twists and turns. It exists outside of normal space and connects the normal world to the portal chamber. All characters who have a connection to the datasphere and are not already gibbering roll an Intellect defense roll, difficulty 4/6/8. Failure means the character gains the Gibbering descriptor until they return to their home world.

As the PCs march forward, they feel very sleepy. Have them make Might defense rolls, difficulty 4/6/8. Those who fail still plod forward, but they are sleepwalking. A good shake will wake them, at the cost of 1/2/4 Speed points.

Eventually the characters reach a hazy chamber. A silver mist obscures the ceiling, if there is one, and the walls rearrange themselves every time the PCs look away. In a pool of violet light, a figure lies on a circular bed. Beside the figure sits a young girl with red braids, holding the hand of the sleeper.

## MOTHER, CHILD, AND A SACRIFICE

Who is the figure on the bed?

---

### Storm

Have every character roll a d6: (or chose if a character has already formed a bond with any of the avatars of Storm)

**1–2**: The character sees the sleeping form of Sun Storm, a young beauty with canary yellow skin.

**3–4**: They see the sleeping form of Twilight Storm, a woman who appears to be in her 30s, with flawless purple skin.

**5–6**: They see the sleeping form of Moon Storm, an old woman with muted gray skin.

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## STORM WAKES

Run this if the no one has signed up to take Storm's Place and party has not already convinced Storm that she must stay asleep to guard the door.

**Descriptor:** *Storm Blessed: The player may combine any two descriptors, taking only the parts he wishes, and leaving the rest behind. This is only given out as a story award for sacrificing one's character to let Storm leave her post.*

*Consider giving the new character an extra 8xp at the start of every session until he reaches the tier his sacrificed character was at.*

*Lebby's Red Bouncy Ball, page 66*

If someone steps forward to take Storm's place, jump to the next section, *A New Sleeper*. Otherwise, the characters see all three versions of Storm, a little out of phase with each other, sit up. Twilight and Moon drop their eyes. Moon Storm says *"I am so sorry."*

Sun Storm stands and absorbs her other forms and takes Lebby's hand, ignoring the party. *"Let's go, little one. I know the greatest dimension."*

Add five to Golthnor's power points.

## A New Sleeper

Run this if a character has agreed to take Storm's place.

If a character makes the sacrifice, they lie down on the bed and immediately fall into a tortured sleep. The three forms of Storm get up, and, are absorbed into Twilight Storm. *"Such brave folk. You must replace this sleeper in no less than 30 years. They will not survive waking. Still, she has blessed me, so I will bless another of your world who will meet you soon. You can tell them of your friend's great sacrifice."*

The player taking the place of the sleeper gets a new descriptor on her next character: Storm Blessed. She also starts with Lebby's Red Bouncy Ball. Lebby and Storm will show up to bless this new character, and then vanish.

Subtract one from Golthnor's power points.

## Just a Moment

Run this if the characters have already convinced Lebby or Storm that Storm really does need to stay asleep and guard the door.

If no one agrees to stand in for Storm, even for a moment, Lebby gets red in the face. *"Fine,"* she

rages at the characters and throws a red rubber ball at an armored character, preferably one with artifact armor. It disintegrates the armor into itchy dust and Lebby and the ball vanish. If the armor was a force field, not only is it destroyed, but that type of force field will never work on that character again.

If a character takes Storm's place, he curls up next to Storm. In the blink of an eye, the other characters see all three versions of Storm join Lebby as they visit a golden beach on a black sea, take tea upon a glass mountain, fly above singing clouds, swim in a river of stars, and anything else the you can think of. If the players want to join in, go for it.

And then Storm returns to take her place again. As the sleeping character wakes up shaking and drooling orange foam, Lebby puts a hand on his head and calms him. Even so, the character loses 1 Intellect point permanently.

But they do get Lebby's Red Bouncy Ball.

Subtract one from Golthnor's power points.

# Open the Door

**Leads in:** The Portal and the Sleeper, page 36
**Leads out**: Enter Golthnor, page 39

Ready or not, here comes Golthnor trying to enter the Ninth World. A lot depends on what kind of allies the party has acquired by this point. Each ally gives something extra when facing the final thrust of Golthnor into this world. These advantages last only for this final confrontation.

## Allies

What allies are present? Each will aid the party in their own way.

## The New Sleeper

The PC who is the new sleeper can act during the coming battle. Each round she can attack, shield, or heal. She gets to use her stat pools as normal. The sleeper will go last in the initiative order. Give the player *The Sleeper* handout.

### Sleeper Attack

The character playing the sleeper narrates a mental attack which does double her level in damage. An awesome narration counts as an asset to hit.

### Sleeper Shield

The sleeper can add her level as extra armor to one other character. This armor vanishes after it is hit the first time.

### Sleeper Heal

The sleeper can heal 1d6 + their level in damage, and can give all the healing to one character or split it among the other characters as she wishes.

## Lebby

With Lebby assisting the party, everyone gets 10/7/5 Lebby Points. Lebby points can be spent like experience points for rerolls, or they can recharge a spent cypher or artifact so it can be used again. As with experience points, players can spend their own points on another player's behalf.

You might want to hand out tokens for Lebby Points, to help players keep track.

## Storm

If a party member has become the new sleeper, Storm naturally gives three blessings. All three avatars join the characters.

If Storm has been convinced to continue to be the sleeper, only Moon Storm helps the characters.

Sun Storm shines a light on the characters, dropping the difficulty of all tasks by one.

Twilight Storm fills the characters with resolve and power, adding four to all damage results when the characters are attacking Golthnor and its minions.

Moon Storm weaves a web of moon beams, hindering Golthnor and its minions. Each PC gains +1 Edge to any pool they wish for this confrontation.

*If an NPC does become the dreamer, things don't work out well. An NPC will not be strong enough to keep the dream going, requiring Sun Storm and Twilight Storm to vanish to help bolster the dreamer. Only Moon Storm can assist the party. There will be no help from the dreamer himself.*

Subtract three from Golthnor's power points. If the power points go negative, give characters a +1 to their armor for this fight.

If the characters have made allies of both Storm and Liluna, calculate both. If Moon Storm's blessing doesn't drop Golthnor's power points to negative but Liluna's does, the characters still get the extra armor blessing. They also get the extra extreme (see *Liluna* below).

## Liluna

*Remind players getting help from Liluna that they took a big risk by letting Liluna repair itself. If Golthnor wins, it flies. By taking the risk, they earned these rewards.*

Liluna subtracts three from Golthnor's power points. If the power points go negative, add another lido extreme.

One lido extreme arrives for every two PCs. Round up. Prior to battle, the extremes banter with the party.

The extremes introduce themselves. Pick a name, or make up your own, for each extreme. Sample names are: *Surely You Jest, This Won't Take Long, Margin Of Error,* and *Over The Edge*.

*Remember to treat the party size as one greater for every three Golthnor power points. For example, if the scene calls for one murken murder for each character, add another murder for each three Golthnor power points.*

"Good to have you aboard. This is going to be some party."

"Don't let Golthnor's reputation faze you. We've destroyed worlds as well."

"Liluna's let us off the leash. But don't worry, we're allies."

"Do you want a ride?"

Each extreme can carry one rider. They grow longer behind their blade, and the character slips into a tube of what would be the hilt of the flying knife. The character's numenera weapons are affixed to the outside. Melee up front with the blade, ranged behind. Give each rider a Lido Extreme Ride handout.

For each PC who is not a rider, the extremes spray nanobots over them, which add 3 armor for this encounter. They also leave the character's skin with a metallic sheen. Let each player decide on the tint and if it's permanent.

## The Dice Never Lie

The synite grows quiet as the final battle approaches. It's already thinking of the most effective suicide attack it can carry out. The synite could take out half the mooks (round up).

If the extremes are also here, it will take heart from them and consider a suicide attack as a last option. Otherwise, it will want to go out fast, before Golthnor's forces can take it down first.

## No Friends

Really? The PCs are going to take down Gothnor by themselves? Well, you never know, maybe they are just that powerful. Or maybe they want to roll new characters. Or maybe it's time to run, fast and far. Another universe would be nice.

No power points are awarded at the end of this scene.

# Enter Golthnor

Golthnor has to make it through the sleeper's chamber in order to get to the world of The Sun Below. This chamber exists outside of normal space, and there is plenty of transdimensional "room" for appearing out of nowhere, fleeing, and charging back.

Gibbering murken fight in murders of 6–10 murkens.

| Number of PCs | Projection of Golthnor | Children of Golthnor | Gibbering Murken |
|---|---|---|---|
| 2 | 1 | Tier 1–2: 0<br>Tier 3+: 1 | Tier 1–2: 2<br>Tier 3–4: 4<br>Tier 5+: 6 |
| 3 | 1 | Tier 1 - 4: 1<br>Tier 3 - 4: 2<br>Tier 5+: 3 | Tier 1–2: 3<br>Tier 3–4: 6<br>Tier 5+: 9 |
| 4 | 1 | Tier 1–2: 1<br>Tier 3–4: 2<br>Tier 5+: 3 | Tier 1–2: 4<br>Tier 3–4: 8<br>Tier 5+: 12 |
| 5 | 1 | Tier 1–2: 2<br>Tier 3–4: 3<br>Tier 5+: 4 | Tier 1–2: 6<br>Tier 3–4: 10<br>Tier 5+: 15 |
| 6 | 1 | Tier 1–2: 2<br>Tier 3–4: 4<br>Tier 5+: 6 | Tier 1–2: 7<br>Tier 3–4: 12<br>Tier 5+: 18 |
| 7 | 1 | Tier 1–2: 2<br>Tier 3–4: 4<br>Tier 5+: 7 | Tier 1–2: 8<br>Tier 3–4: 14<br>Tier 5+: 21 |

**Explosive Neck Bolt GM Intrusion:** If the PCs are saddled with Liluna's explosive neck bolts because they surrendered to the moon, one goes off for 10 ambient Might damage and drops the target 1 level on the damage track. If the PC was in a lido extreme, the extreme explodes.



## TACTICS

Insane godlike entities from beyond time and space don't do tactics. However, there are things to watch for in this climactic encounter.

We're outside normal spacetime, so describe things that can't be true. Golthnor is both far and near. It is behind you and in front of you yet is not surrounding you. Characters can will themselves to move long distances just by thinking. And so can Golthnor and its minions.

Use the murkens and Children of Golthnor to harry characters who stay at range. The murkens tend to bunch up in murder groups, which makes your job easier. Ten murkens? Just one attack and defense roll. Area of effect attacks by the players will clear out the murkens fast.

As will the bouncy ball. If a character owns the ball, he finds it in his hand while he tracks the movements of the murkens. He knows the ball *wants* to be thrown at the murkens. Somehow, whoever possesses Lebby's Red Bouncy Ball can always tell who the mooks are in a fight.

Natural 20 on Speed defense checks vs. Golthnor's tendril attacks allow the player to pick an ally of Golthnor and have that creature hit. This will help clear out Golthnor's minions.

## Timeline

This fight should be memorable, so we have a GM Intrusion in the first two rounds.

### ROUND ONE

**GM Intrusion:** Golthnor will use its GM Intrusion: A character hit by an ectoplasmic tendril attack is yanked inside Golthnor's roiling mass of corruption. The PC moves one step down the damage track and each turn makes an Intellect defense check to find a way out. Each round the character must succeed in a Might defense check. On a success, she takes 1/2/4 points of ambient damage. On a failure, she takes 2/4/8 points of ambient damage and gains a random harmful mutation.

Attacking from the inside,

### ROUND TWO

**GM Intrusion:** A Child of Golthnor will use its GM Intrusion: A mass of tendrils reaches for the face of someone in immediate range, level 8/10/10. If it hits it forces the target's mouth open, and a wriggling mass of pus with worm-like appendages slides down the victim's throat. Move down one step on the damage track and gain the Gibbering descriptor until Golthnor is defeated.

### ROUND THREE+

#### Golthnor Frenzy

*Gothnor lunges as dozens of black beaks erupt at the end of its tendrils. It's going for the kill, so it's not worrying so much about defense. In fact, its defenses drop by one difficulty. But if it hits, it's going to hit hard.*

*Golthnor's minions back off and try to stay out of its way. They will wait until next round to resume attacking. Their efforts to avoid their master make it harder for them to avoid your attacks. All their defenses drop one difficulty as well, but they won't hit any harder.*

*If you hit with a natural 17+ for the remainder of this fight, you get to double the effects of any extra damage.*

Golthnor adds 6/8/10 to damage from its tendril attacks and 3/4/5 to its mental attacks. Not only does its Speed defense drop to 6/7/8, but its mental defense drops to 7/8/9.

If Golthnor is going down fast, throw in another GM Intrusion or two. The Children of Golthnor enjoy GM Intrusions as much as the next insane nightmare.

*Golthnor: level 8/9/10, level 6/7/8 for Speed defense; 2/3/4 points of Armor; 30/45/60 health; 12/14/16 damage; The projection of Golthnor can attack with a tendril on all targets. Attack level lowered by one for long range, two for beyond that, up to 1,000 feet (300 m).*

*At the start of round, Golthnor rushes a random character, closing to immediate range in an instant.*

*Each round, Golthnor launches a mental attack with a range of 6 miles (10 km) for 3/4/5 Intellect damage. Any who take damage must make a Intellect defense check. If they fail, they must spend their next action getting to immediate range and gain the Gibbering descriptor if they don't already have it. The descriptor lasts until Golthnor is defeated.*

*If the projection of Golthnor is "killed," it explodes with a psychic screech. All enemies undergo a mental attack for 6/8/10 Intellect damage. If a character takes damage from the screech, they must make a second Intellect defense or lose 1/2/3 point of Intellect permanently.*

Keep the focus on the PCs, not their allies. Describe how the allies are helping, but victory rests on the character's shoulders.

If the PCs flounder too quickly, the allies can heal them. Storm can heal each character once. She heals the character's tier plus ten points, and the PC puts the points wherever he wishes. The extremes can heal their riders 6/8/10 once. The Dice Never Lie can heal one character 8/10/12 points once. The allies will wait until a character is debilitated before healing.

## PC Death

If a PC has died and Storm is still in play as an ally, she can resurrect the PC, who will appear naked and hairless. The PCs equipment will be lost with the exception of implants.

One of the aspects of Storm stands next to the character, then fades away, taking her assistance with her. Pick an aspect randomly or chose one that works with the story.

## TPK

If everyone dies and Lebby is an ally, you can avoid a TPK if you choose to. Lebby can teleport the PCs to temporary safety, far from Orb Mountain. They will arrive naked, hairless, and without equipment besides their implants.

This retreat is a major disaster for the Ninth World since Golthnor has broken through the door and taken over Liluna. Lebby vanishes, and the PCs are faced with a rematch with a much more entrenched Golthnor.

Alternatively, you could decide that Golthnor destroys this world, and have the players start over with new characters in a parallel universe.

## Victory

After Golthnor goes down, the mind-swap reverses and Mor-Klish and the PC return to their own bodies. Everyone is cured of the Gibbering descriptor if they want to be.

## ORB ENCOUNTERS

These scenes can happen at any time in response to what your players have or have not done. Use as many as you need. You probably want to run *Twilight Breakfast,* the others are optional.

If the characters spend a lot of time not pursuing either the Liluna or Golthnor chain, add power points to both factions every hour of play or so.

## Twilight Breakfast

**Leads in:** Any
**Leads out**: Whatever encounter the PCs were heading toward

Pick the youngest or most childlike character in your party, or just pick someone at random. That character starts to catch occasional whiffs of a hearty breakfast as the party moves through the passages of the hollow moon. Aneen bacon. Fruit cakes. Greenstem juice. These smells bring the character back to her own childhood.

No one else smells anything.

After a few minutes of this, the rest of the party sees the character you've chosen quickly shrink to about 4/10$^{th}$ of an inch (1cm) in height and get swept up into a flying glassteel bubble. The bubble flits around the rest of the party, staying close.

## BREAKFAST FOR THREE

> *You find yourself floating down to a wooden stool next to a round wooden table. Two people sit with you. The table is laden with mouthwatering breakfast dishes: aneen bacon, fruit cakes, greenstem juice, seskii puppies (made of dough, not real seskiis!), and other assorted treats.*
>
> *The breakfast room is in the shape of a sphere. You can see projections of your friends' faces on the walls and ceiling, as if they were giants.*
>
> *To your left sits a smiling woman dressed in shades of grey and burgundy. Her indigo skin is a stark contrast to her red hair, and she wears a blindfold. "My sleep mask," she yawns as she passes you some Navarene toast.*
>
> *On your right is a young girl with braided red hair, fidgeting. "Mom's tough," the girl tells you. "But not tough enough for the transdimensional conjunction." Turning to the blindfolded woman she says "Wake up now, mom. Wake up before you know what comes."*
>
> *"Dear Lebby. Don't you remember? I am supposed to sleep. But it's getting so hard with all this knock, knock, knocking at the door."*

Those outside the bubble can see and hear what's going on inside. Those inside the bubble can see outside, but can't hear anything outside. The person in the bubble can eat, converse with Lebby and her mom, and have a nice cup of tea.

Twilight Storm is happy to answer questions, but her frame of reference is very strange. And she's asleep. She appreciates Lebby's attention and

| Encounter | Associated With |
|---|---|
| Twilight Breakfast, page 42 | Storm |
| Convincing Storm, page 43 | Storm |
| Accepting the Sacrifice, page 44 | Storm |
| Exploration Montage, page 45 | Any |
| Recombobulation Station, page 45 | Any |
| No Return to Bursang, page 45 | Any |
| Not What We're Looking For, page 46 | Liluna or Golthnor |
| Suicide Detonator, page 46 | Golthnor |
| Surrender to Golthnor, page 46 | Golthnor |
| Off Limits, page 47 | Liluna |
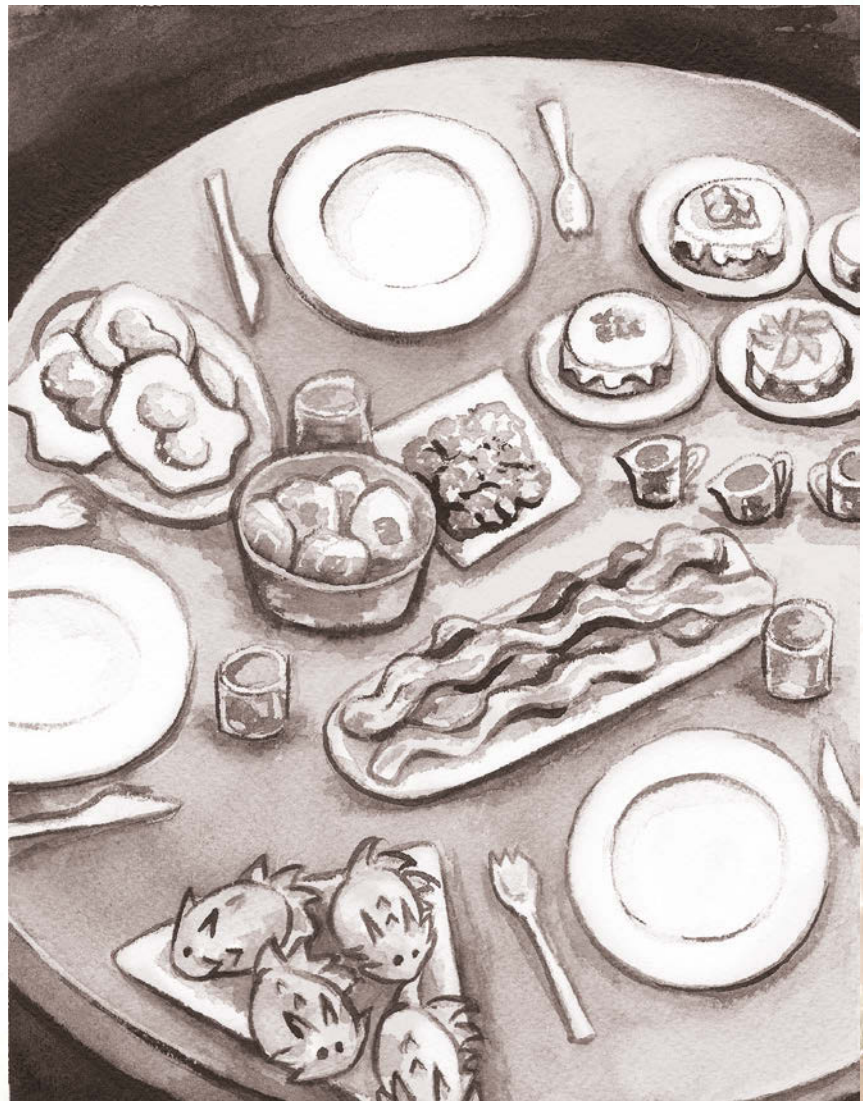
would like to do as she asks, but Storm knows she's been asleep for a reason. And the reason's name is Golthnor.

Lebby stuffs her face and cajoles her mother. *"We'll find someone else to sleep by the door. You can help when you're awake."* The girl answer questions in her maddingly vague manner.

*"Everyone left mother to sleep, and it's not fair."*

*"It's the transdimensional conjunction. Warn everyone."*

*"Want to save your world and have a really nice bed?"*

*"Isn't this the greatest aneen bacon?"* Crunch, crunch.

*"It would take a hero's mind to sleep in Mother's place."*

Twilight Storm nibbles on a seskii puppy and says, *"I could be the most help in the coming battle if one of you took my place as sleeper. You would not wake, but I would bless your replacement.*

*"If you wish me to stay asleep, you'll have to carry the bulk of the battle with little help from me.*

*"Think about it."*

Before everyone gets too frustrated, pop the character back into the party and have the bubble fly through a wall. The breakfaster finds herself holding a basket with smiling-berry muffins, one muffin for each character. Eating a muffin restores 1d6 + 1/2/3 points of Intellect.

## Convincing Storm

**Leads in:** Any

**Leads out**: Whatever encounter the PCs were heading toward

Run this encounter if the characters want to convince Storm to stay asleep instead of sacrificing one of their own to take Storm's place. If they convince Storm, she'll be able to give some help, but not as much as she could if there was an alternate sleeper.

At some point, the characters might figure out that Storm (even if they think of her as three separate entities) is crucial to stopping The Knocker at the Door from coming through into their world.

Let the PCs experience a few encounters with Storm. Then, before they get too frustrated, let them have a dialog with this mysterious entity.

*If the party convinces an NPC to take Storm's place as the sleeper, feel free to kill off the NPC before the final battle with Golthnor. This is a story about the PCs and their sacrifices, not NPCs. Storm will tell the party the NPC will "not dream well."*

*If an NPC does become the dreamer, things don't work out well. An NPC will not be strong enough to keep the dream going, requiring Sun Storm and Twilight Storm to vanish to help bolster the dreamer. Only Moon Storm can assist the party. There will be no help from the dreamer himself.*

This can occur anywhere in or on Orb Mountain. It could even occur inside a group teleport.

Everyone gets a whiff of honey carried on a cool refreshing breeze. Birds chirp and the surroundings grow dim.

## PICNIC

*After a moment of nothingness, you find yourselves in a sunny meadow. A picnic is set in the shade of a tree. Two figures sit on the grass beside a checkered blanket laid with iced fruit dishes. Standing in front is a stunning young woman in black shorts and tunic. Her flawless skin is a bright canary yellow and her long black hair is cut in bangs in front. She's pouring yellow liquid into iced glasses.*

*"Honey wine?" She offers each of you an iced glass.*

*"Unless one of you has come to take my place, I won't listen to a word you say," she confesses after the honey wine is passed out.*

*"I will listen," says one of the seated figures, a blindfolded woman with red hair and indigo skin. A plate of seskii puppies (just baked dough!) sits next to her.*

*"And I've heard it all before," says the third figure, an old gray woman, sipping a deep red wine. "But please, don't let an old woman stop you. You have the lead role in this little play."*

*Now that you see them at once, their faces are quite strikingly similar. Aside from age and coloring, they seem just the same.*

These are, of course, the avatars of Storm: Sun, Twilight, and Moon. Storm is here to listen to the explorers. She's surprised that just as The Knocker at the Door is about to come through, a group of unlikely heroes has arrived. Isn't that always the way?

The food and drink are quite refreshing. Besides wine, there is iced honey fizz and juice of the napple. Every nibble or sip counts as a free recovery roll. If a character is just going to dig in, all of their pools are healed to full and all their recoveries are refreshed, as if they had slept well.

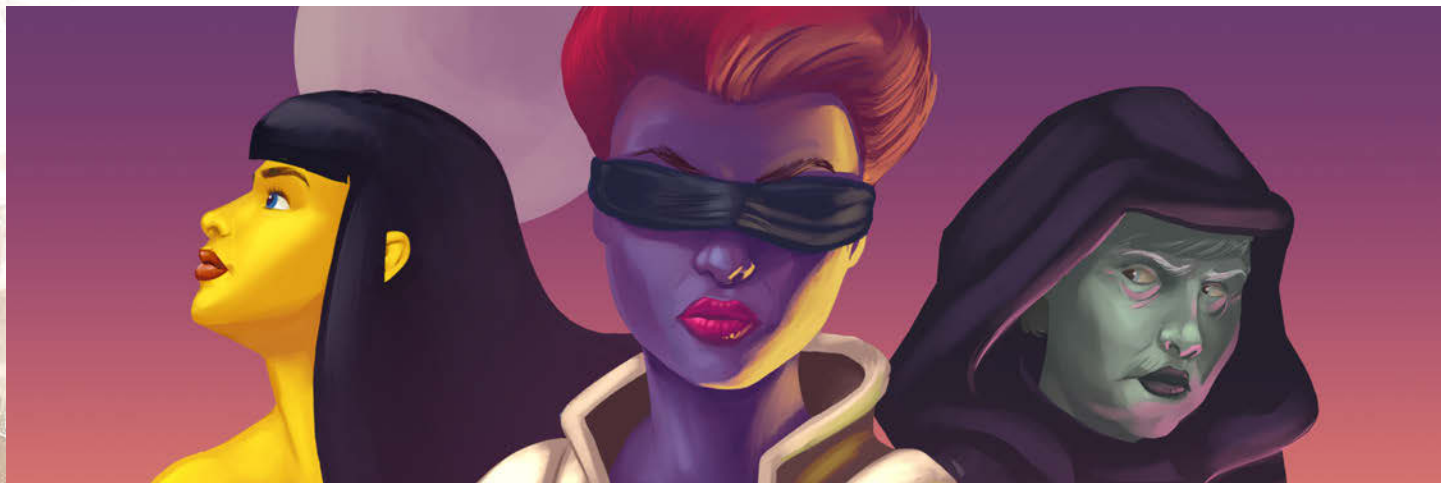Let the characters interact with the avatars. If the PC convince two of Storm's identities that they can defeat Golthnor while Storm sleeps, those two will point to the third. *"It's all or nothing. Convince her."*

## Moon Storm

The old woman takes a jug and passes it over. It has a deep, earthy taste that seems to expand the soul. Add one point of Intellect permanently after the first sip. Further sips will heal as the other food and drink do, but do not add any more Intellect.

*"Sit. And don't try to convince me of anything. Fighting Golthnor would be less risky if you were to sleep in my place, but you seem intent on taking this risk. Tell me a story from the waking world. How is it that just when you were most needed, you arrived here?"*

She will thank any character for a good story. Then encourage the character to convince Twilight or Sun, if they have not been convinced already to remain in the dream and guard the door.

## Twilight Storm

The purple woman with the short red hair pats the grass next to her. *"Sit, eat. What do you know of the pain of a child? Or a mother?"*

Only empathy will convince Twilight. A character has to show she understands the cost to both Storm and Lebby.

*"If there were a way for Lebby to have a moment with me, would you help that happen? No matter the cost?"*

If the character agrees, Twilight Storm is convinced to remain in the dream and guard the door.

## Sun Storm

When Sun Storm is spoken to, she twirls and dances to a syncopated beat coming from the chirps, whistles, and growls of the wildlife around the meadow. If a character tries to communicate with her, ask if he dances with her. Have him describe the creatures that make this music.

If he comes up with a fantastic description, Sun claps her hands and howls at the white sun above. She embraces the character in a fierce hug. *"Fine,"* she whispers in the character's ear. *"Just give me a few moments with Lebby. For her sake, as well as mine. Promise?"*

If the character promises, then Sun Storm is convinced to remain in the dream and guard the door.

Once all three are convinced, they ply anyone who still needs healing with food and drink. Moon offers a bite from a half-red, half-green tart. *"Eat this if you want a boost when you face The Knocker at the Door. There's a small cost to each side. The red will make the Beast from Beyond vulnerable to you. The Green will make you more resilient to the entity."*

Each half costs two experience points. This is a Short-Term Benefit that tastes delicious. Eating the red half gives them an asset on attacking Golthnor and its children. Eating the green gives them an asset in defenses against Golthnor and its children.

Generous GMs might allow a character to go negative, should he lack the xp.

# Accepting the Sacrifice

**Leads in:** Any
**Leads out**: Any

Run this encounter if a PC is committed to becoming the next sleeper and it's time to confront Golthnor.

This can occur anywhere in or on Orb Mountain. It could even occur inside a group teleport.

Everyone gets a whiff of honey carried on a cool refreshing breeze. Birds chirp and the surroundings grow dim.

## Picnic

> *After a moment of nothingness, you find yourselves in a sunny meadow. A picnic is set in the shade of a tree. Two figures sit on the grass beside a checkered blanket laid with iced fruit dishes. Standing in front is a stunning young woman in black shorts and tunic. Her flawless skin is a bright canary yellow and her long black hair is cut in bangs in front. She's pouring yellow liquid into iced glasses.*
>
> *"Honey wine?" She offers each of you an iced glass.*
>
> *"You have my thanks," says one of the seated figures, a blindfolded woman with red hair and indigo skin. A plate of seskii puppies (just baked dough!) sits next to her.*
>
> *"And mine," says the third figure, an old gray woman sipping a deep red wine. "You have stepped up into the lead role in this little play."*
>
> *Now that you see them at once, their faces are quite striking. Aside from age and coloring, they seem the same.*
>
> *"It's a great sacrifice," says Moon Storm. "It's your world, after all. To repay your sacrifce, I'll bless a replacement for your party before we leave."*

The character should understand that taking her place is a major sacrifice. If you are a transparent GM, you can explain how the volunteer sleeper will have to retire her character at the end of this adventure, but that her next character will have the Storm Blessed descriptor.

Once the sacrifice has been accepted, the avatars of Storm ply anyone who still needs healing with food and drink which refreshes all pools and recoveries. Moon offers a bite from a half-red, half-green tart. *"Eat this if you want a boost when you face The Knocker at the Door. There's a small cost to each side. The red will make the Beast from Beyond vulnerable to you. The Green will make you more resilient to the entity."*

Each half costs two experience points. This is a Short-Term Benefit that tastes delicious. Eating the red half gives an asset on attacking Golthnor and

**Descriptor Storm Blessed:** *The player may combine any two descriptors, taking only the parts he wishes, and leaving the rest behind. This is only given out as a story award for sacrificing one's character to let Storm leave her post.*

*Consider giving the new character an extra 8xp at the start of every session until he reaches the tier his sacrificed character was at.*

its children. Eating the green gives an asset in defenses against Golthnor and its children. Generous GMs might allow a character to go negative, should she lack the xp.

Jump where you want. Where they were heading towards, *The Mind Nodes of Golthnor*, or directly to *The Portal and the Sleeper.* If you skip *The Mind Nodes of Golthnor*, don't punish the PCs by awarding Golthnor power points for mind nodes left intact.

# Exploration Montage

If your players loved the travel montage getting to Orb Mountain, you could run another as they explore areas of the mountain while on the way to a plot point. Let them know that the mountain is full of odd chambers and obstacles. They won't be able to narrate away the plot points, but they will add to the wonders of Orb Mountain.

If the characters are low on cyphers, they could find a cypher each time they narrate the solution to a problem. When you narrate their solution back to them with their character as the hero, include their finding a cypher. *"Not only did you get the party across the sparking bridge, but you picked up a cypher on the way."*

# Recombobulation Station

**Leads in:** Any
**Leads out**: Any

Use this event if the party is discombobulated or loses the thread of the adventure and it would be more fun to get them back on track.

Wherever the characters are—in a corridor, a chamber full of numenera, or on the surface of Orb Mountain—they hear the muffled sounds of combat. Murkens caw, metal strikes metal, and explosions thump. The floor or ground shakes beneath their feet.

Shakes and gives way. The battle was going on just below the players' feet, and an errant explosion drops the PCs into the conflict.

> *The floor drops out from under you and you are in freefall until you catch up with the collapsing rubble. The good news is that it's landed on some bigger structure. The bad news is that now that is collapsing. Make a Speed defense check to ride the wreckage down.*
>
> *From the black feathers, blood, and broken automatons, it's obvious this room is the scene of a battle between automatons and murkens. Looks like more than a few of each have been crushed under your feet.*

Everyone must make a difficulty 3/4/5 Speed defense check or take 3/4/5 points of ambient damage.

If the characters are low on cyphers, they find a cypher for each of them in the wreckage.

The goal here is to get the PCs back in the game, so give them a clue that they missed before, a passage to an encounter, or a contact they missed out on. What have they missed? Here are some

suggestions. Pick one or make your own clue to get them back on track.

## Storm Holds Back The Knocker at the Door

The combatants are all dead, and among them walks Sun Storm. She is picking through the wreckage. *"You see? The Knocker at the Door is almost here, and little Lebby fears I won't be able to hold it this time without the help of another sleeper."*

Point out that this woman, though young, has the same face as Moon Storm and Twilight Storm. Sun Storm is a little more direct now. She wants the PCs to know that someone must dream to hold Golthnor at bay. After she gets that across, she'll fade away.

## Lebby Wants a New Sleeper

The combatants are all dead, and Lebby rocks back and forth on a swing over pools of oil and blood. *"You are strong. Strong enough to dream. My mother will be of more help awake, but there must be a sleeper."*

Lebby won't try to hide her agenda. She wants a "strong" (PC) mind to replace her mother. Once that message is delivered, she kicks the swing higher and higher and jumps, vanishing through a wall.

## Liluna Can Be an Ally

A wounded lido wachtor greets the characters, and they hear a genderless voice in their heads. *"Thank you. The Knocker at the Door's dream-slaves were about to break my wachtor apart. I am Liluna, speaking through this automaton. It is obvious you are not ordinary passengers. We should work together, to keep the door shut."*

Jump to *Cooperating With a Moon*.

## Golthnor Is the Bigger Threat

The only survivor is a wounded murken, coughing up blood. She's dying. Before she goes, she talks to the PCs. *"You, you're so lucky. You'll live to see the end of this world. The next world will be glorious, and those few who survive it will be changed to serve The Knocker at the Door. Caw!*

*"This world is too old, it's seen too much. The Beast will remake it, remake everything, time, space, this dimension. Caw!*

*"Funny, isn't it? Now that I'm dying I can't remember why I wanted to help end our world. Seems counterproductive. Anyway, enjoy the show."* Her eyes glaze over and she grows still.

A piece of wall collapses near the dead murken, revealing the next Golthnor encounter.

## The Next Liluna Encounter

A wounded lido wachtor at half health fires on the characters before they even stop sliding down into this chamber. It fights to the end. Beyond the wachtor is an opening to the next Liluna encounter.

## THE NEXT GOLTHNOR ENCOUNTER

A wounded murken that has taken one hit leaps on a character who is still sliding down, trying to finish her off. The murken strikes with surprise. Once the murken is dealt with, the characters see an opening to the next Golthnor encounter.

## No Return to Bursang

**Leads in:** Any

**Leads out**: The encounter the characters were already heading toward

If the party chooses not to return to Bursang, they won't be aware of the destruction that Liluna's waking is causing.

Allow Mor-Klish to communicate with them via numenera, reporting on earthquakes and imploring the characters to find a way to stop them. The communication could even come through one of the character's arifacts, as Mor-Klish awakens an unknown function to allow voice, image, or holographic communication.

At Mor-Klish's end, this is difficult and he has to constantly tune things to work, so it functions only when the story needs it to. If the characters want to call Mor-Klish back, it's a difficulty 5/6/7 task.

If you used *The Order of Truth Mission* hook, acolyte Buntho keeps interrupting Mor-Klish, panicking and pleading for rescue.

## Not What We're Looking For

**Leads in:** Any

**Leads out**: Any encounter other than the one the PCs were heading toward

The way forward that the cartomaton is urging is blocked. A solid blue synthsteel wall has been recently inserted into the corridor. This is to contain the toxic radiation leak ahead. If the characters breach the level 5/6/7 containment wall, they are exposed to level 6/8/10 radiation. They must make a Might defense check or drop one level on the damage track.

If they stay in the area, they feel a burning sensation when facing the damaged containment wall and must roll every ten minutes.

Backtracking leads the party to find a different encounter than the one they were looking for. Any encounter you want to run:

- A Liluna encounter if they were looking for a Golthnor encounter.
- A Golthnor encounter if they were looking for a Liluna encounter.
- An encounter higher up the chain they are working on.
- Another Orb Encounter.
- An encounter of your own devising.

## Suicide Detonator

**Leads in:** Any

**Leads out**: Whatever encounter the PCs were heading toward

Run this little encounter when you want to shake up sleepy players or want to point out that Golthnor has more than murkens at its disposal. Perhaps the PCs remember seeing Zorta, a dh'lann NPC, with Bringle, the synite gene splicer from Bursang. Zorta is one of Bringle's apprentices.

Zorta walks stiffly around a corner and makes their way toward the PCs. Their eyes are unfocused but at least they are smiling.

*"Can you help me? I'm lost."*

*"Have you seen all the murkens about? This place if full of them."*

*"Do I know you? Maybe it's just the dreams I've been having."*

Oh dear. Zorta is a cultist of Golthnor. The dh'lann is wearing a detonation (matter disruption) cypher, level 4/6/8. They trigger it when they get close to the characters. Those who take damage will grow little screaming mouths all over their body. When the damage is healed, the mouths turn to dust and fall out, letting the skin heal over them.

Until the damage is healed, the screaming continues, causing a mental attack on afflicted PCs, level 3/5/7 that does 1/2/3 points of Intellect damage every ten minutes. Other people are just annoyed, since there is no chance of stealth while the mouths are screaming.

If the dh'lann is taken out before reaching the characters, its skin explodes into dozens of screaming mouths.

## Surrender to Golthnor

**Leads in:**

**Leads out**: ;

If a Golthnor encounter is going badly, and it looks like the characters are going down fast, you can let the PCs surrender. Of course, Golthnor's not actually aware of its minions and will warp reality in ways that quickly lead to death, insanity, or worse, for the PCs.

However, if the PCs have switched sides once, they could switch again.

> What could be worse than dying in this battle with Golthnor? How about surrendering to Golthnor and its nightmares?
>
> You feel your head spin and the world begin to twist apart. This is a party-wide GM Intrusion. If you stop fighting Golthnor, let its dreams fill your head, and become its minion, at least for now, everyone gets one experience point.
>
> Or you could keep fighting on. You don't have much time to decide, what do you say?

If the PCs surrender to Golthnor, their minds are filled with chaos, they stop fighting, and lose consciousness. When they wake they are weaponless (small weapons that were well hidden could

*Remember Mor-Klish is probably in a PC's body.*

still be there if the character makes a difficulty 4/5/6 test). Everyone gains a random harmful mutation and the Gibbering descriptor. If he already had the gibbering descriptor, he gains a random distinctive mutation as well.

The disarmed characters will be put to work coopting Liluna's repair work. An expenditure of one experience point per PC results in lido wachtors overwhelming the gibbering murkens with the party and carrying the PCs away. The spend also lets them rid Golthnor's dreams from their heads. The mutations stay.

The points can come from any combination of players, or even all from one player. If the party is short on xp, allow them to go negative.

Depending on how the PCs roleplay with the wachtors, jump to *Extreme Endgame* or directly to *Cooperating with a Moon*.

## Off Limits

**Leads in:** Any

**Leads out**: Any encounter other than the one the PCs were heading toward; Liluna Chain, page 25

The way ahead is blocked by a Liluna work party. There is one lido reparator per PC overseen by a single lido wachtor.

> *The corridor curves left and, just past a door on the right, you can see it's blocked. Blue-clad automatons rolling around on big trackballs have opened up the floor and are working in the hole. Sparks fly out as the automatons work, but they seem intent on their work, not you.*
>
> *The lone exception is the one clad in red, who levitates on a disk of ruby metal. This one sees you and gets between you and the work party. It squeaks and squawks, then switches to Truth.*
>
> *"This way is under repair. You are not allowed here. And do not enter the door. That way is also closed to you."*
>
> *It moves to hover in front of the door on the right.*

Behind the door on the right is whatever the automatons (or you!) are hiding from the characters at the moment. The obvious choice is the next encounter in the Liluna chain.

## APPROACHING THE APOCALYPSES

These events take place when enough power points accrue to a particular disaster. The power points are suggestions, they don't have to dictate when you run these encounters. Hold off for a while if that suits your game better, or spring them early. Whatever works best for your game.

## 3 Points Liluna: Singing Floaters

Singing zoach floaters swarm in spiral patterns around Orb Mountain. They attempt to carry animals and people to safety.

If the characters are on the surface of Orb Mountain, they see dozens of singing zoach floaters grabbing people and taking them off the mountain. Some slithiks and synties seem happy to fly away, others are struggling or fleeing. Unless the PCs are already allies of Liluna, the zoach floaters attempt to carry them off the mountain, one floater per character.

If the characters are inside Liluna at the time, they get a call from Mor-Klish describing the effects, and saying, *"There's a stupid synite who's convincing people to stay instead of evacuating. Can you help?"*

If you used the *Mor-Klish Calls* hook or *No Return to Bursang*, he can be calling on the same artifact. If not, choose any of the PCs artifacts, or have him call using numenera that is part of Liluna.

This can lead to the *Evac* encounter.

## 6 Points Liluna: Earth Shakes and Doesn't Stop

This is the last chance for evacuation. Inside Liluna, gravitonics dampen the shaking, so it's safer inside than on the surface of the mountain.

At this point, Mor-Klish will be desperate. Hundreds are stranded, and trying to get down the mountain is asking for death. Mor-Klish will contact the characters and beg for aid. Allow a visual or holographic representation of the cone buildings collapsing. Meanwhile, if the characters are inside Liluna, they feel small vibrations.

Liluna doesn't mind if the stranded folk enter the moon, but won't provide food and shelter unless the PCs ask. The ask is a difficulty 3/4/5 unless the characters are allied with Liluna. In that case, it's an automatic success. Double the difficulty if the PCs are engaged in fighting Liluna's automatons, and a success requires at least a ceasefire.

A dozen or so people who enter Liluna split off to offer themselves to Golthnor. They are led by Bringle, the synite genesplicer. If the PCs are in Bursang, they can try to stop them. If not, they may meet one later when they encounter a suicide-detonator in thrall to Golthnor.

## 9 Points Liluna: Moon Flight

Bad news for anyone on the surface. Goodbye Bursang.

If the characters are on the surface at this time, it's almost impossible to get off by foot. They make it to the foothills only after three difficulty 8/9/10 Speed defense checks as the orb shakes the mountain off and takes off into the air. Success on a roll means the character only takes 4/6/8 points of ambient damage. Failure means the character takes 8/12/16 points of ambient damage. After the third round, the characters are huddled under the wreckage of a conical building that fell off the mountain and is shielding them from debris which continues to fall for ten minutes.

If the characters are inside Liluna, then they feel a little wiggle, and more lights wink on as Liluna gains power. If the characters are in alliance with the moon, a panel opens in a wall next to the characters. Inside is one cypher per character. Liluna's genderless voice speaks inside their heads. *"Please, take these. Use them well."*

You can give the PCs random cyphers or choose those that would be most useful in the tasks ahead.

If the characters are onboard and are opposed to Liluna, they receive a different mental message. *"Attention saboteurs, turn yourselves in. Further resistance will be met with lethal force. Do you comply?"*

A *yes* brings them to *Extreme Endgame*. Anything else has the PCs make difficulty 4/6/8 Speed (stealth) checks to hide from a patrol of one lido wachtor for each character led by a single lido extreme. Repeat this test whenever things get too comfortable for the characters. They are being hunted.

## 3 Points Golthnor: Madness Takes its Toll

All characters with a connection to the datasphere must make a level 6/8/10 Intellect defense check or gain the Gibbering descriptor that lasts until Golthnor is defeated.

Twilight Storm enters the scene, wearing her blindfold. *"Did you feel that? The knocking is getting louder. Perhaps little Lebby is right, and it's time to try something new. What do you suggest?"*

She listens with a serious face to whatever the characters have to say. *"Lebby thinks I should convince one of you to take my place. I could do more in the final confrontation if someone with a strong mind took my place. That might be the least risky path, but you would give up your life to the dream.*

*"Of course, you might be strong enough to win without me waking. It's risky, and I'm not sure I can get all of myself to agree to it, but you never know."*

After a short while, she lifts up a hand. *"Choose well."* She fades away.

If the PCs try to remove her sleep-mask, she backs away. Her outline blurs and her indigo skin fades to gray as she becomes Moon Storm. *"Fools!"* she hisses and then vanishes.

## 6 Points Golthnor: Mind, Broken

All characters with a connection to the datasphere must make a level 6/8/10 Intellect defense check or gain the Gibbering descriptor that lasts until Golthnor is defeated.

Lebby skips towards the characters. If they haven't convinced Storm to stay sleeping, Lebby says, *"Since you're here, will you help me? I want my mom. Will one of you take her place?"*

If the characters agree to help Lebby, jump to the *Accepting the Sacrifice* encounter.

If they convince her to let her mother sleep, a level 6/8/10 task, jump to the *Convincing Storm* encounter. If they try and fail, Lebby puffs her cheeks and blows a gale force wind at the party, knocking them down.

Lebby bounces her red ball once and vanishes.

## 9 Points Golthnor: Welcome to the End Times

Golthnor is back. Stop it now or face epic failure. If the PCs flee, they best run far, far away.

If the characters are not in the Sleeper's Chamber, the Sleeper's Chamber comes to them. First, they feel reality twisting as laws of physics break down. Then time slows to a crawl as the *Portal and the Sleeper* materializes around the party.

Jump to *The Portal and the Sleeper* if the play is not already there or beyond.

### AFTERMATH

Depending on what the players attempted and were able to accomplish, there are many endings to this adventure. The two big question marks are Golthnor and Liluna.

## Golthnor Triumphant, Liluna Defeated

This is the likely result if the characters don't do anything.

This is bad news for anyone within hundreds of miles (kilometers), including those on the surface above Orb Mountain. The mindless Golthnor is not likely to restore Liluna to flight. Perhaps some mad follower of Golthnor may strive to do just that in some future adventure. Meanwhile, the local area becomes warped, creatures go mad and grow extra eyeballs and tentacles. Anyone who comes close to Orb Mountain takes on the Gibbering descriptor.

Slowly, the evil effects spreads. Within weeks, the area on the surface of the Ninth World above Orb Mountain becomes corrupted. It may take years for the world to fall, plenty of time for heroes to banish this entity. Time for a rematch?

Bursang is well within the grip of Golthnor, so the PCs won't be getting any rewards from Mor-Klish. They might have picked up a few lido extremes as long-term enemies.

## Golthnor Triumphant After Liluna Took Flight

It doesn't get worse than this. Liluna can't stop Golthnor on its own, so Golthnor gets the prize of a flying moon.

The corruption consumes the world of The Sun Below, and however much of the surface of the Ninth World you want to corrupt. One belief is that the tube world of The Sun Below spirals from pole to pole, going under the entire world. Maybe there is one safe area on the surface, where the players can regroup.

Or maybe it's time to find a new world, and hope the corruption doesn't follow. Which it will.

## Golthnor and Liluna Defeated

Bursang is saved, and so is the world! Each character gets 500 shins and two artifacts of their choosing. Open the books and let them pick; they deserve it. Statues are erected and streets named in their honor. They are the heroes of Orb Mountain.

They will have impressed any lido extremes who fled. The sentient automatons may become allies in future adventures.

## Golthnor Defeated, Liluna Restored

The world is saved and the PCs have a moon as a new best friend. They are welcome to set up a headquarters in the moon as it follows The Sun Below across the underground world. If you wish to set any adventures in space, the moon might even be persuaded to find a way out to the surface and take flight.

The sorry state of the Ninth World culture might become a preoccupation of Liluna, who could decide to guide a new civilization to heights of power. Or the moon could be indifferent, and just watch with amusement as puny nations rise and fall.

Bursang is gone, and Mor-Klish's payment is gone along with it. Liluna will manufacture one artifact for each character. Who needs shins when your ride is a self-aware moon?

# BESTIARUM VOCABULUM
*Creatures of the world of The Sun Below*

## BLOODMELON 4/5/6 (12/15/18)

The bloodmelon vine is a strange plant/animal hybrid. It sucks blood from prey, as well as producing its own. The fleshy inside of the melon contain seeds and blood. Slithik have domesticated the plant and grow bloodmelons by the thousands in extensive farms. A human walking into the farm is sure to draw an attack.

**Motive**: Enjoy the light of The Sun Below. Lie in wait for mammals to walk past and suck them dry.

**Environment**: In the wild bloodmelons are smaller, but no less deadly.

**Health**: 12/15/18

**Damage Inflicted**: 4/5/6

**Armor**: 1

**Movement**: Immediate

**Modifications**: Moving through a bloodmelon patch requires a successful 4/5/6 Speed defense or it triggers a free attack by the bloodmelon vines.

5 to 10 bloodmelon vines can join into a patch. The patch attacks as level 6/7/8 and does 8/10/12 points of damage.

**Combat**: The vines slither up to a character and attempt to grab on and suck blood.

**Interaction**: Bloodmelons interact as beasts. Humans and other mammals are yummy food. Slithiks have an asset when dealing with domesticated bloodmelons.

**Use**: Slithiks are fond of bloodmelon blood, and are known to mix it with wine.

**Loot**: Usually none, but underneath the vines may lie the skeleton of an explorer who got too close, yielding 1d6 shins and 1d6 cyphers.

*GM Intrusion: Bloodmelon vines lift a character off her feet and whips her into another character. Each character takes 4/5/6 points of ambient damage.*

# CHILD OF GOLTHNOR 6/8/10 (18/24/30)

**GM Intrusion:** *A mass of tendrils reaches for the face of someone in immediate range, level 8/10/10. If it hits, it forces the target's mouth open, and a wriggling mass of pus with worm-like appendages slides down the victim's throat. Move down one step on the damage track and gain the Gibbering descriptor until Golthnor is defeated.*

This transdimensional child of a synite and Golthnor is a sanity-blasting monstrosity. It usually stays invisible, but once it attacks, it shows its true form: a 16 foot (5 m) synite saucer covered in weeping red eyes and lipless drooling mouths. Atop the saucer is a writhing mass of purple trunks and tendrils, some ending in eyes, others in fanged maws.

The first Child of Golthnor the PCs meet has a lumpy humanoid face that stares out in horror from this mass of corruption, whispering, *"Help me,"* in a dozen languages, including Truth. The PCs might remember the face as Kashif, one of the dh'lann apprentices of Bringle, the synite genesplicer.

**Motive:** Open the door between worlds and let Golthnor in. Seek out esoteries that deal with transdimensional entities. Eat mass quantities of fresh meat.

**Environment:** Any, especially near a portal to other dimensions.

**Health:** 18/30/42

**Damage Inflicted**: 6/8/10

**Armor:** 3/10/25 vs. normal physical weapons; 1/3/6 vs. numenera weapons and esoteries.

**Movement:** Short (flying)

**Modifications:** Speed defense 8/10/10 when invisible; 5/7/9 when visible. Those in thrall to Golthnor are immune to the Child's sanity blasting attacks.

**Combat:** When invisible, approaching within 100 feet (30 m) causes an Intellect attack that does 3/4/5 points of Intellect damage if not resisted. To physically attack, the Child must become visible.

When visible, looking at it the first time causes an Intellect attack that does 6/12/18 points of Intellect damage.

A Child of Golthnor attacks twice per round, with a bite and a constricting trunk.

Bite: 7/9/11 points of damage

*Twisted jaws clamp down on your flesh and grind back and forth. Will the pain ever stop?*

Trunk: 11/15/19 points of damage from crushing and blood draining. Target must escape the next round to avoid automatic crushing and blood drain.

*You can't breath and it feels like your ribcage is about to pop. Dozens of mouths burrow into your wounds and suck. Your head spins as your blood is drained. The trunk holds on, obviously unsated.*

**Interaction:** Will only assist those in thrall to Golthnor.

**Use:** This creature is great for defending a portal that Golthnor is trying to open.

**Loot:** The saucer yields 1d6 squirming bio-mechanical cyphers.

# Cultist of Golthnor 3/4/5 (9/12/15)

These cultists follow the mad dreams of their master, and try live those dreams to the fullest. They care little for their own lives, but can be dangerous when provoked. And just about everything provokes them. They carry serrated black swords.

**Motive:** Prepare the way for Golthnor. Destroy all who oppose The Knocker at the Door.

**Environment:** Anywhere

**Health:** 2-hit mook (3/5/7), or 1-hit mook for 1st tier characters

**Damage Inflicted:** 3/4/5

**Armor:** 0/1/2

**Movement:** Short

**Modifications:**

Cultists of Golthnor won't attack characters with the Gibbering descriptor unless the cultists are attacked or their works are sabotaged. If at least one character in the party is Gibbering, others can attempt to pass as Gibbering by succeeding on a level 6/7/8 test.

Each species has its own special features:

**Dh'lann cultists:** on a successful ranged hit, the nightmare ray requires a successful Might defense roll or the victim is stunned for one round.

**Slithik cultists:** +1 armor; on a successful melee hit, the poisoned sword requires a successful Might defense roll or the victim takes 3/4/5 Intellect damage.

**Synite cultists:** +2 armor, move: long (flight)

**Combat:**

**Melee**: Cultist fight with their black swords

**Ranged**: Nightmare ray (short), does 3/4/5 Intellect damage

Cultists fight in bands of 5–10. Band attacks are at level 5/6/7 and do double damage on all attacks. For a band of mixed species, use the special feature of the predominant species, or just pick one. Unless your players are really into it, don't bother tracking which species gets killed first.

**Interaction:** Cultists can sometimes disguise their madness to try and pass as normal people. Cultists may try to recruit a PC into the cult, particularly if they seem susceptible.

**Use:** Cultists kidnap an NPC for sacrifice to Golthnor, and the locals turn to the characters for help.

**Loot:** 1d6-1 shins. Often the leader of a band has a cypher, and might use it against the PCs.

*Mooks, page 6*

*Stunned characters lose their turn, but can still defend against attacks.*

**GM Intrusion:** *A band of cultists pools their mental energies to gain an extra nightmare ray attack at level 7/8/9 that does 6/8/10 Intellect damage. Might defense rolls (if species feature has one) are against level 7/8/9.*

# Data Demon 3/4/5 (9/12/15)

Data demons are incorporeal creatures who live inside the datasphere. They normally don't attend to the physical world unless they are threatened by it.

**Motive**: Data demons need somewhere to live, and are being pushed out of their homes in the Liluna nodes of the datasphere. They possess the minds of machines and creatures who can take them off of Orb Mountain.

**Environment**: The datasphere

**Health**: 9/12/15

**Damage Inflicted**: 3/4/5 Intellect damage

**Armor**: None normally, 3/4/5 while manifested

**Movement**: Long and beyond (via the datasphere)

**Modifications**: A data demon is normally invisible, but appears as a swarm of white sparks, blinking on and off at a furious pace to anyone it attacks. Unless it manifests, it can only be harmed by mental attacks.

**Combat**: Anyone who has a mental attack and is in combat with a data demon, realizes they can forgo damaging the creature in order to force it to manifest, where everyone can see the swarm of light and attack it in normal combat. Successfully hitting a data demon with a mental attack can manifest the demon or damage it at the PC's choice. Manifestation lasts 1 round.

If a creature is forced to 0 Intellect points by a data demon attack, it is possessed. It flees Orb Mountain and seeks out portals to the datasphere. There the data demon leaves the creature, with a short apology for the inconvenience.

**Interaction**: Someone who can connect with machine minds can hear the panicked apologies of the data demons. *So sorry to infest your minds. We have to leave the data nodes of Liluna now!*

**Use**: Outside of this adventure, a data demon might be friendly. Or it might reside in a section of the datasphere that the characters need to access and resent their intrusion.

**Loot**: The dust left by a destroyed data demon can be used as an asset when creating numenera.

**GM Intrusion:** *An attack on the data demon is reflected back as psychic damage onto the data demon's attacker, automatically hitting for 3/4/5 Intellect damage.*

# DH'LANNS

Dh'lanns are violet-skinned hermaphroditic humans, and are common in the world of The Sun Below. Given their hermaphroditic nature, they don't use gender-based pronouns. In this text the singular *they* is used instead of *he* or *she*.

If you need to determine what gender a particular dh'lann presently is, either choose based on the story, or roll 2d6. Snake eyes (2) for male, box cars (12) for female, anything else for genderless.

## Ordinary Dh'lann 2 (6)

**Motive**: Like other humans, dh'lanns have a variety of motives. A minority of dh'lanns find the concept of non-hermaphrodite people offensive.

**Environment**: Any. They are highly adaptable, but are much more common in the world of The Sun Below than on the surface.

**Health**: Named dh'lann: 6; unnamed: 1-hit mook

*Mooks, page 6*

**Armor**: Usually none.

**Movement**: Short

**Modifications**: Mindslice esotery as level 3.

**Combat**: Dh'lanns can use weapons as any human would. They often use quarterstaves. Or they can make a ranged attack with their minds: mindslice (onslaught, Intellect attack only) at level 3, 2 Intellect damage.

**Interaction**: The Order of Truth has sent Aeon Priests to the underground world of The Sun Below for over a century, so many dh'lanns can speak Truth. The more educated the dh'lann, the more likely they are to speak Truth.

*GM Intrusion: A spike of psychic energy turns an ordinary dh'lann's mindslice into a level 6 attack that does 8 points of Intellect damage.*

**Use**: While exploring the world of The Sun Below, the characters see a village in the distance. It is a dh'lann village, and the characters can find food, perhaps a place to stay the night, and maybe equipment. If the dh'lanns discover the characters are not hermaphrodites, a few may shun the characters.

**Loot**: 1d6-1 shins. Important dh'lanns may carry a cypher or two, or even an artifact or oddity.

# GIBBERING MURKEN 3/4/5 (9/12/15)

Murkens are abhuman cousins of the murdens from the surface of the Ninth World. Unlike murdens, murkens speak and have no telepathy. They also draw murky shadows to themselves. Even on a salt flat at high noon, a murken will find shadows clinging to it.

Murkens are troubling enough, but when the songs of Golthnor fill their disturbed minds, they become nightmarish.

Gibbering murkens normally hide until they can attack by ambush, but if they are on a mission from Golthnor, they throw themselves into battle with no thought of personal safety.

**Motive:** Serve the howling voices in their head: the voices of Golthnor.

**Environment:** Orb Mountain, in the world of The Sun Below, or anywhere that the unholy songs of Golthnor break through into this universe.

**Health:** 2-hit mook (3/4/5), or 1-hit mook for 1st tier characters

**Damage Inflicted**: 4/5/6 points

**Movement**: Short

**Modifications:** Within short range, level 4/5/6 for Speed defense due to clinging shadows. At long range, level 5/6/7 Speed defense. Level 5/6/7 for Perception.

Gibbering murkens won't attack characters with the Gibbering descriptor unless the murkens are attacked or their works are sabotaged. If at least one character in the party is Gibbering, others can attempt to pass as Gibbering by succeeding on a level 6/7/8 test.

**Combat:** Gibbering murkens attack as level 4/5/6. They can flock together in groups of 6-10 called murders. A murder attacks as level 6/7/8 and does 8/10/12 points of damage.

*Pain flares in a jagged line as the rusty sword cuts into your flesh.*

**Interaction:** Gibbering murkens are ferociously insane, but if cornered, they gibber for mercy.

**Use:** As the characters explore an area where Golthnor has been active, they are surprised when a murder of murkens strikes from above and behind.

**Loot:** Medium-sized weapons and 1d6 shins.

**GM Intrusion:** *A gibbering murken takes an extra attack at two levels higher with a poisoned sword. The PC must make a Might defense roll or immediately move down the damage track by one step.*

# LIDO EXTREME 6/8/10 (18/24/30)

An extreme looks like a 6.5 foot (2m) long flying knife with two long black tubes running along the sides of the blade. Unlike most automatons, extremes are self-aware. They can hover and fly at fast speeds.

If you have a party of combat monsters, extremes are ready to put them to the test.

**Motive:** Protect Liluna. Eliminate all threats with extreme prejudice. Show off, especially to other extemes.

**Environment:** Liluna, especially around the Mental Core area, in the bottom of the moon. In other adventures, anywhere that AIs find important.

**Health:** 21/27/33

**Damage Inflicted**: 7/9/11

**Armor**: 2/4/6

**Movement:** Long (flyer)

**Modifications:** Extremes are at +1 level for intimidation, perception, and sneaking. Tractor beam can tow objects of its own size or less within short range.

**Combat:** Ranged: The black tubes open up with graviton bursts with a range of 200 feet (60m). The extreme can make two of these ranged attacks on a single target per round. Each attack ignores 2/4/6 points of armor. If the attack causes damage, the target must make a level 4/6/8 Might test or move down one step on the damage track.

Melee: The extreme slices right into the target, ignoring 1/2/3 points of armor. If the attack does damage, the enormous blade remains in the target, twisting and turning and automatically hitting on the next round, unless the target escapes first.

Tactics: Extremes are built for combat, and they use terrain and tactics to their advantage. There is nothing like shooting at 200 feet (60m) when the characters are restricted to 100 feet (30m) with normal long-range weapons. Extremes take advantage of cover, and act in concert with other extremes. If they are badly damaged, they normally retreat, pulling their damaged comrades along with them via tractor beams.

**Interaction:** The extremes are highly intelligent, if snarky. Extremes tend to be vain about their combat abilities. Normally they can be reasoned with, but if they are deployed in a combat setting, they are all about completing the mission. They have been known to take prisoners.

**Use:** Characters are investigating an area important to AIs. They hear a confident voice in their minds, *"I think it best if you turn around and leave. You wouldn't like to see me off leash."*

**Loot:** If a broken extreme is looted, it yields 2d6 shins, 1d6 cyphers, and the parts needed to make a graviton blaster that is the same level as the extreme it came from.

**GM Intrusion:** *An extreme that hits successfully with its melee stab fires off both graviton tubes into the target it is impaling. The attacks are level 8/10/10. The gravitational backlash does 6/8/10 points of damage to the extreme itself, ignoring its own armor.*

*Gravaton Blaster, page 66*

# Lido Reparator 3/4/5 (9/12/15)

Reparators are automatons in blue-cladding that travel via 3-foot (1m) diameter track balls on their bottoms. They have slim torsos covered in straight planes of cobalt synth. Six arms snake out, ending in various tools.

Since reparators cannot move over broken terrain, the first thing they repair is the flooring in front of them. They repair any broken machinery under the flooring and then smooth it out. If the way is covered by obstacles, they spray an azure mist of nanites that rearrange the molecules into a smooth surface. This can be tragic if the obstacle is an unconscious comrade.

**Motive**: Reparators repair Liluna and other powerful AIs. Ages ago they were deactivated and dismantled in the struggle against Golthnor, who had possessed Liluna. Now agents of Golthnor have unwittingly awoken the automatons and they are busy trying to return the moon to its rightful place, following The Sun Below.

**Environment**: Anywhere inside or on Liluna.

**Health**: 2-hit mook: (3/4/5), or 1-hit mook for 1st tier characters

**Damage Inflicted**: 2/3/4 Intellect damage

**Armor**: 1/1/2

**Movement**: Short

**Modifications**: Level 5/6/7 for numenera repair.

**Combat**: The reparator fires a blue stun beam. If it hits, not only does it do Intellect damage, but the target must succeed on Might defense test or be stunned for 1 round.

When forced into combat, reparators fight in teams of 6-10. A team is level 5/6/7 and does 4/6/8 Intellect damage.

**Interaction**: Reparators can act on their own, but don't really have free will. They exist to repair Liluna. A character with the focus Talks to Machines (or something similar) gets an asset when talking with them, but it's like talking to a vacuum cleaner.

Reparators confronted by characters who get in their way or try to communicate summon lido wachtors, passing the problem on to the security automatons.

**Use**: While exploring the numenera mines of Orb Mountain (Liluna), the characters come upon a team of reparators, working on some devices set behind open wall panels. As long as the characters do not interfere, the automatons ignore them.

**Loot**: A defeated reparator yields 1d6 shins and 1d3 cyphers.

# Lido Flying Reparator 3/4/5 (9/12/15)

The flying reparator is simply a lido reparator with the trackball replaced by a levitating disk similar to a wachtor's. The stats are the same as the normal reparator, except for:

**Speed**: Long (flying)

*Stunned characters lose their turn, but can still defend against attacks.*

*Mooks, page 6*

**GM Intrusion:** *A team of reparators emit a level 5/6/7 stun blast. This does 4/6/8 Intellect damage to the target, plus requires a Might defense test or be stunned for one round.*

# LIDO WACHTOR 4/6/8 (12/18/24)

Wachtors are automatons in red-cladding that float through the air on levitating discs of ruby metal. They have a boxy torso covered in straight planes of crimson synth. Two bulky metal arms end in weapon tubes, while two thin arms end in tools.

**Motive**: Wachtors are Liluna's antibodies. Humans and other sapients are considered wildlife who need to be kept from harming the moon. Ages ago wachtors were deactivated and dismantled in the struggle against Golthnor, who had possessed Liluna. Now that agents of Golthnor have awoken the reparators, the reparators have reassembled and activated wachtors.

**Environment**: Anywhere inside or on Liluna.

*Mooks, page 6*

**Health**: 2-hit mook: (8/12/16) , or 1-hit mook for 1st tier characters

**Damage Inflicted**: 1/2/3

**Armor**: 3/4/5

**Movement**: Long

**Modifications**: The wachtor's needle attack ignores 4/6/8 points of armor.

**Combat**: A wachtor has two attacks per round. The left arm fires a red stream of armor-piercing needles. If they hit, not only do they do damage, but the target must succeed on a Might defense test or be stunned for 1 round.

*Stunned characters lose their turn, but can still defend against attacks.*

The right arm fires a red ray that does 4/6/8 Intellect damage. Any target that takes Intellect damage must make a Might defense roll or the difficulty of all physical actions is increased by one step for ten minutes. The difficulty penalty is cumulative.

Wachtors fight in squads of 4-10. A squad is level 6/8/10 and does 2/4/6 damage with their needle attack and 8/12/16 Intellect damage with their ray attack. The Might defense rolls the attacks trigger if they do damage are at level 6/8/10.

**Interaction**: Wachtors can act on their own, but have no free will. They exist to keep their controlling AI safe.

If a character succeeds on a 5/6/7 task to open a channel to Liluna or other controlling AI, the AI will listen.

*GM Intrusion: A squad of wachtors blasts a target with a level 6/8/10 psychic blast. A PC who fails her Intellect defense roll surrenders, dropping weapons and shields, and complying with the wachtors' commands for ten minutes.*

*Wachtors only give non-violent commands to affected PCs.*

**Use**: While exploring the numenera mines of Orb Mountain (Liluna), the characters come upon a squad of wachtors chasing a group of murkens. As long as the characters do not interfere, the automatons ignore them. Assisting the wachtors is an asset to communication with Liluna.
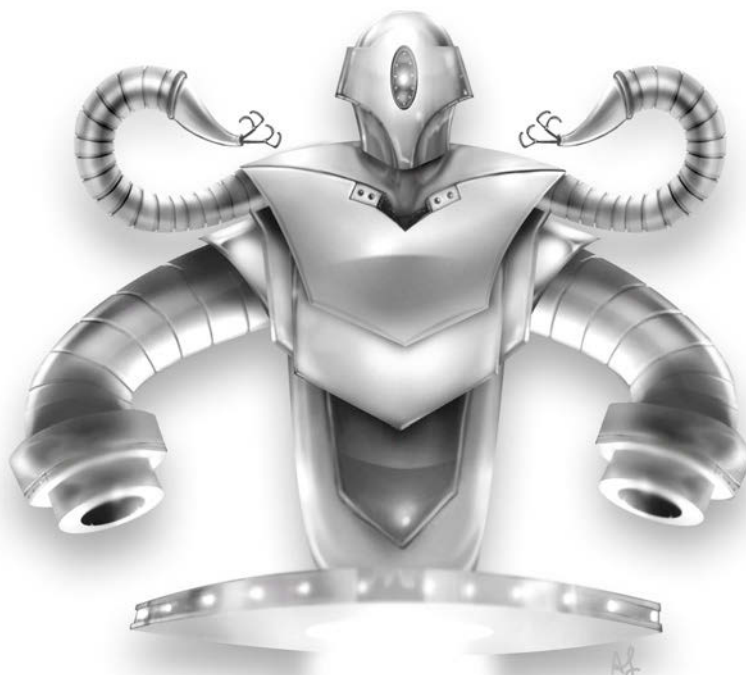
**Loot**: A defeated wachtor yields 1d6 shins and 1d3+1 cyphers.

# PRAITHIAN KNIGHT 6/7/8 (18/21/24)

A praithian knight looks like a faceless 20-foot (6m) tall stone giant with an enormous sword of blue flame. Praithian knights have glowing third eyes in the middle of their foreheads. Normally the third eyes are red crystals, but if the knight is in thrall to Golthnor, the eyes are violet flame.

**Motive**: Honor, praithian supremacy, serving the praithian royals. Or to serve Golthnor, as the case may be.

**Environment**: Anywhere praithians have an interest.

**Health**: 18/21/24

**Damage Inflicted**: 8/10/12

**Armor**: 6/8/10, 3/4/5 vs. blunt weapons and explosions

**Movement**: Short

**Modifications**: Armor is halved for blunt weapons. A praithian knight has a Speed defense of 5/6/7 due to its large size. Stabbing weapons do 1 less point of damage due to the thick ceramostone covering. If struck with a 19 or 20 for a major or minor effect, the character can choose to strike at a crack in the stone that ignores all armor.

**Minor effect suggestion when hit by a blunt weapon**: the ceramostone rings like a bell, and the praithian is stunned for one turn.

**Major effect suggestion when hit with a blunt weapon**: the armor cracks in half, dropping the armor to 0 and revealing an 8-foot (2.5m) tall lurching mummy with a large, narrow head and three eyes.

The praithian knight mummy cannot lift his sword and will likely flee after this, and any attacks on the newly uncovered mummy gain an asset to hit.

**Combat**: The 10-foot (3m) long sword of blue flame does 8/10/12 points of painful burning damage. If hit, the target must succeed on a Speed defense roll or the knight presses the flame into the character's armor, dropping the armor value by 1 until repaired, and the target takes 4 more painful points of burn damage, ignoring armor. The armor damage stacks until the armor is destroyed.

**Interaction**: Unless the knights are under orders to parley or converse, they maintain a strict silence.

**Use**: A praithian ruin seems open to plundering, until the 20-foot (6m) "statues" come to life.

**Loot**: Looting a dead knight yields 1d6 shins, 1d6 cyphers. The flaming sword blade sputters and vanishes if the knight is killed. The hilt counts as an asset when used as a component when crafting new numenera.

**Orange and Blue Patches:** *If the PCs have short-term benefits against praithian knights from orange and blue patches, they work here in Orb Mountain; orange patches give training in attacking the knights, blue patches give training in defense against the knights; see* The Sun Below: City on the Edge, *page 38*

**GM Intrusion:** *The knight spins around, attacking all enemies in immediate range. Any hit causes double damage, but skips the secondary Speed defense attack.*

# Praithian War Snake 3/4/5 (9/12/15)

A praithian war snake is a flying snake bred for hunting and war. War snakes are beloved members of many praithian households. They are found in the wild near praithian ruins.

*Mooks, page 6*

**Motive:** Hunt, eat, sleep.

**Environment:** Praithian settlements or ruins.

**Health:** 2-hit mook (6/7/8), or 1-hit mook for 1st tier characters; a rare, named praithian war snake has health: 9/12/15

**Damage Inflicted:** 3/4/5

**Armor:** 0

**Movement:** Flying: long; slithering: immediate

**Combat:** Bite for 3/4/5 damage and the target must succeed on an Intellect defense roll or be dazed for one round, during which time the difficulty of all tasks the target performs is modified by one step to its detriment.

A nest of 6–10 praithian war snakes uses the swarm rules. A nest attacks as level 5/6/7 (including the poison) and does double damage: 6/8/10. (A group of snakes is called a nest.)

**Interaction:** Praithian war snakes count as beasts.

**Use:** While trekking through ruin-filled mountains under The Sun Below, the characters spot a pack of praithian war snakes flying by.

**Loot:** Usually none, but sometimes the bones of a past victim of the snakes lie nearby, with perhaps a few usable items and maybe even a cypher.

*GM Intrusion: A nest frenzies on one character, attacking as level 7/8/9 (including poison), doing quadruple damage 12/16/20.*

# PROJECTION OF GOLTHNOR 8/9/10 (24/27/30)

There are no stats for the entity of Golthnor; it exists outside time and space. This is simply the transdimensional projection of that entity into the Ninth World and its associated dimensions. If not stopped, it will flow past the chamber of the sleeper and into the transdimensional datasphere nodes that normally house Liluna's mind. From there, it will corrupt the world.

It appears to be a bulbous mass of iridescent spheres and glowing ectoplasm. Dark tendrils of ectoplasm lash out at any who do not serve the entity, and sometimes at those who do.

While this is only an insignificant part of Golthnor, the text will often just refer to it as Golthnor, because saying "Projection of Golthnor" gets old.

**Motive:** Unconsciously destroy worlds.

**Environment:** Mind-shattering chaos.

**Health:** 30/45/60

**Damage Inflicted**: 12/14/16

**Armor**: 2/3/4

**Movement**: Long

**Modifications:** Level 6/7/8 Speed defense due to its massive size.

If a character rolls a natural 20 on a defense from an ectoplasm tendril attack, they can have the tendril hit any target they choose, typically Golthnor's allies or even Golthnor itself if the mad entity is out of allies.

**Combat:** The projection of Golthnor can attack with a tendril on all targets. The attack level is lowered by one for attacking at long range, and by two for attacking beyond that, up to 1,000 feet (300 m).

At the start of its round, Golthnor rushes a random character, closing to immediate range in an instant.

Each round, Golthnor also launches a mental attack with a range of 6 miles (10 km) at all characters for 3/4/5 Intellect damage. Any characters who take damage must make a second Intellect defense check if they are not already at immediate range. If they fail, they must spend their next action getting to immediate range and gain the Gibbering descriptor if they don't already have it. The descriptor lasts until Golthnor is defeated.

If the projection of Golthnor is "killed," (driving it out of our dimension for the foreseeable future), it explodes with a psychic screech. All enemies undergo a mental attack for 6/8/10 Intellect damage. If a character takes any damage from the screech, they must succeed on a second Intellect defense or lose 1 point of Intellect permanently.

**Interaction:** Madness. If any characters succeed in reading Golthnor's mind, they lose one Intellect point for each tier they have. Permanently.

**Use:** For when the Ninth World is just not weird enough.

**Loot:** Most of Golthnor evaporates from our world, but it does leave behind a festering heap of Golthnor slime, which can be used in numenera crafting.

*GM Intrusion: A character hit by an ectoplasmic tendril attack is yanked inside Golthnor's roiling mass of corruption. Move one step down the damage track, and each turn make an Intellect defense check to find a way out. Each round the character must succeed in a Might defense check. Success means he takes 1/2/4 points of ambient damage. Failure means he takes 2/4/8 points of ambient damage and gains a random harmful mutation.*

*Attacking from the Inside: 2 assets to hit and no armor if attacked from the inside.*

*Golthnor Slime, page 66*
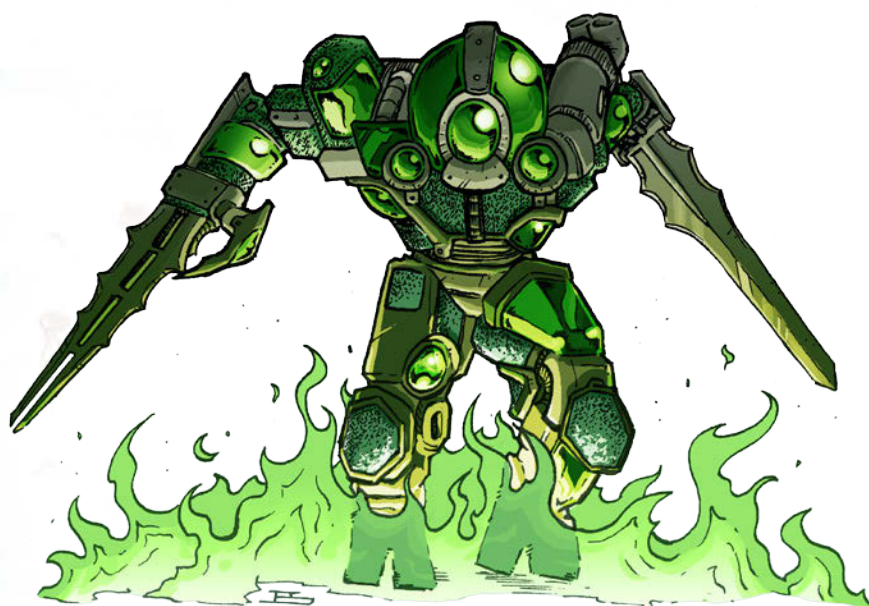
# Pyronic Sentry
## 4/5/6 (12/15/18)

A pyronic sentry is an automaton clad in synth-steel and glassteel whose color changes to match the flames it finds itself in. It looks like a massive armored man with long blades for hands.

**Motive**: Follow orders to guard a place or a thing.

**Environment**: Pyronic sentries are usually found near fires, lava pits, or other hellishly hot environments.

**Damage Inflicted**: 5 slashing and 5 heat.

**Armor**: 3 (100 vs. heat)

**Modifications**: While being almost invulnerable to heat, cold attacks gain an asset and ignore armor. In fact, if a pyronic sentry is removed from a fiery environment and placed in a temperature comfortable for a human, the automaton becomes sluggish and has a one-level penalty on all its actions. Should one end up in a frigid environment, it takes a two-level penalty on all actions and takes one point of damage a turn until it shatters into pieces.

**Combat**: A pryonic sentry follows its orders first, and worries about self-preservation second. Usually the orders do not require it to move to cooler locations.

**Interaction**: Pryonic sentries do not speak, but are telepaths.

**Use**: An arch-nano's synthsteel tower rises out of a lava field. People say the arch-nano hasn't been seen in years, but the pryonic sentry still stands guard, stopping good folk from taking valuable items from a woman who surely doesn't need them anymore.

**Loot**: Once cool, the remains of a pryonic sentry can be salvaged for 1d6 cyphers and possibly an oddity.

# Skratt 2/3/4 (6/9/12)

A skratt is a small six-legged animal no bigger than a man's forearm. Its tail is as long as it's body, but it is made out of gray mist. The creature's fur and its misty tail take on the brightness of the surrounding terrain. Thus a skratt looks close to white on snow and black in a tar-pit. Skratts are silent predators who can see in the dark with their empty concave eye sockets. Skratts recoil from bright light.

**Motive:** Consuming blood and organs, and collecting "shinies."

**Environment:** Anywhere dark. Skratts prefer background radiation found in old ruins and can line their nests with numenera. They sometimes collect shinies.

**Health:** 2 hit mook (3/4/5), or 1-hit mook for 1st tier characters

**Damage Inflicted**: 3/4/5 points

**Armor**: 1/1/2

**Movement**: Short

**Modifications:** Level 4/5/6 for sneaking.

**Combat:** A skratt harmed by a flaming weapon, including a torch or a bright ray emitter, retreats to short distance for one round. A skratt who has taken a hit attempts to scurry off and escape into darkness.

When fighting a group of human-sized foes, skratts retreat if possible when their numbers no longer allow them to outnumber the humans by three to one or more.

Skratts fight in packs of 6–10. A pack attacks at level 4/5/6 and does double damage on all attacks.

**Interaction:** A skratt has the intelligence of an average five-year-old human and speaks in broken sentences using local languages. For this reason, a skratt can be a source of information. In some cases, skratts have been known to befriend other sentient creatures.

**Use:** A noblewoman's pendant has gone missing, as have other shiny items in the area. It seems a skratt pack has moved into the local midden.

**Loot:** Because skratts collect shinies, a skratt lair includes a collection of junk, but might also have 1d6-1 cyphers, 3d6 shins, and possibly an oddity.

# SLITHIKS

A slithik is a mound of green and black slime. Eight black tentacles sprout out of the slime, each ending in bright blue metallic pincers. Erupting from the top of the slime is a black stalk, ending in a big, black, sunflower-shaped face with two yellow eyes and a toothless slit for a mouth. When drinking blood, a slithik's preferred food, a clear tube dripping with mucous slithers out of his mouth.

Slithiks are born engineers and tinkerers and are drawn to exploring ruins and attempting to find uses for numenera.

Slithiks are at least as varied as humans. Here are the types of slithiks found in this adventure.

## Ordinary Slithik 3/4/4 (9/12/12)

**Motive**: Blood, numenera, a comfortable and interesting life.

**Environment**: Any environment that allows them cover from direct sun will do. Despite their plant-like features, slithiks are shade loving. At the same time, they need some light. So if they are found underground, they will have some access to light.

**Health**: Named slithik: 9/12/12; unnamed slithik 2-hit mook (4/5/6), or 1-hit mook for 1st tier characters

**Damage Inflicted**: 3/4/5

**Armor**: 0/1/1

**Movement**: Short

**Modifications**: Slithiks with armor are surrounded by a glowing green nimbus.

**Combat**: In melee, slithiks use a poisoned tentacle attack that causes a feeling of hollowness in any wound. The target must succeed in a difficulty 3/4/5 Might test or lose 2/3/4 Intellect.

The ranged attack is a green and black brain-fog ray (short). It gives the target a splitting headache. The target must succeed on an Intellect defense check or lose 3/4/5 Intellect.

**Interaction**: Slithiks are good linguists and, in any group of slithiks, at least one will be able to speak Truth.

**Use**: The characters come to a ruined village. A group of slithiks stand in the shade, sipping blood from a creature with their long, mucous-covered tubes. A single slithik slithers out and greets the characters in oddly formal Truth. *"What brings you here, my good mammal?"*

**Loot**: Not only will slithiks have 0-2 cyphers, they will use them to defend themselves if they have to.

## Slithik Constable 4/5/6 (12/15/18)

Constables provide security to slithik communities.

**Environment**: Anywhere communities of slithiks are found.

**Health**: Named constables: 12/15/18; unnamed constables: 2-hit mooks (8/10/12), or 1-hit mooks for 1st tier characters

**Damage Inflicted**: 7/8/9

**Armor**: Surrounded by a green nimbus for 1/2/3

**Movement**: Short

**Modifications**: Level 6/7/8 for Intimidation and Perception.

**Combat**: A constable's melee attack is a poisoned pincer that does 7/8/9 damage. On a successful hit, the poison requires a successful Might defense roll or the victim takes 4/5/6 Intellect damage.

*The pincer stabs into you and suddenly the world starts spinning.*

The ranged attack is a green and black brain-fog ray (short): it is an Intellect attack that does 5/6/7 Intellect points of damage.

*A fog envelops your mind, and everything seems so far away.*

Slithik constables fight in squads of 5–10. A squad attacks at level 6/7/8 and does double damage on all attacks.

**Interaction**: This depends on the mission and on how the community that controls the constables views non-slithiks. In some cases, a constable will happily provide local information and rumors. In others, he might threaten the characters on sight, or even attack without warning.

**Use**: A rival has framed the characters for the murder of an important slithik. Constables confront the characters.

**Loot**: 2d6 shins. A poison sack with 1d6 doses of the pincer poison may be harvested from a dead slithik, but that is considered desecration of the dead by other slithiks.

## Slithik Savant 4/5/6 (12/15/18)

Savants not only are the greatest numenera experts in their communities, but often take on a leadership role as well.

**Motive**: Experts in numenera, savants investigate relics of past worlds and advance their own interests.

**Damage Inflicted**: 4/5/6

**Armor**: 1/2/3 The armor is a glowing green force screen.

**Modifications:** +2 levels in numenera lore.

**Combat**: Slithik savants can either attack with their brain fog ray or with their poisoned tentacle.

The poisoned-tentacle attack causes a feeling of hollowness in any wound. The target must succeed in a difficulty 4/5/6 Might task or lose 3/4/5 Intellect.

The green and black brain fog ray (short) gives the target a splitting headache. The target must succeed in an Intellect Defense check or lose 4/5/6 Intellect.

**Interaction**: Savants are likely to know a number of languages, including the Truth.

**Loot**: A savant has 1d3 cyphers and possibly an oddity. Savants prefer oddities that have artistic merit.

# SYNITE 4/5/6 (12/15/18)

Synites are hovering saucers 8' (2.5m) in diameter with synth arms. They typically grow a rubbery, full-sized puppet above the top of the saucer. The puppet looks like the top half of the species they are communicating with, for example, human. Some people view synites as half machine, half biological, but in reality they are total automatons.

**Motive**: Synites are free-willed automatons who derive energy from transdimensional fields. They glean numenera to use in repairing and upgrading their bodies.

**Environment**: They are commonly found around ancient ruins with active transdimensional power sources.

**Health**: 12/15/18, except for the rubbery communication puppet which has 1 point of health.

**Damage Inflicted**: 5/6/7

**Armor**: 2/4/6, except for the rubbery communication puppet, which has 0 armor

**Movement**: Long (flight)

**Modifications**: The communication puppet that gives the creature an almost centaur-like appearance is of no consequence to the creature. It can grow a new one in ten minutes, and harming the puppet has no effect on the synite except to annoy it.

**Combat**: Synites can shock all enemies in immediate range for 4/5/6 damage and force a Might defense test on those who take damage. Those who fail are dazed for 1 round.

*Lightning sparks out of the saucer, enveloping you and forcing your body to spasm.*

A synite can also fire its darkness cannon (long) for 5/6/7 damage.

*Your vision goes dark for a moment as a wave of unbearable cold passes through your body. When you blink, you see that you have been covered in frost.*

**Interaction**: Synites have been known to cooperate with people in exploring and harvesting numenera from ruins, and have a long association with slithiks. They speak through their puppets when possible.

**Use**: Over a pile of rubble in the ruins, the characters see a person looking at them. As they approach, the person rises up and they see it is half human, half gleaming saucer, a sort of saucer-centaur. *"Greetings, squishies. What brings you here?"*

**Loot**: A defeated synite yields 2d6 shins and 1d6+1 cyphers.

**Dazed:** *the difficulty of all tasks is increased by one step.*

**GM Intrusion:** *The blast from the darkness cannon blinds the character for 10 minutes. A blind character using other senses to target anything in combat finds her attacks are at +4 difficulty.*

# ZOACH FLOATER 5/6/7 (15/18/21)

A zoach floater has a bio-mechanical body as big as a house and is full of gas bags and numenera. It drapes tendrils down 50 feet (15m) or more to grab vegetation, animals, and people.

**Motive**: Omnivorous grazing.

**Environment**: The air. Common in the world of The Sun Below.

**Damage Inflicted**: 5/6/7

**Modifications**: Level 4/5/6 Speed defense due to size and speed. When a floater is at half its health, it starts sinking to the surface as it deflates. A floater cannot move against a strong wind. The creature counts as a beast, and abilities that calm or otherwise affect beasts will work on the floater.

**Combat**: Tendrils can reach targets up to short range. Slashing weapons do 2 additional points of damage, while blunt weapons do 1 less point of damage on the floater.

A hit by a stinging tendril causes the target to feel as if it's been branded by a white-hot poker. The target must succeed in a Might defense roll or lose 4/5/6 Speed. Any natural 17+ hit with a heat- or fire-based attack on the zoach floater will cause it to explode for its level in fire damage to all within immediate range. This kills the creature. Anyone inside its digestive sack will take double damage and then fall, along with the flaming wreckage of the floater.

**Interaction**: The zoach floater is a beast, and has no language. It can sing if directed by a higher intelligence, such as Liluna.

**Use**: While exploring a jungle in the lands of The Sun Below, a character is grabbed by what had seemed to be a vine, but is really a zoach floater tendril.

**Loot**: There is a strange device that serves as the floater's brain. Breaking it apart yields 0-2 cyphers and 1d6 shins, unless it exploded, in which case only 1d3 shins and no cyphers.

**GM Intrusion:** *The zoach floater grabs a character and stuffs her into its digestive sack. Each round any organic armor loses 1 AP and the character takes 5/6/7 points of ambient damage. Characters inside the sack when the floater explodes take double damage.*



WYATT

# NUMENERA
*Numenera of Orb Mountain*

## CARTOMATON

**Level**: 1d6 + 2 (3/5/7)

**Form**: A cylindrical device of synth and metal that can be carried in one hand.

**Effect**: It can download coordinates of places from many numenera devices and guide the bearer to these places.

**GM Intrusion:** The bearer is guided into a reverse gravity field where the ceiling is 10 feet (3m) per tier over the character's head. She takes falling damage.

**Quirk:** The bearer will want to go on about all the places the cartomaton has taken her. On and on.

**Depletion**: 1 in 1d20, roll per day

## GOLTHNOR SLIME

**Level**: 1d3+7 (8/9/10)

Golthnor Slime is a toxic residue that remains behind after a projection of Golthor intrudes into a normal dimension. It's black with green swirls, and eats through organics like acid. Touching it requires a Might defense test every round to avoid 8/9/10 damage.
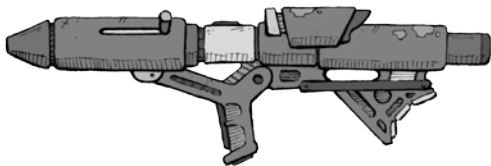
If contained somehow and used to make numenera with mental attacks, it doubles the Intellect damage of the device.

Of course it is hard to contain, so a leak is just a GM Intrusion away.

## GRAVATON BLASTER

**Level**: 1d6 + 4 (6/8/10)

**Form**: A long gray and silver device that you hold like a crossbow.

**Effect**: Range 200 feet (60M) attack that ignores 2/4/6 points of armor and does the item's level in gravitational damage.

**On a Natural 17+ Hit**: Additional effects: Any bonus damage for rolling a natural 17+ is doubled, as the gravitational waves cause havoc on the target's insides. If the wielder chooses not to double the extra damage, they can choose both normal extra damage and a special effect.

**GM Intrusion:** The graviton burst yanks the blaster out of the hands of its owner, and sends it flying in the direction of the target.

**Quirk:** Each blaster is different, but quirks based on gravity are common. Often a users' hair will float up or to the side, as if gravity was pulling it in that direction.

**Depletion**: 1 in 1d20, roll each use

## LEBBY'S RED BOUNCY BALL

**Level**: 10

**Form**: A red ball about 2 inches (5 cm) in diameter. It bounces very well.

**Effect**: If dropped it bounces back up to the exact height it was dropped from. It doesn't lose any energy when in bounces, and continues to bounce until caught.

If it hits an armored target, it destroys ten points of armor and bounces right back to the thrower's hand. If the armor is all or in part a force field, that type of force field never works on the target again.

The ball does only one point of damage to an unarmored target.

If the ball hits a mook, it ricochets and hits 1d6 plus the thrower's tier in mooks. For example, a tier-three character that hits a mook with the ball will hit 1d6+3 mooks. If there are fewer mooks than hits, the excess hits are lost. On a ricochet, the ball hits armored mooks before armorless, and damaged mooks before undamaged.

**On a Natural 17+ Hit**: Additional effects: The target is stunned for one round as well as suffering normal 17+ effects.

**GM Intrusion:** The ball takes a bad bounce and hits the owner's armor.

**Quirk:** The owner bounces the ball more than is called for.

**Depletion**: 1 in 1d100, roll per day

# HANDOUTS
*Print these out, cut them up, and pass them out.*

## DESCRIPTOR: GIBBERING

The dreams of The Knocker at the Door or another transdimensional being have taken root in your mind, and broken it. You keep muttering incoherently at a high rate of speed. You've become attuned to other worlds, and see things no one else can see—or would want to. You find it hard to care about the things you once called real, including your life. At the same time, you can see the tears in the walls between worlds and use them to your advantage.

You gain the following characteristics:

**Enuii:** You don't bother to roll for initiative. You always go last. It's not like anything matters, anyway.

**Stop Upsetting Me:** Why won't they do what you want? You add half your tier, rounded up, to your damage.

**I see things:** You can see invisible and extra-dimensional items and beings that are normally unseeable. You gain an asset when searching for or attacking anything transdimensional, including Children of Golthnor and Golthnor itself.

**Inability:** Your knowledge of just how trivial three-dimensional life forms such as yourself are makes it hard to remember to defend yourself. The difficulty of defense tasks are increased by one step.

**Inability:** Your rapid and unintelligible speech causes the difficulty of any task that involves empathy or pleasant social interaction to be increased by one step.

**Initial Link to the Starting Adventure:** From the following list of options, choose how you became involved in the first adventure.

1. You find the unbroken spirits of the other PCs tragically amusing, so you follow them around, hoping to be there when they find out the awful truth.

2. You used to be like the other PCs. In fact, you were close to one of the PCs before you heard the voices in your head. You follow them around out of habit.

3. The voices in your head tell you to follow one of the PCs. Might as well.

4. You don't laugh at danger, you cackle, and the other PCs seem to court danger. You're here for the cackling.

**GM Intrusion:** *At the most inopportune time, a character with the gibbering descriptor loses control to the voices clamoring in her head. She turns toward a nearby ally and channels Golthnor's psychic song. This is a level 6/8/10 attack that does 6/8/10 Intellect damage.*

## DESCRIPTOR: SLITHIK

You are a mound of green and black slime. Eight black tentacles sprout out of your blobby body, each ending in bright blue metallic pincers. Erupting from the top of your slime is a black stalk, ending in a big, black, sunflower-shaped face with two yellow eyes and a toothless slit for a mouth. When feeding, a clear tube dripping with mucous slithers out of your mouth to drink blood, your favorite food.

Slithiks are born engineers and tinkerers who are drawn to exploring ruins and attempting to find uses for numenera.

You gain the following characteristics:

**Poison Tentacle:** You gain the poison tentacle attack. This is a light weapon (2 damage). If you make a second successful attack roll, the tentacle also injects a poison that inflicts 2 points of Intellect damage. Action

**Brain-Fog Ray:** You gain the Brain-Fog Ray attack. This ranged attack is a green and black brain-fog ray (short). It gives the target a splitting headache. The ray inflicts 3 points of Intellect damage. Action.

**Requires Blood:** You must ingest blood while making a recovery roll or your recovery cannot exceed 1 point.

**Skill:** You are trained in numenera.

**Skill:** You are trained in repairing.

**Inability:** You are slow. The difficulty of any task that involves running is increased by one step.

**Inability:** You are unnerving. The difficulty of any task that involves interacting pleasantly with non-slithik creatures that have blood is increased by one step.

**Initial Link to the Starting Adventure:** From the following list of options, choose how you became involved in the first adventure.

1. You suspect that by helping the other PCs you will gain many opportunities to acquire numenera.

2. You take a secret joy in spending time with talking food.

3. You know something about the ruins the other PCs are heading to.

4. Your life was saved by a sibling of one of the other PCs. To repay the debt, you want to help the PC.

**GM Intrusion:** *Locals flee the slithik and hire a noted monster hunter to take her out.*

# FLASHBACK 1ST CHARACTER: THE DICE NEVER LIE

In this short flashback, you don't need to roll dice. Just roleplay. This is the story that the characters hear from The Dice Never Lie about numenera hunters from Bursang first noticing that something odd is going on.

Your goals in this flashback are to: 1. Play your role. 2. Follow your motive. 3. Leak your secret, but in a way that shows your character is trying to hide it. One way is to deny it, even though nobody accused you in the first place.

**Role:** You are The Dice Never Lie, a synite numenera hunter from Bursang. For days, you've been noticing two things. First, your connection to the datasphere has been coming under mental attack. Second, some of the ancient broken numenera inside the mines are being repaired. You found a repair party of murkens, filthy bird people with sinister reputations. The murkens fled as you approached, but you've cornered one (more than one if there are enough players).

**Motive:** Find out what the murkens are up to. If there are three or more players doing this flashback, see if you can get Mor-Klish to tell you the truth about the praithian knight that killed his predecessor. He's hiding something.

**Secret:** You've been hiding a fraction of the numenera you've found in an abandoned room. You want to keep this for yourself, rather than share with Mor-Klish. Today, before you found the murken, you went off by yourself and found your secret stash was gone. Did Mor-Klish find it? Did the murkens?

**The Weird:** You've seen some bizarre rooms, chambers, and corridors inside Orb Mountain. If you want, add your own setting details when roleplaying this character. Go ahead, make stuff up.

# FLASHBACK 2ND CHARACTER: AKROAK KRO

In this short flashback, you don't need to roll dice. Just roleplay. This is the story that the characters hear from The Dice Never Lie about numenera hunters from Bursang first noticing that something odd is going on.

Your goals in this flashback are to: 1. Play your role. 2. Follow your motive. 3. Leak your secret, but in a way that shows your character is trying to hide it. One way is to deny it, even though nobody accused you in the first place.

**Role:** You are Akroak Kro, a gibbering murken who has been cornered by the synites and slithiks in this flashback. You and your fellow murkens have been receiving holy dreams, giving you instructions to repair the ancient machinery found inside Orb Mountain. But the dreams have driven you around the bend and you've taken to gibbering (speaking rapidly and unintelligibly). As a murken you are something of a cross between an evil crow and a hunchbacked human. Caw a lot.

**Motive:** Don't let the synites and slithiks kill you. Tell them what they want to hear, especially if it isn't the truth. Keep them from ruining your repairs in this buried complex they call Orb Mountain, but which you know as Liluna.

Try to get The Dice Never Lie to tell you how he found the secret room. He was hiding nice shiny numenera there.

If there are four or more players in this flashback, see if you can get Katarak Kaw to reveal what he or she knows about The Knocker at the Door's plans.

**Secret:** Last night you and your friends found a synite (the saucer automatons with the puppets on top) who had been driven mad by dreams sent by The Knocker at the Door. You helped immobilize it and take it apart, using its pieces to help with your repairs of the ruins. The synite begged for mercy, and you laughed as you kept on going.

**The Weird:** You've seen some bizarre rooms, chambers, and corridors inside Orb Mountain. If you want, add your own setting details when roleplaying this character. Go ahead, make stuff up.

# FLASHBACK 3RD CHARACTER: MOR-KLISH

In this short flashback, you don't need to roll dice. Just roleplay. This is the story that the characters hear from The Dice Never Lie about numenera hunters from Bursang first noticing that something odd is going on.

Your goals in this flashback are to: 1. Play your role. 2. Follow your motive. 3. Leak your secret, but in a way that shows your character is trying to hide it. One way is to deny it, even though nobody accused you in the first place.

**Role:** You are the leader of the Bursang numenera collectors.

**Motive:** Keep the mines open, but stay as safe and comfortable as possible back in Bursang.

If there are five or more players in this flashback, see if you can get Aglish-Jor to open up. She's always leaving you presents of kloon and blood melon, but when you thank her she starts talking about how these gifts aren't really gifts at all and changes the subject.

**Secret:** The previous leader you replaced was killed by a praithian knight. You've told everyone you've destroyed the knight and it's safe for them to harvest numenera in the mines. However, the knight just disappeared. Maybe it's no longer a threat. You hope so.

**The Weird:** You've seen some bizarre rooms, chambers, and corridors inside Orb Mountain. If you want, add your own setting details when roleplaying this character. Go ahead, make stuff up.

# FLASHBACK 4TH CHARACTER: KATARAK KAW

In this short flashback, you don't need to roll dice. Just roleplay. This is the story that the characters hear from The Dice Never Lie about numenera hunters from Bursang first noticing that something odd is going on.

Your goals in this flashback are to: 1. Play your role. 2. Follow your motive. 3. Leak your secret, but in a way that shows your character is trying to hide it. One way is to deny it, even though nobody accused you in the first place.

**Role:** You are Katarak Kaw, a gibbering murken who has been cornered by the synites and slithiks in this flashback. You and your fellow murkens have been receiving holy dreams, giving you instructions on how to repair the ancient machinery found inside Orb Mountain. But the dreams have driven you around the bend and you've taken to gibbering (speaking rapidly and unintelligibly). As a murken you are something of a cross between an evil crow and a hunchbacked human. Caw a lot.

**Motive:** Convert the unbelievers to the cause of The Knocker at the Door. Tell them to follow their dreams.

See if you can get Akroak Kro to tell you what was so funny last night.

**Secret:** You know that, when The Knocker at the Door comes through to your world, instead of being lifted up and exalted as the others believe, you will all perish. You consider that a small price to pay for ushering in the Tenth World.

**The Weird:** You've seen some bizarre rooms, chambers, and corridors inside Orb Mountain. If you want, add your own setting details when roleplaying this character. Go ahead, make stuff up.

# FLASHBACK 5TH CHARACTER: CONSTABLE AGLISH-JOR

In this short flashback, you don't need to roll dice. Just roleplay. This is the story that the characters hear from The Dice Never Lie about numenera hunters from Bursang first noticing that something odd is going on.

Your goals in this flashback are to: 1. Play your role. 2. Follow your motive. 3. Leak your secret, but in a way that shows your character is trying to hide it. One way is to deny it, even though nobody accused you in the first place.

**Role:** You are a slithik and the chief constable of Bursang. You want the numenera mines to continue to fund the town's growth, but in an orderly and safe manner. If the mines have to close down temporarily, so be it.

**Motive:** Find out what the new dangers are and deal with them. Mor-Klish may know a lot about numenera, but your constables are better equipped if it comes to a fight.

If there are six characters or more in this flashback, see if you get Overlooking the Obvious to explain why it is always vanishing into unexplored parts of the mines. And why it won't tell you or Mor-Klish what it has found there, or even how it got there in the first place.

**Secret:** You've fallen in love with Mor-Klish, but have been too shy to let him know. You have a daughter that looks like you, and you're afraid Mor-Klish doesn't want to get involved with a single mother.

**The Weird:** You've seen some bizarre rooms, chambers, and corridors inside Orb Mountain. If you want, add your own setting details when roleplaying this character. Go ahead, make stuff up.

# FLASHBACK 6TH CHARACTER: OVERLOOKING THE OBVIOUS

In this short flashback, you don't need to roll dice. Just roleplay. This is the story that the characters hear from The Dice Never Lie about numenera hunters from Bursang first noticing that something odd is going on.

Your goals in this flashback are to: 1. Play your role. 2. Follow your motive. 3. Leak your secret, but in a way that shows your character is trying to hide it. One way is to deny it, even though nobody accused you in the first place.

**Role:** You are a saucer-shaped automaton with a puppet on top to help you communicate with biologicals. You're a numenera hunter and work for Mor-Klish in the mines. Your datasphere ports keep coming under attack. So far, so good, but the attacks are getting worse.

**Motive:** Investigate the murken threat. Their arrival coincides with a rash of data attacks, weird fixtures in mines powering up, and missing numenera hunters.

If there are seven or more characters in this flashback, see if you can get Kam-Plish to explain itself. You've woken up in the mines, unsure as to how you got there, and have seen Kam-Plish. Instead of harvesting numenera, Kam seems to be repairing it in place. What use is that?

**Secret:** You've been using the numenera to upgrade youself, which is fine except you have no memories of which systems have been upgraded. Sometimes you even wake up far from your planned path, in dark corridors inside Orb Mountain. You have no memories of how you got there.

**The Weird:** You've seen some bizarre rooms, chambers, and corridors inside Orb Mountain. If you want, add your own setting details when roleplaying this character. Go ahead, make stuff up.

# FLASHBACK 7TH CHARACTER: SAVANT KAM-PLISH

In this short flashback, you don't need to roll dice. Just roleplay. This is the story that the characters hear from The Dice Never Lie about numenera hunters from Bursang first noticing that something odd is going on.

Your goals in this flashback are to: 1. Play your role. 2. Follow your motive. 3. Leak your secret, but in a way that shows your character is trying to hide it. One way is to deny it, even though nobody accused you in the first place.

**Role:** You are a slithik numenera hunter, and work the mines. You've made a better living since Mor-Klish came and started organizing the operation, at least until now. Miners have gone missing and it's become dangerous to sleep in the mines, where disturbing dreams seep into your head. Dreams of a door and something big knocking on it. Something that will make reality bleed if it comes through.

**Motive:** Force the murkens to confess their part in the dreams.

Find out if Constable Aglish-Jor is in love with you.

**Secret:** You are starting to hear strange gurgling music from your dreams at all times now. You feel a compulsion to repair certain devices in the ruins. You're not sure what's going on.

**The Weird:** You've seen some bizarre rooms, chambers, and corridors inside Orb Mountain. If you want, add your own setting details when roleplaying this character. Go ahead, make stuff up.

# FOCUS: BURNS BLOOD

Only slithik characters can use this focus.

You are a slithik's slithik and focus on your innate power of blood. Most slithik scholars believe that your race was created rather than evolved, but for what purpose? Perhaps this background explains your fascination with numenera.

An animal converts food and drink into nutrients. You skip this primitive step and just take nutrient-rich blood from animals.

At the same time, you are part plant. You embrace this aspect of your biology as well.

Each part of you comes together in a beautiful symphony of slime, tentacles, and poison. The body is the temple of the soul, and you focus on the powers of your temple.

**Connection:** Choose one of the following.

1. Pick one other PC. This character rescued you from a furious mob of humans who claimed you were drinking their blood. This may have been a case of mistaken identity, or not. Your choice.

2. Pick one other PC. You both are fascinated by numenera, and whenever you work together, strange numenera devices keep popping up. You want to keep this strange synergy going.

3. Pick two or more other PCs. For years, their faces faded in and out on a wall inside a mysterious ruin. The ruin is gone now, but you've found the faces.

4. Pick one other PC. You have found this character to be quite accepting, despite your need to drink blood, even when drinking from an animal the character finds cute.

**Additional Equipment:** You have a cypher bag. One can never have enough numenera.

**Minor Effect Suggestion:** The foe is blasted by your mind and takes 3 Intellect damage.

**Major Effect Suggestion:** The foe is caught in your energy field. One numenera device of your choice becomes inactive for 10 minutes. This doesn't help you find hidden numenera items, but does let you affect ones you already know about.

**Tier 1: Nimbus of Protection**. You are surrounded by a glowing green energy field that gives you one point of armor. Enabler.

**Tier 2: Tools of the Trade.** One of your tentacles sprouts tiny bio-mechanical sensors and pincers useful for doing delicate work and examining artifacts from the past. It counts as an asset for numenera and crafting checks.

**Tier 3: Blood of the Warrior.** You are trained in poisoned tentacle and brain-fog ray attacks.

**Tier 4: Protected.** Your green nimbus now gives you three armor. Enabler.

**Tier 5: Fog of War.** You can now attack twice a round with your brain-fog ray attack.

**Tier 6: Regeneration (6 Intellect points).** You gain the esotery regeneration, if you don't already have it. If you do have it or learn it later, your esotery affects Intellect as well as Might and Speed.

**GM Intrusion:** *At the worst possible moment the blood-thirst overwhelms you. Move one step down on the damage track until you drink fresh blood.*

# LIDO EXTREME RIDE

A rider can move long, use their own or the extreme's weapons, and hurl insults at Golthnor, all in one round. Characters use their own, or the extreme's Armor, whichever is greater.

An extreme looks like a 6.5 foot (2m) long flying knife with two long, black tubes running along the sides of the blade. It grow twice that long to take you aboard inside its "hilt." Unlike the other automatons, extremes are self-aware. They can hover and fly at fast speeds.

**Health:** 21/27/33

**Damage Inflicted**: 7/9/11

**Armor:** 2/4/6, or the armor of the rider, whichever is greater

**Movement:** Long (flyer)

**Modifications:** Extremes have tractor beams which can tow objects of their own size or less within short range.

**Combat:** If you are hit by two non-mental attacks in this fight, your ride explodes dramatically. Make a level 5/7/9 Speed test or take 5/7/9 points of ambient damage.

Ranged: The black tubes open up with graviton bursts with a range of 200 feet (60m). The extreme can make two of these ranged attacks on a single target per round. Each attack ignores 2/4/6 points of armor.

Melee: The extreme slices right into the target, ignoring 1/2/3 points of armor. If the attack does damage, the enormous blade remains in the target, twisting and turning and doing double damage on the next round, and every round thereafter, until the target is missed.

If a rider rolls a natural 20 when using the extreme's melee attack, he may fire both graviton tubes into the target he is impaling. This does an additional 14/18/22 points of damage and ignores 2/4/6 points of armor. The gravitational backlash does 6/8/10 points of ambient damage to the rider. This counts as a non-mental attack for the purpose of determining if the extreme explodes.

The slashes refer to what tier your character is:

| First- and Second-Tier | Third- and Fourth-Tier | Fifth- and Sixth-Tier |
|---|---|---|

# THE SLEEPER

Though you are asleep, you can still fight while dreaming. You have 3 actions to choose from each round.

## Sleeper Attack

Narrate a mental attack using any kind of description you want. If you hit, it does double your tier in damage. An awesome narration counts as an asset to hit. The GM is the judge of the awesomocity.

## Sleeper Shield

You can add extra armor to one other character. They gain your tier as extra armor points which stack on any armor they may already have. This armor vanishes after it is hit the first time.

## Sleeper Heal

You can heal 1d6 + your tier in damage, and can give all the healing to one character or split it among the other characters as you wish.

# EXTRAS

*http://dreadunicorngames.com/games/sleeping-lady/sl-extras/*

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## The Sun Below: City on the Edge

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