

NAVAL ENCOUNTERS

A NUMENERA SUPPLEMENT FOR PLAYERS AND GMS



ANDREAS WALTERS


2014

CREDITS

LEAD AUTHOR
ANDREAS WALTERS

CONTRIBUTING AUTHORS
ANDREW MONTGOMERY-HURRELL

CHUCK YELTON
DAVID SCHIRDUAN
SCOTT ROBINSON
KARL LARSSON
ROSS BUNDY

EDITOR
JEREMY LAND

COVER ART
CHRIS HOWARD
[WWW.SALTWATERWITCH.COM](http://www.saltwaterwitch.com)

INTERIOR ART

EREN ARIK
[WWW.ERENARIK.ARTSTATION.COM/](http://www.erenarik.artstation.com/)

FIL KEARNEY
[WWW.FILKEARNEY.COM](http://www.filkearney.com)

JEFF BROWN
[WWW.JEFFBROWN.ARTWORKFOLIO.COM/](http://www.jeffbrown.artworkfolio.com/)

ANJA NIELSEN
[HTTP://ALTARIOR.DEVIANTART.COM/](http://altarior.deviantart.com/)

PUBLISHED BY
NINTH REALM
PUBLISHING

LEGAL

Copyright © 2014 by Metal Weave Designs. MetalWeaveDesigns.com.
All rights reserved. This book or any portion thereof may not be reprinted, published
or distributed without the author's permission. This product was created under license
from Monte Cook Games, LLC. Numenera and its logo are trademarks of Monte Cook
Games, LLC in the U.S.A. and other countries. All Monte Cook Games characters and
character names, and the distinctive likenesses thereof, are trademarks of Monte Cook
Games, LLC.

AUTHOR'S NOTE

The Cypher System is the perfect choice to run any sort of vessel-based campaign or encounter. With the simplicity and flexibility of actions, combat, and difficulty levels, a naval encounter could be as simple or sophisticated as you (the GM) wish.

When attempting to apply a naval concept to Numenera, you are left with a lot of choices and can easily get lost between the myriad ideas and options. In this supplement, I hope that you will find a number of methodologies that will suit your needs to handle vessels of any kind; ranging from artifacts that provide personal transport to encounters involving fleets of vessels taking battling over the skies and seas.

In this supplement, the term “naval” is used as a general categorization of any sort of object that can transport people or cargo through the use of a propulsion mechanism (be it laboring creatures, alchemy, or numenera). This definition leaves GMs free to manipulate the content laid forth in this supplement as they see fit to best suit their campaigns, play styles, and player preferences.

In addition, attached to this supplement is the free-to-the-public Naval Perils, which will provide you with locations, creatures, and sample vessels that you can use in any sort of campaign, even one that doesn't involve ships.

I hope you enjoy the content that is laid forth in this supplement and Naval Perils. So get ready to sail the skies, sands, and seas, and delve into the vessels of the Ninth World.

-Andreas Walters

WHAT YOU NEED TO PLAY

This is a supplement to the Numenera tabletop roleplaying game; you only need the Numenera core rulebook to play. This book also references creatures listed in the Numenera Bestiary. Both of these books can be found at your friendly local gaming store, online at

<http://www.montecookgames.com/shop/>

Or through Monte Cook Games' DriveThroughRPG store.

TABLE OF CONTENTS

1

WORLD OF TRADE

COMMON GOODS

LUXURY GOODS

COMPLEXITY OF SHINS

2

STYLES OF PLAY

3

ROLES ON A VESSEL

4

NAVIGATING THE WOLRD

ECOSYSTEMS

PERILOUS TERRAIN

5

BATTLESTATIONS

6

YOUR OWN VESSEL

7

CHARACTER OPTIONS

DESCRIPTORS

FOCI

8

ADVENTURE

LITTLE ORPHEON ANNIE

INTRODUCTION

Vessels provide a valuable asset to any developing society and civilization. As the city's ability to send and receive goods expands, its people benefit from the quick spread of ideas, wealth and innovations. These may be angles you wish to explore in your campaign. However, before you do so, you should determine how your players will interact with the transportation options that are available around them. This book will provide insights for GMs at every level of involvement.

CH 1: WORLD OF TRADE covers the role of vessels in the Ninth World in addition to covering trade and common trade goods you may find in a typical vessel.

CH 2: STYLES OF PLAY discusses various ways a GM could involve vessels into their campaigns, ranging from merely as transportation or setting flavor to a fully immersive, vessel-bound campaign.

CH 3: ROLES ON A VESSEL addresses the basic roles that must be filled on a vessel and what skills are necessary to use them.

CH 4: NAVIGATING THE WORLD, over the great skies and wide seas. The journey is always perilous but this chapter can inform you of what to look for, on your journey.

CH 5: BATTLESTATIONS talks about naval battle concepts, including the crew, vessel vs. creature combat, and vessel vs. vessel combat.

CH 6: CHARACTER OPTIONS are you a player that Trades or Follows the Stars? or maybe you are Vesselborn and carry a cypher-board.

CH 7: YOUR OWN VESSEL explains how to handle players obtaining, developing, and enhancing a vessel of their own in their travels.

CH 8: ADVENTURE, LITTLE ORPHEON ANNIE is a short adventure written by David Schirduan where the players will experience an interesting vessel and crew.



1 WORLD OF TRADE

The Ninth World economy is composed of complex trade networks and markets. Some kingdoms have established currencies while others have none. As a majority of the residents of the Ninth World are subsistence farmers, they tend to live without currency, relying upon the barter of Common goods.

As the general wealth of an area rises, trade can be conducted through a less cumbersome medium, such as a shins or a currency. These mediums are tied to a relative value, sometimes standardized, other times with perceived valuation.

In the Ninth World, two types of commodities can be found: *Common Goods* and *Luxury Goods*.

COMMON GOODS

These items are usually generated locally and revolve around day-to-day use and needs. This is the staple of smaller villages and marketplaces. These goods may consist of tools, food, cloth, and utility numenera. Each, having their own diverse textures, appearances and flavors, that vary across regions and cultures. In smaller centers, these items are often bartered locally, although if close to an urban center, more goods can be produced to sell at the market, either brought by a farmer, trader, or importers.

There are instances where a common good can become a luxury good, but is not true for all common goods. For this to occur, the good must travel a sufficient distance from its origin, where someone who now perceives the good sees it as a luxury commodity. This has its inherent risks, as the farmer or merchant would have to transport the subsistence good long distances, risking perishability and dangerous travel.

Common goods may include, meats, spices, grain staples, building materials, fabrics and even utility Numenera. Its also important to note, that these goods may only be common to certain regions of the ninth world and will not be available in every town or city the players may encounter.

MESSING WITH SHINS

Although a farmer may receive currency or shins for selling his grain in an urban center, it is most likely that those earnings would be immediately spent on artisan tools or perhaps a farming tool from the Aeon Priests who prefer to work in currency or shins.

Below are some of the more frequently available goods that can be found throughout the Steadfast:

Item	Cost	Notes
Aian Ice Stone, Cubes	4 shins	
Aian Ice Stone, Chest	15 shins	
Aian Ice Stone, Brick	6 shins	
Ancuanian Ink	3 shins	
Ancuanian Ink, Rare	12 shins	
Aneen, Mount	40 shins	Bestiary pg 231
Benthic Worm Paste (1 Vial)	8 shins	
Blood Barm Food Sacks (1-Liter)	6 shins	
Calorie Clay (1 Week)	10 shins	
Fermented Allyen (1 Jar)	2 shins	
Fluid-Formed Bricks (25 bricks)	10 shins	
Gallen, Livestock	45 shins	Bestiary pg 12
Heshon Shells, Cup	2 shins	
Heshon Shells, Vase	8 shins	
Heshon Shells, Rare	20 shins	
Jasgin Flour (1-lb Bag)	4 shins	
Kudzu Vines (5 ft)	6 shins	
Laak, Pet	35 shins	Corebook pg 243
Lingle Palm Fruit	1 shin	
Pickled Ithsyn Eggs (6 Eggs)	3 shins	
Pickled Ithsyn Eggs, Secret Recipe	16 shins	
Pytharon Breads (1 Loaf)	2 shins	
Rangel Berry, Bushel	1 shin	
Rangel Berry Wine (1 Bottle)	15 shins	
Rangel Berry, Jam (1 Jar)	2 shins	
Rubar, Livestock	25 shins	
Rubar, Salted & Smoked (1 lb)	4 shins	
Seskii Pet	45 shins	Corebook pg 258
Seskii Pet, Trained	60 shins	
Seskii Pet, Guard	100 shins	
Shuil Livestock	55 shins	Corebook pg 151
Shiul Meat (5-lbs)	10 shins	
Shatter Light (4 Gems)	5 shins	
Titanothaur's Salted Foot (1 lb)	5 shins	Corebook pg 126
Varjellen Nori (10 Sheets)	3 shins	
Yol Cheese (3-lb Square)	10 shins	Bestiary pg 12
Yol, Livestock	45 shins	

Aian
pg 164
Corebook

AIAN ICE STONE

Mined in the Aian Ice Pit, these stones radiate a coldness around them. Locals have several uses of these stones depending on their sizes, the smaller ones are typically used to keep liquids and beverages cool. Larger stones, are used as a building material for homes and occasionally for food-chests, keeping meats fresh for an extended time.

Ancuan
pg 166
Corebook

ANCUANIAN INK

Every full-moon, a massive number of fluid-filled sacs wash up on the beaches of Ancuan. Inside the 'sacs,' are a variety of colored fluids which are used as inks and dyes. Some inks have special qualities and are highly sought out.

Blood Barm
pg 232
Corebook

BENTHIC WORM PASTE

In the marshlands and mudflats, pink and finger-sized worms leave behind a sticky secretion. When crushed and boiled down to a paste, it can be used as a strong glue that works wet or dry.

*The
Divided Sea*
pg 192
Corebook

BLOOD BARM FOOD SACKS

The Blood Barm use some of its stored liquid as food for its developing young. This liquid is highly nutritious, and if the supply is there, often accompanies one meal a day.

CALORIE CLAY

Gray, sticky and dry, this edible clay is mined from the bed of the Sere Marica (*see the Divided Sea*). When mixed with warm water, it dissolves into a nutrient poor mush. It is typically used by slavers as a cheap and easy food source.

FERMENTED ALLYEN

Allyn is a poisonous, quickly sprouting fern that can be identified by its distinctive red pollen. To make the plant edible, it is fermented and mixed with spices to create a spicy yet distinctive flavor. For locals, this is a local staple, but many outsiders consider it too strong a dish, while a minority of outsiders find it an acquired, exotic taste.



FLUID-FORMED BRICKS

These strange interlocking bricks are made in a small city northwest of the Sheer. To create the bricks, water from a nearby lake is poured into a numenera device and left overnight. The next day, the shell of the brick solidify creating a translucent yet solid brick with the strength of hard synth.

The Sheer
pg 214
Corebook

HESHON SHELLS

Commonly found in estuaries and mudflats these crustaceans are known for their beautiful and diverse shells. Each shell has a unique design and no two shells are the same. The shells are used as vials or cups, and some have grown big enough to be used as pitchers or even vases.

JASGIN FLOUR

A grain crop that grows in the cooler plains of Milave. Its tiny seeds can be ground into an orange flour which is used to bake a regional flat-bread, known as Lahoh, which is typically consumed with honey and various herbs.

Milave
pg 163
Corebook

KUDZU VINES

A common survival food of the deep jungles. These leafy vines can be cut and squeezed to exude a sweet juice. Locals make sure they always have a few vines wrapped around them, for you will never know when you will find water next.

LINGLE PALM FRUIT

Fruit of the Lingle plam, this hard, mauve fruit has a tough shell. Its flesh is blue and yields an acidic juice that grants its consumer a strong sense of smell for the next few hours.

PICKLED ITHSYN EGGS

During the mating season Ithsyn produce enormous quantities of bright blue, fist-sized eggs. Locals collect these excess eggs and pickle them so that they can be easily stored and consumed at a later time. Everyone who prepares these eggs has their own special brine recipe. Some recipes, even have recieved the attention of wealthy merchants.

Ithsyn
pg 241
Corebook

*Pytharon
Empire*
pg 161
Corebook

PYTHARON BREADS

From flat breads to sweet pastries; these breads are easily recognizable from their blue color and distinctive flavor. The creation of the flour is a trade secret; however, it is still traded to the neighboring kingdoms.

*Draolis
Empire*
pg 148
Corebook

RANGEL BERRY

Is a small, red, clustered berry that is commonly found throughout the Draolis Empire in almost any form the berry can be processed, from wines, ciders, jams and juices. Those who are away from their homes may seek out rangle berry beverages to remind themselves of home. Although the farther from home, the more rare Rangle Berries become.

Rubar
pg 255
Corebook

RUBAR, SALTED & SMOKED

Typically a food eaten by fishermen, travelers and the poor, salted rubar is known to go unspoiled for months. Some chef's in Navarene have started to use the Salted Rubar as a grated garnish or special ingredient, adding a more rustic flavor to their famous dishes.

Black Riage
pg 177
Corebook

SHATTER LIGHT

Mined from the Black Riage, these blue gemstones are commonly seen adorning the garb of delvers. When thrown against the ground, the gemstone shatters and the fragments glow with the brightness of a small campfire, lasting four hours.

Lhauric
pg 196
Corebook

TITANOTHAURS SALTED FOOT

In the center of the village of Maglet near the city of Lhauric, stands a Titanothaurs foot. Since it always regenerates any meat that is cut from it, it has become an endless supply of food. The villagers cut slices from it, and salt them before they are exported.

VARJELLEN NORI

The Fire Wrap is a turquoise seaweed with orange veins that grows in warm waters. Once collected and dried, it is used to wrap and cook a variety of foodstuffs. This is most commonly found in Varjellen cooking, and has been noted to be quite spicy.



NUMENERA AS A TRADED COMMODITY

Numenera can be considered both common and luxury commodities. In many cases, numenera infiltrates everyday life. These would be seen as part of everyday routines and would be traded as common goods. Other numenera, particularly those with unique, specific, or exotic effects can be perceived as luxury items and traded as such. This means that the value of numenera objects remains consistent across societies and their perceived need and value of the device, making a stable financial investment for reselling elsewhere.

LUXURY GOODS

These items are not centered around everyday activities and are usually consumed or collected by those who can purchase them. This provides a relative sense of wealth and prestige within a society or class. These commodities can usually only be grown, crafted, or created in certain regions, usually giving an inherent wealth to that area. The further the luxury good travels, the more value the item has due to scarcity. This only remains true as long as the region accepts or understands that that item is a luxury item; otherwise, its value becomes nothing.

Shins are considered a luxury good in the Ninth World economy. Although commonly used as a substitute currency, not everyone accepts shins as a form of payment or compensation. In regions with a standardized currency, depending on the strength and prevalence of that currency, the value of a shin may vary, sometimes valued greater than the currency, other times less. Local farmers may hold onto a few shins to trade with in hard times, but they prefer to trade in common goods and other luxury commodities whose values are better judged.

Luxury goods could include objects that are either rare, exotic or superior, such as: spices, advanced building materials, pets, medicine, numenera or delicacies. Below are some of the more ideas of luxury goods in the Ninth World:


Item	Cost	Notes
Amnesia Pipeweed (1 lb)	40 shins	
Bio Crystal Prosthetics (Per Limb)	1,000 shins	
BioMech Mogigrapihis Bird	200 shins	Bestiary pg 12
Carved Ravage Bear Tusks	650 shins	
Cavot Medallions (Count 6)	25 shins	Corebook pg 375
Cephalopod Shins (Count 12)	40 shins	
Cold Desert Glass (3x5ft Pane)	125 shins	
Dried Astraphin Root (1-Vial)	100 shins	
Espron, Trained	650 shins	Corebook pg 184
Friiled Baul, Guard	1,200 shins	Bestiary pg 55
Dynafellian Cloth (Cloak)	95 shins	
Dynafellian Cloth (Full Outfit)	500 shins	
Dynafellian Cloth (50 yrd bolt)	350 shins	
Milavian Pearl Powder (1-Vial)	45 shins	
Mouth-Moving Statues (1 Statue)	60 shins	
Naspin Oil (1-Vial)	80 shins	
Queb, Trained	600 shins	
Queb, Warmount	1,800 shins	
Raster, Trained	800 shins	
Raster, Warmount	1,500 shins	
Shanu Pet	100 shins	Bestiary pg 113
Snow Loper fur Cloak	150 shins	Bestiary pg 259
Steel Spider Strands (30ft spool)	220 shins	
Synth Weaver	85 shins	
Transparent Seskii	2,000 shins	

AMNESIA PIPEWEED

A popular choice for pipe smokers; this pipeweed allows its smokers to relax and discuss practically anything. Their secrets, their troubles or their sorrows, all know that everything is forgotten during a good amnesia smoke.

BIO CRYSTAL PROSTHETICS

Carved by master craftsmen in the Beyond, they are made in the shape of arms, legs, hands and feet. With the correct surgical procedures, these crystal limbs can completely relace a missing limb, though it comes at a hefty price.



CARVED RAVAGE BEAR TUSKS

In the Black Riage there are a few scattered tribes who revere the Great Ravage Bear for her power and ferocity. To please their God, the tribes hunt her cubs, eat their flesh and wear their fur, to become more like the bear itself. These tribes are famous for their eloquent tusk carvings. The tribes choose only to trade with familiar traders, who have earned their respect and trust; only they are allowed to buy the carved tusks in exchange for numenera, that can bolster and improves the prowess of the tribe. In more civilized lands, the tusks are worth a hefty sum amongst collectors who have a taste for the exotic.

Ravage Bear
pg 254
Corebook

Black Riage
pg 177
Corebook

CEPHALOPOD SHINS

Traded by the cephalopods (*see Eldan Firth*), these shins are slices of rare coral laced with a clear synth core. It appears that they vale different colors of coral differently. White, so far, has been the most common, although, some traders rumor trades including black or red shins.

Eldan Firth
pg 171
Corebook

COLD DESERT GLASS

When the Iron Wind passes through the cold desert it leaves behind thin sheets of cracked, multi-colored glass. Despite its appearance the glass is extremely durable and used for a wide variety of uses from cutting boards, sculpture to window panes. But what is truly valued from the glass is its property of shifting crack formations and color combinations. Many will gaze into the fractals of Cold Desert Glass as one would contemplate life looking into a fire.

Cold Desert
pg 208
Corebook

DRIED ASTRAPHIN ROOT

There are many cure-all hoaxes that pass around the Steadfast kingdoms. However, Astraphin root is a proven remedy for many simple ailments. The problem is, Astraphin root is hard to find and deadly to collect, and so it comes at a great price.

DYNAFELLIAN CLOTH

Dynafel
pg 159
Corebook

There are many fine fabrics found in the Steadfast, but none as desired as true Dynafellian cloth, attracts tiny glimmers from the datasphere that twirls around you in beautiful patterns. If you need to make a stylish or fashionable entrance, its best to do so in Dynafellian Cloth.

MILAVIAN PEARL POWDER

Milave
pg 165
Corebook

The reefs off of Milave's coast are abundant with oysters that bear multiple pearls. When powdered and turned into a paste, it has been found to have a strange effect on skin. When applied, it tightens the skin, making a person look fresher and younger, a highly desired product from the ladies of the Southern Steadfast.

MOUTh:MOVING STATUES

Rachar
pg 160
Corebook

The city of Rachar exports this strange oddity. It is unknown how they are created, but these synth heads can learn phrases of text, making excellent doorbells and or icons that quote popular sayings of Truth.

NASPIN OIL

To those who can afford it, naspin oil is used to relieve stress and escape ones troubles. This small vial of green liquid laced with orange globules may taste bad at first, but immediately upon consumption it sends the mind of the drinker into a realm of the datasphere where everything feels good. Here the weather is warm and summery, and the user is joined by others who have imbibed the naspin oil. Drinkers only remain in the realm for 4 hours, and most users try to return as soon as possible. Often the acquiring of naspin oil becomes not a matter of if one can afford it, but if one is willing to prioritize its happiness over other life necessities.

STEEL SPIDER STRANDS

Seconds after a Steel Spider weaves a strand of its famous thread, spinners only have a few seconds to harvest it before it hardens. Each spool is a small proximity vacuum, which keeps the strands from solidifying, when pulled away from the spool; the strands begin to dry only seconds after being drawn, requiring quick work from the craftsmen. Many nobles use the strands as an extra layer of household protection, while some sculptors use the fibers to weave complex and intricate designs and filigree.

Steel Spider
pg 256
Corebook

SYNTH-WEAVERS

Sold in clear synth cubes; the wealthy fawn over these tiny blue insects. These rare insects create thin strands of synth and weave random faces in their cells. Some believe that it is good fortune when a Face-Weaver makes a portrait of your face. Those who are superstitious, believe that you are marked for death.

TRANSPARENT SESKII

Sometimes a seskii is born with a strange mutation; its flesh is completely transparent. This creates both a shocking and engrossing sight, as all the internal organs and veins are visible. Having such a seskii as a pet, is a status symbol of extreme wealth and status, as only a few are known to exist.

Seskii
pg 258
Corebook

THE COMPLEXITY OF SHINS

GMs can use shins in a variety of ways in their home campaigns. One can follow the lead of the Numenera core rulebook by keeping shins a useful abstraction. If you and your players are not likely to enjoy keeping track of specific currencies, there is no reason to complicate matters by tracking any specific types of shins or other currencies. However, there are many potential stories based on the nature of shins as heterogeneous (that is, not standardized) collections of beads and baubles. Any political authority that strives to unify a region will seek to standardize the currency. This will facilitate trade within its region while consistently signifying its authority over and within each transaction. Characters entering such a region may be quite surprised to learn that most of their shins are not acceptable for any trade – and, in fact, any trade in non-local shins may be illegal. This could force characters to look for methods for earning (or stealing) the official local currency.

Even within a region without a single political authority seeking to standardize currency, the lack of consistency in the definitions of shin can lead to (hopefully interesting) conflict. It is assumed that in the absence of a standard definition of currency, most traders accept anything that could pass for money. Two characteristics that are important in this regard is that any shin needs to be durable and portable. This could be a shiny rock or button-sized wafer of plastic. Notice that each is easy to slip into a pocket and is not going to change shape over time. This would make each object potentially useful currency. In the base rules, each could be accepted as a shin.

One could encounter a trader, though, who has more specific ideas on what shins should look like. Maybe a woman running a boarding house refuses to take any shin that is transparent. To her, opacity is a characteristic of legitimate currency. The same rules may not apply even over the next hill where transparent plastic pieces are accepted. These are exactly the sorts of conflicts that a standardized currency seeks to avoid – and the problem inherent in any realm where such standardization is impossible. To emphasize, though, it is entirely possible to ignore these complications and assume that the absence of a single political authority has led to the emergence of informal but reliable norms of what counts as a shin and what does not. In this case, the prejudicial boarding house would be under pressure from everyone with whom she trades to accept the emergent norms.





2 STYLES OF PLAY

Vessels can be a useful tool for GMs to change the direction or scenery of a campaign. When a player enters a vessel, the possibilities of what new destination they can reach, becomes endless. No longer confined to mere walking, they can now sail away on the ocean, or fly away at bliding speed. This chapter looks at a variety of ways that you could use vessels in your campaign, from simply using vessels as an interesting way to get from one location to another, or as the centre piece of an entire campaign. The choice primarily depends on how important you believe the trip is, and if the events that occur on the voyage play into the overall story that you are trying to tell.

ONLY TRANSPORTATION

As many travelers say, the experience is more important than the journey. In this option, players would use vessels merely as a means of getting to a new, far-away, location. It is unlikely that the players would purchase their own vessels, but rather, utilize the diverse and weird array of options available to them. Encounters that characters interact with should be minimal. Despite the simplicity of this methodology, the flavor should not be diminished and should reflect the weirdness of the Ninth World both respectively and descriptively.

This option should be used if you don't want to take away from the current story. In addition, some players are easily distracted, who can easily sideline a story from the main adventure, if that is your focus to drive the main plot. This method would eliminate these potential distractions and keeps the story moving smoothly, much like the fast-travel mechanic found in several popular video games.

Encounters should be rare, but not out of the realm of possibility. If you choose to challenge your players with an encounter, they should be mechanically light and directed toward the immediate threat. This would mean that the vessel would serve as a scene or backdrop, providing little more than a source of GM intrusions or narrative direction. .

MIXED-VESSEL USE

The story that leads its characters to embark into the unknown to continue their quest. This is a great way to give a campaign, a needed change of scenery without hindering the flow of the story. Perhaps the PCs discover an numenera vessel, defend a merchant ship or smuggle illegal goods over the kingdom border. Either way, the players are now in charge of their own vessel, (most likely a temporary reward/scenario). PCs could be part of the ships company in-arms or perhaps at the command of the vessel. Much like "*Just Transportation*," the ship will primarily be used from getting from location-to-location. However, the likelihood of combat, upon the vessel will almost be guaranteed. Whether it's on board the ship or a naval encounter, players can experience the same level and type of encounters provided by the *Vessel-Centric Campaign*, although it would be unlikely that the PCs would invest experience points into ship upgrades if they are aware that the vessel scenario is only temporary.



FULL IMMERSION

In this style of play, characters should expect that a major portion of their campaign will aboard of a vessel in some way, shape or form. It may begin with the PCs being recruited for a great voyage. Perhaps, they are enlisted into the service of a Redfleet captain or aiding the Aeon Priests recover hidden treasures burried beneath the waves.

There are many reasons to take a vessel, and all the more reasons to make it a fun and unique aspect to your campaign. Encounters will happen everywhere, whether its on deck, inside the brig, or around the vessel. Pull from your favorite vessel bound stories, whether they are space pirates of the future, pirates of the colonial seas or explorers of the unknown deeps. The vessel that your party receives will become a pivotal asset to the flow of the game. If the characters are in control of their own vessel, they may be eager to seek out able-bodied, and skilled crewmembers

When your characters have their own vessel, they will become invested in such, looking to outfit it with the finest of goods, armaments, numenera shins can buy. Treat this as you would any player home or castle, meaning that you should not destroy their vessel unless it plays a pivotal role in the story's plot.

STORY HOOKS

Golden Nyx
Naval Perils

- A Golden Nyx approaches the PCs, beckoning to them to follow her.
- A great storm encompasses the vessel. Once the storm settles, the PCs are unable to discern their location or where the nearest land is.

City of Bridges
pg 145
CoreBook

- A sentient species from the undersea wishes to trade with the City of Bridges, but something seems amiss.
- A teleportation numenera fails, and you end up in the brig of a vessel, next to mutant slaves.

Uxphon
pg 176
CoreBook

- An airship may offer a rattling trip from Uxphon to Hidden Naresh to those who can pay in emeralds.

Hidden Naresh
pg 178
CoreBook

- An artifact has been discovered that grants its users gills, allowing them to breathe in the undersea.
- An artifact seems to be pointing out toward the sea. Where could it lead?

- Facestealers have commandeered a trade vessel laden with luxury goods. Unfortunately, no one knows until a player stumbles upon a body that looks like one of the crewmen.

- It is rumored that a particular merchant is smuggling a good that is forbidden by the king. Infiltrate his crew, and catch him in the act.

- Legend tells of a great city of numenera that was lost beneath the waves.

- The captain has agreed to bring you aboard the ship. However, despite your urgency, the vessel must make a supply drop at a small town that is far off the intended path. Is it an ambush?

- The Rainmaker has been spotted above the oversea.

Dej'meir
pg 91
Ninth World
Assassins



Rainmaker
Naval Perils

- The trip over the Black Riage is dangerous, but Kaelos pays well. What could she possibly want up here?
- There is a great creature that can carry a number of people vast distances, but it requires a special fruit to do so. Unfortunately, the fruit is rare and difficult to find.
- There is numenera in the city that is capable of transporting the players. Recently, it has been acting erratically, and only one person has returned, saying the device isn't working properly.
- You have been tasked to raid a Gaian Shipyard.
- You have been sent by the City of Bridges to travel to the other side of the great ocean to see what treasures await.
- You have befriended one of the crew, but the captain does not like to take guests aboard. The crew member says there are a number of shipping containers the party could hide themselves in.
- Your crew discover a stowaway varjellen child who is heir to a powerful and aggressive tribe.



ABOARD THE REDFLEETS

The Redfleets currently have the largest organized fleet that the Steadfast has known. This massive fleet is in constant recruitment to fill any variety of roles and not limited to ship building and crew-functions. In this chapter you will uncover the typical organization of a Redfleet crew and hierarchy. Although this is the most common organization; it is in no way the only organization that has been seen on the Oversea. Other kingdoms, cultures and organizations run their ships quite differently, from democratic tasking , despotic captains, to numenera-created hive minds. The possibilities are endless.

CAPTAIN

The leadership role of the vessel. Sometimes democratically elected by the crew, the captain is commonly looked upon with respect as a knowledgeable leader of men who is skilled in navigation. During a chase or in a battle, the captain's power is absolute and he can discipline anyone who disobeyed his orders. He also has life or death power over anyone taken prisoner. Outside of battle, the captain usually delegates most of the everyday tasks to the first mate or other junior officers. Captains have training in tactical knowledge, persuasion, and navigation skills.

FIRST MATE

Commonly picked by the captain himself, the first mate (or quartermaster) serves as her right hand. When the vessel is not in a chase or a battle, the first mate makes the day-to-day decisions and maintains the vessels' logs and records. She distributes rations, work, prizes, and punishments. In addition, she takes part in all battles, often leading the attacks herself. If the crew were to successfully commandeer a ship, the first mate would leave the captain's ship and take on the role of captain on the newly acquired ship. If the captain dies for any reason, it is most likely the first mate to take the captain's place. Those who serve as a first mate or quartermaster are most effective when trained in mariner, tactical knowledge, and persuasion and negotiation skills.



NAVIGATOR

The second-most-respected role of the crew, for their lives are in his hands, the navigator directs the vessel's course, looks after the maps (if any), and maintains the various instruments and numenera used for navigation. A veteran navigator is experienced at identifying numenera hazards and, usually, avoiding them. In combat, the navigator works to position the ship both defensively and offensively, working to give the crew the best shot while not granting that opportunity to his enemies. Navigators tend to benefit the most from training in navigation, perception, and geography.

DECK NANO

Despite many common suspicions and myths, having a nano as a member of the crew can be invaluable, especially if the vessel has some sort of numenera element to it. If the vessel is an artifact of the past, a deck nano may be required to operate and maintain the power output to keep the vessel moving. If the vessel has an enhancement (see pg 55) installed on it, the deck nano is responsible for maintaining and activating this device. In addition to these roles, a deck nano will aid the navigator in identifying and analyzing numenera hazards and with the use of instruments and calculations. The deck nano benefits from having a diverse collection of skills and knowledge of the numenera.



GUNNER

Commonly the glaives of the ship, these individuals specialize in the ranged armaments of the vessel. Although most ships have few weapons, this does not limit the crew from possessing personal projectile arms which are quite useful when engaging in parallel deck battles. In addition to their common crew duties, gunners are responsible for maintaining the mounted projectiles and ensuring that the ammunition for those weapons are well kept, stocked, and stored. Gunners benefit best from perception (spotting vital targets and listening to direction and orders), training or specialization with ranged weapons, and balance (for maintaining aim).

SURGEON

A valuable asset to any vessel that is not capable of docking, a surgeon has experience dealing with most injuries and amputations, and usually knowledge of sickness and diseases. Surgeons benefit the most from training in biology, medicine, and occasionally numenera to better identify and treat unique cases and conditions.

MUSICIANS

Anyone who can play an instrument or a popular tune is highly valued. The musicians supply music for jigs, a shanty during work hours, and even play before and during battles, blaring out martial tunes, nautical favorites, or simply loud noise to inspire the crew. Musicians benefit from musical knowledge.

COOK

Cooking is usually the assignment of a disabled crewmember who earns his stay by preparing food that won't make the crew sick. Although there have been some numenera found that can produce food, they are inconsistent and will probably fail at some point, so having a good cook is always a good idea

DARIEN

Expert hunters and wilderness survivalists who have earned their place amongst the vessel's crew, especially on long voyages to distant lands, Darien are not known for their extensive vessel experience; rather, they are kept for their survival skills when the vessel arrives in a new land. Some vessels conscript the service of Sarracenians (see *Corebook* pg 226) to serve as Dariens aboard their vessels.



NAVIGATING THE WOLRD

The best thing about working in the theatre of the mind is that you can take your players *anywhere*. This means that while your players exploring, they can experience and discover the great wonders, including the invisible lakes and cloudcrystal skyfields to name a few. On their way, your players also encounter perils, as no one has gone there before.

ENVIRONMENTS

As a GM, describing the setting is very important to establishing the mood and flavor of that scene, encounter or adventure. While aboard vessel, the environment becomes this mood and flavor of your adventure, whether you are navigating a hovercraft through a foggy bog, or propelling a mechanical strider through a marsh of koudi reeds.

If you are unfamiliar with aquatic ecosystems and ecology, the internet is your best friend for research and inspirations. When planning out the environment for your party to explore and experience, it is highly suggested that you research these ecosystems in-depth. Discover their morphology, flora and fauna (and potentially create a few of your own) and tailor each so that it holds its own distinct look and feel. You will find after some research that when further developing your story, crafting encounters, manufacturing interactions and planning GM intrusions this research will pay off.

Although some ecosystems will emerge naturally, others may be simulated or perpetuated through the means of remnant numenera. As a GM of the Ninth World, you are able to create weird parallels and interactions between ecosystems that would otherwise be naturally impossible. Take note that by blending ecosystems and adding time to the equation, you will have unique and interesting adaptations and evolutions.

For instance, a two-way portal between the jungle and the undersea, allows creatures of the undersea to evolve to and adapt to the jungle. You may find, forest crabs, tree-preying octopus and shore-preying angler fish. Another example could be A Sahara desert next to a glacial tundra. The border of these lands would result in lush oasis, as creatures of the Sahara would slowly evolve to have thicker fur/hair as they adapt to the colder weather of the tundra.



UNIQUE AQUATIC ECOSYSTEMS

ABYSSAL DEPTHS

In the far depths of the Undersea, lie the abyssal depths. It is said that an underwater canyon near Hitcher's Firth (see "*Rachar*" Corebook pg 160) leads directly into its depths. Those who explore its depths and can peer through the darkness discover a silty wasteland of Numenera spread throughout the oceans depths. Although most numenera present are non-functional, some still may still be active or waiting to be awakened.

BOGS

Home of Engineered Viral Hosts (See *Bestiary* pg 44) and Flesh Pups (See *Bestiary* pg 53), mosses and fungi; bogs are typically land massess that have become waterlogged and decomposed over time to form a mucky, nutrient-poor landscape. Anything that travels through a bog should be careful not to slip or get stuck in the muck of this decaying land.

Environments to Research

links provided

Archipelago
Atoll
Coral Reefs
Chaparral
Estuary
Fynbos
Glacial Tundra
Grasslands
Guyot
Kelp Forest
Mangrove
Peat Bog
Sahara
Glacial Tundra
Caverns

TROPICAL OCEANS

Created through layering, natural growth, water-level change or uplift, there are various island-chains that are scattered across the Corare Sea (see *Corebook* pg 170). These ocean waters are clearer and warmer than any known sea and are coveted for its bountiful resources. However, these warm waters are also home to Lorubs (see *Bestiary* pg 77) and Uuagrans (see *Bestiary* pg 129).

FJORDS

Commonly mis-identified as bays, fjords are massive canyons, which cut right into the mountainside, filling with water from the undersea. Within the canyon, the water is deeper than the connecting Undersea, creating a partially-protected ecosystem where life flourishes within the depths. Here, Dabirri (see *Bestiary* pg 33) are known to make their homes, preying on those who dwell near its shores. If there are multiple adjoining canyons, the area joining the bays are often filled with thousands of rock islands, some large and mountainous others rocky reefs, each posing a navigational threat to passing vessels.

MARSHES

Located near streambeds and lakes, these lands are consistently flooded with water, regardless of the source. Due to the constant flooding, the soil is nutrient rich and is capable of supporting an abundance of creature and plant species, most notably Mesomeme (see *Corebook* pg 246) and Rhogs (see *Bestiary* pg 107). The shallows and shoreline of these marshes are typically covered in koudi reeds, cattails and other grasses and reeds.

SWAMPS

Much like marshes, swamps are capable of supporting woody plants and trees, harboring mangroves and colonies of Golthiars (see *Bestiary* pg 59). Being able to support sparse forests, Callerrails (see *Corebook* pg 234) are also known to make their dens, deep in the swamplands.

UNDERGROUND WATER-BODIES

From underground caverns, channels and lakes, the underground can provide a countless horrors and a plethora of exploration adventures. The underground can function as any surface campaign, in addition to any elements you may imagine, seasons, creatures, trees, plants, ruins and who could forget Erynth Grasks (see *corebook* pg 240) and Entropes (see *Bestiary* pg 46).



UNIQUE TERRESTRIAL ECOSYSTEMS

ALPINE TUNDRA

High altitude, cold weather and frequent winds these tree-less hills are what Snow Lopers (*see Corebook pg 259*) call home. Populated with various shrubs and grasses and rock outcroppings, these lands are covered in snow a majority of the year. When the snow fades, the hills become a lush green, featuring small flowers that can only be seen for a few months.

CHAPARRAL

Known for their hot and dry climate and nutrient-poor, silty soil; these shrub lands and sparse-forests are home to the Flying Elchin (*see Bestiary pg 54*), who use their powerful legs to travel between meals and escape brush-fires. Although typically peaceful can be quite dangerous. Although these lands receive little rainfall, its soil absorbs little water, making a flash-flood a likely hazard. In addition, the dry air makes lightning storms far more common than other ecosystems, which contribute to the frequency of brush fires, an important cycle in the regions re-seeding cycle.

COASTAL DUNES

When you are walking amid sandy hills patched with *Arenia* (a dry grass) and other small shrubs, you know you are walking among the coastal dunes, and you can be confident you are near a body of water. This is where the largest population of Shanu (see *Bestiary* pg 113) is known, making their homes in compacted sands. This land isn't the best for agriculture, however, many of the shrubs bear edible fruits and the waters are bountiful with various fishes.

MONTANE FORESTS

High up in the plateaus and mountains are pockets of life. Here, a unique forest thrives that is adapted to high altitudes, low oxygen and high humidity. Receiving moisture from passing clouds, that act as a thick passing fog, Tetrahydras (see *Corebook* pg 262) choose to roost in these heights, flying down to the plateau's slopes to hunt for food.



PRAIRIES

Found in temperate climates these plains are comprised either flatlands or rolling hills. Dominated with tall grasses the Queb (*see Bestiary pg 101*) stalk their prey here, capable of moving silently through the sea of swaying grass preying on the grazing herds of Aneen (*see Corebook pg 231*).

SAVANNA

Home to shorter grasses than the prairies, these plains are known for their high-heat, low rainfall and rugged terrain. Typically flatter than and populated with various shrubs and sparse trees, the area is scattered with rocky outcroppings, canyons and waterholes. Here, Ferno Walkers (*see Bestiary pg 52*) are known to prey upon herds of Griffalo (*see Bestiary pg 61*). It has also been noted that Margr tribes (*see Corebook pg 244*) live in scattered tribes across the Savanna.

TAIGA

Commonly known as a snow forests, as these areas tend to experience long winters. When winter is afoot, there is little else that survives the forest, as a thick blanket of snow covers the area. During the springs and summers, small grasses, shrubs and other seasonally flowering plants. Mammals both small and large thrive in these areas which makes hunting ideal, though where large mammals live, large predators, such as the Ravage Bear (*see Corebook pg 254*), thrive.

TROPICAL RAINFORESTS

Known for their high-heat and high-humidity, these dense forests are the home of some of the most creepy and dangerous creatures, the Blood Feast Ticks (*see Bestiary pg 26*) and Xiomarches (*see Bestiary pg 137*). Roads through the rainforest are sparse and constantly overgrown, leaving wheeled transport practically impossible, rather, locals tend to utilize legged vehicles or aquatic vessels to navigate the dangerous forests. If traveling on foot, smoke will be your best friend in the dark, though a fire is hard to start with the constant rains.

XERIC SHRUBLANDS

These shrublands are deserts that have the ability to harbor more life. Typically these would include various flora that have adapted to accommodate high heat, nutrient poor soil and practically no abundant water source. Typically these lands are furnished with cacti, dwarf trees and tough, waxy shrubs. Found among the brush are Desert Laak (*see Corebook pg 243*), Ithsyn (*see Corebook pg 241*) and occasionally (and more dangerous) Cragworms (*see Corebook pg 236*).

AERIAL TERRAIN

GRAVITY-FLUX ZONES

In these zones, gravity can be unpredictable. In a matter of seconds, gravity can shift from reverse gravity, heavy gravity to null gravity. Most tend these regions, except those who are interested in perfecting their control over gravity. Otherwise, this is a natural hazard for any creature or vessel.

SELECTIVE-GRAVITATION FIELDS

While gravity usually pulls all things down, in a selective-gravitation field, that oppressive force seizes to affect only particular things. A famous example of this would be the Clouddcrystal Skyfields (*see Corebook pg 174*). Other known observations of this phenomena, include mutants, laaks and boulders.

Rumor says that one of the seven sacred Sarracenian sites (*see Corebook pg 226*), lies south of Beoth (*see Corebook pg 150*). It is said that it is a grove where thousands of blossoms and lotus flowers float in the air.

LOW-GRAVITY SPACE

These regions are under a constant low-gravity effect. In a low-gravity space, small plants and critters (and occasionally larger creatures) have adapted to these zones, growing larger and longer. However, after such evolution occurs these creatures can no longer leave the space, unable to support their forms in a normal gravitational environment.

INDEPENDENT GRAVITY NODES

Along the Black Riage, it has been observed that a number of hovering boulders have their own independent gravitational pull. Explorers have found that they are capable of jumping from stone to stone, shifting gravity to the nearest stone with each jump. When. Some of these stones have attracted their own independent ecologies, collecting various critters and unique plant-life.

PERILOUS TERRAIN

ACCIPERANEAN GLACIERS

Aerial • Aquatic • Terrestrial

These flying glaciers float hundreds of feet above the ground, absorbing the waters that lie beneath it. This effect creates a reverse waterfall that is dangerous for anything beneath it, as creatures and vessels alike will be lifted towards the glacier, and added to the massive icy mass. If the glacier drifts to warmer climates, it's only a matter of time before the melting outpaces the glacier's ability to absorb water, eventually causing it to disappear into nothingness.

CALLING SPHAGNUM CLUSTERS

Aquatic • Terrestrial • Underground

When this moss develops its sporophytes, it transmits a unique signal that draws creatures towards it. Although it seems to have no effect on mutants, it causes everyone else to veer off-course, toward the clusters without a second thought or realization to what had happened. Mutant raiders use these as lures to travelers into an easy trap.

DEATHWATERS/SKYDEATH

Aerial • Aquatic • Terrestrial • Underground

There are sections of water and air where the molecules no longer function as they should. This results in birds being unable to fly and ships no longer able to float, spelling danger for any traveler.

FIRE FOUNTAINS

Aerial • Aquatic • Terrestrial • Underground

These springs are capable of shooting jets of liquid fire hundreds of feet into the air. The sheer heat and speed of the fire is so great that it could punch a hole straight through an unlucky vessel. After the geyser blows, it is soon followed by a rain of solidified fire-rock, which is still searing hot. Aeon priests speculate that this phenomenon is the primary contributor towards the creation of new islands and mountains.

FOUNTAIN GYRE

Aquatic

Appearing like a dome of raining water, the inside of these gyres are dangers to unseasoned sailors. Inside the beautiful falling waters is a viscous inverted whirlpool, which lifts anything that passes under the rain-wall, spinning it violently until it is shot off the top to plummet back into the waters



GAS MEMBRANES

Aerial • Aquatic • Terrestrial • Underground

Thin bubble-like membranes containing various types of gasses, seep through the ground. If underwater, and a vessel is popped, the collapse of the bubble (and even the release of the gas) could prove deadly to any swimmer or underwater vessel nearby.

GLIMMER STORMS

Aerial • Aquatic • Terrestrial • Underground

In some areas, the connection to the datasphere is so strong that the physical world gets bombarded with reconfiguration and rendering. The result is solid light storms that rewrite the nanites present, altering the environment completely. Suddenly, bolts of solid light can create massive pillars of marble, glass or synth. It has even been rumored that some entities hidden in the datasphere have escaped their digital bonds, manifesting in the physical world.

LIQUID LAND

Terrestrial • Underground

Pockets of earth that are saturated with dynamically shifting nanites. When a vessel or creature steps onto an area that is composed of Liquid Earth, it is as if they unknowingly stepped into a pit. Victims that fall into this glitch, experience a dark cloudy water where could predators reside.

MEMROMICTIC ECOSYSTEMS

Aerial • Aquatic

In these ecosystems, the various layers of water or air have separated and do not mix. These bodies typically have low flow-rates (or ones that are not strong enough to mix) and are usually home to a host of extremely dangerous bacteria, viruses and nanites. The deepest layer, contains no oxygen and remain relatively undisturbed, as there are only a few things that can survive such conditions.

SKATE SURFACES/ZONES

Aerial • Aquatic • Terrestrial • Underground

An area composed of frictionless synth that could span hundreds of feet to several miles. If a creature or vessel enters a Skate Surface, they will continue traveling in that direction until they reach the other end of the skate surface. To change direction, characters must use other means to alter their direction.

WRAPPING SARGASSO

Aquatic

Wrapping sargasso is one of several types of sargasso that can be found. This particular type begins as a small patch of floating kelp, slowly growing a taproot until it can reach and anchor on the seafloor. At that point, it can begin to hunt. When an unfortunate creature or vessel pass over the sargasso, it wraps its' tendrils around its prey and drags it underwater. There it will slowly absorb nutrients from its prey, only reappearing once it has fully consumed its meal.



BATTLESTATIONS

There is nothing more exhilarating than a naval battle. Close-quartered combat, siege weapons firing in short proximity, and all the action confined a vessel's deck. The primary goal of a confrontation is to commandeer the target vessel and its goods. Vessels in the Ninth World are still expensive and time consuming to produce which makes them valuable assets. If left with no other option (or in some war cases) captains will have no choice but to sink their target vessel.

When running a naval battle, it is up to the GM to determine how many factors they wish to incorporate into the encounter. For some GMs, they may want to take into account every aspect of the battle, including counter-positioning, crew commands and vessel health. Other GMs, may take a simpler approach, utilizing the deck as a battlefield backdrop and utilizing GM intrusions to simulate siege weapons and vessel damage.

TYPES OF ENGAGEMENTS

VESSELS VS. CREATURE(S)

If a creature from the undersea engages the players' vessel, it would be easiest to handle the fight as if the deck were a stationary piece of terrain. This does not necessarily remove the characters' ability to utilize positioning, vessel weapons or simply to run away.

VESSEL VS. VESSEL

The most common goals of a vessel battle is to (1) commandeer the vessel, (2) obtain the goods stored aboard the vessel or (3) sink the vessel. When running an encounter between vessels, be sure to keep in mind what the goal of the two groups are. As they will play a large role in the tactics of the attacking group.

PCs VS. VESSEL

Vessels can come in every shape and size, each having their own strengths and weaknesses. That said, final judgement is always left to the GM. In most cases it really depends on the size of the vessel. If the vessel is a small personal-transport vehicle, a melee attack could potentially cause some serious damage to the vehicle. However, if the vessel were anything larger, most ranged and melee directly against the hull would most likely be ineffective, unless the PCs are targeting a specific part of the ship (ie. mast, rudder, engine, sails, legs ect..).

MANAGING CREWS AND COMBAT

Combat between vessels can become quite tricky when you start to try and manage more than five crewmembers on each side. Though it could be possible for you and your players to micro-manage every unit, it would slow and distract your players from the encounter and campaign at hand.

NARRATIVE CONTROL

One potential mechanism to better manage crew combat is purely through narrative means. The players, would then have a series of objectives to accomplish, such as capture or kill the enemy captain and first mate or to disable the vessel's numeneric enhancement. To make things more difficult, you could set a countdown die, which would determine how many crewmembers are left alive, or the time where the battle turns in the favor of the enemy.

CREW AS A CREATURE

A more involved method of handling crew battles is to assume the crew is a creature of it's own. This way, the two opposing crews can combat eachothers and the PCs can join the fray. This can also be used to represent military ranks or other large scale battles.

CREW TEMPLATE

Level: Base individual + modifiers (*see Level Modifications*)

Health: The health of the crew is a mixture representing the total health of the individual units and the unity of the group as a whole. There are circumstances where the number of individuals in a crew only effect the HP and not its level.

Attacks: The crew is not restricted on the number of attacks, although they can only attack a creature once per turn, unless the base individuals attacks states otherwise.

Armor: Same as base individual, can be modified.

Movement: Same as base individual, can be modified.

Modifications: Same as base individual, can be modified.

Damage: Base individual + 1 per five individuals

Battle of the Masses: In cases where a crew engages in combat with another crew, they are both considered a single individuals for attacking and receiving damage. When crews attack eachother they

will always hit. However, when a lower level crew attacks a higher level crew, they deal only half-damage (before armor)

Few against the Many: Single-target attacks delivered by an individual against the crew can only deal as much damage equal to the an individual crewmembers health. If the attack can affect multiple targets, such as a cleave, multi-attack, or area-effect estory (such as flash) the crew takes full damage.

Level Modifications

There are a number of factors that could swing a crew's level to turn the tides of battle. Simple things such as moral may be an PCs should be able to perform actions or goals which could alter the tides of battle. These potential modifirs could include:

- Size of crew
- Skill or additional training of individuals
- Leadership/Moral
- Training of organizational tactics
- Superior/Inferior Equipment
- Defensive/Offensive Advantage
- Cyphers or Artifacts at the disposal of the unit
- Other Factors (ie, use of a numenera war machine or artifact)



GM INTRUSIONS

While for some, the journey is the goal, most people travel on vessels to reach a destination. Even with proper navigation, travel can be dangerous, and there are several perils which can lead your vessel to ruin.

During play, long-distance are often be skipped, but this is a missed opportunity. Below are a list of GM intrusions to use during travel. While they there is always one character who is the target of the intrusion, the consequences of it may affect the entire crew, and their vessel. Such is the way when someone share a vessel, the failure of one' harms everyone. Still, disgrace and blame, is for the failing character alone.

It is the GM's decision how cruel she wants to be when using GM intrusions. Sometimes the consequences are immediate, other times a character may avoid disaster with a successful roll. GM intrusions are not also just a way for the GM to impose failure on the characters, but can also be used to create new directions for the ongoing story.

DECK-COMBAT INTRUSIONS

- The deck gets splashed with a slippery compound.
- You get your feet tangled in the ropes.
- A mast/sail falls onto the battling deck below.
- One of the crewmen unleash a powerful cypher upon the deck.
- The crew no longer adhere (or can hear) the captain's commands.
- An unexpected explosion occurs at the bow of the vessel.

LAND-BASED INTRUSIONS

- While the PC was driving, the vessel gets stuck in some sort of difficult terrain
- The PC was tasked with navigating, but the vessel encounters a chasm, or some other type of impassible terrain
- The vehicle runs out of fuel, a type of fuel the characters didn't even know it needed
- A previous owner of the vessel has hunted the PC down, and now demands it back
- The vessel has contracted some type of virus, and its integrity is slowly deteriorating until a cure is found

OVERSEA INTRUSIONS

- A creature from the undersea appears.
- Your propulsion system fails.
- An environmental hazard manifests.
- The weather begins to flux and extreme conditions manifest.
- You enter unexpectedly enter into shallow waters.
- Your vessel collides with an unseen object.
- The vessel begins to ignore controls and takes a new course
- A shoal of fish appear and begin eating away at the vessel.
- Someone falls overboard, and is in the need of rescue.
- The navigation fails, now its all manual direction.
- The rudder is stuck and can't turn until someone takes a look.
- A crewman develops the ability conjur fire, but cannot control it.

UNDERSEA INTRUSIONS

- The vessel enters a field if lava vents.
- The weight of the water around you that your vessel begins to buckle under the pressure
- The vessel is in danger of colliding with air bubbles. If the vessel does, they bubbles pop and collapse instantly. The collapse is more and more dangerous the deeper you are.
- The vessel comes close to a Vortex Void. The size of these whirlpools vary and their appearance is unexpected
- The characters' vessel suddenly begins to leak
- The characters suddenly realize they are much deeper than they thought
- Huge fish, the size of the vessel, believes the vessel to be the leader of the flock, and starts following it around
- The vessel suddenly enters a strange underwater field, causing all gravity to disappear
- Suddenly a large amount of cyphers are released from the ocean floor below. They make the ocean glow like gold, as well as interact with the cyphers the characters carry in unexpected ways
- Parts of the vessel is starting to turn organic, imitating the creatures that has surrounded it for so long
- The pressure outside is causing loose bolts to be fired into the crew compartment. Everyone must make a level 5 defense roll, or suffer 6 damage

AIRBORN INTRUSIONS

- Unexpectedly you begin to lose altitude
- Large birds starts to throw themselves against the hull of the vessel. If it doesn't stop, they might bring it down
- The vessel enters a thunderstorm. Just one of those bolts of lightning might cause irreparable damage
- One of the crew members falls of the ship, and may plummet to his death if he isn't saved
- The vessel enters a Marble-Manifest Storm. It is a seemingly normal storm, but has lightning strikes of solid light. When the bolt hits something, a pillar of solid light remains, usually for several minutes before fading away



6

CHARACTER OPTIONS

DESCRIPTORS

VESSEL-BORN

You were born at sea, in one of the many ships which sail along the western coast of the Steadfast. While most in the Steadfast call one of the nine kingdoms home, you and your kin live in the oceans, and rarely set foot on land. Most spend their entire lives at sea, and when they do come ashore, they care little about the established borders of the Steadfast.

Whether you travel the sea for a simple love of the open water, or restlessness, you would never enjoy the monotony of land-based living. You were probably raised in a large sea-barge, as the seafaring people usually live together in such, though you may have left, preferring to survive at sea alone.

You gain the following benefits:

Steady: +2 to your Speed Pool

Skill: You are trained in all skills related to operating a vessel.

Skill: You are trained in the knowledge of the ocean, including how to survive there and the creatures in it.

Skill: You are trained in either balance or swimming.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure:

1. You step ashore and accidentally stumbled upon the other PCs.
2. The ship you usually travel on was broken, and you were looking for a spare part. You thought the adventure might lead to it.
3. For some reason you had been exiled from your home vessel, and were in desperate need of company.
4. Having spent your life at sea, you were curious about land. The other PCs seemed like a nice group to explore with.

HYBRID

Amongst the thousand of fishing villages along the coast of the Steadfast there are a few which has made dark pacts with monsters who live deep under the sea. You were raised in such a village, and the pact was an important part of your upbringing.

The pact you are cursed by was made hundreds of years before you were born, but it has cruel influences affects you and the other villagers even today. The demands the pacts place upon the villagers are many, but entail worshipping the sea monsters and cross breeding. Unlike most, you have escaped your cursed home, though you have not escaped the curse in your blood.

You gain the following benefits:

Unnatural Stregnth: +2 to your Might Pool.

Hybrid: Gain the Increased Lung Capacity mutation (*Corebook pg 124*).

Skill: Your unnatural toughness makes you trained in might defense.

Inability: There is something unwholesome about you which other humans finding disturbing and disgusting. The difficulty of all tasks related to social interaction is one step higher.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure:

1. You have asked too many questions, and has thus been driven out of your home village. Looking for company, you found the other PCs.
2. The elders in your village believe one of the other PCs is a descendant of someone in the village, you have been tasked with following the PC around.
3. You have discovered that your village is doomed. You are desperately trying to find ways to improve yourself, so you may protect it in the future, if there ever is a need.
4. The deep ones under the sea whisper to you in your sleep. They told you to help the PCs, and wait for further messages.

WEATHERED

You have braved the elements. Whether it is the highest mountains, the wild sea, or some other inhospitable place, you have seen the worst of weather, and lived. Now you are like the oldest tree in the wood, gnarled and quietly majestic.

You gain the following benefits:

Tough: +2 to your Might Pool

Skill: You are trained in all tasks related to surviving in extreme weather or conditions.

Never Stops: When you use a recovery to move up the damage track, you also regain up to two Might Points.

Accustomed To Bad Weather: When you suffer damage from the environment, it is reduced by two, to a minimum of 1.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure:

1. You thought the PCs looked weak, and might get killed without you.
2. You have seen the worst nature has to offer, and you wanted to see if monsters were tougher.
3. One of the other PCs has heard about your ability to survive nearly anywhere, and thought you might be a useful person to bring along.
4. One of the other PCs saved your life when you got in over your head, you intend to repay your debt.



FOCI

FOLLOWS THE STARS

When there are no landmarks visible, you have the stars to navigate by. You may travel on the open ocean, or other places where the landscape stretches on forever, but the stars guide your way. You have spent your entire lived following the direction they give, and the stars are starting to tell other secrets than just the right way. It is mostly nanos who follows the stars, but some glaives and jacks do so to, if they require the guidance.

Connection: Pick one other PC. You followed a star, and it led you to the character. You don't know why the PC is important, but you follow him nonetheless.

Minor Effect Suggestion: You restore 2 points to your Intellect Pool.

Major Effect Suggestion: One of the enemies you are fighting becomes stunned.

GM Intrusion Suggestion: You become overwhelmed by the complexity of the current situation and how it relates to the sky. You become stunned for one round.

Tier 1

Guided by the Stars: If you can see the stars, you always know which way is north. Enabler.

Night Eyes: You are unaffected by low light conditions. Enabler.

Tier 2

Strength of the Stars: Under a stary sky, usually meaning outside and at night, you roll two D20 when performing tasks, and use the better result. Enabler.

Sky Eye: Regardless of where you are, you can always see what the sky above you looks like. Enabler.

Tier 3

Rightly guided (3 Intellect Points): Pick a destination, for the rest of the day you will always know if you are going in the right direction and if a particular path will get you closer to your target. This is equally effective at sea, in the desert, in mazes or dungeons. Enabler.

Tier 4

Protected by the Stars: Once per session you may re-roll a 1 rolled on a task. Enabler

Tier 5

In the Stars (4 Intellect points): Your knowledge of the stars' positions give you some ability to predict the future. When taking an action, you may use this ability to see if the intended action will have a negative consequence for you. You will also get a basic knowledge of why the action has dangerous consequences. Enabler.

Tier 6

When the Stars are Right (8 Intellect Points): Your ability to understand the ways of the moving lights above helps you predict the most opportune moment to pursue a specific goal. After describing what you want to accomplish, you roll 2D6. The result is how many days from today the best time to work against your goal is. On that day, you get a free asset to all non-combat tasks. Enabler.



LIVES UNDERWATER

Though history, the ocean has had a strange attraction on many people. The ocean provided a livelihood, and attracts many to live beside it, on it, and in some cases air-filled environments under it.

Unlike them, you are born with the ability of living fully in the ocean. Not completely human, the water offers you a second life sustaining environment. You are at you most powerful underwater, but while you have spent most of your life in the depth of the sea, it has also given you an unique perspective on the surface world.

It is mostly jacks that chose to live under water, but many glaives and nanos do so to if they have the ability.

Connection: Pick one other PC. The character contacted you in your home. The PC impressed you with tales of the surface world, and you decided to come along.

Minor Effect Suggestion: You restore 2 points to your Speed Pool.

Major Effect Suggestion: One of the enemies you are fighting becomes stunned for one round.

GM Intrusion Suggestion: You suddenly get the feeling you are being suffocated. You are stunned for one round.

Tier 1

Evolved for Water: You have evolved, or devolved, into surviving under water. You have the Aquatic mutation (*see Corebook pg 127*).

Tier 2

Agile as a Fish: You are trained in swimming and initiative actions. Enabler.

Rubar-Bond: You develop an uncanny connection with a Rubar (*see Corebook pg 255*). This particular Rubar is adapted to survive both land and sea environments and will serve you faithfully in your journeys. If killed, it will take up to two months to find a suitable replacement that you can bond with.



Tier 3

Three-Dimensional Perspective: You become trained in speed defense. Enabler.

Tier 4

Fights Like an Eel: You get an asset when attacking creatures that has a lower initiative than you. Enabler.

Tier 5

A Perfect Water Creature: You suffer no penalties for undertaking actions under water. Enabler.

Familiar with the Sea: You are trained in all tasks pertaining to or interacting with the sea. Enabler.

Tier 6

At-one with the Sea (5 Speed Points): For the next twenty minutes you can swim 25 miles per hour. During this time, water-based creatures will not hurt you, unless you attack first. Action

Water of Life: You double the amount of pool points regained when you are submerged in water. Enabler.

TRADES

While wealth is usually a by-product of adventuring, for you adventuring's sole reason is to give you more to sell. You explore new locations and numenera only to find loot, for which your market eagerly awaits.

In your opinion, the adventure is just the beginning. The fun begins when you return and can sell all the stuff you looted.

A life of trade is most appealing to a jack, but many glaives also take this path. Especially one that is getting more fond of loot than fighting.

Connection: Pick one other PC. The character has been a favored costumer for some time. When you decided to go adventuring, the person was a natural choice to go with.

Minor Effect Suggestion: You unexpectedly find something worth a 2d6 shins.

Major Effect Suggestion: You find a random cypher, which you can either loot or buy depending on the situation.

GM Intrusion Suggestion: You realize that one of your possessions is worthless. One of your cyphers turns out to just be a piece of junk.

Additional shins: You start with 15 extra shins.

Tier 1

Trader: You are trained in all social tasks which includes any negotiating and haggling. Enabler.

Tier 2

Appraiser: You instinctively know the value of any object you find. Task related to identifying numenera is one level lower. Enabler.

Tier 3

Trade connections (2 Intellect Points): Once per session you may access your trade network. You roll for a random cypher, which you may buy for 15 shins. Action

Tier 4

Master Trader: You are specialized in negotiations and haggling. Enabler.

Eye for Value: Whenever you find a random amount of shins, you roll an additional dice of the same type, and remove the lowest result. Enabler.

Tier 5

Salesman's Eye: You always know what the highest price someone will offer for an item, and the lowest price they are willing to accept when selling. Enabler.

Always Best Price: All purchases you make are at a 25 percent reduced cost. Enabler

Tier 6

Esoteric Trade Connections: Once per session you may spend an XP to get the opportunity to buy a random artifact for 30 shins. You don't an XP for acquiring this artifact. Action.

Heart's desire (5 Intellect Points): You know what non-unique object a person desires the most right now. Action.



YOUR OWN VESSEL

Some characters look to a vessel as the best form of a player home. It comes with you on your voyages, it can be armed, and most importantly it carries your stuff. If you are looking to provide your players a vessel, either as a player home, a campaign element or a GM reward, look no further.

In this chapter you will find vessels that will come in various types, shapes and sizes, all with customization options. There are three notable types of vessels that can be found, they are the Falchions, the Daggers and the Cyphics.

Falchions

These vessels represent the might of naval power, usually the most armed and seemingly dangerous of vessels you could encounter. A Falchion could be dreadnaught pirates or the amber flagship.

Health: 70

Armor:

Weapons: 2 Ballistae (6 *damage*); 1 Heavy Ore Lugger (8 *damage*)

Type Perk: The deck is armed and designed in a manner that is efficient for defending the vessel from attacks. When the resident crew is fighting upon this deck, increase the crew level by one.

Cargo Capacity: Medium

Speed: 7 knots

Numeneric Capacity: 1

Daggers

These ships tend to be smaller than most, however they have the best of both worlds. due to their armor, cargo size and speed, they make good smuggling or trade ships, of even quick assault vessels.

Health: 50

Armor: 2

Weapon Damage: 2 Ballistae (6 *damage*)

Type Perk: Vessel speed is not hindered by cargo load

Speed: 10 knots

Cargo Capacity: Large (*this reduces to medium when two or more numeneric enhancements are installed*)

Numeneric Capacity: 3

Cyphics

These Vessels are probably the weirdest of the vessels, as they are cobbled together from various artifacts and pieces of numenera. Some may even be whole ships preserved from the past ages.

Health: 40

Armor: 1

Weapon Damage: 1 Heavy Weapon (*6 damage*)

Crew Perk: Reduce the DL of activating a Vessel Enhancement by 1 step

Speed: 8 knots

Cargo Capacity: Large

Numeneric Capacity: 3



NUMENERIC ENHANCEMENTS

Some creative nanos have discovered that various pieces numenera, usually the larger pieces could be affixed to various points on their vessels. With the mobility and sturdiness of a vessel these artifacts could see could see beneficial use. These affixed numeric devices can have various effects, ranging from offensive and defensive, uses to environmental and travel benefits. Each one is highly valued and hence well protected. It is unlikely that the ship the PCs receive will have a numeric enhancement already installed. Rather its a mission for the PCs to find enhancements.

INSTALLATION

Installing a Numeneric enhancement is always a tricky business, you could get it installed by a professional, who are usually found on the Amber Floatilla, Kaparin, or even in the City of Bridges. This may come at a cost and a month of down time, but at least it will be done properly. If you choose to do it yourself, you will require the normal hoists and various numeneric devices and two months of time (typically a Difficulty Level 6 task) to insure proper installation.

Numeneric Enhancements may be located on any part of the ship, which is also dependent on its function. Becoming a common target of boarding parties and offensive strikes.

ACTIVATION

In most cases the captain will order the activation of the numeneric device, although this is not always the case. If the players want to activate a numeneric device, they must be located at the device, and begin the activation sequence, involving moving around, activating various numeneric processes and pressure releases in proper order. Each device requires a number of Use Numenera skill successes prior to activation. This means that multiple PCs can work together to shorten the number of rounds it would normally take one individual or a PC to activate alone. For NPC ships this would be the number of rounds for the Nanos onboard to activate the device.



VESSEL ENHANCEMENTS

ATMOSPHERIC BUBBLE (3 SUCCESSES DL 5)

This device is usually a tall device is usually attached to the observation deck of the vessel. When activated and without impeding movement, a bubble forms around the entire vessel, containing breathable air and protecting the vessel and its crew from harmful gasses and projectiles. The bubble functions as a shield with 3 armor and 10 hit points. Once the bubble is broken, the atmosphere is released. This ability can only be activated once per day.

AUTOMATED DEFENDERS (4 SUCCESSES DL 4)

A three pseudo-intelligent autonomous machines have been placed upon your vessel. When activated they spring to life and defend the vessel from attackers. They will also respond to orders directly given by the Captain of the vessel. Each machine is considered a level 4 creature, with a short distance flying capability.

AUTONOMOUS CONTROL (3 SUCCESSES DL 4)

The ship takes on its own sentience, acting and thinking on its own accord, relieving the navigator of his post. During the designated captain, has a constant two-way communication with the ship. It follows the commands of the captain, even while he is not onboard. This ability lasts for 1 day, and takes 1 day to recharge.

BIG BEAM GENERATOR (5 SUCCESSES DL 5)

A massive numeric device, probably used for tunneling or major mining uses. Now has been affixed to the ship, this device creates a massive beam of energy, dealing 10 damage to anything in its path, ignoring armor. This ability can only be used once every 14 hours due to the massive energy draw on the batteries.

DIMENSIONAL STORAGE (2 SUCCESSES DL 3)

A Dimensional Rifting technology is installed in the ship; this could be concealed to make use for the transportation illegal goods or just to make more room. When activated the rift is maintained for a week. After that time, the rift closes and all that's inside is lost, even if reactivated. It takes another week after the rift closes to recharge the device.

EXTREME HEAT SINK (4 SUCCESSES DL 4)

An odd numeric device that's exposed to the elements outside the vessel; with some device that remains in contact outside the vessel. When activated the device will freeze any water that it directly passes over, freezing ocean water, clouds and even the water found in drizzle.

FOG OF WAR (3 SUCCESSES DL 6)

The ship vaporizes any water around it (whether it be sea, air or ground water) creating a heavy fog around you. Both you and your opponent within a long distance are considered blind when inside the cloud.

IRON-CAGE HARPAGO (2 SUCCESSES DL 4)

Installed on the side of a vessel; this device is to be activated when run alongside a ship. Upon activation, iron pikes launch into the parallel vessel, dealing 5 damage (ignoring armor) and preventing the vessel from breaking away with normal means. The beams can be recalled with the single flip of the recall switch, and redeployed upon reactivation.

NANO'S FIRE (2 SUCCESSES DL 6)

This odd device looks like a giant telescope affixed with various lenses, prisms and knobs. When aimed at a target (typically by the Deck Nano) if the target is made of a combustible material, it bursts into flames quickly spreading. This fire will not be put out by conventional means, it can only be put out using drit or sand.

REAR BOOSTERS (3 SUCCESSES DL 3)

Commonly installed at the back end of the vessel. The speed of the vessel is increased 50%. This effect lasts for 30 minutes and can be used 3 times a day. If used during a ramming action, the vessel deals 50% more damage.

STORM GENERATOR (4 SUCCESSES DL 6)

Installed upon the vessel is a piece of numenera which summons a great thunderstorm around it. Once the storm has set, the device can direct a beacon that calls lightning strikes down upon the targeted area. The lightning strikes creatures and objects in the area at random, causing damage, mayhem and starting fires.

TEMPORARY DRIVE SHIFT (2 SUCCESSES DL 7)

The ship has a unique numenera device, which when activated can temporarily change the travel phase of the vessel. Air and Space vessels can travel on land and water. Sea vessels can travel in air or on land. Land vessels can travel in the air and on water. At the GM's discretion a ship may change to travel by space or time. These changes last for 14 hours, this ability cannot be used again until its power source is fully recharged. Recharging takes 2 days.

WARP JUMP (4 SUCCESSES DL 5)

A unique warp device, usually installed somewhere near the center of the ship. When activated; it phases the ship from one location to another location at a maximum distance of a quarter-mile in the direction of the activator's choosing. Great for evading boarding actions and a stylish way of getting out of port. This ability can be used twice a day.

8

LITTLE ORPHEON ANNIE

This is a one- or two-session adventure, depending on how your group plays and how you want to handle things. There's an overall structure to this adventure, but feel free to move events around and adjust as you see fit. This isn't really an investigation game, but more of a choose-your-own adventure. It's possible that the players may "solve" what is going on, but it's more about dealing with the obstacles and surviving the trials.

The tone of the game is inspired by the movie *Clue*, where the murderer and motivation are determined at the end of the story rather than the beginning, retroactively justifying what happened. It's fairly light-hearted and silly. Change whatever you don't like, and alter things as you see fit.

Hook

The party needs to hitch a ride on a vessel. Here are a few ideas:

- They need to travel quickly up along the coast.
- They are trying to reach a mysterious island.
- They are trying to earn some cash on the side.
- They have been captured and are being transported as cargo.

FACTS ABOUT THE SHIP

- The *Anastasis* is one of the rare vessels that easily travels above and below the surface of the water. The masts retract into the deck, and the openings are self-sealing. It takes about five minutes to transform from a sailing ship to a submarine.
- The ship is controlled by a sentient machine intelligence, nicknamed *Annie*, that has decided it likes the captain and usually complies with what the captain wants. The captain (or whoever wants to control the ship) has to convince her to go anywhere and do anything. Crew members are assigned to help motivate the ship by making repairs and modifications, basically obeying *Annie's* every whim.
- Made up of three decks, top to bottom: The poop deck (covered with water when a submarine), living quarters/mess, and the engine/storage hold.

CREW MEMBERS

CAPTAIN (AGNES) SILVER (LEVEL 4; LEVEL 5 FOR LEADERSHIP TASKS)

Silver hates being called by his real name and is teased about it constantly. He is blustering, proud, and always bragging to others about his exploits, real or not. While he usually he portrays himself as the ultimate slacker, he is capable of being a competent commander when needed.

HANS AND FRANS (LEVEL 3, LEVEL 5 FOR STRENGTH-RELATED TASKS)

Two large brothers hired for their muscle. Beating either one of them in a test of strength will earn their respect and their assistance. Annie likes to make them lift and move things for her

SUTREN (LEVEL 3)

He is the businessmen and merchant of the ship. He handles a lot of the paperwork, jobs, and financial stuff. He is likely the one who recruited or agreed to transport the players

WHITLY (LEVEL 1)

Cabin boy. The younger cousin of Silver, Whitly gets stuck with all the crappy jobs on board the ship.

JOSTU (LEVEL 3, LEVEL 4 FOR PERCEPTION TASKS)

The cook and organizer. He handles the cargo manifests, crew rotations, scheduling, and anything else related to organization. He is meticulous and observant, usually covering for Silver's lapses in attention.

Add more or fewer characters as you see fit. Don't include too many people, or your players won't be able to keep track. Make sure each character gets a number, and use that number when you roll for who is murdered.

The Anastasis has a voyage of six to ten days ahead of her, going around several dangerous obstacles. Luckily, the members of the crew know how to handle these obstacles, and there shouldn't be too much of a problem.

THE PROBLEM

Every night, someone on the crew is murdered. Follow the steps below every day:

1. As the day comes to an end, Annie tells everyone to return to their cabins, and locks them inside for the rest of the night. (The door is level 6 to break open, level 7 to open without alerting Annie.)
2. Roll 1d6 (depending on how many crew members you have) to see who is killed that night. If the result is someone who already died, reroll.
3. Roll 1d6 to determine how they are killed:
 - 1 - Fried by an electrical pulse
 - 2 - Eaten alive by nanite nerve gas
 - 3 - Injured as if dropped from a great height, although they don't appear to have been moved.
 - 4 - Room was filled with water
 - 5 - Their body is simply missing and can't be found.
 - 6 - They were turned inside out and died shortly afterward.
4. Annie admits that it was most likely her but claims she doesn't remember who convinced her to kill that person or why. She recommends that everyone talk it out. Initiate a counseling session/investigation. Annie refuses to return to shore or end their journey early. Convincing her to do so is a level 7 task, and may require some numenera or favor. Even then, it might take a few days to reach the shore.

MOTIVATIONS

Annie doesn't have a sense of morality, instead choosing to do whatever interests her at the time. The reasons for surviving crew members are different, and only chance will determine who followed through with their plan (usually the last one alive):

- Silver is starting to become romantically attracted to Annie and wants to run away with her alone, traveling the seas and embarking on strange adventures together. He asked the others to leave, but they insisted on staying and threatened him if he turned Annie against them. So he and Annie worked together to kill them off.
- Hans has a map to a mysterious island that holds clues to Annie's origins and past. However, when he tells this to Annie, a secret part of her programming is renewed, and she begins to kill off all but Hans, since she needs him to reach the island.

- Frans is tinkering with some of Annie's technology when the strange necklace that he always wears seemingly unties itself and falls into the machinery. After that, Annie begins acting strangely and starts killing everyone. Frans happens to be the last surviving member.
- Sutren is actually a member of the Convergence who has convinced Annie that she will play an important role in the future of humanity and must covertly return to a nearby port controlled by the Convergence. No witnesses must remain.
- Whitly is just a little bit crazy. He's sick of being ignored and made fun of. Annie misinterprets his childish grumblings and complaining as intent to murder and decides to help the underdog accomplish his goal. Whether Whitly is happy or mortified about this depends on how the game is going.
- Jostu is an old Aeon Priest who is familiar with numenera, being a nano himself. He doesn't trust Annie and asks her to return manual control to the ship. She decides that the best way to handle his mistrust is to prove that she's the only one he CAN trust; she tries to frame different crew members as the killer every night, using the reasons above

VOYAGE ITINERARY

DAY 1

The Anastasis leaves port to smooth winds and no problems. The party is assigned quarters and gets to meet the crew and make some basic introductions.

DAY 2

The crew awakes to the first dead body. Panic, anger, accusations, and investigations occur

DAY 3

The crew wakes up to the second dead body. Silver knows of a way to get past an obstacle in the sea. If he is dead, then the obstacle damages the ship and the players on it. Avoiding the obstacle is a level 7 task. It inflicts 5 points of damage and breaks one random held cypher per player.

DAY 4

The crew wakes up to the third dead body. More anger, more investigations. The ship is set to meet with another vessel to resupply and

get food, arranged through friends of Hans or Frans. If Hans or Frans is dead, then no one knows the details of this meetup, and the crew begins to heavily ration supplies. Tempers rise, and the Might pool of everyone on board is reduced by 5 until they can re-supply and get food.

DAY 5

The crew wakes up to the fourth dead body. A Convergence ship masquerading as a supply vessel pulls up alongside the Anastasis. If Sutren is dead, then he cannot talk down the other Convergence members, and they will try and take the ship by force (five Agents: Level 4, Armor 1)

DAY 6

The crew wakes up to find the fifth dead body. Motivations are revealed, secrets told, and Annie decides that she doesn't want the players to be witnesses. The survivor may either fight with the players or against them, depending on their motivations.

= = =

In between the events listed above, Annie gives the players chores. You can give your players one or two tasks per day as needed to pad out the adventure (*make up your own, or choose from below*):

- Write 1d10 haikus on the walls (*make your players actually write out haikus in person*).
- Sing their favorite songs (*make each player sing a song*).
- Test this numenera (*give an unidentified piece of numenera and force the players to activate it*).
- Read her a story with voices and inflections (*pick 10-15 pages from a nearby book and tell the players to take turns reading it*).
- Tell her a story of their past exploits.
- Answer five riddles (*chosen at random*).
- Challenge them to make a dice tower at least seven dice tall.
- Have players describe themselves in 140 characters or less.
- Tell Annie ten jokes.
- Teach Annie how to dance
- Make a human pyramid.
- Play poker with her.

Feel free to add more random tasks.

ANNIE

Annie cannot be defeated with normal attacks but can be disabled by doing damage to the ship or specific parts of her numenera. She has six ports in the storage hold that can be destroyed to sink her (10 health each). She also has four terminals that can be hacked and overridden (*terminals are levels 3, 4, 5, and 6 to hack*).

She will attack with the following (she should attack players once for every two to three actions the players take):

- Fill rooms with water (*level 4 task to hold breath for several minutes*)
- Zap players with electrical bolts (*level 6 Speed defense task to dodge, inflicts 6 points of damage*)
- Nerve gas (*inflicts 4 points of damage per round for three round level 5 to resist*)
- Reverse gravity, tossing the players into bulkheads and objects (*level 5 Speed task to keep balance, inflicts 4 points of damage, or 6 points of damage if tossed into something dangerous*)

Convincing her to stop attacking the players and let them live is a level 7 task and may require a favor, some numenera, or other bargaining tool.

The players may have to swim to a nearby island or get picked up among the wreckage after destroying Annie. Honestly, it's up to you if they crash on an island, or are stranded in the middle of a sea or picked up by slavers, etc. This could be a good hook to your next adventure.

NON PLAYER CARDS

Non-Player Cards are a deck of System Agnostic Cards that allow you to create and build NPCs for virtually any tabletop game. You can even use this deck to enhance existing NPCs or even add some direction and inspiration on how players can role play their characters.

Pre-Order your Deck @
www.NonPlayerCards.Com

NPC SNEAK-PEEK

AN ARTFUL AND INSPIRATIONAL TEASER

ILLUSTRATED BY:
EREN ARIK

WRITTEN BY:
ANDREAS WALTERS
ANDREW MONTGOMERY-HURRELL



BABY BESTIARY

Ever wondered what a baby chimera or griffin looks like? Have you ever slain a great beast, only to find cubs left behind in their lair.

The Baby Bestiary will look at how to involve the babies from even the most deadliest of monsters, covering rearing, training and even releasing your baby beast back into the wild.

Available on kickstarter now!

www.BabyBestiary.com

NAVAL ENCOUNTERS

A NUMENERA SUPPLEMENT



Submerge yourself and set sail into the sands, sky, sea and even into space! Naval Encounters provides you with a comprehensive look at how to insert vessels of any kind into your campaign. This book will be an asset to any voyage-based campaign.

Set sail into the Ninth World and discover what awaits!

- New character customization options
- Ecosystems and lands for you to explore
 - Ship options and improvements
- Trade and luxury Goods in the Steadfast
- Campaign seeds worthy of their own bounty

