| Destinations | Vessels | Creatures |

ANDREAS WALTERS

REQUIRES THE BOOK

Credits

Authors Andreas Walters

Editors

Creative Contributions

Andrew Montgomery-Hurrell Karl Larsson Lael Buchanan Lex Starwalker Andrew Montgomery-Hurrell David Schirduan Karl Larsson Lael Buchanan Ross Bundy

Cover Art

Alex Ruiz www.conceptmonster.net

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Artist Credits

Name -DeviantArt Handle Both name an deviantArt handle are hyperlinked

Art of Work - Zazukudap Adam Vehige - VegasMike Alex Ruiz - AlexRuizArt Bob Kehl - BobKehl **Candis** - *Deathlytoxicity* **Chris Howard** - The0phrastus **Eren Arik** - Erenarik Lamble Mathieu - LMorse Leonardo - Dleoblack Manthos Lappas - MLappas Marissa Rivera - PearlPhoenix Max Hugo - m-hugo Michal Kus - Michalkus Oscar - Oozkr Peter Bosak - Mufanza Radioactive Peach - Radioactive-Peach Shylow Miller - Trisstrae Taï Wedekind - Taigyoza **Terry LH** - TerryLH Waffle - Waffle0708

I can't thank all of you enough for your generous contributions and letting me build out this product to what it is today. Thank you, all of you!

About Aeon Inscriptions

Aeon Inscriptions is a series of short, affordable supplements that provide GMs (and interested players) insight on dealing some undefined or intricate subjects in the Numenera Setting. These topics include things such as GMing Styles, war, creatures & NPCs, to interactions with the datasphere.

Feel free to modify or adapt any of the content that you may find in these supplements, as they are intended to be resources and guides to better enhance and expand your gaming experience.



Author's Note

In the Ninth World, shipbuilding is still primitive, depending mainly on synth and wooden hulls, sails and oars. With the abundance of materials and numenera left behind from prior ages, shipbuilders have integrated these things into their shipbuilding development and design.

A majority of vessels that are found in the Ninth World are hand-made and wrought of synth, steel and wood. Then, there are those vessels that are of the numenera, either preserved, lasting through the time, or purposed manipulations of a skilled numenera worker.

The vessels that you find in this book are all composed of numenera. And since no two ships are the same (well...in most cases), those who discover, acquire or apprehend such a vessel, value them greatly.

This book serves as a complement to the Naval Encounters supplement already released by Knowledge of the Ninth, providing you with sample locations, vessels and creatures that your players may interact with on their adventures.

-Andreas Walters

What You Need to Play

This is a supplement to the Numenera tabletop roleplaying game. This supplement requires the Numenera Core Rulebook and also references creatures from the Numenera Bestiary. Both of these books can be found at your friendly local gaming store or purchased online at http://www.montecookgames.com/shop/

Or through Monte Cook Games <u>DriveThroughRPG store</u>.

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Art by: Eren Arik

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THE CALEC MARKET

The Calec Market is a large piece of floating rock which has been converted into a roaming caravan. Hovering quietly many meters above the ground, the market can pass safely over most dangerous creatures and poses no threat to even the tallest building. When at a desirable trade destination, those on-board throw down cables and anchors to stop the skyrock from moving, allowing the public to come up and enjoy the rare and exotic goods of the market. Every merchant who sells in the market pays a small fee to the caravan master, Calec, a once enterprising merchant who has now gotten quite plump on his new wealth and his taste for Navarine sweets.

Plot Hooks

Trade Secrets

Although unknown by most, Calec was once known as "Aerik Aeils," a master con-artist of Qi and is wanted for several crimes.

DEATHWATER REEF

Referred to as "The Deathwaters" by local sailors, this reef poses a great danger to any creature who becomes submerged in the waters around it. The reef seems to have no effect on inanimate object such as ships or flotsam, so a ship can sail safely through the reef. However, if a living creature enters the water, they immediately begin to sink to the bottom, almost as if they they were made of stone.

Swimming up against the pressure of the water is a difficult task and requires a DL 4 swim roll each round. What makes it even more deadly, is the anoxic nature of the reef. Those who were capable of breathing water, are no longer able to do so in the waters of the reef, and begin to suffocate.

Plot Hooks

The Pink Kalyptein

While deadly to most living creatures, the kalyptein crabs (*see Bestiary pg 70*) thrive in the reef. Legend says that there is a pink kalyptein crab somewhere beneath the reef, whose size is comparable to that of a dread destroyer. Furthermore, the legend states that if the crab is offered an artifact, it will provide transportation to a destination of the givers choosing. No one has yet verified the existence of the pink kalyptein crab, but some continue to search.

The Finder

In the nearest town, there is rumor of a mutant merchant who makes her living by collecting and selling various equipment and numenera she finds on the reef. The secret to her success is her ability to swim through the reef safely, an ability no one else has been able to reproduce. She will gladly recover a specific item from the reef, but this service does not come cheaply.

FIREFIELDS OF THE FORMER

More than 200 years ago, these fields supplied the entire Pytharon Empire with all the grain it needed, even during times of war. Today, these fields are a shadow of their former glory and a stain on the landscape of the Pytharon Empire.

Local legend states that the devastation may have been the result of the first formation of the Convergence. They supposedly manipulated the powerful numenera that was kept inside ancient structures scattered across the fields. Upon their success, the structures hummed to life and began melting the landscape around it, setting fire to the fields and generating the pools of lava seen today.

After the incident, the Pytharon Empire suffered grain shortage for several years. To recover from the shortage, and to prevent future food supply disasters, the Empire spread agricultural practices throughout the Empire, resulting in the current situation, lush with agricultural activity throughout the seasons.

The locals who live near the Firefields are very suspicious of visitors, especially those who seem out-of-place and secretive. It would be no surprise to see these residents turn a cold shoulder to any visitor of the area, for their business must be involved with the firefields for them to be there.

Plot Hooks

A New Alloy

A skilled blacksmith has been seeking adventurers to venture out into the Firefields to recover a specific piece of numenera located in one of the structures. With it, if it actually exists, he would be capable of melting metals stronger than Azure Steel.

Return on Investment

Suspicious travelers have been seen roaming the firefields; could the Convergence be revisiting the works of their predecessors? Maybe they are recovering a powerful piece of numenera which is crucial to conducting their next devious plan?

Denizens of Fire

Many people bearing mutations and abilities of fire have taken up residence in the outer Firefields. Recently, a number of farms have been burned to the ground, and many suspect that it was done by the residents of the new village.

Greendome Skystation

Floating serenely high above the clouds lies the Greendome Skystation, a place of tranquility and abundance. It is considered one of the seven known Sarracenian sacred site, and is occupied by Sarracenian monks who live of the fruits provided by the Greendome. Visitors are few, and mostly consist of Sarracenians who are on pilgrimage. To those who are not member of the Sarracenians, likely have no knowledge of this location, nor what lies within it.

Plot Hooks

Dying Request

In a conservatory in a hill near the Greendome Skystation, the PCs come across a dying Sarracenian botanist. He has contracted some sort of withering disease, and after explaining to the PCs how to get to the Skystation, tells PCs that they must cleanse the Greendome with fire to stop the spread of the disease which is killing him. Upon arriving at the Greendome Skystation, the monks residing there know nothing of an ailment affecting it and believe that the characters are fanatics driven to destroy their sacred soil. Was there truth to the botanists dying wish?

THE HORNED COLOSSUS

Along the coast, west of Deep Vormask, sailors tell tales of a great Horned Colossus that stands at the entrance to a mythical, hidden bay. It is believed that powerful numenera persist here and would make any expedition worthwhile, but no one has seen this fabled location. Behind the Horned

Colossus, rests a thick, grey unpassable fog. Once vessels are completely enveloped inside the fog's veil, they re-emerge facing the opposite direction from where they started, looking at the backside of the Colossus. Those who venture below the waters find that the entire structure is actually a floating platform.

Plot Hooks

Underwaters Mist

A retired Red Fleet captain tells a tale of his younger days, describing his first encounter with the Horned Colossus. He claims that when diving underneath the monolith he found a small opening which a person could crawl through. He always wanted to return to investigate, but was never able to.

Boulders of the Skytide

Along the coast of Matheunis (*Core Rulebook pg 208*) lies what is locally known as the Skytide. In this area, the ocean does not rise and fall with the tide. Instead, massive boulders float harmlessly in the sky, rising and falling to the moon's movement. Nearby villages use this phenomenon to predict weather events and the coming of vessels.

There is a particular stone, noted as the Sun Stone, which remains motionless in the sky. This stone is believed locally to be the manifestation of the sky goddess Himmeliah, whom the village make daily offerings to. This skystone is considered off-limits to everyone except for the spiritual leaders of the village.

Plot Hooks

Lucky Rubble

During the ebb and flow of the Skytide, there are times when the boulders collide, raining rubble upon the landscape below. Usually shins can be found in the rubble, and is considered good luck to witness a 'rain.'

Seiche of the Skytide

During major tidal events, the boulders become extremely unstable, moving erratically and bashing up against the shore and beaches. This occurrence is luckily very rare.

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THE BAINMAKER

Thought to be an agricultural or environmental tool, this massive, curved structure drifts slowly over the landscape. Below it pours a heavy rain; this is not normal water though. Once the Rainmaker passes over, effectively drenching the area, all plant-life immediately grows to fruiting maturity, blossoming in tall trees, fruiting branches and flowering bushes. If the structure passes over populated areas, they could experience major structural issues due to the sudden growth and expansion of plant-life.

Plot Hooks

RainTaker

Something or someone, has changed the Rainmaker. Rain no longer falls down, it falls up. All the moisture and water it passes over gets drawn into what is now called The Raintaker. In its wake is a trail of dry dust and clay.

Twilight of the Oversea

Deep in the Salted Marshes (*See Core Rulebook pg 192*), sailors have whispered that, before sundown, a faint blue mist rises from the sea. In this mist, sailors claim that fish and other aquatic creatures can swim out from the water below and swim in the mist as if it were an extension of the water.

This mist can pose a great threat to sailors who are unaware of their surroundings. Predators who were once constrained to the water are now free to explore and hunt within their newly suspended environment and will freely prey upon those that seem like a good meal.

Plot Hooks

Fungal Residents

Near the Oversea, dwells a tribe of fungal mutants. In addition to drawing their nutrients from the mist, they also seem to have an unusual spiritual connection to it. Through their attunement to the mist, the mutants are capable of manipulating the mist in various ways, such as creating noxious gases and powerful twisters.

Misty Gate

Legend says that the mist is really the gate to some other realm, perhaps even The Beneath, the mystical place at the deepest reaches of the ocean. In order to enter the realm, someone needs to submerge their vessel and dive as deep as possible. There has, however, not yet been a captain that has been willing to risk losing his ship to test the theory.

| Vessels |

GU

ARAMAK BACER

Drawing huge crowds every year is the popular Wyr race in Qi. It begins outside the city at the Wyr river and finishes at the King's Bridge, and tests a racers speed and maneuverability. The racers use whips with hooks running their length to snag gold hoops from various places along the route of the race. Sometimes these hoops are hung from trees, sometimes on top of people's houses, other times still, they are found on sticks in the middle of gardens. No one has seen who or what places the hoops in these locations, though it is known that they are put in place only a very short time before the first racer reaches the location. The danger to people and property has made this race illegal and the government of Qi has deals harshly with any racers they catch. Belonging to The Marish clan (see Core Rulebook pg 150), the Aramak Racer is so far undefeated in the Wyr Race, earning the clan great wealth both in prizes and gambling winnings.

Crew: 1 pilot, 2 passengers Health: 25 Armor: 2 Weapons: None Movement: Hover (long)

Cargo: The Aramak Racer is not intended for lugging around cargo.

Numenera Enhancements: None, in addition the Aramak cannot support any numeneric enhancements.



Denise

The Denise is the small one-man ship piloted by famous naturalist and explorer Cous. This ship is nimble, fast and has a significant range, allowing Cous to explore the Ninth World for long stretches at a time, cataloguing and recording all he sees. The ship also contains a small nano-spirit which Cous can order to pilot the ship directly through a communicator he carries with him at all times, allowing the ship to stay safely away from harm, but also pick up Cous from any dangerous situation he may find himself in.

In addition to its useful agility, the Denise also maintains sufficient equipment for Cous to camp, prepare meals, and write his travel logs, essentially everything the famous explorer needs. As a result, Cous is never seen in a town for more than a few hours, usually to replenish his supplies or drop off his most recent log at the local Aeon priesthood library.

Crew: 1 pilot, 3 passengers Health: 40 Armor: 1 Damage: Energy Blast (Short Range, 6 damage) Speed: Fly (short) Cargo: Small, but sufficient storage to carry some specimens found by Cous as well as all of his material needs. Numenera Enhancements: Atmospheric Bubble, Rear Boosters, Autonomous Control

SONRUCCAN

Created by the famed shipwright Errannu using the chitin of an abandoned swarm hive, the Sonruccan is a masterpiece of numenera engineering commissioned by the wealthy merchant Sonri. Little did he know, that he had created an ideal merchant vessel, with a strong and rugged frame and capable of carrying heavy loads. Since then, Errannu has received numerous requests to replicate the Sonruccan. Unfortunately, due to the unique qualities of the hive's chitin, he is unable to make another vessel like it. However, if someone were able to bring him a chitin from the same hive, he may be able to replicate the work.

Crew: 1 pilot, 6 passengers Health: 40 Armor: 2 Weapons: None Speed: Hover (short)

Cargo: From the chitin, there are many holes and areas which cargo can be safely stored. This vessel has enough capacity to hold the wares of two well-equipped merchants.

Numenera Enhancements: Currently none are installed, due to the expansive storage capacity that the Sonruccan has, it is possible to install one Numeneric Enhancement inside the Sonruccan.



DEELVERS DEVICE

Currently in possession of the Deelvan brothers, a half-human pair who are slave merchants to the city of Uxphon. The craft appears to have been built for a race that was smaller than the common human, although this is ideal for the brothers, who stand only a little taller than that of a child. The brothers use the vessel's cargo hold to store slaves they abduct from isolated farmlands. The cargo hold has enough room to comfortably fit 10 sitting passengers. This capacity raises to 15 or 20 if they are forced to stand. The brothers have installed rods along the ceiling to force their manacled slaves to remain standing when they acquire a large number of them. The vessel is only capable of flying 100 feet above the ground at a slow pace, but with its carrying capacity its still an ideal form of slave transportation, since the chances of captives escaping is minimal.

Crew: 2 pilots, 10 passengers Health: 65 Armor: 2 Weapons: None Speed: Fly (short) Cargo: Primarily used to store supplies, provisions and slaves. Numenera Enhancements: Currently none are installed, but there is capacity to install one Numeneric Enhancement.

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HARPOON AND TRIDENT

The Harpoon and the Trident are two submersible warships repurposed to protect King Laird's (*King of Ghan, see Core Rulebook pg 145*) personal galley, the Merekoletis. Fast, maneuverable, and heavily armed, they escort the Merekoletis to ensure her safety from pirates. In addition to protecting the king's vessel, they also serve as relief to vessels who are stranded, using their rear boosters to pull heavy vessels to port for repair.

Crew: 15 full-crew, 5 passengers

Health: 70

Armor: 4

Weapons: 2 Heavy harpoons (4 damage each). These harpoons are capable of use while submerged. If the harpoon pierces the armor of a vessel, or other target, the harpoon becomes embedded, allowing the Harpoon or the Trident to drag or tow the target

Speed: Oversea (short), Submerged (short)

Cargo: There is not much excess space in the vessels, as the interior is bulky and somewhat cramped. Aside from the crew quarters and few passenger bunks, most of the stores are used for food and water supplies.

Numenera Enhancements: Rear Booster, granting the ship's extra strength necessary when towing.



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Art by: Leonardo

NECKER

It's not pretty, and that's how Captain Nalephence prefers the Necker. Her ship is a workhorse, and a valuable one at that. Seeking her fortune, Nalephence discovered the ship she later named the Necker and quickly realized its profitable potential. Not very maneuverable, but hovering with powerful thrusters, the Necker roams the plains of Seshar and the borders of the Ba-Edenu forest hunting the most challenging prey: Earthshakers.

Specifically modified to hunt this gargantuan prey, its ability to fly gives it a distinct advantage over the earthbound behemoths, protecting the ship from retaliation by matriarchs. Fitted with retractable harpoons over the side, the Necker tracks herds of earthshakers via the trail of destruction they always leave. Upon sighting a horde, it targets the babies; the bulls and the matriarchs are just too large to take, but even the capture of one 30' tall adolescent earthshaker can result in significant profits for the Necker's crew. Each successful trip results in hundreds of tons of meat as well as spices and ivory from the tusks, which are traded in the markets of Nebalich at a substantial profit.

Crew: 25 full-crew, 20 passengers Health: 90 Armor: 3 Damage: 3 Heavy Harpoons (4 damage) Speed: Flying (long) Cargo: Large open space for handling Earthshaker carcasses Numenera Enhancements: Iron Cage Harpago, Rear Boosters





SKYBORN VESSELS

Although the skyborn vessels appear to be nothing more than piles of twisted metal and fused synth, they are actually ships. Discovered floating in the sea and in craters, it's suspected that they were once abandoned vessels that orbited the planet, though no one knows for certain what they are and what made them fall from the sky. The most well known is located a few miles north of Omar (*see Core Rulebook pg 146*), and is being studied by a team of Aeon Priests from Ledon.

Crew: 3 Crew, 25 passengers Health: 70 Armor: 4 Damage: 1 Energy Cannon (8 damage); Speed: Oversea (short), Land (short) Cargo: The interior of the Skyborn Vessels are quite spacious and devoid of interior furnishings, leaving lots of room for cargo storage for long voyages and ideal for trading. Numenera Enhancements: Functions remain yet to be discovered.

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Art by: Art of Work



VIRTUE CLASS

The Virtue class of ships is the backbone of the Ghanian navy. Designed to escort the Ghanian merchant fleets, a full 19 of the Virtue class are now in service. Constant piracy that prey upon the Ghanian merchant fleet has led to a strong shipbuilding program within Ghan to ensure the protection of their valuable merchant fleet. At least eight of these ships are at any time used for escorting small convoys of Ghanian merchants while another 5 five are always on patrol for any dangers to the livelihood of Ghan.

Crew: 15 Full Crew, 15 Passengers (typically soldiers) Health: 85 Armor: 3 Damage: 1 Ballista (6 damage); 2 Heavy Ore Luggers (8 damage)Speed: Oversea (long) Cargo: The Virtue class has enough storage to store three months of rations, which is er

Cargo: The Virtue class has enough storage to store three months of rations, which is enough to service a majority of merchant routes. In addition, the vessel is equipped with a full armory and lodging for resident soldiers who man the vessel.

Numeneric Enhancement: Nano's Fire

THE WHYDAH The airship Whydah is making a fearsome reputation for itself as a pirate vessel, most notably because it preys upon communities that aren't normally used to piracy. Based somewhere in the Black Riage, the ship roams all over Thaemor, preying on communities in Navarene and Malevich, but not Thaemor proper. The crew is an all female crew, but not all are human. No one truly understands their motivations, and the women of the Whydah do not offer any explanations. When they attack, they kill all men over the age of 15 and take all items of value, as well as women under the age of 15. Then, as quickly as they appeared, they disappear back into the clouds. Whatever their motivations, they do not attack or enter Thaemor communities. They do, however, often drop much of their loot onto border communities that suffer from the predations of the neighboring kingdoms.

Crew: Unknown **Health:** 110 Armor: 3 Weapons: 4 Ballistas (6 damage each) located on each side of the ship **Speed:** Flying (long) Cargo: Unknown

Numeneric Enhancement(s): <u>Cloud Generator</u> - The ship is able to significantly alter the weather patterns around it, generating cloudlike formations in the sky. The Whydah uses this to mask their approach, taking many communities by surprise as the ship appears almost completely out of nowhere.

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Creatures

8(24)

CHEVAL

The Cheval is a creature of legend, spoken of in whispers and tales by many mariners. But while those on land write the creature off to sailor superstition, most sailors know that the creature is very real. It's unknown if the Cheval is an individual or just a very solitary species; there have never been sightings of more than one at the same time. What is known, is that the creature is noble but foul tempered; it distrusts humans and hates ships.

The creature is an oddity unto itself; an aquatic cross between a bird and a mammal, it gallops through the ocean depths like a land beast. The creature is approximately 50 feet long, the size of a small ship, and sports wavy feathers of varying colors and hues. On the top of each feather sits a solitary eye, constantly blinking and searching the depths. Legend has it that the creature maintains vast stores of knowledge and wisdom, and the consumption of one of these feathers grants knowledge beyond human understanding, thus the creature is constantly hunted. If someone is after it, it usually attempts to escape, but if pursued it will destroy anything following it. Once its pursuers are destroyed, it often drives away predators that might prey on survivors of the wreck until they can be rescued or find some other means to survive, before it vanishes back into the sea.

Motive: Solitude and survival

Environment: All ocenanic environments

Health: 60

Damage: 10

Armor: 2

Movement: Long

Modifications: The creature is far more intelligent and aware than a mere beast. The creature can spot objects as a DR 9.

Combat: The Cheval's main attacks is using its front hooves.

In addition, the Cheval can overwhelm a target with knowledge, confusing and them and making them less effective. Instead of its normal attack, it can overwhelm all creatures up to long range with information. The attack is a level 7 against will, and failure means that all the targets tasks becomes one level more difficult for the next 24 hours. The second time someone fails to defend against this attack, they are stunned for six hours.

Interaction: Cheval will generally try to avoid sentient life, but if it has a past favorable impression of some, it may be willing to deal.

Use: The PCs are seeking something that they believe lies somewhere under the ocean. Due to it's vastness, the PCs seek out the Cheval for aid determining its location.

Loot: The feathers on the Cheval are gateways to the vast knowledge of the universe. Consuming one grants a new skill for a week, player's choice.

THE DELVER 4(16)

A twisted result of the Iron Wind, delvers were probably once a herd of creatures that was in the wrong place at the wrong time. Although still a docile and harmless creature, it poses a great threat to freshwater communities close to where it lives. They feed on small organic creatures that float upon the ocean surface, using their oversized mouths to scoop up water as they skim the surface. Once delvers consumes a large quantity of water, it begins to 'sweat'. This sweat is inert in salt water, however, one drop of sweat will contaminate large quantities of fresh water, making it dangerous for the communities that rely on it. Villagers often kill delvers on sight, as they pose an immediate threat to the communities nearby it. Others, seek to capture them to use their secretions for darker, more sinister purposes.

Motive: Food & survival

Environment: Usually near any body of water.

Health: 15 Damage: 4 Armor: 1

Movement: Fly (short)

Combat: Due to their past domesticated nature, delvers are not aggressive by nature and tend to be quite peaceful, even in the presence of people. If attacked, a delver usually flies away, though it has been known to attack using its massive mouth. **Interaction:** As these creatures are dangers to establishments, it has become common practice to hunt these creatures for sport.

Use: A harmless creature that can pose a serious survival threat.

Loot: 1d6 shins, and perhaps a swallowed cypher.

GOLDENNYX 2(6)

Known for their beautiful appearance and flowing golden hair, nyxes are both amphibious and graceful swimmers, which tend to avoid contact with other species. When found in groups they communicate through what is believed to be a language, but sounds much like whale singing,

Golden nyxes are known to bond with large underwater predators, forming some sort of symbiotic relationship that allows the nyx to command the beast.

The nature of nyxes continues to be a mystery, especially the strange connection between them and their monsters. There has even been reports of a golden nyx's beasts saving soldiers from a shipwreck, defending a coastal town, or rescuing survivors from a deserted island.

Motive: To provide unasked assistance Environment: The Oversea and Undersea Health: 5 Damage: 2 Armor: 1 Movement: Land (short), Swim (long) Modifications: While swimming, Speed defense as level 5 **Combat:** Nyxes never engage in combat. If something threatens a nyx, her bonded beasts defend her. Interaction: No one has spoken to a golden nyx, even while being saved by one. It remains a mystery whether these beings can actually speak at all, or if they are capable of communicating telepathically.

Use: A nyx often appears to help someone at sea, just as all hope seems lost.

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<u>Kyoløs 8(24)</u>

This writhing mass of projections, metal tentacles and hard-light beams, is a creature torn from the datasphere. It jumps between the material world and the datasphere, causing rapidly changing weather patterns in addition to leaving a rift of glimmers in its wake. When it is near, its presence can be felt for almost a mile around, as it emits an electronic sound felt deep within the chest. Some who have witnessed the Kyoløs feel only pity for the creature, saying that they can feel the tormented spirit trapped within.

Motive: Unknown

Environment: Typically regions where the presence of the datasphere is strong **Health:** 90

Damage: 8

Armor: 3

Movement: Flying (long), travels erratically. The Kyoløs can create temporary rifts into the datasphere from which it enters and usually reemerges hundreds of feet away.

Modifications: Speed defense as level 7 due to size

Combat: They Kyoløs only engages creatures that appear in its path. The weather around the Kyoløs changes erratically, posing a threat everyone close to it. Each round the area upto long range will experience a different weather condition, roll a d6 to determine the effect.

- 1 | Heavy Winds
- 4 | Blizzard
- 2 | Lightning Storm
- 5 | Bludgeoning Hail
- 3 | Rain Storm
- 6 | Calm Sunny Skies

Interaction: No one has tried to get close enough to the Kyoløs to try to communicate with it. **Use:** A tortured creature which may hold the key to entering the datasphere.

Loot: An artifact (depletion roll 1 in 1d4) that allows the players to project themselves into the datasphere

Art by: Alex Ruiz

WISKS, NIGHT 3(9)

Only emerging at the rise of the moon, night wisks are free, playful spirits of the night. Traveling in packs of three to five, wisks dance with each other in the night sky, racing and spinning around each other playfully their lights changing colors and flashing. Sailors who work in flying vessels above Qi often talk about the night wisks, who seem to dance around the bow of the vessel in flight, much like dolphins.

There have been accounts of wisks being aggressive and extremely dangerous around people. From the reports that have been gathered, some believe this is due to their naturally competitive and playful nature.

Motive: Curious playfulness

Environment: Anywhere in the night sky

Health: 15

Damage: 4

Armor: 1

Movement: Flying (Long)

Modifications: Speed defense as a level 4 due to speed and agility.

Combat: Wisps can strike incredibly fast, and may abandon the fight once an opponent can no longer keep up. A night wisk also attack creatures travelling faster than them, using tentacles to mangle and crush their percieved competition.

Interaction: A wisk is unable to talk, but loves to play games with other flying creatures, as long as anyone doesn't try to out-pace them.

Use: A local merchant has discovered a vessel that allows him to travel rapidly between locations. The only problem is a colony of otherwise peaceful night wisks that harass his ship whenever it comes by. He hires the PCs to destroy the colony.

Loot: A cypher than can propel a ship at incredible speeds for an hour. Must be installed by an expert in numenera.



SCARLET GURGE 4(12)

Despite the scarlet gurge's terrifying looks, it can actually be quite helpful. Often travelling in groups of 5-10, sailors can use the light to navigate their ships; from which comes the saying, "guided by the gurges". A special property of the light they emit, allows it to illuminate the waters for almost a mile around each gurge. When large groups are packed tightly together, the light makes the water for miles around almost as clear as the daytime sky. Unfortunately, during the day, the Gurge seems to absorb the light, making the waters nearby as black as oil. Sailors also have a saying for this phenomena, "as gloomy as a gurge-filled sea". Since their actual motivations and food source are a mystery, most people just assume that they eat the

sunlight, and drink the darkness. They do seem to be attracted to ships, however, and in large groups can be helpful or harmful depending on what the crew of that ship is trying to accomplish.

Motive: To seek out brightly lit or gloomy dark areas.

Environment: The deep undersea **Health:** 18

Damage: 3

Armor: 0

Movement: short

Combat: They usually rely on bashing opponents or pushing them to the bottom of the ocean floor. A gurge's best weapon is its ability to emit bursts of blinding light, requiring a level 4 speed task to avoid.

It can also cloak the area around them in darkness, increasing the difficulty of following them by two levels.

Interaction: A gurge doesn't speak, but can be lured to a place with bright lights during the daytime, or towards a darkened vessel in the night.

Use: A boon for stealthy missions during the day, and a safe light source for the night, gurges can be quite useful for most ocean-faring people. Luring them to follow a ship may be difficult, but they can mean the difference between success and failure in an expedition.

Loot: Gutting a gurge may reveal a unique cypher that can be attached to a ship. When activated, it allows a vessel to be semi-transparent for an hour, or shine unbearably bright for an hour.

STIRLINGS

Standing a little taller than a human child, stirlings are an intelligent race of amphibious abhumans that dwell in the depths of ice and glaciers. Stirlings are naturally curious yet devious creatures, and are commonly referred to as tricksters and nuisances to urban societies.

Typically dwelling in small tribes of up to 50 individuals, Stirlings, make their homes inside glaciers and other large frozen bodies. Here, they reside, creating elaborate networks of tunnels, slides, and shafts using their claws. If close to urbanized areas, stirlings will break into merchant establishments and noble homes, stealing numenera or anything that is shiny, commonly shins and other luxury goods. If forced into combat, stirlings will group up, fighting together, with precise coordination.

Stirlings have their own language composed of grunts, clacking and shrieks. And although appearing to be very disorganized and harmless as individuals, they pose amazing coordination and can be quite a challenge to overcome when encountered in groups. Although, it would seem that invoking this aggressive behavior would be quite difficult to provoke.

Motive: Collect of shiny bits & numenera Environment: The Undersea Health: 5 Damage: 2

Armor: 1

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Movement: Land (short), Swim (Long), Ice Climb (short)

Modifications: Climb as level 3, swim as level 5 **Combat:** If forced into combat, a Stirling will engage using sharp claws and at times, utilizing their sharp teeth.

When working together as a pack, they attack at one level higher than normal.

Interaction: Stirlings have their own language and are difficult to communicate with. It does appear, however, that they are capable of basic communication and trade, especially when it involves numenera or shiny objects.

Use: A large glacier has floated next to the City of Bridges which has been followed by a series of rampant thefts.

Loot: 2d6 shins, 1d10 fragments of useless junk and occasionally 1 cypher

<u>TANIWHA 6(18)</u>

The origins of the taniwha are unknown, but speculation suggests they are not a natural evolution. This is due to their unique characteristic of bonding with a local community of sentient beings, usually an island settlement, and never a coastal settlement on the main continent. The inhabitants of the community do not know where the taniwha comes from, but it seems to survive for ages without breeding, and only dying either through violence or the dissolution of its host community.

Host is a relative term, because the taniwha often shapes the community it adopts. While they never communicate directly to any sentient creatures, they clearly follow some sort of ethical code that is unique to each taniwha. The taniwha somehow knows of any transgressions upon this code as it will often reward those following it with gifts from the ocean floor, be it captured food or treasures from the deep, while seeking to punish anyone violating it. These punishments range from terrorizing the individual to killing and consuming them. The ethics of each taniwha are unique and often far more complex than what a simple creature would follow, suggesting some sort of intelligence. Unfortunately it is unable to communicate what the code is, so a recently adopted community often goes through a painful trial and error process until it figures out the taniwha's code. Within communities that have lived with a taniwha for generations, the creature is revered as a God.

Motive: Protection of its community, defending its code of ethics Environment: Surface ocean and somewhat on land Health: 40 Damage: 6 Armor: 2 Movement: Short Modifications: Can sense any violation of its code of ethics as Level 7 inside its territory whether it can see said violation or not. Combat: When in combat, a taniwha relies on its powerful carapace not only for defense but offensively as well.

When attacking a vessel, each successful hit reduces the targets armor rating by 1. **Interaction:** Taniwha are territorial and determined to defend whatever they believe in. Entering a taniwha's territory will draw its attention and it will seek to investigate the new arrival but not necessarily attack. However an action that breaks its ethical code will result in an immediate attack.

Use: A newly established fishing village on a nearby island has recently been adopted by a taniwha. They have suffered several attacks seemingly at random, and they do not know what triggers the beast or how to stop it. The PCs can either investigate the taniwha and help the community learn to live with the creature or attempt to eliminate it entirely. **Loot:** Taniwha consume their victims whole, and are often able to scour the ocean floor for artifacts. A Taniwha has 1d10 cyphers inside it's stomach, 1d4 oddities, and a 10% chance to have an artifact.

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UCHAAN

5(15)

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Resembling a massive, flying whale, an uchaan moves faster than its size would

seem to allow it. Feeding off of flocks of birds in-flight the uchaan have superb maneuverability allowing it to twist and turn to catch its prey. Those who see an uchaan should be careful around it, for there have been several accounts of individuals who have been mistaken for prey and attacked by the massive whale. Aeon Priests have hypothesized that the creature may have a connection to the Lorub (*see Bestiary pg 77*), noting its hunger for flesh and its bio-mechanical appearance.

Although typically dwelling inside canyons, gorges and fjords the uchaan will travel away from its home to hunt. Local tribes have been able to domesticate the uchaan, using them to carry heavy loads, rigging them with leather, ropes and cables, which has been extremely useful for construction.

Those who have inspected a dead uchaan, have discovered a space inside of it that one can enter, as if it was a space for another species. Motive: Survival Environment: Canyons, gorges and fjords Health: 60 Damage: 5 Armor: 1

Movement: Flight(Long)

Modifications: Speed defense at Level 4 and strength at level 7.

Combat: Due to its sheer weight, if provoked, the uchaan makes good use of its bulk.

It mostly attacks with half-hearted ramming or smashing, and although it is huge and tough, most wouldn't call it a dangerous foe.

Interaction: The uchaan communicate with a low, rumbling whale-song, not yet translated by other sentient beings.

Use: A group of hunters have taken up uchaan-hunting. Nearby Aeon Priests researching the uchaan's song are protesting, and the PCs are sent to resolve the matter. **Loot:** The blubber that can be cut from the carcass of a uchaan has many uses, and can be sold for 15 shins

ZUTIS

VARIES

Zutis are aggressive, voracious eaters and usually travel in packs of three to ten. The largest known Zutis is about 50 feet (15meters), but they are typically around 6 feet long (approximately 2 meters). They operate in schools mainly due to their reproductive process; when a Zutis reaches a large enough size, the body breaks apart and in seconds each segment forms a new, smaller Zutis. Essentially each Zutis school consists of clones, as they typically originate from the same genetic structure. This is true even when attacked; killing a Zutis usually results in 2 smaller versions forming. They have a voracious appetite, attacking creatures much larger than themselves and entering a feeding frenzy at the taste of blood.

Motive: Hungers for flesh Environment: Surface oceanic regions Health: 3 per DL Damage Inflicted: 1 per DL Armor: 0 armor DL 1-3; 1 armor DL 4-6; 2 armor DL 7-10; Movement: Swim (Short)

Modifications: None

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Combat: Zutis are usually found in small schools. They attack any living creature, seeking to consume its meat. Once slain, the body of a zutis splits in two, and within one round each segment forms a new zutis of one tier lower. DR 2 zutis are too small to split and simply die. In addition, if killed by area of effect damage, the zutis' body is too damaged to regenerate and doesn't split in two.

Interaction: Zutis are voracious carnivores usually traveling in groups of three to ten. **Use:** A local aqua-farming community has had a number of its crops attacked, but each time they farmers think they have eradicated the culprit, more appear. Eventually a few children go missing, and the PCs are tasked to investigate and drive off the pests.

Loot: None, although its scales and fangs could be fashioned into usable armor or weapons.

THE END OR IS IT...?

Art by: Chris Howard

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