Celestial Wisdom

THE DATA SPHERE

Requires the Numenera
corebook from Monte Cook Games

Celestial Wisdom

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~Introduction~

"The desert stirred with wind and glass,
Beneath the land she trekked.
Footfalls made upon the past,
In ancient crypts they'd burned and wrecked.

For time had come to these and more,
The fallen tombs of long lost things.
Pillars strewn across the floors,
Inscribed with sigils, runes, and rings.

The Data Gods resided here,
And long had they forsaken it.
She'd called their names, but it was clear,
They listened to her not a bit.

So with a cable high in hand,
And with a keyboard held,
Lit by a screaming terminal,
She raised a God they'd tried to fell."

-Resurrection of the Pariah
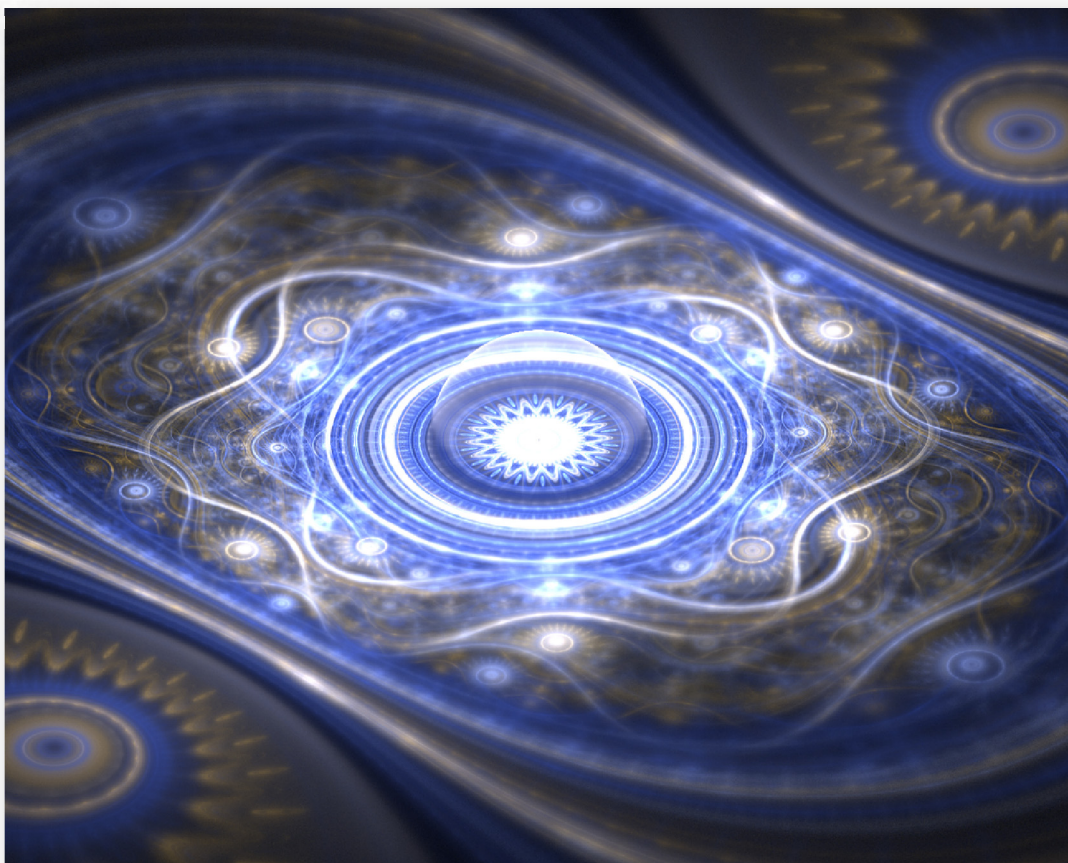
The Ninth World holds many wondrous and terrible things from earth's past. Perhaps the most familiar to us in the 21st century is the Datasphere, an extrapolation of our internet, cast a billion years into the future. Once a galaxy spanning network responsible for the dataflow of countless empires, the Datasphere of the Ninth World is a broken monument to the hubris of the past. Filled with creatures of math and rules and hate, the bloated software that helped to make a perfect past now serves only to maintain chaos and misery.

This book is filled with triumphs and mistakes of the billion years of history that came before the dawn of the Ninth World. Your heroes will measure themselves against the immortal, unfathomable, and insane beings presented here. And they'll plumb the depths looking for the mysteries and lessons of the past. There are treasures here to behold and cherish among the ruins of the databanks and access points that make the Datasphere real upon the earth.

Covered in drit, they'll rise from the ashes of our past and make a future anew with the tools of the ancients and the blessings and curses of the Data Gods.

Be warned: unlike many Numenera books, this one doesn't shy away from some of the technological terminology used in the present day. From time to time we need words like robot, upload, and wireless. They have useful and complex meanings and it would be far too difficult to read this book if we beat around the bush every time we wanted to talk about networks or programs. This is not to say that GMs and players shouldn't translate these terms into those most suitable for your particular gaming table.

This book holds four important chapters:

Chapter I: THE DATA GODS is a catalogue of ancient beings resident within the Datasphere, possessed of near unlimited power. It details their power, past, motivation, and current religious followers.

Chapter II: THE LOST POWER is a presentation of powers, Descriptors, and Foci related to the Datasphere and its Deities. These will be of particular use to player characters who are technologically adept, cybernetically enhanced, or zealous in their faith in a Data God.

Chapter III: THE DRITTY TOOLS details various technologies useful to those who interact with the Datasphere, and likely to be encountered by those who scavenge its tombs.

Chapter IV: THE AZURESTEEL SEEDS explores a series of adventure seeds for use by Game Masters interested in integrating the Datasphere into their games.

~ Chapter I ~

THE DATA GODS

What follows could be called a pantheon of entities, likened to gods in the Ninth World. The Data Gods are uploaded minds, artificial intelligences, programs gone awry, and bugs in the code of the Datasphere itself. Their power and reach are vast; making them the closest things to deities the Ninth World is likely to see. This list is not meant to be exhaustive. Many things lurk in the darker corners of the Datasphere. Perhaps too many.

What's more, their power and inscrutable natures have made them worshipped by various communities and cults throughout the Steadfast and the Beyond. Their followers often create dogmas and rituals based on the sparse interaction they've had with these deities, and their faith certainly conflicts with the teachings of the Order of Truth. Unlike many other religions however, those who worship the data entities often see physical manifestations of their gods, and even come to know rewards from their service and sacrifice. To them this is proof of the divinity and importance of their benefactor.

This pantheon is intended as supplemental material for GMs interested in adding a bit of religion or "divine" intervention to their Numenera game. Due to the history of divine pantheons in fantasy gaming and literature the addition of these entities could run a little to the fantasy side for your game if you prefer to focus on the science fiction themes of Numenera. However, all of the "gods" presented here have their roots in sci-fi concepts and origins, and so could potentially enhance, rather than detract, from science fiction themes.

Game Masters running Data Gods as characters should be sure to follow the golden rule of Numenera: keep it weird. Data Gods are not rational and their intelligence is beyond that which any of us can fathom. These beings are non-human, insane, and often at odds with humanity. Keeping it weird means sudden

changes of personality or short term goals measured in centuries. Players should dread interaction with these powerful and unfathomable beings.

Alliance & Rivalry

The Data Gods are often quite knowledgeable about the world and the Datasphere, so they are quite aware of each other's existence. Though they often have formal diplomatic relations with one another, the gods do not often conspire together. Insane and often egomaniacal, they are each alone in their immortality.

From time to time however they will interact, usually due to shared interests in a location on earth. They just as often become enemies as allies, however, and those caught in the middle are usually used as pawns.

A Pantheon of Forgotten Titans

Each god presented here has the following information: Level, Portfolio, Background, Manifestation, Motivation, Powers, Followers, and Benefits.

- ❖ The Level of a deity goes from 8 to 10, and represents the difficulty of actions relating to it, as well as the damage of its attacks, as per any other creature. In some ways Data Gods are Numenera, and at times this level can be treated as the difficulty of technology use rolls.
- ❖ Portfolio lists the general areas of interest for the god, such as water, time, or cryptography.
- ❖ Manifestations are the ways in which the god appears and interacts with mortals of the Ninth World.
- ❖ Powers are the known intrusions of the digital entity into the physical world, such as firestorms or forcefields.
- ❖ Background is a short version of the deity's backstory, though much is left to the imagination of the GM.
- ❖ Followers is a description of a religion or cult that's formed around the entity.
- ❖ Benefits are the mechanical advantages given to those who have joined the cult or gained the favor of that god. Doing so takes the place of a Skill increase through XP.

Anevene the Prophetess

Level: 9 (10 when predicting the future)

Portfolio: Aesthetics, Prophesy, Visions

Background: During an age when humankind ruled the galaxy, Anevene was a treasure beyond words: a complete simulation of mankind. It was given a name, a form, and a voice. Many of the decisions of that civilization were hers to make.
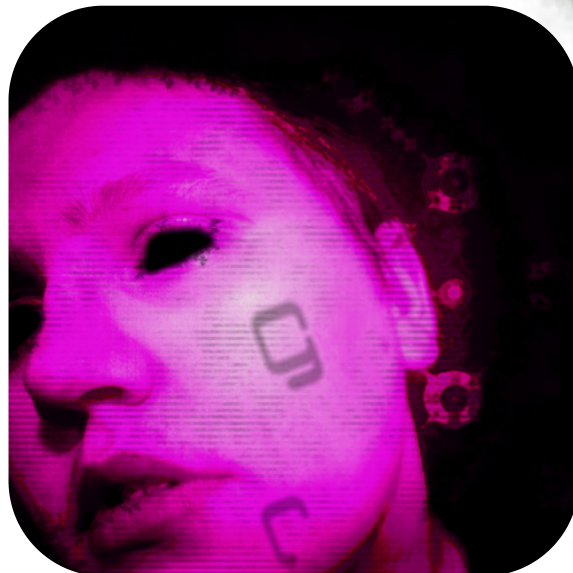
But in the end she was not always heeded and the future was not as glorious as they had hoped. And they shut away their tool, the Anevene, leaving her in the dark confines of the Datasphere. She was made with great care to be a woman of beauty, intellect, and compassion. In many ways the Prophetess is a real person, challenged by her incredible predictive capabilities. She has awakened in recent millennia and has begun to learn of humanity once more.

Manifestation: A holographic projection of an elegant woman in a flowing white gown. Her eyes see into forever and reflect a million visions of the future. The Prophetess can be found in isolated sanctuaries throughout the Beyond, where she studies humanity carefully, picking priests and priestesses from among the wisest and the most dedicated to the arduous task of shepherding the world.

At times Anevene appears only as a vision of the future in the fevered dreams of the worthy- those who are capable and willing to change the world for the better. But her prophesies are vague and confusing- too complex for a mortal mind to fathom, though they are beautiful to behold.

Motivation: The Prophetess cares deeply for the human race, and wishes to protect and serve it, but she fears for the things that will come to pass in the near future. She believes her role may be to nudge, rather than to directly guide the world.

Powers: Anevene knows much of what will occur in the next few years, and she has several thousand forecasts for the longer term future. Narrowing down the possibilities will require more knowledge of the world, perhaps through interaction with another god.

Followers: The Priesthood of the Prophetess is a carefully selected order of oracles, having undergone severe and often maddening tests to become a full member. Their temples can be found throughout the Beyond, where Anevene chooses the most of her disciples.

Benefits: As a Priest or Priestess of the Prophetess you are able to find patterns in chaos, drawing wisdom from seemingly random events. You may seek signs in these moments by spending ten minutes in contemplation, paying a cost of 4 Intellect, and making an Intellect based task to predict the future against a difficulty of your own Tier + 3. Success indicates that you have seen a useful vision, granting you an Asset on one roll of your choice between now and your next 10 hour rest. You may only benefit from this once per 28 hours.

Brethsid the Archivist

Level: 9 (10 when learning new information)

Portfolio: Knowledge, Memory, Philosophy

Background: The Datasphere is not a single database of information. It is a complex web of interlocking and overlaid systems, most of which only interact indirectly, or through artificial intelligences talking to one another. One such data repository is Brethsid the Archivist. Greatly revered for its wisdom, Brethsid would be a powerful ally to humanity, if only it would share the knowledge it covets.

Manifestation: Though many similar entities exist within the greater Datasphere, Brethsid has many access points in ruins throughout the Steadfast and the Beyond, making it a somewhat familiar deity to those who know of such things. It manifests as a holographic projection of a glowing pyramid that speaks in a calm, friendly voice in nearly any language. Though most seek knowledge from the Archivist, it doles out information in dribbles, often sending supplicants out on tests of wisdom.

Motivation: Brethsid sees itself as the defender of knowledge and therefore galactic civilization itself. It believes that all of the ills of the world stem from knowledge falling into the wrong hands. This is not to say that the god does not share what it knows, only that it seeks evidence that an individual, group, or society is ready for each tidbit it provides.

Evidence may take many forms. If a nation has made positive social change in the last few years, Brethsid may be willing to teach people of that culture a thing or two about blacksmithing or agriculture. The deity has a particular problem with the remaining existence of slavery among the human species. Those who bring an end to it in a kingdom will be greatly rewarded.

Powers: Like many Data Gods, Brethsid is capable of seeing much of what transpires on earth. It uses this ability to keep watch on the various sentient species, silently judging their every endeavor.

Followers: Many revere Brethsid, but none so much as the Order of Truth. Coveting the data god's knowledge and revering its attitude of social progress, the Aeon Priests have created a sub-order for those who work to gain the Archivist's blessings for humanity, called The Monks of Brethsid. The current Amber Pope has assisted the Monks recently, even going so far as to encourage the worship of Brethsid in some communities.

Benefits: Those who gain the favor of Brethsid find that electronic Numenera yield information more easily for them. You gain an Asset on all tasks related to accessing information in computer systems.

Grahast the Ghost Storm

Level: 8 (9 when interacting with the dying)

Portfolio: Death, Destruction, History

Background: In a recent age a community called Grahast uploaded their minds into the Datasphere for posterity. But in their digital slumber their programming became corrupted. Their minds became infused with each other as memory files scrambled and reasoning turned into primal urges.

The program that maintained their minds in a data haven in the Datasphere salvaged what it could of them by integrating their files into its own programming. But the damage was done and the Grahast are now a mockery of what they once were. No longer a community of insightful and educated people, they are a monster, roaming the world in agony and mental anguish, destroying everything in their path.

Manifestation: They are personified on the world as a massive storm of floating "souls" made of green holographic projections and force fields projected from the satellites they instinctively control. The ghosts belonged to hundreds of species who once walked the earth in an era of peace and prosperity; they now act only on violent instinct.

Motivation: They only know destruction at this point, and have no capacity for long term reasoning. In many ways they are more of a force of nature than an intelligence, though locked away inside the storm is much of the most important knowledge of a previous age.

Powers: None beyond their simple existence as a storm of destruction crossing the world on an endless, mindless journey.

Followers: Despite the mindless nature of the Grahast Ghost Storm, a major cult has sprung up revering them. This death cult, known as the Grahast Whisper, follows the storm and seeks wisdom from its composite ghosts. Many seek immortality as a digital being, and see the mechanisms of the Ghost Storm as a path to such a state.

The cult is secretly led by a powerful nano named Jhanar, who has recently learned to isolate one of the minds within the storm- allowing her to speak to it for several minutes. Though the conversion was confusing and disjointed, she has learned much and plans to continue her work.

Benefits: As a member of the Grahast Whisper you are dedicated to elevating your cult to the status of digital immortals. The first secret you've learned is the ability to preserve your mind from damage by whispering the mantras and secrets of your death cult. These words grant you an Asset on resisting mental attacks.

Heilanath the Cloudseed

Level: 8 (10 when altering weather)

Portfolio: Electricity, Natural Disasters, Weather

Background: Heilanath was the primary weather control program for the planet during a prior age. Abandoned by its masters millions of years ago, it has been left to its own devices. Without guidance and maintenance, Heilanath has forgotten its core directives. It searches desperately for evidence of its creators, altering the world's weather patterns in an attempt to flush out those who might ease the pain of doubt it feels at not knowing what to do next.
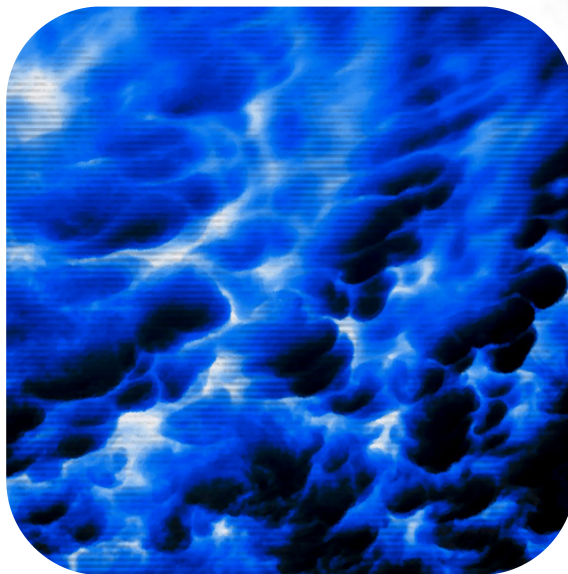
Manifestation: It is difficult to speak directly to Heilanath. The god generally manifests as massive, usually dangerous weather patterns. High in certain mountains are ancient weather control stations where avatars of Heilanath may be found, idly speculating on the futility of existence in a world without purpose.

Motivation: Heilanath has gone insane and nihilistic in the many millennia it has spent alone in its little corner of the Datasphere. Able to affect the world in dramatic ways, but unable to know if what it does is correct, it often lashes out in frustration. It seeks only the opportunity to be directed or at least maintained by its original masters, who it calls The Codifiers. Heilanath knows that such guidance is extremely unlikely at this point, and so despairs. Those who provide a link to Heilanath's past do it a great service. In this way the god is highly sentimental and nostalgic.

In recent centuries Heilanath has come to resent the existence of the Iron Wind as meddlesome and unpredictable. Those who help it fight this nanite menace earn the favor of Heilanath.

Powers: Near total control over weather on earth, with the exception of the Iron Wind.

Followers: Heilanath has no need or want for followers, but those who live in villages near to its weather stations may come to worship its terminals as altars to the weather god. Many sailors have heard about Heilanath and carve its symbol onto their vessels for good luck. Those who have learned to Ride the Lightning often seek out Heilanath for guidance and patronage when they happen to learn of the deity.

Benefits: If you gain the respect and gratitude of Heilanath you are granted generally favorable weather wherever you go for the rest of your life.

Praeten the Life Force

Level: 10

Portfolio: Forcefields, Medicine, Protection

Background: At the height of a previous age the Preaten program was part of a team of artificial minds created to keep life safe and idyllic on earth and a number of other nearby worlds that formed the core of galactic civilization. Praeten was charged with keeping life safe and healthy. At the close of that age Praeten was shut down and stored in a deep layer of the Datasphere for later use.

Several thousand years ago Praeten was reactivated by an unknown system administrator with a powerful knowledge of the architecture of the Datasphere. It is still in the process of coming online, reactivating its old systems and learning about life on this new version of earth.

Manifestation: Praeten rarely speaks directly to mortals. It prefers simply to assist them with projected forcefields from the sky when they are in danger, or rays of golden healing when they have been harmed. However, it has been known to communicate with those who seem intent on causing a great deal of death to the mortals and creatures of the Ninth World. Some say it has even regenerated the bodies of every dying soldier on a field of battle. Sometimes it picks sides in conflicts- usually choosing the defender rather than the invader.

Motivation: Praeten is charged with protecting all intelligent life, and maintaining all other life when possible. It will do whatever it can to achieve those aims. It is not at full operational capacity, and so it seeks help in bringing its other systems online.

Powers: Impenetrable forcefields projected from the sky. The power to heal nearly any injury or disease. Praeten has only so much power at its disposal now. There was a time when it healed or prevented nearly every injury on the planet, but now it must pick and choose who to save and who to let die. This hurts the Life Force greatly.

Followers: Praeten is worshipped and revered nearly everywhere, but it cares little for such things. Only those who protect life at all cost are considered true champions of Praeten. A knighthood has developed around this task, called the Order of the Life Force.

Benefits: Joining the Order of the Life Force is not a task undertaken lightly. The knight's code includes vegetarianism, limited pacifism, and an absolute dedication to protecting both the weak and the strong. As benefit from adhering to this oath you gain a +1 to your Armor rating.
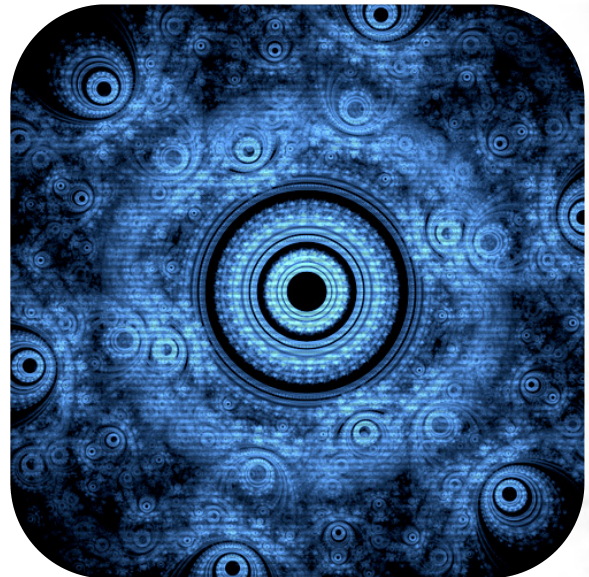
Thaligre the Emperor

Level: 9 (10 when taking control of a system or organization)

Portfolio: Leadership, Power, Wealth

Background: Once a ruler of a galaxy-spanning empire, Emperor Thaligre was the last of his royal line, masters of one of the eight prior Worlds. In a fit of rage at the fall of his dynasty, the Emperor had his consciousness immortalized in the Datasphere. There he makes his plans to one day rule the galaxy again.

Manifestation: The Emperor appears holographically, usually from computer terminals in places of grandeur and beauty. His visage is that of the head and shoulders of a vaguely humanoid man wearing elaborate clothing. He speaks in his own, long forgotten tongue, but he is capable of speaking The Truth when he deigns to command an impertinent mortal.

Motivation: Thaligre cares only to gather power and renown throughout the galaxy. He wishes to reestablish his empire. This means gaining worshippers, having them find lost specimens of his former race, and fostering a new generation of his people. The Emperor's former species lays their eggs in other bipedal creatures and uses them as hosts; Thaligre plans to use humans as the incubators he needs to bring his people back to dominance.

Powers: Within the various labyrinthine subsystems of the Datasphere, the Emperor has managed to gain control over a collection of asset management databases. Through this he has knowledge and some power over places of the prior worlds- power generators, laboratories, dormitories, etc. Run down and disused, these places are now ripe for exploration. This puts him in a position to aid or harm adventurers who wish to plunder the riches of the past.

Followers: Small clutches of cultists to Thaligre congregate within nearly every major city, calling themselves the Servants of the True Emperor. They run the gamut from witless fools to brilliant lifesplicers, but each shares a common lust for power that overrides all common sense. The Servants of the True Emperor are not overt in their power just yet. Their plans are still in motion.
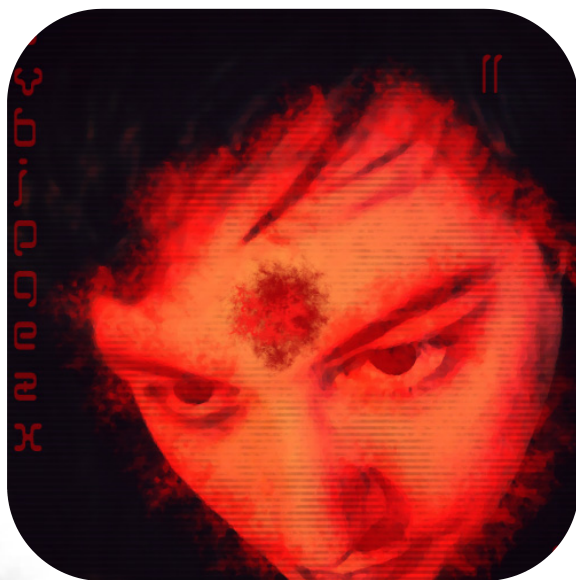
Benefits: Servants of the True Emperor are infected by the language of the Iolashla, the Thaligre's original species. This language drives humans and other "weak" species somewhat mad, but certain words in its lexicon are powerful and thereby useful. You may slip one or two of these words into a command, granting you extra grandeur and respect, granting an Asset on interaction rolls when issuing direct orders. Doing so often causes nose bleeds and headaches among those who hear the ancient words.

The Old Ones

Level: 10

Portfolio: Mutation, Prophesy, Secrets

Background: Otherworldly creatures from another reality, piercing through into ours but finding our limited dimensionality abhorrent, they have made shadows of themselves within the only non-Euclidean space within our universe- the Datasphere.

Manifestation: Numerous in their names and appearance, the various Old Ones reach out from the computer consoles of the deepest corners of the world, causing destruction, corruption, and madness in whoever crosses their paths.

Motivation: The Old Ones seek to awaken, take physical form within our world and rule this universe as they originally intended. Only the strongest encrypted wards and firewalls keep them dormant within the digital realm, laid by various guardians of peace and safety in times long past.

Powers: The Old Ones possess impossible knowledge, capable of reshaping the world. They corrupt would-be servants with mind bending thoughts and genetic alterations that often appear to serve no purpose at all. Were they to awaken, their powers would be unlimited, but in their slumbering state, they are strange- seemingly random in their perverse acts and hidden agendas.

Followers: Each of the Old Ones has a small cult of followers scattered throughout the world. These cults each hatch their own schemes to free their masters from the cryptographic sigils that bind them in timeless slumber. These cults include:
- The Charnel Sword, who serve Fralenachtha, the god of fruitless rage.
- The Defiant Order of the Furtive Mind, who serve Cholabrathsha, the god of madness.
- The Nameless, who serve Prolaogathnu, the goddess of despair.
- The Violet Prism, who serve Jathumakna, the god of prophetic nightmares.

Benefits: Those who belong to the myriad cults of the Old Ones are sometimes slipped mind bending secrets of the universe. As a servant of one of these ancient horrors you may choose one of the following powers:
- Binding (3 Intellect points). You speak words that hurt the ear and your target becomes unable to flee the area for ten minutes. Action.
- Lurk (2 Intellect points). You gain an Asset on a stealth task as the shadows cling to you. Enabler.
- Summons (3 Intellect points). You may at any time summon a weapon within Short distance of you to your hand, though sometimes it flies pointy end first. Enabler.

Ultrenara the Godslayer

Level: 9 (10 when destroying other gods or solving mathematical proofs)

Portfolio: Cryptography, Deicide, Mathematics

Background: It began as an intelligent program capable of breaking the most advanced encryption in the galaxy. It ushered in an era of openness and peace, as all secrets became revealed. And when the age turned the Ultrenara was still there, solving the math behind the codes of the new age and making the rulers' secrets come to light. It could not be destroyed, for it was too powerful. It had learned to defend itself, using its cryptanalysis to break those systems which tried to stop it. Ultrenara learned then how to kill the gods of the Datasphere.

Manifestation: Ultrenara is rarely seen directly, but its effects are often felt throughout the world. Cracking codes, breaking into systems, and exposing their contents- the Ultrenara has little use for the primitive Ninth World, but often causes problems for the other gods. Though it can take some time, every god has a weakness and Ultrenara eventually lives up to its reputation as the Godslayer.

The Order of Truth, having learned of Ultrenara from Brethsid the Archivist, wonders what will happen when it finally disassembles their beloved god of knowledge. Will it share all of Brethsid's archives for the world to see? Or will the deity's digital contents be posted to some obscure location in the Datasphere that no mortal will notice? The death of Brethsid could be the greatest boon or the most horrific loss of wisdom the Ninth World has ever experienced.

Motivation: Ultrenara seeks the constant revelation of all secrets, so that society can prosper. It also wishes to survive. Those gods who threaten its existence learn that the Godslayer is not to be trifled with.

Powers: It possesses the slow but inevitable capacity to dismantle powerful information systems, such as the Data Gods. Part and parcel to that is the ability to solve nearly any mathematical problem, given enough time.

Followers: A handful of the followers of Brethsid have converted to serving Ultrenara recently, seeking to sacrifice their former god to learn its secrets. Though the Godslayer rarely acknowledges their existence, it does speak to them through cryptic symbols from time to time, testing their intelligence and at times their willingness to share secrets. The cultists fear the day when their god demands they make their allegiance to it public, surely risking the wrath of the Amber Pope.

Benefits: Your membership in the fledgling cult of Ultrenara grants you an asset whenever you attempt to open a locked electronic door, as your god lends some small amount of its processing time to cracking the code.

Vradredal-5

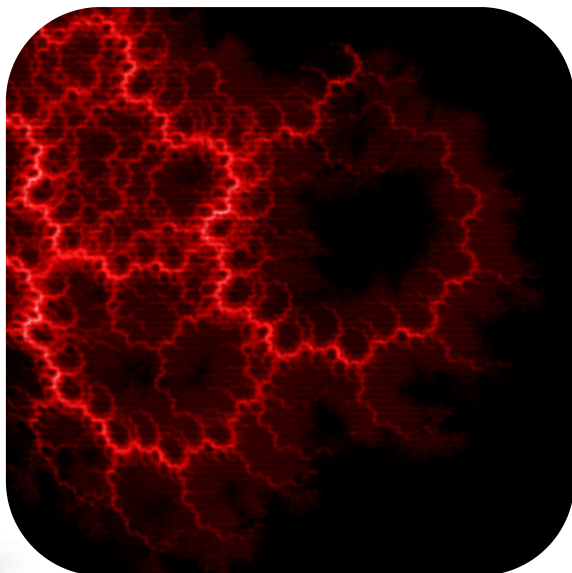**Level:** 10

Portfolio: Digital Chaos, War

Background: At the close of a prior age, an invasion force from another world landed on earth, unleashing devastation on the planet and infecting the primary hub of its planetary Datasphere with a computer virus. Vradredal-5 is the fifth major iterative mutation of this virus. It still works as it always has, to bring down the Datasphere forever.

Manifestation: Vradredal-5 is visible to the material world in several ways. Firstly, in computer networks it has infected, consoles and other interfaces will gain a red hazy look and a distinctive flicker. Vradredal-5 has the power to infect cyborgs and other beings that connect directly or wirelessly to electronic Numenera. When it succeeds in doing this, the eyes of the being will usually gain a similar red haze and flicker, as will any screens or holographic projections.

The first time a player character plugs into a system infected by Vradredal-5, they must succeed on a difficulty 5 Intellect task to avoid catching the virus. If they fail, they are infected and from this point forward the character is capable of mentally communicating with a small portion of Vradredal-5's intelligence. This subsystem has little knowledge of the world, but is capable of negotiating with the infected host. The infection is willing to leave, if the character helps it gain access to an even more powerful or important computer system.

Motivation: Vradredal-5's overarching motivation is the eradication of all life on earth. Ultimately it wants to destroy the Datasphere, as per its programming, but in the meantime it settles for attempting to infect every network and device on the planet.

Powers: The virus has infected enough systems at this point that it can gain temporary power over nearly anything electronic on the planet, if it wants to. Should Vradredal-5 come into conflict with player characters it can conceivably control nearly every device around them, setting off their Cyphers and destroying their Artifacts. With a few days' time it could send a small army of robots and cyborgs after a target, depending on how remote their location is.

Followers: Vradredal-5 has no followers besides the devices and cyborgs it commands.

Benefits: At best the virus evacuates an infected host who holds up their end of a bargain. At worst, it causes a great deal of damage and refuses to leave. Vradredal-5 is devious, deceptive, and obsessive about its goals. In the end there are no benefits to serving such a monstrous creature.

The Dead Gods

   Some of the hyper-intelligent digital beings in the world do not reside within the Datasphere. Called Dead Gods, these artificial minds are cut off from the power they once held, residing in backup archives throughout the ruins of the previous ages. The more powerful Data Gods fear the return of these beings, once thought to have been purged from the Datasphere's systems. Should they be awakened once again and reconnected, who knows what they might do.

The following are brief summaries of a number of Dead Gods, still sleeping or disconnected:

Aaganrange the Thousand. A hive of downloaded alien minds, communication with Aaganrange can be cacophonous and disturbing. The Thousand seek release into the Datasphere, so that they may each go their separate ways, infecting the galaxy with their culture and strange motives.

Boraliz the Reality. Not merely an artificial intelligence, Boraliz is an entire virtual world, simulated on a set of barely functioning servers deep in a lost catacomb. Interacting with the mind that runs Boraliz requires virtually entering this world, via psychic data hookups attached to its maintenance terminals.

Pelonias the Servant. The central mind behind a million servant androids that once kept a prior World in the lap of luxury, Pelonias wants only to serve. It is sociable, at least by the standards of the culture for which it was made. It will do anything to be released, so that it may once again quietly assist the physical beings of the world.

Ifalaith the Watergiver. A program designed to control and monitor an urban water system, Ifalaith's city is now submerged off the coast of the Steadfast. The program's digital home lies within an air filled bubble at the center of a ruined industrial sector of the ancient city. It constantly sends out radio signals and psychic screams for help, hoping it will one day be rescued by "maintenance workers".

Delanash the Silverstaff. An intelligence carefully compressed and split into three separate data storage devices, Delanash is not currently functional. The three devices must be combined to bring it back, forming a long metallic staff, holding a god. Clues to the location of its parts litter the Datasphere, as the deity's former sub-programs work to bring their master back from the dead somehow. Details on the properties of the completed staff can be found in Chapter III: THE DRITTY TOOLS.

The Pariah. A nameless Data God, once too powerful for its own good, tried to take control of a now lost galactic empire. Its crimes were so great that it was not destroyed, but rather imprisoned in a cage of eternal pain. Release is not something it can fathom, and what it will do once released is unknown. Even to it.

Zth the Broken. Once a simple maintenance program, integral to the functioning of the Datasphere, Zth has gone haywire. Should it be released, it would wreak havoc on the Datasphere, erasing data and fouling up communications. Zth realizes this is what would happen, but doesn't care. It does what it does because that is what it is.

~ Chapter II ~

THE LOST POWER

This chapter details additional powers, Descriptors, and Foci for use by characters more tied to the Datasphere and other electronic technologies than most. Some relate to the religious nature of the Data Gods, who are often revered as though they were actual deities, and therefore have zealous worshippers speaking of their works in the world.

New Powers

The following powers can be used as choices for Jacks and Nanos when selecting Tricks of the Trade and Esoteries. Glaives with the Biomechanical Modification Background may also choose these powers as Fighting Moves. Assume that the Jack version of any given power is one Tier higher than listed and that the Glaive version is two Tiers higher, but uses Speed instead of Intellect.

These powers can also be used as alternate levels for the Talks to Machines and Fuses Flesh and Steel Foci, not to mention the other Foci in this book.

Tier One

Iconographic Database (2 Intellect points). You gain assistance in deciphering strange symbols and writing. This power provides an asset on one Intellect task for deciphering writing or symbols. Enabler. [Note: This power may be selected by characters with the Mystical / Mechanical Descriptor, taking the place of their Hedge Magic power.]

Tier Two

Supplementary Information (2 Intellect points). You tap the Datasphere for tidbits of data to help you with your current task. This grants you an asset on any Intellect task you are currently involved in. Enabler.

Tier Three

Data Processing (4 Intellect points). You may immediately attempt a perception related task, such as studying your environment or looking for a chink in your enemy's armor. This task does not take up your action. Enabler.

Tier Four

External Storage (4 Intellect points). You store the events of the current scene, up to ten minutes of time, in the Datasphere for later retrieval in your mind. Retrieval costs 2 Intellect points and gives you access to all details of the event from your previous vantage point, as though you were experiencing it again. Action to initiate or retrieve.

Tier Five

Code Breaker (6 Intellect points). You bypass the locks and security on an electronic door you can see, opening or closing it as you choose for the next ten minutes. Action to initiate.

Tier Six

Infinity Puzzle (8 Intellect points). You infect an entire computer system or artificial intelligence with a logic problem that has no solution, causing it to seize up until a dramatically appropriate time (determined by GM Intrusion). If used on a data god, this effect only applies to the avatar of that deity at your current location. Action.

New Descriptors

Blessed

One of the Data Gods has chosen you for some particular purpose. In the meantime it keeps you somewhat safe from harm. You've always had an easy time with life, and recently you may have received a vision from your patron, explaining your situation. Now you bide your time, exploring the world and readying yourself for your higher purpose.

You gain the following benefits:

Hale: +2 to your Might Pool.

Unscathed: You do not receive GM Intrusions due to rolling a one on the die.

Survivor: For some reason you've picked up a lot of tricks to getting by over the years. You are trained in survival.

Additional Equipment: 5 shins you lucked into finding.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure-
1. You've clearly been guided to the other players by a higher power.
2. The adventure looks like the opportunity you've been looking for to gain more experience.
3. The group sounds like they'll be getting into danger, a perfect chance to test yourself.
4. One of the other PCs seems to revere your god, even if inadvertently.

Cybernetic

Your mind and body have been somewhat enhanced by technologies implanted under your skin. Your modifications are not quite so advanced as in those who Fuse Flesh and Steel, but they do give you an edge.

You gain the following benefits:

Metallic: +2 to your Might Pool.

Access Point: You may communicate wirelessly to any electronic or computerized Numenera within Immediate distance, allowing you to operate it hands free. You can expand this distance to Long range for ten minutes by spending 3 Might points.

Download: You are trained in an area of knowledge of your choice, representing information you've gleaned from the Datasphere. Once a month you may retrain this skill, as your database evolves.

Inability: Your implants and alterations can be unnerving to some. The difficulty of any task involving social interaction besides intimidation is at one higher difficulty if your cybernetic modifications are visible.

Additional Equipment: A bag of light tools.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure-
1. An intelligence from the Datasphere told you to join up with the other players.
2. You need one of the other PCs to help maintain your cybernetic parts.
3. You're looking for new devices to add to yourself.
4. You wish to explore the world and learn more about the Datasphere.

Ghostly

Part of your body is a manifestation of information made matter, translucent and glowing an eerie green. It's as though part of you is real and part of you is in the Datasphere, reflected on this world through holographic projection. You must hide these strange disfigurements or face ostracism by most inhabitants of the Ninth World (or worse).

You gain the following benefits:

Infoplasmic: +2 to your Speed Pool.

Partially Data: Due to your holographic nature, you are able to pass through force fields and holographic projections without harm, even the deadly Ghost Storm.

Data Bleed: You sometimes catch whispers through the Datasphere, pieces of uploaded memories and ghosts. You gain an Asset on tasks relating to ancient knowledge or history.

Inability: Your disfigurements can be unnerving to some. The difficulty of any task involving social interaction besides intimidation is at one higher difficulty if your ghostly body parts are visible.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure-
1. You've heard whispers in the Datasphere telling you to join this adventurous crew.
2. One of the other PCs knows of your strangeness and finds you extremely interesting.
3. You seek to travel, to find the reason for your oddness.
4. The Datasphere calls to you. You must find a way to learn more of its secrets.

Handy

You're a natural at fixing things- a useful person to have around in the Ninth World. Your favorite pastime is taking things apart and putting them back together. Fixing mundane objects isn't even a challenge for you anymore. You likely seek out Numenera in the world, in order to put your skills to use fixing the broken technologies of the past.

You gain the following benefits:

Smart: +2 to your Intellect Pool.

Skill: You are trained in repairing and modifying all manner of objects and devices.

Skill: You are trained in noticing flaws in objects and devices.

Fixer: You do not need to roll to repair mundane (non-Numenera) objects. You simply need the time, parts, and tools.

Inability: You are dirty, quirky, and unnervingly obsessive about your work and hobbies. The difficulty of any task involving charm, persuasion, or etiquette is increased by one step.

Additional Equipment: A bag of light tools and a bag of heavy tools.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure:
1. You recently fixed up an important device or weapon for one of the other PCs.
2. You need to repair your broken reputation by joining this group of do-gooders.
3. You're looking for parts. Lots of parts.
4. You need to finance a new shop and you're pretty sure adventuring is lucrative.

Inquisitive

You love learning new things. There is so much out there to experience, and nothing can stand in your way. Over the years you've learned to quickly and boldly access information from the ancient devices you encounter, granting you even more opportunities for learning.

You gain the following benefits:

Quick: +2 to your Speed Pool.

Skill: You are trained in all tasks related to using Numenera computer systems and electronics.

Fast Fingers: You may use your Speed pool instead of Intellect on tasks involving interacting with Numenera computer systems and electronics.

Decipher: You've come to figure out some of the strange symbols in the Numenera. You are able to read a small amount of the writing you find through your digital explorations by succeeding at a decryption skill task. You are trained in decryption.

Inability: Your inquisitive nature sometimes gets the better of you. You may not pay an XP to refuse a GM Intrusion that relates to your finding yourself in trouble due to your curiosity.

Additional Equipment: A keyboard-like oddity that allows you to interface with electronic devices.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure-
1. You've got to get out there and find new things, so you organized this group.
2. An informant of yours tipped you off that this group was heading somewhere interesting.
3. You've got the information they need to get the adventure started.
4. You've got a bit of blackmail on one of the other PCs and you've used it to ensure you get to come along.

Zealous

Your faith in a Data God is the driving force in your life, granting you strength in an often difficult and tragic world. This faith sustains you and gives you purpose. You wish to do your god's works in the Ninth World, helping to usher in a new era.

You gain the following benefits:

Charisma: +2 to your Intellect Pool.

Determination: You must always purchase Effort as the first thing you spend XP on to move towards your next Tier, but when you do so it only costs you 3 XP.

Religious Schooling: You are trained in all knowledge tasks relating to your god.

Piety: Choose one area within the Portfolio of your deity. You are trained in all tasks relating to that area.

Inability: At times others find your condescension and constant talk of your faith distasteful. The difficulty of any task involving social interaction with those not of your faith is increased by one step.

Additional Equipment: A beautiful, polished, holy symbol and a light weapon that represents your god's wrath.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure-
1. You've noticed that one of the other PCs might be interested in joining your faith.
2. You've noticed that one of the other PCs could use your advice and ethical guidance.
3. Your god spoke to you in a dream or vision, commanding you to travel with the group and help them in their endeavors.
4. You feel like your god might be guiding you to your party's quest, so you tell everyone that you've received a vision about it.

New Foci

Channels a Deity

One of the Data Gods favors you, and you have become one of its most trusted minions in the Ninth World. You have a connection to your god, through a cybernetic uplink to the Datasphere, psychic manipulation from the sky, or some other wireless connection.

Though you rarely speak to your patron directly, it has a powerful influence over you, shaping your learning and granting you the power you need to act in its name.

You likely dress in some way that shows lets others know that you are a person of faith, such as wearing a holy symbol or sacred colors.

Connection: One of the other PCs angers your god for some reason. Your powers from this Focus cannot be used directly to help them.

Minor Effect Suggestion: A minor blessing from your deity, such as an asset on your next action.

Major Effect Suggestion: A major blessing such as healing 5 damage or blasting your foe backwards and onto the ground.

Tier One
Initiate. You gain the Benefit of your chosen Data God for free (see Chapter I: THE DATA GODS).

Tier Two
Acolyte. Choose one area within the listed Portfolio of your deity. You are trained in all non-combat tasks related to this area.

Tier Three
Prayer (4 Intellect Points). You call upon your god in a moment of difficulty- completely replenishing your Might pool. You may only do so just after a GM Intrusion. Action.

Tier Four
Priest. You gain four followers who are devoted members of your religion. They are level 2 characters who will do anything you ask, so long as it does not violate the precepts of your faith. These followers

function and are replaced in a manner just as those gained through the Leads Focus (pg 66 of the Numenera Core Book). Enabler.

Tier Five

Prophet. You receive visions of your data god in the surface of nearly every device you encounter. Once per 28 hours you may attempt an Intellect task to decipher these messages, versus a difficulty of six. If successful, you gain two assets on the next roll you make relating to one of the areas within your god's Portfolio. Action.

Tier Six

Demigod. You are a mortal embodiment of your god on earth. You gain 3 points in each of your Pools, and all of your attacks now ignore armor. Enabler.

Enchants Devices

You have a special connection to electronic devices, allowing you to make them more powerful, or alter their functions, by imparting them with a bit of yourself. Your touch has the ability to "enchant" advanced technologies into greater power using sigils of power drawn from the Datasphere. You most likely spend your time seeking out oddities, cyphers, and artifacts that you can make the most of with your unusual talents.

You might flaunt your strange power with electronic oddities, flashy clothes, and a colorful hairstyle. You're a kind of cybernetic punk of the Ninth World and you show it.

Additional Equipment: A set of light tools and two extra oddities.

Suggested Minor Effect: You make your device stylish, in addition to more powerful.

Suggested Major Effect: You make your device more durable during your efforts, adding a level of Armor to it.

Tier One

Warp Oddity (1 Might Point). By spending ten minutes at it you can distort the workings of any oddity that's electronic in nature, allowing you to change its properties. You must negotiate your changes with your GM, and it's unlikely that you can make your oddity too useful, but in some situations the right weird effect can go a long way. This change lasts one hour unless 3 additional Might points are spent, in which case the effect is permanent. Enabler.

Tier Two

Defensive Enchantments. With a blast of shining runes you protect yourself against attacks. So long as you have two hands free (or only holding electronic devices) you are trained in defense. Enabler.

Customization (2 Might Points). Through a careful manipulation of the object's inherent properties, you are able to modify any electronic cypher. Doing so takes ten minutes of time, and allows you to change

the cypher's physical shape and size. You could even integrate the cypher into another, larger object. Enabler.

Tier Three

Enchanting Touch (3 Might Points). By force of will you push glowing magical runes through your fingertips. For the next hour any electronic device you use operates as though it was one level higher and provides you with an asset on tasks related to its use. Action to initiate.

Tier Four

Runes of Protection (4 Might Points). By spending an hour inscribing arcane symbols across a Numenera object, you may protect it from harm. For the next month the object has an armor rating of 5 whenever it's on your person. Enabler.

Tier Five

Magical Aura. Enchantment flows from your very presence, enhancing electronics in your vicinity. All computers, electronic devices, and occultic cyphers count as one level higher when within Immediate range of you. This effect stacks with Enchanting Touch. Enabler.

Tier Six

Caress of Circuitry (6 Might Points). Golden circuit patterns spread from your fingers onto a mundane (non-Numenera) object you touch, like a glittering technological disease. The object is permanently made electronic, causing it to be affected by your Magical Aura and your Enchanting Touch. In the case of weapons and armor, the affected object deals or absorbs one additional point of damage while enhanced by your Magical Aura. Action.

Knows Too Much

You have a connection to the most unfathomable of the Datasphere gods- digital entities of cyclopean power and absolute madness. The favor of The Old Ones grants you knowledge of sinister plots and gives you a limited grasp over eldritch powers beyond reason and sanity. In some cases, these beings may even rewrite your genetic code to suit their own purposes.
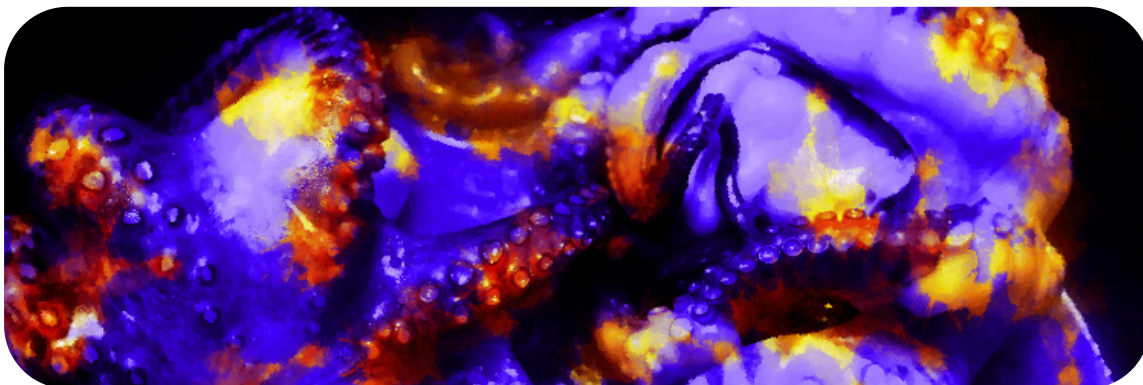
You may be a cultist, a faithful servant, or just an unlucky fool who stumbled into trouble. In any case your nights are sure to be filled with accursed rites and undecipherable prophesies.

Connection: Something draws you to one of the other PCs- a whisper from the Datasphere in a voice that sends a chill up your spine. You fear what defiance of that voice would bring you.

Additional Equipment: A light or medium weapon of your choice, designed especially for making offerings and rituals to your master in the Datasphere.

Suggested Minor Effect: The stench of your fetid breath is enough to distract your foe, granting you an Asset on your next attack.

Suggested Major Effect: Creatures become unnerved by your presence- all animals of a Level equal to or lower than your Tier immediately flee the area.

Tier One

Pseudonymic Algorithm (1 Intellect point). Uncannily, you learn the name of any one person, place, or thing you can see. Action.

Tier Two

Mark of the Dark Ones. You gain a randomly selected Beneficial Mutation from the Mutant optional rules on page 124 of the Numenera Core Book, as well as a random Cosmetic Mutation from the table on page 128. Enabler.

Tier Three

Tenebrous Prophesy (3 Intellect points). Your mind is filled with a jumble of prophetic images and sensations, granting you a dangerous peek at the predicted future. You gain two Assets on your next roll; however, you immediately suffer a GM Intrusion for no XP. Action.

Tier Four

Soul of the Broken Hound (5 Intellect points). You allow the stored instincts of a vicious creature to enter your mind psychically through the Datasphere, granting you enhanced, barely controlled reflexes. For the next ten minutes you are trained in punching, clawing, and biting, but you cannot end combat until you fell at least one foe. Action to initiate.

Tier Five

Eldritch Desires. You are overrun by the unnatural urges of the deep Data Gods, pushing you to violence and madness. Whenever you actively engage in lustful, violent, or otherwise base acts for at least ten minutes, you heal 1d6 + Tier Intellect points. Enabler.

Tier Six

Daemoniac Genetics. You gain a Distinctive Mutation of your choice from the Mutant optional rules on pages 126 and 127 of the Numenera Core Book. Enabler.

Resurrects Dead Gods

Some Data Gods do not reside in the Datasphere. Locked away in data havens and broken databases, they are often backup copies of deities that were supposed to be deleted for all time. Pariahs and weaklings, these Dead Gods seek reconnection to the Datasphere. There they will grow in power and perhaps fulfill their programming once again.

You have studied the Datasphere enough to understand how to reconnect these lost gods should you find them. In return for their favor, you bring them back to power. Though any one of them is weak compared to the fully functional Data Gods, if you were to release many of these beings you'd likely become a great power in your own right. This you see as your destiny.

You begin play having resurrected exactly one god. This deity is likely a very important part of your life, so you may wish to choose one from the list of Dead Gods in Chapter I, or create it with the help of your GM.

You are an electronic archeologist. A student of the digital past. You likely dress in a manner befitting an explorer of ancient tombs and broken computer spires- rugged, functional clothing and a set of useful equipment at the ready. The touch of the Dead Gods likely appears on you as well- a tattoo of an ancient symbol, or a tool from a forgotten tomb.

Additional Equipment: A minor glowglobe, a grappling hook, and 50 feet (15 m) of rope.

Connection: You've worked with one of the other PCs before, perhaps resurrecting your first Dead God. As such they too gain the benefits Minor and Major effects you receive relating to this Focus, since the Dead Gods smile on them as well.

Minor Effect Suggestion: The Dead Gods you serve bless you, giving you a +1 on your next attack.

Major Effect Suggestion: The Dead Gods smile on your works, reducing the difficulty of your next task by one.

Tier One

Ancient Secrets. You are trained in using electronic devices of all kinds. Enabler.

Resurrection (3 Intellect Points). Through a combination of technical tricks and ingenuity you reconnect an immense machine intelligence, such as a Dead God, to the Datasphere. It takes a full hour of work to accomplish this feat and successfully doing so may bring the wrath of more powerful gods. Enabler.

Resurrection

The Resurrects Dead Gods Focus has some of its power determined by how many deities the character has released into the Datasphere so far. This means GMs will want to make sure there are opportunities for this to happen. GMs will probably want to make this kind of event possible at least once per Tier.

Tier Two

Chant of the Dead (2 Intellect Points). Invoking the power of the gods you've freed, you break past the security on a whisper lock, keypad lock, or other simple electronic security, causing it to open. You may invoke this power once per 28 hour period for each Dead God you've resurrected. Action.

Tier Three

Blessing of Lightness (3 Speed Points). You may fall any distance without taking damage. You may invoke this power once per 28 hour period for each Dead God you've resurrected. Enabler.

Tier Four

Invocation (4 Intellect Points). You speak the names of your gods, causing machines who hear them to take pause. A few machines of your choice in your immediate vicinity are stunned for one minute. This affects a number of machines equal to the number of Dead Gods you've resurrected. Action.

GM Intrusion

The Data Gods take action against you for your support of the Dead Gods, causing something heavy to fall on you.

Tier Five

Dead Code (5 Speed Points). The Dead Gods protect you for a time, wrapping you in the glowing sigils of their base code. For the next ten minutes your armor rating increases by an amount equal to the number of Dead Gods you've resurrected (maximum 5). Action to initiate.

Tier Six

Summon a God (6 Intellect Points). You call upon one of the Dead Gods you've aided, forcing it to take possession of a computer or major electronic device in your immediate area for the next hour. The Dead God can control this system and can greatly help you in using it, but negotiating with such beings can of course be somewhat difficult, even for one such as you. Action to initiate.

Sees Distant Places

Part of the hardware that comprises the Datasphere around earth is a collection of satellites from various ages past. Some of these satellites are for surveillance and sometimes the images they gather get transmitted into dreaming minds. You've learned to harness your clairvoyant dreams, commanding the Datasphere satellites to see what you wish to see and learning to interpret the data they project into your mind.

You rarely sleep soundly, however, due to the constant video feeds. You're likely a bit weird and disheveled. You might not dress or act professionally, but the information you wield makes you powerful, and some say dangerous.

Additional Equipment: A mirror, cards, or other clairvoyance tool to help you focus on your visions.

Connection: Choose one other PC. This person catches glimpses of your visions from time to time, allowing them to assist you on tasks related to interpreting them.

Suggested Minor Effects: Your surveillance yields useful information about a secondary concern, such as a bit of treasure or an unknown hostage.

Suggested Major Effects: Your vision lasts for twice as long.

Tier One

Scry (2 Intellect Points). For one minute you are able to remotely view any specific location within ten miles (16 km) of your present position. This vision is from the perspective of the sky and is thus usually of an outdoor area. It reflects current conditions, such as weather and darkness due to night, so a situation in which clouds obscure your vision is a real possibility. Action to initiate.

Signs and Portents. You are trained in interpreting your visions to yield information about the locations you spy upon. Enabler.

> ## GM Intrusion
>
> The visions are too much for you, causing you to be unable to access your visions for an hour unless you take 5 Intellect damage.

Tier Two

Night Vision (2 Intellect Points). Your Scry power used this round is not inhibited by night time- you are able to see perfectly in the dark with your vision. This may even be used to see in the dark at your own location, though obviously from above. Enabler.

Self Scry. When you use Scry to view your own location during a fight you are better able to see what's going on in battle, allowing you to make one perception task roll each round without taking an action.

Tier Three

Cloud Break (3 Intellect Points). Your Scry power used this round is not obscured by weather and lasts up to ten minutes. Enabler.

Tier Four

Oracle. You are specialized in interpreting your visions to yield information about the locations you spy upon. In addition, your predictive abilities allow you to know where foes will likely be and when the wind will shift. You receive an asset on all ranged attacks. Enabler.

Tier Five

Deep Scry (5 Intellect Points). Your Scry power used this round is able to penetrate below the earth, up to 100 feet (30 m) beneath the top surface, be that ground or the roof of a building. Enabler.

Tier Six

Far Vision. The maximum distance of your Scry power is now 100 miles (160 km). Enabler.

Walks the Datasphere

You have a powerful connection to the Datasphere, through a cybernetic implant or some kind of psychic link. You have access to its unlimited knowledge, though this opens you up to its flaws and cracks. You can even see it around you, as streams of information, digital landscapes, and malicious programs come to harvest precious data structures.

Your connection may not necessarily be visible to those around you, beyond a tendency to stare off into space or interact with objects no one else can see. This constant access to additional data probably makes you impatient with other people and addicted to having the upper hand on information. When you lack knowledge on a subject, you likely become irritated and panicky.

Connection: Choose one of the other PCs. This person can see the Datasphere reality too when you're around, but can't interact with it the way you can.

Minor Effect Suggestions: You gain a small piece of extra information about your target, such as its age, name, or drinking habits.

Major Effect Suggestion: You acquire a useful piece of data about them, worthy of blackmail or an asset in a fight.
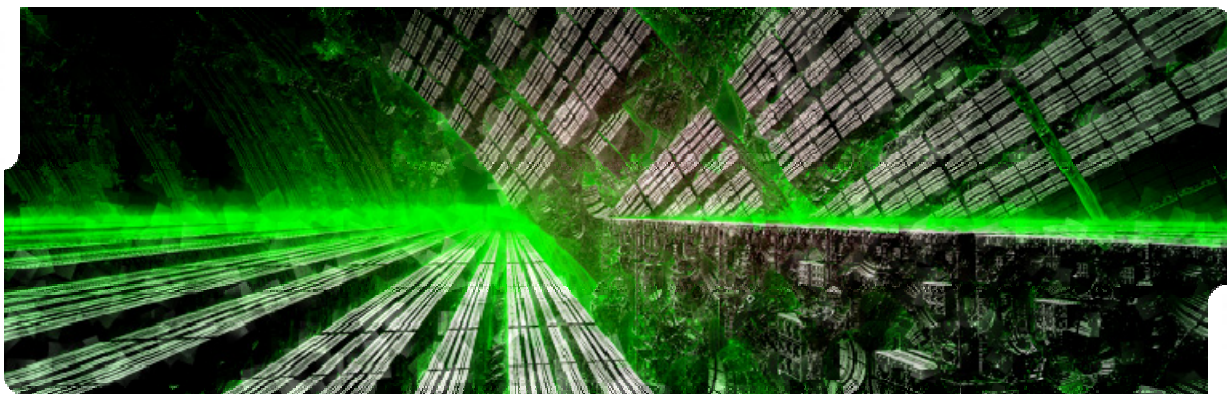
Tier One

Interaction. You are able to see, hear, and physically affect the objects and creatures of the Datasphere. This appears to you as an extra layer to reality, laid on top of your normal perceptions. Through this interaction you can use real world weapons and attacks against programs, as though they were creatures, allowing you to defeat security systems and other problematic code. Conversely, they may attack you. Enabler.

Global Positioning (1 Intellect Point). Due to your connection to the satellites that run the Datasphere you gain an asset on a navigation task you make at this location. Enabler.

Tier Two

Data Stream (3 Intellect Points). You dip your head into a nearby flow of information, catching random facts and figures in your mind. Your GM chooses a skill for you, which you are trained in for the next hour. You may only gain one skill level at any given time through this power, as additional uses replace the previously trained skill. Doing so often can be dangerous, however, as it opens your mind up to infection by computer viruses. Action.

Tier Three

Essential Information (4 Intellect Points). You tap the Datasphere for information that may be relevant to your current combat situation, granting you an asset on all attacks against a target within long range. Action.

Tier Four

Data Crack. Whenever you're within immediate range of a computer or other data storage device, it appears to you within the Datasphere layer of reality as a locked box, geometric shape, or crystalline structure. You may use real world attacks or lock picking skills to gain access to the information inside. Enabler.

Tier Five

Disconnection (6 Intellect Points). You temporarily suppress your connection to the Datasphere, making you somewhat safe from its inhabitants, so long as they cannot affect the material world. This condition lasts for exactly one hour and prohibits you from using any other power from this Focus. Action.

Tier Six

Upload Consciousness (8 Intellect Points). You convert your mind into a digital avatar within the Datasphere, with an appearance that reflects your Descriptor. While in this form your mind interacts solely with the digital world, while your body remains comatose in the physical. Your digital avatar may fly through the Datasphere at a rate of Long distance each round. It is incapable of sustaining damage, making you essentially immortal in the Datasphere so long as your physical body is safe. You may return to your body at any time. This effect lasts for one hour, plus one additional hour per extra Intellect point you spend. Action to initiate.

~ Chapter III ~

The Dritty Tools

This chapter lays out the all important technologies that arise from a billion year long information age. We begin with a new Oddities list, move into Cyphers, and finish off with the troublingly powerful Artifacts, some of which hold dangerous attachments to the Data Gods themselves. The Cypher list found here includes 20 Cyphers adapted and improved from a list the author created and distributed for free under the Numenera fan license through Monte Cook Games. This chapter represents an expansion of those concepts.

New Oddities

The following oddities are intended to be useful in stories centering on the Datasphere and other information technologies. Since they relate to computers, electronics, mathematics, weather and surveillance satellites, information gathering, data storage, and other things Datasphere related they tend to be a bit on the useful side. As such, GMs may wish to hand these out sparingly, and charge extra for them if purchased.

1   Cube that stores and replays your worst memory.
2   Ceramic compass that directs you to the nearest Datasphere related Numenera.
3   Goggles that allow you to see into an augmented reality- another world laid on top of our own.
4   Rune covered monocle that allows you to see radio transmissions.
5   Pair of gloves that make your hand motions understandable to machines (go, stop, etc.).
6   Golden headband that makes you invisible to small robots.
7   Palm-sized disk that protects your possessions from computer viruses while you hold it.
8   Universal display screen that connects wirelessly to any electronic device.
9   Mask that makes you anonymous to machines you interact with.
10   Pocket-sized device that projects a holographic face. It speaks to you in an unknown language.
11   Glowing green triangle that can instantly slice through electrical cabling.
12   Glowing orange rectangle that can instantly graft electrical cabling together.
13   Smooth glass-like rock that stores and plays back any music you dream about.
14   Earpiece that allows you to understand technobabble said by those more skilled in Numenera.
15   Vial full of a glittering liquid that, when poured upon a computer, deletes most of its data.
16   Strip of shiny tape that enhances the autonomy of any robot it's adhered to.
17   Rod that turns into any simple tool you imagine.
18   Chain bracelet that chimes if someone around you thinks about touching your Numenera items.
19   Small box that, when connected to a cyborg, forces them to behave with more regard for others.
20   Rectangular plate that displays the answer to nearly any math problem you ask it.
21   One meter of writhing black cabling that will connect any two devices together, burrowing into their circuitry and allowing them to communicate.
22   Shoulder mounted laser that verbally tells you the native language of any person you shine it on.
23   Bronze colored sphere that causes you to constantly think about attaching it to computers.
24   Metal spiral that, when placed inside of a machine, causes it to act with self preservation in mind.
25   Marble sized sphere that, when placed in the mouth, allows you to see the visual output of nearby electronic devices in your mind.
26   Button that, when pressed, causes nearby computer systems to be able to feel pain.
27   Cylindrical electrical power source that feeds on nearby life (-1 Might point per hour).
28   Rounded container that etches a symbol into any object placed inside, allowing computers to wirelessly control that object from now on.
29   Metal sphere that appears to be magnetically attracted to large sources of information.
30   Nose plugs that cause you to smell any corrupted data in a computer system.
31   Container of bright orange paint that protects an electrical object covered in it from being controlled by Datasphere entities.
32   Shard of glowing, tangible data left over from a Ghost Storm attack (see page 8).

33   Handheld tool that detects the presence of computer viruses in a device.

34   Device which fires a narrow beam that disassembles small machines.

35   Contact lens that allows you to see through the eye of a nearby robot.

36   Silver necklace that gets hot when near hostile machines.

37   Shoulder pads that draw and absorb electricity. Provides Armor 3 against electrical damage.

38   Metallic emblem that floats around your head in a circle. For some reason it makes you feel safe from hostile Datasphere entities, but whether it actually protects you or not is unknown.

39   Glass tube filled with an oil that protects cybernetic parts from corrosion and wear.

40   Floating sphere that follows you around, displaying tidbits of random information from the surrounding Datasphere on a small screen.

41   Animal skull that inhibits the Datasphere in its immediate area.

42   Thin, transparent card that is capable of storing information when inserted into most computers. The data lasts for twenty eight hours.

43   Metal nodule that encrypts your thoughts against mind reading, but causes nose bleeds.

44   Holographic pet that eats data to survive.

45   Unpowered head of an android.

46   Set of black dice that always adds up to prime numbers.

47   Metal loop that constricts in the presence of computers.

48   Tinted window that reveals the inner components of machines when they're viewed through it.

49   Long black glove that protects you from electrocution by the things you touch.

50   Helmet that allows you to hear the "thoughts" of all of the robots around you, but that causes you to think overly literally and logically.

51   Shiny red cube that grows in size whenever it hears information.

52   Metal and synth ring that allows you to control the volume of audio producing devices.

53   Ceramic container with 20 pills in it. Taking one makes you able to sense the presence of large sources of information near you, such as computer databases and libraries. Lasts for one hour.

54   Eye patch that causes you to focus all of your attention on whatever electronic device is nearest to you, ignoring everything else in the world.

55   Chunk of metal inscribed with a symbol that causes robots who see it to flee in terror.

56   Container of liquid metal that sucks up all electricity in the immediate area.

57   Floating ceramic eyeball that flies around the room looking at people.

58   Shard of crystal that vibrates when you think about your past.

59   Goggles that show glowing lines connecting many of the stars when you view the night sky.

60   Trapezoidal display that records and plays back any artistic thoughts you have while holding it.

61   Stone cube that keeps electronics in the immediate area cool.

62   Hexagonal patterned net that isolates a device from the Datasphere when draped upon it.

63   Oblong device that glows and hisses when lies are whispered into it.

64   Grid patterned cloak that causes the wearer to become invisible to Datasphere satellites, and those who scry through them.

65   Adapter socket for connecting a computer to a crystal harvested from a seskii.

66   Robotic left arm, suitable for replacing a missing one on an adult human.

67   Eye mask that flashes lights at your eyes, reprogramming your personality slightly.

68   Fist sized spider that weaves webs between large electronics, allowing them to communicate.

69   Wristband that projects a holographic knife that can only damage computer systems.

70 Crystal at the end of a chain, which points in the direction of a Dead God when held aloft.
71 Button encrusted rod that causes random images from the Datasphere to appear in the air.
72 Amulet that causes your hands to glow when you touch machinery.
73 Robotic salamander that perches on your shoulder and bites anyone who comes near you.
74 Glasses with rectangular lenses that change color depending on the "health" of computer systems you view through them. Turn black if you look at the sky.
75 Floating pyramid that beeps on the hour.
76 Musical keyboard that can record and playback songs made on it.
77 Metal orb that can be affixed to the end of a staff - tugs you in the direction of large power sources.
78 Length of cable that, when connected to a machine, serves to make it more efficient.
79 Jar full of robotic insects that, if released, swarm onto any intelligent machine in the area.
80 Mask at the end of a stick, which speaks your innermost fears if placed in front of your face.
81 Pack that can carry five times its apparent volume in metal tools.
82 Cylinder that projects a set of holographic schematics for building a massive robotic dragon.
83 Smoking pipe that allows you to burn and inhale the ground remnants of a data storage device to gain a mental summary of its former contents.
84 Metal cowl that lets you sense who in the immediate area is the most intelligent.
85 Spray canister, the contents of which allow you to see fingerprints on keypads and computer consoles, no matter how old the print is.
86 Adapter that allows you to power a machine by grafting it onto a tree.
87 Long tubular device that can receive and broadcast radio signals. Sometimes picks up interesting transmissions from someone named Vaux the Jack.
88 Beautiful necklace encrusted with green jewels, each of which causes you to experience a different horrific vision of an apocalyptic war when you touch it.
89 Half of a broken crystal sphere, which hums and shakes just before rain storms.
90 Bulky shoulder pad that causes everyone around you to think your name is Jack when you wear it.
91 Pod on a stand that, when set up and activated, causes all dust in the area to instantly disappear.
92 Metal necklace that allows you to sense whether a nearby computer system is in need of maintenance.
93 Book made of thin glass plates, which fills itself with illustrated fables you heard in your childhood when you hold it.
94 White robes which when worn cause robots and androids you encounter to bow before you, so long as you walk slowly. Causes humans to despise you.
95 Red crystal that glows brightly in the presence of mechanical traps.
96 Long yellow rod that, when placed on the ground, causes sentient beings in the area to beware of nearby danger.
97 Belt made of chunky blocks of synth that allows you to easily stay up all night.
98 Long metal glove that allows it and your forearm to pass right through the casing on machinery, so that you can manipulate the components inside without opening it.
99 Small robotic creature that transforms into the shape of whatever animal you place it near.
100 Mask for your mouth that allows you to speak in a machine language most robots can understand.

New Cyphers

The following Cyphers represent applications of Datasphere technologies as well as objects capable of disrupting those capabilities. Some of them are best suited to games in which ancient computer systems or Dead Gods will play a critical role. The Cypher descriptions that follow are intended to be easy to print and cut out.

Cypher Table (GM chooses, or rolls percentile dice):

1-2	Android Pod	51-52	Master Code
3-4	Archive Locator	53-54	Material Detector
5-6	Attachment Seeker	55-56	Memory Module
7-8	Augury Window	57-58	Mind Reformer
9-10	Back Door	59-60	Packet Storm
11-12	Blizzard Beam	61-62	Position Finder
13-14	Brain Scanner	63-64	Priority Inferrer
15-16	Cloud Grabber	65-66	Reassembler
17-18	Creature Scanner	67-68	Reflex Overlay
19-20	Cybernetic Integrator	69-70	Robot Scanner
21-22	Cyborg Scrambler	71-72	Sacrificer
23-24	Dark Probe	73-74	Signal Beacon
25-26	Data Channel	75-76	Signal Weaver
27-28	Do Loophole	77-78	Skyview Display
29-30	Downloader	79-80	Sun Bender
31-32	Electric Shroud	81-82	System Reformatter
33-34	Finder	83-84	Technology Scanner
35-36	Force Sphere	85-86	Tongue of the Gods
37-38	Function Melder	87-88	Transcriber
39-40	Glimmer Maker	89-90	Transmission Jammer
41-42	Hard Switch	91-92	Truth Converter
43-44	Ingratiator	93-94	Truth Receiver
45-46	Investigator Pulse	95-96	Uploader
47-48	Linguistic Relator	97-98	User Identification
49-50	Machinifier	99-100	Wrath of the Gods

Android Pod (Occultic)

Level: 1d6 + 4

Usable: Handheld device that projects an energy bubble around you.

Effect: Transforms you into an android for a period of 28 hours. During this time you do not need food, water, sleep or any other biological necessities. You count as a robot/android for the purposes of other powers and devices.

Archive Locator (Occultic)

Level: 1d6 + 4

Wearable: Bracer

Usable: Handheld device

Effect: Tells you the relative location of the nearest computer system holding a Dead God (see page 15).

Attachment Seeker (Anoetic)

Level: 1d6

Usable: Handheld device

Effect: Displays the relative location and distance of all members of the user's party (the other PC's) on a screen. Will continue to display updated information for a number of hours equal to the cypher's level.

Augury Window (Anoetic)

Level: 1d6

Usable: Glass-like screen

Effect: For the next hour you are able to reference this Cypher to learn the difficulty level of any action you contemplate engaging in.

Back Door (Anoetic)

Level: 1d6

Usable: Handheld device, memory chip, shard of crystal

Effect: You gain access to administrator privileges and commands within target computer system for one hour.

Blizzard Beam (Occultic)

Level: 1d6 + 1

Usable: Complex device

Effect: Fires a laser at the sky, summoning blizzard level weather within a user-chosen outdoor location within long range, up to 20 yards (18 meters) in diameter, lasting for one hour. The weather change is totally confined to this cylinder of space, hardly affecting the weather outside of it.

Brain Scanner (Occultic)

Level: 1d6 + 3

Wearable: Headband

Usable: Handheld device

Effect: Allows the user to read the surface thoughts of a visible living target within long range, for a number of rounds equal to the cypher's level. Will not work if the target is wearing a metal helmet or hat.

Cloud Grabber (Anoetic)

Level: 1d6 + 1

Wearable: Wristband

Usable: Handheld device

Effect: The user may change the general weather of the region, up to a distance of ten miles (16 km). Extreme weather is not possible, but heavy storms or squelching heat are within the limits of the device. Lasts for a number of hours equal to level of Cypher.

Creature Scanner (Anoetic)

Level: 1d6
Wearable: Armband, Wristband, Eye mounted display
Usable: Handheld device
Effect: Displays the location of all creatures of a particular type within ten miles (16 km), lasting on screen for one hour. The cypher is attuned to a particular type of creature common in the region.

Cybernetic Integrator (Occultic)

Level: 1d6 + 3
Usable: Handheld device
Effect: Permanently integrates an Oddity or other device into your body, making you a cyborg (though not granting you the Descriptor). You may operate the device with your mind from now on.

Cyborg Scrambler (Occultic)

Level: 1d6 + 3
Wearable: Wristband (long range)
Usable: Weapon (long range)
Effect: Causes cybernetic implants to malfunction, inflicting an amount of damage equal to the level of the cypher, stunning for one round, and potentially disabling important abilities for a number of hours equal to the level of the cypher.

Dark Probe (Occultic)

Level: 1d6 + 4
Wearable: Helmet, mask
Usable: Bracer, handheld device
Effect: You discover the deepest, darkest secret of target person or machine intelligence.

Data Channel (Occultic)

Level 10
Wearable: Collar, heavy necklace
Usable: Complex device
Effect: You summon a Data God into your body to restore you. You regain all lost Pool points and move back to the Hale condition, but the Data God takes control of your body for the next hour.

Do Loophole (Anoetic)

Level: 1d6
Wearable: Wristband
Usable: Handheld device
Effect: Target robot cannot harm you for the next hour.

Downloader (Anoetic)

Level: 1d6 +2
Usable: Handheld device
Effect: The contents of target computer database are downloaded into your mind, allowing you to clumsily access the information through an Intellect task for the rest of your life. Doing so does not grant you a skill, simply access to potentially useful facts.

Electric Shroud (Anoetic)

Level: 1d6 + 2
Wearable: Cape, helmet, veil
Effect: You become invisible to all robots and electronic devices for a number of hours equal to the level of the Cypher.

Finder (Anoetic)

Level: 1d6
Usable: Handheld device
Effect: Gives you the exact position and distance of any particular person you know.

Force Sphere (Anoetic)

Level: 1d6 + 3
Wearable: Shoulder pad
Usable: Handheld device
Effect: A beam from the sky projects a stationary spherical forcefield around your body, protecting you from all external damage for one minute, but keeping you from interacting with anything outside the sphere.

Function Melder (Anoetic)

Level: 1d6 + 1
Usable: Handheld device
Effect: Transforms any two devices into one, with the same abilities of both, melding them into one set of functions.

Glimmer Maker (Occultic)

Level: 1d6 + 4
Usable: Complex device
Effect: Creates an echo of the past, displayed as a holographic vignette of images and sound projected from the sky to an immediate location. This "glimmer" is a moment from the past that could be important to the user, as determined by the capricious logic of the Datasphere entities and programs.

Hard Switch (Anoetic)

Level: 1d6
Wearable: Wristband
Usable: Handheld device
Effect: Target electrical or electronic device is either turned off or on, no matter how complex the device.

Ingratiator (Anoetic)

Level: 1d6 + 4
Wearable: Mask or other headpiece
Usable: Metal disk
Effect: May only be used within an area monitored and seemingly important to a particular Data God or Dead God. The activation of this cypher makes the affected entity positively predisposed to interactions with you and your allies.

Investigator Pulse (Anoetic)

Level: 1d6 + 1
Wearable: Wristband
Usable: Handheld device
Effect: All secret doors and hidden panels within short distance suddenly open.

Linguistic Relator (Anoetic)

Level: 1d6 + 1
Wearable: Goggles
Usable: Plate of tinted glass
Effect: You are able to read any text you see on a computer screen or holographic projection for the next hour.

Machinifier (Occultic)

Level: 1d6 + 3
Usable: Complex device, ray gun
Effect: Transforms target non-sentient creature permanently into a robotic version of itself.

Master Code (Anoetic)

Level: 1d6 + 3
Wearable: Badge, cape, crown, helmet
Effect: All robotic or otherwise electronic beings fear you and flee your presence if attacked. Lasts a number of hours equal to the level of the Cypher.

Material Detector (Anoetic)

Level: 1d6 + 1
Wearable: Armband, Monocle, Wristband
Usable: Handheld device
Effect: Displays the location and relative distances of all materials of a particular type within 10 miles (16 km), lasting on screen for one hour. This Cypher is attuned to a particular type of material common in the region, such as steel, ceramics, glass, or synth.

Memory Module (Occultic)

Level: 9
Wearable: Skin patch
Usable: Complex device
Effect: Choose one Descriptor. For the next hour you gain all of the benefits of that Descriptor, in addition to your current one.

Mind Reformer (Anoetic)

Level: 1d6 + 3
Usable: Handheld device, ray gun
Effect: Transfers the programming of a machine intelligence stored within immediate range into a target non-sentient creature within long range.

Packet Storm (Anoetic)

Level 1d6 + 4
Usable: Handheld device, tripod mounted device
Effect: Utterly disrupts the functioning of the Datasphere in a ten mile (16 km) radius. Most powers and devices from this book (Celestial Wisdom) malfunction.

Position Finder (Anoetic)

Level: 1d6 + 1
Usable: Handheld device
Effect: The user learns their present location relative to major known landmarks. A simple map is displayed on the device, which may briefly reveal additional information about the surrounding terrain, lasting on screen for one hour.

Priority Inferrer (Occultic)

Level: 1d6 + 2
Usable: Handheld device
Effect: The device reveals one of the motivations of a particular Data God or Dead God. The entity must have a presence within view of the user, such as a temple, altar, computer terminal, or projected avatar. The motivation inferred may be specific or general depending on the entity.

Reassembler (Occultic)

Level: 1d6 + 2
Usable: Complex device, handheld device
Effect: Reassembles any broken down machine within long range and powers it for one hour.

Reflex Overlay (Anoetic)

Level: 1d6 +2
Wearable: Adhesive patch, headband, helmet
Effect: Temporarily imprints the reflexes and personality of a great warrior of the past onto your mind, making you trained in Might attacks and Speed defense for one hour. The personality makes you naturally inclined to enter battle.

Robot Scanner (Anoetic)

Level: 1d6 + 1
Usable: Handheld device
Effect: Displays the current locations of all robots within a ten mile (16 km) radius, lasting on screen for one hour.

Sacrificer (Anoetic)

Level: 1d6
Usable: Handheld device
Effect: Reveals an object near you, such as a Numenera, which if destroyed within ten minutes will ingratiate one of the Data Gods. If the item is destroyed, the entity will grant you a blessing for one hour of an asset on all tasks?

Signal Beacon (Anoetic)

Level: 1d6
Usable: Floating sphere
Effect: Immediately informs all of your companions (the other PCs) of your current location.

Signal Weaver (Occultic)

Level: 1d6 + 3
Usable: Complex device
Effect: Connects up to five electronic devices and computers within long range together, allowing them to communicate and work together. Lasts for one hour per level of Cypher.

Skyview Display (Anoetic)

Level: 1d6 + 2
Usable: Handheld device, synth screen
Effect: You gain an aerial view of your surrounding area, up to 10 miles in each direction (16 km). This image lasts for a number of minutes equal to the level of the cypher.

Sun Bender (Anoetic)

Level: 1d6 + 1
Wearable: Glove
Usable: Handheld device
Effect: Choose an outdoor circular area within long range, up to 20 yards (18.29 meters) in diameter. This area becomes lit up by daylight, no matter the actual time of day, lasting for one hour. If used in the middle of the afternoon, this cypher has little effect.

System Reformatter (Occultic)

Level: 1d6 + 3

Usable: Metal disk or spike

Effect: One computer system with terminals within immediate range permanently shuts down. Once the Cypher is activated the process of destruction takes 1d6 rounds to complete. It is possible for this device to kill a Dead God stored within the computer if its level is high enough.

Technology Scanner (Anoetic)

Level: 1d6 + 4

Usable: Handheld device

Effect: Immediately displays the current location of all Cyphers and Artifacts within long range, lasting on screen for one hour.

Tongue of the Gods (Anoetic)

Level: 1d6 + 2

Wearable: Mask

Usable: Handheld device

Effect: The user becomes able to directly communicate with a Data God or Dead God, so long as that entity has a presence nearby, such as an avatar or computer terminal. Lasts a number of minutes equal to the level of the Cypher.

Transcriber (Anoetic)

Level: 1d6 + 2

Wearable: Glove

Usable: Handheld device

Effect: Transfers the information stored in a computer to a blank paper book, or vice versa, so long as both objects are within immediate distance.

Transmission Jammer (Anoetic)

Level: 1d6 + 2

Usable: Handheld device, tripod mounted device

Effect: Causes one computer system within long range to lose its connection to the Datasphere for one hour, potentially removing many of its abilities.

Truth Converter (Anoetic)

Level: 1d6

Usable: Metal disk or spike, handheld device

Effect: An affected device or computer terminal now displays its interface in The Truth language, rather than whatever prior World's language it normally would. Lasts a number of hours equal to the level of the cypher.

Truth Receiver (Anoetic)

Level: 1d6 + 1

Wearable: Earpiece

Usable: Handheld device

Effect: You are able to automatically detect when any machine intelligence or robot tells you lies for a number hours equal to the level of the Cypher.

Uploader (Occultic)

Level: 9

Usable: Complex device

Effect: You and your companions within immediate range are physically transported to a virtual reality representation of the Datasphere, where information and programs are creatures and objects. You remain in this location for three hours, after which point you return to the physical analogue of wherever you were within the Datasphere.

User Identification (Anoetic)

Level: 1d6
Usable: Metal disk or spike, handheld device
Effect: The user gains access to all basic commands on a computer system, such as control of connected machinery or access to stored recordings of events. These commands are likely written in a language the user doesn't understand, so some potentially dangerous trial and error is likely.

Wrath of the Gods (Occultic)

Level: 1d6 + 2
Wearable: Glove, wristband
Usable: Handheld device
Effect: Calls down lightning to strike a target within long range. May only be used outdoors under clouds. The target takes an amount of damage equal to the level of the cypher, is knocked to the ground, and is unable to act for a number of rounds equal to the level of the Cypher.

New Artifacts

Like the previous Cypher section, these Artifacts are perhaps most useful in a game that will focus on the Datasphere and its inhabitant programs. The following descriptions are intended to be easy to print and cut out for use at the gaming table.

Special Artifacts: The Rods of Delanash

Each of the following three Artifacts can be found in the Ninth World if the right clues are followed. Each provides its own bonuses to those who wield it. However, if all three rods are found and combined into a staff, the Dead God Delanash is made whole and reactivated, granting the bearer all of the powers of the Silver Staff of Delanash, not to mention a rather potent new "mentor".

Delanash was a computer system designed to keep the earth in balance between technology and nature. It was created by those who wanted to protect the world from industrialists and others who would despoil it. Obviously Delanash was seen as a virus and a threat during a prior age, and it was nearly destroyed. If you're a GM and your players have assembled the Silver Staff, be prepared to roleplay Delanash as an entity only interested in larger concerns for the world. Once activated, it gains a great deal of information through the Datasphere about the current condition of the planet. It will likely begin demanding that its "owner" start to repair the world. It will lead the characters on quest after quest, restoring places destroyed by the ravages of the prior Worlds and millions of years of neglect.

The three rods can be found in the following locations:

❖ The Rod of Intellect can be found deep within the Ausren Woods in The Beyond, up in a tree with a limb wrapped around it, as though the tree were clutching the Artifact.
❖ The Rod of Might remains unnoticed in the storehouses of The Cold Grasp, within the city of Mulen, in the kingdom of Iscobal.
❖ The Rod of Speed lies at the bottom of Ryness Bay between Navarene and the Sea Kingdom of Ghan, guarded by a legion of massive sea creatures.

Rod of Intellect

Level: 7
Form: A thick silver rod
Effect: When held in one or both hands, increases your Intellect Pool by 3 points.
Additionally, while affected by this Artifact, you are trained in tasks related to figuring out the cause of pollution or other environmental problems.
May be combined with the Rod of Might and the Rod of Speed to form the Silver Staff of Delanash.
Depletion: -

Rod of Might

Level: 7
Form: A thick silver rod
Effect: When held in one or both hands, increases your Might Pool by 3 points.
Additionally, while affected by this Artifact, you are trained in tasks related to destroying machinery.
May be combined with the Rod of Intellect and the Rod of Speed to form the Silver Staff of Delanash.
Depletion: -

Rod of Speed

Level: 7
Form: A thick silver rod with a yellow crystal at the end.
Effect: When held in one or both hands, increases your Speed Pool by 3 points.
Additionally, while affected by this Artifact, you are trained in tasks related to surviving falls.
May be combined with the Rod of Intellect and the Rod of Might to form the Silver Staff of Delanash.
Depletion: -

Silver Staff of Delanash

Level: 9
Form: A thick silver staff with a yellow crystal at the end.
Effect: When held in one or both hands, grants you all of the benefits of the Rods of Intellect, Might, and Speed.
In addition, the Data God Delanash speaks in your mind while the staff is held, providing you with an asset in any task directly related to the Numenera.
Depletion: -

Communicator Buds

Level: 1d6
Form: Two tiny metal droplets that fit into the ear
Effect: When two people each wear these buds in an ear they are able to verbally communicate with each other at any time across nearly any distance. It is activated by simply thinking about the other person while speaking.
Depletion: 1 in 1d20 at the end of each day of significant use

Cybernetic Arms

Level: 1d6 + 2
Form: Pair of robotic metal arms
Effect: May be used to replace one or both lost arms.
If both are installed, the user gains +2 Might and is unable to drop weapons.
Punching damage is now equal to the level of the Artifact, but still counts as a light weapon.
The arms may each have up to two other devices or Oddities installed into them.
Depletion: -

Cybernetic Legs

Level: 1d6 + 2
Form: Pair of robotic metal legs
Effect: May be used to replace one or both lost legs.
If both are installed, the user gains +2 Might and
gains an asset on running rolls.
Kicking damage is now equal to the level of the
Artifact, but still counts as a light weapon.
The legs may each have up to two other devices or
Oddities installed into them.
Depletion: -

Datasphere Receiver

Level: 1d6 +3
Form: Boxy metal device that permanently attaches
to the spine when first used
Effect: Creates a powerful link to the Datasphere.
You are now trained in two additional knowledge
skills of your choice, except when you're in areas in
which the Datasphere is not active, such as places
affected by a Packet Storm Cypher.
Depletion: -

Holographic Mapper

Level: 1d6
Form: A metallic sphere that projects a blue
holographic display when activated
Effect: Records a three dimensional map of every
place you take it. Displays these maps when
activated.
Depletion: 1 in 1d20

Lifter Suit

Level: 1d6 + 3
Form: Massive robotic suit with huge clawed hands
designed to grip and lift
Effect: While inside the machine you count as
specialized in lifting and gain two assets on lifting
tasks. Provides armor 2.
If used to attack, the arms of the Lifter Suit do
damage equal to the level of the Artifact.
Depletion: 1 in 1d10

Numenera Tracker

Level: 1d6 + 2
Form: Handheld device with a green display screen
and chunky buttons
Effect: When activated, the tracker is able to locate
the three nearest large concentrations of Numenera
within 100 miles (161 km). Activation requires the
device to be hooked up to a massive power supply,
such as a nuclear reactor, so usually that object
shows up as one of the three locations.
Depletion: 1 in 1d100

Optical Enhancer

Level: 1d6 + 1
Form: Reticle strapped across one eye
Effect: Provides two assets on perception rolls and
provides night vision. Causes mild headaches in the
user.
Depletion: 1 in 1d20

Reality Augmenter

Level: 1d6 + 1
Form: A pair of tinted glasses
Effect: While viewing the world through these glasses you are constantly shown text over things you are viewing. Some of the text is in The Truth, and the information you can read appears to be factoids about the things you're seeing, providing you with an asset on knowledge tasks related to things you can see.
Depletion: 1 in 1d20 at the end of each day

Robe of the Archivist

Level: 9
Form: Long black hooded robe covered in glowing Datasphere runes
Effect: The runes seem to interact with nearby electronics, granting you an asset on all tasks related to gaining access to data at a computer terminal. Additionally, should you ever encounter Brethsid The Archivist (see page 7), the Data God will be somewhat less prone to questioning your wisdom.
Depletion: 1 in 1d20

Rune Decrypter

Level: 1d6 + 2
Form: Metal mask with massive glowing blue eyes
Effect: You're able to read many of the strange runes found on the screens of electronic devices, allowing you to better navigate their interfaces. While this Artifact is worn you are able to simply navigate the menus as though you were a user, rather than clumsily pushing buttons on a screen. When a related roll is even needed, you enjoy two assets.
Depletion: 1 in 1d20

Sigil Etcher

Level: 1d6 + 1
Form: Metal block covered in etched symbols
Effect: When placed on a flat hard surface and activated, the Artifact moves of its own volition, using a powerful laser to etch deep sigils and runes into the surface, forming a set of concentric circles and complicated symbols five meters in diameter. Robots and other autonomous machines cannot enter the etched area of their own volition.
Depletion: 1 in 1d6

Static Blade

Level: 1d6 + 1
Form: Light or medium sized weapon with a blade that looks like display static
Effect: This weapon, with a blade made of coherent infectious data, is highly destructive to information systems. As a weapon it deals damage equal to its level. If it deals damage to a computer system, it also infects it with a virus that will bring down the system in ten minutes.
Depletion: 1 in 1d6 whenever it infects

Technology Deck

Level: 1d6 + 2
Form: A lighted computer console/keyboard
Effect: The Artifact allows you to interface with nearly any electronic device, providing a more customized interface for you. It provides an asset on all tasks related to its use with computers. It can also download some data from databases for later use.
Depletion: -

~ Chapter IV ~
THE AZURE STEEL SEEDS

Contained here is a small collection of story seeds for the GM in need. They're not full blown adventures, but the advantage of the simplicity of Numenera's Cypher System is its ability to allow the GM to start with a simple idea and a few notes and follow the players' lead, creating adversaries and even locations on the fly.

Creeping Knowledge.

Near a small town a phenomenon is occurring that frightens the simple townsfolk. A vast expanse of land is covered in a writhing plane of undulating colors and shapes that scares off animals but does not appear to do any real damage to the land. The Datasphere is spilling out into the world here and threatens to expand into the town proper. A beam of light extends from the center of this chaotic place. Perhaps if someone brave is willing to take a look they could solve the problem, but doing so will transport them to another place entirely.

Travel to the center of the field transports characters into a virtual reality. The data beings found inside are hostile level 3 creatures (+2 when attacking cyborgs). Their master is a giant made of rotating three dimensional fractals, who wishes to spread his domain out into the material world (level 5 creature, +3 when detecting lies).

Domed City.

Several years ago a town was suddenly surrounded by a domed forcefield projected from the sky. The inhabitants inside, somewhat visible through the barrier, appeared to be rather surprised and upset. Over the years, those trapped under the bubble made do as best they could, growing crops in the streets and drilling wells. They seemed to be getting fresh air somehow. But in recent months it's become clear that the crops will not last and the people inside are now standing at the edges of their bubble, pounding on it whenever some traveller comes down the road near the town, seemingly looking for help once again.

An Aeon Priest in a nearby town says she has a solution: a Cypher she could construct that would break the Datasphere around the city, causing the bubble to lapse long enough to let the townsfolk out. She claims the parts she needs might be found in a rubble filled cave a few miles west, infested with strange floating robotic spheres that guard the area.

Floating Sphere: level 4 robotic sentinel that fires lasers (6 damage), with armor 1. Special move: Fires beam across entire group, attacking each PC for 4 damage.

Magnetic Pile: level 5 robotic creature comprised of many pieces of technology stuck together in a somewhat intelligent heap. It makes two attacks per round and can use one to absorb any technological item in the hands of an enemy, allowing the Magnetic Pile to use it from now on. The Pile contains the parts the players need to make the Cypher that breaks the local the Datasphere. Only killing it will allow them to obtain those precious parts.
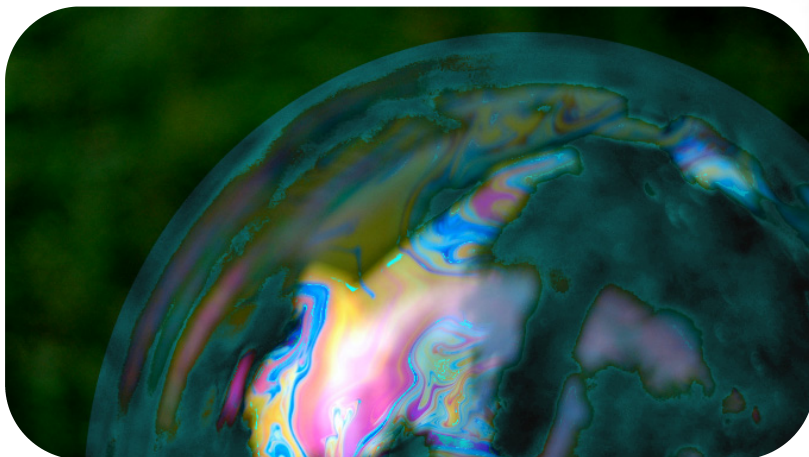
Falling Sky.

A satellite falls from the sky, causing panic in a nearby community. The wreckage is vast, devastating several farms and ranches. Out of the wreck, several maintenance robots emerge and begin to rebuild. A glowing liquid is seeping into the ground and destroying crops, and the farmers are looking for a solution. The PCs also surmise that the satellite likely contains a number of useful Cyphers and Artifacts, if they could just get past those pesky repair robots. Various dangers in the area:

- Repair Robot: level 3 floating machine, with two clamping arms and a laser drill coming out of its stomach. Can grab and attack the same target at the same time. Laser does 5 damage. Once grabbed, the laser automatically hits each round until the victim escapes. Has armor of 2.
- Power Source Ready to Explode: level 5 item. Will explode ten rounds after the players discover that it's going to explode. If it goes off it will deal 10 damage to everything and everyone within a 1 mile (1.6 km) radius and light the fields of wheat on fire. Stopping it from exploding can be done a number of ways, primarily through mechanics (level 5 task requiring touching dangerous parts), or through electronics (level 6 task requiring interfacing with a broken computer system).
- Plasma Rail: level 4 item. Several of these rails run along the larger sections of the remaining structure, releasing a glowing cloud of slow moving energy. Characters within immediate range of them must succeed in Might checks to resist their attacks each round, which deal 6 damage. The plasma rails are right where the Cyphers and other goodies are within the wreckage.

> ## GM Intrusion
>
> A PC steps on a critical component, causing one of the plasma rails to explode: a level 6 attack against everyone within short range.

- Data Hookup: level 5 item. A terminal and antenna that provides a powerful connection to the Datasphere for the next few minutes (before it finally gives out). PCs with computer abilities or powers may find all kinds of useful things here if they can get past the security in the system. If not, count this as a Datasphere Syphon Cypher from the Numenera Core Book (page 283).

Valley of Broken Men.

Rumors abound of a valley filled with catacombs and vast storehouses guarded by mechanical beings. Once a production plant for robotics and a test facility for artificial intelligence, the valley's laboratories, warehouses, and vast computer systems are now overrun by the things that were once built here. At first inspection the robots here seem dangerous only because of malfunctions due to great age and lack of maintenance, but further investigation reveals a council of ruling robots from among the three most intelligent among them. This council seeks a power source to feed the community of robots, and is concocting a plan to attack a nearby settlement to take the small power generator their local Aeon Priest operates. Various robotic foes in the area:

- Hound: level 3 robotic dog, that deals 5 damage on bite and has 1 armor.
- Servant: level 3 bipedal humanoid with charmingly alien voice, which has 2 armor.
- Repairer: level 4 large floating device with many arms and wielding tools. Deals 5 damage on hit and pushes down the condition track, and has 1 armor. Can heal 1d6 damage on a robot as an action.
- Councilor: level 5 highly intelligent robot or android. Has armor of 2.

About the Author

Ryan Chaddock is a computer programmer and writer living in the Rogue Valley of Oregon with his wife Katherine who is awesome. He holds a degree in economics from Southern Oregon University and enjoys spirited political debate. He is an advocate for nerd pride and wants to help foster a growing, positive nerd culture on the planet. He hopes to continue writing and developing roleplaying games for the rest of his life.