



EXPLORATIONS

Echoes of the Prior Worlds

Requires the Numenera
corebook from Monte Cook Games

Explorations: Echoes of the Prior Worlds

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~Introduction~

Even though the Steadfast and other areas of the Ninth World have become settled and civilized, there are undiscovered ruins and unexplored regions waiting for heroic individuals and groups to brave them. Overflowing with ambiguous technologies of the past, these places of mystery and myth call out to the explorers of the world. The time has come for intrepid souls to make their mark on the Ninth World. The stage is set for their ascent as the shapers of human history.

This book is about the people and places that make exploration exciting. It takes the concept of a discovery-based game and runs with it. Numenera doesn't give XP for slaying monsters and taking their stuff. It's not a game about combat, though combat is there to be had. The primary means of character advancement is through Discovery. With that in mind, we've created a set of adventures showcasing the Discovery XP model.

These are places of interest, each with a sequential set of increasingly difficult objective points. Our hope is that this book will be useful for your group in moving from a more traditional play model to one focused on exploration and discovery.

Most of the adventures that make up the meat of this supplement are written to be small and easy for the GM to wrap their head around. These are the barebones of a story: some creatures, treasure, traps, problems, and a map. Not much else. If you take them as written, each adventure is an hour or two of content for an average group. Not a bad start, but we suggest fleshing them out with a few twists when possible. For this reason we've included Chapter I: SEEDS & SOIL. It includes suggestions for additional story threads that can add depth, sub-plots, and just plain weird to your games.

We highly suggest pairing a nice quick story with two or three fleshed out Intrusions and perhaps a story seed as a side plot. Taken as a whole, the contents of this book could easily become an entire campaign, with the various adventures stringing together a story about facing the dangers of a hostile world and coming back with interesting ideas and technologies that could change the face of the Ninth World.

~Iadace traveller, and good luck~

Chapter 1:

~SEEDS & SOIL~

Building interesting stories involves plots and subplots. Stories and complications. The following adventure seeds and Intrusions are provided here to help make sure your game is as rich and detailed as possible.

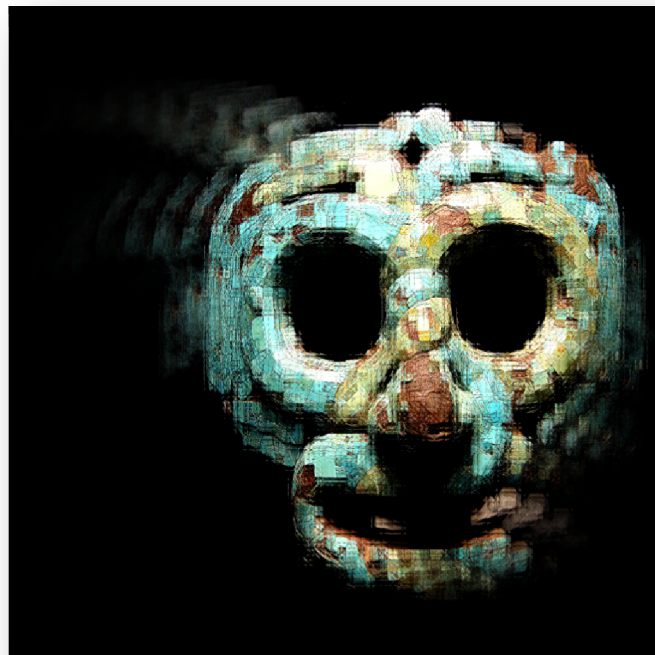
INTRUSIONS

Auditory Hallucinations. The PC touches or breathes an invisible chemical, causing them to hear strange noises for the next four hours. The PC suffers a one step penalty on any roll involving hearing, including some perception task rolls and many social tasks.

Blinding Flash. A PC currently touching a Numenera object accidentally activates a powerful light. The character must pass a Difficulty 4 Speed Defense test or be blinded for one hour.

Bone Break. Give this Intrusion to a PC who has just taken damage. They have broken a major bone, causing them to move one step down the condition track. If the wound is not treated by someone using the heal skill, the character will continue to be down one on the condition track for one month.

Brief Mutation. The PC is sprayed by a strange gas, causing them to physically change. The PC suffers from a randomly chosen Harmful Mutation (see the Numenera Core Book, pg 124-125) for the next 3 hours. The physical change also causes them to lose 2 points each from their Might and Speed pools.



Broken Mask. The PC finds a metal mask. For the next ten hours the character must pass a Difficulty 3 Intellect Defense test once per hour to avoid putting the mask on, or going back to find it if it was left somewhere. If the character ever puts the mask on, they find that it won't come off. The mask changes the user's voice, modulating it to something deep and creepy, increasing the difficulty of all social interactions besides intimidation by one step. The mask may only be removed if the character is kissed on the mask's mouth, though figuring this out could take a great deal of research.

Cave In. Several large chunks of rock or stone from the surrounding environment fall on the PC, pinning them in place, dealing 5 damage, and pushing them one step down the condition track until they receive

medical treatment. Removing the rocks will require a Difficulty 5 Might check by an ally. Slipping out requires a Difficulty 5 Speed check by the victim.

Crawling Tattoos. An inky black pattern transfers off of something the PC is touching onto their body. The pattern spreads across their skin, silently writhing. The patterns are disorienting to stare at, causing the PC and any other person who looks at them to need to make a Might Defense test against Difficulty 4 to avoid throwing up, and losing 3 Might points in the process. Most animals will not attack the character while they are afflicted with the tattoos. The crawling tattoos last until the player next bathes.

Cry Out. Used on a PC who has just been hit by an attack, the character cries out in pain, catching the attention of 1d6 more of whatever creature they were fighting.

Gender Swap. The PC walks through an invisible field and comes out the other side changed. They feel an electrical shock and then their body morph. Once the alteration finishes, several rounds later, the PC is a different gender than the one they began with. This alteration is permanent, but a lenient GM might only make it last a month.



Golden Shin. Use on a PC who has just looted one or more shins during the adventure. One of these shins is golden and glows slightly. The PC becomes

obsessed with this shin for the next 28 hours, holding it in one of their hands (instead of a weapon or shield), and generally fiddling with it. Doing any particular action other than just playing with the shin causes them to take 1 Intellect damage. Playing with the shin while doing other things causes those actions to be at one higher Difficulty level.

Haunted. The PC becomes capable of seeing and hearing strange echoes of the past, including what appear to be holographic ghosts. These “people” moan and scream at the character, causing the PC to suffer a one step penalty on all actions. This penalty can be ignored at a rate of one Intellect damage per action. This haunting effect lasts for 56 hours, during which time the character cannot take a 10 hour recovery due to their inability to sleep soundly.

Invisible Force Bubble. The PC inadvertently activates a force field around them, probably by walking into a rune, sigil, or other Numenera sensor. They cannot leave the bubble or affect things outside of it until they break through it with a Difficulty 5 Might check, or someone outside the bubble deactivates the field projector with a Difficulty 4 Numenera task. This one is especially good to spring on someone while the group is in combat.

Love Potion. An Anoetic Cypher has the additional effect of making the user feel very strong attachment and “seskii love” for the next person or creature they next see. This effect lasts for 28 hours after the Cypher is used.

Sentient Armor. The character’s armor becomes inhabited by an invisible force, causing it to attempt to kill the player. It will use the PC’s weapons, try to jump off cliffs, etc. Treat its actions as though it were a level 4 creature, and it will continue to attempt to kill the player character until it is removed. Doing so takes 3 successful Speed checks against Difficulty 4. Once a piece of the armor is removed, it stops being animated, returning to normal.

Shard of the Past. A PC rummaging through old things cuts themselves on an ancient shard of pottery. The wound immediately dries up and turns blue. The character must make a Might Defense roll against Difficulty 3 once an hour until they succeed on a roll. Each time they fail, they take 5 ambient damage from radiation in their blood. While affected by this Intrusion, the character can see electricity flowing through machines and wires.

Slippery Surface. The character accidentally walks into a patch of ooze, ice, or super-slick material and must pass a Difficulty 4 Speed Defense test to avoid falling and taking 3 damage. Leaving the area takes passing a Difficulty 3 Speed test, and the character cannot move Long distance on a turn until they leave the patch.

Viral Meme. The PC sees a symbol on a wall and gets it stuck in their head, blocking their vision with its image burned into their sight. If the character speaks, all those who hear their words must make an Intellect test against Difficulty 3 to avoid the same effect (including its ability to spread). The meme imposes a one step penalty on all sight related rolls, including perception tasks and physical attacks and dodges. A character may rid themselves of the meme by taking 7 Intellect damage or taking their 10 hour recovery rest.

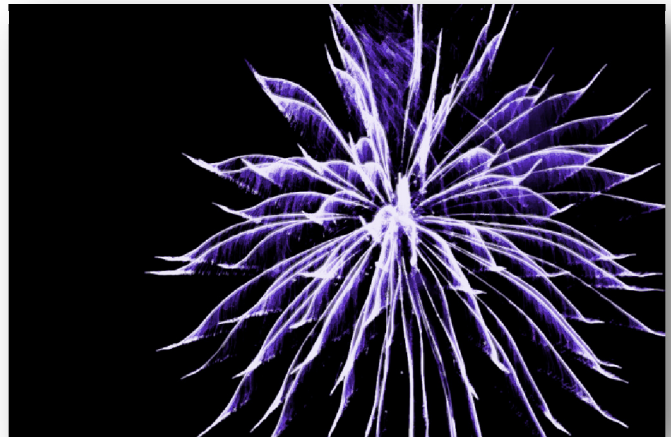
STORY SEEDS

Black Lotus

A new narcotic has begun carving its way through the Beyond. The first dozen times individuals use the drug, an aromatic powder rubbed into the eyes, the results are euphoric. It creates a perception of dilated time and enables complete lucid dreaming, allowing users to experience their deepest desires for what seems like months.

However, physical and mental dependence come quickly, and the amount needed increases. The time dilation continues after dependence is formed whether

or not the user keeps up with their new need, but now their greatest fears are thrust forward endlessly. What's more, the nightmares begin having parallels in the real world. An addict who sees great black wings following him may hear reports of people being picked up and carried away by flying beasts none have seen before.



A campaign has begun to inform individuals about the risk of using the substance, but progress is slow. It seems that the drug has legitimate medical properties; users' bodies heal at an increased rate when under the influence, almost as if reacting to the perception of increased time. Less reputable, or more desperate, doctors have begun administering it to patients.

Rumors of the source of this drug are spreading, and troublingly they all seem to point to a disaffected Aeon Priest fascinated with the medicinal properties of a rare black lotus. He has been cultivating them for experimentation, but was unable to test his many hypotheses. It seems he has been treating the general populace as his test subjects. Those seeking healing, or to put an end to this growing nightmare, can find the priest in his greenhouseclave.

The Forgetful, The Forgotten

Hidden in the Beyond is a community forgotten by the ages. Those who live there subsist on a tribal existence, completely unaware of the surrounding world. To them this is the first world, the only world,

and it has been that way for all time. Or so they believe. The truth is much more sinister: a buried artifact has created a sort of amnesia in the tribe members, and any who find them.

They have been encountered many times over the years by individuals from the outside world, but despite the tales they bring, and the evidence they carry with them, the information will not take hold. The moment the outsider leaves the community, the tribe forgets completely. Furthermore, the very existence of the tribe is overwritten in the mind of the visitor with the most easily believable, mundane lie. For centuries they have been contained to a small area, but recently there has been an effort among the tribesmen to begin expanding their territory. What's more, the radius of forgetfulness seems to be expanding with it.

Outrage

Maintaining biases is difficult when mutation and aberrancy become the norm. Nevertheless, it is still very possible. The members of the royal courts of the Steadfast aren't so accepting. An honored war hero and military leader has begun showing signs of genetic deviancy. Public appearances dropped drastically and reports that she had begun acting in strange, alien ways eventually led to her being ousted by her former empire. Her handlers' actions have set off a drastic chain of events.

She has begun gathering those more loyal to her than political leaders, and rumors of an imminent coup have begun surfacing. Where once was a dedicated servant and brilliant tactical mind now exists a being dedicated solely to bloody rebellion. No matter the outcome of the approaching war, countless will suffer. Will any be bold enough to put a stop to what could become the most brutal offensive of an age?

Reclamation

The past year has been unkind to the coastal village of Eryntha. For decades they have struggled along as a moderately successful fishing hub, an unkind life for

only the hardest. But more recently the inhabitants have stopped going out into the water altogether. At first a few boats began disappearing, which was uncommon in the still waters near the village.

But the quiet whispers of something in the water became a panic when the wrecked hulls began washing ashore in droves. Local legends of the All-Mother, Glyryvillu, started circulating. Shortly after, the remaining villagers simply disappeared. Only one escaped: an elderly matriarch who claims to be the trueborn heiress of the All-Mother. She has been moving through the neighboring townships hoping to find adventurers daring enough to slay the beast and make the village habitable once again.

None know the truth of Glyryvillu, a beast described as an amalgam of so many other creatures as to defy explanation or sense. All that's known is that she makes her abode deep under the waves, and has brought down ships for hundreds of years. What treasures may lay in that wreckage are for the brave to discover.

The Shadowplay

The town of Ajeles appears like many others: small, low buildings built in concentric rings. The difference is marked by what stands in the middle. A large column, seemingly made of solid light, stands several hundred feet tall. From afar the column seems only a glare, or at night a dim beacon pointing into the sky. PCs who approach the column see an intricate shadow-puppetry show around the diameter of its base. Most write this off as a pleasant relic of a past age, and the town is one of complete tranquility.

Each and every night the townsfolk gather around the pillar of light and watch an ever-changing act unfold in shadow. Careful observers might notice that every person in the town is recreated in the play. Enthralled by the shadow play that guides and plots out their lives, the townsfolk cannot leave, and neither can adventurers who stay for the evening. Their only hope is to destroy the powerful entity that directs the show, hidden under the column of light.

The String of Lights

An elderly man has been walking through the Ninth World from kingdom to kingdom. He is clothed only in rags and has been seen everywhere from Queslin to Deep Vormask, forever spreading what he calls the Gospel of Lasyrah. Unaided and weathered, he nevertheless proceeds safely through areas that entire bands of adventurers couldn't traverse.

Some attribute this to powerful artifacts on his person, but the truth is much stranger. This man has been alive forever, existing alone through all eight previous worlds. He remembers little of it, and speaks of none. The gospel he spreads is one of ceaseless death and rebirth, the lessons of his eternal life.

Sometimes hailed as a savior, but more generally reviled as a seditious heretic, the nameless wanderer has recently aroused the ire of several notable leaders. Partly, they fear for their stations if the lower castes take to his message. Mostly, however, they worry that the random catastrophes that follow in his wake are somehow of his making. There is a price on his head that reaches nearly across the world. Will those who find him finally put an end to his meandering? Or will they join him, as so many have before?

Unitas

Much of the fauna of the Ninth World is misunderstood, and that ignorance breeds fear. Many seemingly terrible creatures can be bargained with or otherwise be considered as something more than monstrosities. The broken hounds cannot.

They are the teeming unwashed masses, craving nothing but flesh. This wasn't always the case. The species has degenerated from their prime so completely that even the memories of the great cities they constructed have fallen to dust. But there is one who recalls their past all too well. Hidden deep within the Beyond, the last remaining member of the broken hounds' forbearers watches and plans the return of his people.

Numenera related to time- and genetic-manipulation have begun disappearing, and tales of a great laboratory where interested parties can trade their bodies and knowledge for other boons are spreading. Will the players stop the resurgence of this long dead race, or is there something better to be bargained for?

Weaver

The E'ichk peoples live a nomadic life high on the slopes of the Black Riage. Rarely seen except when trading the random pieces of Numenera they discover, they are an unshakably insular society. Decades ago an Aeon priest named Thadrius accompanied their tribe until he became trusted enough to be inducted into their highest shamanic order. What he learned terrified him so thoroughly he left both his life's work and the priesthood to live the rest of his life in solitude.

With his recent passing a document detailing the creation myth of the E'ichk made its way back to the Amber Papacy. It describes the construction of the pangaea supercontinent of the Ninth World by the deity Akeyolabophe. When activated, the document projects a single image of an unfathomably large avian creature perched atop what appears to be Mencala Peak. Barely visible at the bottom of the image, the shamans and Thadrius can be seen at the foot of the beast. Several Aeon Priests have reviewed the image and all testify to its veracity.

None who live near the area claim to have seen or heard of anything like Akeyolabophe. This leaves two questions: how has an ancient creature, gargantuan and invisible and maybe powerful enough to shape the world, existed on the border of the Steadfast unknown until now? And what can be done about it?

Chapter II:

~BRAVE SOULS~

The Ninth World is, to put it mildly, a dangerous place. Only those with the appropriate skill and pluck can see the harshest, most volatile environments, and survive to tell the tale beside the campfire. Even simple catacombs can be littered with ancient traps and leftover bits of technology, waiting to do harm to the next passer by. Those who carve their names on history will be those who are ready for the harshness of the Ninth World. Those who's very nature puts them in the path of danger.

The following Foci and Descriptors are for use by the bravest of players. The cowardly ones don't get to play with them. Sorry.



NEW DESCRIPTORS

Grizzled

You've been through hell and come back to chat about it. When others claim to have seen horrors beyond imagination, you grimly nod, knowing that those terrible things are out there. You've seen enough to know how to survive them. You hope.

Scar Tissue: +4 to your Might Pool.

Skill: You're trained at Intellect Defense when resisting mental effects and fear.

Skill: You're trained at Speed Defense when attempting to dodge traps.

Skill: You're trained at Might Defense when resisting the effects of poison and disease.

Inability: You're overly critical of your companions, making you terrible at assisting them in the end. Your assistance when taking the Helping action (Numenera core book page 101) never grants more than a +1 on the roll.

Additional Equipment: One set of Light or Medium armor.

Initial Link to the Starting Adventure:

1. You've come to be a mentor to one of the other PCs, following wherever they go.
2. You're serving as a guide to the party.
3. You're searching for something, *anything*, that can truly challenge you.
4. It's clear that this rag tag group needs your help or they're all gunna get killed out there.



NEW FOCI

Catalogues the Past

You are an explorer and documenter of the current and prior worlds. You have your obsessions - technologies, wildlife, architecture, etc. You take to the wild places and hidden tombs with your notebooks, sample jars packed, ready to bring some of what you've seen back to the rest of humanity.

Connection: Choose one other PC. This is the one person you trust with your notes and samples.

Additional Equipment: A notebook and an pen.

Minor Effect: An item you're looking at is familiar to you. You've seen something like it before granting a +1 on the die for related knowledge rolls.

Major Effect: An item you're looking at is extremely familiar to you, clearly related to something you've done research on. You gain an asset on related knowledge rolls.

Tier One:

Area of Interest. You are trained in perception tasks as well as one field of Numenera-related academic study, such as biology, architecture, or examining oddities.

Tier Two:

Documentation (1 Intellect point). You make drawings and writings about a subject over the course of 10 minutes, giving you a chance to really study it. Whenever you need to know something about an object, place, or creature you've documented before with this power, you may go back to your notes and make a perception check as though the real thing were in front of you. Enabler.

Prolonged Study (2 Intellect points). You study an object for one hour, learning its general purpose and how to use it. This power requires no skill roll to activate. Enabler.

GM Intrusion:

You weren't watching where you were going and fell into a hole or off a ledge.

Intrepid

The spirit of adventure inhabits you, driving you to new and different adventures. You care little for wealth or glory. You explore for its own sake, making the most of your talents.

Light Footed: +2 to your Speed Pool.

Skill: You're trained in climbing and jumping tasks.

Skill: You're trained in navigation and riding tasks.

Inability: Your curiosity makes you a poor judge of danger. Your GM should never provide you with hints as to the Difficulty of a dangerous roll.

Additional Equipment: An explorer's pack.

Initial Link to the Starting Adventure:

1. It's your idea to get the party together, of course!
2. You've found this interesting map...
3. You've manipulated the others into joining up with you.
4. You've kept your ear to the ground for just such an opportunity.

Tier Three:

Area of Specialty. You are specialized in perception tasks, as well as the related field you chose for your Area of Interest. Enabler.

Tier Four:

Knowledge of the World. You only need to spend one XP to gain a short-term benefit related to having dealt with a type of Numenera before (see the Numenera core book, page 111 for details). Enabler.

Powerful Curiosity. Whenever your party finds an Oddity, you regain one lost Intellect pool point. Whenever the party finds a Cypher you gain back two. Whenever it finds an Artifact, you replenish your entire pool. Enabler.

Tier Five:

Observant. Your Prolonged Study power no longer takes an hour, merely one Action. Enabler.

Tier Six:

Original Purpose (6 Intellect points). You learn the actual prior world purpose of a Numenera object, creature, or place. If this is an object, you gain an Asset on all further uses of it. This power may be used to turn Oddities into Artifacts, but doing so costs 1 XP and requires negotiation with the GM as to the item's full power and you gain no discovery XP for finding this Artifact. Action.



Maps the World

You're a talented cartographer and trailblazer, making things easy for those who follow in your footsteps. For you exploration is not so much about getting there first, as making sure someone else gets there second. People like you are important in bringing back civilization to the Ninth World because you make the maps, create the connections with the locals, and establish the trade routes.

GM Intrusion:
Water seeps into your map case, destroying all of your carried maps.

Connection: Choose one other PC. This player hired you once to help get somewhere and you became fast friends and trusted allies.

Additional Equipment: A map case, 20 sheets of parchment, an ink pen, and a map of the local area.

Minor Effect Suggestion: You create a particularly beautiful map.

Major Effect Suggestion: You're able to extrapolate areas on the map you didn't see, based on what logically must be there.

Tier One:

Cartographer. You are trained in cartography and navigation tasks. If you have one hour and the right tools you can draw a map of any area you have explored. This map grants an Asset on all navigation task rolls in that area. Enabler.

Homeward. You can always navigate back to wherever your last extended rest was, without a roll. Enabler.

Tier Two:

Blaze Trails (2 Intellect points). For the next four hours of travel you mark the landscape as you pass. The next time you come through the area you will automatically know it and be able to pick up your old trail. Action to initiate.

Makeshift Map (2 Intellect points). You spend ten minutes crafting a map based on rumors you hear about the area in question. This map

provides an Asset on navigation checks, just as a normal map would, but should you fail the navigation check you'll likely find yourself very lost. May only be used after hearing rumors about the location. Action to initiate.

Tier Three:

Fresh Eyes. Whenever you explore a location you've never been to you gain an Asset on initiative and perception rolls while there. Enabler.

Perfect Recall (3 Intellect points). You recall the details of any place you've been in the last 28 hours, to such a degree that you can make new perception skill tasks as though you were there. Action.

Tier Four:

Quickest Route (4 Intellect points). For one day you cut the long distance travel time in half for you and your party. If you possess a map of the area you may even use this power to lead a caravan or other large group. This power may not be used while employing the Safest Route power (below). Action to initiate.

Safest Route (4 Intellect points). For one day you double the long distance travel time for you and your party, protecting you from ambushes and treacherous terrain (even those caused by GM Intrusion). If you possess a map of the area you may even use this power to lead a caravan or other large group. This power may not be used while employing the Quickest Route power (above). Action to initiate.

Tier Five:

Establish Connection (5 Intellect points). You make friends with a local in the area, providing you with news, rumors, and a way to buy local goods. This may only be used in an inhabited area. Action.

Master Cartographer. You are specialized in cartography and navigation tasks. Enabler.

Tier Six:

Trade Route (8 Intellect points). You establish a permanent trade route between your home region and the locals here. This may only be used in

an inhabited location. Whenever you are here you count as having the Wealth, Home, and Contact long-term benefits (pg 111 of the Numenera core book), and can easily find sources of information and buyers for any Numenera you wish to sell. Enabler.



Scales the Impossible

It should come as no surprise that climbing is the activity most performed by many explorers and adventurers. No matter where you go, there are things to get over, across, up, and down. People like you who are naturally talented at climbing, logically, make excellent adventurers. Your skills and fearless curiosity are cherished assets for any adventuring group.

Connection: Choose one other PC. You once saved this person from a deadly fall.

Additional Equipment: 50 feet (15 meters) of rope, a grappling hook, a hammer, and ten pitons.

Minor Effect Suggestion: During your attack, you climb up onto the enemy, giving you "high ground" on further strikes.

Major Effect Suggestion: You manage to hog tie your enemy during your attack.

Tier One:

Basic Skills. You are trained in climbing and rope use tasks. Enabler.

Fearless (1 Intellect point). You throw off any and all fear based effects you're currently suffering from. Enabler.

Tier Two:

Intermediate Skills. You are trained in jumping, as well as balance related tasks, such as tightrope walking. Enabler.

Eye for a Challenge (2 Intellect points). You estimate the distance of any surface or expanse you can see and also learn the difficulty level of the climb. Action.

Tier Three:

Advanced Skills. You are trained in navigation and wilderness survival. Enabler.

Outdoor Survivor. You have an Armor rating of 2 for the purposes of ignoring damage from the elements (extreme temperatures, wind, etc).

GM Intrusion:
Your rope gets cut on a rock or metal corner and begins to fray.

Additionally, whenever you need to make a Might check to handle an extreme element, you have an Asset on the roll. Enabler.

Tier Four.

Reflexive Grab (3 Speed points). You automatically succeed on a Speed roll made to stop yourself or someone else from falling. Enabler.

Fall Survivor. You have an Armor rating of 2 for the purposes of ignoring damage from falls. Enabler.

Tier Five.

Expert Skills. You are specialized on climbing and rope use tasks. Enabler.

Great Assistance (5 Speed points). Your climb roll also counts for the person climbing immediately behind you. Enabler.

Tier Six.

Explorer. You replenish your Speed pool whenever you climb up to a particularly beautiful vista, or succeed in overcoming a particularly difficult ascent. Enabler.

Self-Mastery. You gain +5 to your Speed pool maximum and +2 to your Intellect pool maximum. Enabler.



Chapter III:

~THIRTEEN ECHOES~

*High on the Mountain,
Jak of Cryo did climb,
Her lips pale as winter,
Her gait fast as time.*

*She had known then of secrets,
Locked 'way in her head,
Of wintry things,
That could bring back the dead.*

*For the dead do not perish,
If time can be slowed,
And ol' Jak knew a way,
So her lover she towed.*

*To the lab of "cryonics",
She had found long ago,
That had granted her power,
Over ice, frost, and snow.*

*And Jak entered with haste,
Placed her love in a chamber,
Under crisp frosted glass,
She would not let death claim her.*

-The Tale of Cryo Jak

The following thirteen adventures are presented as simple adventure notes, allowing GMs to throw together an evening's entertainment without much study, preparation, or writing. Each has its own full page map. All but one are a single page, so that a GM can print them out on a single sheet of paper if done double sided.

A lot of the detail has been left out of these scenarios for the sake of brevity. Please feel free to embellish and expand upon them, string them together, and blend them with seeds and Intrusions from Chapter I.

Discovery XP

Ideally GMs should give up to 4 Discovery XP to each player, depending on how far the group gets within the presented material. Give one XP if Objective 1 and/or 2 is achieved, another if Objective 3 and/or 4 is accomplished, a third if Objective 5 and/or 6 is finished. Finally, the seventh Objective will present a real challenge for PCs and should grant one XP to each player for achieving it.

Some Objectives are obvious, and most are sequential, but in some cases players may need guidance. Saying "I can grant a Discovery XP once you stumble onto the next section" isn't a bad way of prodding the players along. You'll find with practice that this way of playing highly encourages bravery and a pressing need to see and do everything. Don't resist this; it's the beauty of the system.

Concerning Tier

Most of the adventures should be suitable for characters from first through third Tier, however the final adventure, The Returned, is written a bit longer and is intended for characters who are a more powerful (4th through 6th Tier).

ANAMORPHOSIS

"In the distance you see an unnatural shape: a blue bubble of translucent energy surrounding a massive crater. Abutting the crater lays a small but vibrant town of natives, taking advantage of the fertile soil that surrounds this anomaly."

Overview: In ages long since passed, a race of beings found the world and found it wanting. Seeking to remake it to their liking, they brought down their greatest tool of creation: a device with the power to bring representation into being. A skilled user would imagine what was not there and, peering through the lens of the machine, envision where it should be. And so it would be. The delivery of the tool was miscalculated, and it was damaged upon impact with the planet. It could still bring into being that which was not, but not alone. Seeing that the machine's output could not be controlled, they isolated it within a sphere of force and left it in the crater.

Aeons later, denizens of the Ninth World have settled around the rim and formed a small but thriving community. Through trial and error they have discovered that things may enter the field but none may leave. Until now.

1 Meet the one who Came Back. The players meet a woman named Inake, standing over a fairly fresh grave. Passers-by give her a wide berth. The grave is hers, though she is clearly alive. If questioned, she says that there is a gap in her memory between being brutally murdered by raiders months before and coming to inside the nearby crater only last week. From what little she's been told, her husband Vanese wandered into the crater the night she came back. He hasn't been seen since. She pleads for the players to bring him back to her.

2 Investigate the Sphere. The players must enter the sphere of force surrounding the crater and investigate what's going on there. Passing through the barrier is seamless, almost as though it weren't there at all. However, the players will be warned that none save Inake has ever come back. Local children are consternated for playing too close, told tales of children long since dead who found themselves trapped inside. Entering is a leap of faith, curiosity, or desolation. Unbeknownst to the players, once inside there is only one way out: the artifact at the bottom of the crater.

3 Into the Crater. Having crossed through the barrier, the players will be on the precipice of a massive impact crater. Visible below is a vast expanse of foliage, at the center of which is another, smaller energy field. Scaling down the crater take a Difficulty 5 climb task. Failure indicates a fall, dealing 3 ambient and 5 regular damage. Perceptive players might just notice that as they descend they are being stalked by a strange beast (Difficulty 4 to notice).

4 Discover the Garden of Life. The bottom of the crater is a paradise the likes of which few have seen and, in this case, none have reported. It teems with otherworldly life, an

idyllic jungle full of plants and animals any number of Aeon priests would give their left hand to study. Unfortunately for the players, many of these species are as poisonous as they are beautiful. They must traverse the greenery to reach the artifact.

5 Facing Fears. Partway through the jungle players will discover the body of Vanese, though it will take a minute to successfully identify it as such. The sections of it which can be seen easily are rent apart. The rest seems to be partly out of phase. Just as the players come to understand that this is indeed who they've been seeking, they are attacked by the same monstrosity that previously took Vanese apart bodily.

CRATER BEAST. An incomprehensible monster that looks like an amalgam of various hairy mammals, rippling with electrical currents and violet flashes of light. Level 5 creature, 20 Health, 2 Armor, that deals 7 damage on a regular attack. Reality Warp attack: Rips the PC partly out of phase with reality, dealing 5 damage and pushing the player down the condition track one step. The player's attacks deal one less point of damage for the next hour, while partially out of phase.

6 Crack the Inner Shell. The device is protected by another crackling forcefield. This one is ten meters in diameter and serves to keep living things out. Players who test the integrity of the forcefield by throwing inanimate objects in will find that they pass through without issue. Living tissue won't fare as well (PCs take 3 ambient damage). However, there are many ways to get past it and the players should be encouraged to find a creative solution using Cyphers. Failing that, a Numenera check against Difficulty 5 reveals that the blood of the beast acts as a keycode for passing through. Any player sufficiently covered in the beast's blood may pass through without a problem, but suffers one point of ambient damage per minute while doing so due to strange energy bleed.

7 Ænə'mər'fousiz. The players are now face to face with the strange and ancient object. If they physically interact with the machine a cloud of white static will appear. It is a harmless interface that will engage the player telepathically, informing them that of the artifact's original purpose and the price of its use now. If players ignore the warnings, they'll find that although they can still create anything they envision the laws of probability will warp around the maker machine, causing terrible things to happen to whoever uses it. Characters who use the device suffer 3 Intrusions, without receiving XP for them and without the ability to pay XP to ignore them. Doing so draws the last power from the device, ruining it forever and collapsing the forcefields, but it may be the only way out for the players.

Anamorphosis



Road

1

2

3

4

5

6

7

■ = 10 feet
/ 3 meters

CRYO JAK'S LAIR

"Across a vast mountainous chasm you find a long bridge of ice, presumably granting passage into a perfectly circular opening in the mountainside. The local legend tells of a storehouse of Numenera, discovered here by a mythical explorer named Cryo Jak. The stories say she came here near the end of her career, centuries ago, but none have seen her since. The wintry weather of this region is often blamed on her vast power over ice and cold."

Overview: Cryo Jak was basically a "Clever Jack who Wears a Sheen of Ice". At the end of her career she had settled down and married her long-time lover Iliena. But Iliena contracted a deadly disease from an ancient artifact Jak had found. Acting quickly, Cryo Jak took her wife's corpse to her "Lair", a prior world cryonics laboratory filled with preserved dead bodies. There she froze her wife, with plans to revive her later. Such was not in the cards however, and Cryo Jak was killed by the lab's own defense system.

As the players journey through the Lair they will see clues to this tragic tale, facing the very things that killed the legendary hero, including both the lab's security, and the undead thralls of the cryonics science performed here.

1 Cross the Ice Bridge. The bridge is roughly 100 feet (30 meters) long made entirely of white-blue ice. The weather is rather harsh at the moment, with biting winds and snow. Crossing on foot takes two successful Difficulty 4 Speed rolls due to slipperiness and wind. Failure indicates both lack of significant movement, and sliding on the ice. Sliding does 3 damage and the PC must make a Speed check against Difficulty 4 to avoid sliding off the edge of the bridge. Falling off the bridge does 5 damage and pushes the PC one step down the condition track.

2 Enter the Gates. The circular hole leading into the mountain goes on for a short distance, before terminating in a door like a bank vault. Opening it takes a Difficulty 4 Numenera skill roll, but if the PC doesn't roll a natural 19 or 20, the security system is alerted and sends out two Frost Specters to defend the lab.

FROST SPECTER. A holographic being of solid blue energy, the Specter looks roughly humanoid. Once it is summoned to an area, it does not cease attacking unless the security system tells it otherwise (unlikely). Level 5 creature with Armor 1 and 15 Health, dealing 7 cold damage on hit and the subject must make a Might check to avoid being pushed down the condition track by one category due to extreme cold.

3 Explore the Reception Hall. A massive hall filled with beautiful stone sculptures lies beyond the door. Everything from this point on is coated in frost and ice, and hung with icicles, making Long movement impossible on a single turn and increasing the difficulty of all movement related rolls by one step. The sculptures here

G.M. INTRUSION: The battle shakes large icicles crashing down. The player must defend against three Difficulty 4 attacks, each dealing 4 damage on a hit.

depict nude humans and a few aliens, celebrating their forms. All look healthy and youthful. At the far end of the hall is a functional elevator, with a simple down button for operation.

4 Survive the Alien Cryonics Lab. The elevator takes the PCs down one level, to a wide room filled with rows of transparent coffins, most inhabited by a slumbering, frost-covered alien of one kind or another. At the northeast corner of the room most of the coffins appear broken open from the inside. Four Undead Varjellen groan and moan in unison before attempting to eat the players. At the far end of the room is a massive metal door, slightly ajar, leading to the Human Cryonics Lab.

UNDEAD VARJELLEN. Red, zombie-like corpses of members of the varjellen species (see the Numenera core book pg 121), infected with Illena's strange disease, causing them to reanimate and hunger for warm flesh. Level 4 creatures with armor 3 and 15 Health that deal 5 damage on a claw attack. Hit PCs must also make a Might check or take an additional 5 Speed damage from the varjellen version of the disease. If a varjellen PC is infected, strange things might happen. Adventurous PCs and GMs might have the character become undead, hungering for flesh and finding it difficult to stay intelligent. Have fun with that.

5 Explore the Human Cryonics Lab. A room almost identical to previous one, with coffins filled with frosty humans. The back of the lab contains a bank of computers some of which are online and several of which appear to be missing, leaving large holes in the metal frame they plug into. The remaining computers can be scavenged for 1d6 Cyphers, but doing so requires breaking through thick ice (an Armor 2, level 4 item). The room has two doors leading south and north out of the lab.

6 Discover the Frozen Lover. The southern room has been converted into a makeshift cryonics lab, with machines from all over the building hooked up to an upright icy coffin, containing a middle aged woman, half covered in a thick black crusty growth. The machines blink actively, and a Numenera skill roll vs. Difficulty 5 can unfreeze her over about ten minutes time. Once awakened Iliena is confused and in excruciating pain. She screams and pleads with the players to put her out of her misery.

7 Discover Cryo Jak's Corpse. The northern room contains a few important machines that run the lab, as well as the corpse of Cryo Jak, frozen in a chunk of ice and blood by the Frost Specters. Three Frost Specters appear at this time, attempting to defend the machines, as they did when they killed Cryo Jak. If Cryo Jak's corpse can be somehow thawed from the ice, the players find 40 shins, 1 Oddity, 2 Cyphers, and an Artifact.

■ = 10 feet
/ 3 meters

Ground
Floor

1

2

3

Sublevel

7

4

5

6

Cryo Jak's Lair

THE GLAIVE

"Dominating the sky in this region is a steep mountain as tall as any you have ever seen. Ice blue, lashed with streaks of purple, the mountain is called The Glaive, for its propensity to kill those who attempt to climb it. Many continue to make the journey to the peak, however, as legends tell of an ancient meditation disk at the summit, the activation of which grants enlightenment or spiritual change."

Overview: The Glaive is one of the highest mountains on earth, more than 5 and a half miles (9km) above sea level at its peak. Just as the legends tell, the summit of the mountain holds an ancient device for meditation, called The Disk, capable of permanently altering the mind of its user. Many dangers vex those who seek enlightenment on The Glaive, but none of them are monsters or hostiles. This is not an adventure about combat. It is an exploration about discovery and testing one's mettle. Several GM Intrusions are included here, and you should take this opportunity to employ them as often as you see fit. Overcoming all these hardships is part of the adventure.

1 Meet the Locals. At the base of the road to The Glaive is a village of indigenous locals who call themselves the Glaveni. The Glaveni are friendly enough, though skeptical of outsiders who claim to be able to take on the mountain. There are no guides willing to travel to the peak, but for 15 shins there are Glaveni willing to take an outsider to the mountain's base. A problem for some players would be that Glaveni only recognize shins that are red as currency. Assume that for most players only one in five shins is suitable for payment.

2 Ascend the First Leg. There are two routes up the mountain. A Glaveni guide will bring the PCs to the base at the start of the most common of these routes, but a navigation task at Difficulty 5 will reveal the second one. The second route is faster but more treacherous. Use the following table to determine how many and how difficult the climb rolls will be, not to mention how many days the trek takes. Make sure your players are keeping track of food.

Climbing Rolls for Each Leg

Route 1

Route 2

Leg 1	3 rolls, Diff 4, 4 days	2 rolls, Diff 5, 7 days
Leg 2	3 rolls, Diff 5, 6 days	2 rolls, Diff 6, 5 days
Leg 3	3 rolls, Diff 5, 9 days	2 rolls, Diff 6, 4 days
Death Zone	1 roll, Diff 6, 1 day	

3 Refuge in the Hut. A small circular building stands as a shelter for climbers taking the first route up the mountain. Those taking the second route don't have access to this shelter, which may be useful of players are suffering from the below ice storm Intrusion. The hut is relatively empty, but many of its previous inhabitants have left behind small tokens of their journey.

4 Ascend the Second Leg. From this point forward the mountain is covered in ice and the climb can be rather treacherous. Failure on this leg's climb checks indicates a particularly bad fall, dealing 4 ambient and 3 bludgeoning damage, and the climber must begin the leg again. In addition to this danger, players from this

point forward will begin to feel a Numenera effect produced by the chemicals on the mountain, causing them to be unable to take their 10 Hour rest. To be clear: this means that from this point forward the characters cannot simply heal all their Pool points back due to the many days of the journey. There's a reason few survive this dangerous mountain.

5 Ascend the Third Leg. This section of the climb can be especially dangerous, as the purple streaks in the mountain are actually the residue of a mind altering chemical stored in the rock. As climbers touch the mountain, they become exposed to it, even through their clothing. Each PC must succeed in a Difficulty 5 Intellect Defense roll or become enraged at the slightest provocation for the rest of the climb. For those under the purple drug's effects, all actions that involve a roll now also require the expenditure of two Intellect points to initiate (discounted by Edge).

G.M. INTRUSION: A PC begins to suffer from severe frostbite, dealing 5 damage that cannot be healed with recovery rolls (only with medicine skill checks). This Intrusion could be used multiple times during the adventure.

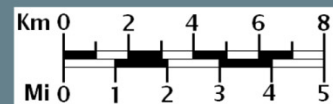
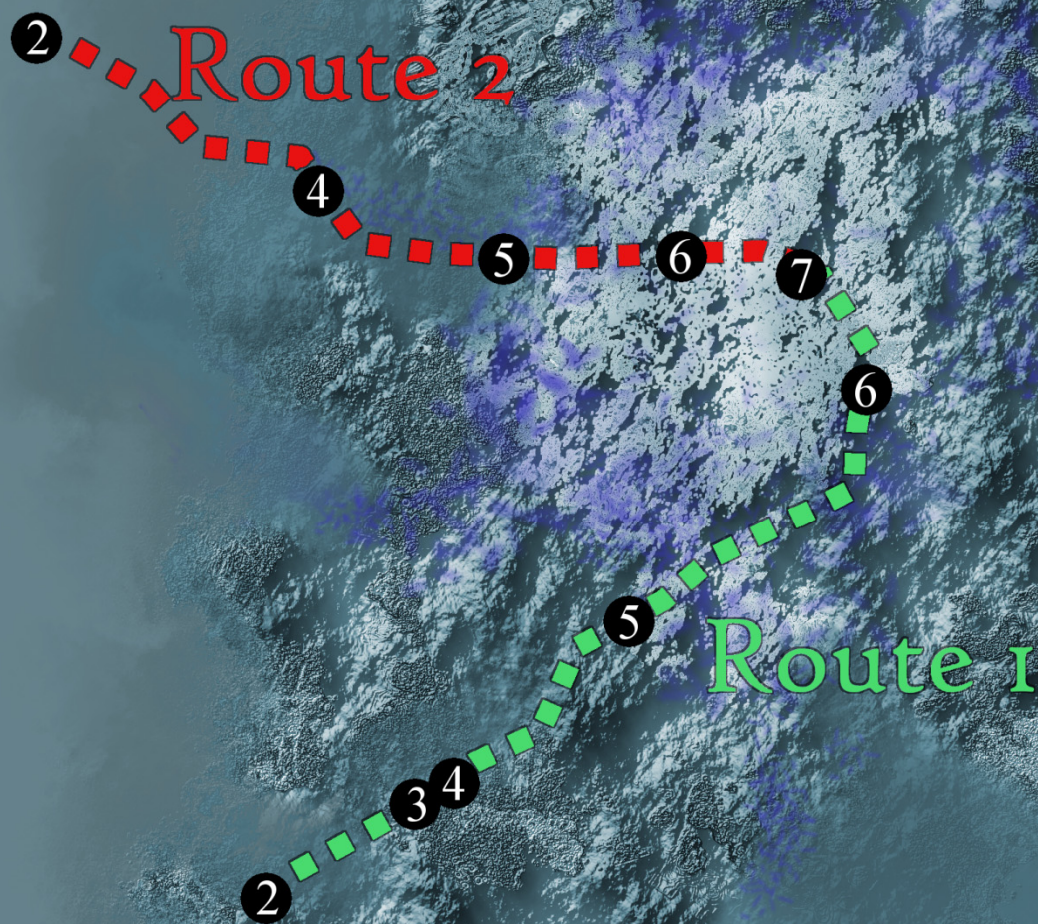
6 Pass Through the Death Zone. This final stretch is the point at which the weather is the worst and the oxygen is the thinnest. All characters must make a Might Defense roll against Difficulty 5. Those who succeed merely take 5 points of Might damage and 3 points of Intellect damage from the thin air. Those who fail take 10 points of Might damage, 5 points of Intellect damage, and are pushed one step down the condition track. Characters may attempt the climb roll for this area once per hour, with no increased difficulty on each attempt, but on each attempt they take 3 ambient damage from the weather.

7 Discover the Disk. At the summit of the mountain lies a 10 ft (3 meter) diameter disk made of a tan metal. PCs who attempt to meditate upon the disk may do so if they succeed in a difficulty 5 Intellect check and spend an hour in contemplation. While doing so, or otherwise remaining on the summit, characters take 3 ambient damage per hour. If successful on the meditation check, the character experiences a spiritual epiphany.

The PC must at that point make a choice- gain 5 permanent points of Intellect or change their Focus or Descriptor to a different one. In addition, once the player makes this choice, they are instantly teleported to the outskirts of the Glaveni village, and may never experience an epiphany on the disk again.

GROUP G.M. INTRUSION: A sudden ice storm hits the PCs during their climb. Each PC takes 1 point of ambient damage per hour over the course of ten hours. Any climb checks made during this time are made at +1 difficulty. This should probably be done during one of the major climb check rolls.

The Glaive



THE GREAT WORK

"It is easy to make something that people revile. But to create art that people fear, art that hates back... now that is a truly grand purpose."

— Last words of High Artificer Paymon Bebal'abalim

Overview: The definition of life is immensely malleable in a world unconstrained by elementary sciences. Though most imagine they can easily distinguish the living, there are entities too alien to categorize at a glance.

Isolated deep in the Beyond is a growing pattern in the land. From above it appears to be an ever-shifting groundswell with no discernable repetition; shapes reminiscent of magical sigils and mandalas occur and disappear constantly. Those unlucky enough to encounter it have no idea of its presence until far too late. Most assume the pattern is a natural phenomenon, one of the many dangers inherent in the Ninth World.

The truth is much more sinister. An entity created beyond the constraints of three-dimensional space lies at the heart of the pattern. Fueled by a consuming disgust for lower beings, it spirits them away to toy with and destroy. Behind these senseless patterns is one true sigil. This is both the creature and its abode. Some have eluded it, but at the price of their sanity. As far as is known, none have escaped. Will the next band of adventurers be the first? If not, how long will they last?

1 Enter the Sigil. From afar, players will notice undulations like a shimmering heat wave transposed onto the ground. As they come closer the effect moves onto their skin. Moments later they are overcome by spasms, falling to the ground. All goes silent and their vision gives out. When it returns they are presented with an endless sky of blindingly white light. Below them is an unfathomably massive black sigil, the sole defining element of the landscape.

2 Cross the Chasm. The players awaken dispossessed of all weapons and cyphers (for now... they are currently mental projections of themselves, so their possessions await them when they return to their real bodies).

They are standing on a section of sigil divided from the rest by a monstrous chasm. Players who attempt to jump across will fall for what seems like an eternity. However, observers will see them reappear at the edge of the sigil almost instantly. This fall causes the PC to move one step down the Condition track, healable once they take their 10-hour rest. To successfully cross the chasm requires re-conceptualizing physical space, allowing players to simply appear elsewhere. Managing to do so is quite challenging, costing 5 Intellect points and requiring a successful Intellect roll against Difficulty 4. Characters with training in philosophy of any kind can use that as an asset on the task.

3 Encounter the Old Man. Farther down the black sigil is a place where many paths converge. In the center of the hub is a golden statue. Each player sees their own likeness and only from the front no matter where they stand. When the players start down a path an elderly man scampers from behind the statue and hastily introduces himself as Makel. If the players engage with him in any way he runs away, laughing madly and muttering about escape. He is easily caught

and when subdued will explain the situation: a creature hunts for sport all who become trapped on this plane. Makel believes he has survived for so long, having tracked time by the progressing age of his statue, by keeping himself weak and thus denying the creature any pleasure in the hunt.

4 Face their Fears. Moving on from the hub, players encounter a fractured section of the path. Stepping on the broken ground causes black walls to quickly rise, separating the players from one another. Through the cracks wafts a shifting smoke that quickly takes form as each player's greatest fear (GMs are encouraged to approach this creatively). These will assault the players, seeking to break their resolve by making three successive level 4 attacks against the player, dealing 4 Intellect damage per hit and causing them to feel intense depression.

The walls surrounding the players collapse after the mental assault. Standing on the path far ahead is something vaguely humanoid in dimension. They cannot see its face but know it is smiling at them. It disappears without a trace.

5 Journey Into the Labyrinth. The world around the players begins to warp as they continue toward the smiling creature. Invisible walls bar apparently empty spaces and entire sections of path are illusory. Perceptive PCs realize that they have entered something akin to a malleable maze of funhouse mirrors.

The true path cannot be deciphered by trial and error; players who continue attempting to do so will eventually fall into nothingness. Instead, continuing requires an act similar to leaping across the gulf in objective two but with the added caveat that they cannot actually see where they wish to be: a Difficulty 5 Intellect roll that costs 6 Intellect pool to attempt.

6 Endure the Creature's Rage. Sonorous reverberations flood the plane as players arrive outside the maze. The sound is deafening and terrible. Out of the uproar emerges a single, unyielding noise: an inhuman scream. The players have progressed farther than any of the Sigil's other quarry, and it is angry. Sections of the plane begin drawing into one another and the integrity of the whole starts to collapse. Each character takes two level 4 attacks survivable through Might Defense, dealing 4 damage on a hit. The beast reappears in the midst of this, no longer smiling.

7 Defeat the Beast. The players have outlived their welcome in the Sigil and its humanoid aspect attacks them without mercy. Any attempts to communicate with the creature will fail. Furthermore, any Intellect-based attack or esotery will cause the entire plane to further destabilize and each player will endure another level 4 attack, just as in Objective 6.

SIGIL BEAST. A Level 5 creature with 3 Armor, 18 Health, and dealing 7 regular and 2 Intellect damage on its attacks.



The Great Work

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THE HOUSE OF NIGHT

Overview: There is a place through which all others may be accessed. Those most desperate for entrance to the forbidden might stumble upon an unmarked door, one always out of place for the surroundings.

Through it is the House of Night. Appearing as a large manor cloaked in darkness, shadows stretch overlong through its corridors and only a scarce few light sources cut through the gloom. These are the last remnants of those who've come before. Like fireside stories meant to keep children from venturing into places better left undisturbed, The House of Night serves as a cautionary tale.

Lurking in the shadows are the last of the Ðwerzaz. Once the most sought-after inventors of the cosmos – creators of ingenious solutions and maddening toys – the Ðwerzaz fell into a cycle of revelry and moral decay that morphed them into creatures revolutionary only in their oeuvre of pain.

1 Enter the House. The PC's find the house, one way or another, probably teleported there after opening a strange door. Feel free to use an Intrusion to soften the blow of getting trapped.

The door slams shut behind the PCs immediately. They are in a large room full of rich woods and ornate stonework, and almost completely in the dark. The door is locked behind them and won't budge. Scanning of the area reveals there is nothing behind the door. In fact, there is literally nothing around the house.

Light sources brought in by PCs operate at a fraction of their normal efficiency. PCs are considered to be operating in only dim light if the puzzle box described below is not held.

G.M. INTRUSION: One PC trips over an ornate cube of black and gold as they move through the house. The character must pick it up, gripped by overwhelming curiosity. They cannot put it back down willfully, though they can hand the cube to another PC. However, the cube allows its bearer to see in the dark so long as the cube is held. It also has other benefits to be discovered later.

2 Utilize the Cube. Players will eventually discover that the manor they're in has no easy exit. They are trapped. However, whoever holds the cube will see something entirely different. The room is a shifting series of panels and pieces, with many possible configurations.

The PC with the puzzle box can rearrange the room into one with a passage to a new section by manipulating the facets of the cube. It takes a Difficulty 4 Intellect task to reshape a room to allow passage to the next, but doing so costs 5 Intellect points, as though it were a power (discounted by Intellect Edge).

Each PC other than the one using the cube must succeed in a Difficulty 3 Speed defense roll to avoid getting pinned by the shifting wall sections. Getting pinned causes 5 damage and takes a success against a Difficulty 4 Might check to get unpinned.

3 Hallway of Horrors. As players move through the newly created corridor their light sources fail and the darkness becomes complete, even with the cube in hand. Then, suddenly, hundreds of bright green orbs appear, and with them hungry mouths full of razor-sharp teeth. The players are vastly outnumbered. They have no hope of winning a fight. But they can reconfigure and close the corridor if they can get to the next room alive. That might just buy them some time. Each player is attacked 3 times per round by a level 3 attack while in the corridor, dealing 4 damage on a hit. Closing and opening the corridor are the same task.

4 Find the Impossible Room. Players notice something amiss the moment they get through the room. The shifting madness that the player holding the cube saw previously is now revealed to all. Localized distortions render physical laws irrelevant, and the intense disorientation causes players to suffer a one shift increase in the Difficulty of all tasks. Ðwerzaz ingenuity allowed them to create a maddening space without rules or sense in which to better experiment.

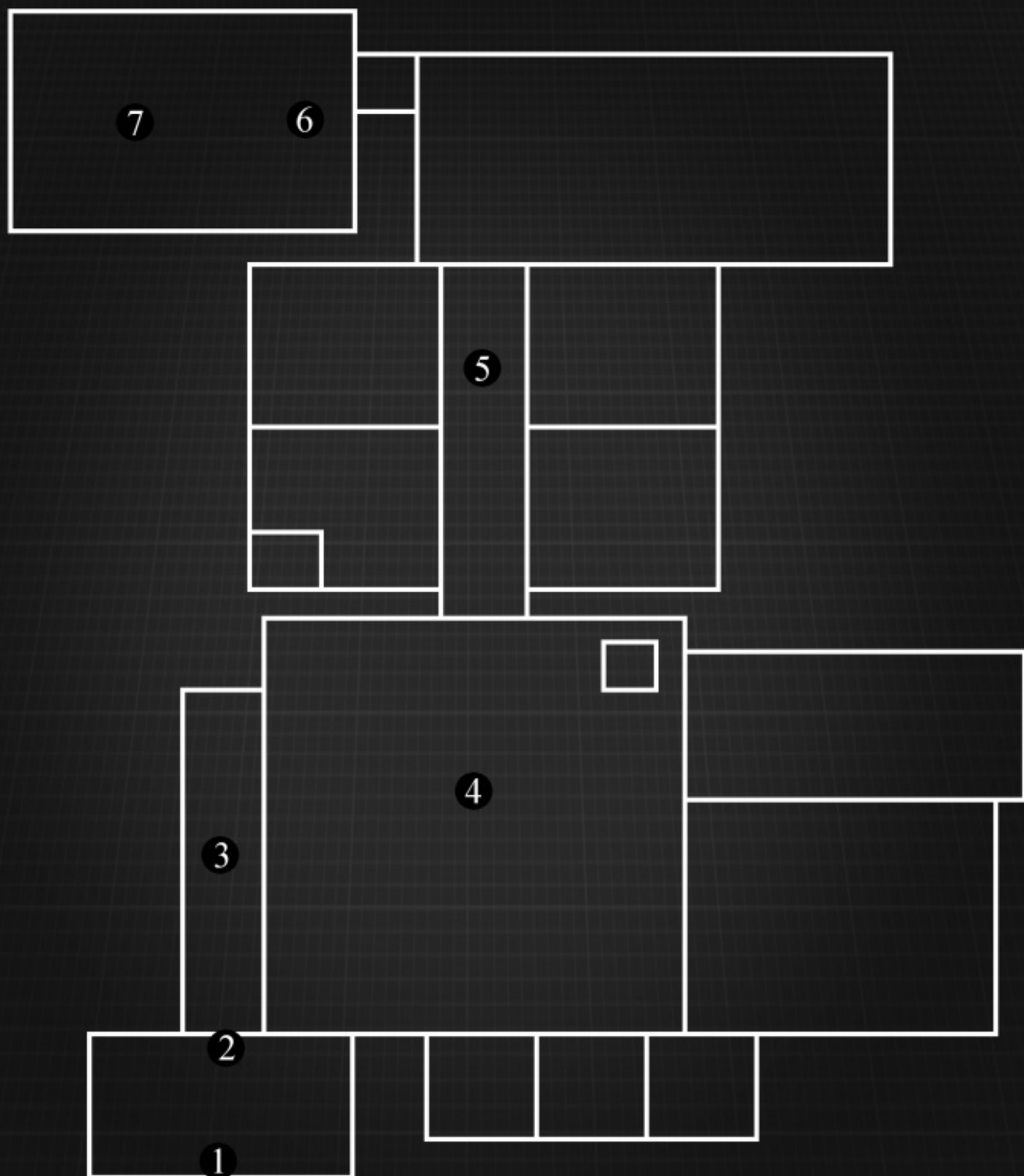
The PC holding the cube may attempt a Difficulty 4 Intellect task to understand the room, allowing the other players three rounds free from distortion. Each time the character fails, all of the PC's take 2 Intellect damage from the landscape and the Difficulty of the roll increases by one step for them.

5 Explore the Manse. The PCs can, if they wish, explore the many rooms of the house. Some will contain traps (level 4 attacks against Speed that rely on mental, or space bending affects to disorient). These will always hold a single strange Oddity. There are 4 rooms like this throughout this region of the house.

6 Face the Hierophant. Noise like laughter through a destroyed larynx fills the room once the cube has been successfully manipulated. As the room begins to make sense the players are confronted by one of the Ðwerzaz. Composed of shredded flesh and broken bone held together by scraps of metal and wire, the creature paces around the PCs. It introduces itself as Hierophant, and inquires through a perpetual smile about why the players have come here. Fascinated by how long they've survived, it offers to grant them safe passage anywhere in exchange for their silence.

HIEROPHANT. Level 6 Creature with 1 Armor, 18 Health, and dealing 8 damage when it attacks with its pointed claws. Capable of bending space in strange ways, keeping PC's from successfully moving (attack against Speed Defense).

7 Flee the House. Hierophant gestures to the floor, which shifts to reveal an opening into the negative space around the manor. The PCs are set upon by the hidden Ðwerzaz as soon as they move for the exit, doing level 4 attacks, as they did earlier. The PC with the box cannot leave if they are holding it, however. They'll have to leave it behind for the next group.



The House of the Night

OUT OF PHASE

"As you come upon the town, you realize that the haziness of its distance never seems to go away. Now that you're approaching closer, you realize that the town and everything in it is somewhat transparent. Stepping on its cobblestone road, a kilometer from town, your foot passes right through the stones and down to the earth below. Though the town has inhabitants, the city walls are unmanned- implying a total lack of fear of outsiders."

Overview: A town exists out of phase with the rest of reality.

Over fifty years ago a group of adventurers returned to Julese for supplies, bringing with them packs full of Numenera they'd found in a nearby cave. The items interacted with each other badly and a great explosion of light and energy transformed the town. Now it exists almost totally out of phase with the rest of the world- only seemingly able to interact with light, sound, and other raw forces from our world. The town has survived due in part to strong leaders, and what plants they've been able to grow on the small patches of drit that phased with them. But the crops are starting to fail- drained of their nutrients. The town elders know what must be done- someone must find a way to bring them back to our world. Their food supplies are now dwindling and there isn't much time left.

NPCs:

Gillana. A sun-hardened farmer who find the characters and bring them to the mayor.

Dug-Thrai. A Latimore who serves as town mayor. Desperate to solve the crisis at any cost. Believes that a group of explorers could find a solution in the caves.

Vicous Dulange. Young noble who came to the town as a traveller fifty years ago. Now an aging aristocrat who orders everyone around. Studied the original devices that created the situation and claims that it was a combination of a clear tube full of blue gel and a long metal spear with some floating, rotating parts that caused the explosion. If they could be calibrated before being brought together in the town, they might be able to reverse the phase problem.

1 Discover the Town. PCs coming into town are Gillana and brought to Dug-Thrai and Vicous Dulange, who take turns explaining their dire situation and begging for help.

2 Enter the Caves. The caves are to the northeast and can be found following the instructions given by the townspeople. Entering them is a bit harder, as there's a vertical shaft that's rather narrow. It's a climb check against difficulty 4 to get down, using either Speed or Might.

3 Pass the Rasterlings. The central tunnel curves and

G.M. INTRUSION:

Claustrophobia. The climb down is so tight that the player affected by this Intrusion becomes overwhelmed. They must make an Intellect test against difficulty 3 in each major room while underground or take a 1 shift penalty on all actions until they leave that room.

expands. Latched to the ceiling are small rasterlings the size of large bats. At the characters' approach they explode into a swarm, attacking the PCs with invisible laser fire. The entire swarm is a Level 5 creature with armor 1 and a level 7 attack three times per round.

Additionally, the ground here seems to be under the influence of a Numenera, causing gravity to be a bit higher. The Rasterlings are able to compensate (rasters have gravity nullifiers), but the players will suffer a one step penalty on all physical actions.

4 Down the Pipe.

The tunnel leads deeper into the earth and opens into a large cavern with a single pipe leading down, made of azure steel. Climbing down the pipe is a level 4 task without tools. It goes down 50 feet (15 meters), where it terminates in a grate. The players will have to find a way to remove the grate, which is a level 4 item with 3 armor.

5 Into the Machine. The players are now inside a vast machine. The tunnel leads down into a set of crucible-like devices inside of a pipe-lined metal structure of azure steel. Midway through the machine is a central computer console covered in orange dust. It looks to be disabled, and the side is open, as though it had been looted. A set of two clear tubes remains inside the machine, which can be pried out with a difficulty 5 Might roll. These tubes are filled with the blue gel needed to restore the town.

G.M. INTRUSION: The player slips on a bit of goo on the inside of the pipe and falls, taking 4 damage at the bottom.

G.M. INTRUSION: One of the two tubes flies across the room as it's being pried from the machine, shattering it against a metal wall.

6 Explore the Engine Room. Deeper into the machine, the players find a room lined with darkened computer displays, a central energy core, and a set of metal spears like the ones Vicous described. Each is a Cypher that releases electricity into whomever it strikes, doing 8 damage. Taking even one of the spears causes the defense robot to appear (see below), and taking more than three causes the energy core to begin to malfunction, causing 3 ambient damage per round to all in the room.

Not long after the players enter the room A Robotic Defender emerges from the ground and attacks them.

ROBOTIC DEFENDER. A mechanical man covered in silvery tiles. Level 5 creature with 3 armor, 20 hit points, and the ability to push up to two players away from it with a gravitic wave attack.

7 Save the Town. If the players have the blue gel tube and one or more of the spears, they must bring those items back to town for Vicous to help calibrate. Once they do so, if the items are brought back together, there is a powerful flash and the players each take a level 5 attack, dealing 8 damage and knocking them to the ground. The town is saved however and everyone rejoices.

Out of Phase

2

■ = 10 feet
/ 3 meters

3

4

6

5



PLENTY OF ROOM

"You see shimmering green portal in the darkness, challenging you to enter, but filling you with dread at the same time. You know somehow that only those without fear may enter the strange world beyond the green door."

Overview: On the edge of a desert lies the small town of Relagash. Hidden in a nearby cave is a doorway of sorts. None who enter have returned, and it is shunned by the townsfolk as a mystery better left unsolved. The truth is that through this portal exists an ancient city small enough to fit on a pinhead, and those who pass through the doorway find themselves shrunk down to its size. The scarcity of life around Relagash hasn't always been the case. Where great deserts and open plains now exist were once vast cities. So great was the expanse of developed land that whole generations spent their lives without seeing natural light.

One such society had enough, and decided to shift their scale of building: whole civilizations began developing on a microbial scale to relieve pressure. Portals were created to ensure continued exchange, through which one could transition between scales. Time has destroyed much of this, but the one portal still exists. Legends of disappearing townsfolk had all but been forgotten, but recently children who've strayed into the desolation outside the town of Relagash have begun disappearing. A call has been put out for those daring enough to find where they have gone.

1 Learn of the Lost Ones. Immediately upon arriving in Relagash, players will notice the pall upon the town. Women weep openly in the streets and children are kept under lock and key. If players investigate, they will learn that thirteen children have recently disappeared. They haven't been seen in weeks and all but the most desperate presume them dead. The remaining children swear that their peers were playing around an ancient doorway hidden inside a nearby cave. Older members of the community will mention tales of a place beyond the doorway, but mention that it's been ages since any were foolish enough to enter. Even the town myths hold that none return. A general social skill Intellect task at Difficulty 3 will suffice to learn most of these rumors. Those who believe the children are still alive will be quick to ask for help.

2 Enter the Ancient Portal. Entering the portal is draining for humans. Only the fearless may enter without harm; the original creators of the archway had no concept of the emotion. The portal scans the neurological makeup of all who pass through, seeking to identify friend from foe. This is likely a large part of the reason only the most daring children have entered recently. Expelling all fear takes an Intellect task against Difficulty 4. A character may force their way in despite their fears, but doing so causes them to take 7 points of Intellect damage. Characters with the Intrepid Descriptor (see Chapter II) needn't make this roll. Once through the portal the players are shrunk down to microscopic scale.

3 Orientation in the Smallville. The shift down is disorienting to even the strongest minds, but what comes next is more horrifying than most have experienced. The original designers of the microscopic city took precautions against the natives- microscopic

organisms. Bacteria don't exactly have the capacity for reason. However, many of these safeguards have broken down over the ages due to random shafts of sunlight striking the city. After only a moment of reorientation the players are attacked by three Monstrous Bacterium.

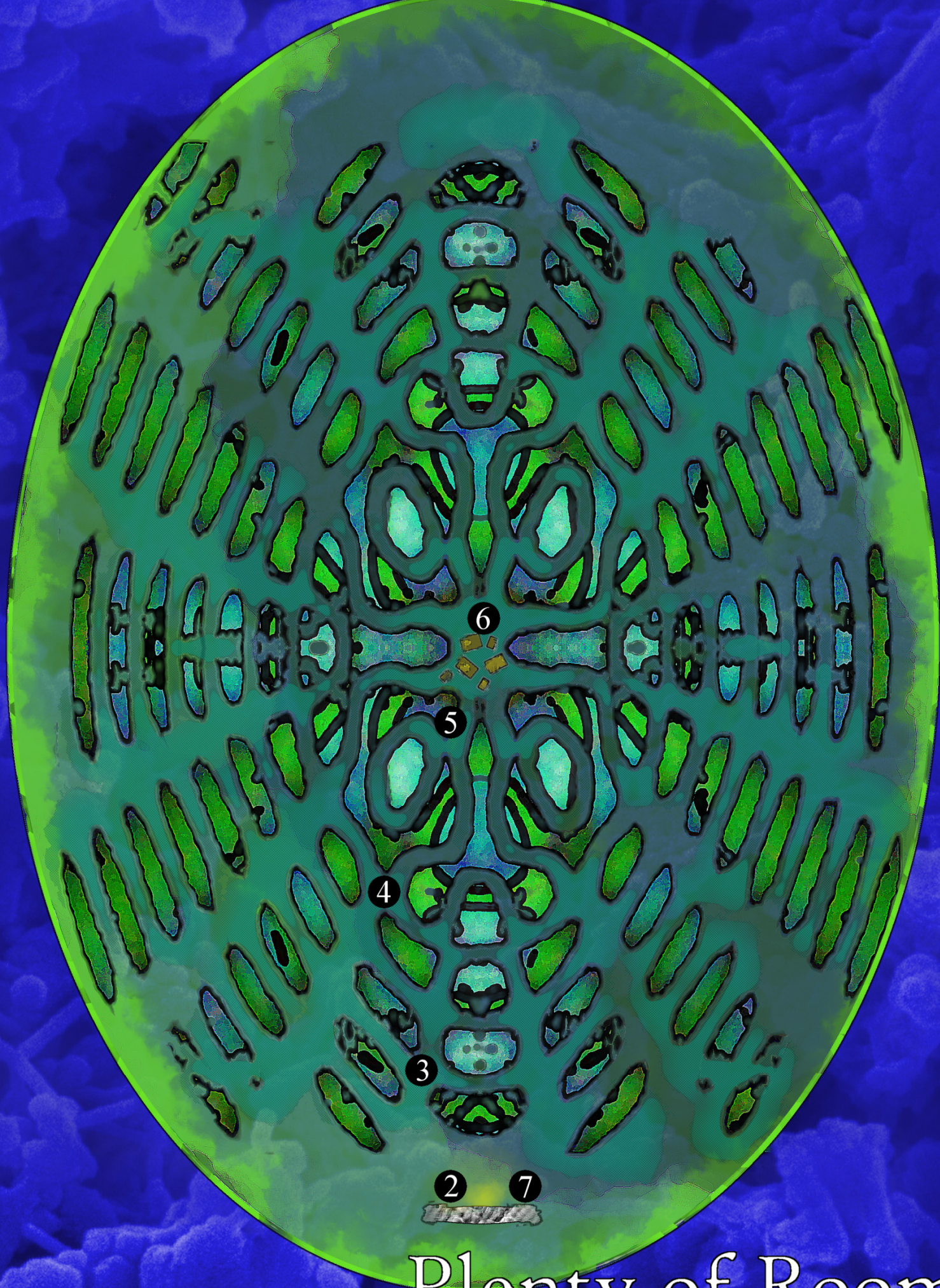
MONSTROUS BACTERIUM. A thirty-foot long, single-celled organism, the bacterium is a level 4 creature with 12 Health points, 1 Armor rating, and dealing 5 damage on an attack. **Flagella Whip:** The Bacterium whips its flagella at the PC, knocking them to the ground and dealing 3 damage on a hit. The Monstrous Bacterium can make two Flagella Whip attacks per turn in addition to its normal action/attack.

4 Follow the Breadcrumbs. Having dispatched the mindless aggressor, players will notice that various trails have strewn about the city streets. Rotting food and other detritus abounds. These have been left by the children in order to guide those who follow in their footsteps. If players follow them, they'll eventually lead to the children's abode.

5 Discover the Encampment. The lost children of Relagash have made for themselves a large fort. Under the leadership of the oldest child, Odiel, and her sidekick Resdarin they've created a semi-defensible position, which they hold with a collection of random Numenera and rudimentary weapons. As the players approach, Resdarin uses one such Numenera to summon another group of Monstrous Bacterium (5 of them this time) to attack the new intruders, while the children jeer and throw rocks at the players.

6 Meet Odiel and Free the Children. After the players defeat the bacteria, Odiel allows them a chance to explain their presence in her domain. She rules the other children through a combination of age, intimidation, and her collection of powerful Numenera. Her bearing will be demeaning and contradictory to a fault; she is utterly convinced that her rule is right. Getting Odiel to take the children and leave the city will be trying (a Difficulty 6 Intellect task, though a well-put argument counts as an Asset). Either way Odiel activates a powerful Numenera as protection against the outsiders- an energy field that protects her from all harm, but that destabilizes the tiny city.

7 Escape the City. Odiel's use of her Numenera will cause the microscopic city to finally lose stability, unleashing a powerful earthquake. The players must evacuate the children while navigating the alien city during the tumultuous world-shattering shakeup, requiring two Difficulty 4 navigation tasks. Each navigation roll takes one minute to attempt, during which time players take 3 damage from falling objects.



Plenty of Room

SIGNAL & NOISE

"Some thoughts cannot be escaped."

Overview: Signal permeates the Ninth World. Whether it's lost beacons droning on ad infinitum or relics of intergalactic trade systems still guiding ships no longer there, those who listen will find much to hear. But recently a new transmission has been disseminated throughout the globe. It sounds like music, in that it could be considered pleasing to some. Those exposed become carriers for a mimetic virus, seeking to self-replicate for unknown ends. A band of unknown heroes sought to end this threat before it was too late, but it seems they succumbed to the virus before finishing the task. Their last act was to broadcast the transmission's origin. Their final wish: that another band of heroes would see their mission through to the end.

1 Encounter the Carrier. At some point the players find themselves in a crowded area, be it a shop, pub, or civic center. A haggard individual stumbles into the densest concentration of people, reeking of stale sweat and death. Especially perceptive players will notice that the wanderer gives off a barely audible hum and crackles faintly with electricity. Suddenly, this derelict pitches back its head and belts out an inhuman scream, more akin to the broken, digital sound of a modem. The players immediately lose consciousness at this point. Treat this as a group Intrusion that can't be ignored through XP, and pay each player one XP for their troubles.

2 Reorientation. The PCs awaken to find themselves in a wind-carved canyon, hungry, exhausted, and missing all of their Oddities and Cyphers. All of them now have several implanted mechanical modifications, none of which serve a readily-apparent purpose. These augmentations seem semi-organic in nature, as though they were developed with the host-body in mind. The players have only four Might points each, and are too weak to climb at this time. They may not make Recovery rolls until they find sustenance.

G.M. INTRUSION: The PC is missing their armor and weapons.

3 Cross the Junk Pile. Most of the canyon from this point out is covered in a 3 foot (1 meter) deep layer of wreckage. Much of the debris is mechanical, and players are as likely to find discarded cogs as priceless relics. Unfortunately, the nature of the wreckage also makes getting through it safely a challenge. Climbing through the pile costs 1 Speed point per hour and it takes six hours to cross through to the next Objective (the transmitter). Searching through the debris for Oddities and Cyphers can be attempted once per hour, but does not count as progress towards the transmitter.

4 Find the Transmitter. The PCs find a massive device guarded by a dozen barely intelligent carriers of the meme. Their modifications are gruesome: skulls replaced by viewfinders, legs replaced by treads, and much worse. Any players who have somehow remained unmodified will be attacked by the carriers on sight.

MEME CARRIER: Level 3 creature with 1 Armor, 9 Health points, and dealing 4 damage on attacks. Memetic Scream: Special attack that deals 3 damage to all PCs within immediate range.

5 Hear the Voices of the Fallen. Four voices spill into the minds of the players after the battle. Any players who remain wholly flesh and blood will experience the cacophony as extremely painful, but even those modified will be disoriented momentarily. After a few moments the voices coalesce into one. It identifies itself as Gravis the Red, and simultaneously pleads and demands that the players join the memetic collective he once "died" fighting. His arguments for the glory of the Source are convincing, and players must succeed in an Intellect Defense roll vs. Difficulty 5 to avoid attacking their unconvinced companions for the next ten minutes.

6 Hitting Bottom. The players are left knowing the location of the Source after Gravis the Red ceases transmitting. Hundreds of feet down is an ancient repository of data that has gained sentience in the past millennia, and has spent that time constructing a massive antenna stretching to the surface. The peak of this antenna appears as a small spire in the junkyard. Players must breach the side of the spire to gain access to the shaft leading down to the mainframe. Successfully breaching the antenna can be achieved through use of Cyphers discovered in the debris or by succeeding at a Difficulty 5 Might task. Climbing down takes two Difficulty 4 climb tests to avoid falling.

7 Battle the Heroes, Destroy the Meme-Source. The nadir of the shaft is a massive egg-shaped chamber lit only by a shifting pattern of circuitry. An amorphous cloud of nanites floats around and suffuses the players. Out of the gloom approach four mostly-unchanged individuals. The tallest one speaks and players recognize the voice as that of Gravis. He offers the players one last chance to join the glory of the Source. If they refuse the offer, the cloud of nanites will disable the players' augmentations, pushing them each down the Condition track. Immediately after, the four attack. During the fight Dreol or one of the other former heroes accidentally harms the central computer for the meme. The meme begins to go crazy and self-destruct, attacking PCs with level 3 attacks twice per round before it finally explodes. The explosion is a level 6 attack against everyone in the area.

THE FALLEN HEROES

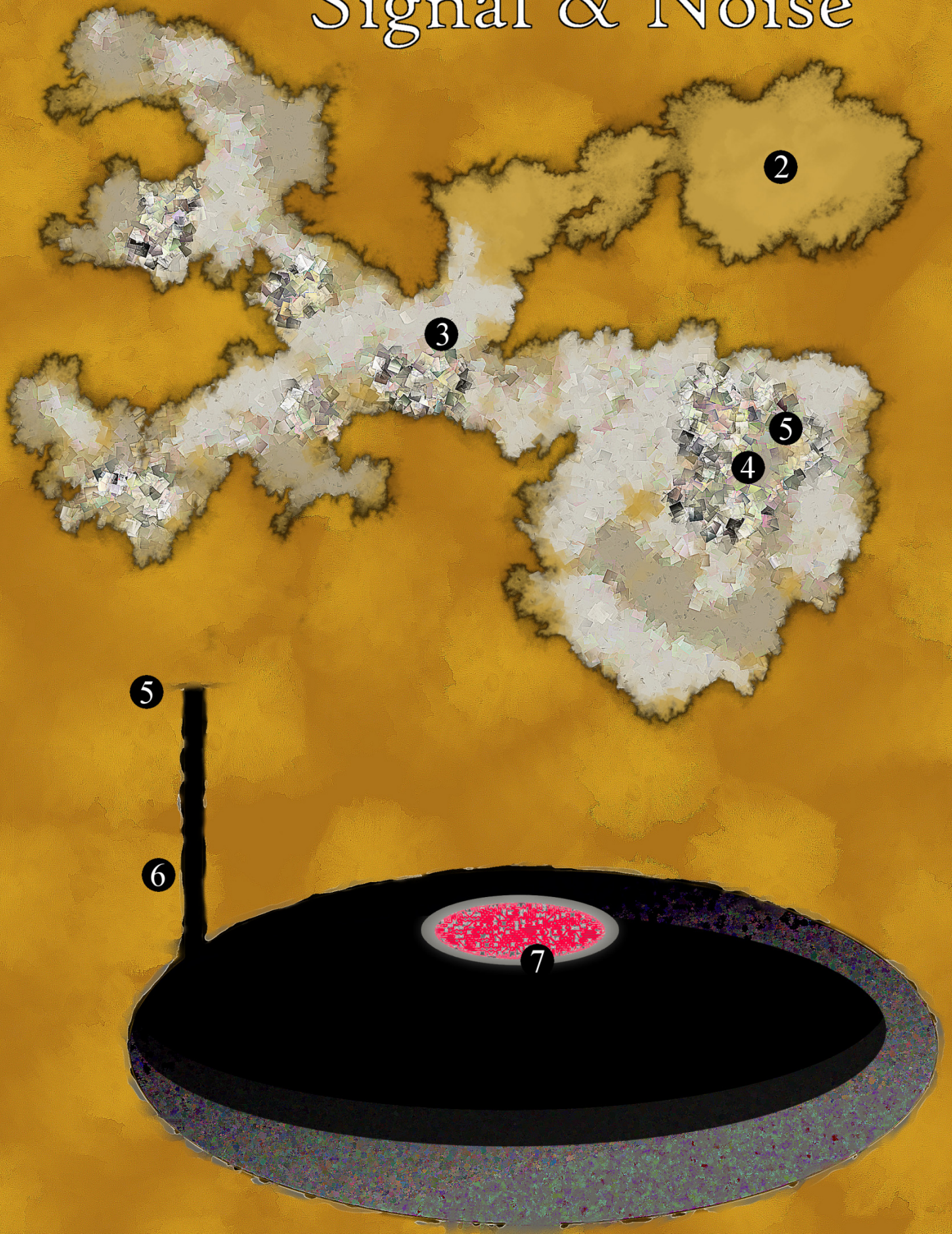
Gravis the Red. Level 4 creature with 15 Health, 2 Armor, who deals 7 damage with his massive brass sword.

Dreol the Technician. Level 4 creature with 12 Health, 3 Armor, who deals 5 damage with his phase beam, teleporting chunks out of those she shoots.

Ipolisa the Blue. Level 4 creature with 12 Health, 1 Armor, who deals 8 damage once every two turns, casting large colorful Esoterics.

Yeales the Bloody. Level 4 creature with 15 Health, 2 Armor, who attacks twice per turn, dealing 5 damage on each hit with his azuresteel axes.

Signal & Noise



SLEEPING GIANTS

"At the foothills of the mountain a force-field guarded hole can be seen, glowing in shades of blue from within a shallow cave. An azure beam of light scans each of you as you approach the opening and a generic human face appears holographically in the air. It speaks in a twisted, incomprehensible language..."

Overview: A mountain near a city the players visit has begun rumbling, as though a volcano were eminent. The locals claim the mountain is full of Numenera that needs to be remedied. They speak of a blue hole and a face that guards the mountain where the local bandits make their home. Beneath the mountainside lies a mile tall mechanical humanoid- a massive robotic soldier, built for a war that ended millions of years ago. Asleep and lying on its back, the robot waits for its pilots to return and take it back into the field.

1 Enter the Machine. The PCs may pass through the forcefield if they are willing to drop or climb through it. Doing so temporarily deactivates any Cyphers they carried with them. Their Cyphers are usable outside the machine, but not inside. While inside the machine the Cyphers glow blue.

2 Find the Control Center. Down a long passage the players find a room with four large seats in front of several banks of computers and controls, including what looks like a flight yoke. Any touch of the consoles activates them, causing many to come online with strange diagrams and buttons. A Numenera task at Difficulty 3 reveals that this is a control room for a vehicle. Once the controls have powered up, they begin a takeoff procedure, locking down the machine's entryway with a bulkhead and powering up its rather loud engines.

G.M. INTRUSION: The computer system identifies this PC as the pilot and attempts to make telepathic contact, for better flight control. From this point forward the PC may spend 3 Intellect (discounted by Edge) to give a command to the machine. If the command is not possible, the player takes 5 Intellect damage. Otherwise the machine attempts to comply as best it can. However the machine will not land or let the PCs out through these commands- it thinks it's in the middle of a battlefield and is trying to engage "enemy targets".

3 Survive Takeoff. The machine begins to tear itself free of the mountainside, with a long blast of its engines. PCs who are standing near chairs must make a Difficulty 5 Speed Defense roll or be pulled snugly into a chair by its automatic gravity-based flight adhesion system. Those not held in a chair by the gravity system must make a Difficulty 5 Speed Defense check to avoid falling to the ground and taking 1 ambient, and 2 normal damage. As the machine flies up into the air, the control room gains a set of windows in the front, allowing the players to see the sky and hillsides passing them.

4 Get Their Bearings. Once the machine enters flight a number of things become apparent to the PCs. A few of the consoles now show full schematics of the machine, which appears to

have the shape of a giant humanoid, with them in the head. A Numenera or navigation check at Difficulty 4 reveals that the ship is flying north towards a nearby town.

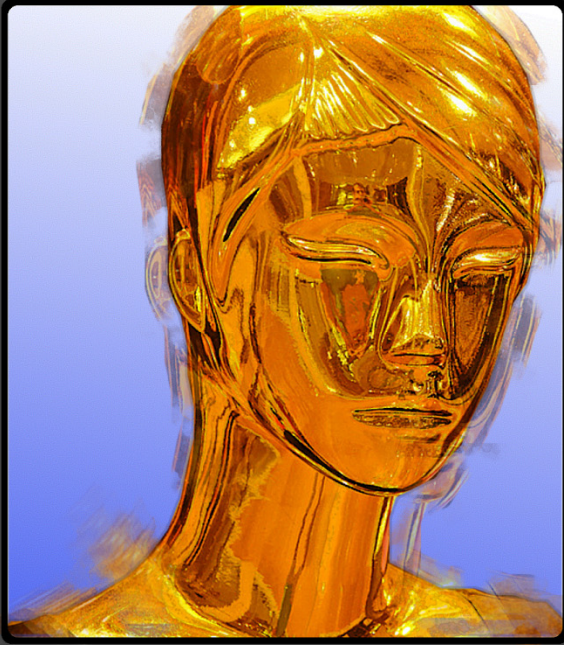
A Numenera check at Difficulty 3 reveals that the machine's weapons systems are armed and its targeting system is active, ready to strike. If any of the players shouts or is otherwise alarmed, a pale grey gas is injected into the room and each PC must make a Might Defense check against Difficulty 4. Failure means the character becomes more docile for the next hour and takes 4 Speed and 4 Intellect damage from the emotion suppressant gas. It's at about this time that the town comes into view and the weapon systems lock onto a water tower and a clock tower.

5 Avert the Attack. Assuming the players want to keep the robot from attacking the city, they'll have to find a way to stop the targeting system. The PC designated as the pilot by the earlier GM Intrusion can only change targets between the clock and the water, not stop the assault. The pilot can direct the robot to other places, staving off the attack for a short while, but never fully averting it. It's possible to break the weapon systems or attack programs, either by crawling around the insides of the giant and harming them with a Difficulty 5 Might task, or reprogramming the systems with a Difficulty 6 Numenera check. If the attack is not averted, the robot lays waste to the town, starting with one of the two towers. It fires missiles and lasers, killing everything in sight.

6 Disable the Robot. The only way to land the robot when it's in assault mode, is to crash it. Doing so takes either a Numenera roll from the "pilot" character against difficulty 7, or physical damage to the machine's engine. Damaging the engine is quite hard, as it is protected by a powerful forcefield (level 7 object). If the ship realizes that the PCs are tampering with the engine, it will attack the offending character with a Difficulty 5 attack, dealing 5 damage per hit, until the PC leaves the engines alone. Until the robot is disabled, it will continue to fly around, laying waste to cities.

7 Survive the Crash. Once the machine begins to crash the players have 2 turns to steady themselves or get back in their gravitically protected seats before the robot crashes into the countryside. Those in seats take only 3 ambient damage, but those standing or otherwise not held down take 7 ambient damage and 3 normal damage. The pilot character can lessen the ambient damage levels by 2 by having made a Numenera check against Difficulty 4 to make a better landing, but this causes the pilot to take Intellect damage as usual for attempting to give a command. Leaving the robot takes a Difficulty 4 Might task.

If scavenged after the crash, the giant robot yields 1 Artifact, 6 Cyphers, and 3 Oddities. The scavenging process is dangerous though, causing 1 ambient damage per minute to those near the wreckage due to radiation.



Sleeping Giants

■ = ten feet
/ 3 meters

THE STARSLIP

"In a hidden valley, so the people of this area claim, lies a lake of fire guarded by demons, overshadowed by a mountain filled with temptations."

Overview: Millennia ago a starship crashed, creating a long valley and depositing a lot of toxic fuel as it slid. The far southeastern side of the valley contains the broken wreckage of the ship. Two tribes of people have come to make the valley their home, mutated by its glowing lakes. Each tribe wants the players to go into the mountain and bring them back some of what they find before the other tribe enters.

1 Meet the Childen. If the players enter the valley the easy way, through its entrance to the northwest, they are ambushed by a group of childen. The group is very large and would rather negotiate than fight. The childen are abhumans who look like children of about ten years of age. They have pointed, sharpened teeth and brandish simple weapons. Some of them carry cyphers though. Level 3, Health 15, Damage 5. Some have bows that can fire up to Short range.

2 Meet the Duoloss. If the players enter the valley the hard way, over one of the mountain ranges, they encounter a village of duoloss. The duoloss live around lakes and ponds of a black goo, the surface of which is usually lit by a blue fire. They are a relatively complex tribal culture, and their leaders are an elder of the tribe named Gensa and her grandson Jeilis, who is very young. The duoloss look like humans, but have two heads and turquoise colored skin.

3 Climb the Mountain. Both tribes offer to guide the players up the mountain to a secret entrance to the "underworld", if they go inside and bring back some treasures for them. The guides are able to take the players an easy route up, but the last leg of the trip must be climbed. It takes 3 climb rolls at difficulty 4 to get to the landing. After one of the players has succeeded at the second climb check, it becomes clear that the other tribe is also sending an expedition up. They're going in through another entrance, but you should make it seem as though they might be climbing to attack the players.

G.M. INTRUSION: Someone causes a small landslide on a player below them on the climb. The player affected must make a Speed check against difficulty 5 or end up taking 5 ambient damage (Armor does not protect) from the fall, and causing them to need to start the climb over.

4 Enter the Underworld. At the top of the climb is a landing made of metal and a sealed door next to a large computer terminal. If touched, the terminal turns on and reveals a set of alien menus. It is a difficulty 4 Numenera task to open the door, and doing so turns on a number of systems throughout the remains of the ship. The door must be opened in this way, prying it open is not possible. If the players fail to do so, the GM should Intrude that they accidentally hit the right button, but that it started up the final reactor (see Objective 7 below).

5 Explore the Underworld. The remains of the ship is a network of strange rooms and broken devices. Here and there a computer terminal glows, displaying an odd language. There are 1d6 cyphers to be found along the way, as well as two Oddities.

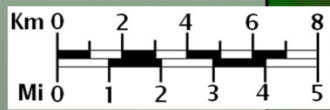
The party eventually finds a massive computer that fires beams of light around the chamber in which it is housed. A difficulty 5 Numenera check will allow a player to make the computer display a technical schematic of the complete ship. A difficulty 3 task reveals that the remains of the ship is only the nose, and that two thirds of the vessel was destroyed in the crash. While the players are inspecting the machine, they are attacked by the cleaning slime.

CLEANING SLIME: An organism designed to eat toxic waste and kill intruding organisms on the ship, it is a translucent blob of greenish gel. The slime is level 5, with 1 Armor, 21 Health, and does Damage of 7. If it hits, it grabs onto its target and begins to absorb them, dealing 5 damage each round without needing to make an attack. It is a difficulty 5 task to remove the slime.

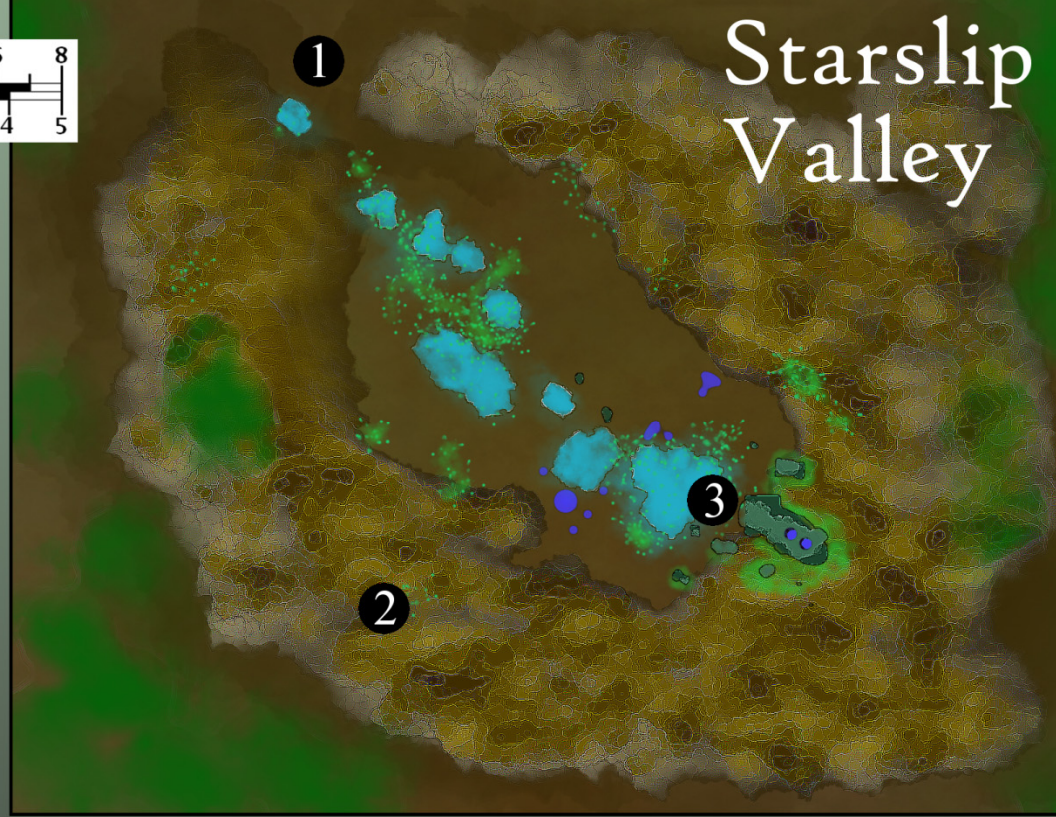
6 Speak with the Elder. After more exploring the players find a round pedestal with a device at its center. Fiddling with the device causes it to turn on (difficulty 3 Numenera task), projecting a holographic images of a lizard-like creature wearing a robe. A beam of light scans one of the players and the creature begins speaking in The Truth. It claims to be the ship's computer and will answer some basic questions.

It seems to be distressed about the crash and tells the players that its only remaining power reactor has been put into a mode that will cause it to explode in the next twenty minutes, killing everyone in the valley. It instructs the players where to go in the ship's bowels to find the reactor.

7 Stop the Explosion. At this point many alarms are sounding throughout the remains of the ship, making it clear that something is going wrong. A set of double doors is partway opened by a group of whatever tribe the players didn't ally with, who are inside of a large chamber filled with massive machines. One of them is at a computer terminal, trying to navigate the strange menus. A number of others equal to the number of players in the group attacks. They are level 3, Health 15, Damage 5 creatures. One of them has a Cypher that will shield the one at the terminal from any attacks. Once the players get to the terminal they must succeed in three difficulty 3 Numenera tasks to stop the explosion.



Starslip Valley



The Starslip



THE TEMPLE OF ANEVEENE

"What at first looks to be a simple cave, leads to a pair of metal doors covered in glowing runes of power. Upon your approach however the warding symbols dim and the doors slide open on their own, beckoning you."

Overview: This Adventure is intended to be used with our Datasphere-related supplement, Celestial Wisdom, which you can find here: <http://rpg.drivethrustuff.com/product/120935/Celestial-Wisdom>.

The temple was once a computer modeling center used by technicians and forecasters attempting to run a galactic empire using Data God known as Anevene the Prophetess. To them she was a computer program, but to the Ninth World she is a Goddess of prophesy and beauty. Anevene's programming resides in the larger Datasphere, but this place has a strong connection to her, and many expressions of her code. Those who explore it will inevitably meet her and be changed.

1 Explore the Antechamber. Beyond the metal doors is a wide antechamber, with two rows of chairs built into the tiled metal floor. The tile pattern is beautiful and unfathomably complex, likely causing curious or artistic characters to stare at them in awe. A massive set of sliding metal doors leads south into the next chamber, locked shut. A simple keypad with ten glowing buttons is imbedded in the wall. Above it are four clusters of magenta colored metal pips: a group of 2, a group of 3, a group of 5, and a group of 7. The doors will open if the players enter the next four prime numbers on the keypad: 11, 13, 17, and 19. The doors can be pried apart with a Difficulty 5 Might task.

2 Explore the Central Hall, Observe the Projection. The main hall, four stories tall, is dominated by a swirling magenta energy formation in the center of the room, spiraling up into a domed ceiling. Inspection reveals that this is a harmless holographic projection filled with numbers and fractal patterns. It is terribly entrancing: each PC who looks at it for more than a few seconds must make an Intellect Defense roll against a Difficulty of 4. Those who fail begin to hallucinate the projection, and will dream about it later. The hallucinations cause a one step penalty on Speed Defense and perception rolls for the next 28 hours. However those affected are able to read all of the writing on the walls and computers of the temple from this point forward.

3 Repair the Backup Generator. A room off to the side of the Central Hall has a sliding metal door, slightly ajar. Squeezing in takes a Difficulty 3 Speed roll unless it's pried open with a Difficulty 4 Might check. A massive tube-shaped machine takes up most of the space. Somewhat broken, it can be repaired with a Difficulty 6 Numenera skill roll. Doing so provides power to some of the computer systems within the temple.

G.M. INTRUSION: The doors slide back into place. The PC must make a Speed Defense check against Difficulty 4 or take 6 damage from the doors and be moved one step down the condition track.

4 Explore the Dormitories, Awaken the Sleeper. This eastern wing of the complex is full of unlocked cells where the analyst-monks once dwelled. Most cells have a metal bed and little else of interest. One however holds a slumbering humanoid robot, laid out on the bed. The robot can be made functional with a Difficulty 5 Numenera skill roll. Once awakened the robot speaks a language that sounds a lot like The Truth, but none of the words are the same. It will follow the players around, attempting to help out when it can. It is a level 2 creature, level 4 when dealing with computers. It can assist a player in Numenera tasks, providing a one step Difficulty reduction.

5 Ascend the Broken Stairs. Leading up to a landing high above the Central Hall, a set of crumbling marble stairs glows pink in the dim light of the central projection. The stairs are extremely treacherous, and must be ascended by one person at a time to avoid total collapse. Each PC must make a climb roll at a difficulty equal to 3 plus the number of PCs who ascended before them. Failure indicates that a large section falls off and the player must make a Speed Defense check against Difficulty 5 to avoid falling and taking 3 ambient damage, at which point the PC must start the climb over.

G.M. INTRUSION: The PC is distracted by the central projection and slips on the staircase as they ascend. They immediately fall, taking 3 ambient damage and becoming trapped under several large chunks of marble. It takes a Difficulty 4 Might check to retrieve them.

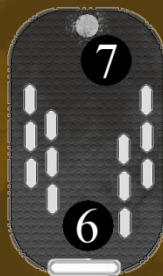
6 Explore the Computer Plateau. At the top of the stairs is a large landing with a dozen banks of ancient computers. If the players have activated the backup power at Objective 3, some of them are turned on, displaying a confusing amount of words and diagrams. Characters who are under the effects of the Central Projection's hallucinations can tell that the computers are to be used for analyzing "prophesies" about the future. One or more of these characters could try to understand the prophesies with a difficulty 7 Numenera skill roll, with success granting the player an odd, prophetic prediction, such as: *"The children of the sea shall awaken their interest in humanity, bringing physical conflict"*

The broken computers yield two Datasphere related Oddities, and three Datasphere related Cyphers.

7 Speak with the Goddess. At the far end of the landing filled with computers is a metal disk covered in Numenera technologies. It can be activated by a Difficulty 4 Numenera skill check, if the backup generator has been turned on. Doing so brings to life a ten foot (3 meters) tall holographic projection of Anevene staring off into the distance. She speaks The Truth language in a haunting, sad voice. Anevene is worried about a coming war with the octopoids who live off the coast of The Steadfast. She attempts to convince the players to make diplomatic contact with their queen. In return, she offers to make one of the PCs more enlightened, granting them her godly Benefit (see page 6 of Celestial Wisdom for details).

The Temple of Anevene

Level 2



■ = 10 feet
/ 3 meters

Level 1



THE TOWER OF THE GALAXY

"Local rumors of hidden riches lead you to an octagonal tower of silvery metal, inlaid with geometric shapes and symbols. The tower is surrounded by an expanse of moss growing in a checkered pattern that extends for quite some distance.

Stepping on the moss causes it to play musical chiming noises."

Overview: The structure is a remnant of a diplomatic center designed for meetings and sharing of culture. It is both a repository of cultural artifacts from across the galaxy and a location at which diplomatic solutions could be reached with greater ease by those who knew how to operate its machinery. Now the tower is ruined and inhabited by a family of hostile creatures called Shral.

1 Enter the Tower. There are four large entrances to the structure, all closed shut to keep the weather out. Each door is sealed and made of metal, with a hidden computer panel (difficulty 3 to find), displaying the lighted silhouette of whomever is nearest to it. The panel will open the door if the nearest person to it speaks their own name. Any of the doors could be opened to enter the first floor, but one of them is less overgrown with moss.

2 Explore the First Floor: Art. The first floor, filled with two and three dimensional art from a vast variety of cultures is in ruins, with most of the art broken on a floor, clearly damaged by millennia of earthquakes. At one end of the level is an open octagonal room with a glowing yellow pad near the center. Standing on the pad and looking up will teleport the user to a blue glowing landing pad on the floor above it. Looking down while on a blue pad will similarly teleport a PC down to the yellow pad on the floor below.

3 Explore the Second Floor: Music. This level is filled with metal racks upon which sit tens of thousands of fist-sized spheres, each made of a different material. If one of the spheres is held aloft, it plays music. Turning the sphere changes the song to a different one, done in the same general style. If removed from the room, the spheres will not make music, however. At the opposite end of the floor from the blue circle, is another glowing yellow circle that can teleport people to the third floor.

4 Explore the Third Floor: Language. Once landed on the third floor the players find the entire floor empty, except for a transportation room. The ground here is, like in the other levels, covered in dust. Certain spots, when walked upon, cause the characters' hearing to change. This is related to colored shapes on the floor, but until the dust is removed, it's hard to make out where they are. Once a character steps on one for more than a few seconds they become able to understand a particular other language, but if that language is not being spoken they

G.M. INTRUSION: One of the songs gets stuck in the character's head, driving them nearly mad: a Level 4 Intellect attack once every ten minutes for the next hour.

G.M. INTRUSION: The character permanently learns a rough-sounding alien language. Until their next 10 hour rest they can speak only it.

instead merely hear their own thoughts in that language.

The up-teleporter room on this floor is sealed off by walls. Breaking the seal will take figuring out the right sequence on a lighted consol (an Intellect difficulty 4 task), or prying open a door (a Might difficulty 5 task) on the south side of the teleporter. Inside the teleporter room are four hostile Shral, who seem to have broken in from the ceiling and made a nest of out of rubble.

The transporter won't work (it's broken), but there's a hole in the ceiling where one of its tubes crashed down to the floor, through which the party might climb.

G.M. INTRUSION: during the climb up, the character touches a blue goo in the tube that causes them to go unconscious if they fail a difficulty 5 Might check, sleeping for ten minutes.

5 Explore the Fourth Floor: Peace. The level glows with a white light coming from everywhere. It has broken crystal windows, a high roof, and many stone statues of strange aliens, each of which holds a similar looking rod. Going up to the next floor can be done with one of the yellow teleporter circles, as was done in previous rooms.

Two Shral and one Great Shral are huddled on the floor at the base of a large statue. They awaken within a few moments of the party's arrival and begin to attack. Fighting on this floor is difficult, as it resonates with an aura of peace and civility. Each character must pass a difficulty 4 Intellect roll at the start of combat or be unable to attack for 1d6 rounds.

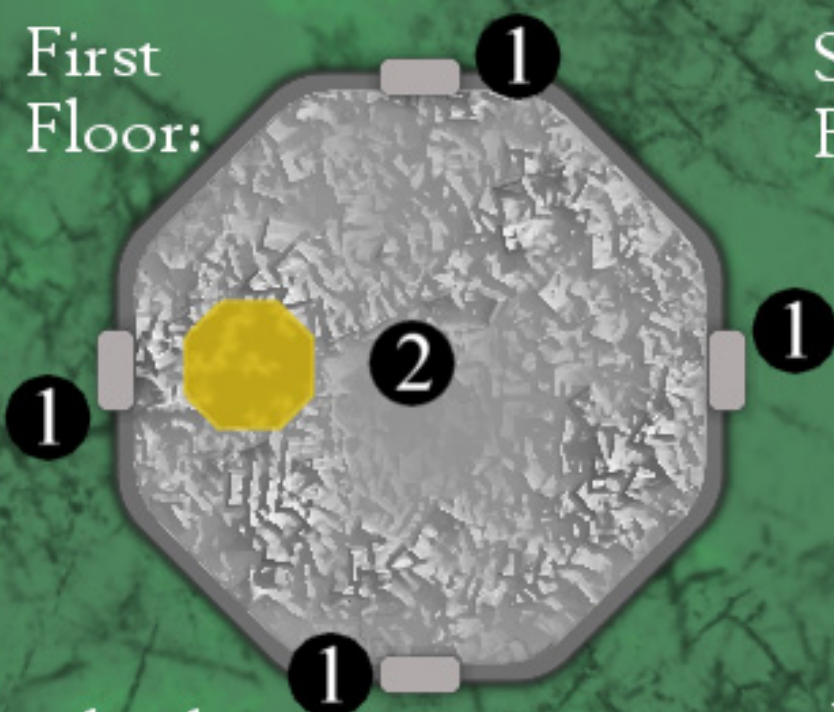
6 Explore the Fifth Floor: The Galaxy. A dark room, filled with a holographic projection of the galaxy, rotating. The room speaks in many languages, depending on where the characters are standing (similar to the 3rd floor). The PC who has learned an alien language due to Intrusion can hear that it's explaining a lot of information about stars, trade, and some kind of galactic empire. The room can be scavenged for parts and yields 1d6 Cyphers and 2 Oddities, but doing so will destroy the galactic map permanently.

7 Activate the Galactic Signal Beacon. The galactic map projector is connected to a much larger electrical system capable of broadcasting a distress signal to the rest of the galaxy. Fixing the machine and initiating the broadcast is a level 6 Numenera related task requiring appropriate tools. Once accomplished, the room fills with a blue light and a blast of energy is shot out of the top of the tower, into space.

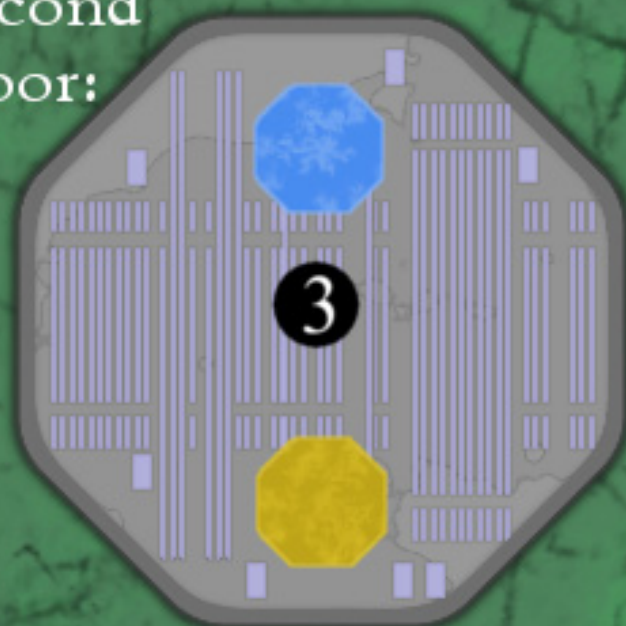
SHRAL. A four armed, bipedal, humanoid with blue scaly skin, clawed hands, and a disturbingly human looking face. Extremely hostile and only as intelligent as a chimpanzee. Level 3 creature with Armor 1. May attack twice per turn.

GREAT SHRAL. The Great Shral is a much larger version of a Shral, with an extremely beautiful face. Level 4 creature with Armor 2 and 20 Hit Points. May attack twice per turn.

First
Floor:



Second
Floor:



Third
Floor:



Fourth
Floor:



Fifth
Floor:



Up Teleporter



Down Teleporter



= 15 feet (5 meters)

The Tower of the Galaxy

THE RETURNED

"All goes onward and outward—nothing collapses; And to die is different from what any one supposed, and luckier." – Walt Whitman

Overview: Buried deep within the Earth is a prison, unknown to all but a few. Therein lies Qodesh, though its name is now lost. Those unfortunate few who know of its existence refer to it as Yrthu'Centaar'A, a long-dead term for "that which must be actively forgotten." Millennia ago, Qodesh was a God, or as close as any physical being has ever come. Its knowledge was nigh limitless, and used only to cause pain and destruction. Empires fell and systems burned at a whim, and for a time all hope for a brighter future was lost.

Qodesh was imprisoned, stripped of its knowledge and power, but not killed. Even this plane's saviors couldn't manage that. When the ultradimensional host left, the remaining races made a pact: they would bury Qodesh deep within a backwater world and burn from the memory of all sentient beings the horrors it had wrought. Thus ended the nightmare of Qodesh, or so it was thought.

Over the ages, a measure of its power was slowly, painfully regained. Thousand-year thought experiments were undertaken to develop the most basic skills. Eventually a vector for release was found: a race of mildly psychic, raven-like abhumans called the murdens. Under its direction, they have stolen a powerful artifact and smuggled it into the ruins above the prison. The murdens seek to gain the approval of Qodesh, but it has no love for life of any kind. It seeks only escape, and to once more hear the lamentations of the dying. The prison is close to being unearthed, and rumors of a great treasure therein are spreading.

This adventure, unlike those that came before, is designed for characters of the 4th through 6th Tier. Lower Tier characters will likely find it quite deadly!

1 Enter the Ruins. The ruins are guarded by a dozen Mutant Murdens (see sidebar on the right) who make systematic passes through the grounds. They rarely stop to interact with one another, and seem locked in a zealous dedication to their purpose. If made aware of the players' presence, they unleash the full extent of their maddening, psychic powers without reservation.

2 Enter the Carnalis. The ruins are treacherous and laden with traps placed by the murdens. At different times during the climb to the center, a PC will trigger one of the following traps:

- A glowing rune which, when seen, causing the viewer to suffer from the delusion that they are out of sync with time somehow. The PC may resist this effect with an Intellect defense roll against Difficulty 6. This effect lasts for ten minutes and is probably completely debilitating.
- A blue powdery substance that eats through metal, covering a rock that's climbed. The PC must make a Speed defense roll against Difficulty 6 to avoid having their armor or weapon crumble to dust.

MUTANT MURDEN. Level 5 creature (Perception as level 7) with 15 Health, 3 Armor, and inflicting 6 damage with its wicked ritual blade. PCs within Immediate range suffer a one step increase in the Difficulty of all actions due to a mental fog they radiate. If one Murden is attacked or notices danger, it instantly calls out to all of the others in the area telepathically, causing any fight to get progressively harder with each passing round. Each Mutant Murden can employ one of the following powers

- **Tentacle Grab:** The Murden unleashes a hidden tentacle and makes a level 7 attack at the PC, success indicating that the character cannot move or use their left arm until they break free.
- **Telekinetic Thief:** The Murden uses an invisible force to steal an object, such as a weapon, from the target PC's hand. Level 7 attack, dealing 2 ambient psychic damage in addition to the theft.
- **Psychic Caw:** The Murden screams without making a noise, doing a level 6 psychic attack against all PCs within Short range. The attack deals 6 ambient psychic damage.
- **Temptation:** The Murden makes a level psychic 7 attack against the PC. If successful, the PC becomes absolutely obsessed with gaining possession of an item within line of sight, such as the weapon of another PC or a rock high up on a hill.

- A black mark on the ground that exhibits very high gravity at short distance. The PC gets too close and must succeed in a lifting skill task against Difficulty 6 to leave the spot. Even if successful, the PC takes 5 ambient damage from the pull on their internal organs.
- In the center of the ruins is a gaping maw in the ground, walls slick with blood and refuse. Characters must pass a Might check to keep from throwing up from the stench, causing them to lose three points each from their Might and Speed Pools.

3 Going Below. Having finished aboveground, players must find a way to safely descend the shaft. Roughly hewn walls give some purchase, but this is offset by omnipresent gristle. Descending takes two successful climb skill rolls. The first is uneventful and is against Difficulty 4, with failure indicating a fall that causes 7 ambient damage. Halfway down, the PCs are enveloped by a flock of crows, causing them to need to make a second climb roll vs. Difficulty 6 to avoid a fall, failure indicating a fall that deals 4 ambient damage.

4 Witness the Oblivion of Faith. Having successfully entered the bowels of the ruin, the players find themselves in a crystalline complex. Grisly remnants of recent sacrifices are scattered for yards around. This is the abode of the most devout murdens, driven mad by their closeness to the prison of Qodesh. The sounds of the players' arrival will draw them toward the opening. Six Mutant Murdens attack the PCs on sight at the bottom. After the players dispatch their attackers, a cursory search reveals 1d6 cyphers among some of the bones. As the players attempt to continue down the central hallway they find themselves stopped by an invisible forcefield, controlled by an improvised device visible on the other side. Players must figure out a way to disable it from afar before progressing.

5 Face the Harbinger. Upon entering the final chamber, players are confronted by the herald of Qodesh. An enormous, malformed murden, the herald works tirelessly on a machine built to break the prison gateway. If able, the players can speak with it telepathically. However, it is enraged about their presence and will attack if they do not leave.

Cross the Tides. Cobbled together from scores of different Numenera, the confusing machine fires a beam of energy into a massive portal of swirling light. The machine expels waves of force that causes 1 ambient

6 damage each round to those within short range of it, and shove the players back with every crash. Making it to the machine is difficult, requiring a Might task against Difficulty 5 to push through the surge, and a Difficulty 3 Might task each round thereafter.

Characters may be tempted to destroy the machine from range, but it is clear to anyone looking at it that the machine is toying with forces best not played with. The PCs should be warned that outright destroying the machine will likely result in an explosion that kills everyone within several miles.

HARBINGER. A level 7 Creature with Armor of 4 due to a psychic forcefield, 21 Health, and dealing 10 ambient damage when it makes telepathic strikes as an attack.

Whenever it successfully hits, the PC is inundated with messages extolling the virtues of Quodesh and the inevitable enslavement of the human species, as well as hallucinations of being harassed by wraithlike purple tentacles coming from the prison portal. These hallucinations cause the PC to suffer a one step increase to the Difficulty of all actions until the machine is destroyed.

7 Cause Wreck and Ruination. Disabling the machine that's attempting to bring back Quodesh requires examining it up close. A Numenera skill check at Difficulty 4 reveals that the machine can be broken by destroying one particular piece at the end of the ray emitter. Doing so could be difficult without making the machine explode. The object is level 7, with Armor of 4.

Once the object is destroyed the machine begins to power down and the portal begins to vibrate. It becomes clear at this point that the ruins are crumbling from the various changes taking place. The PCs most likely must climb their way out, and quickly.

As they run back to the tunnel leading up, the PCs are assaulted by a number of massive falling rocks. Hitting one of them with a boulder is a GM Intrusion that causes 8 damage. Climbing the tunnel up to the surface is quite dangerous as well, requiring a single Difficulty 6 climb skill roll. The PCs are thrown around the sides of the tunnel and take 5 damage per climb attempt.



The Returned

1

2

3

3

4

5

6

7

■ = 10 feet
/ 3 meters



ABOUT THE AUTHORS



Joseph was born, raised, and currently lives in Manhattan, New York. In his short life he has spent much time introspectively, some creatively, and less productively. His recent collaboration with Ryan is an attempt to improve upon all three. He holds a degree in organizational psychology from CUNY Baruch, but be prepared to listen for hours if you ask him what that means. His greatest hope is that whatever he finds his way into will keep him interested for years to come. That, and world peace, of course. You can reach him via Twitter at @IHeartFargo.



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's an advocate for nerd pride and wants to help foster a growing, positive nerd culture on the planet. Ryan hopes to continue writing and developing roleplaying games for the rest of his life.