

# “We’ll Make Great Pets”

Numenera creatures for taming by Ryan Chaddock

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## Menageraine 2(6)

Stalking the plains of the Ninth World, the menageraine are a strange sight. Great cats made of terra cotta, they are wild and dangerous creatures that are difficult to tame. The ceramic material that comprises them makes menageraine audible as they hunt, seeking to harm the weakest members of any herd, they clack and scrape. Yet despite their noise, the menageraine are quite deadly.

Motive: Hungers for flesh

Environment: Plains and sometimes jungles

Health: 6

Damage Inflicted: 3 points

Armor: 1

Movement: Short

Modifications: See and smell as level 4. May travel at Long speed once, at the beginning of a fight.

Combat: Menageraine are prowling predators that prefer to stalking their prey and attacking from hiding.

Controls Beasts Focus: Trained in claw and bite attacks, trained in running and charging.

## Rasterling 2(6)

A small, albino version of the raster, the rasterling flies with batlike wings and antigravity suspensors. The size of a large domesticated cat, many see rasterlings as harmless pets. Their fierce protectiveness of their owners makes them valuable domesticated animals.

Motive: Hungers for Flesh

Environment: Large bodies of water, and underground lakes

Health: 8

Damage Inflicted: 2 points

Armor: 1

Movement: Short (flying and ground)

Modifications: Perception within long range as level 3, but beyond that as level 1.

Combat: If threatened or prompted by an owner to attack, the rasterling generally fires a short range burst of barely visible energy from its head (short range, 3 points of damage).

Controls Beasts Focus: Trained in attacking with head energy weapon. Trained in perception.

## Rune Beast 2(6)

Muscular four legged predators, the rune beasts prey on grazing animals, ithsyn, and other herds. Their distinctive hide, thick and covered in glowing symbols, gives them their name as well as their advantage in the wild. Rune beasts are able to ignite their runes while attacking, invoking and harnessing the nanites around them, and stopping their victims in their paths. Their effect on the nanotech of the world even protects them from the Iron Wind.

Motive: Hungers for flesh

Environment: Any, even within the Iron Wind

Health: 8

Damage Inflicted: 3 points

Armor: 1 (3 vs. esoterics)

Movement: Short

Modifications: Intimidate with howl as level 4, immune to damage from the Iron Wind

Combat: The rune beast is a straightforward combatant, running down its prey and lashing out with claws. Once it's up close it activates its runes, making a level 3 attack against all within Immediate range. Those affected find themselves partially melded with the ground for one hour, unable to move. The rune beast may only attempt this attack once every 28 hours.

Controls Beasts Focus: Specialized in claw and bite attacks.



## Shade 2(6)

A two dimensional creature, seemingly the shadow of a beast, pulled from the ground and walking on its own, the shade is a strange often frightening animal. The shade is visible from the side as a mostly opaque shadow of a cross between a great cat and a wolf. Perfectly silent and invisible from the front, the shade is difficult to defend against.

Motive: Curiosity

Environment: Any

Health: 6

Damage inflicted: 2

Armor: 0

Movement: Short

Modifications: Stealthy actions as level 5, defends against physical attacks as level 4

Combat: Dark, silent, and not totally of this reality, the shade attacks from the darkness, clawing and biting.

However the shade does not hunt for food- it hunts to learn what will happen when it attacks. Highly intelligent for an animal and curious beyond reason, the shade studies and toys with living things, as though collecting data for vicious masters.

Controls Beasts Focus: Specialized in stealth. Trained in claw and bite attacks.

## Silarep 2(6)

Silareps are blue lizards with orange tails that dwell the deserts of the Ninth World. Their blue scales are oddly shaped, and upon close inspection appear to be square devices marked with white symbols. Some claim that silarep scales may be used with certain ancient computers and used as data storage devices. Other claim all attempts to do so have ultimately destroyed the computer- as though the data-scales were loaded with some kind of virus, deadly to ancient machines. It's possible these different experiences with the scales indicate different breeds within the species.

Motive: Defense

Environment: Desert, and places with large powerful computers

Health: 6

Damage Inflicted: 2 points

Armor: 2

Movement: Short

Modifications: Perception as level 3. Blends into surroundings (stealth as level 7) while touching numenera computers.

Combat: The Silarep is a purely defensive creature. If provoked or trained to attack it prefers to bite its foe, attempting to remove the head first.

Controls Beasts Focus: Trained in perception. Trained in bite attacks.

## Violescia 2(6)

The violescia is a swirling violet knot of coherent energy, held together by strands of invisible force. Constantly shifting shape, the violescia is often considered more of a phenomenon than a creature. Yet it appears to be somewhat intelligent, concerned for the emotions of others- allowing it to be tamed and trained. Often the violescia attacks those who fear it, seemingly enraged or harmed by the strong emotions around it.

Motive: Destroys sources of negative emotions (fear, anger, etc.)

Environment: Breaches into other dimensions

Health: 6

Damage Inflicted: 2 points (ignores Armor)

Armor: 1

Movement: Short (flying), ignores walls and other barriers

Modifications: Cannot resist mental attacks.

Combat: The violescia always attacks the angriest or most fearful enemy, lashing and grabbing at its foes with tendrils of glowing plasma. Its energy discharges do not immediately go away- causing the flesh of those it strikes to glow purple for several hours.

Controls Beasts Focus: Specialized in plasmic tendril attacks.