

EXPLORATIONS

The Skyscraper



Requires the Numenera corebook
by Monte Cook Games

The Skyscraper

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CONTENTS



Introduction.	1
Ascension.	3
Newcomers.	10
Break the Bank.	17
War Rooms.	21
Culture Shock.	26
Down Below.	30
The Spire.	35
Skyscraper Cyphers.	39



INTRODUCTION

On the surface the Ninth World can appear mundane and without danger. Rivers and mountains dot the landscape, under a usually cloudy sky that would look rather familiar to those of us from present day earth. But the strangeness and wonder lies only just below the surface. And, in some cases, just on the horizon.

Explorations: The Skyscape is a look to the heavens for new adventure. It is a collection of loosely connected adventures set atop the flying city known to the Ninth Worlders as the Skyscape. A disk-shaped relic of the past, casting a long shadow upon the world. The Skyscape moves across the world in a seemingly random pattern, making it easy to place in nearly any campaign. Need it in the Beyond? It's there, scaring herds of buffelins. Need it in the Steadfast? It's hovering over the city of your choice.

Which is not to say that exploring this ruin will be easy. Merely getting aboard the enigmatic floating city is a task in and of itself. Luckily there are a few methods at hand, ready to be discovered:

- ❖ **Jet Packs.** A small caravan of traders follows the slow moving fortress in the sky, selling equipment and renting flying packs to those who would brave the city's interior. Just 10 shins and an additional 20 shin deposit will grant an adventurer access to a two-use flying pack. One use to get up, and one to get down.
- ❖ **Teleporters.** Disk-shaped teleportation pads can be found throughout the world, often overgrown with wildlife or protected by native beasts who find the throbbing devices to be soothing beds. The path the Skyscape takes around the world often places it near these pads.
- ❖ **Flying Creatures.** Rasters, Xi Drakes, and more can be tamed to serve as makeshift transports. Indeed, a gang of raster-riding brigands has already arrived on the Skyscape to see what they can find. Reports of these bandits might even inspire local leaders to provide domesticated rasters to the PCs, so that they might follow after the raiders and stop them from using the Skyscape's technologies for ill purposes.

How to Use This Book

This supplement contains six adventures, each focused on a geographic region of the Skyscape: one for each quadrant of the city, one for the undercity, and one for the towering spire at the city's center. The glittering spire is protected by a forcefield that can only be removed by tinkering with the machines in the undercity. The undercity can only be explored by climbing down a massive set of stairs, to be found when the GM thinks it's time to move the story forward, though usually this would be once the party has explored all four quadrants of the city's topside.

The book provides the following chapters:

Chapter I: Ascension. Provides options for characters designed with this series of adventures in mind, including Foci and Descriptors for playing scavengers of prior world technologies.

Chapter II: Newcomers. The players land or teleport to a set of pads in an area of the city originally used for processing new arrivals to the planet. They are quickly "greeted" by the city's defense forces.

Chapter III: Break the Bank. The players discover an area of the city that was once opulent and wealthy, but deprived of culture or interesting detail. Yet many

wondrous things can be found here, making it the target of a violent crew of scavengers.

Chapter IV: War Rooms. The group finds a blighted area of the city, covered in a growing inky blackness. The quadrant is ordered and militaristic, and the weapons and symbols of war abound.

Chapter V: Culture Shock. A complex and confusing mixture of a thousand galactic cultures blends to make a quadrant of the city maddening and oppressive. Under it all, a clan of descendants from the city's original inhabitants hides here, guarding their past.

Chapter VI: Down Below. The players descend into the bowels of the city, discovering that the machines do more than make the city fly. It is here that they find the means to enter the Shimmering Spire at the center of the city.

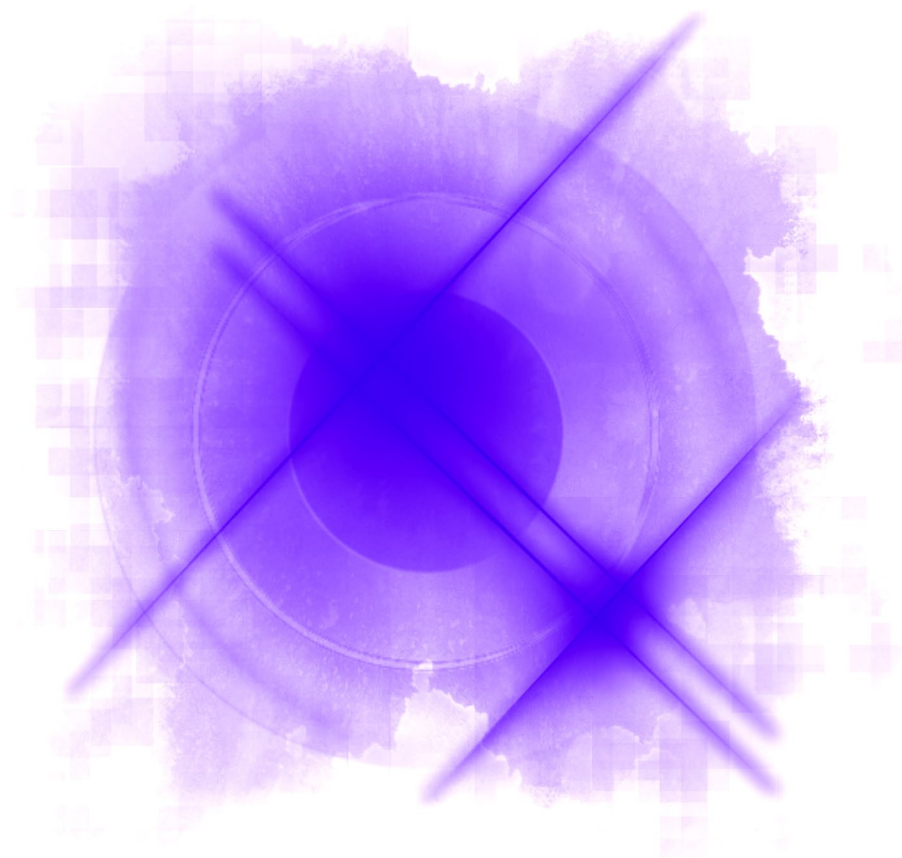
Chapter VII: The Spire. The players gain access to the shimmering spire at the center of the Skyscape,

meeting the final protector of this remnant of the ancient past.

Chapter VIII: Skyscape Cyphers. A collection of 36 Cyphers available for discovery in the Skyscape.

Points of Discovery

Like our previous supplement, *Echoes of the Prior Worlds*, this book will be using a form of Numenera's Discovery XP system. We will be providing locations to explore and encounter on each map. When the player characters explore the first or second discovery location, they gain a Discovery XP. The same for when they've scouted the third or fourth, and the fifth or sixth. Finally, the seventh discovery point is worth a final, fourth XP for the adventure. This last point will involve a major task or significant threat. It represents a major accomplishment for the players.



CHAPTER I: ASCENSION

Some are more suited to exploring the past than others. Some are in fact perfectly suited to combing through ruins, scavenging and pilfering just the right parts, and combining them to make something useful. The following player options are for those characters that are ready to brave the fallen cities and storehouses of the past.

Descriptors

Erudite

You are an expert in an area of knowledge, such as history, art, language, geography, or a certain type of phenomenon. This knowledge is all encompassing for you, to the exclusion of anything else. You simply find other facts boring and useless.

You gain the following characteristics:

Brainy: +4 to your Intellect pool.

Skill: You are specialized in one area of knowledge.

Inability: You may not possess knowledge skills besides the one you've gained specialty in through this Descriptor.

Additional Equipment: Three books about your area of specialty.

Initial Link to the Starting Adventure:

1. You've just the knowledge needed for this expedition, such as a map or secret passcode.
2. You put this group together, hoping to find more knowledge on your pet topic.

3. You've got a theory to prove and this is the only way to do it.
4. You're being dragged into this by a relative or close friend in the group.

Impervious

You've grown up too close to certain toxins, or suffered some sort of accident in the past. Either way, you've somehow become inured to most dangerous chemicals. Walking through numenera waste with little care, a life of adventure seems to suit you perfectly.

You gain the following characteristics:

Hale: +2 to your Might pool.

Immunity: You are immune to poison damage, and suffer 3 less damage from toxic sources of harm such as chemicals and radiation.

Skill: You are trained in medically treating chemical burns and other effects of a toxic environment.

Inability: You cannot get drunk from alcohol.

Initial Link to the Starting Adventure:

1. You've been to the location before, scouting through a toxic region nearby.
2. Your reputation as a local explorer has gained you the attention of the party.
3. You beat one of the other PCs in a drinking contest and learned about the adventure along the way.

4. You pulled one of the other PCs out of a dangerous substance and you've become fast friends.

Voracious

You're an insatiable collector of oddities and other numenera. You just can't wait to get out into the world and begin grabbing up memorabilia of the prior worlds as fast as you can. Some think of you as a packrat, but it's your love of useful and interesting things that makes you useful out there. Nothing will stand between you and the objects you desire.

You gain the following characteristics:

Nimble: +2 to your Speed pool.

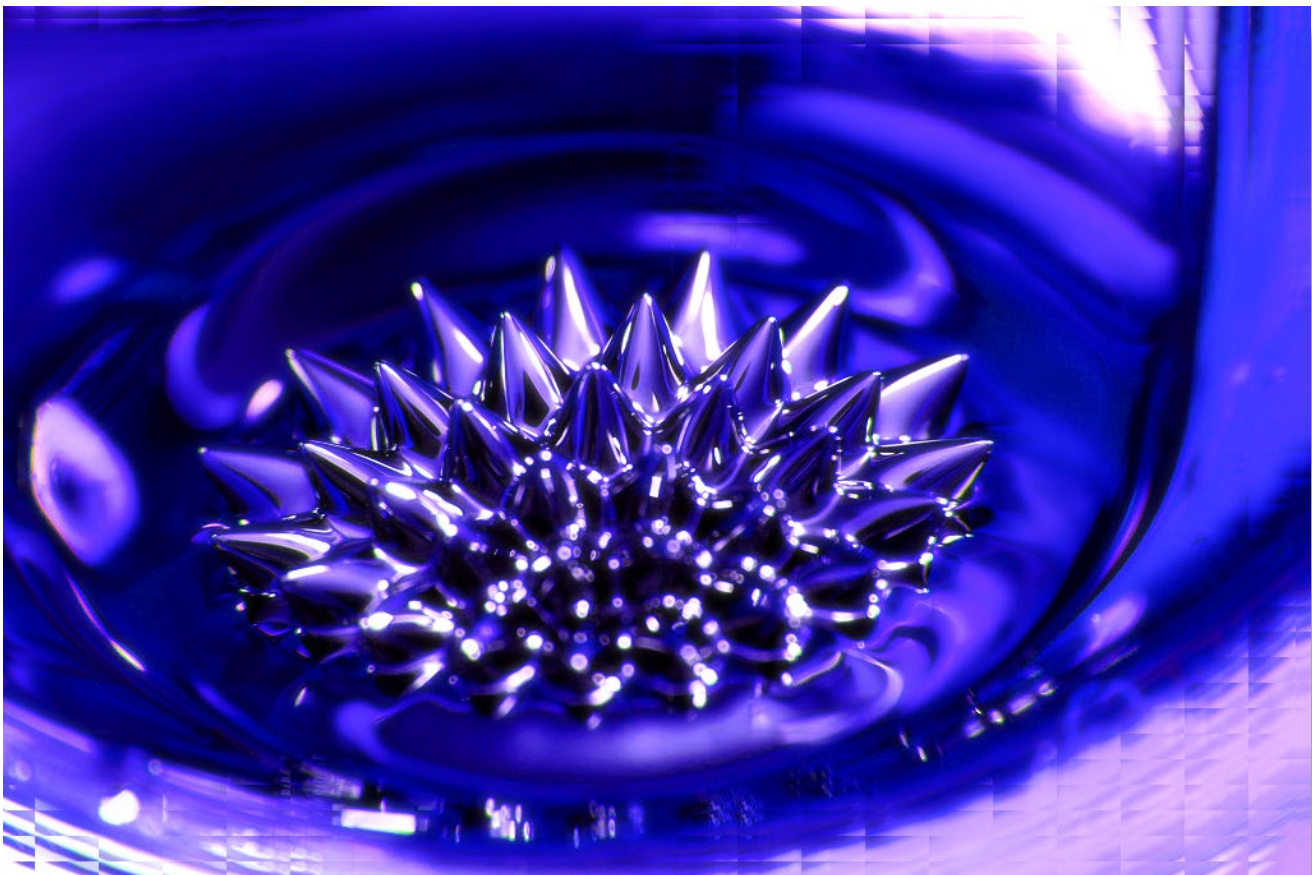
Skill: You are trained at tasks related to finding numenera.

Skill: You are trained at buying, selling, and trading numenera.

Additional Equipment: Two extra oddities of your choice (chosen from the list in the Numenera core book).

Initial Link to the Starting Adventure:

1. You've manipulated your way into the adventure so that you can finally go out and explore.
2. One of your oddities seems related to the adventure, such as providing cryptic directions.
3. A local oddity dealer put in a good word for you as an expert on numenera.
4. One of your more flamboyant oddities attracted the attention of one of the other PCs and you've tagged along since.



Foci

Deciphers Signs and Symbols

Your love of puzzling out the meaning in symbols makes you adept at understanding the intent behind many of the symbols an adventurer comes across in the ninth world. In fact, you have a tendency to notice warning signs and encoded instructions others don't even realize are there. Eventually you'll learn to read the writing on the wall as though it were your native tongue, granting you unique insights into the prior world locations you visit.

Connection: Choose one other PC. You've worked with this character before and they know the kinds of signs you're looking for, granting you an Asset when searching for symbols if they're around.

Additional Equipment: A book full of symbols found on numenera and what they're suspected to mean. Provides +1 on related rolls if you take 15 minutes to consult it.

Minor Effect Suggestion: Your insight yields much more information than usual.

Major Effect Suggestion: You gain some clue as to the ancient purpose of the area, or an object within it. You are starting to piece together the past.

Suggested GM Intrusion: You completely misconstrue the meaning behind a symbol, causing you to put yourself in danger by standing in the wrong spot or taking a treacherous path.

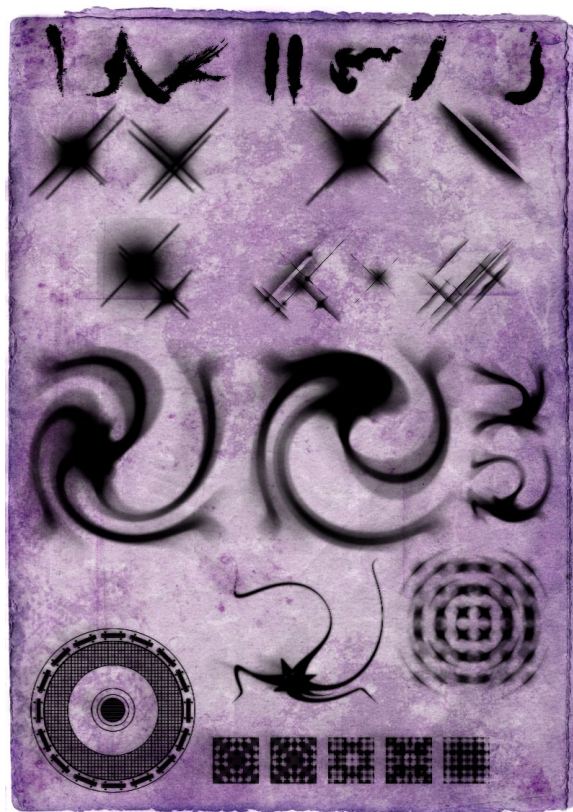
Tier One

Sharp Eyes. You are trained at noticing writing and symbols around you. Enabler.

Warning Signs. Whenever you trigger a trap or other unexpected numenera effect based on prior world technologies, you count as trained in Speed Defense for the purposes of dodging or stopping it. Enabler.

Tier Two

Decoder. You are trained at deciphering the meaning behind writing and symbols from the prior worlds. You can



determine the vague gist of a sentence with a single action, but deeper meaning or more complex writing could take days or weeks to go over. Enabler.

Tier Three

Activator (3 Intellect points). You determine the purpose and means of using a piece of numenera in your possession, such as a Cypher or Artifact, without the need for a roll. Action.

Tier Four

Master Decoder. You are specialized in deciphering the meaning behind writing and symbols from the prior worlds. Enabler.

Tier Five

Functionality (5 Intellect points). You learn the purpose of a Cypher or Artifact, just by glancing at it. Action.

Tier Six

Linguistic Genius (6 Intellect points). With a bit of example text, you learn to read a particular language. From this point forward you can always read the language. 3 Actions to complete.



Removes Barriers

You are not only an intrepid explorer, but one capable of gaining entry into those locations that are the best guarded and sealed off. Whether you were once a burglar, a student at the University of Doors, or just a grizzled mapper of ruins, you've learned to make it past nearly any obstacle, often opening up areas for your companions.

Connection: Choose one other PC. You once rescued that character from prison or entombment.

Additional Equipment: Lockpick kit, pry bar, small tool kit.

Minor Effect Suggestion: Not only do you open the passage, but you pass through as part of the process.

Major Effect Suggestion: You open the passage and manage to pull yourself and a nearby ally through the opening.

Suggested GM Intrusion: Your trick breaks the locking mechanisms in the door or passage.

Tier One

Skeleton Key (2 Speed points). You quickly pop open a mechanically locked door, window, or other portal, without the need for a skill roll. Your levels of skill in lockpicking serve as a discount for this ability, e.g. a character specialized in picking locks could use this power for free. Action.

Tier Two

Sprint Past (2 Speed points). By using this ability when you take an action to move a long distance in a round, you do not trigger traps during your movement. Enabler.

Tier Three

Explosive Bypass (3 Speed points). You sacrifice a Cypher in your possession to create an explosive charge capable of opening nearly any locked door, even one reliant on numenera technologies. This explosion is powerful, but carefully placed for maximum effect. If used instead as a weapon, it deals its Level in damage to everyone within Immediate range of the explosion. Action.

Tier Four

More Tricks. You may hold one additional Cypher than your normal limit, so long as the Cypher in question may be used for travel or otherwise getting past obstacles. Enabler.

Tier Five

Master Disabler (5 Speed points). You shut down a numenera device by disabling its power source. You must have heavy tools and physical access to the power source in order to use this ability, but it requires no roll if those conditions are met. Action.

Tier Six

Self Seal (6 Speed points). Whenever you open a door or other portal using powers from this Focus, you may instantly seal it behind you (once you've passed through), even if you did so with an explosive. Enabler.

Repairs Ancient Devices

You've always been a tinkerer. Taking things apart and usually putting them back together again. You've got a knack for figuring out exactly which parts do what and why. With this intuitive grasp of machinery you've learned to make the best of the numenera devices you've encountered, learning to power up old machines to see what they can do. You're at home in the ruins of an ancient storehouse or complex, scavenging what you can from what's around you. You may not be a hero, but you're certainly an adventurer.

Connection: Choose one other PC. This person hands you just the right tools at the right time, providing a full Asset on all rolls for repair tasks they aid you in, no matter their actual skill level.

Additional Equipment: Heavy toolkit, light toolkit, an artifact that works like a welding torch, welding goggles.

Minor Effect Suggestion: Your repairs make the item look like new.

Major Effect Suggestion: Your repairs grant you insight into the item's use (+1 on related rolls).

Suggested GM Intrusion: Your repairs get dangerous and something goes wrong, causing deadly gas, radiation, or jutting spikes.

Tier One

Scavenge Skills. You are trained at all repair tasks, as well as noticing raw materials for use in repairs. For you repair includes recharging depleted Artifacts, which you roll against a difficulty equal to the item's Level. Enabler.

Quick Fix (1 Speed point). You make a broken object work for one more round, even an Artifact. Will not work on Cyphers however. Enabler, usable once per round.

Tier Two

Scour for Parts (2 Speed points). You scour the immediate area for all useful repair parts. Along the way, you discover any hidden numenera in the area. Action.

Tier Three

Shin Minter. Whenever you collect shins off of numenera, you gather double the amount you would have otherwise found. Enabler.

Tier Four

Master Maker. You are specialized at all repair tasks, as well as noticing raw materials for use in repairs. Enabler.

Tier Five

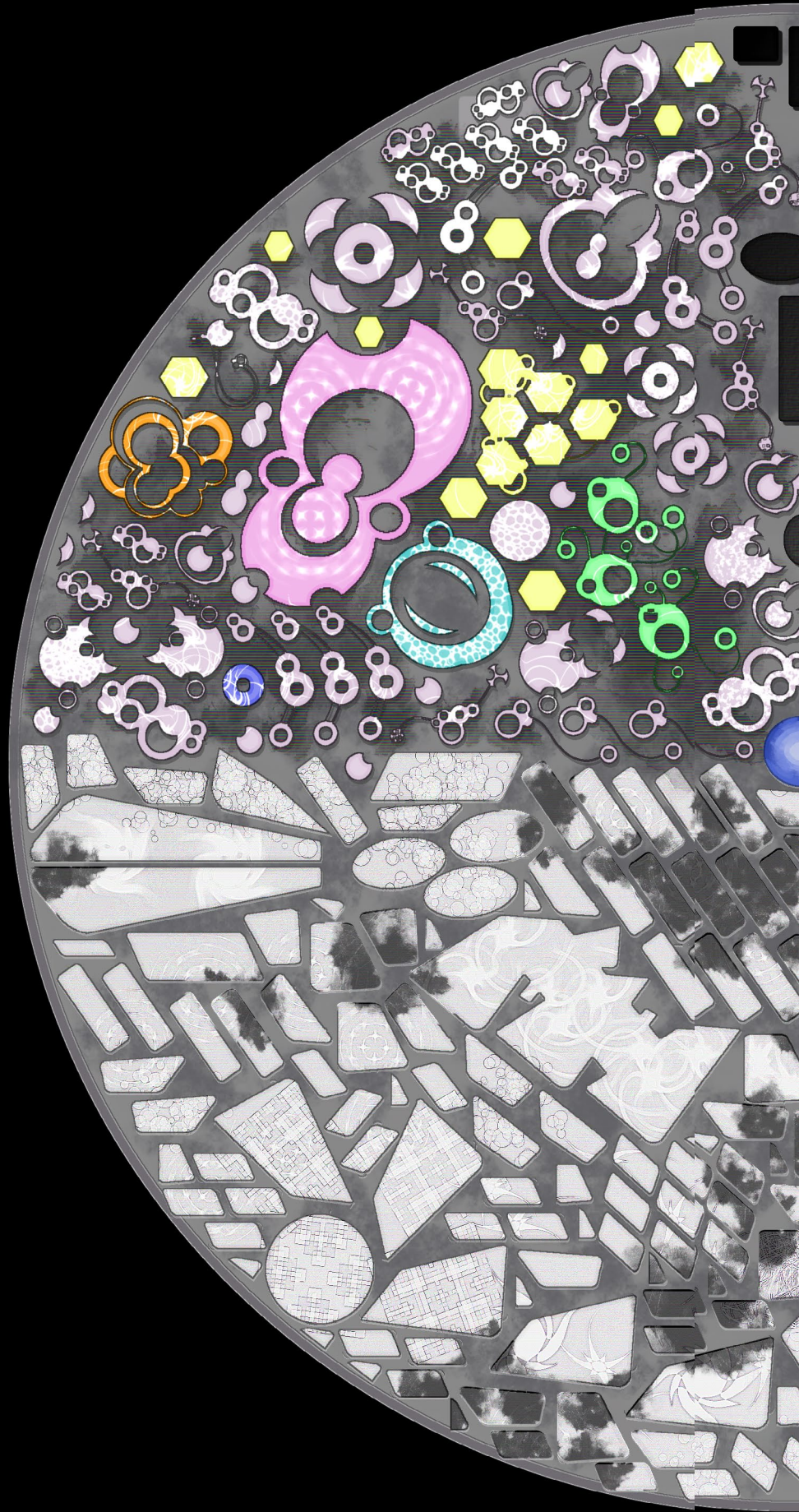
Maximum Output. Whenever you use a Cypher or Artifact with an effect with a duration, you may double the amount of time the effect lasts. Enabler.

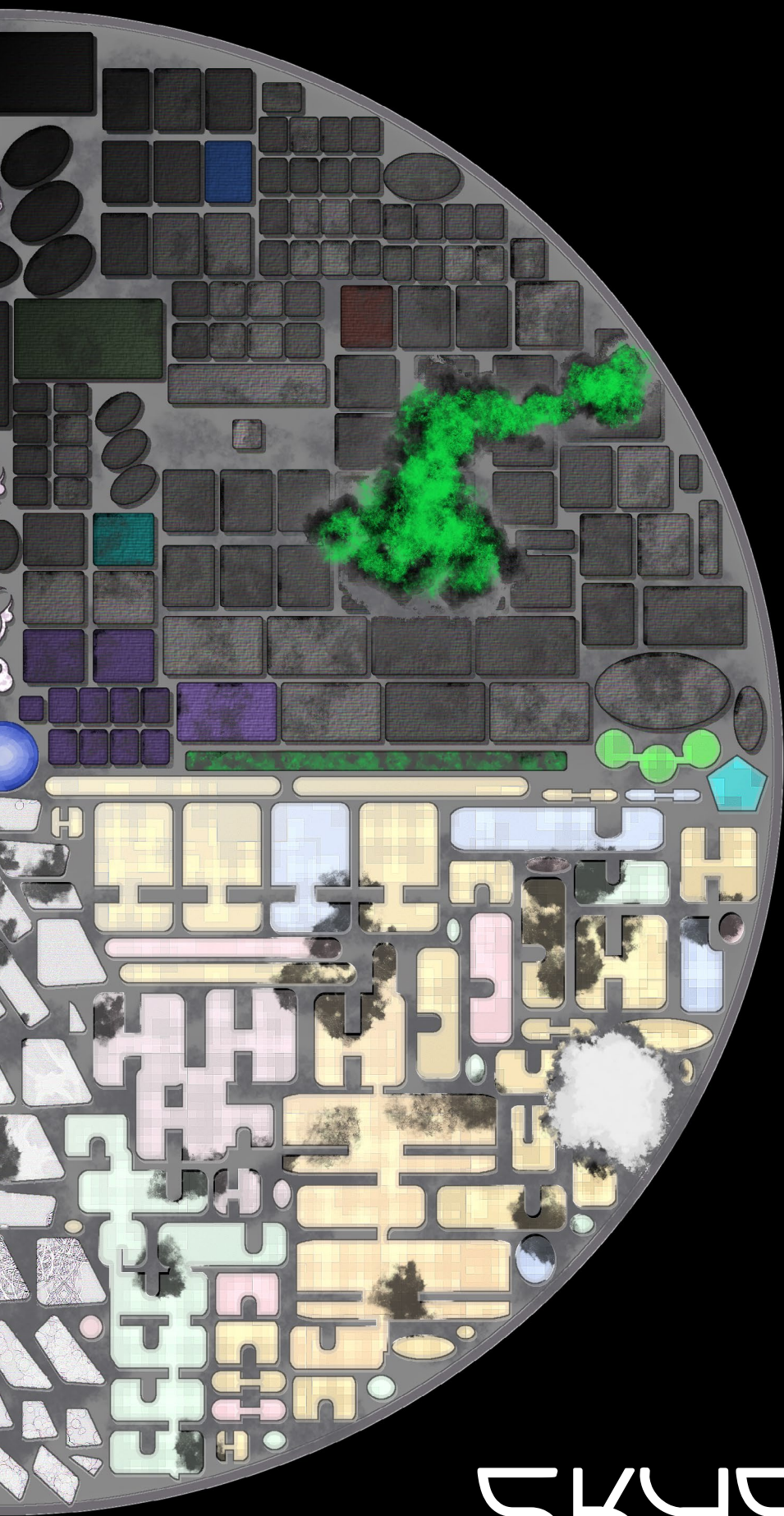
Tier Six

Multi-Step Process (6 Intellect points). Through careful planning you turn a nearly impossible repair task (Difficulty 8 or higher), into three smaller jobs (Difficulty 5 each). Each small job probably has its own requirements, such as needed parts and dangerous disassembly of pieces. Action.



THE





SKYSCRAPE

CHAPTER II:

NEWCOMERS

This adventure takes place in the southwest quadrant of the massive flying numenera known to the Ninth Worlders as the Skyscape. If the player characters fly via jetpack, mount, or otherwise, they are surrounded by polyhedral force cages as they come near the city. The fields of force are impenetrable, but harmless, as they gently guide the characters through a domed forcefield and down to the landing pads at location 1. If the heroes used a teleporter pad to get there, the receiving pads are in the same location.

Looking up from the landing area you see that you are surrounded by the immense structures of the ancient city. Towering buildings, majestic artwork, and a glittering blue spire at the center of it all. The glorious remnants of some bygone age. Some of it looks damaged and destroyed, however, with entire sections covered in a strange glistening blackness. The immensity of it all, and the sheer complexity of it is overwhelming. It is impossible to take in everything that your eyes are telling you.

1 Customs Area. A series of landing pads is isolated from the rest of the city by a series of translucent energy walls. A moment after the arrival of the party, a group of three gray-skinned saskii (lizard-dogs) move into the area from a nearby hutch. The saskii have some kind of vocalizing device in their throats, through which they are shouting words in an unknown language, trying to ascertain the identities of the player characters. Once a tense moment passes in which the PCs probably do not prove they are supposed to be there, the saskii attack, utilizing their cybernetic enhancements.

2 Visitant Center. Beyond the landing area is a small labyrinth of forcefield walls, once used as holding pens for planetary arrivals. At the center of some of the larger rooms are semi-functioning numenera devices which project holographic images of people into the air. The people projected do not look human, and all speak foreign languages. The projectors can be scavenged for some useful parts and a Cypher. The area can be searched for 1d6 Oddities.

The labyrinth is enclosed with a domed forcefield roof, making flying out impossible even if the PCs have mounts. However, a large archway provides a gap in the field, allowing entrance to the rest of the city. Passing through this arch, the PCs are scanned by a beam of orange light, making them feel temporarily dizzy. Any minor illnesses, colds, etc. are instantly cured by this beam.

Once past the gateway, the players are free to travel the city. If the rest of this southwest quadrant is searched, the following discovery points can be found.

Cyber Seskii (Level 4 creature). Health 16, Armor 1, Basic Attack Damage 5 (from claws and bite). Abilities: Subdual Bite (dealing 6 ambient Speed damage), Laser Fence (growing a portion of the energy walls, to block in PCs).

NOTE: Crystals harvested from the hides of the Cyber Seskii can be useful when attempting to interface with computer systems, providing an Asset on actions which relate to retrieving stored data. This requires the crystal to be somehow hooked up to the system in question.

Security Drone (Level 3 creature). Health 9, Armor 1, Basic Attack Damage 3 (from laser bursts). Abilities: Subdual Shock (4 ambient Intellect damage), Flight Mode (travels Long distance).

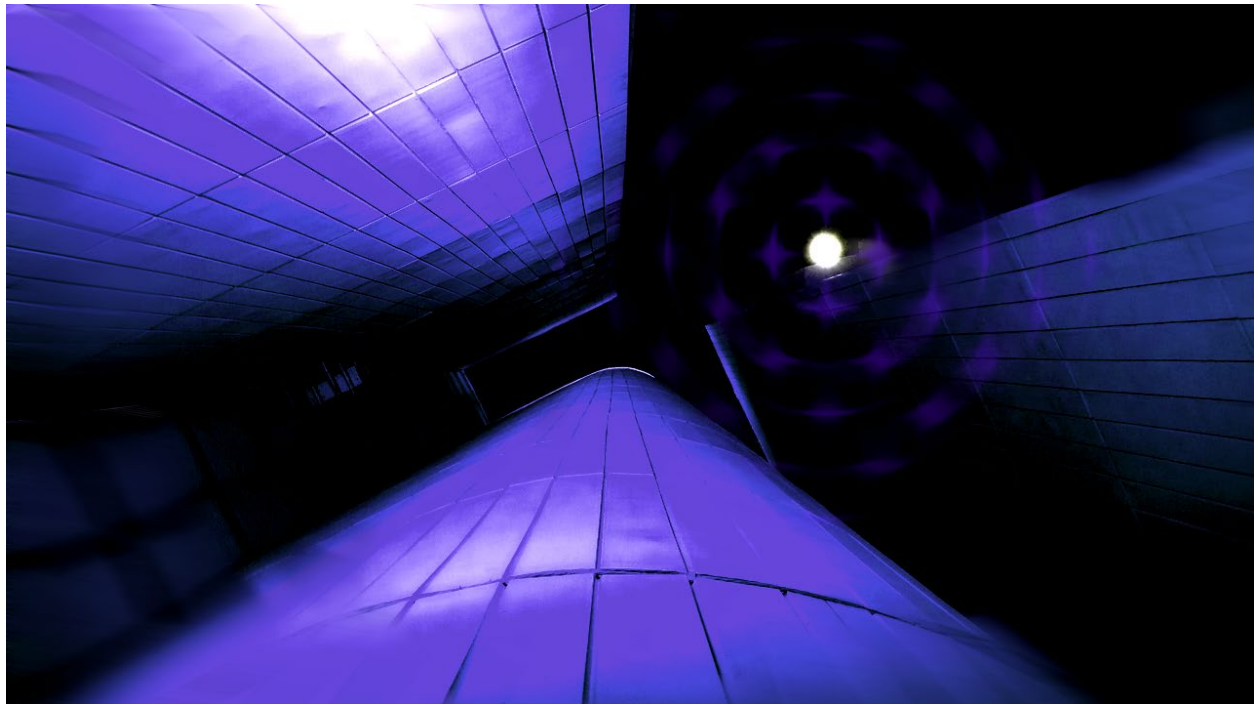
NOTE: Each destroyed Security Drone has a 50% of containing a useful Cypher.

3 Vacant Park. Running along the northern border of the quadrant is a dilapidated park. Although the wildlife has long since died off, the architecture remains as strange geometric shapes and sweeping slopes of spongy metal. The park contains a gravitational distortion that looks like a glowing black sphere. Those who venture near it find themselves orbiting the anomaly. Near the gravity well is a patrol of 4 flying robotic security drones. They are hostile to those who seem to be causing mischief in the area, which can be almost anyone doing almost anything. Once provoked, the security drones fly circles around the “culprit”, firing subdual shocks at the target.

4 Shimmering Spire. At the center of the city is a spire covered in a shimmering defense field. Upon close inspection, the blue field appears to be blocking off all entrances to the massive building. Looking up at the structure, a keen observer can see movement on the top floors. The Scan esotery or other close look at the technology reveals that the forcefield can only be shut off from some kind of central projector, likely deep within the Skyscape’s bowels.

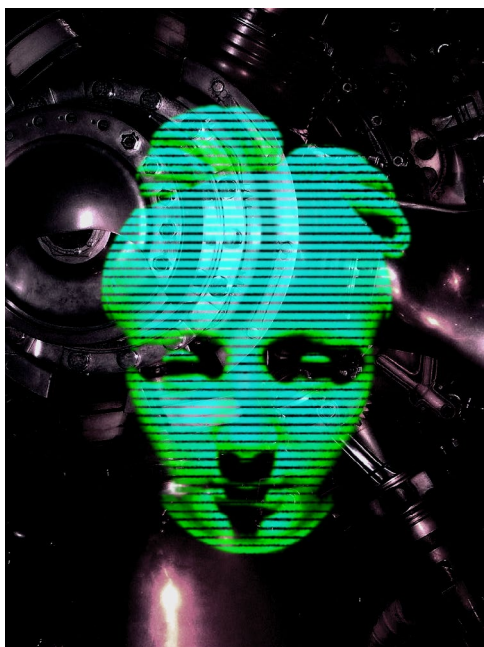
This spire can be visited from any of the other three city quadrants, but no entrance can be made until the under-city has been explored.

GM Intrusion: Staring up at the Shimmering Spire at the center of the city, you become supernaturally entranced by its beauty. Seized by a psychic effect which makes the spire stand out in your mind, you can think of nothing else until you succeed in an Intellect Defense task against Difficulty 5, making one roll every 15 minutes. Until you do so, you treat your Effort as 0, completely reducing your ability to apply pool to the difficulty of tasks. This limit does not apply to the Intellect Defense roll to shake the effect.



5 Residential Zone. The vast majority of the buildings appear to be residential. No shops or industry appear to have existed in the area. Many of these residences are destroyed by what appears to have been a war. Buildings are burned out from explosions and what might have been massive laser fire at the city. Despite the destruction, some of the homes and dormitories remain intact.

For each hour a party spends combing through the wreckage, they have a 50% chance of finding an intact residence containing 1d6 Oddities. However, this is not without risks. First of all the buildings in these neighborhoods are partially collapsed, meaning that one false move could cause an avalanche of destruction (an excellent opportunity for GM Intrusions). Secondly, the residential areas are patrolled by floating Security Drones, just like those found in the Vacant Park (see above). During each hour of searching, there is a 50% chance that the group is found by 1d6 drones.



6 Transit Station. A number of stairways in this area lead down into a small network of tunnels. Investigation reveals that these tunnels have been cut off from the rest of the city due to collapse. Flying around playfully within the tunnels are three robotic creatures, each the size of a basketball. They are floating robots with the holographic faces of human children. The children are not hostile, but do not speak Truth, so interaction with them can be alien and strange. The

children are interested in having fun, jovially laughing in flat sounding digital voices. This can mean playfully flying circles around the player characters, or it can mean leading them into danger. As a token of their “good will” the children might give each character an Oddity they’ve found along the transit tunnels, whilst making enough noise that patrol drones might hear them.

7 Shlatvataska the Greeter. Walking down the central avenue is a machine in the form of a man, with steel skin and a white robe. The Greeter was given two tasks upon its creation - usher newcomers to the city, and defend the city at all cost. In the final hours of the Skyscape’s glory Shlatvataska’s second task was activated and it has never stopped defending, fighting any who are not native to the quadrant. Upon seeing the player characters he says the following in Truth: “I am the Greeter Shlatvataska. We are closed to outsiders. Leave this place or face defense protocol 97. Compliance is necessary.” If the party does not immediately leave the robot attacks them, firing missiles and then a set of lasers.

Shlatvataska (Level 5 automaton). Health 20, Armor 2, Basic Attack Damage 6 (from laser bursts). Abilities: Missile Barrage (7 damage up to Long range), Targeted Lasers (5 Damage, one attack against each player within Long range), Defensive Mode (cocooned in glowing sphere granting +6 armor, but cannot attack).

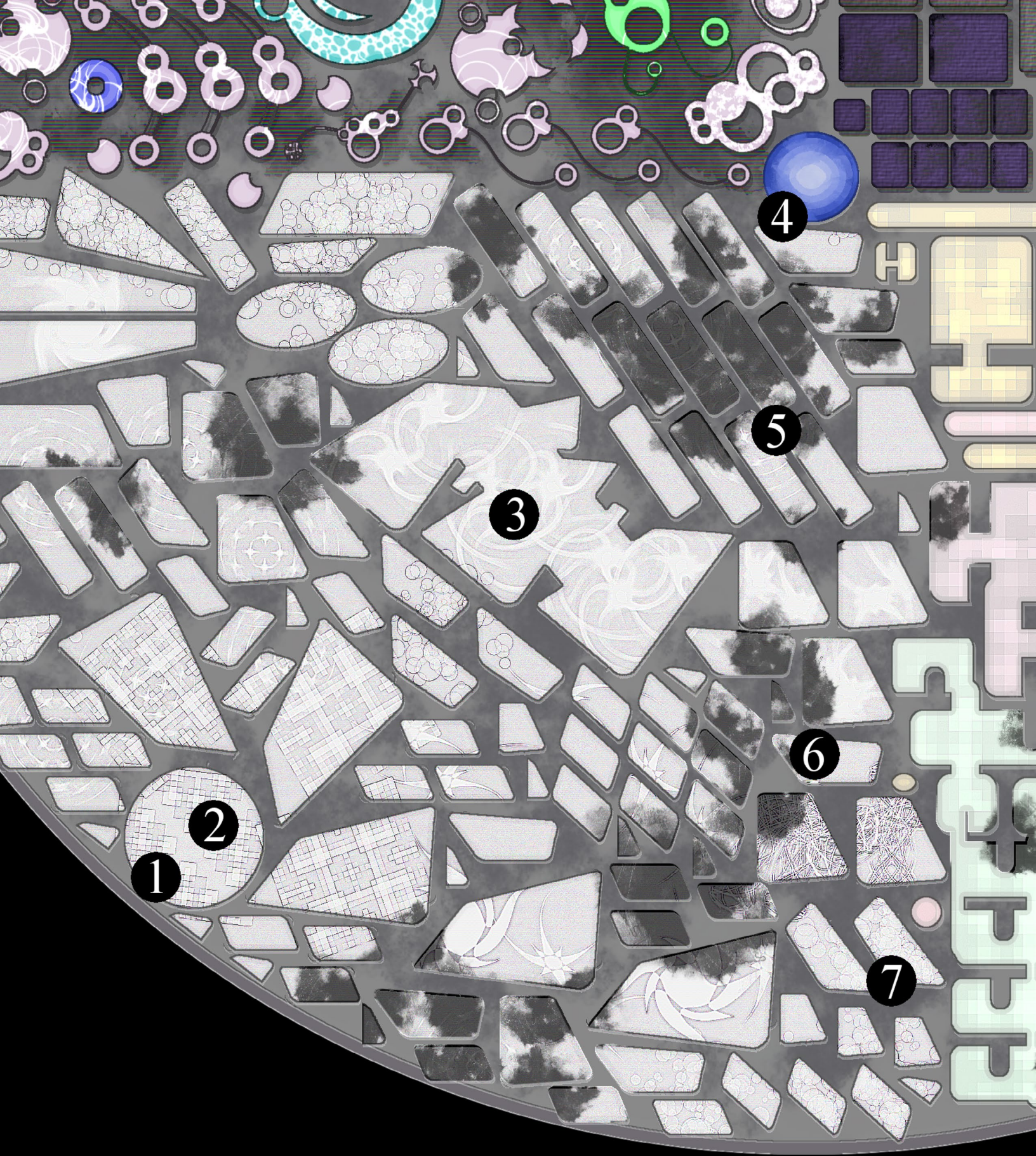
If the players manage to flee, Shlatvataska will attempt to chase them down until they are no longer in this quadrant, at which point it returns to its patrol route. If the robot is defeated, its robe is a wearable Artifact:

Robe of Shlatvataska

Level 7 Artifact

Effect: When worn the robe grants +1 Armor rating. May be worn over other armors. When activated, the robe surrounds the wearer in a grid-like sphere mesh of blue light which grants +6 to Armor rating while active, but during which time the wearer cannot affect the world outside the sphere in any way.

Depletion: 1 in 10 when activated



Southwest Quadrant
Newcomers

Skyscape Oddities

The following Oddities are common throughout the Skyscape, particularly in the residential areas. Though many of them are specifically designed for this series of adventures, feel free to make use of them in other Numenera campaigns or adventures.

Roll percentile or choose from the following table:

1. Small cocoon containing a tiny humanoid made of glass which responds positively to music.
2. Set of 5 balls of glowing energy that can be held in the hand. Each sparks and sizzles when moved.
3. Control device which alters the color spectrum in the area slightly when nob's are moved. Blues become more purple, reds more orange, etc.
4. Ten feet (3 meters) of cable that moves when small sounds are made near it.
5. Metal bottle that releases horrible smells when opened.
6. Cube covered in buttons, each of which causes matter and energy to do strange things. One freezes liquids for a few seconds, another makes fire solid for a moment, etc. 1 in 10 chance of hurting the user on any given button press.
7. Helmet covered in strange symbols, one of which is painted on the side of the blue spire in the center of the city.
8. Oddly shaped stick that looks like a piece of frozen lightning.
9. Ring which projects a tiny spherical forcefield a small distance away.
10. Set of clothes which change color to complement whatever else you're wearing.
11. Mouth-covering mask that produces helium when breathed through.
12. Scroll of unbreakable paper covered in ancient symbols and diagrams, including a crude map of the city.
13. Eye mask that causes nightmares when worn during sleep.
14. Rectangular display which replays a violent conflict in what appears to be the very city block on which it was found. It's mostly video of alien-looking people fleeing robotic invaders.
15. Headband which causes another person nearby to experience your hunger.
16. Set of blocks that lock together magnetically when stacked in certain shapes.
17. Detailed spherical map of a distant world, with seemingly real-time weather.
18. Stylus that dispenses black ink, the use of which forces the bearer's writing to look stylishly angular.
19. Goggles which cause the wearer to see buildings that aren't actually there, but seem to be generated by the bearer's own imagination.
20. Hovering glow globe that follows you around, which will learn your language over the course of a month. After this time, the globe will respond to complex verbal commands.
21. Gem which, when placed on the forehead, allows the bearer to see as though they were perched at the top of any chosen building within sight.
22. Mechanical centipede that eats rusted metal.
23. Triangular plate of transparent plastic that constantly displays moving images of strange people and places.
24. Four-armed jacket that keeps the wearer comfortably cool.
25. Pad of buttons which appears rather damaged at first, but becomes less broken and dirty over time, as though it were travelling through time backwards.
26. Metal hand which floats in the air, picking up whatever small object you think of. Keyed to the mind of the last person to touch it.
27. Device covered in tubes and hoses. Makes noise when near powerful numenera or human children.
28. Ceramic rod which, when held aloft, gives the bearer the feeling of jovial drunkenness. Will not work on visitors, abhumans, or some mutants.

29. Contact lenses which project all kinds of readings and lighted trails on the wearer's vision. The trails lead all over the city, seemingly taking you on a tour.
30. Bottle filled with blue sand, each grain of which is attracted to ceramic objects like a magnet to metal.
31. Gloves which allow touch-based interaction with the various in-home computer systems throughout the residential areas of the Skyscape. With a snap of your fingers, lighted consoles are projected into the air around you.
32. Chain necklace with a glowing amulet which causes the wearer's mind to wander.
33. Stretchy tab which can be chewed like gum and never loses its strange flavor.
34. Wind instrument that plays brassy music in a tone range that varjellen find intoxicating.
35. Metal shoulder pads with attached cape, strung together with chain and an important looking amulet.
36. Ceramic device which, when placed in a pocket, allows the bearer to lounge as though in a recliner, floating in space about a meter above the ground.
37. Set of five matching black and violet outfits, each covered in useful straps and pockets.
38. Headphones which wrap snugly around the back of the head, constantly playing calm ambient music.
39. Belt studded with brass disks, each of which glows a different color when the wearer becomes embroiled in combat, romance, or other intense situations.
40. Hooded robes in a black and red checker pattern, the cloth of which is utterly resistant to water.
41. Skateboard without wheels that simply floats a bit above the ground. Performs poorly over water.
42. Thin rod that can bring small insects back to life with a touch.
43. Lighted plate of glass bearing an interactive map of the city quadrant, providing directions to a nearby home.
44. Disk which projects a set of holographic spheres of various sizes, all orbiting a central cube.
45. Pair of shoes which grip extremely well to the materials used in the buildings and streets of the Skyscape. May even provide an Asset on certain tasks (running, jumping, etc.).
46. Metal box with more room on the inside than the outer volume would imply (about a cubic meter inside). Can only store certain objects (prior world children's toys).
47. Bracelet that will not allow the wearer to fall off the edge of the Skyscape. Instead the wearer is gently levitated back to the precipice. This oddity can be quite common in certain sections of the city.
48. Intricate silver medallion which opens certain hatches and ancient vehicles in the city.
49. Bracers which make the wearer immune to the effects of strong winds.
50. Jewel carved into the shape of an elegant face. Laughs softly when the sun goes down.
51. Small metal bird that gets agitated when other automatons approach.
52. Crystal statuette engraved with indecipherable text.
53. Circular adhesive patch which makes the wearer's dreams be about a specific alien world.
54. Metallic ball which hits with a heavy force when thrown. Able to knock down a person if well aimed.
55. Tiny statue of a frog-like goddess, comprised of a green glowing stone.
56. Tube of metal that appears in your hand whenever you think of it, so long as you're not holding anything else and the tube is within Immediate range.
57. Black cape that blurs the edges of your visage, as though you were a mirage.
58. Handheld device which, when activated, forces you to think about the last person you killed.
59. Tab which, when held under the tongue, gives you a top down image of the Skyscape in your mind.
60. Computer pad containing thousands of images of a happy family of visitants.
61. Small floating automaton which repairs your clothing when it rips or frays.
62. Sunglasses which can't accidentally fall off your face. Protects against most kinds of eye damage.
63. White box containing a dozen tiny bugs, each one unique and beautiful. So long as the bugs are in the box they will live forever.

64. Rectangular card, the bearer of which finds small food items waiting for them throughout the Skyscape at regular intervals in the day.
65. Canister of sprayable paint, with a dial to select color.
66. Device on a tripod that can temporarily project a soft blanket onto an area or person.
67. Handheld scanner which can detect nearby crustaceans.
68. Mechanical insect that follows you around. After an hour of analyzing you, advertisements begin appearing on certain walls and other surfaces, custom tailored to your current dilemma.
69. Goggles that allow you to see through plastic.
70. Ink pen that writes on its own when you're not using it. Sometimes it draws diagrams of your internal organs.
71. Toy gun that fires a beam of bright blue light.
72. Belt that makes the air extremely humid around you.
73. Bandana that keeps you from ever sweating.
74. Contact lenses which allow you to see ghostly people sometimes, usually in places that were once cities in prior ages.
75. Laser pointer that burns triangle shapes into flammable objects.
76. Two ceramic disks which hover over your shoulders if placed there.
77. Shin sized metal disk which allows you access to a cinema-like auditorium near you in the Skyscape. A holographic movie is playing there, depicting an alien invasion of the city.
78. Jacket made of metal hexagons.
79. Rubber ball that bounces according to your will, so long as you concentrate on it.
80. Bowl that turns sweet food into sour food when placed inside it.
81. Marker that can only write on human skin.
82. Shard of glass that displays an image of your own brain.
83. Intricate bracelet which protects you from being teleported.
84. Stack of rectangular papers, each of which has similar writing and the face of the same important-looking alien on it.
85. Fold up plastic map of the moon, showing several cities there.
86. Weightless rod of seemingly coherent red light that stays in whatever location and orientation you put it.
87. Sphere of liquid metal that can absorb an object, sealing it from light and air.
88. Spiral of metal that will not allow itself to be touched, rolling away from those who come near it.
89. Three feet (one meter) of ceramic chain that appears nearly unbreakable.
90. One piece outfit for a child with a tail.
91. Small metal cylinder that steals negative thoughts when touched, storing them away for later. Will expel those thoughts all at once into a person once the cylinder is "full."
92. Cube of black chalk that can only place marks on metal.
93. Replica of the Skyscape that floats in the air.
94. Replica of the Shimmering Tower that floats in the air and has a protective blue forcefield.
95. Bottle of lightly flavored water that refills itself whenever you walk several miles (or kilometers) within the Skyscape. Tastes different with every refilling.
96. Wristband that squeezes tighter as you rise in elevation. Becomes loose as you descend.
97. Headband that allows you to completely ignore something or someone for ten minutes at a time. You do not see or hear this thing or person during this time. Mentally, you block out their existence.
98. Etched metal sphere that warps the shape of the ground around it slightly when placed on the floor.
99. Tiny plastic cat that follows the verbal commands of the last person to touch it.
100. Golden scepter that causes nearby computer screens to be disrupted and fuzzy.

CHAPTER III:

BREAK THE BANK

Our heroes enter the southeast quadrant of the city, where the wealthy and powerful worked and lived. Things are only somewhat destroyed here, but there are many dangers. Looters and defense systems abound.

Grey walled and stately, this quarter is dominated by simple square buildings that tower into the sky. Everything seems in its proper place, besides that which has seemingly been destroyed by explosions. It is a strange mix of organized and chaotic. In the shadows of the ancient buildings you see flickers of light and shadow. Inhabitants or fellow explorers? Only time will tell.

1 Shopping Center. A blasted out promenade filled with liquid metal mannequins wearing beautiful outfits and what might have been trinket shops, their inventories missing. The holographic force-windows of the shops flicker on and off, appearing to have been tampered with in every case. Finally, the player characters find a group of hooded looters, the Expanders. There are six of them, and they are quite hostile. Three humans and three abhumans, the Expanders crew bears a plethora of numenera devices including weapons and Cyphers. The Expanders leader, a pink haired man named Vilheece, explains that the high class

Vilheece (Level 4 creature). Health 12, Armor 1, Basic Attack Damage 5 (sword). Abilities: Cypher (teleports two characters back to the Customs Area on the Newcomers map, see Chapter II), Plasma Gun (8 damage, may only be used twice).

quadrant is theirs and theirs alone. They'll let the PCs loot too, so long as they pay a 50 shin fee for the day. If the party won't or can't pay the Expanders, the crew attacks them.

Expander Thug (Level 3 creature). Health 9, Armor 1, Basic Attack Damage 4 (melee weapons). Abilities: Team Up (two attack simultaneously for 7 damage), Energy Grenade (5 damage to up to 3 nearby targets).

2 Vaults. Within one of the open buildings is a series of a dozen massive vaults, each with a towering door. The vault doors are virtually impossible to bypass, with multiple redundancies, dangerous materials, forcefields, and protections against phasing. However one of the vault doors appears to be malfunctioning, with its forcefield failing and its controls sparking. Breaking through the vault physically is a Level 10 task, but when using the Numenera skill, bypassing the security is a Level 6 task. Within the vault is a four room bunker, complete with years' worth of food rations. 1d6 Oddities can be scavenged, as can one Cypher. Near the back of the bunker three humanoid skeletons can be found, clad in durable orange clothing.

3 Estates. Nestled in what was once a palatial garden is a set of ruined homes. Fully automated, they are difficult to penetrate and strange to explore. Gadgets tweet, faces come out of walls, lasers scan. Items fly about on their own in a mockery of the daily tasks they'd been set to do millennia ago. They

are sealed well enough that most attempts to break in are considered Level 7 tasks, but inside each are numerous Oddities for the collector or looter.

Within one of these estates is what appears to be a swirling nexus of black energy sitting at the top of a flight of stairs. The anomaly periodically (50% of rounds) strikes out at nearby creatures with a Level 5 attack, dealing 5 Ambient damage when it does so. Sometimes it strikes a Cypher instead of a character, expending it by robbing it of its power. The strange thing isn't an energy source, as some players might surmise. It was once part of an advanced battery, and now draws all energy around it. Player characters who find a way to manipulate the anomaly risk releasing its stored energy, destroying the estate at the very least.

4 Silver Lake. A ring of shattered vehicles and buildings marks the edges of a lake of liquid metal near the center of the city quadrant. The metal is quite toxic and those who enter it take one Might damage and one Speed damage per round from metals seeping under their skin and poisoning their blood. One creature seems immune to this toxin, a hulking Callerrail, a

Liquid Callerrail (Level 7 creature). Health 30, Armor 4, Base Attack Damage 7 (metal slam). Abilities: Metallic Embrace (5 damage, and the target is smothered in liquid metal, unable to move until freed), Absorb Metal (draws part of the lake into itself, healing 1d6 damage).

monster normally comprised of trash and old technologies. Adapted to the metal lake, the Liquid Callerrail looks like a shining metal giant as it pounces from beneath the lake's surface at those who venture too close. It bears reminding that players need not defeat the Callerrail in order to gain Discover XP for the area. Merely surviving the lake monster's assault is "lesson" enough.

GM Intrusion: The monster grabs you and pulls you under the liquid metal surface of the lake in one move. Escaping will take a Difficulty 5 swimming task.



5 Nursery. Near the edge of the city, not far from the Landing Lanes, is a set of nearly transparent energy domes, shimmering against the horizon. Inside can be seen a hanging garden, surrounding a set of large stone pots. The earth within each pot is not the drit of the lower world, made of remnants of the many prior inhabitants' civilizations. This is true soil, infused with nanites to spur growth. Entering the domes is trivial and harmless, though any who do so are invisibly purified of any diseases they carry. These domes were once a nursery for young members of a sentient plant species called the Endeslat. Each dome protects against all potential pathogens and even foreign nanotechnologies within it. Indeed, under the domes no esoterics or other nanotech related powers may be activated. If an Esosphere from the Landing Lanes were lured under one of these nursery domes in the heat of battle, it would be instantly destroyed.

6 Landing Lanes. Forming a pentagonal pattern of lights along the eastern edge of the quadrant are various landing sites made for the parking of flying vehicles. Dozens litter the area, though most are mere husks, blown out by some ancient explosion or attack. The laws of gravity operate slightly different in this area, causing anything off the ground to travel further than usual while moving in a straight line. Thus a jumping hero can leap twice as far as usual, while in the area. The landing sites are protected by two nanotechnological hives called Esospheres, which look like interlocking circles of energy hung on the air. Those who venture too close to the still intact vehicles will find themselves attacked by these beings, as they enforce arcane air terminal protocols:

Esosphere (Level 5 creature). Health 15, Armor 3, Basic Attack Damage 6 (esotery that transmutes flesh into sludge, must be in Immediate range). Weakness: nursery domes (see the Nursery above). Abilities: Detain (forces PC onto the ground, with their limbs spread out).

7 High Towers. Tall spires huddle in the center of the quadrant, as though conspiring against the rest of the city. Each hundreds of stories tall, exploring them takes some time. Their elevators are almost entirely dysfunctional and stairs do not connect. Their

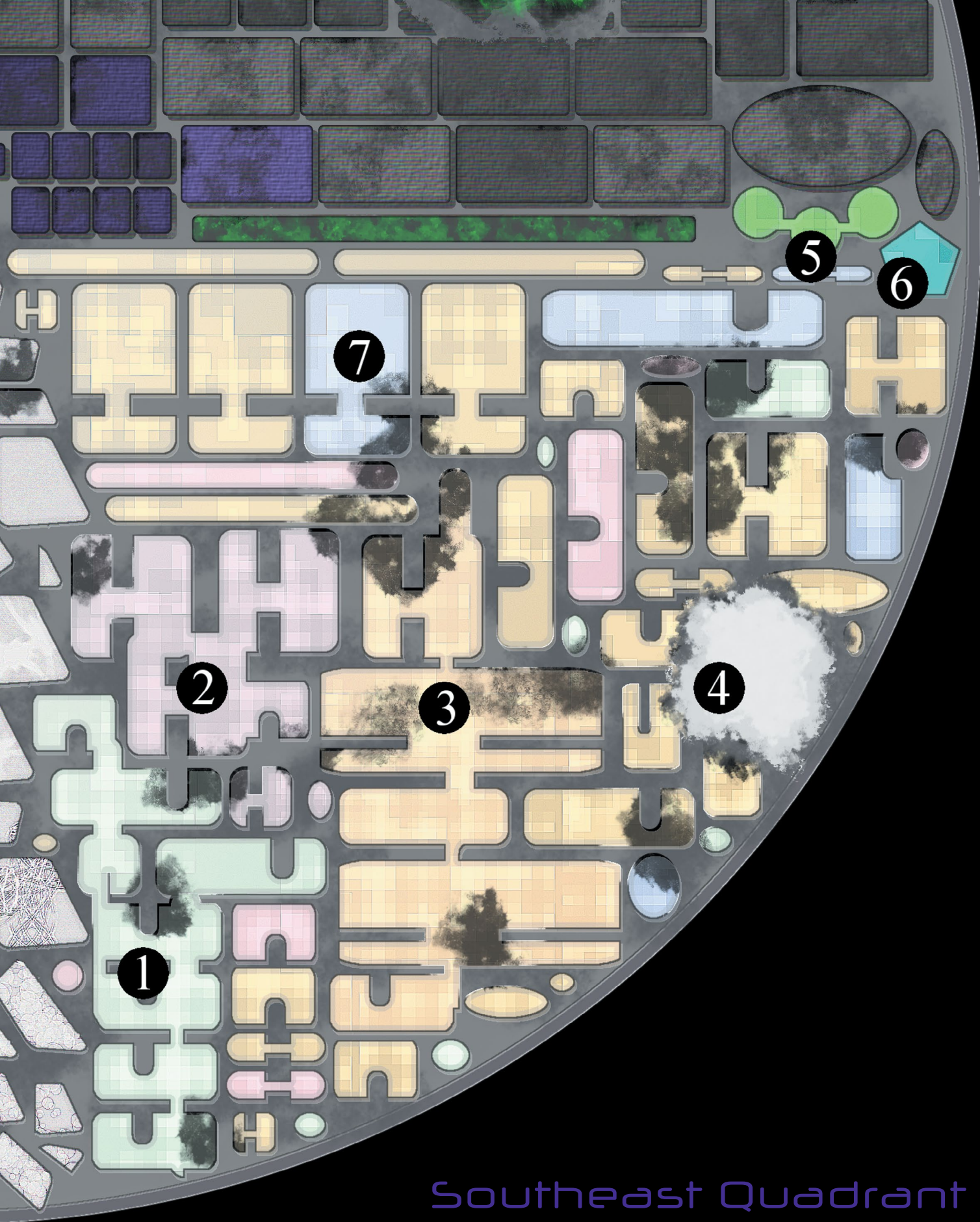
creators seemingly thought their machinery would work forever. Scaling the outside of the buildings or climbing the elevator shafts can be difficult, but if the players have flying devices from their ascent up to the Skyscape they may be able to explore the top stories without much trouble. The windows of the towers may be hard to penetrate (resisting damage as Level 5 objects), but a well-placed explosive Cypher or other device will likely allow entrance.

Once inside the upper offices, the PCs find every surface to be covered in a brown organic substance that appears to be alive. This residue is secreted by the creatures who reside in these towers - the once domesticated animals who served as the organic computers of the rulers of this city. The computers, called Computradons, look like obese hairless bears with greenish slime dripping from tube-like tendrils on their paws. They are hostile to intruders to their homes, and are always looking for more raw materials to digest. The green fluid exuded by their paws stores raw data, making their claw attacks cause hallucinatory flashbacks to a time in the distant past.

Computradon (Level 4 Creature, Level 5 when making claw attacks). Health 15, Armor 1, Basic Attack Damage 4 (claw and bite). Abilities: Slimy Claw Rake (5 damage and target must succeed in an Intellect Defense roll to avoid hallucinating for one round, during which time they may take no action).

The top floor of one of the towers contains a central computer, comprised of dozens of interconnected Computradons who appear to be in hibernation. A single holographic terminal allows access to this computer, which is capable of replaying a final message from the mayor of the Skyscape, a bug eyed humanoid named Xaleex. He says:

"These are the final moments of our city, and perhaps our civilization. For an age we have ruled the galaxy from the seat of this planet. If our enemy can attack us here, what hope is there for the rest of our worlds? I make this final recording to send a message for those who come after us. Take care of this world... it will not be yours forever. Nurture it. Protect it. Never forget how fleeting your triumphs are. Cherish your glory while it lasts."



Southeast Quadrant

Break the Bank

CHAPTER IV:

WAR ROOMS

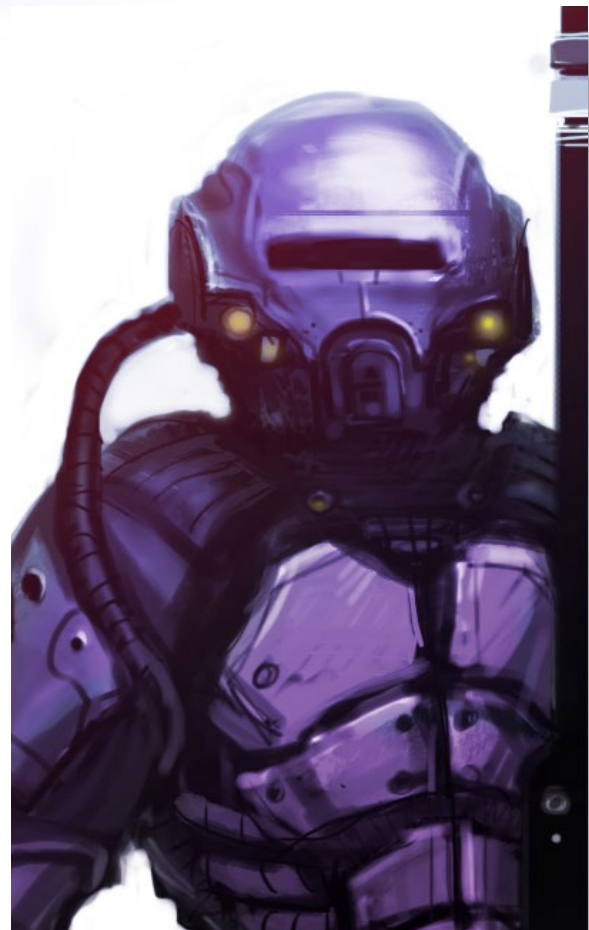
The northeast quadrant of the city would look structured and organized, with simple buildings in neat little rows, were it not for the large burned, blasted, and otherwise destroyed swaths of land. Pervasive throughout the quadrant is a black sludge, glistening with purple specks of light. Whether this substance is what remains of the once standing buildings or what was used to destroy them in the first place remains a mystery. The sludge is not immediately harmful, but it is toxic if consumed, and it causes mild hallucinations of several seconds in the future if touched with bare skin.

The vehicles and buildings of this part of the city bear more iconography than the others. Most are obscure white emblems within white circles, adorned with intricate inscriptions. These circular symbols can even be found on the smallest of objects if one looks hard enough.

1 Cesspool. Along the southern edge of the quadrant runs a low street filled with a deadly chemical concoction. Only the heaviest and most self-perpetuating of substances have survived the millennia. The pool is strewn with animal carcasses (mostly birds), as it will cause 5 damage per round to creatures that enter it. Merely touching the goop will give a character a mutation from the Cosmetic Mutations table on page 128 of the Numenera core book. Melee weapons and arrows coated in this substance deal one extra damage on hit, for up to three hits before it rubs off.

2 War Zone. An area where a major battle was obviously fought, the expanse is covered in destroyed robots, vehicles, and dead soldiers. The soldiers can be identified by their armor and weapons, most of which are completely destroyed. A diligent

scavenger could construct a suit of armor from bits and pieces over the course of two hours. The suit constructed is heavy armor, granting 3 Armor rating, the helmet of which shields against light bursts and damage from gasses. The weapons and other gear here can also be stripped for useful parts, yielding one Cypher per hour of scavenging. However, the strange leftover energies of the battle here deals two Ambient damage per hour to those who spend time in the war zone.



3 Barracks. A massive complex filled mostly with beds and lockers. Here and there an Oddity can be found. Those who scavenge for them can find one an hour half the time. Lurking in the hallways of the Barracks are creatures called Ghoslights. Thought to be the ghosts of dead soldiers from a prior era, they are actually sentient creatures from another dimension of reality, drawn to areas with strong energy deposits such as prior world battlefields. Having harvested as much as they could from the War Zone, the Ghoslights who haunt the Barracks have been living off of the energies stored in a few surviving grenades in the various storage lockers.

Ghoslight (Level 3 creature, 4 when defending due to transparent body). Health 12, Armor 2, Basic Attack Damage 4 (icy electric touch). Abilities: Electrify (all non-Ghoslights within Immediate range take 3 damage from electricity), Rephase (Ghoslight adjusts its bearings within our reality, healing 3 damage).

If the players bear Cyphers of any kind, the Ghoslights attack, hoping to harvest energy from their delicious power sources. There will be one Ghoslight for every PC in the party. Ghoslights look like two-dimensional people made of a thin strip of transparent material, like a cut-out of a person from a pane of glass. They move quickly and strike with an electric burn touch that smells like thunderstorms and leaves their target chilled.

4 Supply Depot. Searching this section of the city reveals an armored building, unharmed by the devastating weapons that have laid low the nearby structures. Breaking in will be difficult, as the walls, roof, and door are all quite impervious. The holographic security interface at the top of the main door is functional however. It can be bypassed a number of ways, such as with a Difficulty 5 Numenera skill check, or by the creative use of a Cypher or two.

Within the Depot is a treasure trove of old military hardware. While most of it was grabbed and used during the final battle that ended civilization on the Skyscape, much of it still remains, including:



- ❖ 3 suits of Heavy armor.
- ❖ 5 Cyphers.
- ❖ 30 disk-shaped bullets that work as shins.
- ❖ 4 Artifacts (see below).

Dark Pistol

Level: 1d6 + 4

Form: Large black weapon with white markings

Effect: One-handed light ranged weapon dealing its Level in damage on each hit with a beam of darkness. On a Minor Effect the target is blinded for ten minutes. On a Major Effect the target is permanently blinded.

Depletion: 1 in 20

Razor Boomerang

Level: 1d6

Form: A metal boomerang and a metal glove for catching it.

Effect: The Artifact may be used as a medium ranged weapon, dealing 4 + Artifact Level damage.

Depletion: 1 in 20

5 Hospital. A sprawling complex, nearly impossible to navigate, PCs likely find the Hospital both confusing and macabre. It is dusty and filled with the corpses of those who were once stasis-frozen for medical reasons, but whose life support failed after a few hundred years. Exploring the area takes some time, and all the while the heroes feel as though they are being watched. This feeling is actually a side effect of

Broken Energy Jacket

Level: 1d6 + 1

Form: Jacket made entirely of wispy blue energy.

Effect: Virtually weightless and impossibly flexible, this jacket adds 1 point to any armor already worn. However, this particular jacket appears to be dysfunctional, crackling with electricity from time to time.

Depletion: 1 in 20, rolled at the end of each day's use.

Genetic Dagger

Level: 1d6 + 1

Form: A dagger with a syringe-like handle.

Effect: Light weapon, dealing its Level in damage. When used against creatures, the wielder steals some of their genetics, becoming more like them. On a Major Effect, the user gains a Beneficial Mutation related to the creature stabbed.

Depletion: 1 in 20

the numerous medicines that are now airborne dust in the complex. After a while going over the buildings, the PCs must make a Might Defense check against Difficulty 5 or suffer additional side effects: 1 Speed damage per hour for the next 1d6 hours.

The only functional equipment within the complex is a massive machine in the Hospital's basement. Five corpses lay within glass coffins under the machine. If the machine is repaired (a Difficulty 4 task) the machine can be used by a PC who lies within one of its coffins to repair nearly any wound. Doing so can be frightening, as many robotic hands enter the coffin and quickly repair the damage with strange technological implements. For each use of the machine, a character heals 2d6 Might or Speed damage, but takes one Intellect damage from the stress.

6 Watch Tower. A tall spire extended into the sky, towering over the quadrant. The tower had an elevator at one time, but it was destroyed in the battle. Climbing the tower is easy and takes no skill check until near the top, where the wind is quite strong. For three rounds as a hero ascends onto the platform, they must make successive Might checks against difficulty 3. Failure indicates that the PC falls, taking ten damage and moving one step down the damage track, unless they are somehow heroically saved from this fate.

At the top of the tower is a platform, accessible through its many broken windows. The tower has a nice view of the city, and many old computer systems.

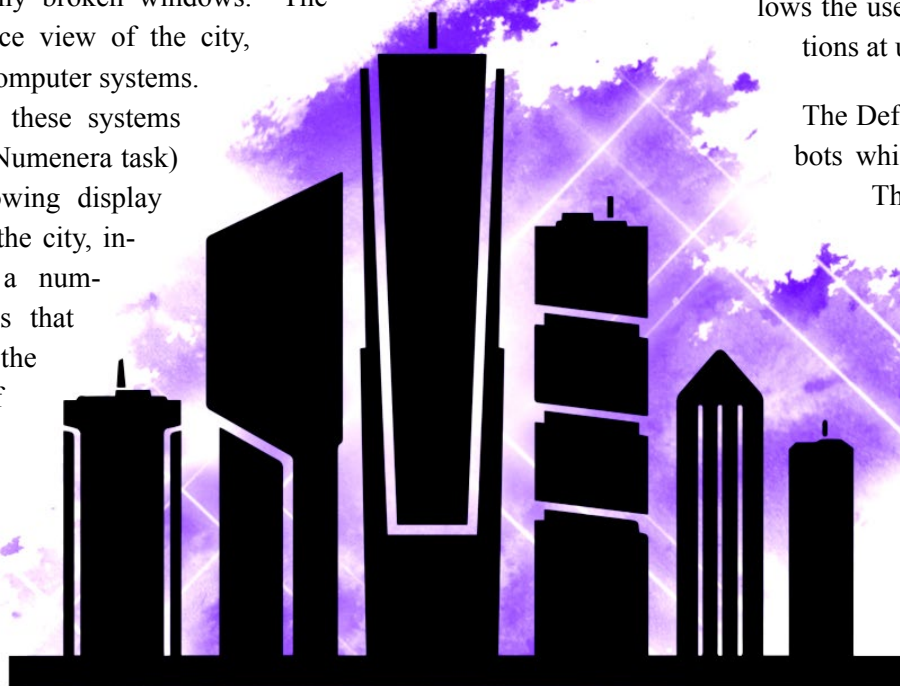
Tinkering with these systems (a Difficulty 3 Numenera task) turns on a glowing display with a map of the city, indicating with a number of graphics that it thinks that the central spire of the city is under attack. It also indicates the location of the Command Center bunker (see below).

These computer systems can be scavenged for two Cyphers and one Oddity.

7 Command Center. A bunker can be located using scanning Cyphers or Esoterics, or by accessing the computer system at the top of the Watch Tower. Buried under the rubble of the War Zone, the bunker housed the leadership of the city's battle force during the final fire fight. Opening the

bunker requires bypassing a numenera security system (Difficulty 5 task). Failure alerts the system to tampering and a set of 3 Defense Cubes are deployed from a nearby hutch. Success reveals a small room with a large lighted computer table. The table has a map of the city, with the location of various troop deployments from the final moments of the Skyscape's glory. It may be plundered for 3d6 shins by an enterprising scavenger. Additionally, a small control device can be found that can be used to give commands to the Defense Cubes found throughout the rest of the Skyscape. Doing so is a Difficulty 3 Numenera task, but allows the user to give simple instructions at up to Long distance.

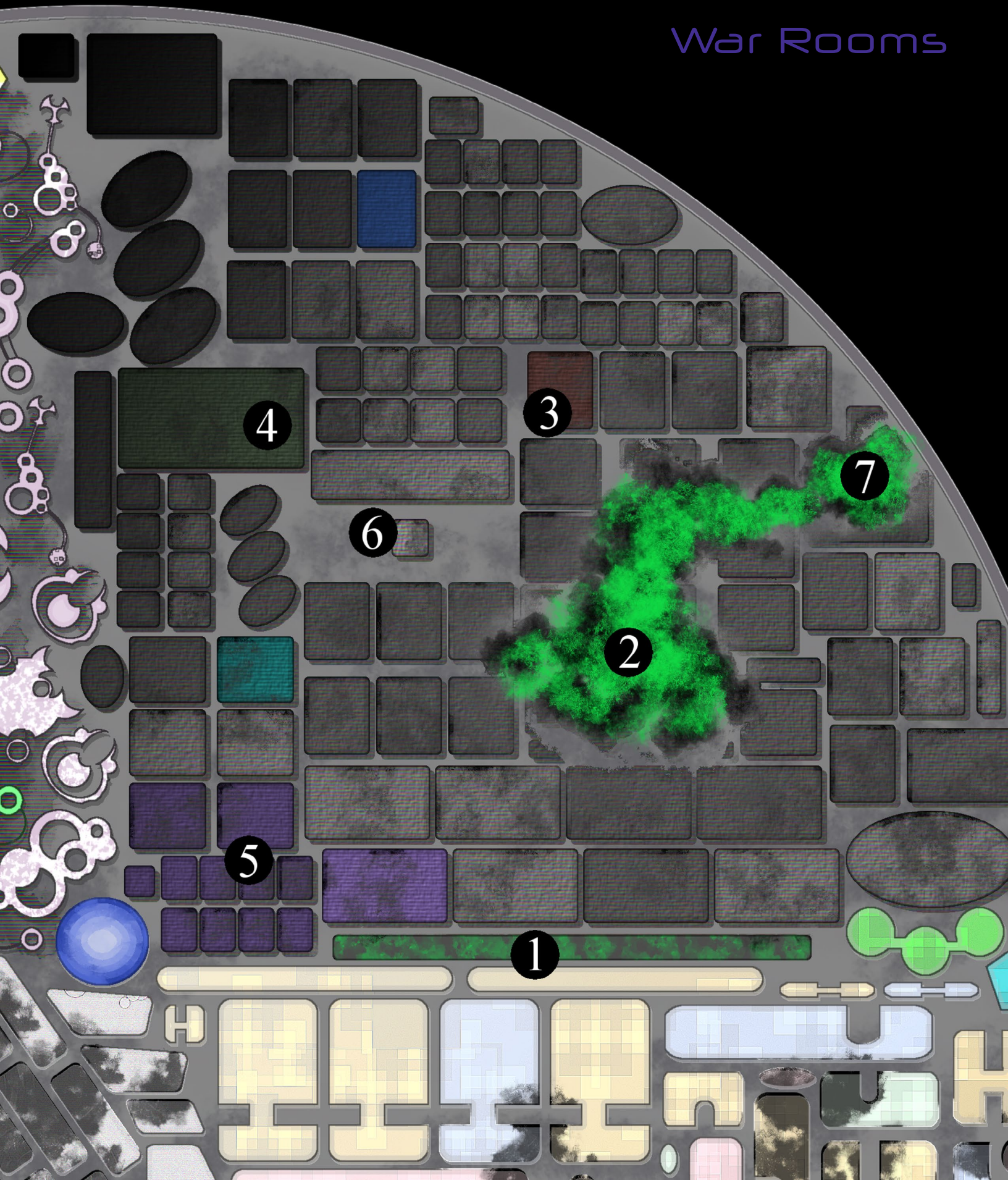
The Defense Cubes are metal robots which float through the air. They are mainly interested in blocking off passages from intruders, but are capable of warping matter around them as a weapon or to dig themselves into position.



Defense Cube (Level 3 automaton, 5 when stacked 3 or more high, 4 when resisting movement once dug in). Health 15, Armor 2, Basic Attack Damage 5 (scrambling the matter making up a target within Immediate range). Abilities: Stack (the Defense Cube sits atop another Defense Cube for support), Dig In (the Defense Cube becomes nearly impossible to move in any way), Slam (3 damage to a target within Immediate range, knocking them to the ground).

Northeast Quadrant

War Rooms



CHAPTER V: CULTURE SHOCK

Seen from a distance, the northwestern quadrant of the city seems merely colorful, and largely untouched by most of the damage that seems to have wracked the rest of the Skyscape. As one draws nearer to this area, however, an abundance of smells, sights, and sounds assaults the senses. Media of every imaginable variety cover every inch of this section of the city. Whether it's advertising or art, the media are an attack on the minds of all but those who dwell there.

Characters attempting to enter this part of the Skyscape must make an Intellect Defense roll against Difficulty 3, and once each hour, until they leave. Each time they fail, the character succumbs to a kind of information overload, falling to the ground for 1d6 rounds, unable to take actions, and taking 3 Intellect damage.

1 Town Square. The center of the quadrant is the area with the highest saturation of media. It is hard for the PCs to enter, barraged by flashing holographic signs, songs so catchy they can't be forgotten, brain-projected advertising, and smells that would be intoxicating and alluring if they weren't layered on top of one another. The town square is a kaleidoscope of ancient culture. After a few minutes even the most curious and willful must leave or fall unconscious. This level of culture was not intended for the simple minds of those from the Ninth World.

GM Intrusion: After hearing a bit of a strange song you must make an Intellect Defense roll against Difficulty 4. Should you fail, you will never be able to get that song out of your head. Never.

2 Amphitheatre. A sweet respite from the barrage of culture hitting every other place in the quadrant, the Amphitheatre has been designed to cancel out all distractions, through white noise generators and fields that filter light from outside. In this way it is a domed paradise, with beautiful if elaborate architecture. A semicircle of stadium seats faces a stage, the properties of which amplify even the softest whisper to those sitting in the stands. The various dampening technologies present here seem to have preserved the corpses of two combatants from the final hours of the city: a humanoid looking man with a pair of bug eyes, and a cyborg of some unknown visitant race. Both hold weapons, seemingly having killed each other upon the stage. Their weapons can be grabbed:

- ❖ In the hands of the humanoid, an unbreakable sword marked with the white symbols of the military quadrant (medium weapon which cannot be destroyed or even altered).
- ❖ In the hands of the visitant cyborg, a metal spear with a tip made of energy (medium weapon, the damage from which bypasses armor). Taking this item dislodges an explosive, which immediately detonates with a blast of cobalt colored plasma. All characters within Immediate range must pass a Difficulty 3 Speed Defense check or take 5 damage and suffer headaches until their next 10 hour rest.

GM Intrusion: You step in the wrong place while near the stage, and the acoustics of the location amplify the sound of it to deafening levels. You take 3 damage and cannot hear until after your next 10 hour rest.



3 Happy Place. Hundreds of white, egg-like structures fill an open square, each with a handled hatch. Entering an egg and closing the hatch starts up the machinery inside the egg. The hatch seals and the technology whirrs up. The egg begins to float into the air. Those inside experience their emotions being manipulated through high pitched sounds and invisible forces. Each passenger in an egg must succeed in a Difficulty 4 Intellect Defense roll. Failure indicates that the passenger succumbs to the manipulation, which induces extreme blissful happiness. Not a giddy happiness, but a contentedness that comes after achievement. This experience is not addictive, for once the egg returns to the ground and opens up, the passenger feels fulfilled.

GM Intrusion: The egg you're in is somewhat damaged from time without maintenance. It causes agony and confusion, inflicting 5 Intellect damage.

4 Food Court. A small maze lined with colorful shops, the back ends of which are filled with machinery which dispenses what appears to be food. The food is made to produce nutrition for a host of alien species, however, so finding human food is quite a task. Everything else tastes awful and is potentially poisonous. Finding suitable sustenance here takes a successful Perception or similar scavenging roll against Difficulty 4. Those willing to adventurously try nearly everything gain an Asset on this roll, but take 3 damage on each attempt due to toxic alien food.

The cuisine is constantly being produced from some of the machines, expelling the delicacies onto the metal plated floors in pungent heaps. What keeps this pileup in check are the packs of Skyscape Broken Hounds patrolling the area, eating what they can and attacking other creatures attracted to the area by the smells. Unwary PCs can easily be cornered by a pack, who take delight in having a challenge for once when finding their meal.

Skyscape Broken Hound (Level 3, 5 when perceiving with smell). Health 9, Armor 0, Basic Attack Damage 5 (bite). Abilities: Group Attack (4 to 6 of them attack as a single level 5 attack for 9 damage), Metal Rend (destroys the target's armor).

These Broken Hounds are different than most, in that they appear to be adapted to the urban environment. Their beaks are more serrated, for better biting through metal, and their eyes are small slits, to help filter out the incessant cultural messages that bombard them in this part of the city. As these are somewhat more difficult to fight than

the usual Broken Hounds from the Numenera core book, GMs may not wish to spring too large a pack of them on the players, unless they are at least third tier. If first or second tier characters are used, feel free to use the Broken Hound rules from the core book instead.

5 Jekalarc Enclave. Domed buildings honeycombed with hexagonal living spaces occupy a corner of the quadrant. The Enclave retains a small number of survivors, visitants called Jekalarc. Jekalarc look like humans with large multifaceted bug eyes and metallic hair. Their culture is quite complex, centered on communal sharing of resources. While somewhat insect-like in their behavior, Jekalarc are not mindless drones or utterly self-sacrificing. However, their concept of ownership includes no personal items, only possessions of the Enclave.

If player characters explore the Enclave they quickly run into a Jekalarc named Vrosa as he takes one of his daily patrols for Broken Hounds. He is armed with a spear, but not particularly dangerous unless it becomes clear that the PCs are there to loot the Enclave. Vrosa speaks broken Truth that he's learned from a few previous adventuring groups who've come to the Skyscape before. He claims they always disappear, the adventurers, once they go down to the "underside." He can lead the PCs to the entrance to the under city, but does not initially want to, for fear that they will die.

If the PCs are curious about his culture, he will show them around the Enclave and introduce them to his small tribe. There are many people with important titles, representing particular cultural duties they perform. One takes the role of naysayer, questioning everyone. Another is in charge of the safety of children, and inventing lessons for them. Another still is the judge of disputes and referee of ceremonial duels.

Ultimately Vrosa will agree to ushering the PCs to the entrance to the under city, if the PCs promise not to die, and the GM thinks it's time to start that section of the story (the characters have explored most of the rest of the city).

6 Wirexial Apartments. A vast and sprawling complex that dips under the surface of the city in parts, the Apartments served as living and working spaces for a type of visitant called the Wirexials. Physically the Wirexials look like large chitinous six-limbed sea creatures. Obsessive about collecting and sharing ideas and art, the Wirexials are much of the reason for the overabundance of media throughout the city quadrant.

Though only a few of the species survive within the Apartments, led by their grand storyteller Wenex, they are still hard at work sharing thoughts and ideas with each other using a complex-wide computer network. If encountered, the Wirexials are personally cold (they cannot express emotions facially or vocally), but exuberantly interested in speaking with the PCs. All Wirexials speak perfect Truth, as they do a host of other languages from the prior worlds of Earth's past.

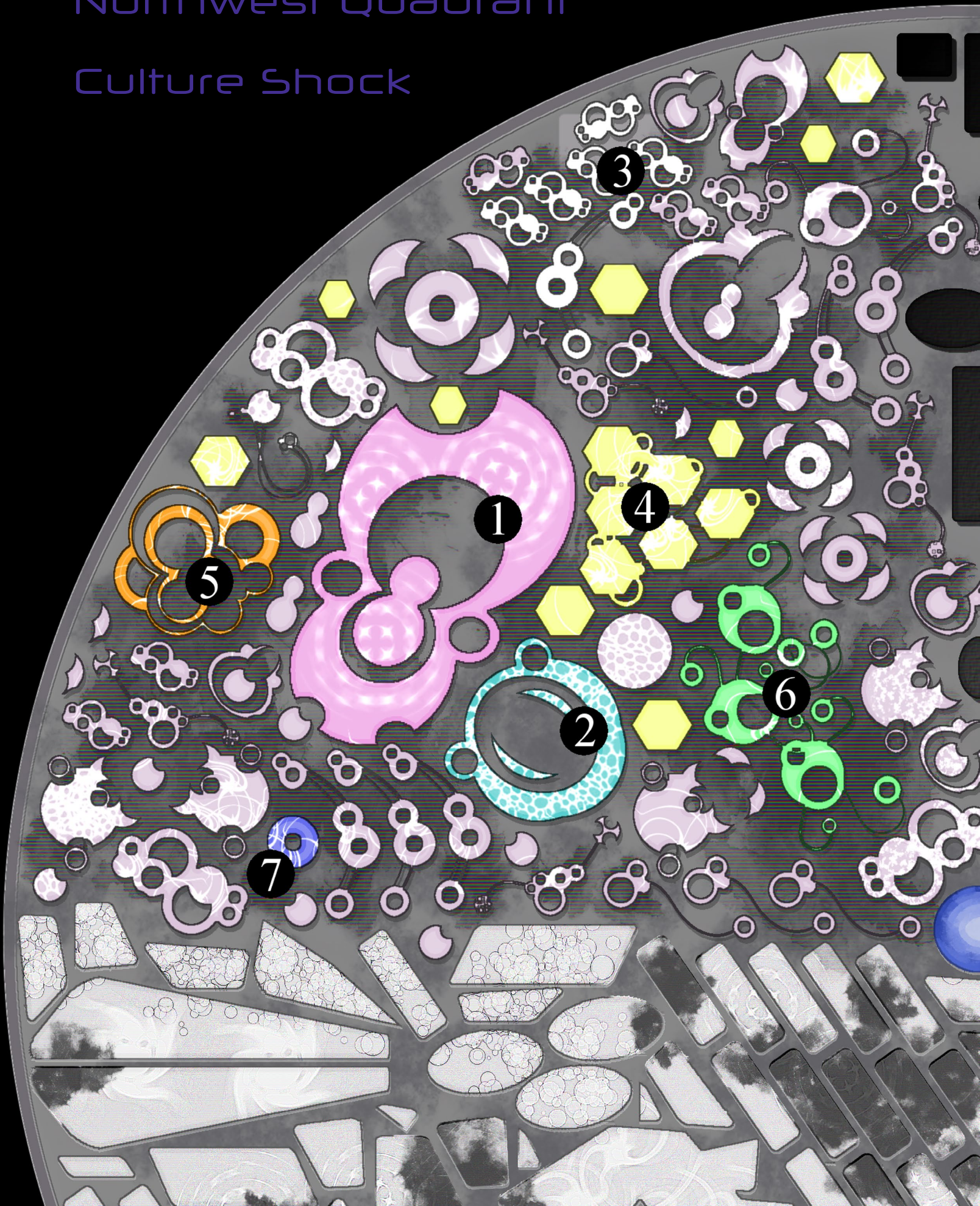
They love to share thoughts, ideas, and especially stories and song. They are so interested, in fact, that they will attempt to keep the heroes there for the rest of their lives if they can, with promises of languages and arts to be taught in the future. They will not force the players to stay - though heavily armored, they are rather pacifistic.

7 Broken Archway. A gigantic arch stretches over a large open area of the city. Dilapidated, the sheets of metal that cover the structure are falling away in places, revealing complex metal machinery inside. At the apex of the arch is a space where a crucial piece appears to have fallen to the ground. A heavy object, laying intact below the tallest portion of the arch, looks to be capable of slotting into place. Should the heroes find a way to haul the object up to the top, a dangerous proposition due to strong winds, it takes but a moment to slide it in. At this point the archway begins to hum to life, with loud crackling sounds moving up both sides of the device.

Once it's done warming up the empty space beneath the archway becomes a field of brilliant pink energy for a moment and then the machinery begins to fail. Tiny explosions burst along the archway, as systems break down and the pink energy fades from view. In its place, on the ground beneath the arch, appears a creature the size of a human hand. Fleshy and worm-like, it is ringed with bruise colored bands. The animal appears domesticated, and reacts warmly to human interaction. Interaction with the creature reveals that it does not eat, but instead feeds on emotions. If allowed to roam, it will sit upon the neck of the closest person, nibbling on their feelings and purring with joy when they feel something strongly.

Northwest Quadrant

Culture Shock



CHAPTER VI: DOWN BELOW

"You find a broad stairway leading down into the depths of the city. A red gas is sprayed on you from the walls, leaving a filmy residue on your skin with a caustic smell. Continuing down, you can see explosion blast marks faded with time and the charred uniforms of soldiers from a prior age. Finally you come upon an elaborate transit station, with turnstiles and narrow walkways leading to lighted platforms. The transit vehicles no longer appear to be running, but their tunnels can be walked.

"Adorning the walls are maps of the tunnels and where they lead on the surface. It becomes clear that this is the transport system for the city's sizeable maintenance crew, with passages leading under and into nearly every major building."

Constant Dangers of the Underworld

Two major threats face the PCs throughout the underground levels:

- ❖ **Robotic Patrols.** Various maintenance robots have been reprogrammed to patrol the area. The party should be attacked by them once or twice and see them on their set patrol routes all over. They are each Level 3 creatures with a wide variety of attacks, most of which are adapted repair or cleaning functions, as these robots were never intended to be combat machines. If a PC is wearing one of the purple maintenance crew uniforms from the Equipment Storage area, they won't be attacked, just ignored.

- ❖ **Ventilation Traps.** Various traps have been set throughout the area by the repair crews during the final hours of the invasion, primarily unleashing scalding hot air from the walkway grates. These generally require a Speed Defense check to avoid, against Difficulty 3, and they deal 3 damage. Once a few of them have been dodged the PCs might acquire some skill at avoiding them by listening for telltale sounds in the floor grating.

Technology Puzzles in Numenera

The following areas exist under the surface of the Skyscape as a collection of important locations for the maintenance of the city's utilities and general functioning. They are industrial and scientific in nature, with many exposed and fully accessible machines. Some of these machines are still working. Others are broken or without the important and rare materials that they needed to function. Nonetheless, these locations lend themselves to mechanical puzzles, so let's talk about how to handle them.

Generally speaking, the worst part about technological puzzles is that characters with a lot of related skills and abilities will tend to dominate the scene. This can be okay in a game session with a lot of other elements, but in locations such as these the other players can get bored, and the technical folks can get overstimulated. One way to mitigate this is to make sure that while the character with a level or two in the Numenera skill (we're looking at you Nanos) can be the ones to figure out what the situation is, any character could make the decisions necessary

to succeed. For example, in the below Water Treatment Center area, a character with the Numenera skill might ascertain that there is more than one way to take down the forcefields, but it's up to the group to decide what to do.

Technology puzzles are about decision making. Resource allocation and risk management are the key to making things seem important and memorable. Make sure the players understand the difficulty in working with advanced and often alien technologies they barely understand. Often even when they succeed there should be negative consequences that were beyond their ability to predict. This is the nature of Numenera. It's a dangerous and unpredictable world.

Finally, make sure that from time to time these technologies leave their scars. Burn and acid scars, discolorations, mental blocks, even lost limbs. Psychological effects and strange skin patterns. These scars will remind everyone where they've been before and the lessons they've learned.

1 Water Treatment Center. A large room dominated by a central sewage treatment ditch separating the PCs from various advanced looking machinery. Three catwalks allow access across the chasm, but the ditch is completely sealed off by a pair of transparent blue energy walls. A control panel is embedded in the near wall and a Numenera skill task at Difficulty 3 will lower them using the panel, as will nearly any attempt at sabotaging the power systems in this room. The power cables are exterior to the walls and quite obvious.



The lowering of the field attracts a group of aquatic creatures, called Dranac, from the depths of the waters. As the characters cross the bridges two of the Dranac come from below and attack the PCs, one appearing after the other in successive rounds. The Dranac are intelligent and hungry, seeking to drown the player characters and devour them. They look like a cross between a fish and a dinosaur, their heads bearing a thick boney plate. The Dranac have a weakness that

an observant character might uncover: their undersides lack armor (Armor rating 0, +1 Difficulty to hit).

Once the characters survive the attack they can safely explore the other side of the water station. A set of machines controlling the water processes is there, but they're fairly complex and nearly impossible to control. What might be useful is a maintenance device left on the console to one of the machines. The large device, which fits on the back like a backpack, provides two Assets on any Numenera skill task related to repairing Skyscape machinery or scavenging Cyphers from those machines. Additionally, the machines here can be searched for up to 3 Cyphers.

Dranac (Level 4 creature, 5 when attacking creatures in water). Health 12, Armor 2, Basic Attack Damage 6 (bite). Abilities: Drown (grabs target and pulls them under the water), Sonic Pulse (4 damage to all non-Dranac within Short distance, 6 to targets underwater).

2 Rat's Nest. The party comes across a massive tangle of thick black cables all converging on a single machine. The machine is difficult to see under all the cabling, but it appears to be functioning sporadically, powering up and down at random intervals.

If the cables are followed, each one leads to a humanoid automaton a few hundred feet away, tethered by the cord but still functioning and doing simple maintenance work.



Whenever the machine in the middle of the clump of wires goes down, so does the automaton. While it's still up and running, it introduces itself in a choppy form of Truth once it gets a sample of the heroes' speech. It begs them to fix the machine and allow it to function normally, repairing the Skyscape with its sister robots. Fixing the power machine can be done in any of the following ways:

- ❖ Replacing the broken part. Knowing what part it needs will take a successful Numenera skill check at Difficulty 4. Keeping an eye out for the part, the party can find it in the Antigravity Center. Installing the new part requires no skill, but will cause the PC who does so to take 3 points of damage from an electrical burst.
- ❖ Powering down some robots. If about half of the 30 or so automatons connected to the machine were to be unplugged, the rest could function normally. If any of the robots are asked about this option, they claim to be unable to process ethical dilemmas. However, they will fight back if they are directly threatened, battling as Level 2 creatures that deal 4 damage on a successful attack.
- ❖ Alternatively, hooking them up to the central power core. This would be the alternative to actually fixing the machine and would mean dragging 30 or so unconscious robots and their cabling to the Power Center, should the PCs even know where that is. Once there, the task of hooking them up requires a lot of trial and error and success in a Difficulty 4 Numenera skill task.

3 Cesspool Drain. Below the Cesspool area of the War Rooms quadrant of the city is this undercity lake, created from the chemicals that have eaten their way down into the belly of the Skyscape. Now resting on top of a massive battery, the Cesspool creates a cloud of noxious gas that can be smelled throughout the underground. Should the party come near the area each character should make a Might Defense roll against Difficulty 4 to avoid becoming sick.

The sickness causes just 2 damage initially, but one hour later an afflicted character will become delusional, believing that they cannot die. This madness lasts for 1d6 hours. Should any character be foolish enough to actually enter the drained Cesspool, they take 7 damage per round from the acid and are scarred for life.

4 Antigravity Center. An expansive set of rooms, each containing massive gravity generator disks. Upon entering the first it becomes clear that one of the disks has been damaged and will fail at some point in the near future, potentially crashing the entire city into the earth. It is wobbling slightly, putting off sparks, and making a horrific noise. Should the party wish to repair the machine, things become a bit complicated. Only a Difficulty 5 Numenera skill check will accurately diagnose the problem and supply a solution: that the gravity plate must be temporarily stopped and realigned upon its dais.

Stopping the spinning takes merely pulling a well-marked lever. Once this occurs, however, the city begins to spin towards the ground. The PCs have 5 rounds before the city crashes, and while it spins wildly all physical actions within the Skyscape are at one higher Difficulty level. During these five rounds the PCs must wait one round for the grav plate to stop spinning, after which point they may attempt to realign it. This takes two successful Difficulty 4 checks: one using Might, to move the thing, and the other using Speed to align it correctly. Attempting either check without proper heat protection inflicts 3 damage from the hot disk. Someone may then hopefully restart the spinning.

Should the player characters fail, they and everyone else on the Skyscape take 10 damage from the crash and are knocked to the floor.

5 Equipment Storage. Locked tight, the storage area will take a successful Difficulty 5 Numenera skill check to convince the computer that the PCs are automatons. Even if successful on this roll, the PCs will only have one minute to grab what they want before the door slams shut. A visible countdown implies this in glowing light on the wall. The intent was to limit the amount of time that maintenance machines would spend in the room, thereby limiting theft.

The room contains a wealth of useful parts, machines, and tools. Plenty of slippery lubricants and caustic cleansers. A PC grabbing interesting things at random will acquire 2 Cyphers here in one minute. Anyone with perception tasks trained will grab 3 and an Oddity. In one prominent locker there are purple coveralls for use by the original maintenance workers. These outfits are utterly stain resistant.

6 Power Center. The central power core of the Skyscape is an advanced and unfathomable technology that draws energy from deep in the galactic core and puts it to use in the regular running of the city, as well as the defenses that ultimately failed to save the city (and the planet) from invasion. It is from either here or the Central Control room that the forcefield on the Shimmering Spire at the center of the city can be shut down, allowing entrance.

The Power Center is a clean and sleek looking set of computer banks encircling a central power core, bristling with extraplanetary energy. Finding the right computer takes a lot of trial and error, but eventually a motivated group can find the controls capable of shutting down all power to the spire. This is one way to shut down the power, but it will mean that few systems will be working in the building when they get there. It's up to the PCs to decide if that's probably going to be good or bad for them.

7 Central Control. The large archways that once led into the Central Control area are all blocked off by massive machinery, haphazardly placed by the belowground workers of the Skyscape millennia ago. Their leader, Archtechnophile Geosan, recorded numerous holographic messages which pop up and accost the player characters at various points throughout the area, making incomprehensible warnings.

Perceptive PCs will be able to find a thin crack between one of the blocking machines and the top of one of the archways, and they'll be able to climb over, into the control room proper. However, the room is laden with traps, from tiny explosives to forcefield generators holding players at bay. Each trap is generally a Level 3 Difficulty to avoid and inflicts 3-5 damage, or holds them in place until someone else finds a way to release them by damaging a field projector or computer console.

Making their way to the central control console, they find a rather complex computer system. Should they wish to remove that area's forcefield, noticing just which part relates to the Shimmering Spire at the center of the city takes a Perception check against Difficulty 4. Failure to do so will cost the players about ten minutes of time as they methodically look at every little widget and screen, during which time they are likely susceptible to additional traps. Once found, the forcefield is easy to lower by use of a small lever.

Down Below



CHAPTER VII:

THE SPIRE

"The tallest building in the city, the spire is a dagger plunged into sky. Now that the shimmering blue force-field no longer protects it, the building seems cold and dark. Its many entrances imply that this was the very center of activity in the city. Passing through the massive archways, you walk into an expansive lobby filled with beautiful statues."

The adventurers can gain access to this final area of the city by either shutting down the power to the building, through the Power Center, or by specifically turning off the energy field protecting it using the Central Control console. If all of the power is shut off, the building goes into an emergency mode, running on a backup power generator. In this case the building will be lacking most of its lighting and the trip up the Spire will be somewhat more menacing.

1 Grand Entrance. An arched ceiling hemmed by equally tall archways at every angle, the Grand Entrance is a wonder to behold. Statues commemorate dozens of important figures and moments in a history no one will likely ever know of. If the power is still on, the statues are each protected by their own invisible energy barrier. Touching it doesn't hurt, but it does speak unintelligible warnings. A small shop contains mostly empty shelves, a few of them holding small statuettes of the Skyscape or the Shimmering Tower.

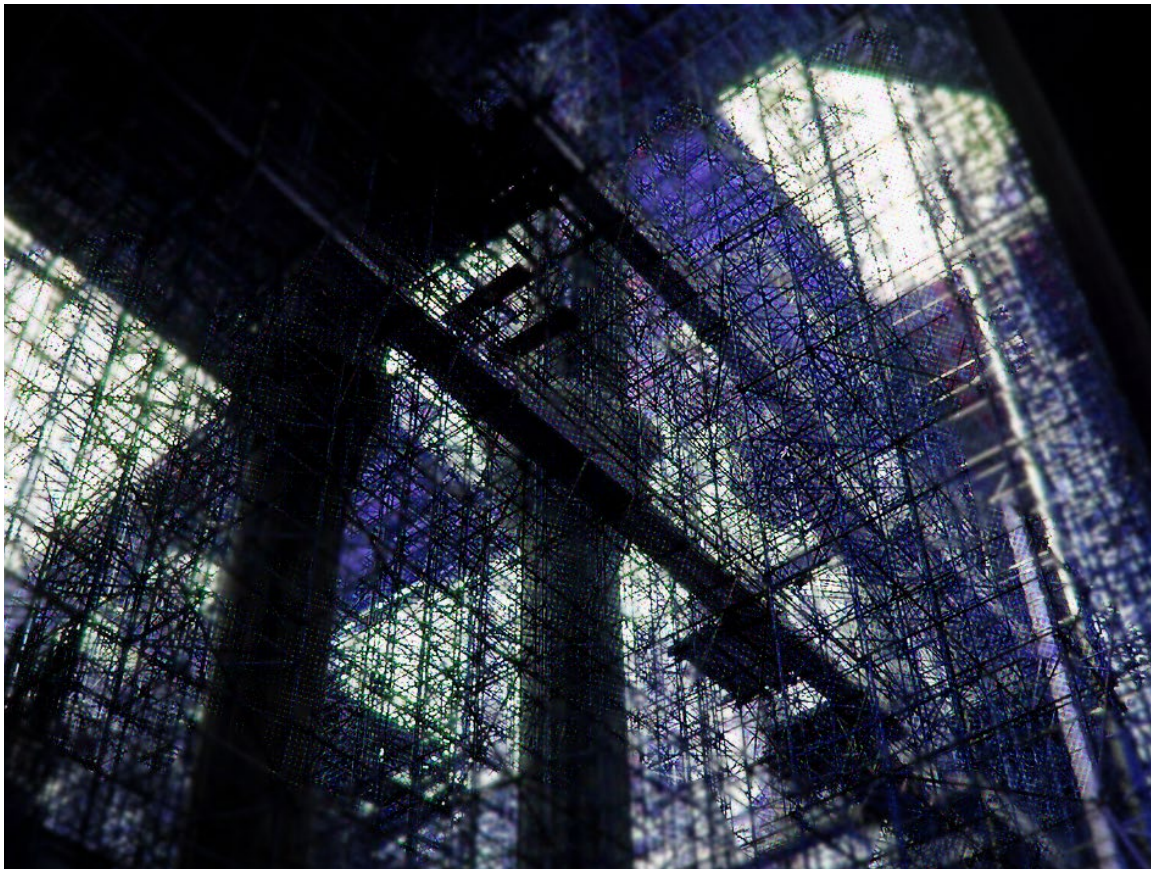
Along the central column are sets of gravity-driven elevators that are no longer functional. Hidden amongst them is a solitary door leading to a seemingly forgotten stairwell.

2 Stairwells. Climbing the stairs through the center of the tower will take the party quite some time, as the building is over one hundred stories tall. They can be dangerous as well, as the shaft is infested with giant ceramic spiders, called Kilnids. At least twice along their journey upward they are attacked by a pair of Kilnid protecting their nest, hidden among the nearby utility ducts.

Kilnid (Level 4 Creature). Health 15, Armor 3, Basic Attack Damage: 6 (poisonous bite). Abilities: Heat Beam (ranged attack dealing 5 fire damage and setting clothing on fire), Clay Web (spinning strands of gummy clay around the target, holding them in place with a Level 4 object).

3 Sublevel. If the PCs think to go down rather than up they find that the stairs downward lead to a single metal double door. Attempting to open the door activates the security intelligence, a holographic visitant named Sec. Speaking the Truth, it asks them what their business is. If their situation as Ninth Worlders is sufficiently explained to Sec it will let them through. However, if they appear to be lying in any way they must persuade it as a Level 4 creature.

Inside is a lot of maintenance equipment, most of which is useless or too strange to operate. Looking around, observant characters will find 1d6 Cyphers down there on various racks.



4 Last Stand. Though most of the floors are relatively empty, one entire floor seems to have been a battle ground between the last of the defense force and the alien invaders. The surfaces, pillars, and desks here are scarred by a battle which clearly involved powerful weapons. There are few bodies to look at, as almost everything is a black slag of once molten objects and people. Glowing in a chunk of blackness is a green cube. If retrieved from the rubble, the cube appears to be an energy battery of some kind. It can be rigged as an Anoetic Cypher that deals 8 damage to everything within Short distance of it, or it could be used to power a large device for a few minutes.

5 Catwalks. From the Last Stand up even the building appears to be in disarray, with only a set of catwalks connecting the various floors. The PCs will need to sometimes walk outside the building as they journey upwards to what appear to be a few final areas to explore. This is a good time to hit them with GM Intrusions, such as strong winds (Difficulty 3 to resist falling), missteps leading to precarious dangling, or dangerous encounters with Kilnid who cut important struts with their heat beams.

6 Executive Offices. Away from the Catwalks the wind is not so dangerous. These opulent offices still contain strange statues, soft furniture, and 1d6 Oddities from their prior inhabitants. A careful search will locate a safe in the floor, locked with a whisper lock keyed to an alien word. Only physically breaking the safe door will open it, and it's Level 5 with 3 Armor. Inside are four large crystals. If a crystal is plugged into the central computer console in the Mayor's Office it causes 5 damage to the Mayor Program.

7 Mayor's Office. The massive door to final office in the Spire is locked tight. Getting inside will likely take climbing the outside of the building and coming in through a broken window. Inside are four small computer terminals and a large central console, above which is the holographic head of a human woman. She calls herself the Mayor Program, the last vestige of the Skyscraper's government, which she claims was actually the immigration service for planet Earth in her time.

She speaks Truth and interrogates the PCs quickly, and then likely decides that they're part of some plot to stop

her from saving the city (she does not believe claims that she has already failed). The Mayor Program claims that the PCs are the front in a new invasion of Earth and that the only hope is to plunge the city into the ocean. Suddenly the city begins to fly towards the nearest coast at a rapid pace (about 25 miles per round of combat or whatever works best to make the fight seem urgent).

The Mayor Program summons 4 Holographic Assistants from the small computer terminals, human-looking holographs which inflict electrical damage with their touch. They attempt to subdue the PCs (attack them) so that they can't stop the Mayor from crashing the city.

Holographic Assistant (Level 3 Computer).

Health 9 (Note: the holograph itself can't be harmed, only the computer terminal that projects it), Armor 1, Basic Attack Damage: 4 (electrical touch). Abilities: Pass Through (causes 2 damage and stuns the target for one round).

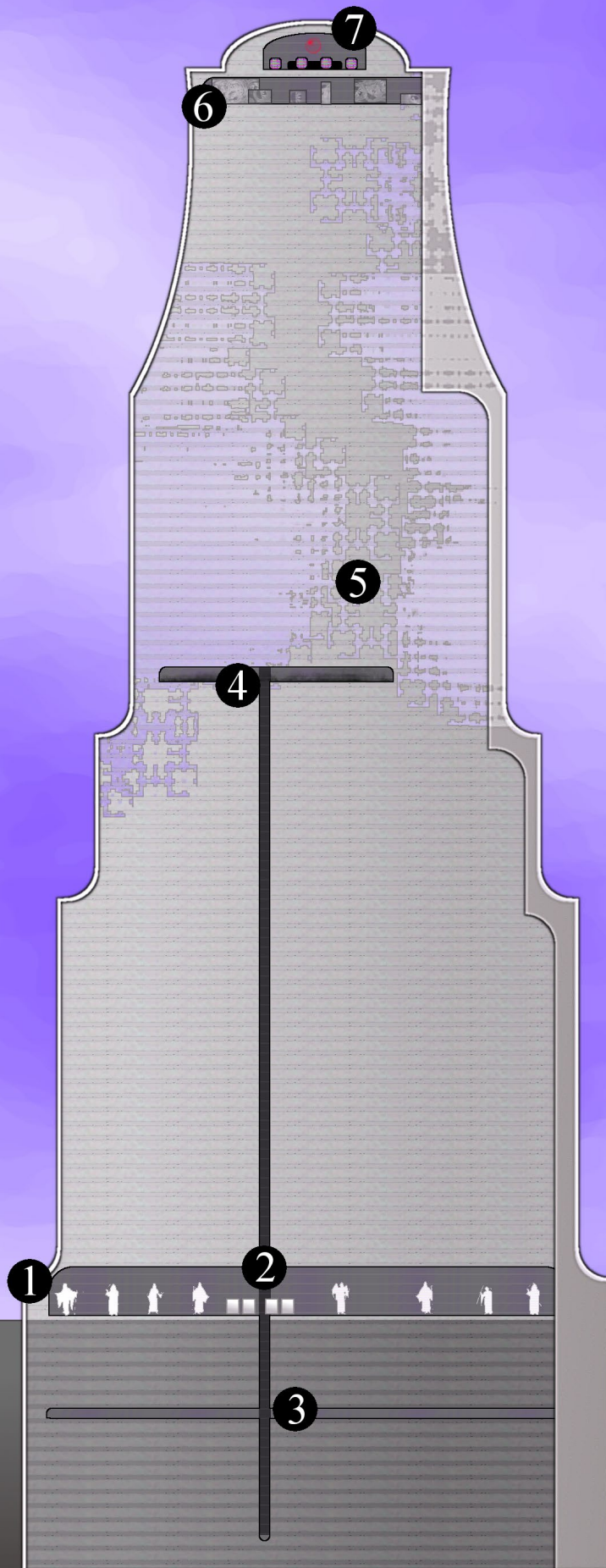
The flight into the ocean can only be stopped by destroying the Mayor Program, either by destroying the central console (a Level 5 object with 3 Armor rating) or fighting the Mayor Program electronically. Doing so requires dealing electrical damage to the machinery in the room, using the crystals from the Executive Offices, or reprogramming her using the Numenera skill (a Difficulty 6 task).

If the heroes survive (of course they do!) they can scavenge the central computer for three Cyphers, an Oddity, and 2 Artifacts.

Mayor Program (Level 5 Computer).

Health 15 (only susceptible to electrical damage or uses of the crystals from the Executive Offices). Can be shut down by a Difficulty 6 Numenera task. Deals no damage, but hurls the city toward its doom. Clever players might attempt to trick the Holographic Assistants into passing through the central console to deal damage to it.





The Spire

CHAPTER VIII:

SKYSCRAPE

CYPHERS

The following Cyphers are somewhat more common on the Skyscape, representing the kinds of technologies one might be able to jury rig onboard the flying city.

1

- 1 Architectural Analyzer
- 2 Automaton Interrogator
- 3 Biological Interface
- 4 Bypass Key
- 5 Chemical Suit
- 6 Cultural Download

2

- 1 Data Assistant
- 2 Defense Doll
- 3 Disassembly Glove
- 4 Dissection Harness
- 5 Electrical Overload
- 6 Energy Visor

3

- 1 Equipment Movement Ray
- 2 Field Disruptor
- 3 Floorplate Lifter
- 4 Force Field Hole
- 5 Gravity Negation Harness
- 6 Guided Mutation Monitor

4

- 1 Holographic Cover
- 2 Item Summoner
- 3 Laser Sword
- 4 Lift Plate
- 5 Liquid Director
- 6 Media Defense Helmet

5

- 1 Nervous System Rejuvenator
- 2 Oddity Multiplier
- 3 Peacekeeper Medallion
- 4 Personal Countermeasure
- 5 Portable Diplomat
- 6 Robotic Uniter

6

- 1 Sensitivity Suit
- 2 Step Skipper
- 3 Temporal Dilator
- 4 Tourist Teleporter
- 5 Trap Detector
- 6 Wall Walker Gloves

Architectural Analyzer [Anoetic]

Level: 1d6

Form: Handheld device, Visor

Effect: Using this Cypher on a building within sight grants you a wide variety of facts about its construction, including all entrances, number of windows, and any glaring structural weaknesses. For the next 28 hours you enjoy an Asset on rolls related to harming or reinforcing the building.

Automaton Interrogator [Occultic]

Level: 1d6 + 2

Form: Hovering sphere, Visor

Effect: One automaton within line of sight provides you with all of the answers it knows about a particular topic. The Cypher even translates its machine language into Truth for you to understand

Biological Interface [Anoetic]

Level: 1d6

Form: Organic pod attached to skin

Effect: Allows you to access biologically-based computer systems for the next 28 hours, and provides two Assets on related tasks.

Bypass Key [Anoetic]

Level: 1d6 + 1

Form: Small glowing device

Effect: Once used, this key grants you access through a single electronically locked door. Grants you two Assets when dealing with any computer systems behind that door, due to your perceived level of access.

Chemical Suit [Anoetic]

Level: 1d6 + 2

Form: Skintight suit

Effect: Provides 5 points of Armor against chemical attacks and effects for the next 8 hours.

Cultural Download [Anoetic]

Level: 1d6

Form: Handheld device, Visor

Effect: Given a sample of a culture such as some music or writing, this Cypher uploads a vast knowledge of that culture into your mind permanently. You do not learn the language, but nearly every other cultural detail is at your disposal, providing an Asset on related social tasks.

Data Assistant [Anoetic]

Level: 1d6

Form: Small disk that projects a holographic person

Effect: An intelligent assistant program assists you for the next 8 hours, memorizing any information you encounter for later retrieval and providing an Asset on tasks related to data manipulation.

Defense Doll [Occultic]

Level: 1d6 + 2

Form: Bronze toy

Effect: The doll comes to life as a level 4 creature, attacking anything that attempts to harm you for the next four hours.

Disassembly Glove [Anoetic]

Level: 1d6 + 1

Form: Glove studded with buttons

Effect: Once donned, you may activate the glove to attack a nearby machine for 8 damage as its components fly apart. This power is at your command through the glove for the next hour.

Dissection Harness [Anoetic]

Level: 1d6 + 1

Form: Harness with many tiny robotic arms bearing drills and saws

Effect: Provides +2 damage on all of your attacks made against targets within Immediate range for the next hour.

Electrical Overload [Anoetic]

Level: 1d6 + 1

Form: Handheld device

Effect: Destroys one powered device or system within Long distance, such as a security panel or force field generator. Will not power down the forcefield on the Shimmering Spire.

Energy Visor [Anoetic]

Level: 1d6

Form: Visor

Effect: Provides vision of all power flowing through walls and other surfaces, allowing you to find sources of power or devices being powered by an energy source, depending on where you start. This effect lasts for 8 hours.

Equipment Movement Ray [Anoetic]

Level: 1d6 + 2

Form: Handheld device, glove

Effect: Allows you to move any piece of equipment you concentrate on, as though using telekinesis, up to two tons on weight. This ability may be used on multiple pieces of equipment, but it only lasts for ten minutes.

Field Disruptor [Anoetic]

Level: 1d6 + 1

Form: Handheld device, Visor

Effect: Shuts down one forcefield within Immediate distance. Will not work on the Shimmering Spire's forcefield (it's too powerful).

Floorplate Lifter [Anoetic]

Level: 1d6

Form: Handheld device

Effect: For the next 8 hours you may use this device to pull up floor plates throughout the Skyscape. This may allow you access to electrical or other more dangerous utility systems, or creatures hiding within the floors.

Forcefield Hole [Anoetic]

Level: 1d6

Form: Handheld device

Effect: Makes a two meter wide hole in a forcefield or wall. Will not work on the Shimmering Spire's forcefield (it's too strong).

Gravity Negation Harness [Anoetic]

Level: 1d6 + 1

Form: Harness

Effect: Temporarily negates gravity from affecting you, causing you to float weightlessly. You do not suffer falling damage unless flung at the ground somehow. Allows you to "fly" nearly any direction you are pushed. Effect lasts for one hour.

Guided Mutation Monitor [Occultic]

Level: 1d6 + 4

Form: Handheld device

Effect: If used while you are being mutated, allows you to choose rather than roll your mutation from the table.

Holographic Cover [Anoetic]

Level: 1d6 + 1

Form: Handheld device

Effect: Creates a one meter wide by three meter tall forcefield that's virtually impervious to damage. The field remains vertical wherever you place it for ten minutes, during which time it can be used for cover in combat or to hold something up.

Item Summoner [Anoetic]

Level: 1d6

Form: Glove

Effect: Summons to you an object that you have touched before. This object must be small and light enough to be held in one hand. The object flies through the air to your location, though if it is far away it may take up to several hours to get there.

Laser Sword [Occultic]

Level: 1d6 + 3

Form: Handheld device

Effect: A handle projects a coherent blade of energy capable of cutting through nearly any material. You may use it to simply cut holes in things, or in combat where it deals 8 ambient damage on each hit. The beam lasts for ten minutes.

Lift Plate [Anoetic]

Level: 1d6 + 1

Form: Large metal plate

Effect: This plate, when activated, will take you and up to 4 other people on a flight up into the sky, landing on a landing platform on top of one of the tallest buildings in the Skyscape.

Liquid Director [Anoetic]

Level: 1d6 + 2

Form: Glove and wristband

Effect: Once activated, you become able to direct the movement of any liquid you can see through concentration. Even large pools of water or other, stranger materials can be moved at up to ten feet (3 meters) per round. This ability lasts for 8 hours.

Media Defense Helmet [Anoetic]

Level: 1d6

Form: Helmet with visor

Effect: You are immune to the negative effects of media overload found in certain areas of the Skyscape. This effect lasts for 4 hours.

Nervous System Rejuvenator [Anoetic]

Level: 1d6 + 2

Form: Injector, pill

Effect: You regain 10 points to your Speed pool and are cured of any disease affecting your nervous system.

Oddity Multiplier [Anoetic]

Level: 1d6 + 1

Form: Metal box

Effect: An Oddity within your possession is duplicated, up to two times.

Peacekeeper Medallion [Anoetic]

Level: 1d6 + 1

Form: Silver Badge

Effect: Automatons within the Skyscape will not attack you. This effect lasts for 2 hours.

Personal Countermeasure [Occultic]

Level: 1d6 + 1

Form: Belt, bracelet

Effect: Firing defensive lasers and putting up small forcefields, you gain a +6 bonus to your Armor against all ranged attacks for the next 4 hours.

Portable Diplomat [Anoetic]

Level: 1d6

Form: Handheld device projecting a holographic person

Effect: For the next 8 hours you have a personal diplomat at your disposal, capable of speaking nearly any language and providing two Assets on related social rolls. Some people don't like talking to holograms, however, and see this as an insult.

Robotic Uniter [Anoetic]

Level: 1d6 + 1

Form: Handheld device

Effect: You link two automatons together so that if one is loyal or friendly to you, so is the other. From this point forward the two machines are linked, sharing some of their knowledge and intelligence with one another.

Sensitivity Suit (Anoetic)

Level: 1d6

Form: Skintight suit

Effect: You become extremely sensitive to touch, granting you two Assets on perception related tasks as you feel the air, vibrations in the ground, and other nearly undetectable information. This effect lasts for 4 hours.

Step Skipper (Anoetic)

Level: 1d6

Form: Boots, belt

Effect: You teleport slightly ahead of yourself on each step, allowing you to double the distance you move. This effect lasts for one hour.

Temporal Dilator (Anoetic)

Level: 1d6

Form: Handheld device

Effect: You bend time slightly, allowing you to reroll one roll you just made. Activating this Cypher does not take an action, so long as it's already in your hand.

Tourist Teleporter (Anoetic)

Level: 1d6

Form: Handheld device, Visor

Effect: You and up to four other people are teleported to another section of the city. The location you arrive in will be relatively safe, overlook a nice vista, and is near where there once were food vendors.

Trap Detector (Anoetic)

Level: 1d6 + 1

Form: Handheld device

Effect: For the next 4 hours, so long as this device is in one hand, you notice all technological traps within Short distance.

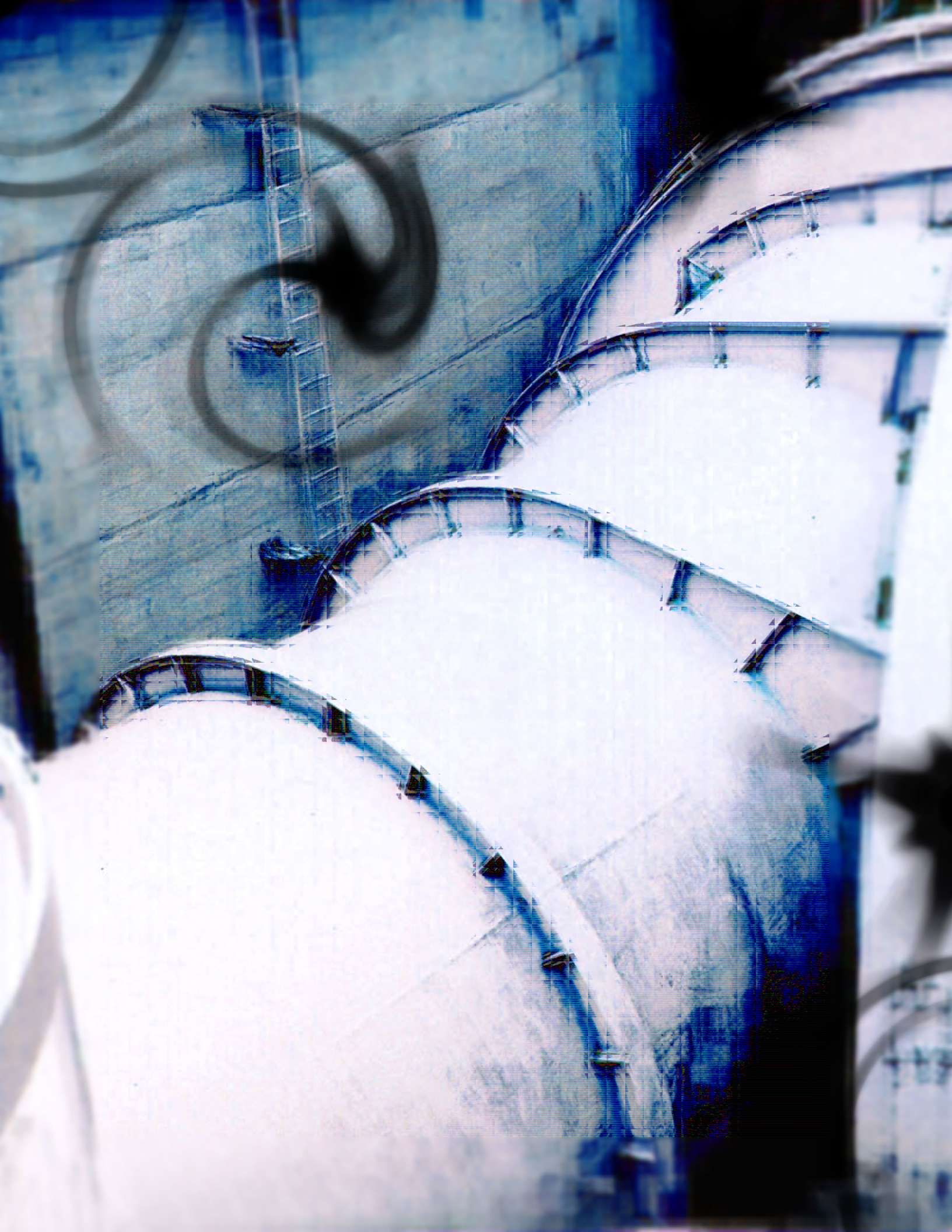
Wall Walker Gloves (Anoetic)

Level: 1d6 + 2

Form: Gloves

Effect: You can scale walls easily on your hands, taking your move as usual up vertical surfaces. You may not carry items while doing so. This effect lasts for 4 hours.





About the Author



Ryan Chaddock is a computer programmer and writer living in the Rogue Valley of Oregon with his wife Katherine who is awesome. He holds a degree in economics from Southern Oregon University and enjoys spirited political debate. He'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. Tweet him @chaddockr.



A disk the size of a modern metropolis hovers over the Ninth World, darkening the sky and the lives of those below it. What secrets lie within this mysterious artifact of the prior worlds? What power keeps it above the world, a flying shin in the night? Questions like these plague those who have seen this remnant of the old civilizations of Earth. Some are even inspired to invent or find some way to join the so-called Skyscape up in the heavens and bring its treasures back down.

Skyscape is a six part adventure series for Numenera, exploring a flying metropolis full of prior world wonders. It is the second in our Explorations series: a set of books leveraging Numenera's unique Discovery system for experience.