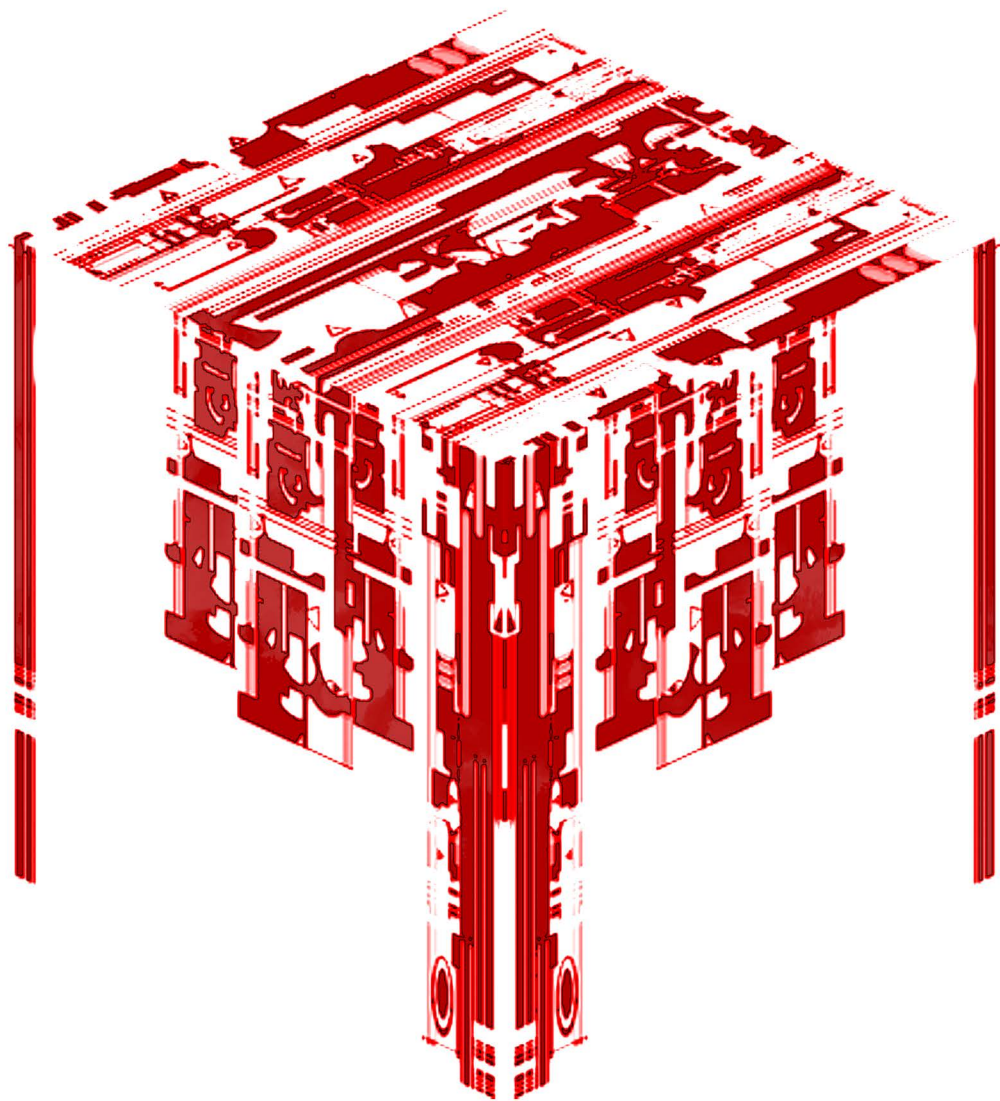
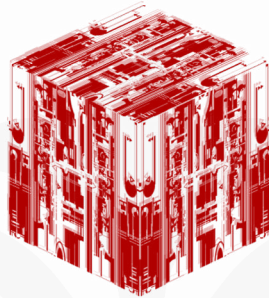


The Wander



Requires the Numenera Corebook
by Monte Cook Games

THE WANDER



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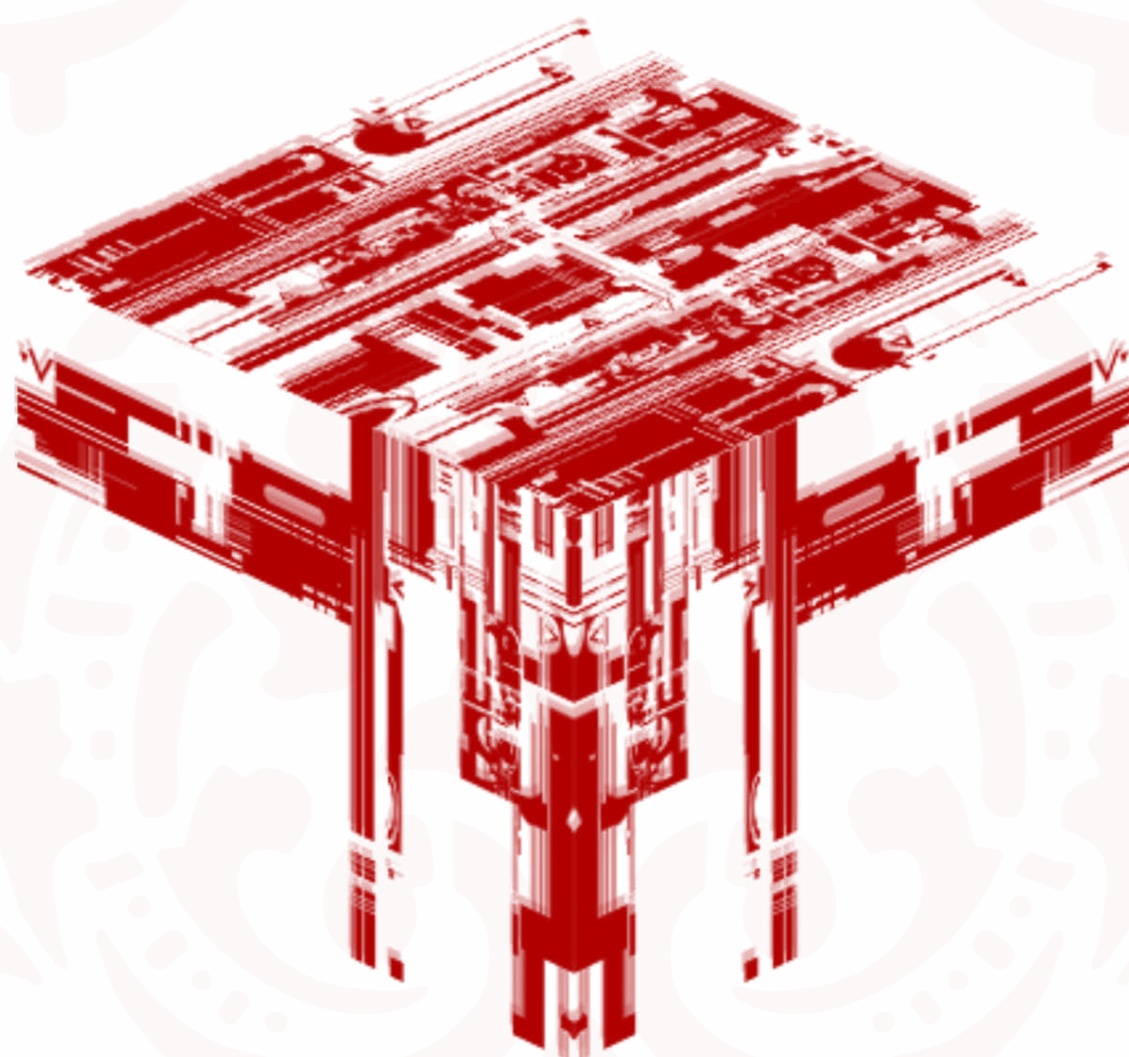
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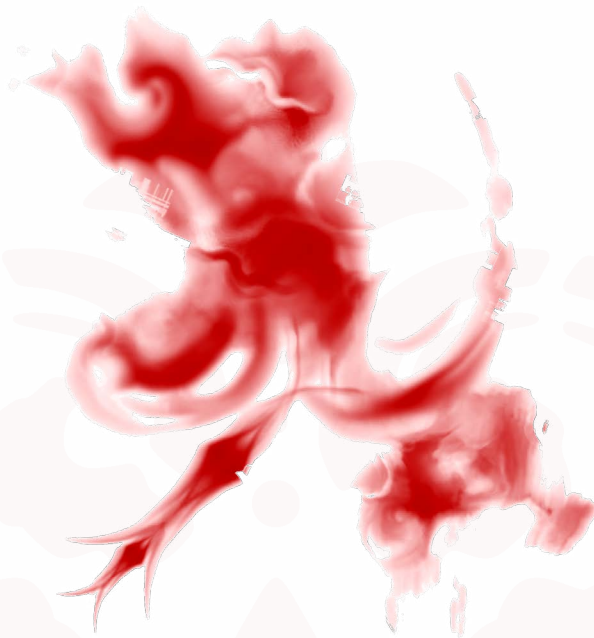


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INTRODUCTION



Snaking through the Ninth World for untold leagues is a pathway carved from the collective wisdom of travellers and locals alike. A seemingly infinite tour of the strangest sites the prior worlds have to offer the present one, The Wandering Walk, often simply called The Wander, is a pilgrimage that offers some of the most wondrous experiences known. From the cyclopean to the maddening, from ruins to energy fields, those who wish to know and perhaps understand the past are drawn to the Wander like moths to an indescribable flame.

Danger is ever present along the Wandering Walk, for a number of reasons. The Wander stretches over a vast area, perhaps all of the world, and its route therefore has the usual problems of extended travel such as bandits, warzones, weather, and wild creatures. It's important to remember that in the Ninth World many of these problems are quite severe, for instance storms can be harsh and last for weeks on end. Bandits are well aware of the Wander and travel its length in search of the unwary.

The sites that the Wander exhibits can be great sources of danger as well. By their very nature these places are

unusual and unpredictable. Strange energies seem to emanate from them, with the surrounding life twisted by these powerful forces. Gravity and light bend and quake. The worst weather seems drawn to some sites. It's a wonder anyone would willingly seek out such places.

Yet pilgrims of the Wandering Walk are quite common along its meandering path. Some are mere tourists, fair weather travellers seeking a little thrill. Others are earnest devotees of the Order of Truth, proving themselves beholden to the truths the ancients left behind in the drit.

The pilgrims have drawn others to the Wander's path, including guides, merchants, charlatans, and thieves. In some places entire caravans travel its route. As many of the pilgrims find powerful technologies within the ruins they encounter, the caravans and trade posts along the Wandering Walk can serve as excellent locations to pick up or sell off numenera.

The strangest element of the Wander is the Bloodscar, an intricate, blood colored circular pattern which forms on the palms of those who walk its route. In time the scar can grow and for some it can even grant strange powers.

As walkers along the path of the Wander you'll find that a trustworthy ally is more valuable than any numenera or shin pile. The wanderer's shibboleth, "iadace," is a powerful tool for pilgrims to sort out who are the believers and who are the vultures. Properly pronounced "yay-duh-see," the phrase can be used in a pinch to indicate brotherhood in a common quest for knowledge of the prior worlds and the wisdom of the ancients.

Showing one's blooscar can be useful as well if the viewer knows how to spot the differences between the scars of the various groups who wander. Even the bandits gain these blood red marks and can gain powers from them, so such is not always proof of good intentions. However seeing the bloodscar of another can often be a taken as a sign of experience along the Wandering Walk, making the subject a potential source of information or guidance.

Overall the pilgrims, called Peregrines, see their quest for knowledge as worth the risk, and the dangers as a fitting test of their convictions.

So **Iadace**, travellers, and good luck.

WHAT YOU'LL FIND HEREIN

- ❖ **Chapter I: Sites to See.** A collection of strange sites along the Wander, including the places and people you'll find there. The sites begin in the northern Beyond and move roughly southward, providing the structure for a campaign extending from the Beale of Boregal (see the Numenera corebook adventure on page 367).
- ❖ **Chapter II: People to Be.** Four organizations of travellers, including player options for joining their ranks and even embracing their unique powers derived from the Bloodscar.
- ❖ **Chapter III: Unusual Circumstances.** A set of unusual encounters for journeys along the Wander (or any other strange place in the Ninth World).
- ❖ **Chapter IV: From the Ruins.** New Cyphers relating to and uncovered from the Wandering Walk and its ancient sites.



Darus entered the tent and coughed as he inhaled the pungent incense smoke. Though the light inside was dim, he could make out grotesque objects dangling from the ceiling and walls. Fetishes made of animal bones and crystals, obscure devices from the prior worlds. The man Darus had come to see was seated on pile of faded rugs and pillows, forming a kind of dais.

"Come in child," the man's voice called, low and raspy.

Darus moved forward, briefly reconsidering his decision to come.

"How may I serve you?"

Darus moved closer and lifted his shirt. All along the right side of his torso appeared angry yellow and green boils the size of eggs.

"Ah, walker's blight. It often afflicts those new to the path. I'm guessing you're not drinking enough rose thorn tea?" the man chuckled.

"I'm not drinking any tea at all," Darus exclaimed. "No one told me--"

"It common knowledge. Most forget to tell newcomers."

"Well, can I get some?"

"Oh, it's too late for that boy, them boils will need to be lanced and treated."

"Can you--"

"Yes, if you can pay."

"I don't have much."

"If they spread to your arms or elsewhere," the man's eyes flicked down, "amputation usually follows."

Darus paled, and reached behind his belt to pull out a leather pouch.

"This is all I have," Darus said throwing the pouch to the man. The soft clink of shins could be heard as it landed in his lap. The man spent some time counting the meager pile of shins, but finally nodded.

"It's not enough, but because you're new to the Wander, I'll help you out."

He then went about pulling out various bottles and jars and mixing the ingredients in a steaming pot of liquid.

"Lie back, and pull that shirt off," the man ordered. Darus did as he was told, laid back against the scratchy hide rug. After a few more minutes, the man came over and began lancing the boils with a small knife. A dull knife as it turned out. The boils took several thrust to pop and pain was excruciating. After the first one, Darus screamed, as each thrust sent fire through his side. The stench was nearly as bad, making Darus nearly gag. Finally with each boil lanced, the man grabbed the pot and poured the liquid right onto the wounds. Darus was sure he would pass out from the pain, but soon enough the man was bandaging the affected area with rags and handing him his shirt.

"Here," the man said handing Darus a packet of dried thorns. "Brew that in hot water, and you won't get the blight again."

"Thank you," Darus said, his voice shaking. He stumbled out of the tent into the bright sunlight unsure of what to do next. He was certainly glad that he wouldn't be losing any limbs or anything else, but now he had no way to pay for food or other needs. Maybe he could find work, for there always seemed to be a need for labor in the Crescent Caravan.

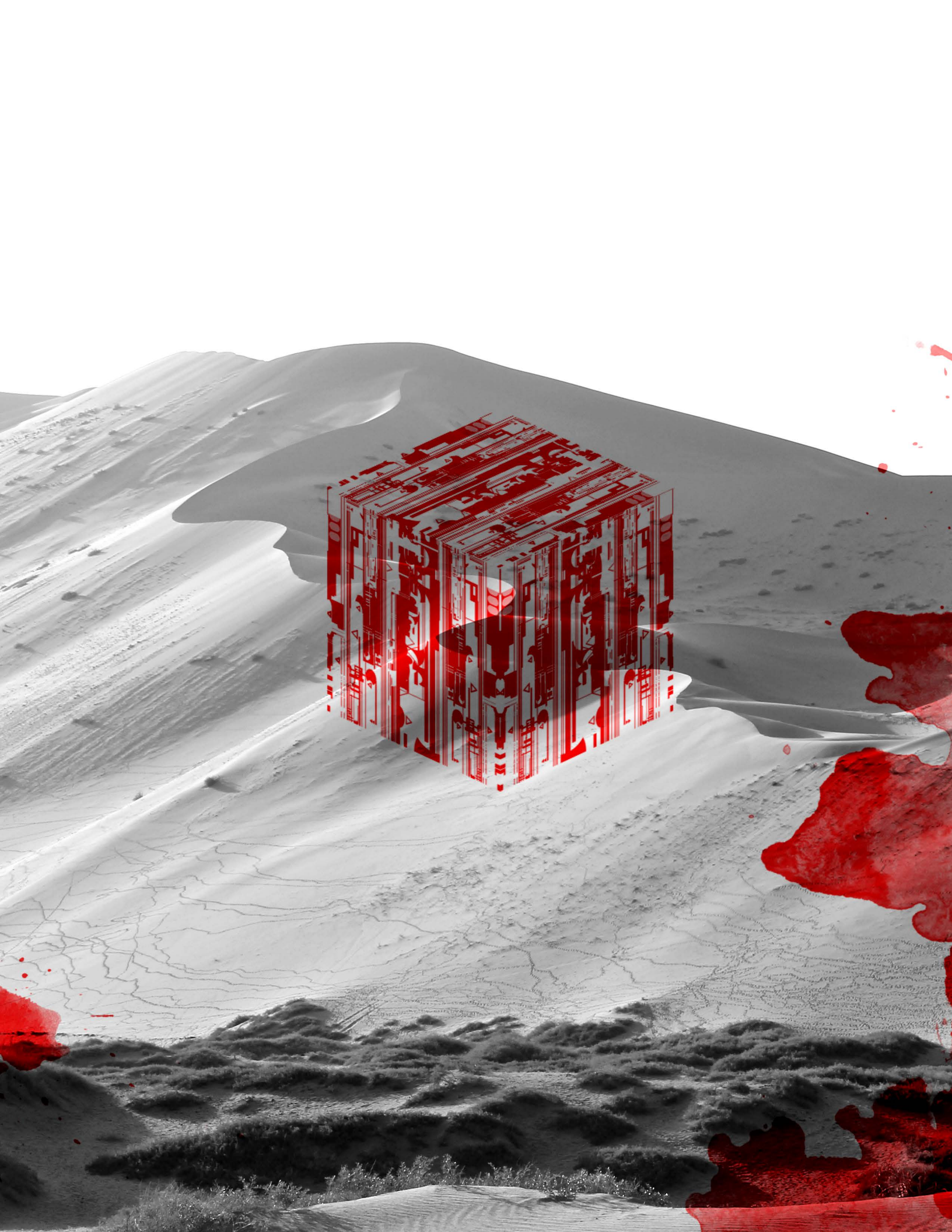
Darus spotted a man hauling a sack of grain on his shirtless back, and decided to ask him if he knew of any work. On approach, he noticed that the man too had angry green boils.

"Not drinking any Rose Thorn tea," Darus said knowingly.

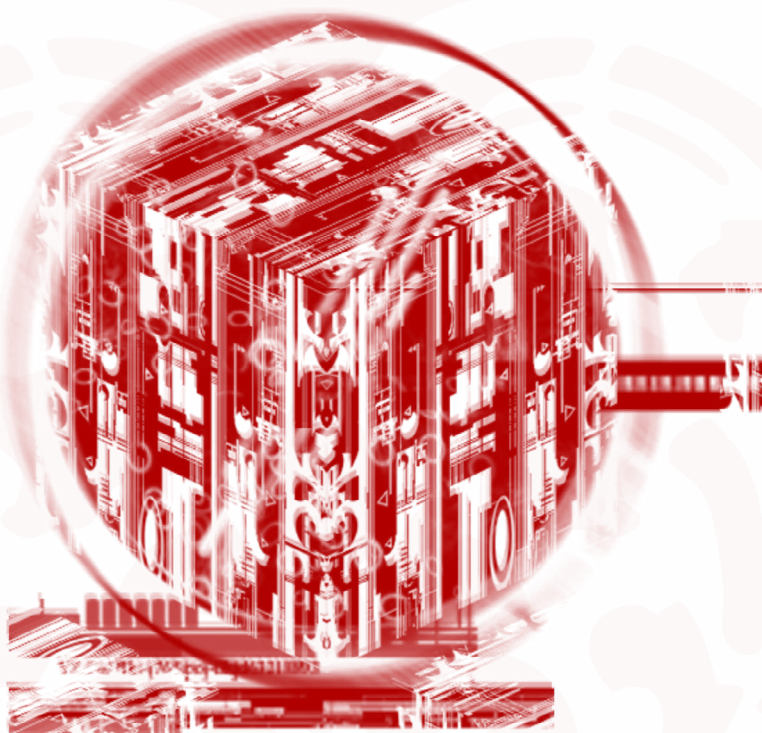
"Now why would I drink any of that stuff?" the worker asked.

"To help keep away walkers blight."

The man wheezed with laughter "There ain't no such thing as walkers blight. These boils sometimes pop up on this trek of the walk, caused by a bug hereabouts. They hurt, but they'll go away in few days, and by then so are the bugs. The only thing rose thorn tea is good for is stomach cramps." They continued laughing as Darus left, his face pinched in confusion.



CHAPTER I: SITES TO SEE



Many strange places fill the Ninth World. The Wander gathers them up in a meandering line, providing instructions for those who wish to find the odd and the marvelous. Though the road to wonder slithers with danger in every shadow and most ruins are watched by those who would do a pilgrim harm, these unusual places provide worthwhile campfire stories and treasure to boot.

The following chapter is filled with the kinds of places that wanderers tend to find themselves within before they realize it. What are most important about a strange site are the effects the weirdness has on the places, creatures, and especially people around it. Telling a Numenera story is about exploring incomprehensible technologies

through the eyes of those who know even less than we do about the full potential of science and technology. It's important to use people such as these as yardsticks of terror and confusion. Yet their ability to endure and make the most of their unusual circumstances can tell the story of human perseverance as well.

These locations are just the beginning however. The strange events found in chapter III can lead to sites like these that defy reason and alter the world around them. When creating places like this GMs should work to find the strangeness, determine its exciting dangers, and map out how it affects the world. Together these elements will create stories of confusing and challenging discovery.

THE MOUNTAIN THAT BLEEDS

South of the Great Slab, stands one of the Steadfast's only active volcanoes. Mount Trannen stands as one of the most wondrous features of the Wander. At regular intervals, following the waning of the moon, the volcano spews forth cool, liquid glass, a substance known to the locals and Peregrines as "mountain tears." Mount Trannen is formed from a hard black stone, supporting no vegetation or animal life. Settlers around the mountain find the soil to have strange crystalline properties, and are forced to cultivate some distance away.

THE CITY OF GLASS AND SONG

Pilgrims of all types have traveled to visit the mountain for centuries. A century ago, a group of Aeon Priests and peregrines discovered that through various sounds, the mountain's tears could be set and hardened into a solid crystalline glass. Not only was this "Trannen glass" extraordinarily beautiful, causing strange refraction with the light, but it was also virtually weightless.

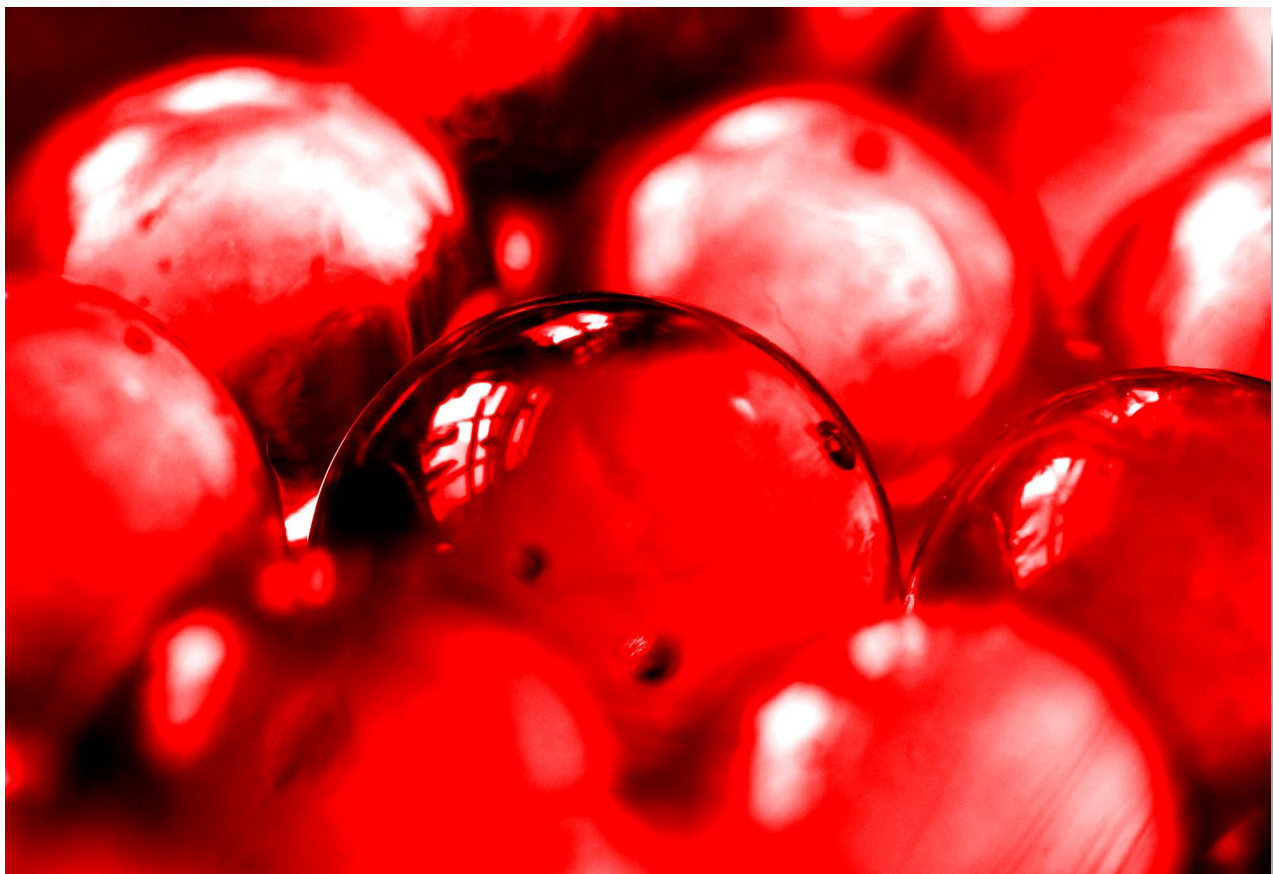
Soon after the discovery crafters guilds, called choirs, began experimenting with the tears, each specializing in different creations. They even discovered that using different forms of the mountain's unusual soil changed the color of glass, and could even induce luminesce.

In the century since the founding of the choirs, the city of Aurora has grown to house thousands of permanent citizens. Constructed from the black stone of the mountain and Trannen glass, Aurora is said to be one of the most striking cities in the Steadfast.

Demand for the glass has made Aurora a center of commerce. Merchants and pilgrims on the walk keep a steady flow of outsiders to the city, and there is as much business in supplying them as there is in selling glass.

The choirs are fiercely protective about their songs and reagents. Apprentices train for years learning how to modulate their voices properly, and admittance is very strict. Those seeking adventure and extra shins can easily find employment with any of the choirs. As with many places around the Ninth World, the areas surrounding the city are dangerous places to travel. Unfortunately, they also happen to be where the strange crystalline soil is located,





the substances needed for altering trannen glass. Those who are brave enough to leave the city could easily earn a fortune retrieving the soil. Even more valuable would be to discover a new variation, something the competitive choirs might literally kill for.

Each choir is careful to conceal the songs and recipes used in constructing their wares. For those wanderers who are used to more clandestine work, there is ready employment in stealing the secrets to the glass. Of course discretion is a must. Anyone caught breaking into the workshops of a choir has earned a wealthy and vindictive enemy.

A strange, painfully thin man wonders the city of Aurora, speaking to new comers to the city. If a conversation is struck with him, he offers to pay for someone to sell a rare reagent to one of the choirs. He claims that he is an agent of a new choir that wishes to remain hidden until they can test their recipe. Should the powder be used, it causes the glass to glow and shift between many colors. It also passes a few of the memories of the last person to touch it to whomever is currently touching it. After the

test is complete the man is never found again. No one knows his name.

A large outdoor altar has been constructed for those who travel to Mount Trannen. Constructed out of the black stone, the large platform has a ring of nine pillars, all made from Trannen glass. At the center floats a piece of numenera, a silver cube covered in pulsing script. Quicksilver spirals around the artifact chaotically of its own volition. The history of the device says that the Aeon Priests who helped discover the properties of the tears discovered the cube on the mountain. Legend says it helped reveal to them that sound was a necessary component. The artifact can only be viewed by visitors during the day.

THE ENGINE IN THE MOUNTAIN

Most believe that the Mountain's tears are naturally occurring phenomena. Those who explore Mount Trannen are usually prospectors looking for runoff or new fissures. Exploring the volcano can be dangerous, but for those who are daring there are many caves and tubes waiting to be discovered.

Hidden under a shelf of rock on the far side of the mountain from Aurora, exists a cave darker and deeper than those found on the city side. Although the cave is made of the same stone as Mount Trannen, it has far too many strange angles to be naturally occurring. The tunnel heads high and deep into the mountain at a steep incline. Eventually the tunnel ceases to be made of stone, and instead is made from a pale grey substance that has a sound dampening effect.

THE HEART

The tunnel leads to a large domed room. The chamber is made from the same grey material and is lit by floating lights with no obvious source causing the illumination. The room contains a raised dais with what appears to be a silver and glass humanoid wearing bright yellow silk robes on it. The automaton's body is agender in appearance, and it has no face. Inspecting the dais the reveals several numenera control panels, though their function is not obvious.

The automaton greets anyone who enters the chamber and is in no way hostile. The being introduces itself as Len, and is eager to talk with travelers from the outside world. Len's voice is synthetic and breathy, and always seems to be vaguely amused. After engaging in conversation for a few minutes, Len explains that it is the keeper of "facility blue 7," the mountain. Len then says it needs help finishing its work. Len asks guest to help it complete four tasks. **Len:** Level 6, 7 when defending against numenera.

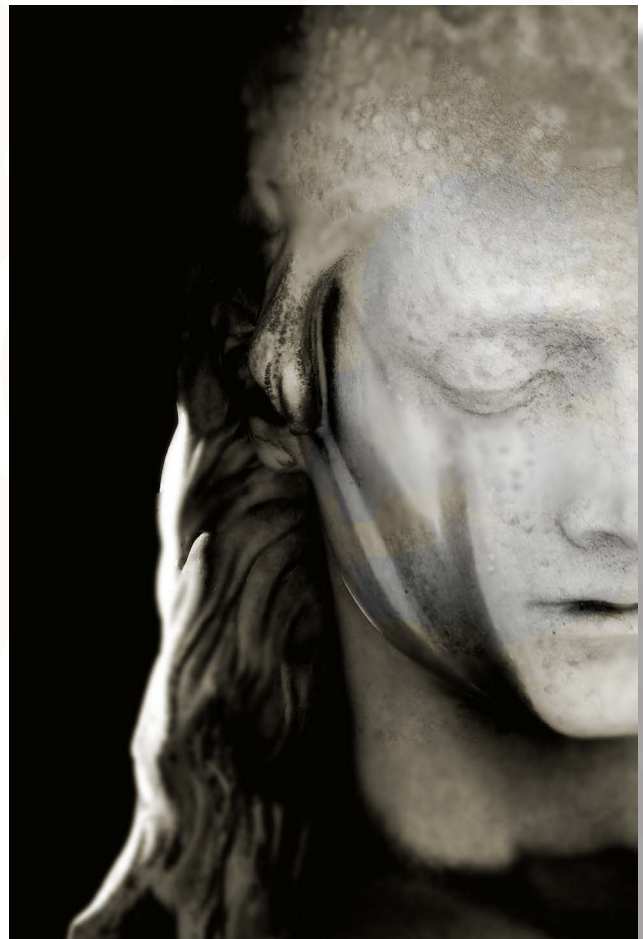
Task 1. The facility through the years has become infested with various creatures from the outside. Many of them are dangerous, and attack the automated drones of the facility. Len would appreciate assistance in clearing the facility.

Task 2. Several of facility blue 7 control nodes have fallen into disrepair. Len provides repair nanites (in a glass receptacle), and will walk travelers through the repair sequence. Once all of the nodes are repaired, any one with the numenera skill can check to see that the facility has been linked with a dozen others all around the globe, some even in the Steadfast.

Task 3. The drone factory AI has become corrupted and needs to be reset. Resetting the AI requires uploading a new consciousness using a data crystal. That can only be done at the primary drone factory control console. Len doesn't believe that it should be too difficult.

Task 4. Facility blue 7 hasn't been fully functional in nearly a millennium. While the facility is still producing raw "alt-matter," it isn't doing so at full capacity. In order to bring the facility back to full production, Len requires access to the "prime key." Len produces an image of the prime key, which looks like the artifact found at the Peregrine shrine in Aurora.

If visitors complete the four tasks Len asks, it is more than willing to provide them cyphers or an artifact. The city of Aurora will initially be quite happy as there is an increase in the production of mountain tears. However, it won't be until much later that it is discovered that the strange, crystalline soil has begun to spread from mount Tannen, and doesn't appear to be stopping.



THE TWIN GATES

By far one of the more impressive locations along the Wander, the Twin Gates, or the Calendar Gates are actually located in two different locations. One gate can be found near Rarmon, the capital of the Pytharon Empire, and the other rests on the eastern side of the Koteru Plains.

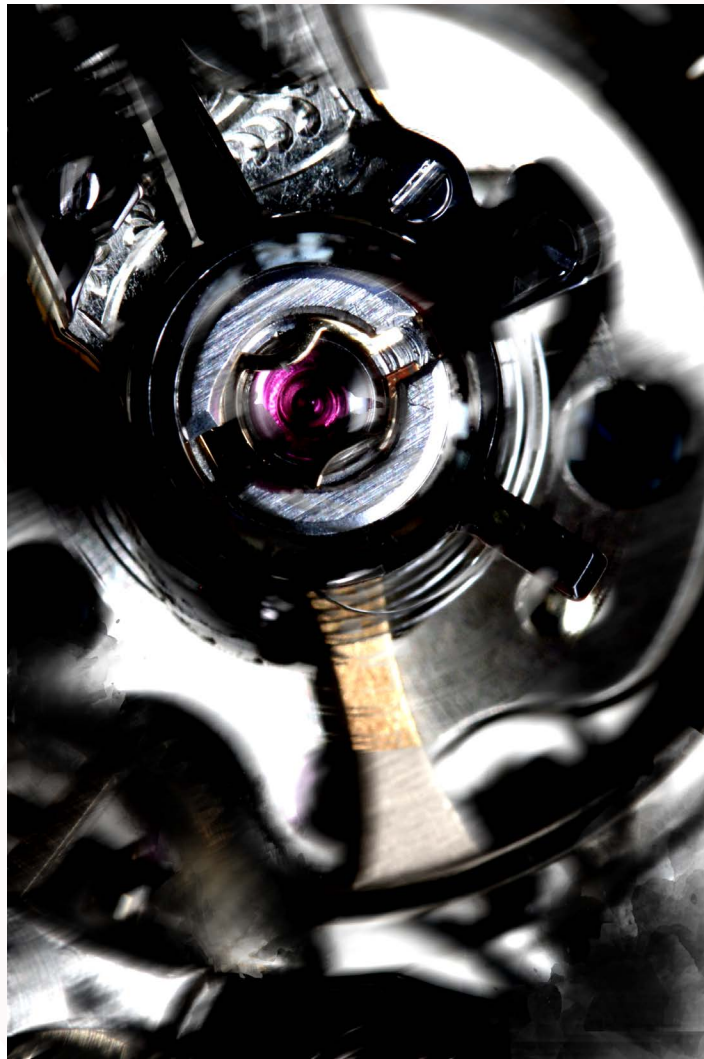
Hovering just above the round, the identical gates are perfectly circular metallic discs with a 50ft diameter. Made of many different metals, the gates are often assumed to be some kind of numeneric calendar or clock. Thousands of different parts comprise the interior of the gates, constantly in motion. Some of the components seem to resemble celestial bodies, though clearly from another time or place. Others look like seasonal representations or unknown pictographs.

No one knows what the gates are tracking. However, about once month give or take a week, the Calendar Gates transform. The complex workings collapse into a simple silver oval, 47ft high and 23ft at the base, with some of the oval buried in the ground. For the next seven days, the gates connect, allowing instantaneous travel through a magenta membrane of crackling energy.

THE CLOTH CITY

While travel to Pytharon side of the gates is often easier and safer, true pilgrims travel to the Plains side in order to visit the City of Cloth. With the gates creating a safer way to travel to the heart of the Beyond, merchants of all kinds established a foothold in the plains. Lacking many of the traditional building materials, the first merchants to establish themselves followed the local custom, and built simple hide tents to house their wares. As the Cloth City grew, what started out of necessity became a custom, with wealthier merchants constructing palatial pavilions rivaling the finer houses found in the Steadfast.

The Cloth City is a center of commerce above all else. Traders from all over the Beyond bring their goods to feed the demand of Steadfast consumers, eager for the rare exotica. Equally rapid, the communities in the Beyond receive the goods that are more easily produced



in the Steadfast, everything from food to cloth to intoxicants. Trade is regulated by a governing body called the Chamber, an elite group of the wealthiest merchants determining everything from tent space to local laws. As might be expected, the Chamber is primarily dominated by merchants from Pytharon who continue to pay taxes to the empire.

An auxiliary of the imperial army maintains a fort on the edge of the city to better defend the rights of the Chamber. Led by commander Esta, the soldiers of the fort mostly act as a police force, although a recent spree of raids by the local nomads has spread her forces thin guarding incoming and outgoing caravans. The fort is the only structure built out of wood, and is used strictly for the auxiliary. There are rumors that the commander keeps a number of

numenera hidden in fort, but such rumors have yet to be tested by any serious threat to the city. **Commander Esta:** Level 4, 5 when attacking in one-on-one combat.

Altheeya Brightly is an Aeon Priest studying the workings of the Calendar Gates. Having intensely observed and tested the gates for more than a decade, she suspects that there is a pattern to the activation of the gates. She just hasn't puzzled it out yet. Altheeya is very interested in any records prior to her study that can be found, and will pay in either shins or cyphers anyone who can deliver them to her. Sister Brightly also believes that there are ruins throughout the Beyond that were built by the same prior world people who constructed the gates, and would also pay for artifacts coming from those locations. **Altheeya Brightly:** Level 3, 6 when dealing with numenera.

DISSENT IN THE PLAINS

As often happens, the formation of the city has caused a radical shift in the local culture. Many people end up traveling to the City of Cloth, lured by tales of the wealth found there. The leaders realize the potential threat this means to the nomads way of life, and have begun harassing the traders of the city. Many fear that the Pytharon Empire might have designs on the region. Word has reached the ears of the nomadic war leaders that the empire has promised substantial reinforcements at the time of the next opening. Rumors of a war leader name Eenora have emerged, whispering that she has amassed a coalition force of the tribes and plans to attack the city before the next opening.

THE FLYING CHARIOT

With her forces stretched thin, Commander Esta has negotiated services with a nano named Gibson Ranne. Notorious throughout the region, Gibson has provided the auxiliary with a dozen mechanical warriors. Made from milky colored stone, the automatons have the appearance of frightful creatures, multi limbed, each with a variety of bladed weapons. The truly frightening part of

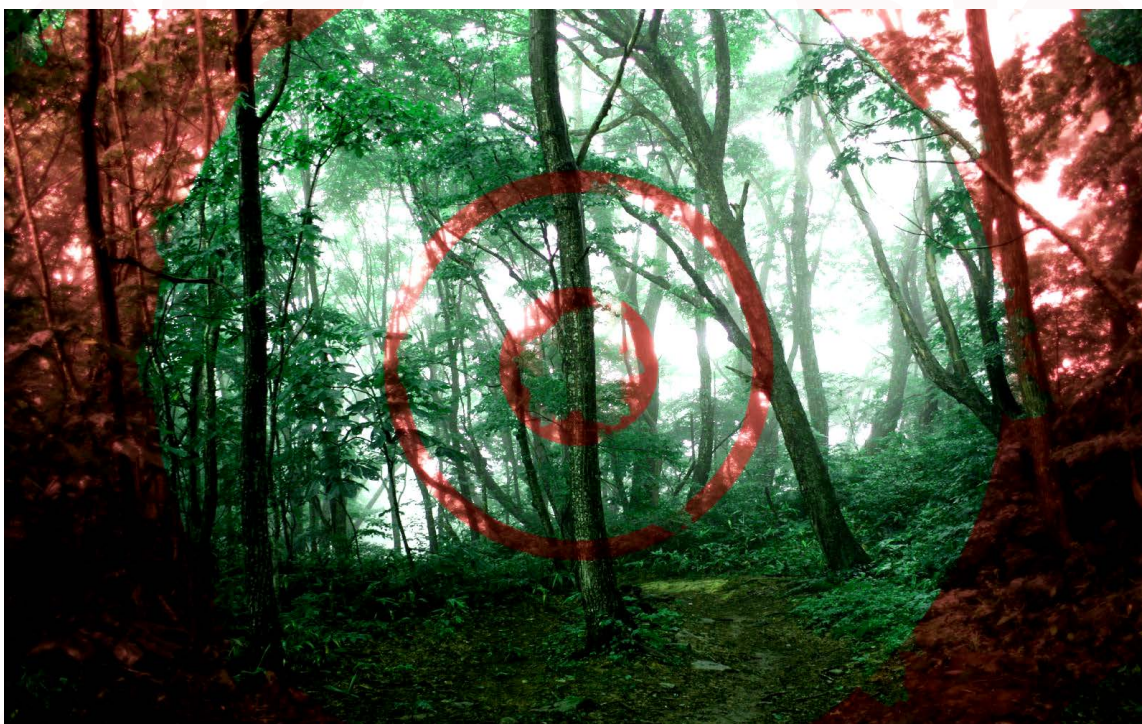
the warriors is their faces. Featureless most of the time, they shift into cheerful smiles anytime they are used in combat. At the moment the warriors follow the orders of the auxiliary troops. **Gibson Automoton:** Level 2, 3 when stabbing with a spear. Travel in groups of 3, attacking those who violate Pytharon law.

No one knows what payment Esta provided for the constructs, but periodically Gibson returns to the city, examining the gates with various devices. When he's not at the city he can be seen flitting about the fields in his large floating chariot, also made from white stone, and covered in a giant gold cloth canopy. **Gibson Ranne:** Level 5, 6 while riding his flying chariot, which moves at long distance per round.

THE CELESTIAL CONSPIRACIES

The twisting movements of the gates have spawned a number of conspiracies, each believing that they hold the key to understanding their greater purpose. Most of the conspiracies are small and harmless, but few have grown powerful, and potentially dangerous. The Star Revelers Conspiracy believes that the Calendars are a means for the architects of one of the prior worlds to return after a long slumber. Half of the conspiracy welcomes this outcome, believing it will harken a new era. The other half lives in dread, believing that the prior world ended because of the tyranny of the architects. They stand prepared to defend the Ninth World from enslavement at the hands of the priors, amassing weapons and cyphers for the end times.

The Transformationist Conspiracy studies the effects of the Calendars on the surround country side. They believe that entities from another reality utilize the gates to gain entrance to earth, and then perform radical experiments on the local flora and fauna. The conspiracy is constantly on the lookout for anything unusual, and will get violent if they suspect the actions of visitants or other nonhuman intelligences.



THE GLEN OF WONDERS

The Glen of Wonders is one of the more difficult locations to get to along the Wandering Walk. Located deep in the Ba-Adenu Forest, many perils lie between the Glen and would-be visitors. Most pilgrims travel in groups as numbers making the trek safer. Lone travelers rarely survive, for some of the most dangerous creatures in the Ninth World reside in the forest.

Many pilgrims describe finding the glen like coming upon a dream. A small canyon valley, the Glen of Wonders looks like a beautiful garden plopped right into the middle of a thick forest. Hundreds of water falls and pools, strange and exotic plants in a riot of colors and perfumes, and giant trees, twisting around lovely and bizarre buildings all make up the glen. The Glen also contains thousands of colorful birds and butterflies, not found anywhere else in the world. The temperature is always perfect, regardless of the season.

A WORLD OF PLEASURE

While a breathtaking example of natural beauty, spending any length of time in the glen reveals intelligence behind the design. Trees with roots that form comfortable

benches, carved seats in the various pools, and fruit trees perfectly planted where travelers often congregate. Though subtle, it is clear that the Glen of Wonders was made to cater to the needs of people, but beyond that, little is known of its purpose.

The glen is a popular destination for travelers and pilgrims, and at any point during the year, there are around 200 people in attendance. From the outside the glen seems to be fit in a small valley, but once inside it always has just enough room. Aeon Priests have attempted to find an explanation for centuries, but none have succeeded.

Upon entering the Glen of Wonders, travelers are presented with a necklace possessing a single emerald crystal strung on a simple hemp twine. Wearing the necklace allows those within the glen to communicate using an exchange of thoughts and feelings. The pilgrims who dwell in the Glen of Wonders year round claim that it is a place of reflection, and prefer that audible speech be limited.

The every need and whim of visitors is met by beings known as “the Silent.” The Silent are abhuman creatures that blend animal features with human in ways usually startling and always beautiful. As indicated by their name they never speak, and will follow the wishes of any person within the glen. They often are able to anticipate the desires of people, bringing food or a washcloth before the

desire is even spoken. Some believe that the Silent use the necklaces to read visitors' thoughts, but others discount this, claiming that the Silent have merely learned to listen to the needs of others.

WONDROUS FEATS

Those who dwell within the glen lead a decadent existence. Food is prepared in great amounts and in an endless variety. While many choose to dine on the meals prepared by the Silent, those with a more adventurous spirit dine on the fruit growing in the glen. Always ripe and in season, the various fruits are easy to harvest. Consuming the fruit of Glen causes a powerful emotional response, different for every fruit. The effects can be short lived or can last for hours, depending on the food and person. Some inhabitants have taken to creating alcoholic nectars, causing strange and disturbing experiences.

Many pools dot the canyon walls. Available in a range of temperatures, most pools provide relaxation, or occasionally some erotic fun. A few of the pools have waters that are luminous in sunshine and moonlight. Called dreaming pools, those who swim there experience powerful hallucinations. Some of the dreams are of foreign vistas, likely not of this world. Others feel like memories of people from the prior worlds. Each pool is different, and never provides the same dream twice. Given the unique experiences, visitors often use their necklaces to share the dreams.

THE BEGGARS

Scattered throughout the glen are some peculiar individuals. Called the Beggars by the permanent residents, they wonder around looking for new comers. Dressed in barest of rags, they seem unable to partake in any of the glens many offerings. The pools hold no effect, nor do the fruit, and the Silent completely ignore their presence. If spoken to, they plead with the individual to share a unique memory or experience. They claim their time is running out, and they want to stay just a little bit longer. Locals claim that some people simply can't enjoy the wonders of the glen, and dismiss their existence. Though it is difficult to monitor their population, close observation does reveal that they do occasionally go missing.

WISH PALACES

Every person who enters the glen who plans on staying for more than a single night is presented with what is called a "wish seed." Small silver spheres, the wish seeds create the dwelling where people rest and sleep when planted in a tree. Taking only minutes to grow, the homes can be anything from a single room to a multi-floored palace. The necklaces allow individuals to customize the interior of the dwellings. Some choose to replicate the palaces of the Steadfast nobility. Others create unique homes, with walls made of light or interiors modeled after giant silk pavilions. Those who take up living in the glen often get bored, and will reform their wish palace once a day, or even once an hour.

THE LEADER

Though there is little structure in the Wondrous Glen, the residents do acknowledge a single leader. Serene has lived in the Glen for many years. A powerful nano, she is known for her beauty and wit. Serene is always willing to take the time to speak to travelers who are new to the area. She is the perfect conversationalist, possessing knowledge on a vast array of subjects and is very interested in seeing and discussing the numenera. **Serene:** Level 6, 7 when identifying numenera or casting esoterics.

THE CAVES

Should any visitor take an unusual interest in the Silent, they might be approached one night by a male Silent with prominent red canine features. Unlike all of the others, he speaks into the minds of the visitors and asks to show them something. He leads them to a cave that corkscrews down several hundred feet. The tunnel eventually opens into a large dome full of prior world technology. Green houses growing the food, fabrication devices producing goods, and a host of other strange machines fill the space. Silent scurry about, tending the machines with obvious practice and expertise. The Silent then explains that Serene runs the facility, and that she uses the permanent residents of the glen to create the Silent. He then pleads for help in escape from this slavery.

A HIDDEN ARCHIVE

The Cold Desert is friend to no one. Difficult to traverse for even the most skilled of guides, most avoid the desert all together. Yet for the pilgrims of the Wander, one of the most coveted monuments can be found in that desolate place. Part of the allure in traveling to the Drifting Archive is that it never remains in one place for long. Visiting the Archive is a badge of the dedication of a pilgrim, and many boast that it is the true test for those on the Wandering Walk.

Finding the Drifting Archive requires both skill in survival, to endure the rigors of the desert, and negotiation. A lone pilgrim or even a band could wander the desert for a hundred years and never find the Archive. Travelers need to follow rumors of its location from settlement to settlement, hoping to catch the location before it moves again. Residents of the Cold Desert are closed mouthed and xenophobic, making the task that much harder. Trade is the safest bet, for life out in the desert is short and brutal.

Expeditions to the Drifting Archive often take months to plan, and require the skills of many experts. Supplies must be gathered, given the scarcity of food and water. Goods to trade with locals must be assembled. Even with months of planning, it can take two or three expeditions before pilgrims ever make it to the Drifting Archive.

A FORGOTTEN LIBRARY

The Drifting Archive is easy to miss in the featureless landscape of the desert. Made of a dull grey metal, travelers often mistake the archive for a large rock outcropping. Most of the archive remains underground, with only a single tower thrusting above the surface. Entry is made through a single rectangular door, which opens when anyone approaches.

The interior of the archive is a giant hollow cylinder with thousands of levels. Each level is connected to the one above and below via dozens of hover platform elevators. Levels are filled with numerous tables and chairs, where visitors and inhabitants can often be found hunched over studying. Touching a table causes it to light up, accessing the knowledge of the archive. The information available

in the archive seems limitless, but because it is written a variety of languages, all long dead, deciphering the information has proven a monumental task. Often the tables create holographic diagrams of objects no one has names for yet.

HIDDEN TREASURES

Spreading out in a twisting labyrinth of hallways and rooms, the Drifting Archive appears to lack a coherent design philosophy. Some of the chambers contain unidentifiable objects that are either broken, or merely decorative. Making assumptions in the archive can be dangerous, as one Aeon Priest discovered when he touched a glass sculpture only to have all of the water ripped out of his body.

Many of the rooms are empty, seeming to have no purpose at all. Some appear empty, but then change as soon as they are occupied. These rooms are called viewers, for the rooms show distant landscapes, or movements of celestial bodies. Not all are records either, for some have shown cities of the Steadfast.

Occasionally a pilgrim is lucky enough to stumble across a cypher or more rarely an artifact. Most of the easily accessed rooms have already been picked cleaned, but the archive is vast and mostly unexplored. Those willing to chance getting lost can find wonderful devices unseen for untold millennia.

THE READERS

Most believe that the Drifting Archive is a repository of knowledge from a prior world. This idea is supported by the Order of Truth, who often sends Aeon Priests to study the contents of the giant complex. In recent years a cult known as the readers has proposed a different idea. They claim that the archive is piece of heaven that has broken away and landed on earth. Mastery of the sacred rituals inside will allow the members of the cult to ascend to the heaven and cast out the cruel gods that have ruined the world. The cult has levels of initiation, requiring that members master certain mysteries before moving to the next rung. They tattoo themselves with script found in the table displays, and cast auguries using the sigils found within the complex.

The Order of Truth dislikes the hold that the Readers have over the Drifting Archive. Considered one of the most important repositories of prior world knowledge, the Amber Pope's allies are concerned about such a superstitious group holding sway over a repository so powerful and important. Unfortunately the war in the north and the unpredictable movement of the archive has prevented the Order from taking the archive in hand. Still, Aeon Priests are periodically dispatched to monitor the situation.

The Readers believe that the Curators are angelic spirits trapped in our realm unable to return to their home. They claim to know the names and signs of several of the Curators and that if drawn and spoken, the curator will be summoned and must do their bidding. The Curators summoned in this fashion are hardly willing subjects, and work hard to thwart or even harm their summoners.

Most Curators prefer to trade their knowledge with the visitors of the archive. They offer knowledge or even translations in trade for various tasks. Sometimes they

simply need help interacting with an object from the outside world. Other times they require something retrieved from deep with the archive. Mostly they seem interested in disrupting the activities of the various groups who dwell in the library. Observing the Curators can reveal that they appear to work at odds from one another, though what their schemes are for, no one can tell. **Curator:** Level 5, 6 when in a viewer room.



ABANDONED HELPERS

Humans aren't the only ones who walk the hall of the Drifting Archive. Beings calling themselves "curators" can manifest throughout the installation. In some ways they appear to be holograms, a technology familiar to many from the Steadfast who study the numenera. Unlike that technology, the Curators are able to interact with matter from the archive, although things brought from the outside they pass right through.

Most pilgrims tend to stay in the upper levels of the Drifting Archive. Some whisper of frightful creatures that lurk below, but most are merely concerned with getting lost. An Aeon Priest name Gav has been making a study of the languages used in the archive. He will offer to pay anyone who is willing to go to the lower levels, believing he has discovered a series of keys that will help him translate the languages of the archive. Should anyone undertake his task, or simply go exploring, they will most definitely run afoul of dangers, both natural and artificial. Those working for Gav will also learn he has earned the wrath of the Curators, for some unknown reason. **Gav:** Level 3, 4 when translating ancient languages.

THE DEPTHS

First Entry

Master Edvarr has encouraged me to keep this journal to help me chronicle my journey along the wander. I feel as though this is a waste of time, but he has travelled the Wandering Walk for many years, so perhaps I shouldn't resist so much. I'm just so frustrated. The wander is supposed to bring us closer to the numenera, and yet I feel nothing. Though I have been blessed with the bloodscar for three seasons, and have traveled along the wander for twice that time, I can still barely distinguish between the mundane and the gifts of the prior worlds.

Twelfth Entry

It's finally happened. The mark is leading me somewhere. At first I thought it was a simple toothache. But after speaking to Zarra, the healer in our band, she assures me that there is nothing physically wrong with me. For days the ache has been growing stronger, and the swirling marks on my wrists have itched terribly. It is all I can do to not rub my skin to bleeding. Master Edvarr agrees with me that I am feeling a connection to some numenera, though we know not what. Finally this all seems to have been worth it.

Thirteenth Entry

The band has stopped at the glass fountain, one of our group's traditional visits along the walk. I have seen many times, but it is not the thing calling to me. I haven't slept well in more than a week. Master Edvarr has sent me with Gedic to go and try to find what it is that pulls me so. He plied me with the usual cautions, but I know that this is what I am supposed to be doing. Caution will not serve me on this journey. I will finally show them what I am made of. I think I might finally sleep tonight, though that may have as much to do with Gedic's wine skin and flirtatious advances.

Fourteenth Entry

This journey has proven more dangerous than I expected. Last night we lost of the pack lappas to an unknown beast that was faster than anything I have ever seen. We could hear the screams of the lappa, but were unable to find any remains or supplies the next day. Unfortunately, the loss of provisions means we can only search for another three days before we need to turn back. We could go longer if it weren't for so much underbrush, but travel has been slow. I'm not worried, I know we are close.

Fifteenth Entry

We have to turn back now. We were so close. It's all I can do to not sob at thought. My scar has spider webbed all over my body. I can't stop scratching, and I think the bleeding makes Gedic uncomfortable. When we return, I know I'll be able to convince Master Edvarr that we need the resources of the whole band in order to make to the site. I realize now why it took me so long to make a connection to the scar and the numenera. I was meant to discover a site so profound that it will change the Wandering Walk forever. Surely my master will realize that this is too important to ignore.

Sixteenth Entry

Gedic is dead. Even as I look at the words I don't believe them. Or maybe I just don't want to believe them. This time it came in the day. I still don't know what it looks like, it was so fast. Gedic didn't even scream at first. I chased after it, following the sounds of crashing brush and Gedic's screaming. I fired a bolt of lightning from a cypher I had recovered from the wind lands ruins. I think that's what made it flee his body. I left it there. As soon as I find this numenera, I can go back and build him a proper cairn.

Final Entry

I know that this will be my final entry... Oh, why didn't I listen to Edvarr? I found what I had been searching for. In a shallow, I came upon a copper disc. Standing in the circle was the most beautiful man I had ever seen. Luminous skin and bright blue eyes, he made me want to fall to my knees and weep. His voice was like a song. He asked to be let free, and oh was I eager to help. Soon after, I realized my mistake, for I have never seen eyes so cruel. I turned to run, but a silver dust swirled around me, and suddenly I had no legs. As he strides out into the world, and I know I have released something evil. I now know that the feeling wasn't calling me, it was warning me.



CHAPTER II: PEOPLE TO BE



Those who follow the Wandering Walk as pilgrims are known as peregrines, or simply “birds” by those with less respect for their devotion. Though the Order of Truth fully supports the peregrines, for their devotion to the cause of understanding the past, there are many who see the birds as prey or even troublemakers themselves. Some see the peregrine interest in the past as clueless sightseeing. Others seek to steal the artifacts they find along their wanderings.

For their part the peregrines stick together for mutual protection and in order to pass along knowledge of the path of the Wander. The bloodscar that grows on the palms of those who travel the Wander makes it somewhat easy to identify oneself. The size of a peregrine’s scar is used as a kind of rank, due to its growth as a pilgrim ventures further along the Wander. In moments of tension, the size of the scar will generally determine whose word is believed or advice is taken.

For those with experience along the Wander, the bloodscar tells more than just time spent wandering. Each scar is a story of experiences and attitudes. The purest of truth

seeking peregrines manifest a bloodscar with circular undulations, the more predatory travellers often find their scars jagged and spiraling in shape. A character with a bloodscar may attempt to gather information about another’s journey by looking at their bloodscar and making an Intellect task against Difficulty 4. Success reveals which of the following best describes the nature of journey on the Wander: pilgrim, bandit, merchant, or priest.

The bloodscar is more than a mere mark however. As the scar grows it extends powers relating to the numenera to those who learn to concentrate and control it. The scar is connected in some way to the discoveries of the Ninth World, serving as a bridge between the wanderer and the strange things they find along the way. As the scar grows, so too does its power, granting fantastic insights into the workings of the world in some cases.

Startlingly, the scar seems to conform to the goals of the wanderer, granting roadside bandits greater ability to perform their cruel activities, and priests better means to provide knowledge to those who need it. It is as though the

Wander itself were constructing the complex ecosystem of pilgrims, sages, and raiders found along the its paths.

The following groups represent major organizations found along the Wandering Walk. Joining one costs 4XP and replaces the Skill level requirement for gaining your next Tier, providing the Benefit listed in the section and allowing you to switch Focus to the one presented, relating to the nature of their bloodscar. All Focus powers granted by these organizations require you to either stare at your scar or extend it out towards your target, which means your scar hand must not be holding anything else, such as a weapon, shield, or cypher.

PEREGRINES

Pilgrims of the Wandering Walk, known as peregrines, are easily the best known travellers in the Ninth World. Though each has their own reasons for following the twisting pathways of the Wander, all appear devoted to the notion of understanding the past and seeing just what strange things the ancients left behind. Though no one seems to know just when, where, or why the peregrines began, the bloodscar is certainly a piece of the puzzle. Without it the peregrines would merely be sightseers. Its growth represents the expansion of their own knowledge, and gives them a reason to keep going.

Benefit: You possess a bloodscar, potentially delving into its power through the Bears the Scar of the Peregrine Focus. Additionally, you may spend a single Intellect point (not discounted by Edge) to know how far a ruins or other numenera site extends into the surrounding terrain. Doing so takes your action.

Organization: The peregrines have little formal structure, though they do defer to those with larger bloodscars. However, the Order of Truth is seen as an absolute authority to most pilgrims, and they take their words quite seriously. Though they would not

necessarily follow orders, they heed the advice of Aeon Priests and seek their approval.

Goals: The purpose of the peregrines is to seek wisdom from what is left of the ancients. For some this explicitly includes scavenging what they can of old technologies. For others it is important to leave discovery sites untouched for future pilgrims to enjoy. This division runs deep between peregrines, and many will not travel with those of the opposite view.

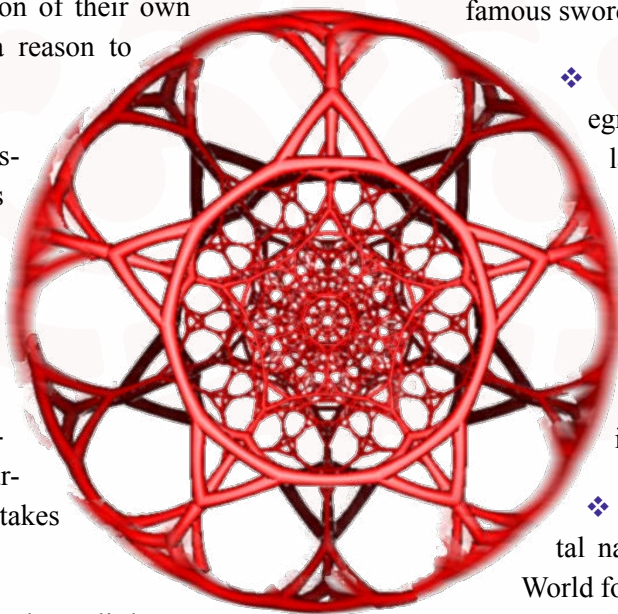
Methods: The peregrines rely on word of mouth for much of their success. They pass on stories of various wonders they've seen, enemies they've faced, and dangers they know of. For those who cannot sense the Wander, they must rely on local knowledge and the experience of other pilgrims to know which way to go in order to stay on the eternal path.

IMPORTANT FIGURES:

❖ A guide named Mechid the Burnblade protects pilgrims passing through the northern kingdoms of the Steadfast. He is said to have a perfect memory of every winding turn of the stretch he guards. **Mechid:** Level 5, 6 on attacks with his famous sword.

❖ In the Ba-Adenu Forest a peregrine named Gosla walks a particular portion of the Wander over and over again. Her wisdom is confined to the forest, and her devotion is at times hostile to those who question her choice, but she is loyal to her fellow pilgrims. **Gosla:** Level 4, 6 on topics relating to the Ba-Adenu.

❖ A seemingly human immortal named Esal has walked the Ninth World for as long as anyone knows. Some say it is he who made the path of the Wander, but others view this man, covered in bloodscar from head to toe, as a slave to its path. Esal will not speak on the topic. **Esal:** Level 9, 10 when resisting damage.



BEARS THE SCAR OF THE PEREGRINE

Your bloodscar manifests as a complex circular pattern on one of your palms. By focusing on your scar and extending your hand, you activate the power within it, drawing upon the wisdom you've gained in your travels along the Wander. As a bearer of the scar of the peregrine you are focused on finding and understanding strange locations. You may not fully comprehend the nature of a place or object, but you come to catch glimpses of their purpose and through those insights you are made wise and eventually powerful.

Connection: Choose one of the following.

1. Pick one other PC. You've travelled with this person on a significant portion of the Wander.
2. Pick one other PC. You're from the same village or city, with the same old friends.
3. Pick one other PC. You once rescued this person from a significant danger on the Wander.
4. Pick one other PC. You're serving as a guide for this person.

Minor Effect Suggestion: You sense a nearby Oddity.

Major Effect Suggestion: You sense a nearby Cypher.

GM Intrusion: Your senses are occluded by a powerful Numenera effect, disabling all of your sensory powers for the next 1d6 hours.

Tier 1: Wander Walker. You have an intuitive sense of the Wandering Walk, allowing you to stay true to its course no matter what. You always know the direction of the next sight to see along the Wander. Enabler.

Alert Traveller. You begin with 3 additional Intellect pool, representing your alertness to dangers along the way. Enabler.

Tier 2: Danger Sense. You cannot be surprised by an enemy attack and you enjoy an asset on initiative rolls. Enabler.

Tier 3: Cypher Sense (3 Intellect points). You perceive any Cyphers and Oddities in the room without the need for a roll. Action.

Understanding (1 Intellect point). You gain a single piece of information regarding the original purpose of a piece of Numenera or a discovery. This will not be complete detail on the subject, but will provide a significant clue. Usable only once per location or object. Action.

Tier 4: Pay Respects (4 Intellect points). You kneel before a discovery, paying homage to the Numenera as a connection to the past. For the next 28 hours you benefit from training in a temporary skill relating to that site. Action.

Tier 5: Bloodscar's Protection (5 Intellect points). You and anyone you choose to protect within immediate range gain +2 to their Armor rating for the next three rounds as a sphere of red light wraps around you. Action.

Tier 6: Craft Reliquary (10 Intellect points). By encasing a major piece of a discovery in a reliquary of numenera parts, you create the following Artifact. You may only do so once every full moon, as there is something on that celestial body which powers the Artifact. Construction takes 10 hours at work with the appropriate tools and materials. Enabler.

NUMENERA RELIQUARY

Level: 6

Form: An ancient device encased in metal and glass

Effect: When activated you become surrounded in red light, which grants you an Asset on Defense rolls for the next four hours, though it makes you easy to locate.

Depletion: 1 in 1d10

VULTURES

A counterpoint to the peregrines are the vultures, crews of bandits bent on acquiring the most powerful numenera devices they can. While some are more violent than others, all vultures are despised by their fellow wanderers as a pest which threatens the very existence of the Wander. Unbeknownst to most, the vultures are masters of scavenging and jury-rigging, at times able to find Cyphers where most find garbage.

Sometimes vultures leave their crews and extended families and join up with more legitimate travellers. Though they are mistrusted, their skill with the Numenera often makes them valuable allies.

Benefit: You possess a bloodscar, potentially delving into its power through the Bears the Scar of the Vulture Focus. Additionally, you begin with the following Artifact:

JURY-RIGGED VEHICLE

Level: $1d6 + 2$

Form: A junk-covered vehicle hovering a few feet off the ground.

Effect: When activated, the vehicle flies across the landscape at around 45 miles per hour (72 km per hour), still only a few feet off the ground. During combat it may be maneuvered at Long distance per round as your movement. The vehicle carries the driver and up to one passenger.

Depletion: 1 in $1d10$. Once depleted the Artifact may be restored through the sacrifice of an unexpended Cypher and a successful Numenera skill roll against Difficulty 5.

Organization: Most vultures are divided into small gangs, called crews, usually numbering between six and a dozen members. Crews active in a given stretch of the Wander compete with each other for locations to scavenge, and peregrines to attack. They are incredibly mistrustful,

even to each other, and only the strongest are capable of leading more than one crew on a raid. Fierce independence seems to be their motivating drive, pushing out any long term sense of community.

Vultures come from many walks of life. Some are criminals, ostracized for heinous disregard for law and tradition. Others are gangs of misfits and vagabonds. A small percentage of the scavengers are simply outcast tinkers and artists with no other community to join.

Goals: To live free is the goal of any vulture. They eschew the trappings of civilized life, building unique lives for themselves off the strange objects they find in the lost places of the ninth world. They raid and attack because weapons and vehicles are the most obvious creations for such survivalists. What do they care for the religious crazies they steal from and kill?

Methods: Scrounging and raiding to survive, the vultures carve out an existence that is both harsh and surprisingly advanced. Some find food production numenera, defensive force field generators, or other amenities that afford advantages others lack. It is their very nature which places them in the dangerous locales where wondrous and useful objects come into their stained and dirty hands.

IMPORTANT FIGURES:

1. Garig Flamescar is an infamous raider and jack who leads four crews of vultures in the Beyond. He seems to be searching for something within the ruins his crews scavenge. **Garig:** Level 5, carries 5 Cyphers he uses in a pinch.
2. The cobbled together vehicles flown by the top vultures are made by a numenera savant named Edenea. Her skills are so important that her word is law among the vultures. **Edenea:** Level 4, 6 when repairing numenera.
3. Bridius is a hairless and muscular former-gladiator who now leads a fearsome crew of vultures known for excellent hit and run tactics. A blue-skinned mutant, Bridius seems to be able to absorb energies that others find dangerous. **Bridius:** Level 6, 8 when resisting energy attacks.

BEARS THE SCAR OF THE VULTURE

Your bloodscar burns with a need to scavenge and rebuild using the materials of the prior worlds. You yearn to bring back the old world to make it yours. The world should be for the living, not the dead who made these wonders. Vultures grow their bloodscars through hard living in the lands surrounding the Wander, pillaging and reconstructing using the odd parts they find interesting and useful. The scar gives back, making you more and more adept at honing in on prime objects of numenera, taking them, and making something incredible for your trouble. Sometimes what you make would put an Aeon Priest to shame, should they ever lower themselves to taking a look at your gear.

Connection: Choose one of the following.

1. Pick one other PC. You've served in a crew with this person in the past.
2. Pick one other PC. You once raided this person's caravan, but decided to spare them their life.
3. Pick one other PC. Your bloodscar tingles when this person enters the room.
4. Pick one other PC. You repaired or built this person's most prized piece of equipment.

Minor Effect Suggestion: Your bloodscar blazes with light and grants you an asset on your action next round so long as it involves the numenera in some way.

Major Effect Suggestion: The last Cypher you used is still functional, and you can use it once more.

GM Intrusion: Your Cypher or Artifact malfunctions and targets someone else, possibly you.

Tier 1: Scavenger. You are trained in crafting tasks related to scavenging parts and simple repairs. This skill

also applies when attempting to locate and figure out the use of Cyphers. Enabler.

Tier 2: Red Descent (2 Speed points). Shrouded in a dull red mist, you move at twice your normal distance this round, so long as this movement brings you closer to an enemy. If you would have moved Immediate, you move twice that, if you would have moved Short you move Long, etc. Enabler.

Tier 3: Rig Up (3 Speed points). You fix a broken (non-numenera) item you touch with your bloodscar, so that it works for 1d6 rounds. Action.

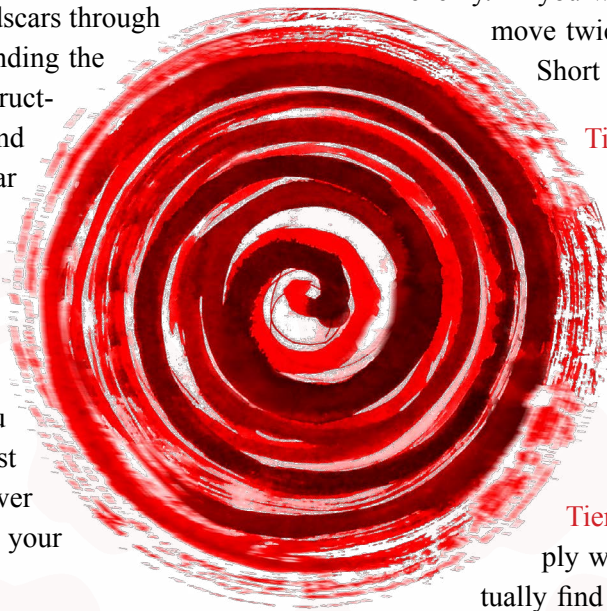
Master Scavenger. You are specialized in the tasks granted by your Scavenger ability. Enabler.

Tier 4: Wander. Whenever you simply wander the Ninth World, you eventually find yourself on the Wandering Walk, though this may take several days or even weeks of travel if you are very far away. Enabler.

Ambush (4 Speed points). You and your allies get the jump on your foes this combat, taking your turns before all enemies no matter the Initiative rolls. This ability must be used at the start of combat. Enabler.

Tier 5: Nest. Choose a location along the Wandering Walk upon gaining this feature. You have a hidden base here that's very difficult to find or break into (each a Difficulty 8 task). Enabler. [Note: vultures who are more mobile in lifestyle may take a +5 bonus to their Speed pool instead of this feature.]

Tier 6: Invent (10 Speed points). You cobble together parts from 3 expended Cyphers to construct an Artifact, guided by the scarlet glow of your bloodscar. You determine the form of this item, based on the Cyphers from which you built it, and pick an Artifact from the Numenera corebook. Your new Artifact has that item's effect and Level. Construction takes 10 hours of work using appropriate tools. Enabler, usable once per month.



AEON WALKERS

Aeon Priests operating near the Wandering Walk play a crucial role in keeping knowledge of the fantastic numenera along the journey alive. They are lore keepers, way finders, and protectors of the pilgrims who endanger themselves in the name of ancient truth.

Called Aeon Walkers, they take their jobs somewhat more seriously than others of their order, making sure to pass down their crucial understanding of local dangers on to apprentices.

Benefit: You possess a bloodscar, potentially delving into its power through the Bears the Scar of the Aeon Walker Focus. Additionally, you gain the Position long term benefit (see the Numenera corebook page 111), which represents your importance to the communities along the Wander.

Organization: Bound to the same hierarchies as their parent “religion”, the Aeon Walkers respect their leaders within the Order of Truth, but benefit from the autonomy of operating in the field. Each is usually a master or an apprentice, and each is often revered by the local populace as knowledgeable of in the dangers of the Wander. In some places Aeon Walkers are given formal positions within tribal governments.

Goals: Aeon Walkers are priests who wish to do more than merely study books and conduct laboratory experiments within the stone walls of the order. They are dedicated to going out and unearthing knowledge directly. The Walkers are also concerned with protecting the peregrines, and make them a top priority when in the field.

Methods: Most find a locale to protect and specialize in operating there. Even a relatively small region can contain many important prior world sites. A smaller number become wanderers themselves, following the Wandering Walk to

witness its wonders and travelling with peregrines for mutual protection. In either case the Walkers focus on gathering and studying useful numenera for the journey.

IMPORTANT FIGURES:

- ❖ Yadein the Aged is ironically a youthful looking scholar within the Aeon Walkers. His appearance as a man of perhaps twenty derives from a strange elixir he discovered many years ago, which has kept him young ever since. Yadein is famed for his wisdom, for he is nearly two hundred years old. **Yadein:** Level 5 (7 when speaking about history).
- ❖ A chronicler of powerful numenera creatures named Veseshal operates along the Eastern slopes of the Black Riage. Her journals are cherished for their attention to detail. **Veseshal:** Level 3 (5 when dealing with creatures).
- ❖ A Walker going by the moniker “The Red Crow” operates within a clave near the Clock of Kala. Her knowledge of the region is unmatched, owing in part to a flock of highly intelligent birds that follow her commands and scout on her behalf. **The Red Crow:** Level 4 (5 when surrounded by her birds).





BEARS THE SCAR OF THE AEON WALKER

You've completely devoted yourself to providing the knowledge of the Order of Truth to those who need it along the Wander. The peregrines and other wanderers need your help and the sites along the Wandering Walk are great places to learn more about the ancients of the world. At times you are the enclave's wise woman, at times the local technician. You might think of yourself as a religious leader or a field researcher, but either way you draw power and knowledge through your unique bloodscar.

Connection: Choose one of the following.

1. Pick one other PC. You've been mentoring this person for years.
2. Pick one other PC. You see great potential in this person and want to make sure they live up to it.
3. Pick one other PC. You've operated within this person's community for a long time and know them well.

4. Pick one other PC. Your sage wisdom saved this person from a numenera disease or device.

Minor Effect Suggestion: An ally within immediate range gains an asset on their action next round.

Major Effect Suggestion: An ally within immediate range gains +2 Effort rating during their action next round, glowing in the light of your bloodscar.

GM Intrusion: You've completely misunderstood a piece of numenera, providing very dangerous advice on dealing with it.

Tier 1: Encyclopedic Knowledge. You are trained in knowledge of the various dangers of Wandering Walk. You are also trained in the Numenera skill. Enabler.

Tier 2: Brotherhood (2 Intellect points). You touch someone who also bears a bloodscar, learning their identity, highest skills, and Level/Tier. Does not work on those without a bloodscar. Action.

Cypher Tinker. The range of any Cypher you use is doubled. Enabler.

Tier 3: Anointing (3 Intellect points). One person you touch becomes surrounded by swirling patterns of red light, causing all of their bonus damage from rolling 17-20 on attack rolls to increase by one point for the next hour. Action.

Tier 4: Enclave. Choose one village, town, or city. You gain the Home long-term benefit there (see the Numenera corebook page 111). People there tend to treat you as a respected sage or elder. Enabler.

Tier 5: Cypher Memory (5 Intellect points). You convert one Cypher you touch with your bloodscar into the last Cypher you used. Action, usable once per day.

Tier 6: Hoard of the Impossible. Your Enclave Home contains a vast storehouse of parts and scraps of numenera. Once per day you may cobble together 1d6 Cyphers there by spending an hour tinkering. Enabler.

CRESCENT MERCHANTS

Despite many dangers, the Wandering Walk is often used as a route for merchant caravans throughout the Ninth World. Some use these well-known paths because they are littered with easy to find landmarks and tend to stop in crossroads towns. Others enjoy easy access to peregrine pilgrims in need to supplies and equipment. One group of merchants moves along the Wander because they have little other choice. It is their home.

A strange feature of the Wander is a grouping of twenty nine crescent shaped metal plates which hover a meter over the ground, slowly travelling along the known path of the journey. Each of these objects is about the same area as a small home and over the years that is what they have become. At first only a few would dare to touch the ceaselessly moving things, but in the last decade a community of merchant travellers has sprung up upon them, calling it-self the Crescent Caravan.

Perhaps the oddest thing about the caravan is that the bloodscar developed by its passengers is different from all others, granting its own unique powers. Crescent Merchants who harness these abilities are known for their mastery of travel, even when away from the caravan.

Benefit: You possess a bloodscar, potentially delving into its power through the Bears the Scar of the Crescent Focus. Additionally, you always know the direction and distance to the Crescent Caravan. So long as you're going in that direction, your long distance travel speed is doubled.

Organization: Though there are only 29 buildings, each upon a single crescent, the residents of the odd artifacts are not alone. The crescents furthest at the back of their formation draw dozens of carts behind them and many smaller caravans follow the convoy for a stretch at a time. The resident trader families have formed a small

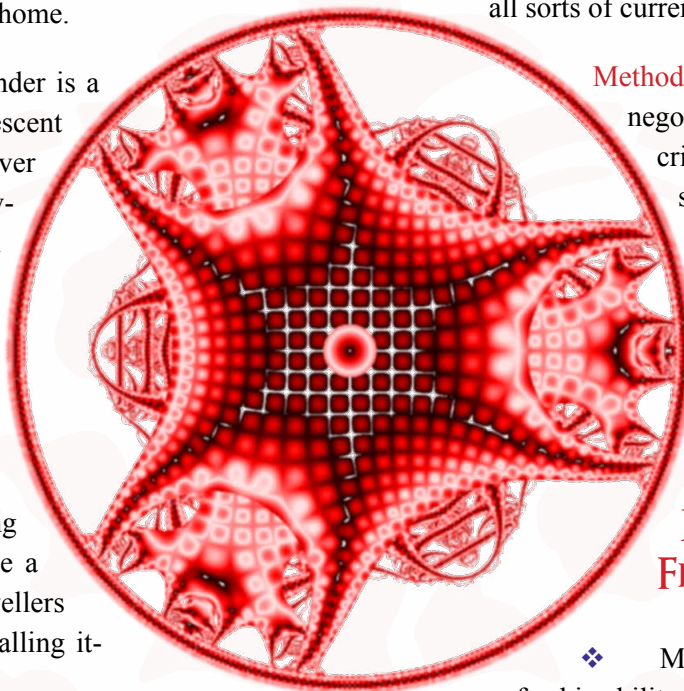
government, with each crescent given a vote on a council. The council appoints the mayor and sheriff of the convoy, but exercise a light touch when it comes to law and order. Deputies mostly work to protect the homes and animals. Though the merchants do not like the idea of government, they do impose strict rules against theft.

Goals: Profit is the primary motivation of the caravan, with safety a close second. Always on the hunt for sources of new goods and new customers, the caravan trades in all sorts of currencies and shins.

Methods: The council is willing to negotiate with bandits and other criminals if it means safe passage through a region. The fact that the caravan never stops makes it hard to deny access, but it also makes the merchants an easy target as it slowly crosses the landscape.

IMPORTANT FIGURES:

- ❖ Mayor Densov has been elected for his ability to negotiate with locals. His handshake is known as a truly binding contract, his promises always kept. **Densov:** Level 3 (4 on negotiation and diplomacy tasks).
- ❖ Gaena is a tracker who works as a deputy for the caravan, riding a three-legged beast few have seen the likes of before. Her ability to spot bandits ahead of the convoy is legendary. **Gaena:** Level 3 (5 when tracking and scouting).
- ❖ Following the caravan at a close distance is IS-9983, a hovering sphere of metal and synth with a glassy aperture for a face. The robotic sentry rarely speaks, but seems benevolent to the merchants. Oddly it bears a bloodscar on the side of its chassis. **IS-9983:** Level 7 (8 when attempting to harvest the brains out of creatures it encounters).



BEARS THE SCAR OF THE CRESCENT

Your bloodscar is itself made of many crescents, just as your caravan home. Though you came from the Merchant Caravan, your scar grants you the ability to travel in ways few can. You are a master of getting there and getting back, with an innate eye for quality numenera.

Connection: Choose one of the following.

1. Pick one other PC. Something tells you there's profit in following this person.
2. Pick one other PC. You've employed them as a local guide in the past.
3. Pick one other PC. This person often supplies you with useful numenera to sell. You'd like to see where they find it all.
4. Pick one other PC. You provide them with a spot in the caravan in return for information or protection.

Minor Effect Suggestion: You enjoy an asset on all movement related rolls until the end of this encounter.



Major Effect Suggestion: You discover a hidden path or shortcut to your destination.

GM Intrusion: You become the target of a group of bandits.

Tier 1: Guiding Light (1 Might point). Your bloodscar blazes with red illumination. Any of your companions moving in your direction for the next ten rounds travels at double the speed they would have. If used outside of combat, this power allows your allies to keep up with you even when you're utilizing your Crescent Merchant membership Benefit. Action.

Tier 2: Successful Merchant. Your merchant lifestyle grants you the Wealth long term benefit (see the Numenera corebook page 111), as long as you carry a stockpile of merchandise with you. Enabler.

Tier 3: Tireless Travel. You never get tired when traveling. You can continue even without sleep, though you obviously will not benefit from your Rest periods if you do not stop. Enabler.

Tier 4: Quality Merchandise (4 Might points). With the flip of a switch, you turn an Oddity you touch into a randomly selected Cypher. Action, usable once per day.

Tier 5: Caravan Justice (5 Might points). A person you touch begins to glow with a shimmering red light that restricts their movement. For the next 10 hours the target suffers a -1 penalty on all damage they deal in combat. Anyone attempting to see or attack them enjoys an asset on the task due to their glow. Action.

Tier 6: Homeward Bound (10 Might points). You and any number of allies within immediate range teleport to the location of the Crescent Caravan in a shower of scarlet light. Action.

Field Notes

Gloria Rempart

Expedition notes on the Obsidian Ruins, Black ridge Mountains

Arrival

We have finally made it to the ruins. The journey would have been easier had I been provided proper funding, but the recent war with the Gaians has made expeditions like these a low priority for the Order. Still, we made it with all of our troupe intact and with all of my equipment, which is the larger victory. The Obsidian Ruins is an eerie place, and I will admit that I didn't give much credit to the rumors until I actually stepped foot here. The place looks as though a city just erupted out of the side of a mountain. The material is still a shiny black, and gives the place a funereal cast. Frankly I surprised that the pilgrims aren't more disturbed by the ruins. My team is certainly unnerved, so of course I have kept my feelings to myself.

Day 1

I spent most of the day reviewing the records I brought with me from previous expeditions made by the Order. I found them to be disturbingly inaccurate. I have tasked my students with creating proper maps and descriptions of the ruins. Most of the pilgrims have already begun exploring the ruins, visiting sites of importance and renown. In many ways, their oral traditions are far more accurate than our written records. If we could only get them to strip the unsubstantiated superstitions from the facts we would have a trove of useful information. I may still ask the Order to assign an Aeon Priest with joining our walk, just to record these pilgrims' stories.

Day 3

I have made an intriguing discovery. As I surveyed the known areas of the city I discovered a lengthy hallway that wasn't mentioned in either my records or the stories the pilgrims brought with them. I was about to summon one of my students to properly catalog the place when the most elaborate murals caught my attention. The level of detail is astounding. So too is how well preserved the painting are. Most of the city's decorous features have either disappeared or never existed in the first place. Central in the murals were several figures appearing to be made out of some golden material. At first I assumed that they were fictitious creatures, most likely a recounting of some long lost myth. The figures tend to be engaged in various forms of combat, lending to my supposition. However in an adjoining chamber I discovered a scrap of what I believe to be the same material as made up the creatures on the wall. I have plans to begin searching for the beasts tomorrow. Jenny knows how to detect certain materials once she has touched them, so I am hopeful we will find one of these beings buried in the city.

Day 9

We've had some luck. Frankly I am surprised that we were able to locate a potential site so quickly. I was expecting to spend weeks in the search at the very least. After we had done a basic survey of the well-mapped areas I decided to examine the base of the city rather than the interior of the ruins. My hunch paid off. Unfortunately some of the pilgrims noticed my wanderings, so I am going to have to wait a few days until they lose interest. While they have been extremely helpful thus far, they can be a tad possessive of the objects inside the ruins.

Day 11

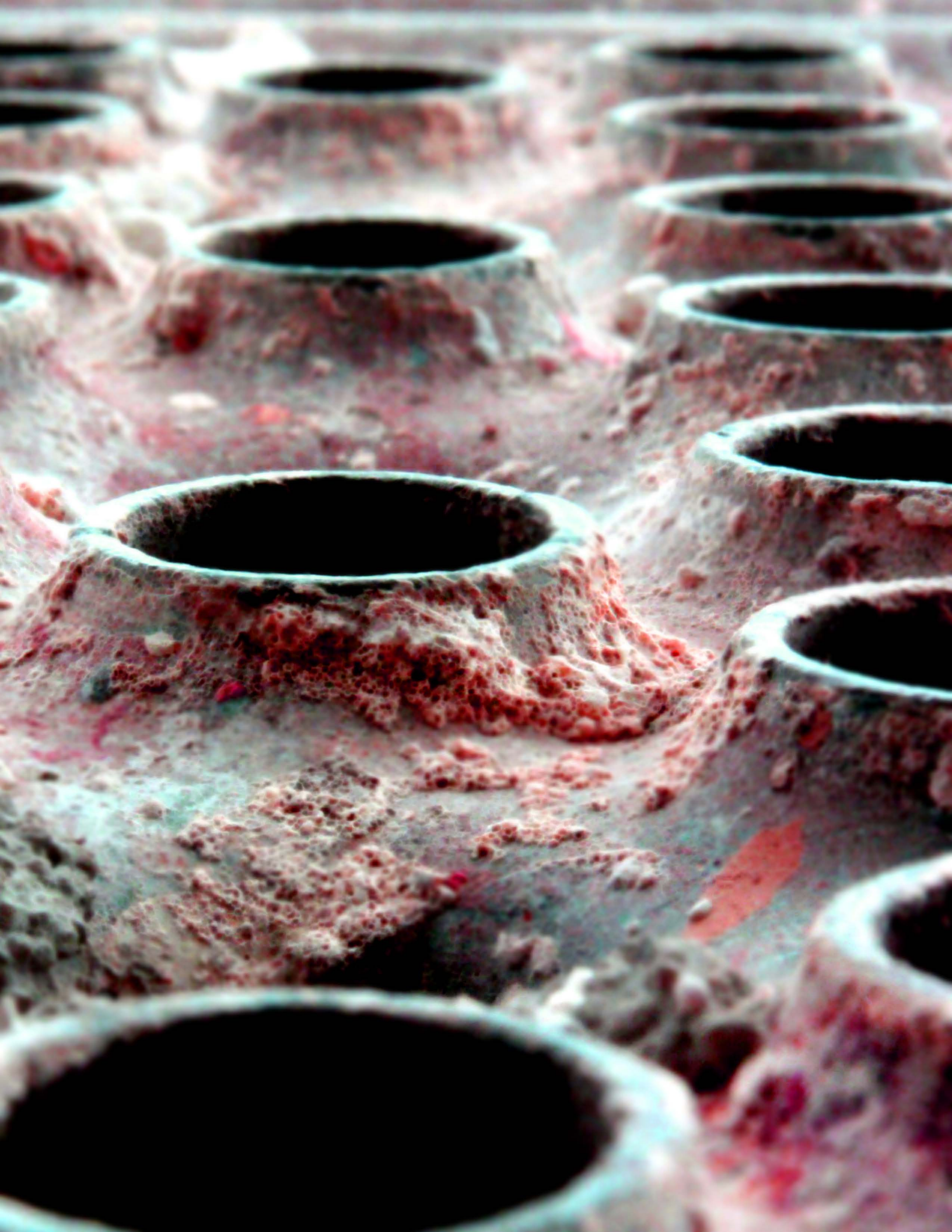
We've found them. I spent most of the day using my abilities to shift rock aside. A trying task given the granite of these mountains. Near the end of the day I finally spotted a glint of gold. Now of course comes the tedious process of extracting the creature from the rock without damaging it. Still, the thrill of discovering something new has revitalized my interest in this expedition.

Day 15

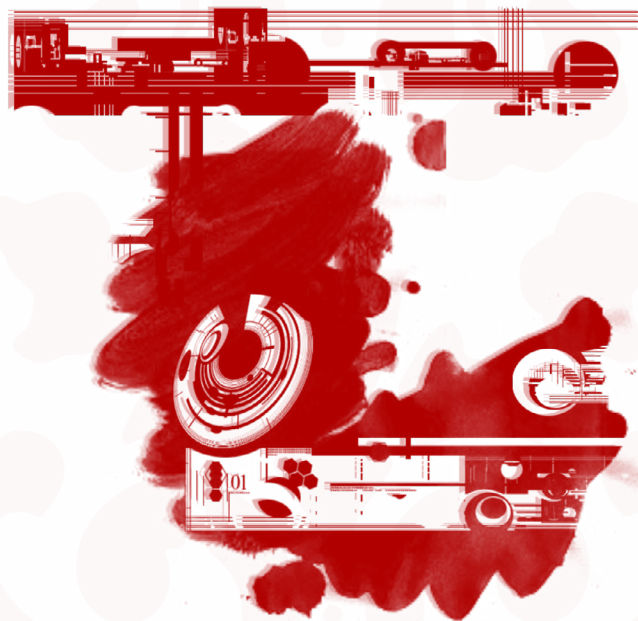
We have at last extracted it, and to my surprise it wasn't an automaton or statue, but rather a suit of armor. Clearly designed to be worn by humans, the object is a work of art. Every nano in the camp can tell that it is numenera, and I am eager to discover its functions.

Chroniclers Note:

Gloria Rempart was never heard from or seen again. It took several weeks for her students to return back to the Order. Subsequent debriefings revealed that the day after her final entry she and the suit were simply gone. It is believed that she took the suit and fled, but this is conjecture.



CHAPTER III: UNUSUAL CIRCUMSTANCES



The Ninth World is an unusual place, stuffed with baffling encounters defying reason. Some are quite dangerous, while others merely seem as much. From extradimensional portals to mutagenic rain, there's hardly a place untouched by the weird remnants of the prior worlds. There's hardly a route you can take that doesn't put you into weird's way, and the Wandering Walk is no exception.

Few things are as important to running a successful Numenera campaign as finding ways to keep adventures surprising and weird. The following chapter contains 36 ideas for strange events that a group of intrepid explorers

or pious peregrines might come across. These moments can be used to spice up an existing campaign during travel, or they can be used to punctuate Wander itself. They could be used in order, randomly rolled on the table provided, or printed out and cut up into a deck to be drawn from. A GM might even simply find these useful fodder for adventure ideas.

These events can be useful as flavor, momentary scenes in a larger adventure. Groups who want to make the most of them could alternatively use each as an adventure hook, in which case this deck could potentially last for months of play.

Roll 1d6 twice or choose from the following table:

1:

1. The Crystalblooms
2. The Eyes
3. The Five Spheres
4. The Future Self
5. The Ghost Knights
6. The Insidious Cough

2:

1. The Man in Black
2. The Mantis Corpse
3. The Monster of Clay
4. The Pod
5. The Sea Shells
6. The Slick Storm

3:

1. The Unseen Wall
2. The Truthspeaker
3. The Rubberlands
4. The Circle
5. The Tiny Man
6. The Human Cliffs

4:

1. The Gelatinous Fountains
2. The Frozen Image
3. The Blackened Bank
4. The Lizard Lands
5. The Message
6. The Boneyard

5:

1. The Herd.
2. The Gladiators
3. The Mother
4. The Joy Ride
5. The Hill
6. The Summoning

6:

1. The Pit
2. The Permanent Tools
3. The Tower
4. The Ear
5. The Dome of Truth
6. The Presence

THE CRYSTALBLOOMS

An expanse of sand appears dotted with blue flowers, which upon closer inspection are actually starburst shaped crystal formations. The crystals grow and spontaneously wither within the sandy area at an incredible pace, often appearing and disappearing in a matter of seconds. This makes traversal of the sand quite dangerous, with crystals bursting through a peregrine's boot and foot with ease.

THE EYES

The travellers come upon a field of eerie plants, each a long stalk with a single white bloom in the form of an eye. The stalks can move somewhat and will look at anyone who comes near. Should anyone pass directly through the field the plants become angered and begin emitting a hallucinogenic gas to protect themselves.

THE FIVE SPHERES

Five metallic spheres rotate a few meters above the ground, each about the size of a beach ball. If touched, the spheres converge in the center of their rotations and open a portal to a strange and barren landscape. Similar spheres appear to be rotating around the other side of the portal.

THE FUTURE SELF

Sitting on the ground along the Walk an elderly person hunches over a broken cypher of some kind. Greeting this person, one of the players realizes that they are looking at a much older version of themselves. Though this seeming time traveller won't go into too many details about the future course of events, they are keen to get help fixing their broken time travel device.

THE GHOST KNIGHTS

Thousands of years ago a knighthood called the Helmed Lions ornamented their famed helmets with beautiful metallic pendants they'd found in ruins. These seemingly artistic devices changed them over time, from mortal men to translucent ghosts, doomed to walk the path of the Wander forever. Though somewhat visible, the ghost knights can only interact with the physical world when they become emotional, which means they can sometimes assist those they worry for or harm those who anger them. For this reason they can often be found patrolling the more dangerous regions of the Wander.

THE INSIDIOUS COUGH

It starts with a small cough, getting worse and worse, spreading throughout the party. As the group travels on they find a village, entirely inhabited by coughing strangers who seem to have found a way to communicate through the constant barks of sickness through their own strange language. Once past this stretch of land the illness disappears.

THE MAN IN BLACK

An old man dressed in dark robes walks the Wander from village to village. It is said, and indeed well known, that wherever he goes death and war follow. Though no one knows why he has this effect on the places and people he passes, it is possible to convince him to take a different path along the Wandering Walk, perhaps sending strife to a different place than it was once destined to go.

THE MANTIS CORPSE

Living inside the carapace of a massive mantis, dwells a large community of scavengers. The flesh inside of the insectoid shell appears to have been harvested in a prior era. All those who live within the cyclopean bug exhibit mantis-like features, such as claws, bug eyes, and chitinous legs. The scavengers are also quite protective of their strange home and may attack on sight.

THE MONSTER OF CLAY

A massive ceramic beast prowls this section of the Wander, a great clay hound with no head. It does not attack, but follows peregrines from a distance, fleeing if sought. After several days of watching the monster catches up with the party and abruptly begins to speak, asking for help in locating its lost head, to be found in a nearby body of water.

THE POD

Nestled in a narrow canyon cut by a purple colored creek lies a large metal pod covered in orange symbols of unknown origin or meaning. If opened, likely through force, the object contains the skeleton of a lizard-like person dressed in vibrantly colored robes. At the skeleton's feet are a number of oddities. While the oddities are quite safe, any who don the robes experience terrible nightmares the following night, depicting a dying civilization in the stars.

THE SEA SHELLS

Four sea shells the size of buildings dot the landscape, halfway sunken into the ground. Entering one is a deafening experience, but some locals claim that the heart of one of these spiraling structures holds an ancient creature of incredible wisdom.

THE SLICK STORM

A swift and powerful storm appears during the day, turning the land dark and wet. This is no mere rain, but a stringy mucus which causes the ground to remain slick and gummy for many hours. Any continued journeying is quite slow, even in vehicles, and the mucus seems to cause a rash on bare skin. Locals claim that particular storm cloud is actually a creature which lives in the nearest swamp, scouring the skies for food once every few days.

THE UNSEEN WALL

An invisible wall stretches for untold miles, blocking the path of any pilgrims on the Wander. The only way passed seems to be underground, through a cave which seems unblocked by the invisible forcefield. However the cave is inhabited by something large, blind, and hungry.

THE TRUTHSPEAKER

Floating in an open field is a large spherical object made of a glowing mesh. Upon approach it speaks a number of languages, until settling on Truth and stating that it is the Truthspeaker, tasked with disseminating small amounts of information to the primitive inhabitants of this planet. It offers to answer a single question to the best of its ability.

THE RUBBERLANDS

The party enters a small rocky valley. After stumbling over a sizeable slab of stone, the PCs realize that all of the stones here are actually made of a rather soft, rubbery substance.

THE CIRCLE

A circular group of six large stones stands in a clearing. Whenever sounds are made near them, the stones react by producing bursts of light and odd, synthetic smelling odors. Both the light and smells disappear quickly once silence returns.

THE TINY MAN

Stuck in a crevice in the landscape a small man named Chesc is found. The same proportions as a normal man, only much smaller, Chesc wants help hauling him out of his current predicament and seeks passage (perhaps in someone's backpack) to the nearest city. He has only a few shins, but offers his eternal gratitude as well.

THE HUMAN CLIFFS

Out of a cliff side juts a set of hundreds of machines. Each a self-contained pod, they seem to store humans in a form of hibernation. Most of the pods are quite damaged, but a few can be used to awaken their inhabitants, who have no memory of how they got there or where they're from, but speak fluent Truth.

THE GELATINOUS FOUNTAINS

Along a ridgeline is a set of stone and metal fountains, flowing with an aromatic blue gel. The gel stains flesh and hair blue, and many locals are nearby collecting it as a dye and tattoo ink. Some say it is toxic, so gel carriers are honored by the villagers of this region.

THE FROZEN IMAGE

A massive hexagonal plate of metal is found, easily 100 yards on a side. In the center is the projected 3D image of two groups of strange looking people (perhaps visitants) engaged in battle against each other. They are seen wearing heavy armor and carrying advanced weaponry, shooting beams of energy.

THE BLACKENED BANK

A long section of river banks appear utterly devoid of life for several meters onto the shore. The water here appears to kill any animal that touches it, turning all flesh black. Humans are not killed, but are still affected by discoloration to any body part touched by the waters. Further down or upstream the water does not have this affect.

THE LIZARD LANDS

An area several miles in diameter contains air which feels heavy when breathed in. Upon entering this area any intelligent life becomes affected by a transformation in which the body becomes covered in thick scales (providing +1 to Armor rating). Once out of the area, flesh turns back to normal.

THE MESSAGE

The party comes upon an expanse of smooth stone, roughly the size of a football field. The stone is black and scrolling across it in neat lines are hundreds of lines of text in an unknown language. Each word is the size of a person and glows with white light, highly visible against the dark rock.

THE BONEYARD

Within a winding ravine are hundreds of metal and synth shapes. Each appears to be a vehicle or other large device, and none of them appear functional. In every case a small but important object has been removed. While Cyphers can easily be found in the area, ambient radiation from so many Numenera make the ravine quite dangerous.

THE HERD

Hundreds of animals are found, moving in a formation that looks to be following some kind of mathematical plan. The fractal formation herd is comprised of furry, waist high pyramidal creatures with no limbs, hopping in unison across the landscape.

THE GLADIATORS

An expansive arena is found, made of stone and white metal, containing two gigantic humanoid robots. The machines can be piloted so long as they remain within the arena, and repair themselves automatically at every sunrise.

THE MOTHER

The peregrines come upon a varjellen woman named Jaraa by the roadside, wailing in pain. She appears to be giving birth, a rather complicated process for the shape changing varjellen, and she needs help. The helper will become entwined with Jaraa's body for a time, granting her the strength she needs to survive the birth.

THE JOY RIDE

A slender metal machine is half exposed from under rock and soil. Touching it causes lights to come on and a hatch to open, exposing a cockpit with four seats. If PCs go inside, the cockpit closes and the machine begins to fly out over the countryside at a leisurely pace, gracefully exploring the surrounding region before landing again where it was found.

THE HILL

Coming over a set of small hills the party begins to climb one with slightly more vegetation than the rest. Suddenly the mound begins to rise above the others, seeming to move as though walking. The hill is in truth the body of a spider, covered in earth and plants and now thudding across the countryside on eight massive legs, previously hidden.

THE SUMMONING

All of the animals for miles around seem drawn to a single location in the middle of a field of grass. With lightning and thunder raging across the sky, the animals form a massive mound of flesh. The howl and screech into the night and by morning it is over. Nearly everything has been killed by the press of their strange migration.

THE PIT

A hole is found, over a yard across and perfectly shaped in the pattern of an octagon. It appears to descend forever into the earth.

THE PERMANENT TOOLS

Laying on the ground are a set of ceramic objects, most of which looking like tools or instruments. Any who attempt to pick them up find them utterly immobile. Even digging up the ground beneath them will not cause them to fall, as they are utterly immobile relative to the center of the earth.

THE TOWER

A tall spire is seen peeking out over the hills, bright with light of a thousand shimmering colors. The tower, once examined, appears to be comprised entirely of this light, shifting and changing in design constantly. As it slowly moves across the land, it changes it, turning dirt into stone and plants into a kind of coral.

THE EAR

A vortex of dark shapes extends down from the roiling clouds, moving like a tornado, but producing the sounds of battle. Those who look deeply into the chaotic formation see a war between various visitant species, shooting lasers and wielding nightmarish blades against each other.

THE DOME OF TRUTH

Across several miles of land is a section of sky in which the air is tinged red. Those who enter the area beneath it find that they cannot lie, hide their presence, or otherwise engage in deception of any kind. This effect ends once outside the red air.

THE PRESENCE

A feeling comes over the travellers- an oppressive fear focused on the idea that they are in the presence of something vastly more powerful than themselves. They do not feel like fighting back, they only wish to curl into a ball on the ground. After a moment the feeling passes, with no explanation.

To Brother Emil of Greenhill,

Brother it is more amazing than you could possibly imagine. I know you always said chasing the archive was a waste of time, but now that I have seen, I know that I was right all along. The journey took much longer than I expected. We were provisioned for two moons of searching the Cold desert, and ended up traveling nearly three moons. I will be honest; there were several moments when I believed that I was going to die. It is a testament to the skill of our guide, Erik that we made it at all. Not that I like the man. He's crude and vulgar, and made it clear from the beginning that along with the shins I would have to share his tent if I wanted to see the archive. None of that matters now that I have seen the Drifting Archive itself though.

When we finally found it, I almost didn't believe that the stories were true. From the outside, it isn't that impressive. A tower of dull grey metal, perhaps 40 feet tall, like a child's toy that has been buried in the sand. Oh how I was wrong! You cannot imagine how large the structure is. I am half convinced that it is a miniature city. It appears to be a giant hollow tube, going down hundreds of feet. There are so many levels that no one has ever mapped them all. Branching off from each level is a maze of rooms and hallways. You can literally spend days exploring just one level.

The knowledge contained here is, well, staggering. If only we could translate the writing. I truly have come to believe this archive is what will allow our order to complete its task.

There are other Aeon Priests here of course. One in particular believes he has discovered the key to translating the ancient tongues. Unfortunately, his methods might take decades or even centuries. We can't wait that long. I want to be supportive of my fellow priests, but I think I might have found a better way.

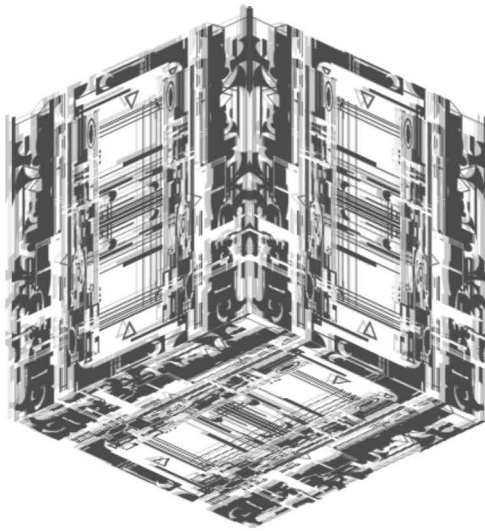
There are beings that inhabit the archive. They call themselves "Curators," and they seem to be somehow linked to the existence of the place. No one knows for sure what they are, but I suspect them to be some sort of intelligences left behind to, well, curate the archive. Most have ignored me, but one in the guise of a young woman has taken an interest in me. She has helped me several times, both in avoiding some rather nasty surprises and once when I was lost. She seems very supportive of the mission of the Order of Truth, and claims that archive was built for such a purpose. She also claims that the Curators have been searching for those worthy of the legacy, and that we fit the bill.

Here's the problem. A so-called mystery cult called the "Readers" holds far too much influence here. They seem mostly benign, but I fear that their ideas are dangerous. They believe in some backwards superstition about the archive helping them ascend or some such nonsense. Unfortunately they have a great deal of power here, and many of the peregrines rely on their expertise to survive the archive's dangers.

This is where you come in brother. You must convince his grace, the Amber Pope, to dispatch a force to help rid the archive of these idiots. They will hamper any efforts we make in unlocking the secrets of this archive. I believe they are secrets worth having. Also, it seems that a key artifact was removed by one of the first of our order to explore the location. My Curator friend described it as a small ruby-colored orb, and I seem to remember seeing it in your grace's office, acting as a paper weight. It is apparently a vital component of the control systems here.

I hope this letter finds you well, and that you are able to make all due haste with a substantial force. Be well, and please hurry.

-Brother Gregory Mott



CHAPTER IV: FROM THE RUINS



Along the winding and sometimes nonsensical pathways that form the collective route of the Wandering Walk there are many ruins and unusual places. Some locations are seemingly natural, but affected by powerful forces beyond understanding. Devices and materials warp the landscape, leaving noteworthy features and sometimes useful objects.

True ruins are another story. Filled with dangerous devices and guardian systems, they're guaranteed to contain

treasures we might call cyphers, and even artifacts. The following chapter contains printable cyphers for use in any Numenera game. Those presented here are somewhat pointed towards the kinds of tools a walker of the Wander might find or need, from navigation and scouting technologies to equipment for transforming in order to better survive or travel.

As with the previous chapter, included here is a table for rolling on, in lieu of randomly drawing from a deck.

Roll 1d6 twice or choose from the following table:

1:

1. Adaptation
2. Arachnid Transformation
3. Banish Weather
4. Blinding Vision
5. Bloodscar Inducer
6. Capturing Sphere

2:

1. Creature Decompiler
2. Crisis Rewind
3. Cypher Echo
4. Danger Compass
5. Dream Archeology
6. Gravity Glove

3:

1. Lucky Find
2. Machine Mask
3. Mark of the Numenera
4. Mark of the Peregrine
5. Message Revealer
6. Micro Vehicle

4:

1. Phase Change Ray
2. Plasma Touch
3. Power Seeker
4. Prediction Lens
5. Puzzle Mind
6. Ruin Extractor

5:

1. Safe Moment
2. Sea Diviner
3. Spiral Staircase
4. Suit of Fire
5. Survivor Suit
6. Swarm Director

6:

1. Unseen Flight
2. Vision of the Past
3. Vortex Generator
4. Wall Rotator
5. Wander Walker
6. Weird Inducer

ADAPTATION [OCCULTIC]

Level: 1d6 + 2

Form: Metal bracelet or collar

Effect: Your body becomes altered to excel at your current task or circumstances. You enjoy an asset on two types of non-combat tasks of your choice for the next four hours.

ARACHNID

TRANSFORMATION [ANOETIC]

Level: 1d6 + 2

Form: Belt or cape

Effect: You become a gigantic spider for the next four hours, capable of climbing nearly any surface without need for a roll. Your webbing also allows you to immobilize foes for 1d6 rounds as a melee attack.

BANISH WEATHER [ANOETIC]

Level: 1d6

Form: Handheld device

Effect: You cause any storms or other inclement weather to instantly vanish. This cypher even works to push the Iron Wind away from your area. It also has the effect of calming animals within immediate range.

BLINDING VISION [ANOETIC]

Level: 1d6 + 2

Form: Wraparound goggles

Effect: The cypher begins to fire intense beams of light, making everything well lit within long distance in front of you. All creatures of an equal or lower Level to this cypher are blinded while looking in your direction. PCs must make a Might Defense roll or be blinded as well. This

BLOODSCAR INDUCER [OCCULTIC]

Level: 1d6 + 3

Form: Injector

Effect: You gain a bloodscar from the Wandering Walk. Choose one focus from Chapter 2. For the next 4 hours you have access to the powers of that focus in addition to your normal focus.

CAPTURING SPHERE [ANOETIC]

Level: 1d6 + 2

Form: Grenade

Effect: One creature caught within the Immediate range blast of this grenade becomes trapped within a sphere of energy, unable to affect the outside world and utterly immobilized for the next 28 hours. You may move the sphere a short distance each round as an action.

CREATURE DECOMPILER [OCCULTIC]

Level: 1d6 + 2

Form: Handheld device

Effect: One NPC creature within long range becomes two, each of one Level lower than the original. If the target is a mix of two types of creatures then each of the resulting creatures is a representation of one of those things (a monkey-lizard becomes a monkey and a lizard, etc.).

CRISIS REWIND [ANOETIC]

Level: 1d6 + 4

Form: Handheld device, wristband, necklace

Effect: Automatically self-activated whenever you are killed, this cypher rewinds time to one round before your death, at which point you may play out that moment again with new rolls and choices. You need only have this cypher somewhere on your person for it to self-activate.

CYPHER ECHO [OCCULTIC]

Level: 1d6 + 2

Form: Handheld device

Effect: Once activated, this cypher replicates the effect of the last cypher you used.

DANGER COMPASS [ANOETIC]

Level: 1d6 + 1

Form: Handheld device

Effect: You learn the direction and general distance of the closest source of serious danger. This might be a precarious and heavy object, a group of powerful creatures, or a bomb ready to go off. Generally it will be the danger with the highest Level within a number of miles equal to the cypher's Level.

DREAM ARCHEOLOGY [ANOETIC]

Level: 1d6 + 2

Form: Lightweight helmet

Effect: This cypher may be activated just before going to sleep so that you dream about the nearest major ruins from the prior worlds. You'll fly through the various rooms and passages, gaining a mental map of the area and probably some sense of the dangers present there.

GRAVITY GLOVE [OCCULTIC]

Level: 1d6 + 2

Form: Heavy glove

Effect: For the next two hours you are able to use this glove to lift nearly any object with ease in only one hand. The upper limit to the glove's lifting ability is one metric ton per Level of the cypher. A two-handed melee weapon could be used in one hand during this time.

LUCKY FIND [ANOETIC]

Level: 1d6 + 1

Form: Handheld device, bracelet

Effect: Upon activation you must think of an object you've seen before and wish to find. Over the course of the next eight hours you'll find it somehow, so long as the item is close enough for you to do so. Probability seems to bend to make sure you arrive at the object.

MACHINE MASK [ANOETIC]

Level: 1d6 + 2

Form: Metal mask with many moving parts

Effect: Once activated the mask allows you to communicate with nearly any robot, artificial intelligence, or complex electronic device. These machines view you as one of their own and will only be hostile if you are. This effect lasts for four hours, during which time you cannot take the mask off.

MARK OF THE NUMENERA [ANOETIC]

Level: 1d6 + 1

Form: Injector

Effect: You gain a kind of bloodscar at the injection site on your body. This mark lasts for 28 hours, granting you two assets on rolls to activate or understand cyphers, artifacts, and other advanced technologies.

MARK OF THE PEREGRINE [ANOETIC]

Level: 1d6 + 2

Form: Injector

Effect: For the next 28 hours you bear a bloodscar. When assisting another bloodscarred traveller on a task, you provide two assets no matter your training in the skill, until this effect ends.

MESSAGE REVEALER [ANOETIC]

Level: 1d6 + 1

Form: Handheld device

Effect: All writing within short distance begins to glow brightly, easily seen for the next four hours. During this time any who look upon the glowing text finds it easy to read, no matter the original language or the literacy of the reader.

MICRO VEHICLE [OCCULTIC]

Level: 1d6 + 3

Form: A miniature enclosed vehicle

Effect: The cypher expands to a size large enough to fit six people inside of it. Once inside, the driver may cause the vehicle to shrink down to microscopic dimensions, allowing the passengers to explore the world of the very tiny for the next eight hours, after which time the passengers return to their original size.

PHASE CHANGE RAY [OCCULTIC]

Level: 1d6 + 2

Form: Handheld device

Effect: A target within long range becomes out of phase with reality, causing them and their possessions to become unable to interact with physical objects for the next two hours. They still walk upon the earth, can breathe, and can be seen somewhat hazily during this time.

PLASMA TOUCH [ANOETIC]

Level: 1d6 + 1

Form: Wrist band

Effect: Once activated a blazing plasma begins to flow from your hands. You may direct this energy for the next four hours, allowing you to cause burns at range as an action, dealing 5 damage. This energy has substance to it as well, and may be used to push far away buttons or open doors.

POWER SEEKER [ANOETIC]

Level: 1d6 + 1

Form: Handheld device

Effect: A missile fires from this device, tracing a path to the most powerful source of energy within ten miles (16 km). Once it reaches its destination it glows quite brightly for all to see. Alternatively it may be set to detonate, dealing 10 damage to the power source and potentially thereby initiating a much larger explosion.

PREDICTION LENS [OCCULTIC]

Level: 1d6 + 2

Form: Monocle

Effect: Peering through the lens you see the very near future, granting you an asset on all Speed attacks and Speed Defense rolls for the next two hours.

PUZZLE MIND [ANOETIC]

Level: 1d6 + 1

Form: Small metal cylinder

Effect: Activated by attaching the device to your head, the cypher provides a logical, puzzle solving way of thinking. This new mode of thought may be engaged to provide two assets on all tasks that could benefit from logical reasoning. This effect lasts for eight hours, at the end of which you suffer a terrible headache.

RUIN EXTRACTOR [OCCULTIC]

Level: 1d6 + 3

Form: Large device

Effect: Usable within sight of any prior world ruins, this cypher raises the location out of the ground and up into the sky, so that its lowest reaches are at ground level. The ruins will remain upright for the next eight hours, after which time they most likely fall in a crash.

SAFE MOMENT [ANOETIC]

Level: 1d6 + 2

Form: Handheld device, arm band

Effect: You stop time around you, giving you a moment to rest or rethink as the world remains frozen. You experience a number of rounds out of time equal to the Level of the cypher. You may not affect the world, but you may perform knowledge tasks or expend your one round recovery.

SEA DIVINER [ANOETIC]

Level: 1d6 + 1

Form: Handheld device

Effect: For the next 28 hours you are constantly aware of the distance and direction of the nearest large body of water, such as a lake, sea, or ocean. Should you encounter intelligent life who live within those waters, you can speak with them as though you knew their language.

SPIRAL STAIRCASE [ANOETIC]

Level: 1d6

Form: Brick of heavy metal

Effect: You create a spiral staircase leading from your current floor, to the one above or below you (your choice which). The staircase penetrates through the interposing ceiling or floor, tearing a hole in the material so that it can fit through.

SUIT OF FIRE [ANOETIC]

Level: 1d6 + 1

Form: Rubbery jumpsuit

Effect: For the next 28 hours, so long as you wear the suit, you benefit from +12 Armor rating when taking damage from fire and heat. The suit also allows you to walk upon lava without sinking in.

SURVIVOR SUIT [ANOETIC]

Level: 1d6 + 2

Form: Enclosed suit including a helmet

Effect: For the next 28 hours the suit provides a contained environment, allowing you to weather extreme temperatures (+6 Armor against hot and cold) and ignore problems with breathing. It also stimulates the body and mind, allowing you to operate for that entire time without any need for sleep.

SWARM DIRECTOR [ANOETIC]

Level: 1d6 + 1

Form: Metal rod

Effect: You command a swarm of unintelligent creatures you can see until the end of the encounter. Giving the swarm a command requires your action for the round.

UNSEEN FLIGHT [OCCULTIC]

Level: 1d6 + 2

Form: Harness

Effect: For the next hour you are able to fly at your normal movement speed. Whenever you are more than short distance above the ground you become invisible as your body momentarily becomes a kind of energy.

VISION OF THE PAST [ANOETIC]

Level: 1d6 + 2

Form: Goggles, visor

Effect: You are able to see the structures that last existed wherever you walk, for the next four hours. The last building to stand where you are can be seen, superimposed on your normal vision. As Earth has been covered in cities more than once, there are very few locations where this cypher won't work.

VORTEX GENERATOR [OCCULTIC]

Level: 1d6 + 3

Form: Long metal tube

Effect: A swirling vortex of sand or snow is created within long distance. For the next 10 rounds the vortex attacks three random targets within short distance of it as a Level 8 creature, dealing 8 damage on a hit. It also causes 8 damage per round to all objects within immediate range of it.

WALL ROTATOR [ANOETIC]

Level: 1d6

Form: Handheld device

Effect: The nearest wall rotates perpendicular to its position, allowing you to pass into the area on the other side of it. After 5 rounds it returns to its original location.

WANDER WALKER [ANOETIC]

Level: 1d6

Form: Handheld device, visor, headband

Effect: You immediately learn the direction and distance of the Wandering Walk in relation to your current location. For the next 28 hours your group's long distance travel times are halved, so long as you are moving along or towards the Wander.

WEIRD INDUCER [ANOETIC]

Level: 1d6 + 2

Form: Handheld device

Effect: Something utterly bazar will happen to you in the next hour, due to altered probability or strange things drawn to this device's power. Your GM may wish to use the random encounters from Chapter III.

ABOUT THE AUTHORS



Jordan Marshall is a fantasy writer and gamer who lives in the wastelands of the Midwest region. He studied political science and economics at university, which served to deepen his already considerable love of political intrigue. Through college, Jordan discovered a calling for social justice, which seemed to be opposed to his desire to become evil overlord of the known universe and all the realms beyond. He deals with this paradox by designing games where mages plot to establish world dominion. Jordan seeks in his writing to demonstrate the deep and complex ways politics affect our lives and how power can be a place of both oppression and liberation.

Ryan Chaddock is a full time writer and game developer living in Bloomington, Indiana 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.

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