

# The Bridges we Burn

## A NUMENERA ADVENTURE

Janek Sielicki



**The Bridges we Burn**  
A NUMENERA ADVENTURE  
Janek Sielicki



# **The Bridges we Burn**

**A NUMENERA ADVENTURE**

Janek Sielicki

## **Credits**

Author: Jan Sielicki

Artwork: Filip Gutowski

Typesetting: Marcin Kiedio / [kiedio.pl](http://kiedio.pl)

Creative Contribution: Anna Madrjas-Dymek; Krzysztof Piwowarski

Special Thanks: I would like to thank my one-in-a-million wife for constant support and encouragement and my playing group, with whom we have been visiting distant worlds, battling fearsome enemies and laughing at stupid things for the last 15 years! Thanks Jacek Runowski, Paweł Kubicki, Kubu, Paweł Niedbalski and those who wish to remain anonymous.

## **Copyright/Licensure**

Copyright © 2016 by Jan Sielicki

Art is copyright © Filip Gutowski

All rights reserved. This book or any portion thereof may not be reprinted, published or distributed without the author's permission.

Contact the author at: [writetheauthorRPG@gmail.com](mailto:writetheauthorRPG@gmail.com) or [Facebook](#).

Contact the artist at: [Filiptgutowski@gmail.com](mailto:Filiptgutowski@gmail.com)

This product was created under license from Monte Cook Games, LLC.

Numenera and its logo are trademarks of Monte Cook Games, LLC in the U.S.A. and other countries. All Monte Cook Games characters and character names, and the distinctive likenesses thereof, are trademarks of Monte Cook Games, LLC.

Visit the Numenera website at [www.Numenera.com](http://www.Numenera.com)

Visit Monte Cook Games at [www.MonteCookGames.com](http://www.MonteCookGames.com)

## **What You Need to Play**

This is a supplement to the Numenera tabletop roleplaying game, in which you only need the Numenera Core Rulebook to play. This book also references creatures and locations listed in the Ninth World Bestiary and The Devil's Spine. These books can be found at your local gaming store or purchased online at <http://www.montecookgames.com/shop/> or through Monte Cook Games DriveThroughRPG store.

## **Table of Contents**

- 1. Introduction 7**
- 2. Chapter 1: The night to remember 9**
- 3. Chapter 2: What lies beneath 21**
- 4. Chapter 3: Diplomacy and Hunting 35**
- 5. Chapter 4: Something wicked 45**
- 6. Chapter 5: If it bleeds... 59**
- 7. Non-player Characters and Monsters 69**
- 8. Appendices 80**
- 9. Art Gallery 86**







# Introduction

First of all, thank you for purchasing this adventure and I wholeheartedly believe you and your players are going to have a lot of fun with it. “The Bridges we Burn” is an adventure in 5 parts that altogether provide 25-30h of gameplay. Naturally, this is a very rough estimate, since – as always in RPGs – everything depends on the players. Individual adventures are linked and designed to be played in sequence, thus creating an epic adventure. But each chapter, with slight modifications on your part, can be played separately and adapted to your current campaign: for example Chapter 1 is perfect for a convention play. Naturally, this whole book is for GM-eyes only! If you are a player stop reading now and hand this book to your friendly neighborhood gamemaster now!

This book makes use of various official “Numenera” materials. To use this book, you will need the corebook

and might need “Ninth World Bestiary” and “Technology Compendium.”

The adventure is based in the city of Uxphon, which first appeared in “The Devil’s Spine,” for more details about the location consult that adventure and the information in the corebook.

**Note:** Uxphon is famous for its slaves and slave markets. However, some of your players might not be comfortable with the notion of slavery, so be sure to ask your players beforehand and accordingly change your descriptions of the city and its inhabitants.

## PLAYER CHARACTERS

This adventure has been designed for Tier 3 characters. The challenges it offers may be too difficult for starting characters, or a bit too easy for Tier 5 or 6 characters. Although it is possible to lower the DLs of enemies and obstacles, the scenario assumes that the PCs are

☞ **Uxphon**  
Numenera  
Corebook p. 175





recognized heroes and are expected to live up to everyone's expectations. However, it is much easier to adapt the scenario for Tier 5 or 6 character, by simply boosting DLs and increasing the number of opponents.

**Experience points:** As explained, the campaign is balanced for Tier 3 characters. Considering the number of discoveries the PCs are making throughout the adventure, with standard experience point awards they might quickly grow to Tier 4 or more, if they like to hog their points. For this reason I suggest a different approach to experience points: after each Chapter give your players 2xp and naturally keep GM Intrusions regularly happening – 1 per player per game session should be enough.

## OVERVIEW

The whole adventure consists of 5 chapters, which should be played one after another. In a way, it is a 9th world take on the classic story of the hero, the princess and the dragon. It works best if based in the same city (Uxphon) as the events of the Devil's Spine official adventure module, but can be easily run in any other fairly large settlement. Before running the adventure, read the whole thing at least once, re-reading each chapter successively as you progress through the scenario.

**Chapter 1: A night to remember,** takes place during a royal ball, the PCs can mingle with the rich and powerful, have fun, bask in the limelight... And then things go horribly wrong. The Conver-

gence attacks the site, attempting to kidnap a young noblewoman and it's up to the PCs to stop them – or just survive.

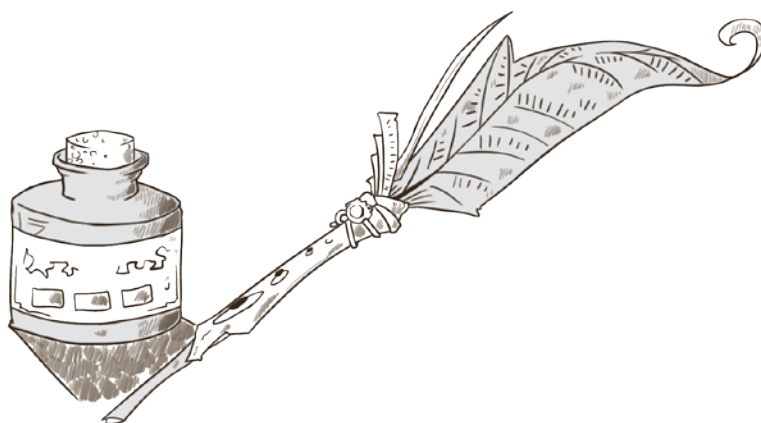
**Chapter 2: What lies beneath,** sees the PCs following a number of leads in the aftermath of the attack. Tasked by a powerful lord of the city to seek the perpetrators, the PCs eventually find the location of a secret Convergence stronghold where the noblewoman was probably taken. Unfortunately, during their search they unleash a new threat on the city.

In **Chapter 3: Diplomacy and hunting,** the PCs travel to the Convergence stronghold, either to free the princess or gather intelligence on the mysterious organization.

In **Chapter 4: Something wicked,** They return to the city, only to discover there is a terrible, seemingly unkillable monster on the loose, half of the population is in its thrall, the other half dead or hiding. What's worse, it seems that the PCs are responsible for the newest disaster!

And finally **Chapter 5: If it bleeds...**, in which the PCs, using powerful artefacts, try to kill the all-devouring abomination!

At the end of the book you will also find a section with all the NPCs and monsters as well as several appendices: one explains how to run the adventures separately, another provides an NPC matrix for easier tracking of non-player character locations and status and the final one is a gallery of Filip Gutowski's gorgeous artwork.





# Chapter 1

## A night to remember

### SYNOPSIS

In this chapter Player Characters are invited to a grand ball. The ball is organized by the most important noble families in the city to celebrate lady Isaltha's recovery and at the same time "display" the PCs – genuine heroes – for all the nobles to see. During the event the PCs meet a number of important NPCs, have to try to remember their manners, perhaps start an affair and finally they'll receive their reward.

Unfortunately, the Convergence is planning to crash the party. For weeks they've been trying to capture one Lady Carinthia Milagros. High Magister Kravos, an important and powerful nano, needs the woman for his experiments. However, Lady Milagros is too well protected in her mansion and the ball, which takes place in the open, is a perfect opportunity to strike.

The Convergence modified an entertainment artefact and turned it into a deadly machine. During the battle their team attempts to snatch their target and transport her to a waiting carriage. The PCs can try to stop them, but it is not necessary for them to succeed.

### THE CONVERGENCE AND THEIR PLAN

The Convergence is discussed in detail in the Numenera corebook, but in short they are "evil Aeon priests," who want to use the numenera for personal gain and power instead of helping the humanity as a whole. In this adventure it is represented by two major characters: Kravos and Milton, and several guards, servants etc.

Archnano Kravos for years has been trying to discover the purpose of a strange machine he found during one





## Dueling in Uxphon

During their adventures in Uxphon, particularly in Chapters 1 and 2, the PCs will encounter a lot of nobles and – intentionally or not – they may insult one, two or each and every one they meet. Some of these people may choose to ignore “the outlandish louts”, especially if they supposedly are some kind of heroes, but others, especially hotheaded youth, will challenge the offending party to a formal duel.

Considering that Uxphon is ruled and practically owned by noble families as well as the fact it is an old city, consequently, its noble houses are proud and have over the centuries developed a complex set of rules regarding dealing with slights, insults and/or insubordination. Funnily enough, most of these convoluted steps, often discussed at length at soirees, are often skipped when a real situation occurs and both parties agree to a formal pipesword duel.

Although nobles usually duel only with other nobles, occasionally they agree to fight a non-noble, especially if they are famous, prominent or just have to be reminded who rules the city. In such a case the non-noble has to first find a noble sponsor – usually it is not a problem, since there are always rival families looking for sacrificial goats or opportune moments. Moreover, more prominent families usually have a champion – a professional warrior who represents them in formal duels, especially if it is a matter involving the whole family and the house’s head is not fit for dueling.

The duels are fought with pipeswords (using any other means and methods is forbidden) and rarely to death. Usually at some point one of the participants gives up or loses consciousness, but the point of the duel is to humiliate the opponent, by leaving a nasty scar on the face or another usually exposed piece of skin. Most nobles have a shame-slave, who is kept in the main hall of the mansion and who is branded instead of the losing party.

Formal duels have to be fought with pipeswords. Pipes are an integral part of Uxphon history, appearance and culture, and thus a special weapon was developed to show one’s noble status in the city. The pipesword is an ornate pipe of varying length, fitted with a one-shot charge and a blade or blades for melee fighting. They are usually heavily personalized and modified and some have been in a family for centuries, with subsequent owners adding more and more upgrades. Naturally, the richest families have whole collections of pipeswords to choose from, while the poorer nobles have only one.

Some pipeswords are also owned by merchants or collectors – occasionally an impoverished or indebted noble family decides to sell their heirloom.

Unless specifically agreed upon, pipesword dueling does not follow any specific stages. Both parties may fire upon each other at once, or immediately close in, exchange blows and fire when they see fit. In fact, a duel won without resorting to shooting is considered very good form.

The charge can be explosive, energy, or even a poison dart. Likewise, the pipesword can be a large, two-handed weapon, but usually they are of medium size or smaller and fitted with attached, slender blades or axe-heads.

For simplicity’s sake, just assume that it is a medium (damage 4) melee weapon that can be fired only once (short range) and deals the same damage, but can be of any type – fire, electricity, poison. It can be fired without any penalties in immediate range, in which case it deals double damage to NPC characters or moves PCs one step down on the damage track. Very rare and old two-handed pipeswords deal 6 points of damage but are very difficult to wield (1 level more difficult to attack and defend). Additionally, on a GM Intrusion the wielder hurts themselves with the weapon.

If your players like the idea of pipesword dueling, you can come up with more complicated rules for both fighting and building the weapons.





of his journeys. Dubbed “Servant Maker”, it apparently should be able to produce living creatures according to programmed specifications: workers, soldiers, pleasure models... Despite his expertise and resources, Kravos was unable to make it work, until he tried a different approach and instead of studying the machine itself, he studied its history.

This research brought an unexpected discovery: he wasn’t the first human being who tried to unlock the machine’s secrets: centuries ago another nano decided that the device was too dangerous to use and locked it with his own blood. To unlock and use it, Kravos needs the nano’s descendant’s blood (it turns out it is a bit more complicated than that, see Chapter 3). After weeks of studying the nano’s genealogy trees he finally discovered that a certain Carinthia Milagros, a young but important noble-woman in Uxphon, is the one he needs.

His first two attempts to capture her failed and just when he was losing patience with her, a new opportunity arose: the grand ball. Planned to be held in the Glass Gardens, an easily accessible venue, the ball is a perfect opportunity to cause chaos and use it to steal away the target.

The nobles organizing the ball invited Eenosh\*, a Nevajin known for his expertise in numenera devices, to provide entertainment during the ball. Eenosh was going to demonstrate his Temporal Projection Apparatus, an artefact that projects in the air 3D images from another ball, one that happened eons ago. When the Apparatus is turned on, the air around it fills with life-like beautiful, colorful dancing alien figures, creating a surreal effect of participating in two events at once!

\* Eenosh originally appears in “The Devil’s Spine” – if the PCs know him (they probably rescued him from abhumans), he might be more conflicted in their presence. He is really afraid of the Convergence, but on the other hand, the PCs might help him again. More on Eenosh in the NPC section for this chapter and in Chapter 2.

However, when Kravos learned about the machine, he intimidated Eenosh, studied the device and discovered that it was in fact a chronicle of a now-extinct people. He found a fragment telling about a great battle and installed his own nefarious modification, which turns the holograms into real objects made of hard light and as such able to harm, kill or otherwise interact with the real world. At the right time, the Temporal Projection Apparatus would skip to the events of the battle, and then “summon” the whole alien battlefield to the ball venue – the images would no longer be mere images, but quite real and deadly.

When the nobles and their guards are busy fighting alien creatures, his previously inserted people, led by Milton, would snatch Lady Milagros.

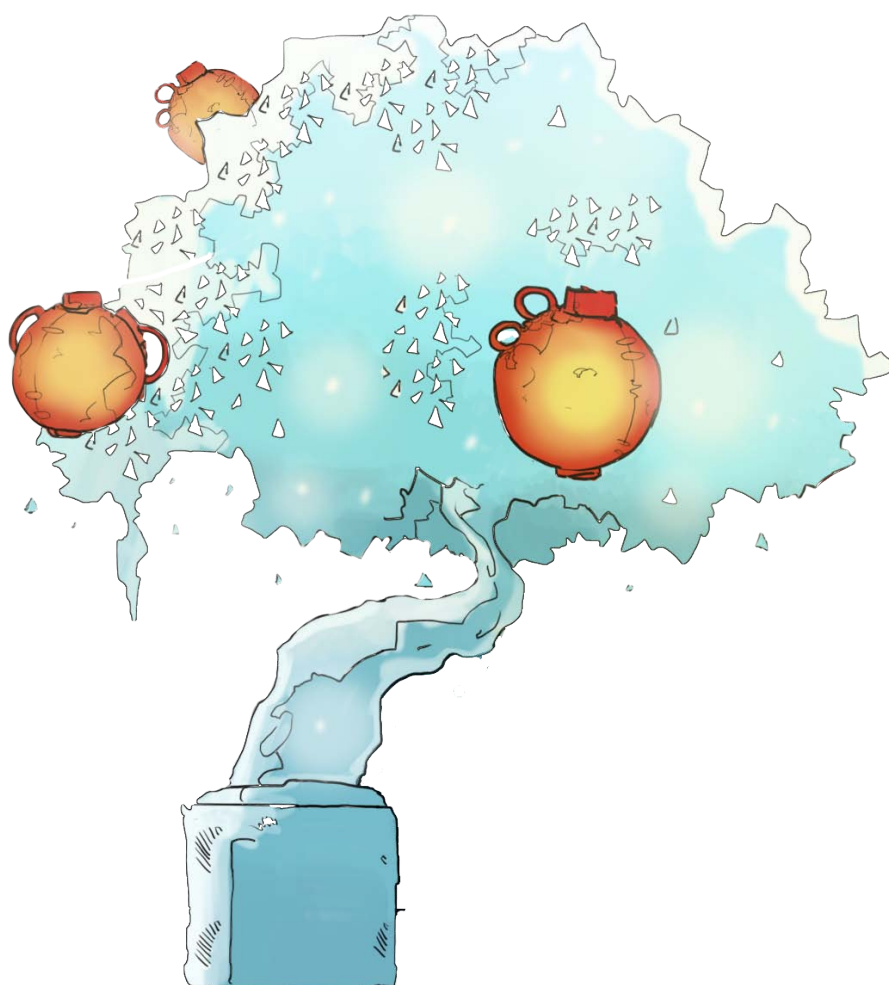


## GETTING THE PLAYERS INVOLVED

The adventure starts with the PCs being invited to the grand ball the wealthiest families are throwing to celebrate a noblewoman’s miraculous recovery. When deciding upon PCs’ initial involvement, consider possible consequences in Chapter 1’s finale. For example, assigning PCs to a noble’s retinue will probably result in PCs sticking to their charge, while having them follow Milagros will certainly lead to the confrontation with Milton.

There might be several reasons for the PCs to be invited, for example:

1. They are famous for their adventures and discoveries, for example after completing “the Devil’s Spine.” They are real, bona-fide heroes, and the nobles would love to meet such extraordinary characters. This option works really well with players who have had their characters for some time – it feels good to be appreciated! If this is the first time the PCs meet (or they are freshly created PCs), spend a few minutes together brainstorming their past adventures and the reasons for their fame! Try to think about one time each of the PCs had their “hero moment,” the artefacts they recovered, etc.
2. They work for one of the noble families and are part of a nobleman’s security. A minor noble is visiting the city and was suddenly invited to attend the ball. Unfortunately, his retinue is rather meagre and he/she needs interesting servants around him (i.e. the PCs) to impress other nobles. Set up a fun interview with the noble, when the PCs are trying to show how interesting they are! The noble offers 50 shins to each PC – and the opportunity to meet some powerful and influential people. This reason can be mixed with the first one – any noble will be delighted to have such heroes in their retinue!
3. They are hired by Lady Milagros – she has recently lost some of her people, she suspects some other houses (but these were Kravos’ attempts to kidnap her). The PCs are known for their skills and experience and thus are natural choices to strengthen her retinue. If you mix this reason with the



first one, Lady Milagros will be also delighted to have such heroes among her people.

4. Eenosh asks the PCs to assist him in installing his entertainment device. Both numenera experts and muscle strength are required.

It is best to assume that the PCs already know their situation (i.e. you discussed one of the above tie-ins before the actual session). Alternatively, you can create a Star Wars opening crawl-style introduction or just explain the situation.

### MESSAGE FOR YOU, SIR!

When the PCs are at their home, inn or wherever they are known to spend time, they are approached by two men: Ignatius Veldro, a high servant of the House of Oros and his bodyguard, who is wearing colours of the House of Namir. Perceptive characters, or ones trained in etiquette will immediately notice that the two men represent two different noble houses and such a pair is unusual in Uxphon.

Ignatius Veldro (level 3, social interactions level 4) is a high servant, which means his lord trusts him with secrets and important tasks. However, he – Ignatius – does not see running around the city and giving invitations to random peasants and mercenaries as important. But he does what he must and obeys his lord. He makes sure he is speaking to the right people, hands in the invitations, answers any questions asked, suggests “getting prepared for the event,” and goes away. If asked about that last remark he explains, in an overly diplomatic manner, that they are going to interact with some very powerful people, who are easily offended, so they – the PCs – should at least try to learn some basic “table manners,” and by the gods, dress properly for the occasion!

The PCs might want to get some more information about the ball. Ignatius will



answer their questions, however, getting the information marked below as \*secret\* will require a diplomacy/persuasion test (DL 4). The same information can be acquired by asking around the city.

1. Why are we invited?

The answer depends on the introduction you have decided upon. They are the heroes everyone wants to meet, part of a noble’s retinue, or Eenosh’s helpers.

2. Who is organizing the ball and why?

Recently Lady Isaltha\* of House Bavvini, beloved by many and a famous artist, has recovered from a mysterious and usually lethal illness. Lord Oros and Lord Namir wish to celebrate this joyous event with all (well, most of) the other noble and prominent families and individuals of Uxphon.

3. When is it?

In seven days (Ignatius took his time delivering the invitations to mere mercenaries).

4. Where is it?

The ball will take place in Glass Gardens – a marvelous park with trees and statues shaped from glass-like material. It is a part of The Lord Oros’ estate and being having been there is a sign of status and importance.

\* If you ran “The Devil’s Spine,” Lady Isaltha might have been also infected and the PCs helped her survive.

**TIP**  
prepare real invitations in sealed envelopes. It’s a 2-minute job, but the effect on players is priceless!



#### **GM Intrusion**

When a tailor agrees to provide clothes for the PCs, they won't have the time to make them for Lord Bittermany and his wife, who will be very disappointed. They will try to make the PCs' life difficult during the ball and whenever they are in the city. They are not very powerful nor influential, though.

#### **TIP**

When roleplaying the tailor, ask the PCs what clothes they want. It is time for their imagination to work, perhaps the very first time when they even consider details of their appearance – shoes, belts, gloves, perhaps a cape and cowl?

#### **5. Who is invited?**

Everyone who matters in the city. Which means a lot of nobles, but also the most important craftsmen and merchants. If your PCs have encountered an interesting figure during their stay in the city, this person might appear at the ball.

#### **6. Are weapons and armor allowed?**

Yes and no. They have to clear it with Captain Desmod (House Oros), but the nobles expect to see real heroes, and this means the PCs have to look the part. However, if their armor is particularly shabby and weapons just mundane... This simply won't do!

#### **7. What should we wear?**

Something suitable for the occasion, naturally. Which means spending money on good clothes and/or glamoring their armor. Ignatius can recommend a good tailor.

#### **8. \*secret\*** Isn't it unusual for Uxphon noble houses to organize such an event together?

To get this piece of information a PC has to test his persuasion/intimidation roll against Ignatius level 4, or level 5 if they're asking about it later in the city. Yes, such cooperation between houses is strange and unusual. However, there is a rumor going about a house, or perhaps a number of houses, working towards changing the political status quo in the city. These nobles want to see a proper ruler instead of perpetually squabbling noble families, proper city guard and safe streets in place of nobles' turf wars. Lords Oros and Namir, by throwing the ball, show their support for the existing situation and want to prove that the noble houses of the great city of Uxphon are a large, perhaps only slightly dysfunctional, family.

### **PREPARATIONS**

It is very likely that the PCs have never been to a high society formal event. Any- one they ask (and if they don't ask, they

should realize it themselves) suggests they should at least try to prepare and there are at least three issues to consider:

**Clothes:** They can't go to the ball dressed in their "work clothes" – they need something fancy, or at least presentable. There are two complications here: money and timeframe. Fancy clothes cost money. Consider what your group thinks is expensive – 20 shins? 100? The amount will vary from group to group, but do not make it too expensive. 50 shins per person seems (un)reasonable enough. The second factor the PCs must consider is finding a tailor – all the good ones are busy making clothes for the nobles attending the event, and they need some convincing (either more money or a level 5 persuasion test).

Note that if the PCs have been employed by Lady Milagros or another noble, they will provide at least access to a tailor, but will demand their colors to be displayed on the attire.

**Etiquette lesson:** The PCs can take part in a 3-day crash course in etiquette and manners. It is likely that at least one PC is already trained (or even specialized) in similar skills, but they would still need to learn the fine details pertaining to the local customs and nobility. Or consider this trained character being the one actually giving the lessons! The group will also need a teacher – consider Ignatius or Dorial, if the group did "The Devil's Spine." Otherwise they will easily find somebody willing to train them, think what would work best for your group: a prim, retired high servant of a noble house? A drunkard noble? A bookish clerk?

In game terms, the PCs must pass three increasingly difficult intellect (social interaction) tests. The first day covers the basics and is level 5 (this factors in all the disadvantages like limited time etc.), the second covers more advanced conversation techniques and table manners (level 7) and finally the last day covers fine details, the characters are very tired (remember, they have to also visit the tailor at least once a day and maybe





deal with other issues) so the difficulty is 9. A passed test gives a character an asset on all social interaction rolls during the ball (with the normal limit of 2 assets maximum). Passing all the tests grants 2 assets and familiarity (+1) when interacting with Uxphon nobles.

**Arms and armor:** if a PC wants to come to the ball armed and armored or perhaps carrying dangerous artefacts, they must first clear it with Captain of the House Oros guard. The captain is a no-nonsense military type who is extremely busy before the event and getting to him requires a level 4 intellect test (persuasion) and takes time (so, for example, their clothes will not fit perfectly). The captain has heard about the PCs and is willing to allow them to come equipped, especially if they are famous for their combat prowess, or have a signature weapon. However, their armor must look good and they are limited to one piece of weapon, which must be secured with a strap of fabric. They can't bring any large, dangerous artefacts. Any decent armorsmith in the city can make their armor shine (which again costs time and money). To prevent unnecessary injuries and spontaneous outbursts of violence (especially when alcohol is involved), the Uxphon nobles secure their weapons with special straps, often made from very expensive materials. Removing a strap takes one round; it is a signal that the owner means business. Likewise, not having a strap advertises to the world one's intent to spread violence and is very, very unrefined.

**Getting the guest list:** The PCs might want to learn in advance about some of the guests. This doesn't require any special rolls (unless you want to spice things up with some secrets each noble is sure to have), but again takes time. Feel free to provide as much information about the invited guests from the NPC section (located at the end of the book) as you see fit (careful: don't tell too much about Milagros! And remember that Kravos and Milton are not invited). It is also a great opportunity for you to



introduce an NPC you will want to use some time in the future.

Finally they should be ready! Of course they might want to ignore the preparations and purposefully or not come to the ball totally unprepared. In this case feel free to make their social interaction rolls more difficult. Moreover, they won't be allowed to enter with weapons, which will make things very difficult for them later in the adventure. Convincing the guards at the Glass Gardens entrance to allow them to keep the weapons should be very, very difficult.

## A NIGHT TO REMEMBER

The ball takes place in Glass Gardens. It is a sprawling, maze-like open-air park located on the grounds belonging to the House of Oros. The name comes from the material the ground and the "plants" are made of: glass-like substance in a variety of hues and colors. Over the centuries workers and artists have turned the park into a dazzling display of various works of art, amazing structures, gazebos, bridges etc. Some of them are very delicate and with intricate details, others are massive

### TIP

Try to craft a "montage" sequence with your players, intermixing the skill rolls with descriptions of bowing, reciting genealogy, bowing, dropping forks, dancing (with each other!) and don't forget about bowing!

### GM Intrusion

The armor a PC gave for cleaning got lost! Or was damaged and now provides only half the armor bonus.



columns of green-and-blue glass that rise high into the sky. There are large, open areas and narrow, winding passages. There is the main promenade and a multitude of dead-end paths, perfect for couples seeking some privacy. Some sections have been polished and turned into mirror halls, others retain the smoky, rough texture of raw rockglass. In short, it is a weird, magical place.

The guests arrive by using a transport tube specially unlocked for this occasion. Naturally the more impressive their carriage, the better. It is very unusual to approach on foot.

Since a high society ball is a very fluid phenomenon, instead of describing it step by step a number of events are provided below. You can use any of them, in any order you see fit, or none at all and just skip to the attack, but after all the preparations the players would probably like to test their newly acquired social skills!

1. **Arrival:** The PCs arrive through the main gate, are properly announced and greeted by Lord Oros, Lord Nimir and their spouses. It is also the first test of their speechcraft and grace: it is not easy to impress the lords, but it is very easy to offend them... Set the difficulty of this test at 4 – if the PCs just want to say hello and move on. If an ambitious PC wants to make a positive lasting impression, set the difficulty higher – even as high as 8!
2. **Mingling.** This is easy – just walk around, chat with random people, eat tiny snacks. Nothing can go wrong! This is a perfect time for a GM Intrusion!
3. **A clumsy affair.** This event works best with warrior types. A stunning noblewoman (or man) practically drags the PCs to a quiet corner and tries to seduce that PC there and then. Then the husband shows up and demands satisfaction and the seducer

accuses the PC of assault! Of course they will keep things quiet if the PC agrees to do something for them... for example embarrass their rival! Mwahahah!

4. **War stories:** not all nobles spend their time gossiping or intriguing – some of them are experienced soldiers and explorers, and a group of them, including for example Caprix, swap the stories about their adventures, the foes they have slain, the artefacts they discovered, etc. A PC is asked to solve a particular problem, thus siding with one storyteller and opposing another one. Alternatively, the discussion can devolve to a shouting match, a drinking contest or impromptu tactical maneuvers using food and cutlery as soldiers, mugs as siege towers, etc.
5. **Award ceremony.** At some point during the night, everyone gathers at the promenade, where Lords Oros and Namir and other prominent figures together with Lady Isaltha await the PCs. After a lot of pompous speeches stressing the importance of nobility for the wellbeing of the city, Lady Isaltha's thanksgiving speech, and so on and so forth, the PCs are given medals. They should also receive something else – money is obvious, but think about less standard ideas, like land (a small estate in the badlands to manage), custody of an important artefact, or getting married into a noble house (whether they want it or not). This could be a spring of ideas for future adventures.
6. **Speech.** At some point, preferably and logically after the award ceremony, the PCs (at least one of them, everyone, in turn, for a real challenge) should give a thank you speech. This is a stressful moment – literally everyone present is listening, watching and remembering their words. How-

#### **GM Intrusion**

Not long before the ceremony, a servant spills a sticky substance on a PC's clothes. Unless the PC finds a way to clean up quickly, they'll suffer penalties in future social interactions!



ever, remember that it is the characters that give the speech, not players and not everyone is a thespian. Ask them what they want to talk about, then have them make a Lvl 6 test and interpret the results of the roll, which shows how they really said it.

7. Dance. This event can occur several times. Dancing is a mix of grace and etiquette and unless a PC is particularly clumsy or boorish it doesn't require special tests. However, a PC might have to lead a special dance, perhaps after their speech and award ceremony. Assign them important partners (the high lords or their spouses), remind them that everyone is looking at them and have them roll a DC 5 (speed) test.

8. Master Eenosh' machine activation. This event is mandatory. At some point, probably not long after the ball begins, master Eenosh activates his Temporal Projection Device. The PCs can be present nearby, but don't have to since the effects will be visible everywhere. Suddenly there is a burst of applause and the air fills with semi-transparent shapes of butterfly-like, astounding, beautiful creatures swirling in the air in a complex choreography of an aerial dance. Their long wings leave traces of light, an almost overpowering feeling of joy and wellbeing emanates from the apparitions. They dance, they laugh, and they appear and disappear, their figures reflected by the rockglass of Glass Gardens. There is a suggestion of music, but is rather felt than heard... and then the various musicians spread across the park begin to play, enhancing the surreal feeling of this simultaneously real and unreal ball. The guests begin to dance, the creatures swirl and whirl and thus it continues, two great balls brought together over the millennia.

9. Nasty young nobles. At some point a group of slightly drunk young nobles begin to make fun of the "uncouth mercenaries" – the PCs – especially if they have humiliated themselves when giving a speech, dancing, etc. It's up to the PCs how they deal with this situation, but it should require at least a level 4 test. And remember that everyone is watching and judging. If they hurt, or worse – kill, any of the young nobles, they will be arrested.

10. Admiring nobles. This is a reversal of the previous situation (you can even join them!). A group of young nobles, with heads full of stories of high adventures and heroes, follow a PC asking them endless questions about their adventures and believe everything they say. It seems harmless enough, but might interfere with other activities at the party.

#### GM Intrusion

When the machine activates, one of the projected creatures seems attracted to a PC, following them everywhere, dancing around and through them. This makes conversations or hiding more difficult. When the attack comes, the friendly creature transforms into a war-form and immediately attacks!



## Troubleshooting: The Projector

It might happen that a PC decides to stick to Eenosh and help him assemble and install the device. This is fine. Eenosh has spent years studying the device and the few days the PC has to familiarize themselves with the machine is not enough to discover the sabotage upgrade or its purpose. However, such a PC should receive an asset later in the scenario, when they might want to deactivate the projector. Alternatively, if your group is small and does not enjoy action or combat sequences, you might allow them to actually discover the planned sabotage. This could be a rare situation when non-combat skills (numenera) help to avoid bloodshed! In this case Milton calls off the attack, but the adventure can still continue (see Chapter 2). The ball ends, everyone is happy and no-one dies or is kidnapped.

## THE ATTACK

Eventually, late in the night, the Convergence makes their move. Milton first remotely activates the upgrade to Eenosh' device, then in the ensuing chaos, previously inserted Convergence warriors move in to intercept and subdue Lady Milagros. When it is done, they move to the tube transport and escape.

When the attack begins, the PCs are busy with one of the events described above. If this is the event when Eenosh turns the apparatus on, describe how the initially beautiful images turn into something ugly.

However, it is more likely that the device has been working for hours now. Suddenly everyone notices that the swirling images in the air change, the events depicted by the projector speed up, fast forward, so to speak, showing a series of events almost impossible to follow, but it is clear that the situation of that people deteriorates, there are images of violence, strife and destruction. Suddenly the machine makes a low, ominous sound and projects an image of a battlefield, with smoking ruins and horribly burnt bodies everywhere around. There are also bright lights approaching from the sky, they make a thunderous landing at several points across the park and from the steam and smoke armored figures emerge – combat

versions of the beautiful creatures that were dancing in the air. They raise their weapons and fire into the crowd. It is at this point that everyone realizes it is not another, perhaps a bit tasteless, part of the show: the projectiles that tear into the people are real and – as the first nobles and servants die – panic spreads.

The insidious upgrade installed by Kravos made the projected images real and made from hardlight. The alien soldiers and their machines, which also emerge from the impact points, are pre-programmed by Kravos and do not attack the convergence members. They can't be reasoned with, but they can be fooled and fought. When destroyed, they shatter into glinting pieces that disappear a few moments later.

Have the players declare their actions: are they fleeing? Moving to protect their charges (or just innocent people around)? Just hiding? Trying to go and disable the device? Whatever their plans, they notice small groups of people who don't look panicked or confused – they move with their weapons drawn and seem to be converging at one point in the gardens.

The players have now several options, but whatever they're doing, keep the pressure on – the ground cracks, strange weapons rain from the sky, enemies appear out of nowhere, etc.:

### Tip

Remember, too much combat makes it boring. Unless your players really like fighting things, limit the combat encounters to 1 per phase, i.e. one when the PCs are, for example, running to the machine, one when they're escaping, etc.





1. They might want to turn the machine off. By that time Eenosh has slipped away and, terrified, is trying to hide in the city. Until the device is working, the strange creatures keep appearing and attacking. Unfortunately, it is now also fortified – strange blocks of obsidian rise and fall around it, with the creatures patrolling around and attacking anyone who approaches. The device isn't particularly robust and 10 points of damage (armor 2) will destroy it. However, doing so causes a mighty explosion, dealing 10 points of energy damage to everything in long distance. Allow a PC a free level 4 numenera test to realize this possibility. A PC might also want to disable the device, which requires a level 7 test (numenera) and the PC must stand next to it to do so.

When the machine is deactivated or destroyed, alien invaders and the whole battlefield disappears.

2. Go after mysterious assailants. There are actually two groups of Convergence agents. One of them, larger, is pretending to attack Lord Oros. If they notice the PCs are after them, they start shouting "Go kill The Lord,

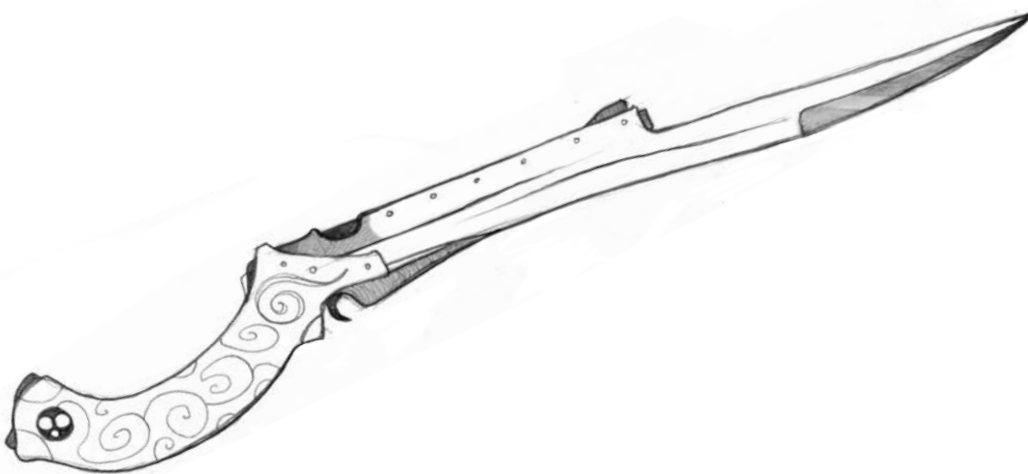
I'll stop them" at which point a small group of three fight the PCs, and the rest run away towards the lord. By that time the high Lords, escorted by a lot of guards, are moving to get away from Glass Gardens. The Convergence does not really want to kill the lord, they attack from the distance and harass the noble group. A perceptive PC, or one trained in battlefield tactics, may notice that the attack is half-hearted and probably just another diversion. A second, smaller group (10), led by Milton, is going after Lady Milagros. Unless a PC spent the whole ball next to her side (which might happen considering her charm), they are probably late and when they catch up with the group (remember – the alien creatures might still be attacking) Milagros is already encased in a stasis field and being transported away. If the PCs wasted too much time (by hiding, deactivating the projector, etc.), they encounter this group when they're already loading Milagros onto a waiting carriage. If this happens, a group of 5 attack the PCs, while Milton and the rest continue preparations to drive away. If it seems that the PCs are winning, or are trying to destroy the carriage,


☞ **GM Intrusion**  
When a PC approaches the fortifications, suddenly energy-shooting turrets emerge, or a wall of fire surrounds the device.

☞ **GM Intrusion**  
When a PC makes it into the fortifications, mechanical tentacles sprout from the walls and try to grab them and drag away from the device.

☞ **GM Intrusion**  
The safety strap on a PC's weapon is stuck! It requires more time to disentangle... And the enemies are approaching!

☞ **GM Intrusion**  
While sprinting towards their target, a PC notices an NPC they care about in trouble. Will they save the NPC, or ignore their predicament?



 **Web cypher**  
see Numenera  
Corebook page  
285.

Milton joins the fight, and he is a terrible enemy. However, he is not a psychotic killer, and once a PC is down, or the carriage is ready to depart, he breaks off the fight.

Once the carriage is moving (remember, it's driving into a transport pipe that crisscrosses Uxphon), Milton throws a level 7 detonation (web) cypher behind to discourage pursuit.

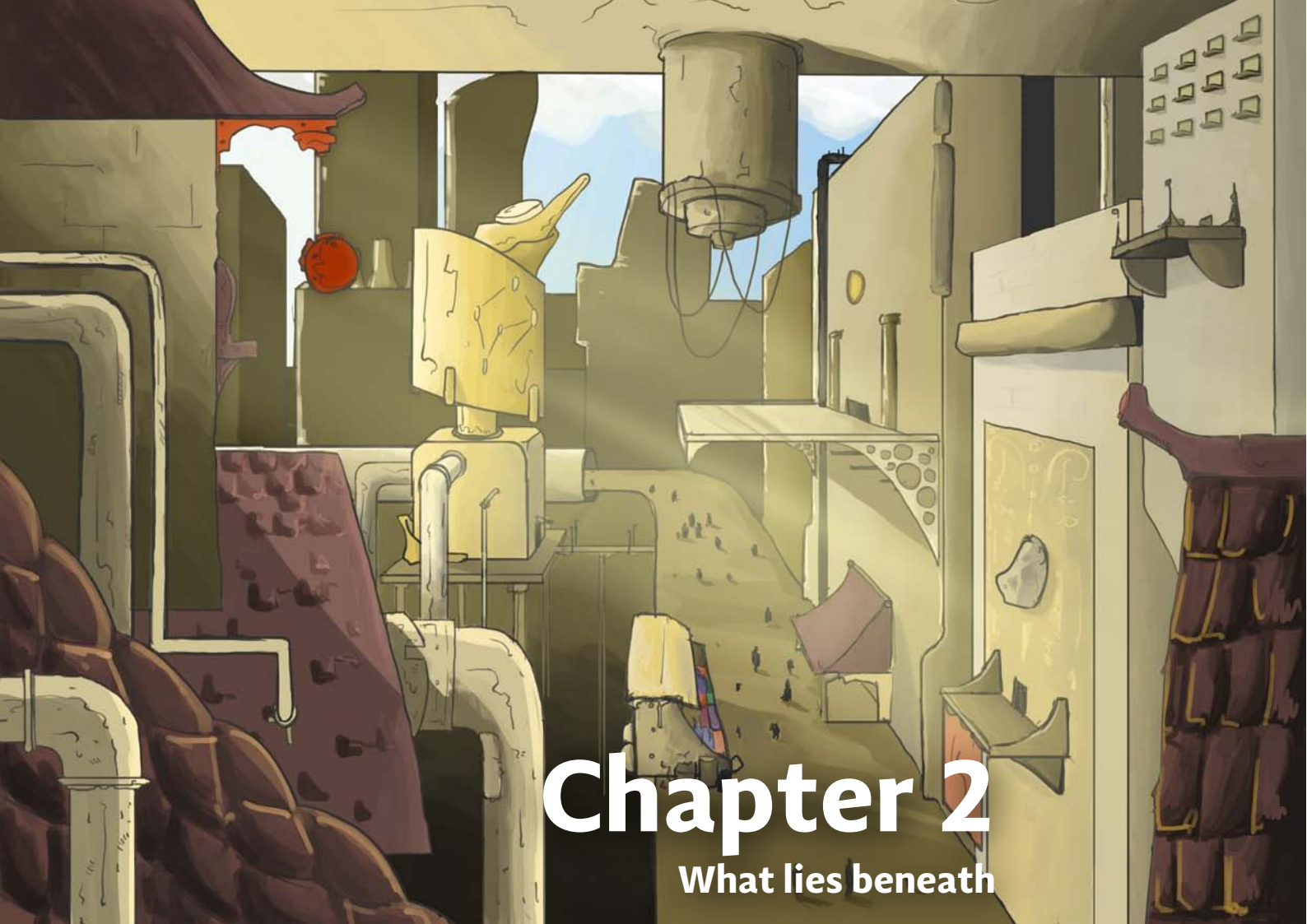
3. **Escape.** The PCs might not care about nobles (it is likely that they are irritated by now) and just want to save their hides. Or perhaps there is a group of panicking nobles, servants or one of the groups the PCs encountered during the ball. Will the PCs try to save them from the attacking aliens and lead them to safety?

4. **Hide.** They can also spend the whole attack hunkered down somewhere. Unless an alien patrol spots them or they get hit by some collateral damage (GM Intrusion), they are free to do so. Safe in their hideout, watching how all those awful nobles die, their servants are burnt alive and these strange, armed warriors moving with a purpose...

## CONCLUSIONS

Unless the PCs stop it, the projector stops working after a few hours. Glass Gardens are full of the dead and wounded, the whole city is reeling from the attack... And everyone wants to find out who and why did it. If the PCs have managed to stop Milton and save Milagros, the high lords still want to get into the heart of the matter.





# Chapter 2

## What lies beneath

This adventure deals with the aftermath of the Convergence attack from Chapter 1. The PCs are asked to find the party behind that horrible crime, but during their investigation they find things and truths long forgotten...

### TIME FACTOR

If you wish you can introduce time factor in this adventure. The longer the investigation takes, the more clues disappear, or eventually the PCs will be too late to save Milagros or catch the badguys. However, such anticlimactic ending is simply not fun. That said, some groups prefer a “realistic” approach to the consequences of players’ decisions and this case consider which clues might not be available if players dawdle (because, for example, Milton’s clean-up crews finished their job), and players might decide to split the group to cover more ground.

### THEM AGAIN!

It might happen that your group is already familiar with the Convergence, or has completed the “Three Sanctums” scenario from the rulebook. If this is the case you have two options. First, you can acknowledge the group’s past deeds and – once the PCs are sure about the Convergence’s involvement – they can go the Sanctum. However, this way you’re skipping entire Chapter 2 and the discovery of the old temple. If you don’t want to do this, have the Convergence have another Sanctum nearby, whose location still has to be discovered. If you don’t want recurring villains, just replace the Convergence with another sinister, shadowy group.

### OVERVIEW

To run this chapter you need to understand all the necessary backstory of





various NPCs and places. This way you can give clues necessary for the PCs to progress with the story, even if the PCs do something not discussed here, which is likely, since this is what PCs do!

There are two main points which you have to understand: the local history of Aeon Priests and how Milton and Kravos planned their attack.

## SECRETS OF THE ORDER OF TRUTH

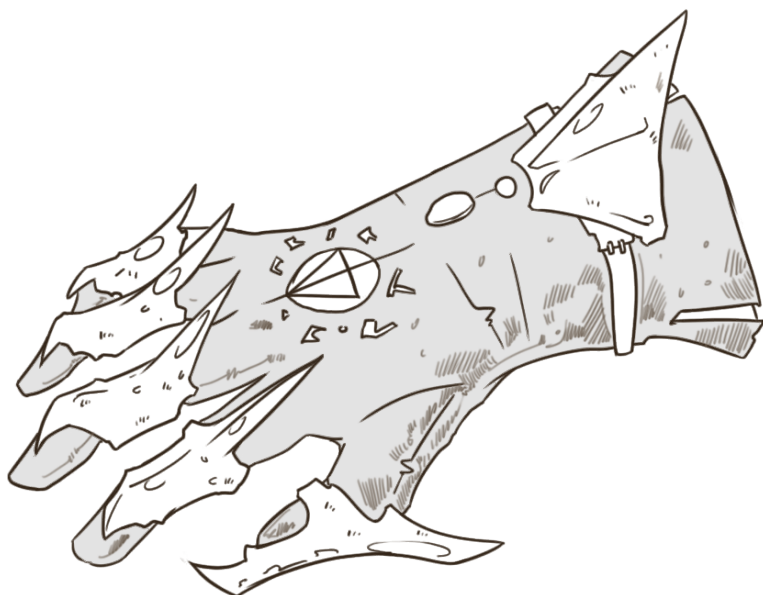
Decades ago the local temple of the Order was a renowned centre of learning and discovery. People from all over the Steadfast and even the Beyond travelled here to ask the priests to study the artefacts they'd brought, help with strange illnesses or just to witness the many wonders the so-called Cliff Temple displayed.

Some would say the priests were too welcoming and open. Slowly the Convergence gained a foothold among the younger priests, who then began to sell or give the many secrets of the Order to the Convergence. Years passed and what was first a couple of corrupted priests, became a hidden order nested inside the glorious temple of Truth. The leading Convergence agent, now high-ranking Brother Tiszal, using all the resources and assets available to him at the Temple began studying a strange creature, with

great effort captured somewhere in the Beyond (some said it came from the stars...). The creature was supposedly so dangerous and lethal that any research concerning it was banned, the monster imprisoned and sealed off in one of the many temple vaults. This did not stop Tiszal, who was influential and crafty enough to ignore the official regulations and continue his studies in secret.

Perhaps he was too proud, or grew too careless. With the help of a group of explorers, the priests (the real ones) discovered the Convergence in their midst. The Convergence responded with a vicious attack, and the halls became a place of a bloody battle: ancient artefacts were used, whole sections caved in, fire and lightning were unleashed, as were strange automatons and other bizarre weapons available to both sides.

When dust settled, the Convergence was expunged, but only a few Aeon priests survived. The grand temple was all but destroyed. The remaining priests decided to hide the truth of what had really occurred in the temple – news about “evil priests” wouldn't do much good for the citizens – instead telling a story about an experiment gone wrong. They sealed the temple and – knowing that many of its secrets might still tempt the unwary – expunged the information



concerning the Convergence, the Old Temple, etc. from the city's and temple archives. In exchange, and with the help of local nobles, they built a new temple, which was also a grand structure. Sadly, the local Order of Truth has never regained its previous strength and power.

Now all who knew the truth about the Cliff Temple are dead or have moved far away. Except for one person – elderly father Mat. Father Mat, now over 100 years old, “has always been here” and no-one knows that in his youth he was one of Tiszal's disciples. Grievously wounded in the battle, he managed to switch his identity with another priest and thus escaped the Order's wrath and became the Convergence's sleeper agent, occasionally providing information about an artefact or smuggling someone in or out of the temple. However, he knows he is old and has not much time left in this world and he dreams of doing something grand. Resenting being reduced to a mere spy and believing the Convergence has failed him, he has recently decided to find a way to enter the grand Cliff Temple once again and finish his master's research on the strange creature. And then the PCs find him.

### **MILTON'S FOOTPRINTS**

Organizing the attack during the ball took a lot of planning and resources. It might be easier for you to provide clues for the PCs if you understand how Milton and his goons operated.

Milton first arrived in Uxphon with a small group of henchmen eight weeks ago, after Kravos learnt about Milagros' importance and decided to have her kidnapped. They established their HQ in the Docks and started following Milagros. 7 weeks ago they carried out their first attack, which was unsuccessful – it turned out the noblewoman was too well protected. For safety reasons, they established a new base of operations (in the Craftsmen's Quarter), hired more men, began to cooperate with the local underworld and 4 weeks ago struck

again, again without success. Milton understood then that the local nobility take their security very seriously and generally the noble quarter is too well protected to try anything there – and Milagros seldom left that area. So Milton set up a new HQ, a smaller one, but located in the Hotbed (the Nobles' Quarter) planning to bide his time and just observe Milagros, waiting for an opportunity to strike.

Luckily about then (4 weeks ago) the high lords announced the news about the ball in Glass Gardens. Milton seized the opportunity and quickly inserted his people among the servants and the staff, preparing the grounds for the event. When Kravos informed him about Ee-nosh and his device, Milton found the Nevajin and intimidated him into cooperation. Meanwhile he kept organizing the attack: acquired a lot of cyphers, hid weapons for his people in the Gardens and – last but not least – secured the getaway route through the pipes.

### **SYNOPSIS**

This is a clue-gathering scenario and as such it does not offer a rigid sequence of scenes and events for you and your players to follow. However, there are several key clues to be found for the whole adventure to progress further.

In this chapter, the PCs, probably still recovering from the events at the ball, are asked by Lord Oros to investigate who was behind the attack and to find “our dear Lady Milagros,” if she was kidnapped. During their investigation, which takes them to various places in the city, the PCs discover that the group is called the Convergence, but almost no-one knows more about it. Moreover, any records, especially those kept in the local Order of Truth temple, have been doctored to hide any references and information about the mysterious organization. Eventually the PCs find an elderly priest, who agrees to help them and tells them the secret about the forgotten Old Temple in the city,



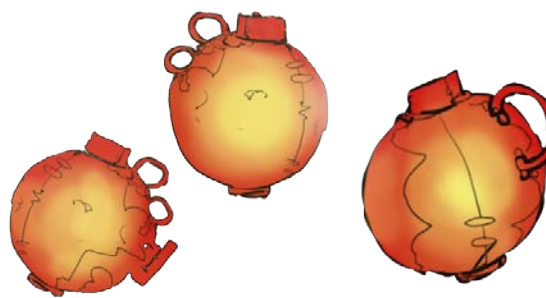
the only place where any clues about the Convergence or how to find them can be still available.

The PCs enter the temple, overcome the many traps the priests have left behind, and find the location of the Convergence's Sanctum. They probably leave in a hurry to share the news or just to rescue Lady Milagros. The old priest enters the temple and sets about completing his research, but instead releases an all-devouring monster.

### ELEMENTARY

This scenario has the PCs follow and investigate clues and has little combat (and if you want it can be run without any combat encounters at all!). The PCs HAVE to find certain clues (here called the key clues) in order for the whole adventure to proceed, while other clues provide only extra information about the Convergence's motives, members or the city's hidden history. When the PCs find a place where a key clue is available, give it to them without any rolls. Otherwise, a bad dice roll (or a series of them) could stump the whole adventure, frustrate your players and make them feel stupid. On the other hand, acquiring extra information requires normal skill rolls. The key clues include:

- ◆ the information that the group behind the attack is called the Convergence,
- ◆ no-one knows where they came from,
- ◆ they use the strange symbol of interlocked eyes,
- ◆ the priests might know something,
- ◆ there was another temple,
- ◆ there is a priest who might know where it is, why it was closed and how to find it,
- ◆ the location of the old temple,
- ◆ in the old temple: the location of the Convergence hidden base (the Scorpion Sanctum).



### TIRED AND IN A HURRY

Remember, particularly when considering combat encounters, that the PCs probably did not have much time to rest after the events of Chapter 1. They might be wounded, tired, their pools depleted. That's great! If Milagros was taken, the PCs will push on, realizing that the more they dawdle, the more difficult it will be for them to save her. Any rest they take might mean losing a valuable clue or failing their task altogether. It is up to you to decide how much time they actually have and how much you want to push them. On the other hand, remember that too much is too much. If the PCs really suffered during the battle in Chapter 1, give them a night to rest and make their recovery rolls, then begin the adventure.

### WAKE UP AND SMELL THE ASHES

The adventure begins in the morning after the battle. If the PCs are still present in the Glass Gardens, they're approached by Lord Oros' servant; if they're elsewhere in the city – the servant finds them there. If you want this might be Ignatius – visibly shaken by the events of the previous night.

They are asked to meet as soon as possible with Lord Oros, who is surveying the Gardens and organizing help for the wounded.

Lord Oros, wounded and bandaged, walks around the smoking ruin that yesterday was a place of ethereal beauty and is both enraged and saddened. Deep down, he is also afraid: he realizes that with so many nobles dead, his hold on



the city is tentative at best and other families will soon move to challenge his position. If the PCs have saved Milagros, she is also present and infuriated.

Grave and in no mood for joking (as compared to when they met him previously), he asks the PCs to save Milagros (if she has been kidnapped) and “find those insidious villains who dared to strike at the heart of our beautiful city!” He explains that he has no-one else to turn to, panicked nobles have pulled their household guards out of the city, many more capable soldiers or servants are dead, wounded or needed elsewhere in the city. He offers them 100 shins for expenses and is honestly baffled if they ask him for a reward. Aren’t they celebrated heroes? Isn’t it their duty to save damsels in distress and fight evil? If they insist, he offers them something he thinks is the most valuable thing in the world: a noble title.

He also provides the first clue: one of the bodies of the assailants bears a strange tattoo – two eye-like symbols connected in the middle. He also suggests asking the servants and perhaps the less savory inhabitants of the city about the mysterious group. Finally, he tells them to find that traitor Eenosh, whose devilish machine has killed so many.

## THE INVESTIGATION

Instead of providing a rigid grid of ordered steps for you to follow, this section provides a description of various areas of the city and NPCs to meet, any of which might provide the necessary and relevant clues.

1. **Eenosh.** Eenosh is terrified by what he has done and is trying to hide, and then manages to escape from the city and makes his way to his hovel, which is located 2 days away. However, he is not very good at hiding, doesn’t know the city, people in large numbers scare him and – last but not least – he is a big Nevajin.

Considering all this, it is quite easy to find him as long as he is still in the city: a level 3 intellect (persuasion, social skills etc.) test and a couple of hours of asking around Uxphon will turn him up, quivering in an abandoned pipe-tower. If he has managed to escape the city, people will know the general direction he was moving to (his home), or if the PCs know Eenosh from “the Devil’s Spine” they might guess his destination on their own. Catch-







#### **GM Intrusion**

The PCs find a Nevajin, but it is not Eenosh. Since one Nevajin looks much like another one to a human eye, the PCs might think that Eenosh is playing dumb. However, this Nevajin has a powerful patron in the city, and the PCs might antagonize the latter.

ing up with him takes time though, time that could be used in the city.

Eenosh is scared, tired, disappointed with humans and himself, feels guilty of the massacre and generally is a miserable creature. If the PCs manage to calm him down (or intimidate even more), he will tell them how the man called Kravos found him not long before the ball, befriended him and then revealed his true face and intentions by having Milton torture him into submission. Yes, he agreed to install the “reality module,” but what else could he have done? He knows that:

- ◆ The group is led by a powerful nano named Kravos, who is not in the city.

- ◆ The other leader – “the terrible warrior” – is called Milton, and he had several bases in the city from which he organized the strikes,
- ◆ They wanted to kidnap Lady Carinthia Milagros, he doesn’t know why
- ◆ They had a hideout on Tailor’s Street in Craftsmen’s Quarter, where Eenosh received the “reality module” for his apparatus.

After the PCs are done with questioning him, they have to decide what to do with Eenosh: let him go? Turn him in to the lords? In the latter case the high lords will make a quick example of him and organize a public trial and execution – will the PCs oppose this development? This whole sub-



plot might lead to many interesting complications!

2. **Investigating the symbol.** Asking around the city will reveal that no one seems to know about it. If the PCs haven't had the idea, they will be directed to the Temple's Library, because "if someone knows something, it's the priests for sure."
3. **Contacting local underworld.** This requires a level 4 (Intellect – streetwise) test, if successful, the PCs will meet Hirgo, a local crime boss. He is willing to cooperate with the PCs – after all he doesn't want any rival groups in his city, but he has to keep up appearances. If the PCs "buy" his cooperation, "say, a nice artefact will do nicely," he will tell them the locations of all of Milton's hideouts.
4. **Milton's Hideouts.** As explained elsewhere, Milton has established three bases in the city. Currently all of them are abandoned, and two of them have nasty surprises waiting for those who would come knocking. He believes that any person determined enough to find the bases might be determined enough to continue digging deeper and somehow find the truth about the Convergence etc., so he left traps to eliminate such curious cats.

## CONVERGENCE HIDEOUTS

**The Docks.** The so-called Docks are not real docks, since Uxphon is not a port city, but an area where many transport tubes converge, thus it is a place where goods are loaded and unloaded, trade caravans arrive with their cargo etc., well-guarded storehouses full of expensive items tower over poor, ramshackle buildings where workers live. Unsurprisingly, this is also the part of the city where crime and criminals reign supreme, while people suffer and noble families thrive in better districts.

Of course, some say, they want it this way and that in truth a noble family actually controls the gangs... Whatever the truth, it is material for another story.

Milton's first hideout is located here. The PCs can find out about its location from Hirgo or just by hitting local drinking dens and asking the colorful element about any new groups around. A successful level 4 Intellect test (streetwise, persuasion or intimidation) will point the PCs towards the place.

The hideout is located in the basement of a large warehouse. The warehouse is made from large-radius vertical pipe (ubiquitous in the City), its interior is full of movable floating wall sections, making it a perfect storage place for small-time traders, and people go in and out the structure all the time.

Since both owners of other storage rooms and guards are constantly changing, it is very difficult to find anyone who knows something and even if they do, they can only describe "that large, serious man with cold eyes" and several of his accomplices.

Milton has rented several adjoining rooms, which are still closed. Getting inside requires picking a Lvl 3 lock. It is clear that the base has been abandoned for weeks, there are sleeping cots along the wall and forgotten bits and odds. There are also two people sitting motionless at the empty table in the middle of the largest room. One round after someone enters the room, a lvl 4 cypher hidden under the table activates, creating an energy bubble inside the room, effectively cutting off the people inside. The two sitting people are really blitzer-husks, who attack anyone who enters the room.

Clues that can be found here:

- ◆ The symbol (for example on a scrap of a burnt document, or in the husks)
- ◆ Names of Kravos and Milton (for example a guard could have overheard a conversation)

### Tip

If this is the first investigation scenario for your group, or they tend to get lost and frustrated during such adventures, consider adding a NPC to the party, someone Lord Oros might delegate to advise and give suggestions when the game seems stalling.

### GM Intrusion

When a blitzer-husk explodes, it sets the room on fire! Now the PCs have to fight the other enemy and salvage what clues they can before they are destroyed.



- ◆ An old map of the city, with possible locations of the old temple (Milton considered exploring the ruins, if he managed to actually find them, and use the place as his base)
- ◆ Approximate location of Milton's next hideout: Textile samples with a curious, fluid pattern, which will lead the PCs to the Craftsmen's Quarter.

**The Craftsmen Quarter.** Some say that if you want to meet real Uxphonians, you have to go to the Craftsmen's Quarter, or – as everybody but the nobles calls it – the Works. It is a colorful, thriving place, full of small and large market squares, workshops and shops. Various guilds keep a watchful eye over everything and quarterstaff-carrying guild enforcers patrol the streets. There is a large fountain with boiling-hot water near the district's center and many trades make use of this resource.



Milton's largest base of operations is located on Tailors' Street, not far from the wall to the Hotbed and the main thoroughfare. Posing as a prosperous – but mysterious – merchant from Qi, he rented a small house from the Tailor Guild, where his people slept, ate and prepared for the second and final attack.

The trap Milton set up here is not particularly deadly and was calculated

to buy him time necessary to disappear from the city. When someone breaks into the house, the air fills with terrified cries and a voice shouts "Murder! Murder! Call the guards!" At the same time, two stabbed bodies materialize near the building. It is a very busy area and it is very likely that literally within seconds someone will show up and see the PCs standing over two freshly dead bodies! The PCs can run away – and the guild enforcers will give chase, or stay and try to explain everything, in which case they'll have to first deal with not too bright enforcers and guild authorities later (several level 4 tests). All this will take a lot of time. Of course if they explain and prove (they did ask the Lord for a signet ring or something, right?) they're acting on behalf of Lord Oros, it will greatly speed up the whole affair.

Spotting and disarming this trap is a level 6 task.

The house interior consists of several cramped, stuffy rooms, full of discarded items, notes, equipment inventories etc., and as such offers a wealth of information on Milton's operation. A careful search will result in 3 random cyphers. Additionally the following clues are available here:

- ◆ The symbol (for example on a scrap of a burnt document)
- ◆ Names of Kravos and Milton (for example a neighbor could have overheard a conversation)
- ◆ An old map of the city, with possible locations of the old temple (Milton considered exploring the ruins had he managed to actually find them, and use them as his base). This clue is not available if found elsewhere
- ◆ The location of two other hideouts
- ◆ The approximate number of Convergence members taking part in the attacks
- ◆ The name of the organization





- ◆ A suggestion that their base, called Sanctum Draconis, where Milagros was taken or where they came from, is located a few weeks' journey from the city
- ◆ If you wish to liven up your players a bit, Milton's clean-up crew (2-3 Convergence agents) might be present here, burning documents and covering tracks. If the trap activates, they keep quiet and try to sneak away in the commotion. If the PCs find and disarm the trap, they attack if they think they can win (for example there is only one PC because the players have split the party), otherwise they try to sneak away or just run, which might lead to an exciting chase over rooftops, inside transport tubes, across busy marketplaces, etc. Interrogated (a level 5 task), they can provide all or most of the clues from the hideouts, but they don't know the location of the Sanctum.

**The Hotbed.** The Nobles' District is a place of beauty and the weird. Each noble estate tries to overshadow their neighbors with pure wealth factor or carefully tended weirdness. Most of the hotpipes the city is famous for are located here, as are many gardens with exotic plants and animals. Normally the area is heavily

patrolled by guards belonging to various houses and nobles stroll the streets, but in the aftermath of the ball, most of them are in their estates, with guards kept close as well.

Milton's base here is actually a single room atop a pipe-tower overlooking Milagros' house. The tower is a part of a lesser noble's grounds. The servants living in the estate were quietly bribed to ignore Milton and his people, the tower is not used for anything and Milton was extra sneaky when entering and leaving the place, so the owners had really no idea about this development.

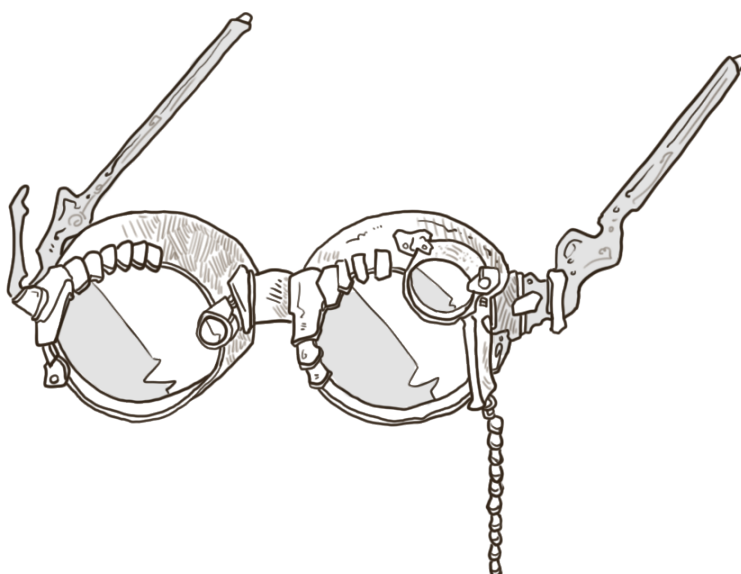
Milton set up the observation post before the news about the ball was announced, with long-term observation in mind. The trap here is a simple wind-blast cypher (level 4) that activates when someone enters the post. A failed speed defence test (shield doesn't help here) throws the PCs off the tower.

Not much can be found here, since it was only an observation post:

- ◆ Milton was observing Milagros and it's clear that for some reason she was his target
- ◆ he has a base somewhere in the Works: Milton was not as sneaky as he thought he was and one of the servants overheard his conversation with another Convergence member.

**TIP**

It might be a noble holding a grudge against the PCs, for example they insulted him during the ball.



#### **GM Intrusion**

While the PCs are in the temple, an old numenera device breaks down when a PC is near it. The priests flock over, pestering the PC and making a fuss.

### **5. Temple's Library**

The Uxphon Temple of Order of Truth, known as the Amber temple, is a magnificent building located in the Craftsmen's Quarter. Built among several hotpipes, it is a wonder of steam-based technology, with doors detecting approaching people and opening by themselves, clever flying or walking transport automatons and ever-present hiss of steam and thuds of heavy machinery working behind walls. The library is built into and around the inner side of a pipe, and it houses thousands of documents stored on shelves along the walls. A steam-powered multihanded spidery automaton traverses the shaft, bringing the books ordered by visitors.

When the PCs arrive, they're granted access to the library, especially if they explain their mission and Lord Oros' patronage. If the PCs ask about the Convergence (they might already know the name from one of Milton's hideouts) or the strange symbol, priests just shrug and direct them to the library. After hours of searching (you might want the PCs to succeed at a level 5 Intellect task) the PCs discover that there is absolutely no information about the symbol or the mysterious group. In fact, it actually seems that all the documents the PCs study have been carefully doctored to erase any such information, and if a particular work has a reference to the group or the symbol, the referenced tome is nowhere to be found.

If the PCs tell the priests about this discovery, the priests are genuinely flabbergasted – remember that even the current Prior doesn't even know about the old temple. If pushed, some high ranking priests will admit they have heard gossip about the old temple, which might have something to do with such large-scale censorship. Although they have no idea where it was or why it was shut down, they are eager to help the PCs to find it. By then, brother Mat has heard about the PCs and makes his move.



### **6. Brother Mat**

The PCs might find brother Mat in a roundabout way, if they first find information about the old temple in one of Milton's hideouts, then start asking about and someone remembers the old priest at the temple, "probably the oldest person in Uxphon." However, it is more likely he finds the PCs when they start their investigation in the temple.

Using a young novice as a messenger, he asks them to meet him in the temple gardens. During the conversation he does his best to pretend that his only concern is Lady Milagros (if she was taken) or justice for the villains who dared to strike at his beloved city. He also tells them that the local priests are too dependent on the nobility, that they abandoned the ideals of the Order and seek only luxury and power. But he is different! And old, so old... Then, in a grandfatherly, sad way he will tell them about the symbol and the Convergence, and he will tell them the truth, i.e. the whole story as explained at the beginning of the chapter. Naturally, he will



only change his own role – to a hapless novice, caught in a historical moment he did not really understand then. Finally, he will tell them that the only clue as to the location of the Convergence's base – or Sanctum – can be probably found there. He can tell them where the old temple's entrance was, but opening its sealed doors will be the PCs' task. Mat asks nothing in return and is apparently content that he could play a part in the heroes' mission.

Particularly paranoid PCs (or players, on another level) might suspect this kindly, old man of something foul. Let them. You might even allow them a test to see through his story, which is solid, perhaps there is a glint in his eyes that wasn't there before, but maybe the senior is just excited that he is helping the heroes? Remember that to the rest of the priests, father Mat is a brother, friend and teacher and they won't allow anything to happen to him. And even if the PCs don't fully trust Mat, they will have to investigate the old temple anyway.

## THE OLD TEMPLE

A wide crack in the ground, locally known as Steam Lake, Stinky, or Don't Go There, runs along the east side of the city. Clouds of steam hang just below ground level, hot air explodes randomly creating columns of shimmering heat and stirring the surface. A godawful stench permeates the area and clings to people and clothes for hours after exposure. No-one believes that the Order of Truth would ever build their temple in such a terrible place.

However, no-one knows that the vile conditions in the lake are a result of the priesthood's "forgetting" campaign. They purposefully polluted the area after having sealed the old temple to discourage any explorers or nosy kids.

The temple is built into the cliff's face and to get there one has to descend into the steam cloud and below. Once a system of curious pulleys, platforms and

winding staircases led to the temple's entrance, but now, since it was disassembled, only odd metal pieces poking from the stone prove its existence.

To actually reach the temple's old entrance, the PCs must go 50 meters down the cliff, with hot, stinking steam in their eyes, noses and clinging to their skin, with visibility limited to about 10 meters. A successful perception test (level 4) will reveal a narrow path crisscrossing the cliff, which in the past was used by priests when repairing the transportation system. Scaling the cliff is a level 6 task (this accounts for all the negative effects), going along the path is easier – level 4.

Although it is tempting, consider carefully what kind of GM Intrusions, if any, you might want here, since a bad roll will most likely end in a PC's death – the bottom of the crevice is a long way down.

There is a small stone platform in front of the entrance, with enough space for about 10 people. In the past, visitors first walked through a vestibule carved in the stone and through huge metal doors entered the temple complex. Now the vestibule is full of rubble and clearing it requires hours of hard work (might test, athletics, initial cost 3). This will open the way to the twin metal doors, made from silvery, hard metal. Opening them requires a level 6 test: might be simply might, or numenera or even lockpicking.

Once the door is open, a warning message activates: a projection of a wounded amber priest is displayed in the entrance, which says:

"Whoever you are and whatever the reason that brought you here, please turn back and forget about this place. There is nothing of value here, only memories better left forgotten. It used to be a place of learning and progress, now it is a tomb for our dead brothers and sisters in knowledge. And there is death here, waiting for you should you ignore this warning."

### GM Intrusion

The fumes weakened a PC and all tasks are one level more difficult until a recovery roll is used to negate the effect.

### Relentless Reaper

Ninth World Bestiary page 106.



☞ **Travonis UI**  
Numenera  
Corebook  
page 263.

☞ **GM Intrusion**  
The device in point  
4 breaks down  
after activation.

After this, the projection disappears. When the PCs enter the corridor behind the doors, each receives a glimmer about relentless reaper's activation.

## THE OLD TEMPLE COMPLEX

The old temple is a maze of stuffy, hot stone and metal corridors, chambers and rooms. Some have caved in, others are in almost pristine condition. Withdrawing priests left a lot of traps behind: some of them were not disarmed after the battle with Convergence agents, while others were installed to deter any curious explorers; some are still active, others might have developed into something else.

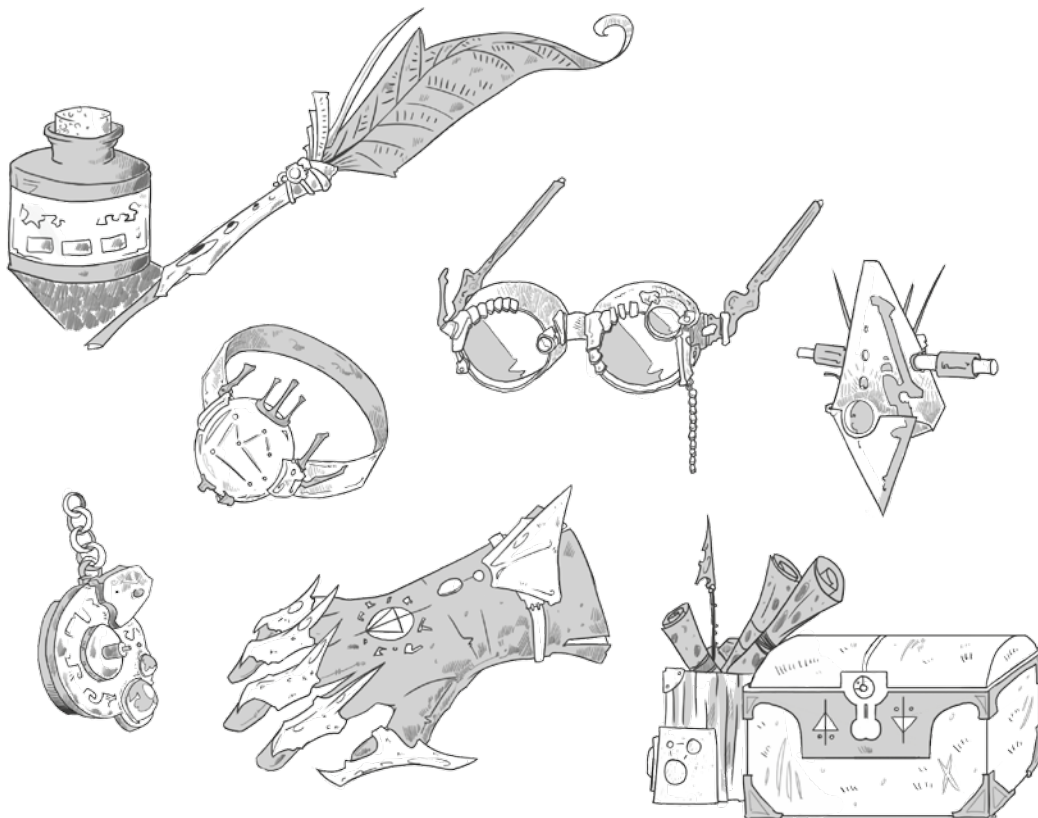
The key clue – the location of the Convergence's sanctum Milagros was taken to – is located here. Somewhere in the complex there is the desiccated body of a Convergence agent with a letter detailing the way to the sanctum. If you wish, this body can be found just beyond the doors, which skips the whole temple exploration section.

However, it is probably more fun to have the PCs find the body after they see at least some of the temple's secrets. Instead of providing a map of this large complex, there are some ideas for traps and rooms the PCs can find while exploring the place. You may choose any or all of them, or complement them with your own ideas. Just remember to mark which of the rooms your PCs have visited, since they are likely to return to the complex in Chapter 4.

1. A corridor full of dead bodies, which look as if they died a few moments ago, fighting each other. Anyone moving through the area experiences a strange feeling of temporal dislocation and until their next long rest have their Intellect Edge lowered by 1. D6+1 random cyphers and 20 shins can be found here.
2. A large, multi-floor chamber that once served as a library or a museum. It is full of smashed items, loose pages and disembodied voices murmuring in the air.
3. A room full of yellowish, poisonous sludge (level 3) with rickety bridges thrown over it. Crossing a bridge requires a level 3 Speed test. Anyone submerged in the substance failing the might defense roll moves one step back on the damage track.
4. A small, cell-like room with a thick metal door that looks as if it was smashed from the inside. Inside the room there is an apparently bottomless well about 2m in diameter. An old numenera device is mounted on the wall. When activated (level 4 test), it starts playing a haunting, irritating melody, as if an invisible creature was playing a flute and dancing around the brim. Slowly, inexorably a white mass of writhing tentacles starts rising from the well. It is a Travonis UI, a terrible opponent especially in these cramped corridors. Deactivating the music makes it go back into the well.
5. A corridor which is actually a hydraulic press and activates when the PCs are in the middle of it. Escaping requires a level 4 Speed test, the press deals 10 ambient damage per round.
6. A room or corridor with two steam-powered heavy repeating crossbows on the ceiling. They fire once per round at anything within long range. Deactivating or avoiding getting hit is a level 4 task.
7. A huge, beautiful, knee-high replica of Uxphon. Located in a cavernous hall, it makes the PCs feel like giants when they walk around the model. There are tiny carriages, the pipe transportation system actually still works and even the dead bodies (real ones) don't spoil the effect. It is a great place for a combat encounter.







8. A room full of deactivated oorgolian soldiers. There must be hundreds of them! However, a closer inspection reveals they're all clay figures. When a PC starts walking around the rows of warriors, they are suddenly attacked: it turns out there are 4 real oorgolians still active and hiding among the figures. Although their attack deals only 4 points of damage (they're unarmed), they are very difficult to spot here. After each attack they move away from the target and vanish among the figures, to strike again from a different direction, thus creating an illusion that there are more of them than four.
9. A corridor with buffeting winds, traversing it requires a level 5 Might test. On the other end there are large openings in the wall and various numenera panels (level 3) that operate them.
10. A room with an anti-gravity trap. If the trap is activated (for example the PCs enter the room, or disturb a

body or a device inside), anyone in the room must succeed at a level 4 Might test or they "fall" 10m to the ceiling and stay there. There are 4 gravity nullifiers installed in the corners of the room, spotting them requires a level 5 Perception test. They can be destroyed from afar (even by someone stuck to the ceiling) or deactivated. Anyone moving in the room must repeat the initial Might test each round. Anyone stuck to the ceiling must also succeed at the test to "crawl" or ready weapons etc., or succeed at a level 5 Might test to break free. After all 4 projectors are off, everything and everyone still on the ceiling falls down.

Extra room: you might wish to include a mysterious, powerful (level 10) force field blocking the way to a room. It is really well protected and there are no obvious means of disabling it. It seems that studying it would require days of research and work with heavy tools. Be-

☞ **Oorgolian soldiers**  
Numenera  
Corebook p. 250

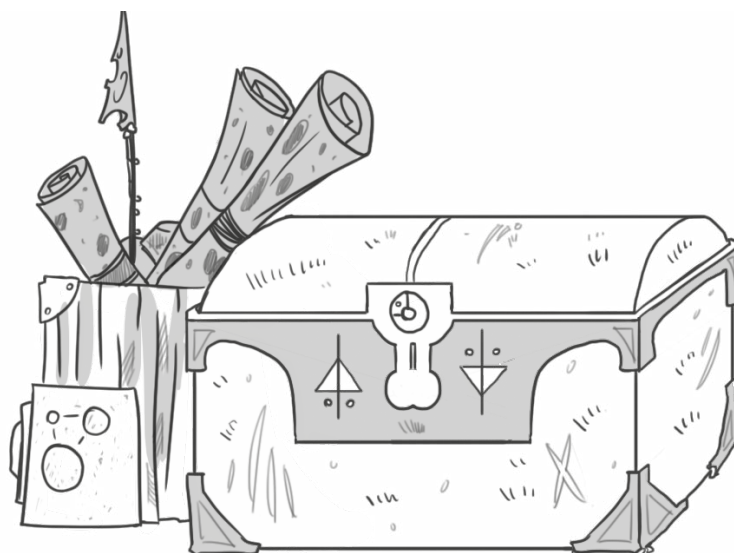
yond this force field is the area where Tiszal conducted his experiments and where the ancient neveri awaits. This force field might be also hidden behind a false wall in any other room the players have explored.

However, your PCs might have a way of penetrating such obstacles and thus may get to the monster's prison – let them! They still don't know what they're seeing and might ignore yet another room with strange devices etc. Refer to the room's description in Chapter 4, minus the fresh bodies. The huge round container in the middle is closed and if opened (a level 9 task), it has only strange black dust: the inactive, dormant ancient neveri (recognizing it is a level 10 task). It needs fresh bodies and blood to feed and regain its normal form. If the PCs somehow wake it up, it first escapes through the cracks in the floor and starts hunting for easier prey, since it knows it is still very weak and it senses a group of PCs might be too difficult to kill. Your players will likely dismiss

it as yet another strange thing around there. Alternatively, this might be the very first time the PCs encounter the protoneveri: after being woken up it grows at an alarming speed and starts chasing the PCs! This option might result in some deaths, tough, so consider it carefully.

## CONCLUSIONS

After the PCs have found the letter and the location of the Convergence's base, they will probably go there as soon as possible, perhaps reporting first what they have learnt to Lord Oros. Meanwhile, brother Mat lures a group of cutthroats (promising them riches, fame and women, in that order) to the now open old temple, goes to the secret area where Tiszal studied the neveri and attempts to restart the research by feeding the monster. The monster gets loose, devours the whole group, Mat included, and goes out to find more food – and the city is its platter. By then the PCs are already far away from the city.





# Chapter 3

## Hunting and Diplomacy

In this adventure the PCs follow the lead they have found in the old temple in Uxphon and travel to a mysterious Convergence citadel, where they can save Lady Carinthia Milagros or scout enemy's forces and defenses.

### WE'VE BEEN THERE

If your players have completed the “Three Sanctums” adventure from the corebook, it is best to replace the Scorpion Sanctum with Sanctum Draconis, the Convergence's yet another secret base. Run the scenario as is, just change the name.

### OVERVIEW

Having captured Lady Milagros, Milton and his goons escaped to Sactum Draconis, a Convergence base hidden about 150 km from the city. Kravos and a team of his numenera experts had been waiting there to immediately begin their experiments on Milagros. It quickly turned

out that simply drawing and using the blood is not enough to open the machine, the ancient nano must have been a true expert on the secrets of human biology, so Kravos has to continue his trials.

### GETTING READY

Prudent PCs might want to prepare for the journey. According to the discovered letter, the sanctum is located a two-week journey from Uxphon. The high lords can provide anything the PCs need for the journey, if they remain reasonable: mounts, food, normal weapons and armor, etc. If the PCs are able to persuade them, they might even be given a troop of soldiers (level 2 and a level 3 officer) and d6 cyphers.

### THE JOURNEY

Two weeks might seem like a lot of time and the PCs will be travelling over rough, uncivilized, sparsely populated

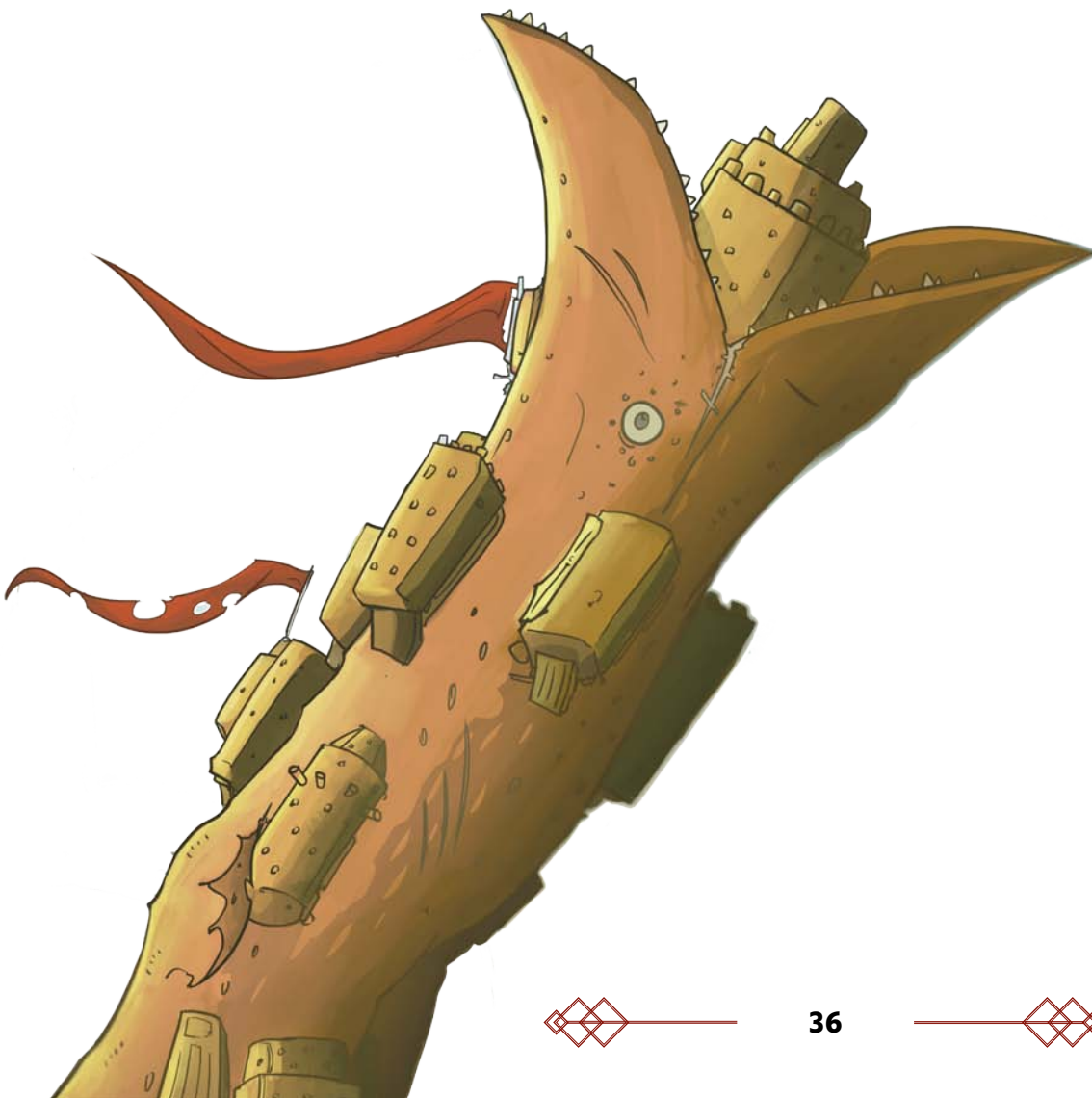




terrain. So much time without a single adventure! This cannot be! Actually, it might be better to just skip over this period with a description of inhospitable, desolate areas, forgotten ruins somewhere in the distance, strange bird-like creatures circling high in the air... You might ask your players to come up with these ideas and create the narrative together.

If you really want to insert a scenario here, make it short and not very threatening – remember that the PCs are in a hurry and it is very likely that they will choose to ignore this inserted adventure altogether. It is much better to use a brief, random encounter (which does not have to be a combat encounter!). Use one or two from the ones provided below, but remember – the Convergence has a reason to locate their base in a desolate area and if the PCs on their way there constantly bump into people, the whole journey might turn a bit farcical.

1. A campsite, with signs of mounts (aneen) and several faster ones. Altogether about 10 people rested here.
2. An area where rocks float several centimeters over the ground, vibrate and occasionally shatter. Entering the area distorts the harmonics of the place and the PCs have to run through a 'minefield' of exploding rocks, razor-sharp splinters flying through the air and tremendous noise. Their mounts might get spooked and some equipment might be lost here.
3. A group of bird-like abhumans migrates through the area the PCs are crossing. Colorful plumages, the screeching and stench of thousands of rumps assault the senses. The creatures are not aggressive, but not very intelligent either. The PCs might lose a day waiting for the crowd to pass, or navigate through, trying to avoid stepping on claws and invisible bor-



ders between various flocks, which is an Intellect test.

4. An open stretch of road, which is about 5 km long. The surface is dark, very firm and dirt does not stick to it. Moreover, it is much warmer than the rest of the ground around. While the PCs are travelling across or along it, the whole thing suddenly starts to sink into the ground, dragging in anything on it! The PCs have to literally run for their lives. This is a level 5 Speed test. On a fail, the PC is partially dragged into the ground and receives 10 ambient damage. Moreover, the strange substance quietly drains energy from all the devices that use an energy source the unlucky PC is carrying, a fact which may be revealed much later!
5. Bad weather. When the PCs are camped for the night, they are suddenly hit by an epic thunderstorm. Sheets of water slash through the air blown by strong winds, tents go flying, animals blear, mud and streams of water are everywhere! And in the midst of this chaos a PC sees something unbelievably huge moving through the storm – a black form taller than the tallest buildings, details of its vaguely reptilian body blurred by rain. Suddenly the form stops and a moment later a huge eye is hovering mere meters from the PC, who can actually see his reflection in it... (You might want a Fear test here, i.e. Intellect level 10 test). And the eye and the strange creature is gone, purposefully striding on. The storm soon passes on – perhaps accompanying the behemoth?

## THE SANCTUM

The Convergence's base, known as Sanctum Draconis, is located in the middle of the area known as Fields of Death – as the name suggests, few who ventured

there came out alive. And there is a reason for that: it is the cragworm breeding ground.

Each year scores of these mighty beasts migrate here from all over the Steadfast to mate and lay eggs in deep underground caverns. The whole area is a swath of craggy land, crisscrossed with crevices and littered with empty, dried husks of dead worms. Occasionally the ground breaks with a resounding crack and a cragworm emerges in a hail of debris, only to burrow into the bedrock in a different spot. In the middle, the largest of the bodies sticks up to the sky, as if in denial of its own death. This fossilized upper section of a gigantic cragworm is about 20 m in diameter and about 50 m tall – and it is also the place where Kravos and the Convergence can be found.

As one can imagine, getting to the Sanctum is not easy unless one knows how to fly. While experienced characters might easily combat a single cragworm, two of these beasts might be too much even for them, and the area is teeming with the beasts.

## MOVING AROUND THE MATING GROUNDS

The cragworm is a deadly hunter that locates its prey using tremorsense and smell. The first method of detection is utilized when the beast is underground and helps it to narrow down the general area of its future meal. It closes in, emerges and uses smell to pinpoint the target. And the local cragworms are both hungry and angry, attacking without hesitation, even smaller representatives of their own species, so when a group of fresh snacks enters their domain, they can only expect trouble.

It is about 5 km to the tower and getting there requires several level 7 Speed (Sneaking) rolls, so unless the whole group is specialized in sneaking, they are very likely to draw a cragworm's attention. Once combat starts, other cragworms in the area take note and d3 of them arrive, fighting both the PCs and



each other. Naturally such a commotion will be immediately noticed by Convergence lookouts in the tower. So if your group is not made of Conan-esque killing machines, they will have to think about another method than just storming the tower.

## **AVOIDING THE CRAGWORMS**

There are two ways to get through the field of death described here, but it is very likely that imaginative players will come up with their own solutions – remember that it is just another obstacle in the adventure and do not railroad your group. If they want to cover themselves in cragworm excrement or dress up as baby worms, or both, it sounds plausible – it is much better to let it be than get into a boring and frustrating two-hour long discussion.

### **THE FIRST SOLUTION: THE CONVERGENCE.**

Obviously Convergence members have to have a way of getting into and out of their base without being eaten. There are two ways they go about it: a secret tunnel and broodmother wave emitters.

**The tunnel.** After initial forays into the cragworm-infested ground, the PCs may want to circle the whole area looking for other ways in, logically reasoning that the Convergence must have a different route. The entrance to the secret tunnel is located to the north (about 2h walk from the western approach the PCs arrived from), is cleverly masked and cannot be spotted by accident – the players must declare they're actively searching for something like this. The entrance is hidden inside a peculiar-looking rocky spire that resembles a curved talon of a great beast, its hard, obsidian-black tip hovering a meter over the ground. The door to the tunnel is painted to look like the surrounding rock, but recent cragworm activity has damaged the camouflage – after a successful level 5 Perception test a PC might spot odd discoloration on the peculiar looking

rock and find the entrance. Opening it is a level 4 task. The Convergence relies on the sanctum's and the tunnel's secrecy, so there are no guards in the tunnel, which also tends to get damaged during the mating season. However, this does not mean that it is not protected or safe to pass.

If your players like dungeon crawls, the tunnel is a great place to have one, you can even use a level from an old dungeon crawling video game here, beholders included. On the other hand, if you want to close this chapter in one or two game sessions, the tunnel should be what the name entails – a tunnel. Oh, with a couple of traps. And a nest of young cragworms. All the traps (examples of which are detailed below) have an alarm system, so – when any is sprung – a team of Convergence warriors comes down the tunnel to investigate. If they spot the PCs, one of them immediately turns back to warn the base about the intruders; however, they don't attack on sight and it is possible – with clever fast-talking – to convince such a patrol to escort them into the base. For example, the PCs might lie that they are also Convergence members from somewhere else, here to meet Kravos or Milton etc. If their lies are outrageous and the conversation gets boring, the patrol attacks (but see the NPC section for details on their behavior).

The traps below are just suggestions, you can use all, some or none of them.

1. A very narrow corridor whose walls are covered with sticky, yellowish slime, which is extremely corrosive. Getting it on weapons or armor reduces that item's damage or armor value by 1. Avoiding the trap is a level 4 Speed task.
2. A thick, oozy membrane blocking the way. Anything going through it triggers the alarms, informs the guards in the Sanctum, as well as covers the person going through in sticky slime,



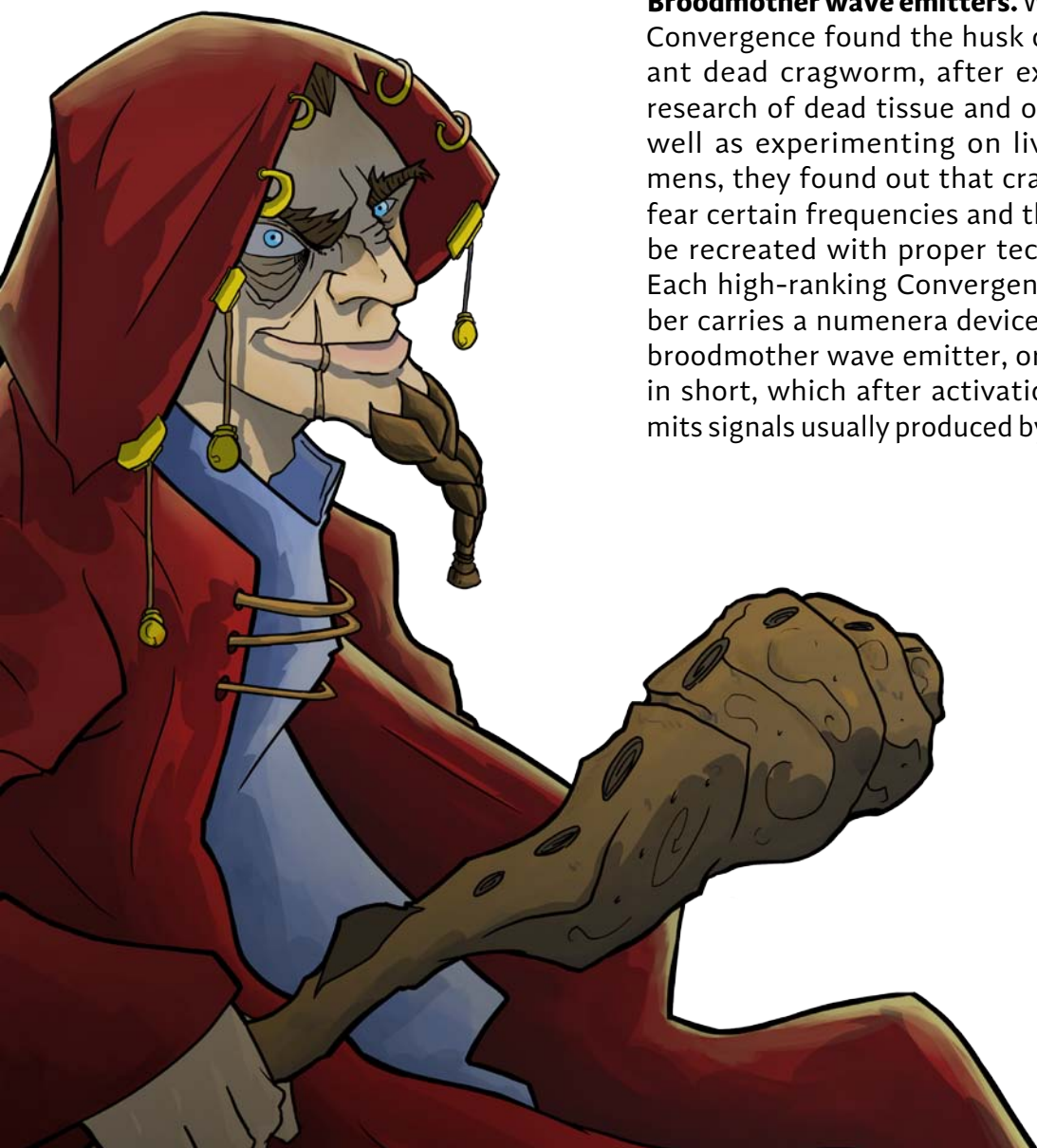
which lowers their Speed by 3 points until washed off. Cutting the membrane is a level 4 Speed task.

3. A narrow bridge over a chasm, with a cragworm tunnel beneath. The bridge is covered with pressure-sensitive pads and pressing them emits loud noise, which alarms the guards and draws in an interested cragworm. An agile person can go to the other side without stepping on the pads (a level 5 Speed task), or a clever person can figure out which pads are actually safe to step on (a level 5 Intellect task).
4. Suffocating chamber. A greenish void-filled, gravity-nullifying bubble envelops a PC. Each round the PC must succeed at a Might test or goes one step down on the damage track. The difficulty starts at 3 and

each round goes up by 1. The trapped character can try to break the bubble, but it is difficult because there is no gravity inside (level 5 Might task). The characters outside can also try to break the bubble – it is automatic if they have an esotery or weapon based on energy, or a level 6 Might task otherwise. Once the bubble bursts, everyone near it suffers 5 points of damage due to explosion.

5. Cragworm eggs – a chamber filled with cragworm eggs. Most of them seem dead and forgotten, but some show signs of life inside. It is actually quite safe here and it is a good place to have an encounter with the guards. If combat breaks out, you can use an intrusion to release a small cragworm (level 2 creature), which attacks anything in sight and might summon a bigger beast.

**Broodmother wave emitters.** When the Convergence found the husk of the giant dead cragworm, after extensive research of dead tissue and organs as well as experimenting on live specimens, they found out that cragworms fear certain frequencies and these can be recreated with proper technology. Each high-ranking Convergence member carries a numenera device called a broodmother wave emitter, or emitter in short, which after activation transmits signals usually produced by ancient





she-worms, signals which standard cragworms deeply fear.

However – due to all the wormy activity and having secured Milagros – Kravos, Milton and their goons are holed up in the tower, safe in their belief that no one knows about the sanctum and even if they stumbled upon the area, they would try to avoid the huge flesh-eating monsters. There are two ways to get the transmitter: lure a patrol out of the tower or find and repair a broken transmitter.

A 5-man patrol will come out to investigate any possible human activity in the area – for example smoke, prolonged combat with cragworms, lights. The patrol is led by a seasoned level 6 warrior, who carries the emitter on his back. He is accompanied by two level 4 archers and two level 4 warriors. All of them deal +2 points of damage. A GM Intrusion might damage the emitter during the fight.

As all other Convergence members here, they'll try to avoid combat, especially with a well-armed group. This attitude is explained and detailed later in the chapter. As with the tunnel patrol, this group can be also deceived.

Alternatively, while scouting the perimeter the PCs might notice something glinting a few hundred meters into the cragworm territory. These are the remains of an unfortunate Convergence patrol, whose emitter malfunctioned. If the PCs manage to retrieve the device, they must succeed at a level 5 numenera test to discern its purpose. Then another test is required to repair it, as well as cannibalizing other numenera, for example a cypher, to obtain the necessary parts (i.e. not a pill or liquid, but another device of some sort).

#### **THE SECOND SOLUTION: MAD SCIENTIST'S CAMP.**

While scouting the perimeter the PCs might notice a strange cragworm that seems to be going in circles. If they come closer to investigate, they will notice

a strange man dancing, jumping and chanting in the middle of the circle the worm is making. Once he notices the PCs, he dismisses the creature (which burrows into the ground and disappears) and with great delight welcomes “the new arrivals to the place, where magnificent creatures reign supreme and humble observers like ourselves are blessed with a chance to sneak a peek upon them.”

The man introduces himself as Manorio and invites the PCs to his nearby laboratory. If the PCs refuse, he starts following them, genuinely interested in their actions and equipment. If they are rude or aggressive, he runs away and at an opportune moment sends a cragworm after them.

Manorio leads the PCs to his “lab” – a surprisingly cozy hovel made in a hollowed-out rock. Over the years, using stuff he scavenged or stole from the Convergence, Manorio has managed to build himself a warm, well-furnished (considering) home: there is a bed, a small cooking area serving mostly lizards on the stick, a heating source (probably a radioactive numenera device) and a workshop. All the tools, clothes, cooking utensils are made from cragworm parts and the walls are covered with drawings of the beasts.

If you don't feel like roleplaying a mad scientist, you can read or paraphrase the following text:

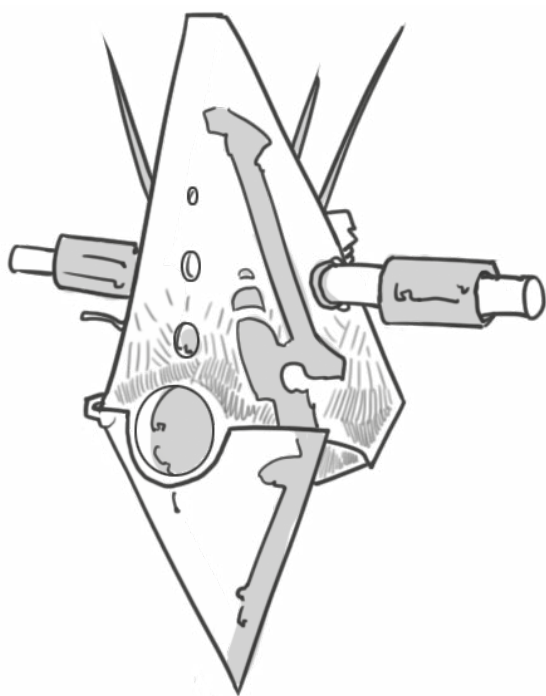
*Manorio does not remember why he first came here. All he knows is that the cragworm is somewhat essential in the great cycle of life and death and studying them will save the world from doom. Manorio will save the world from doom. Cragworms are beautiful creatures and quite friendly really. Manorio likes them, especially Fluffy. But Manorio does not like the people who live in the Great Dead Mother, because they do not allow him to study Her and they harm and scare cragworms with their strange devices. What devices? Oh they always – always – imagine it? Always! Carry them when*





*they go into or out of the tower. Here, try these dried cragworm fibrilles, they're slightly salty, but very filling! Very filling indeed! Has he seen a group arriving recently? Indeed he has! They came in from the East, waited for the patrol to come and take them in and well, came inside, the big scary dude in armor with them. But even he is afraid of cragworms, ha! A woman? Ah yes, there was a woman with them. Realllly pretty! Almost as pretty as a cragworm!*

Manorio also knows about the secret tunnel, but was never able to open its entrance. It is very likely that the PCs will try to earn his trust and use his knowledge about cragworms to gain the upper hand in their assault on the sanctum. However, he is very reluctant to share his secrets, especially if a cragworm might be hurt. But good arguments and a level 5 Intellect roll will eventually win him over. There are several ways in which he can help, for example he can create a distraction and cover the PCs' approach and/or exit from the base, he can help to ambush a patrol or even (perhaps after another test or a clever bribe) send the cragworms to attack the sanctum.



Optionally, once Manorio considers the PCs to be his friends, he might agree to teach them how to tame and ride cragworms. However, consider this carefully, since nothing will stop clever players from abusing this power once they have it. For example, only the local cragworms may be tamed and only for a limited time? On the other hand, this could be a really cool, memorable moment, when the PCs ride a cragworm and smash into the Convergence's sanctum. Baron Harkon... Kravos will be very surprised, indeed!

## THE SANCTUM DRACONIS

One way or another, quietly or aggressively, the PCs will gain entry to the Convergence base known as Sanctum Draconis. This secret hideout is located in fossilized remains of an ancient cragworm, in a tower-like upper section of its body jutting towards the sky.

The Convergence have adapted the interior of this structure, but since it is not the organization's permanent base, the conditions inside are temporary and geared towards Kravos' experiments and research on Milagros' blood. Altogether, now that the operation in Uxphon is over, there are 20 level 4 guards, two level 5 officers, 2 level 5 nanos and 5 level 3 personal assistants to Kravos. If Milton is alive, he is also here.

The description assumes that Lady Milagros has been captured. However, if the PCs have managed to foil the kidnapping, the situation in the sanctum will be different: Kravos and Milton (if he's alive), realizing that they won't be able to kidnap the noblewoman in any foreseeable future, will be busy packing and getting ready to leave.

**Ground Floor:** it is a sparsely lit, dusty room that serves as both guard post and entrance area. The uneven floor is made from shifted rocky tiles and the secret tunnel entrance and the main entrance are located here. Two guards are stationed here all the time, mostly spending their time looking out through

the main entrance. The main entrance is an irregular hole and isn't protected, closed or locked. The tunnel entrance, however is covered with a solid metal numenera door that can be opened with a key (Milton has it) or bypassed with a few minutes of tinkering and a level 5 test. A flight of stairs made from scavenged stones and cragworm plates leads to the 1<sup>st</sup> floor, but the entrance is closed with an energy field, which can be turned on and off from the 1<sup>st</sup> floor. However, each guard has a Convergence tattoo – it allows them to bypass the field at any time.

**1<sup>st</sup> Floor:** This is the living and training area for the guards. It is separated into 2 “rooms,” one with the sleeping and cooking area and the other where the guards train, keep their equipment and spend time. Three functional brood-mother wave emitters are stored near the stairs down and the energy field projector stands near this entrance. Unless patrolling or standing guard duty on the ground or 3<sup>rd</sup> floor, the guards can be found here. It is also very likely for Milton to be in the training area, since he keeps training his people while Kravos works. A narrow ramp, carved in the wall, leads along the training area side up to the next floor.

**2<sup>nd</sup> Floor: Workshops.** This whole floor is covered with workbenches, tools, racks of spare parts, etc. Unless sleeping, the two nanos work here creating or studying cyphers, the emitters or their own devices. A large stone, partially fused with the wall “tub,” is full of fresh water and clever piping pumps it upstairs to the lab and downstairs to the cooking area. The “tub” fills with water every other day. Searching this area will bring in D6+2 random cyphers. The ramp along the wall continues to the next floor.

**3<sup>rd</sup> Floor** – this floor has a double purpose. First, it's the only floor with windows, so 4 lookouts are here at all times (even at night, searching for approaching lights). Secondly, Kravos', Milton's and the nanos' rooms are located here.

- ◆ The nanos' rooms are slightly better furnished than the guards' sleeping area, but it still very spartan
- ◆ Kravos' room is full of designs and books on numenera – in addition to his coded notebooks, there are 10 large tomes, each worth 50-100 shins. There is also a rollable floating mattress (a level 1 artifact) and hand drawn schematics of a strange device (this is the artefact Kravos wants to open with Milagros' blood).
- ◆ Milton's “room” is a large, hollowed out sphere stuck to the wall, under the ramp up. He doesn't actually live here, since it has been repurposed to serve as Milagros' prison, with the lookouts doubling as her guards. When she is not in the laboratory upstairs, she is here, resting in this comfortably furnished cell. The door is another energy field, functioning the same way as the one on the 1st floor; however, it can be switched on or off from the outside without any problems.

**4<sup>th</sup> Floor** – This is Kravos' main laboratory, full of bubbling, whistling and buzzing numenera tables and complex sets of alchemical vats. A large, metal



bed is located in the middle of the floor. Since Milagros' arrival, Kravos has been busy here, either experimenting on her or, when she's resting downstairs, reviewing results and designing new tests. His 3 assistants are here at all times. Dismantling the machinery will produce d6+4 random cyphers and perhaps even an artifact. There is a ladder to the roof, but the entrance is locked and blocked and opening it from either side requires a level 5 Might check.

Moreover, along one of the walls a huge device consisting of large vats, niches, cables and piping has been installed. This is the "Servant Maker" Kravos is trying to activate. It was transported here using a shrinking/enlarging cypher and doesn't work. Dismantling it produces d6 cyphers and an artefact.

**5<sup>th</sup> Floor** is actually an open-air chamber on top of the tower, with broken broodmother's "teeth" closing over one's head like the claws of a grasping hand. The floor is slick and uneven, but that's not the reason why Kravos did not adapt this area. Human beings just do not feel well here: within minutes they develop awful headaches, their vision starts to swim and eventually they collapse. Kravos suspects this is an effect of the great worm's still working wave emitters, but even he does not understand how they might still function if the beast is dead and why the effect persists only on the fifth floor.

## DEALING WITH KRAVOS AND THE CONVERGENCE

Unless the PCs approach openly and signal their willingness to talk, once they get through the mating grounds they will try to sneak in or just attack the stronghold, and unless the team consists of cypher-augmented ninjas the former is very likely to turn into the latter.

If the PCs are absolutely unwilling to talk, the Convergence warriors regroup on a higher floor and try to use their superior numbers to wear down the PCs, while Kravos and his assistants save the

results of his experiments or destroy what cannot be saved – then he joins the fight.

Neither Kravos nor the warriors are fanatics, and they do not want to die without a good reason. After the PCs attack (or are found), the warriors (possibly Milton) ask them to hold while they get their officer. While they're doing so, they also warn Kravos about the PCs.

Kravos goes down to negotiate with the PCs and all his staff (including Milton) go with him, which should show the PCs they have a very difficult fight on their hands. Kravos wants to know why they are attacking his base. If the PCs tell the truth that they are here to save Lady Milagros (or investigate who and why attacked the city), he nods in understanding.

First of all, he tries to convince the PCs that they are seeing the whole affair from just one point of view and attempts to explain his reasons, coloring up the facts or inserting small lies if needed. If he still has the noblewoman, he says that she is very important for the safety of the region, the less-than-clever noble lords of Uxphon did not want to listen to him so he had to capture her. He is even willing to show them that Milagros is well and alive – a disarmed PC can be escorted to the upper level and even allowed a brief conversation with the woman. Kravos can agree to return the noblewoman, unharmed in – say – two months' time, after his research is finished. He is unwilling to tell the PCs why exactly he needs her – for that they would have to join his organization and earn his trust.

To further convince the PCs to leave him alone and walk away in peace, he can throw in an artefact – select something not too powerful, but attractive for your players.

If the PCs have managed to save Milagros back in the city, Kravos instead tries to hire them to kidnap and bring her to him. For this he can offer something really valuable.

### GM Intrusion

During the negotiations with Kravos Manorio shows up and starts destroying brood wave emitters, which "drive the mighty worms crazy." This might be just a comedy moment, or a more serious thing - Manorio sneaks in, manages to destroy all of the emitters and suddenly both the PCs and the Convergence have no means of leaving the tower.



If the PCs threaten him, he stays reasonable and points out that he has more people with him and -although he values their lives and would not like to waste them on a pointless fight - they will defend themselves and even if the PCs might win, being such formidable warriors, one or two of them is likely to die as well.

In short, Kravos stays calm, composed and reasonable and seems to really care about his people. However, if he has Milagros, he won't give her up - yet.

It is up to the PCs if they agree to return for Milagros in 2 months, accept Kravos' bribe to forget about the whole thing, or attack.

Crafty PCs might bluff their agreement to Kravos' offers (time for the group's "face" to shine), accept his terms, pretend to go away and then launch another, covert attack on the tower, perhaps with Manorio's help. As always in RPGs, the sky is the limit and your players can come up with ideas this book does not cover.

## THE MILAGROS FACTOR

If Lady Milagros is imprisoned in the Sanctum, she does not have to be a passive player, or a typical damsel in distress in the scenario. Being a persuasive, energetic, if slightly tired, young woman once she realized that no-one wants to kill or ransom her, she pretends to cooperate with Kravos while trying to learn why she is so important and - meanwhile - trying to win over several guards. When the PCs enter the tower, she will have managed to convince two guards to help her escape.

Realizing that is not enough to escape on her own, she will play this card when an opportune moment occurs - for example, when the PCs manage to convince Kravos to allow one of them to see her, the two guards escorting the PC might be the ones working for Milagros. When the group arrives to her cell, they release her and she explains the situation to the undoubtedly surprised PC.



## THE UNGLORIOUS RETURN

If the PCs have managed to kill or chase off the Convergence, they now have access to a powerful artefact - the "Servant Maker." Kravos might have even explained what it is supposed to do and why he needs Milagros. Some PCs might want to continue his experiments and reap their benefits, but such developments are beyond the scope of this scenario.

With grateful Lady Milagros accompanying them, the Convergence damaged, or both, the PCs head back to Uxphon. On their way back they stop to rest in the small town of Promise - a settlement they have probably hurried through on their way to the sanctum.

About 1,000 people live here, tending to their flocks of cvopi (plant-like animals that "graze" in the sun hanging on cliffs and outcroppings), building pastures for them (i.e. tall framework towers), shearing their fluffy coats, etc. Normally it is a peaceful community, but curious of the world and happy to receive visitors.

However, when the PCs arrive there, it is choke-full of travelers, or rather refugees: whole families with barely a shin between them, pale-faced lost-looking nobles in rich carriages stuck in the mud butchering their work animals to have something to eat, angry groups of young people riding the local pastures for food, crying children, crying women, crying grown men.

As the PCs walk through the crowd, they realize that all these people came here from Uxphon. Something terrible has happened there while they were away.





# Chapter 4

## Something wicked

In this scenario the PCs return to the city of Uxphon only to discover that – because of their previous actions – a deadly monster has been released into the streets. Hundreds of citizens are dead or missing. What is worse, thousands of them have been turned into the monster’s mindless drones, who scour the area seeking for the uninfected. This is a sandbox, open-area adventure, where the PCs gather information that will help them to defeat the monster and save the city in the final, fifth, chapter of the campaign. The scenario first explains what happened in Uxphon while the PCs were away and then describes several possible mini-scenarios, or encounters, they might have while moving around. Finally, there is a section that talks about the monster tactics and behavior.

### PREPARATION

First of all, before going on, to fully understand the threat to the city and its people, go to the NPC section at the end of the book and read about the protoneveri and the infested. Afterwards, read this chapter and the following one, to understand how the plan to kill the monster works.

This scenario is somewhat based on the actions the PCs took in Chapter 2 when they were conducting the investigation. Many of the NPCs they met then might be encountered again. Did the PCs make any friends or enemies? How will these people react now, when the PCs have returned? On the same note, before running this scenario, decide in advance which of NPCs are still alive and in which enclave they can be encountered.



This chapter differs from other chapters in “The Bridges we Burn”, since it does not really push the adventure along. Instead it paints the background for the grand finale, which is dealt with in Chapter 5. It is up to you to fill this background with details, some of which can be found here and I am sure you can make up a lot of your own!

Because of this openness it is impossible to set up one clear path for you to follow. However, there are three very likely paths your group may take:

- ◆ Having realized the monster is their fault (remember all those warnings they got while unsealing the Old Temple?) they might want to investigate the Old Temple first and avoid meeting Lord Oros, fearing that their involvement is known.
- ◆ Or they might head straight to the largest enclave, which is Lord Oros’ mansion, which allows you to significantly speed up the whole scenario (see details in the section below discussing the location).
- ◆ Finally, they might head to the nearest enclave just to learn what is going on and get involved in helping those people, while investigating the monster and contacting the lords.

Alternatively, instead of setting things up for the plan presented in Chapter 5, you can make Chapter 4 about finding the information about the monster and the means to defeat it. Throughout the text you will find suggestions how to do so and what clues or key items can be found in all the various locations presented in this chapter. Be advised – this approach will significantly lengthen the scenario.

The scenario can be completed in one 4h session, but you’ll probably have to cut some corners. Typically it takes about two 4h sessions to complete this part, but if your players really like the post-apocalyptic feeling you can easily extend this part of the

campaign – some ideas for this are provided elsewhere in the chapter.

## WHILE THE PCs WERE AWAY

Not long after the PCs departed from the city, father Mat lured a group of mercenaries to accompany him to the Old Temple. He promised them riches and fame, but only needed them to feed the dormant protoneveri. Following the PCs’ footsteps, Mat and his group were able to avoid deadly traps and reach the chamber – if you used the idea with the force field, Mat disarmed the barrier and entered the secret lab. Next, he duped his mercenaries to open and enter the container that housed dormant neveri and when the four doomed men did so, he sealed them inside. Or so he thought, because the neveri devoured the men and then managed to escape before Mat re-sealed the prison.

Once free, the monster flowed through the Old Temple, scaled the cliff and began snatching people off the streets, cleaning out whole houses and businesses. Initially it focused on large animals like aneen, quite common in the city. Continuously growing and still feeding, it began also infecting people with its growths. The infected helped the monster to gather even more food, even faster, and soon the whole city collapsed. Anyone who tried to fight the menace died or became infected. The survivors barricaded themselves in various enclaves, constantly fighting off the infected. However, once the monster decides to attack such an enclave, it is usually doomed. After initial chaos, people started to escape from the city, and the monster’s malevolent intelligence could not allow the food to do so. So it created even more infected, who are positioned around the city, a circle of death, capturing or killing anyone who tries to escape. Most of them are positioned in choke points, like city gates etc., but they are also on the walls or patrol the streets leading out of the city.



The protoneveri uses the sewers, pipes and ancient corridors under the city to move around, it feeds on the infected, hunts for survivors and attacks enclaves. Having so much food, it ignores, at least for now, better-defended areas, like for example the Lords' Enclave. What is more, being so powerful, it spawned several lesser neveri that help to corral the food in the city.

Meanwhile, the citizens tried to fight back. However, because of the fractured political nature of the local government before the lords managed to form any form of organized defense, the city was in chaos, and the monster was too powerful. Some of the best nanos and knights in the city died fighting the infected or the beast, some even returned claiming they had won – but despite this, the monster kept killing and growing.

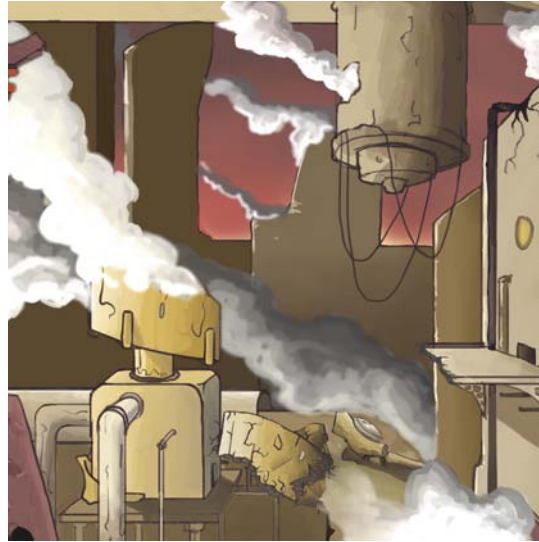
Eventually, Lord Oros did manage to learn that the creature came from the Old Temple, and sent his best knights to investigate, hoping to find there clues as to how to defeat the seemingly unkillable creature. Although they managed to reach the temple, even the chamber where the monster was imprisoned, they all died there, so the nobles still do not know about the monster's origins and by now have too few men to waste them on missions in the city. Instead, they are concentrating on the last, desperate plan to win. And a group of experienced explorers can aid them greatly.

## CURRENT SITUATION

When the PCs arrive to Uxphon, the infected roam the streets, the monster keeps hunting the survivors, the people in various enclaves try to survive and coordinate with each camp and the nobles try to save their city, all the while plotting against each other.

The situation in the city is dire – and most people realize this. They have seen their loved ones turn into the monster's puppets, they had to kill them or see them kill or capture other family mem-

bers. They witnessed the power of the beast, the dark tide of its mass flowing through the streets, breaking doors and walls, engulfing people and animals and growing even bigger. Their food is running low and every day, in every enclave people die. Practically all animals, especially the larger ones like aneens, have been eaten. There is almost no commu-



nication between the enclaves, since leaving one means crossing the streets infested with the infected. But one thing is certain: in the beginning there were a lot more enclaves, whose lights and fires could be seen, than there are now. Those who want to dare the streets and try to escape the city are captured by the throng of the infected positioned along the walls and the gates. Larger groups draw attention of the monster and are hunted down and devoured. Some people break, some people fight. All know death is coming for them.

By now everyone knows that you cannot fight the monster, so if it attacks an enclave people just run, trying to make it to another enclave they know about. Most of them are captured or killed. Food is the most precious resource, as is clean water. Uxphon is a large city and there are plenty of warehouses, houses and mansions with food stores in them, but getting there and back, carrying heavy sacks, is a daunting task.



When the PCs arrive, there are as many enclaves in the city as you want, for example if you wish to expand this scenario into a mini-campaign, you can start with more enclaves and the PCs will witness their gradual destruction and perhaps try to save the people who live there. However, this text assumes you are following the standard story, so there are only a few such “safe” places in the city. Below you will find detailed descriptions of four such places, followed by some ideas for more. Two of them – the Amber Temple and the Oros Mansion – are key for the campaign, while two others are example enclaves the PCs might visit. Finally, there is a description of the Old Temple and what the PCs might find inside should they return there.

### **A CITY RIPE FOR PLUNDER**

Some players might decide that their characters would like to take advantage and get rich very quickly by plundering abandoned mansions, houses and businesses. Don't fight this idea – after all, the main theme of “The Bridges We Burn” is dealing with the consequences of one's actions. If the PCs want to ignore Uxphon's plight and instead concentrate on increasing their own wealth, let them do so. However, keep in mind that they do not operate in a void and that the city has become an extremely deadly place.

If they start bring their loot to one of the enclaves, a previous owner of the goods might turn up, or someone

may recognize an artifact or a valuable art object – and the PCs' credibility and any trust they might have gained will evaporate quickly.

What is more, groups of the infected and – of course – the protoneveri are constantly on a prowl for fresh prey. Should the PCs decide to stash their loot in one place – an abandoned house, tower or shop, the monsters might turn up there, detecting regular visits to the place. Additionally, remember that hauling loot while simultaneously trying to avoid being eaten should not be easy.

Finally, even if your PCs manage to line their pockets with stolen goods and leave the city intact, it would probably mean they have left it to its fate. Occasionally, while living somewhere else, they might meet other survivors or just hear news about the Doom of Uxphon. News which might result in pangs of guilt and regret... But some bridges, after being burnt, cannot be rebuilt.

### **THE OROS MANSION, OR THE LORDS' ENCLAVE**

Currently, the Oros Mansion and surroundings grounds is the best protected, largest enclave of non-infected humans in the city, perhaps because it is more of a castle than a mansion, guarded by the best fighters, the few surviving nanos and – last but not least – a force field wall. The Neveri has more easily accessible feeding areas so it is leaving the mansion for dessert.

When the troubles started and the nobles realized they have to leave their homes or die (some did), they withdrew to Lord Oros' estate, which was made available for everyone, including merchants and the poor. The castle is overcrowded, stores are running low, the nobles squabble with each other, some refugees resent the nobles (claiming they are hiding food, which is rationed), in short it is a boiling cauldron of fear and anger, ready to spill over at any moment.

The mansion is built into and around several tall pipe-towers, the space be-





## Moving around Uxphon

As explained in the NPC section for this chapter, the infected retain most of their skills and abilities. Also, most of them are normal citizens and as such are not much of a threat to a well-armed group of PCs. However, there are a lot of them and they just keep coming. Moreover, thanks to the growths, they coordinate their actions and never wander alone. Thus, a group of them (4-8) is treated as a single level 4 creature, who always tries to capture or incapacitate the weakest prey. In case of a prolonged fight, more and more infected come and finally there is a chance for the neveri to appear. It is much better to try to avoid the infected while moving around. It is a level 4 task (Sneaking for skulking and Athletics for just running around), which should be repeated depending on the distance the PCs want to cover. Note that Sneaking might be a better choice, since running will surely draw the attention of the infected. Tier 3 PCs are very likely to have esoterics or skills like Far Step that allow them to move freely. Finally, the roofs are probably the safest way to cross the city, but this way requires a certain degree of athleticism from the PCs. There are almost no infected on the roofs, but many of them are old and can easily collapse under weight (good idea for an intrusion), making a PC tumble into a house. And that's when the monster attacks.

The tunnels. If your players have completed "The Devi's Spine," they might remember the vast network of tunnels under the city and might want to use it to move around. However, unless the PCs have managed to map the tunnels, remind them how easy it was to get lost there. Moreover, any survivor will quickly point out that the monster usually comes from under the ground. If they insist, let them – an amorphous monster made of teeth, tendrils and eyes, chasing them down dark tunnels and passages, can make for an unforgettable game session!

Abstract travelling: Although fighting the infested and jumping on rooftops is fun, too much of it will drag the game and make it a chore. If you are not abridging the scenario, it is likely that your PCs will spend a lot of time travelling across the city. To speed this up and still create a sense of danger and risk, you might use the abstract system presented here:

Each time the PCs have to cross from point A to point B, for example from the Oros Mansion to the Old Temple, have them test their Might, Speed or Intellect (their choice – either individual or group). The base difficulty is 4, but consider beneficial and detrimental factors that can modify it, for example moving fast or with civilians should increase the number, while moving slowly or on rooftops decreases it. Should any of the PCs fail their test, he or she stumbles into the infected and the group has to fight. It is assumed they win (describe the fight in two sentences), just taking minor damage: each player rolls a d6, d8 or d10 (depending on the dangers) and this is how much damage they have suffered. A character can volunteer to take a die of damage instead of another PC, which reflects how they cover their friends, are in the thick of the fight, etc. Usually one such "travelling" test should be enough, but if the group is moving really slowly, through heavily infested areas or otherwise draws attention, you might require more.

### GM Intrusion

While the PCs are boarding the platform an infected or two manage to jump onto it. They must be quickly get rid of, since the people inside won't risk rising the platform with monsters on it.

tween them filled with walls, courtyards and in-buildings. It is difficult to get in on a normal day, but with the infected in the city, Oros decided to fire off his family secret defense – a force wall projector that has created a 5m-high energy field around the estate. A thick throng of the infected surrounds it at all times, but they are unable to get in.

Meanwhile, Lord Oros and some other nobles have managed to send several expeditions into the city. These daring people are lowered on a platform attached to a crane extended from one of the towers and then dash to the nearest buildings, which are about 50m away. On return they signal the scouts on the walls and reverse the process. It is an



extremely dangerous procedure, but a few have returned with news, and even a tentative line of communication with the Temple has been established. By pooling knowledge and resources, the lords and the priests have managed to come up with a plan to kill the beast. The plan is explained in Chapter 5.

### **Getting in**

There are scouts on the walls and if they notice any non-infected outside, they'll try to draw their attention to the crane. When they think the newcomers understand the plan, they'll start lowering the platform, and the infected will start moving towards that place too. The PCs have to be faster! Of course, the PCs might have to devise some other way of getting in – don't make it too difficult.

### **Interacting with the lords**

Once the PCs are inside, they'll probably want to meet with Lord Oros and the other lords. These are not stupid people and might link the facts that the troubles started soon after the PCs completed their investigation about the initial attack, and so they press the PCs whether they know anything else about the monster and its origins. Even if the PCs left the forcefield at the Old Temple alone, they should remember all the warnings they got just before entering the complex, or even suspect Brother Mat. Naturally, they might also feel innocent, regardless of their actions in Chapter 2.

Unless the PCs are straightforward and tell everything (perhaps realizing how dire the situation is), lying or just avoid telling everything to a group of veteran courtiers and diplomats is a level 7 task. However, barring a GM intervention, the lords have no way of actually forcing the details out of the PCs (they already realize they might need them for their plan), so – suspecting they are hiding something – they will just withhold full trust.

However, should the players choose the full disclosure option and tell the convened lords about their adventures

in the Old Temple, how they opened it and disarmed all the traps inside, the lords will be outraged, calling for arrests, head-cleaving and punishment, at least until Lord Oros reminds everyone that it was him who sent the PCs on the mission to find Milagros. Still, the PCs will now bear the mark of “the guilty” on them, which will greatly influence any interactions inside the castle, with both nobles and others. This is a great opportunity for PCs with social interaction skills to shine and defend the group, perhaps ultimately clearing their names and regaining people's trust.

Remember that if the PCs have already re-visited the Old Temple and/or found Brother Mat's diary, they might prove who really unleashed the monster.

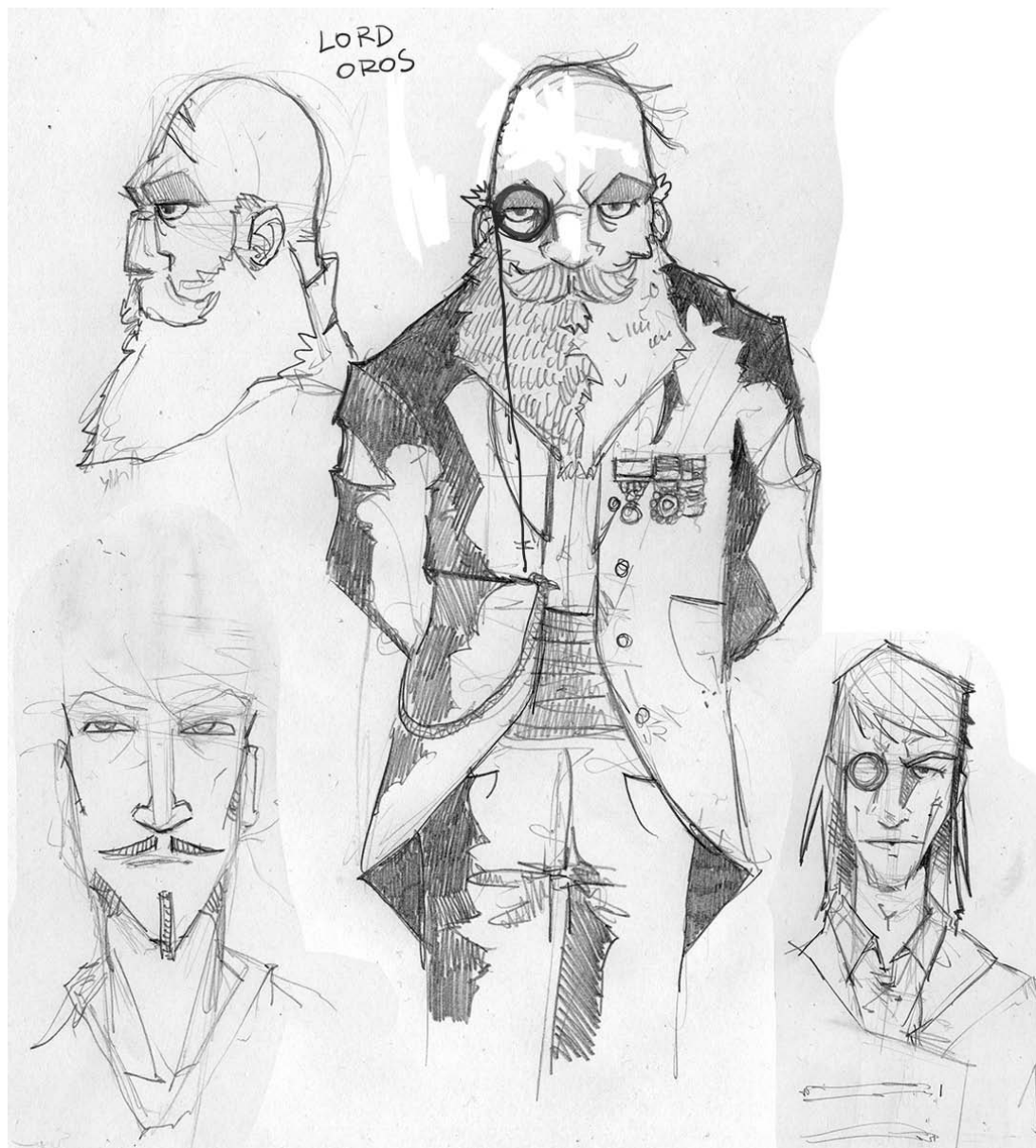
It is clear that the PCs are the most capable explorers around and as such they are asked to participate in the plan. If your players like the atmosphere in the city and you feel extending this scenario is a good idea, they might be also offered several side-missions, similar to those they can find in other enclaves (see the “Side Missions” section elsewhere in this chapter). These tasks might also be a way for the PCs to regain the Lords' trust.

Any of the nobles the PCs encountered during their earlier adventures in the city may be present in the enclave. Some of them might have lost everything and are looking for scapegoats, others might want to recover priceless family heirlooms or escape the city. And others still plot their ascension to power after the troubles are over (again, see Chapter 5).

### **The refugees**

Hundreds of people flocked to the mansion when it became clear that the lords and their guards would be unable to protect the streets from the rampaging monster and more and more of the infected. These refugees were crowded into one, previously unused and dilapidated tower and three surrounding courtyards. A makeshift camp was constructed for them, basic rules were set up, a small





group of guards delegated and then the citizens were left alone – the nobles had other things to do and their guards and servants were needed on the walls etc.

After the initial confusion and organization period, some people decided to take matters into their own hands. Using the “listen to me, I know how to get things done” rhetoric, Hirgo the Leg – whom the PCs might have met in Chapter 2 – carved his own little kingdom. He corrupted the guards the nobles delegated to the camp and using them and his own people began his rule.

He confiscated anything of value the people have brought with them (“I’ll keep these safe for you”), appointed himself as the representative of the camp, so

the food from the castle’s stores goes through him and the more loyal “subjects” are fed more than “the rebels.” He enticed several desperate, hungry women to “work” as prostitutes and their husbands, brothers or boyfriends are powerless to fight him. Hirgo realizes that as long as the camp is pacified the nobles will not interfere with his actions, so he is careful not to overdo the pressure he extends on the refugees. Moreover, he realizes that unless they all are eaten by the monster, the balance of power in the city is going to shift when all this is over, and he fully intends to become someone really important in new, post-monster Uxphon.

#### **GM Intrusion**

It turns out that Hirgo knows a dirty secret about one of the PCs and threatens to reveal it if the PCs put his operation at risk.

If the PCs threaten his position, he first tries to explain that without him, the people here would riot and squabble with each other, that by presenting himself as the target for their hatred, he keeps them alive and well. If such arguments don't convince the PCs, he promises to change and even immediately gives orders to return the things he has "borrowed" and increase food rations. And then, he tries to quietly get rid of the PCs – perhaps by sabotaging the crane mechanism when they're on a mission in the city.

Hirgo is always accompanied by Sargent Krampos, a dull, but effective bear of a man (level 6), who serves House Terentio. He is loyal to Hirgo, since he realizes that a) he can get rich with him b) it is already too late to stop and break his involvement. If the PCs threaten Hirgo with violence, the crime lord calmly points out that they'll have to kill Krampos first, and killing the guards of a noble house is a grave offence. However, Krampos can be bought or blackmailed too (see the NPC section).

If the PCs take the issue higher and explain the situation to – for example – Lord Oros, they might be surprised to learn that he knows about it, but is currently unable to do anything – he needs the refugees quiet and apparently Hirgo knows what he is doing. There is a city to save, after all, and the refugees should be happy they're alive.

Any of the NPCs the PCs met in previous chapters can be present among the refugees. Some of them might even feel bold enough to ask them for help with Hirgo, for example a desperate tailor whose daughter is being forced to prostitute may discreetly or openly beg the PCs to "kill that evil man."

## **THE AMBER TEMPLE**

The PCs might visit the Amber Temple searching for additional clues about Brother Mat. Getting inside is not as easy as before – during the initial chaos the priests were blamed for what was

happening and an angry mob demolished the temple. Unless the PCs can prove that Lord Oros sent them, the gates are closed and making the priests open them is a level 6 task.

No longer is this beautiful structure a home for innovation and awe. Machines are smashed, there are still unwashed blood stains on the floor and walls, all the windows and doors are sealed and/or barred, and the feeling of dread and despair hangs in the hot, stuffy air.

### **Talking with the priests**

The previous Prior died fighting the Neveri and the new one, Barthans, is a political creature who spends most of his time at the Oros Mansion. The few priests still left at the temple are doing their best poring over thousands of books, searching for clues about the Neveri. If the PCs can help them in this task (with a cypher, or just using their skills), they will be really grateful, and such a research (which might take as much time as you find fit) will reveal the following information:

- ◆ The monster is called Neveri
- ◆ It is blamed for the destruction of the city of Carthus in the Beyond
- ◆ There is more than one neveri in the world
- ◆ Supposedly it can fly (although the priests claim no-one has seen the one in the city fly)
- ◆ It is able to attack multiple foes at once
- ◆ It cannot be killed and its regenerative powers are amazing, to defeat it all its molecules have to be destroyed at once
- ◆ It might be somewhat susceptible to fire damage, or at least avoids fire
- ◆ Any other piece of information from the monster's description. However, I would recommend avoiding plain game mechanics (such as damage,





## The Milagros factor

Lady Carinthia Milagros is a formidable diplomat and negotiator, but might have certain difficulties jumping off rooftops and running away from monsters. So the players, after discovering what is going on in the city, might want to leave her outside, or she might offer to travel to another city looking for help. However, if the PCs manage to bring her all the way to the castle, she will be their staunchest supporter and slowly convince the lords to trust the PCs (if they don't), or help in any way she can. Moreover, once the PCs learn about the situation in the refugee camp, and share this piece of news with her, she will work to repair the damage the criminals had caused.

armor, health) since you might want to modify these on the fly

- ◆ You may also rule that – since the PCs have managed to gather so much information about the monster – all actions they take against it are treated as if they had an asset.

If you are making this Chapter about finding the means to kill the protoneveri, add the following clues:

- ◆ There is an artefact in the city, called Starheart, which might be able to kill the monster. It is located in the Old Temple, or in the Vaults, or it is the Nimir family heirloom.
- ◆ There is actually one place, which might contain the monster, provided it can be lured and sealed there – the Skytower.

### INVESTIGATING BROTHER MAT

If the PCs ask to see Brother Mat's cell, the priests will immediately become suspicious, since they know Mat disappeared even before all the trouble started, and the PCs have been seen talking to him. If the PCs manage to get to Mat's room (using diplomacy, sneaking or brute force), a quick search will turn up Mat's journal: a minor artefact that has a form of paper book, with glossy auto-illustrated pages, that grows in thickness as the user writes new pages. Currently the book is about 300 pages thick. The information is coded (decoding it requires an Intellect level 5 test and at least several hours of work), but the

illustrations show brother Mat's slow descent into madness. Only the last page bears an uncoded quote, which reads:

*Before there were real monsters, there were only notions of them. The darkness between the stars, the green-dark murk of the abyss under a sailing ship, the evil done with human hands – all these inspired imagination of the Creators or the visitors to this world. Perhaps some of them, looking deeper into the concept of a monster, uncovered or summoned its archetype. A malicious, destructive and unkillable being that devoured them and their world.*

If the PCs manage to decode the journal, it will tell them – between heretical babble and nonsensical digressions – Brother Mat's story: how he became the Convergence's member, what happened in the Old Temple all those years ago, how he managed to escape the purge and waited for new orders. Which never came. Slowly Mat began to resent the Convergence, believing they had abandoned him. He also became convinced that humanity as such is just wrong and unnecessary, since there are far more perfect beings in the world. Beings that should be studied – and used.

### PRIESTS' WORK

Observant PCs might also notice that not all the research the priests are conducting involves the monster. Some are studying texts discussing ancient explosive devices, while others read tomes about Uxphon's history. Both groups are working towards completing the Lords' plan, but are unwilling to share



#### **Artefact**

**Dart Throwing System. Level 4.** This automated defence system looks like a 1m metallic cube with a small panel on a side. Despite the size, it is quite light and can be easily carried by one person. After activation four arms rise from within the cube, which also deploys four sturdy legs to anchor itself into the ground. Each arm ends with a little crossbow, and ammunition (standard bolts) is fed from the central drum mechanism. Each round the user can fire at four different targets at once, or concentrate fire on one target to deal 6 points of damage instead of 4.

it with the PCs without Oros' approval. If convinced, they will share the same information the Lords tell the PCs should they visit Oros' mansion (see below). Depending on your timeline, the priests might have already located Skytower or the means to deploy Starheart, or are just beginning this research.

## **THE DOCKS ENCLAVE**

As explained in Chapter 2, the so-called Docks are not real docks, since Uxphon is not located near water, but an area where many transport tubes converge, thus it is a place where goods are loaded and unloaded, trade caravans arrive with their cargo, etc. In this maze of streets, pipes, warehouses and tubes, a group of people found refuge on a platform on top of a pipe tower, which itself is filled with narrow passages, easily blocked corridors and heavy metal doors. It is a long climb to the platform and it seems neither the infected nor the monster feel like going there. Instead, lower passages and streets below are heavily infested.

Originally the platform used to serve as a high security storage area, with several solid "vaults" built on it, where the city's rich kept their valuables. However, contrary to the investor's visions, the rich did not like travelling through the "poor" district and then climbing all the way up to deposit or withdraw their things, so the vaults were quickly adapted for still not easily accessible mini warehouses. The vaults are stacked on each other and clever mechanisms, controlled from a centre-located console, can re-arrange the depth, height or the number of these stacks.

As explained, most of the vaults were open and empty when the refugees arrived here, but some are closed with clever locks (at least level 5) and are rumoured to hide great riches and weapons that will help in the fight for the city.

Currently a few dozen people live here. They are always arguing whether they should stay or leave. It is very difficult to get any supplies to the platform

and the refugees are always hungry and desperate. On the other hand, the platform is safe and the infected have never attacked it. Moreover, the vaults regularly turn up something useful – tools, works of art that can be dismantled for parts or used as fuel, clothes (despite being dirty and hungry, these people are wearing really expensive garments), and very rarely – weapons, like the automated dart throwing system.

Either or both of these groups may try to explain their point of view to the PCs and ask for their help to convince the other group to stay or leave; the group that wants the latter does not want to leave their family members alone to die on the platform and split their resources, especially the dart throwing system.

In this enclave the players may rest, engage in group politics, try to steal the artefact or waste time searching the vaults, while people keep dying elsewhere in the city. It is also a good idea to locate an important artefact here (for example, a key artefact for the lords' plan, see Chapter 5).

## **THE MARKET**

The enclave known as the Market is the second largest, after the Oros Mansion, enclave in the city. It was created somewhat spontaneously: after all the fleeing minor lords, merchants and their retinues got stuck in a gigantic traffic jam on the city's largest market square, they



were attacked by a mob of the infected. A mercenary commander and his men managed to organize defense and repelled the attack. It was clear, though, that no-one was going anywhere and the infected would soon attack again. More and more people joined the ad-hoc defense force, barricades were erected from carts and luggage crates, people donated all the numenera they had on them and so attacks were stopped. Two days later it was painfully clear that it was impossible to break through to the city's gates and no-one was coming to help. And thus the market square was turned into a settlement inside the city and a marvel of creative use of numenera and scavenging. The fleeing merchants had a lot of numenera devices with them (after all, they are valuable and useful commodities, something to take when running away with your family), and to survive most of them decided to use, deploy or activate these strange objects. Thus the enclave is full of strange sights, like solid light walls, robotic warriors, ray projectors on a watchtower, etc. Some of these are damaged or destroyed, some simply have run out of energy, while others still function.

The enclave is surrounded by a tall barricade, made from carts and salvaged materials. Sections of it are made from solid light or re-deployable metal blocks that constantly shift in the wind, while others are simply incorporated houses and walls that have surrounded the square. The defenders have also burned out a street-wide area around their enclave. There are rickety watchtowers around the perimeter, and each has a powerful flamethrower numenera installed. The interior is filled with shacks and dilapidated sheds, with one larger structure – a marvelous house on one leg, which can be accessed by stepping on teleportation circles beneath it. It was “summoned” by one of the merchants and simply fell from the sky. Or just appeared out of thin air. No-one really remembers. As per commander's orders,



it is main storage, home for children, the elderly and the command.

Although it might seem that the protoneveri would have no difficulties with overpowering an enclave that is essentially a barricaded open area, for now it has decided not to do so – for two reasons: first there are several flame-producing numenera items installed around the perimeter and sections of pipes have been re-purposed to pump flammable liquids into troughs (also made from pipes) placed in front of the enclave's walls. The moment a neveri appears, these are lit up – and the neveri do not like fire. Secondly, as explained before, the protoneveri still has easier prey to hunt and does not have to attack heavily defended enclaves – yet. Some people believe, that the monster actually wants those enclaves to attract as many people as possible to eat more of them in one attack.

The enclave is run by Commander Dirk Tereyo (see the NPC section), his five drones and a group of civilians whom he deemed clever enough to be helpful. They have enough food for everybody, the barricade is holding and a few days ago they managed to repel an attack of a minor neveri, so morale throughout the enclave is high. Only the upper echelons fully realize that a section of the wall might unexpectedly fail or the real

#### **GM Intrusion**

While the PCs are at the enclave, a group of orphans gather around them, asking for food, water, promises to save their parents etc. But one of the children, a quiet, dirty 7-year old girl with luminous green eyes asks them if it is true that the monster is their fault. Which immediately draws attention of nearby adults.

## Side Missions

Here are some examples of simple tasks or missions that the NPCs the heroes meet in various enclaves in the city might need the PCs' help with. In exchange they offer money, cyphers or information, most of them though are desperate people who have lost everything and do not have anything to offer as a reward.

You can choose any you like, or present them as a dilemma: if the PCs decide to do one, another one becomes unavailable, with corresponding consequences. For example, the PCs might be asked by a noble to retrieve a family heirloom from his overrun mansion (possibly offering substantial rewards). At the same time they are approached by a desperate mother, who knows in her heart that one of her children might have survived, because she always hid in the secret room their house has. If the PCs help the noble, they'll get shins and the lords' support, but the girl dies and the PCs' reputation goes down among non-noble refugees.

If you like randomness, roll on the table twice to find the two juxtaposed tasks. It is ok if two same results come up. It means that two different people are asking the PCs for similar tasks.

1	Retrieve a valuable object from a house in the city	OR	Retrieve a valuable object from a house in the city	1
2	Rescue a stranded family member	OR	Rescue a stranded family member	2
3	Carry an urgent message to another enclave	OR	Carry an urgent message to another enclave	3
4	Escort a group of civilians between enclaves	OR	Escort a group of civilians between enclaves	4
5	Kill or capture a specific infected	OR	Kill or capture a specific infected	5
6	Find and transport supplies to an enclave	OR	Find and transport supplies to an enclave	6
7	Find and use a numenera device installed somewhere in the city	OR	Find and use a numenera device installed somewhere in the city	7
8	Defend a breach in enclave defenses	OR	Defend a breach in enclave defenses	8
9	Repair equipment crucial for an enclave's survival	OR	Repair equipment crucial for an enclave's survival	9
10	Find and stop a thief/killer/demagogue who operates in an enclave.	OR	Find and stop a thief/killer/demagogue who operates in an enclave.	10

neveri might finally decide to attack and then they are all doomed.

Any other NPC the PCs encountered in Chapter 2 might be here, particularly non-nobles. Moreover, consider Eenosh's fate: if at the end of Chapter 2 he was alive, he might have turned up here to save the day, for example by repairing or activating an important numenera

device. Alternatively, Lord Oros might have freed him, given him the projector that caused so much trouble in Chapter 1, told him that this was his chance for redemption and sent him to the enclave.

## THE OLD TEMPLE

If the PCs decide to revisit the Old Temple, they can do so – it is still open





and the climb down is as dangerous as it was before. Or even more, for example one idea for a GM Intrusion is that when the PCs are descending, a group of the infected appears along the cliff and starts shoving down rocks.

When the PCs backtrack their way through the temple's corridors (I hope you've kept your notes from Chapter 2 and remember which rooms they went through), they notice signs of combat that were not there before – there are lots of bodies of the infected, who died in combat with the expedition of the elite guardsmen Lord Oros sent.

These formidable fighters and nanos cut through dozens of the infested and managed to reach the chamber where the protoneveri had been imprisoned. Unfortunately, the battle drew the monster's attention, it arrived and killed or infected the expedition's members.

As the PCs travel through empty corridors, they gradually discover how the battle unfolded – a discarded weapon here, a single body of a nano surrounded by scores of dead infected there, two knights who fell fighting back to back... A torn hand, still clutching a small silver pendant with a framed picture of a beautiful girl. Encourage your players to come up with their own ideas for each other. For example, player A can tell player B: you find this and that... If you want, for each such story the PCs might find a random cypher.

Eventually, either by following the tracks of the previous group or by retracing their own steps, the PCs arrive at the chamber where the Neveri had been imprisoned – beyond the previously impenetrable force field, if you used this idea in Chapter 2.

It is a large, squarish room that used to be a large laboratory: there are long tables along the walls, full of broken vats and glass shards, a clever system of pulleys and winches for transporting heavy objects, one of the walls constantly seeps droplets of an acidic substance and the ceiling is covered

with a tangle of pipes that make the PCs feel as if they were inside a huge, metallic beast, looking at its intestines. Most of the pipes connect to the large, oval, metallic sarcophagus located in the middle of the room. The device has been opened and is empty – this is where the dormant Neveri was kept by Tiszal. There a lot of bodies on the floor, most of them – the infected, but some are wearing armor. Searching the room can bring the PCs d6 random cyphers. They might also find Brother Mat's remains with or without his journal (see the description of the Amber Temple elsewhere in this Chapter) – placing the journal here might be a good idea, so the players don't feel that the whole risky expedition was a waste of time. What is more, this is an excellent location to place various clues here (for example a holographic recording) that would reveal more facts about Tiszal and the monster, or a powerful artefact required in Chapter 5 – for example Starheart.

After the PCs have had a few moments to look around, they are attacked by infected members of the elite guard, whom the monster left here, perhaps anticipating that other people might come there to investigate its origins – yet another indication that it is not a mindless beast. The nano hovers down from a large pipe in the ceiling, while the knights slowly get up from the floor, where they were lying among other bodies pretending to be dead.

This is a challenging fight! If your group of players is particularly large, feel free to add more enemies, for example normal infected. There are 3 infected knights here and 1 infected nano. They are all level 6. Two knights have large, two-handed swords (8 points of damage), the third one is armed with sword and shield (Speed defense level 7). They wear heavy armor (armor 4). However, as all the other infected, they are emaciated (10 health) and their Intellect defense is 3.

The nano is able to hover under the ceiling and fires rays of scintillating en-

#### TIP

Making the fight more interesting: fighting in an old lab, filled with odd numenera devices can be a very interesting experience. The PCs can cut through old power cables, spill jars of acid, set the enemies on fire by luring them onto pools of flammable substances, hang the enemies on the pulley system, etc. However, if you want them to do so, be sure to describe all these possible traps BEFORE combat, and perhaps add new ideas when players specifically look for them.

ergy from her eyes. However, her greatest power is the ability to phase out and “enter” a PCs body. It is a might attack (level 6). If successful, the “possessed” PC feels the nano’s pain and suffering, flashbacks of the woman’s life appear in their thoughts etc., and this makes fighting very difficult. Such a PC adds 2 to the levels of all tasks they attempt. Expelling the nano is an action and requires a successful intellect defense test.

Remember that if you do not place any useful clues here, this challenging fight might seem pointless to the players. Consider at least a useful artefact (the nano might have carried it), like for example surgeon sphere or hover belt, both described in the corebook.

#### OTHER ENCLAVE IDEAS:

1. A place that used to be a drug and/or alcohol joint and the refugees here decided to use what they found before death. They are all drunk and/or stoned, and – strangely – still alive.

2. A mobile enclave made from connected carts that continuously travel along in the transportation tubes.
3. An enclave protected by an invisibility field projector.
4. An enclave made of the infested, who apparently are still themselves and – despite having growths – act normally. Are they immune, or is it the monster’s plan to infiltrate other enclaves?
5. An enclave beyond an extradimensional portal. Beyond is a small domain of a strange being that allows some refugees to live there, while slowly feeding on them, or – alternatively – it doesn’t want anyone to leave.
6. An enclave (perhaps a noble’s mansion) full of “frozen” people – either literally frozen or suspended in stasis fields. They are protected by a strange guardian.
7. A large, apparently safe and well-organized enclave. It turns out it is run by a cult that gives their people to the infested to secure their safety.
8. A group of children, well stocked and in a safe location. They claim that an angel protects them.
9. An enclave whose members are preparing to commit mass suicide.
10. An enclave whose members find it easier to raid another, nearby enclave for supplies than join forces or find their own sources of food and water.







# Chapter 5

If it bleeds...

The final, fifth, chapter of the campaign discusses the plan to kill the protoneveri ravaging the city of Uxphon and, expectedly, the PCs are a vital component of this plan. The latter section of this chapter discusses also the conclusions for the adventure and possible options for the PCs' future.

## TO KILL A MONSTER

Facing certain death and destruction of their city, Uxphon's noble lords and amber priests pooled their wealth, experience and manpower, desperately trying to kill the creature. In those first attacks most of the best knights and nanos were killed or turned into the infested. However, their sacrifice was not in vain – it allowed the survivors to learn something about the monster, its motivations and behavior patterns. Basing on this information, they formed

the plan that may save the city – or completely destroy it.

The plan is simple, but the devil is in the details: place an ancient, powerful detonation device in a sealable chamber strong enough to contain it. Lure the monster to the chamber, then close and seal the chamber and detonate the device. Even if the monster survives the blast, it is contained and its reign of terror is over, hopefully once and for all.

**1. The device.** The Ninth World is a place full of wonders, and the PCs are not the only people out there discovering them. The House of Nimir owns a mysterious and extremely dangerous device called Starheart. Stored in secret for decades, it has been recently retrieved and transported, at great cost of life, to the Lords' Enclave. As the name suggests, once activated it creates a 1 km-radius ball



of superheated plasma that annihilates anything it touches. Its destructive power is quite likely to kill the monster outright – but then most of the city will be destroyed anyway.

Starheart is a level 7 artefact. It is a multifaceted, roughly round, object the size of an armchair. However, it is surprisingly light, and when lifted behaves like a balloon. Moreover, it is very fragile and transporting it requires utmost care – if it is struck, shot or otherwise damaged it will stop working or might even prematurely explode!

One of its faces has a small control panel. Currently the only option available is detonation, which means that the person activating Starheart dies. However, it is possible to modify the artefact – it is your group's numenera expert's moment to shine! Any modifications or repairs require a level 7 test and appropriate parts, which can be obtained by, for example, cannibalizing an appropriate cypher. For instance, a timer for the detonation might be added, or remote detonation (but remember that Skytower blocks all communication – the PCs might or might not know this), or any other reasonable upgrades.

Finally, you might decide that – although the lords know about the device – they do not have Starheart yet and the PCs have to retrieve it first – from Lord Nimir's overrun mansion, the vaults in the Docks enclave or the Old Temple.

If your PCs are searching for the clues about how to defeat the monster, you might want to decide that the fact that there is a device called Starheart has to be discovered first (for example by doing research at the Amber Temple) and then the artefact has to be recovered (see above).

It is also a good idea to transport and install Starheart in the Skytower well before executing the last stage of the plan, since driving a herd of panicked animals while being chased by a monster makes carrying a fragile super-bomb extremely dangerous. If your players don't realize

this, an NPC might point it out. This will also allow the PCs to visit the Skytower before executing the plan and perhaps discover its secret.

**2. The Skytower.** Luckily, research revealed that one of the towers in the city is able to withstand the blast. Moreover, it is large enough to hold the protoneveri and has only one entrance. The tower is located on the city's edge and is made from the same glass-like substance as the gardens where the ball in Chapter 1 took place.

Lost among the copse of ubiquitous pipe-towers, for centuries it has stood forgotten and unused, serving as a shelter for the homeless or escaped slaves.

It is a narrow (5m / 15 feet radius), greenish spire about 50m/150 feet high. Unlike most towers in the city, its top is not flat, but egg-shaped. Made from the mysterious rock-glass, the tower is completely indestructible. There are no windows or any other openings whatsoever except the 2m by 2m (6 ft. by 6 ft.) entrance on the ground level. Strangely, the air inside is quite fresh – not stuffy and hot as one would expect. Over the years several platforms have been built inside, there are also rickety ladders between them, so it is possible to climb almost to the top.

No-one realizes that the tower is an artefact, a leftover from a long-forgotten era – a void craft. Noticing this fact requires a level 5 Numenera test (but if one of your PCs is a numenera expert they will notice this without any dice rolls), but actually doing anything with the machine requires level 8 tests. If the PCs discover this secret, they have a new option – they might try to send the protoneveri into space. Or seal it in the tower, launch it into space and detonate Starheart in between. Just to be sure.

The Skytower is far from fully operational, though. Most of its subsystems must be accessed individually – for example, the PCs might be able to get the door's controls to operate, but to close or







open it they must stand inside the tower, next to the door. Similarly, launching the tower into space requires the operator to be present inside and near the tower's tip. However, due to this situation, simple and separate systems might be easier to operate or modify and again the group's numenera experts can try to modify these systems by adding timers, autoswitches, etc.

Finally, any connection to the datasphere and any other long range communication is impossible from inside of the tower. Unless experienced, actually discovering this is quite difficult and might throw a nasty wrench into the gears in the final moments of the plan. The PCs may discover this quality as a major effect on a die roll, or perhaps when researching the tower in the temple's library.

If the PCs make the discovery known, some nobles might consider not using Starheart and rely on launching the tower. See "Complications" below.

After being launched, the tower shudders as it struggles out of the ground, the nearby towers collapse and finally the voidcraft rises silently into air, accelerating and quickly disappearing in the sky.

**3. The bait.** Through blood and sacrifice of many lives the lords and priests have discovered that the protoneveri is able to detect large prey, or groups of people, from a considerable distance. Coupled with the fact that initially the monster actually preferred eating large animals, it became clear that driving a herd of, for example aneen, through the city will get the monster's attention, it will give chase and, with luck, can be lured into the tower.

## QUESTIONS

The PCs are likely to have questions about the plan, and the lords are happy to answer them. You might want to change some of the responses if you want to use the extended variant of the scenario.

1. If you have Starheart, why not detonate it while the monster is feeding on people in the city?

We will, if there is no other option. However, we want to SAVE the city AND kill the monster. Detonating Starheart in the middle of the city will devastate it as well as kill the very people we are trying to save.

2. What makes you so sure the monster will not be able to escape the tower?

We aren't. But the aeon priests who have researched the tower are quite sure it is completely airtight, apart from the entrance.

3. Right, what about the entrance?

Currently, there are no means of closing the entrance – that is why Starheart has to be detonated inside. Some of the blast will escape through the entrance, cutting a path of destruction through the city, but it is still better than exploding the device in the open.

4. Do you have enough animals for the bait?

Yes, once we realized their importance we stopped killing them for food. Right now we have a fairly large herd of aneen along with several brehm coursers from Lord Oros' personal stable.

5. Why can't you drive the animals out of the city and then detonate the device?

The gates are blocked and guarded by the infected. Even if they could be cleared and opened, they are not wide enough for a herd of thundering aneen to pass through quickly. The herd will get stuck there, giving the monster time to catch up and devour them. Moreover, there is a risk the monster will not want to leave the city – given the choice to chase one herd or to leave its established feeding grounds, it may elect to stay. But if the PCs have any idea how to lure the monster outside and then kill it with Starheart in safe distance from the city, they are welcome to share their thoughts.

6. Why not use slaves as bait?

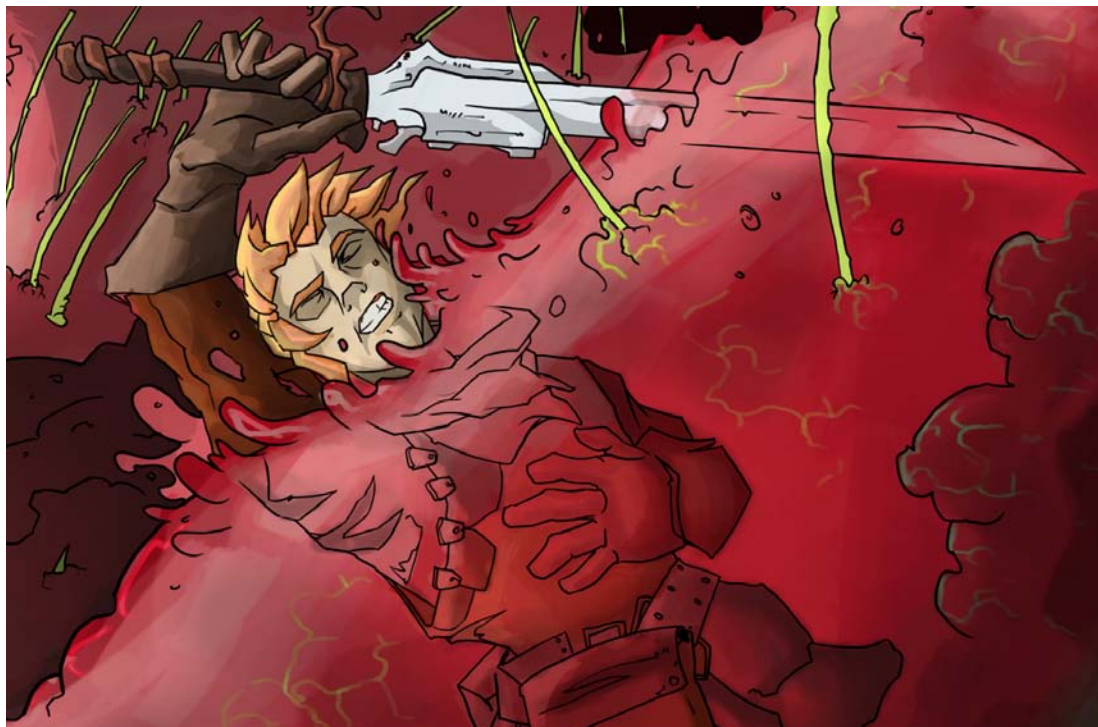
Uxphon is famous for its slaves and some people treat them as things. If asked about this option, Lord Oros will calmly explain that they are simply too slow and the monster will catch them before they get even half-way to the tower. In game terms: humans move a short distance in a round, aneen and the protoneveri move a long distance. Catching up to a group of running people (and a running crowd of panicked people is much more difficult to control than animals) is something the protoneveri will not have any trouble with.

7. The ones driving the herd while being chased by an unkillable monster are poor bastards, right?

Such brave souls will be offered titles, riches and comfortable lives. Unfortunately, most of the people able to pull the plan off have been killed... Luckily a group of great heroes have returned to the city, perhaps they will be able to drive the herd, lure the monster to Skytower, seal it and kill it?

8. Alright, we'll do it, what will we get in exchange?





Anything the lords can provide, the PCs will get – assuming they survive. Artefacts, titles, riches, statues on every corner...

**9. What help can we get?**

In terms of manpower, there are no knights or nanos skilled enough to help and not be a hindrance. Perhaps in other enclaves? There is also a problem of having not enough steeds for everyone. In terms of equipment, the PCs can choose whatever they want from Lord Oros' armory. Prepare in advance descriptions of several artefacts you think can help in the PCs' task, as well as a list of cyphers to choose from. However, remember that Oros' stocks of numenera have been heavily depleted when fighting the monster. It is also very likely that the PCs are untrained in animal handling (or a similar skill). However, the brehm the PCs will be riding are bred and trained for obedience, which provides an asset in relevant tests. Additionally, the lords might provide special riding harnesses (perhaps made by a priest from the Amber Temple) that count as another asset.

**10. What about the infested? Won't they stop us with sheer numbers?**

There is always such a possibility. However, the route to the tower is devoid of any places where they usually converge. Moreover, not long before the ride, small groups of soldiers will go into the city (that's another reason they cannot help directly in the ride) to draw the infested away, or block their passage in choke points, keeping them away from the route. Also, perhaps any people from nearby enclaves will come to help...

**11. What happens if we fail?**

The lords will lead the last, desperate and bloody attempt to break through to the gates and out of the city – and for this they need the guards and warriors they still have.

**12. Can we count on any outside help?**

Despite being a large and important city, Uxphon is located in the middle of nowhere, in mountainous area, on the outskirts of Navarene. Assuming a messenger would get out of the



city and survive a journey through the wilderness, organizing any kind of help would take weeks – for example Navarene lords would have to communicate with each other, perhaps send their own scouts to Uxphon etc. By that time there will be no-one left to save.

## THE EXECUTION

Assuming the PCs agree to participate, you have to decide how much time they have before executing the plan. If upon returning to Uxphon they immediately go to the Oros Mansion and are presented with the plan, you might want to decide that some of its elements are still being researched and the PCs must help in the development. For example, the priests need help in conducting their research at the temple, the Skytower has to be found and investigated, or Starheart has to be repaired and/or retrieved from its storage. While going about these tasks, the PCs might learn more about other enclaves or the monster.

However, if for some reason the PCs found their way to the Oros enclave after a lot of adventures in the city, the plan might be ready for execution, and needs only a group of heroes to drive the herd. Again, the PCs might want to prepare – gear up, check the tower and study Starheart. Let them, but keep reminding them that the more time they waste, the more people die: for example each day a messenger might arrive from the city, bringing news about another enclave's fall.

## UNEXPECTED COMPLICATIONS

Having said and done everything they wanted, eventually the PCs will be ready to ride and win or die trying. Not long before they set off, they are approached by a servant and told that a group of nobles wants to wish them luck and provide additional equipment.

If they follow the servant, they are led deep into one of the Oros' mansion's towers, to a musty chamber with two exits. There is an oval, ceramic-looking table in the middle of the room and a group of nobles sit around it, their weapons placed on the table. There are guards inside too, one per noble. They stand quietly along the walls and apparently also don't have any weapons.

The nobles around the table don't have their crests visible and their faces are hidden behind masks. One of them, a woman (actually Lady Isaltha, level 4, level 5 social interactions, whom they might have saved from a nagaina parasite), addresses the PCs. She first asks them to sit and place their weapons on the table – as a gesture of peaceful intentions. It is a trap – the table is a





level 4 artefact that – when activated – generates strong gravity pull, effectively “gluing” anything on the table to the surface.

If the PCs don’t agree, she continues speaking, but everyone takes their weapons back as well. Isaltha explains that the good nobles in the room are worried about the city’s future – if the monster is killed, there will be a lot to rebuild and many wounds to mend. The nobles in the room believe that the old lords have failed the city and a change in leadership is required. “A change for the better,” she says, gesturing around the room.

She wants the PCs to make small adjustments to the plan. If the PCs don’t know that Skytower is a voidcraft, or haven’t shared this piece of information, she wants them to detonate Starheart in the city, which will kill the monster all the same, while also devastating half of the city. This will seriously undermine Lord Oros’ power. Even better – if they detonate the device right outside Lord Oros’ mansion (with the monster also caught in the blast, of course), they’ll be rewarded even more. Oh, they shouldn’t worry about her, she has means to survive the blast... If the PCs have shared they knowledge about the true nature of Skytower, she instead asks them to send the monster away, but keep Starheart and give it to her afterwards, so she can use it to remove Lord Oros and his supporters from the political equation.

As for the rewards? What can she offer the PCs that the lords already haven’t? After all, the PCs were promised practically anything they wanted. And why should they ruin the city they might want to actually rule?

Lady Isaltha points out that Lord Oros is lying, or at least circumventing the truth: ruling the post-neveri Uxphon is going to be a major headache and the PCs are going to be either figureheads to blame for any future disasters, or they will have to work really hard to restore and rebuild Uxphon. Moreover, most of the precious artefacts and riches the

Oros faction promised are gone, lost or used in the fight with the monster. Finally, if the PCs have admitted to having actually released the neveri, she argues that everyone will want to know, eventually, who was guilty of this terrible crime. And she hints that she might know the real culprits (yes, it is a very subtle blackmail). Instead of all this, she promises 5,000 shins and one or two artefacts the group will find really useful – this is a group-specific reward, so you, as the GM, must consider what they will find really desirable, but won’t ruin your future games.

If the PCs agree, she is happy and says she awaits meeting them after their undoubtedly successful mission. If the PCs lie that they agree, make them roll an appropriate skill test against level 6. If they plainly refuse, she sighs sadly and wishes them all the best – she doesn’t want to kill them yet, since they ARE going to try and kill the monster. If the PCs attack, she activates the table, which snares the PCs’ weapons, the guards draw their weapons (which were hidden behind their backs) and combat ensues.

There are 10 nobles and 10 guards in the room. They are all level 4. The nobles want to evacuate, but are not helpless – they can use various cyphers and some can fight. Remember about the table, which – on a GM intrusion – can for example pull a PC onto it or snatch their weapons. Taking something from the active table is a Might level 4 task.

If the PCs tell Lord Oros about the meeting, he will thank them and promise to protect them in the future. However, unless the PCs have any clues regarding the conspirators’ identities, he can’t do much.

## THE RIDE

The moment when they are really heading out approaches. There are a few final decisions to make first and corresponding game mechanics to be explained.

First of all, the players must agree on their tactics (this discussion may include

### GM Intrusion

When the PCs are returning from the meeting with the conspirators, a known Oros supporter sees them.



important NPCs like Lord Oros): have they already transported Starheart to the tower or are they taking it now? Can they ask any allies from the city for help? If they are following Ilsmeth's plan, have they removed Starheart from the tower? Do they want to start slow, then speed up when the force field around the castle goes down, and then again slow down waiting for the monster to show up, or are they going to go full speed all the time? And finally, how are they going to position themselves around the herd?

### Driving the herd

Driving the herd through narrow city streets is a level 3 Animal Handling task. At a normal pace, getting from the mansion to Skytower requires 8 tests. Going faster reduces the number of tests to 4, but also raises the difficulty to 5. Failing this roll does not mean the character falls off their mount or crashes into a wall – it can make the next test more difficult, or make the character fall one position back, towards the monster, etc. When the monster appears and begins chasing the herd, the characters have to make an additional level 4 Riding test to control their mounts (it is a free action).

The PCs may also sacrifice part of the herd in order to buy some time to, for example, rescue a fallen comrade, control their mounts, etc. They simply separate some of the animals and leave them behind – the protoneveri engulfs poor aneen and spends one round consuming them, then gives chase again. They can do it only twice before running out of the aneenen.

The players must also decide how to position themselves around the herd. To effectively drive the herd, three “slots” must be filled: front, middle (on the sides) and back. If any of these positions is empty, the difficulty of the task goes up by 1. The position comes to play when a PC fails their riding check and falls back – the characters riding behind the herd are literally a few steps away from the chasing protoneveri's grasping claws.

To be sure of each character's position use simple tokens, dice or even bottle caps. For example:

- A** – leading character
- BHC** – two characters on the herd's sides
- DE** – two characters closing the formation
- N** – the protoneveri

And finally, upon arriving to the tower, the leading character has to succeed at a level 5 Riding test to lead the herd into the tower. Yes, getting out of there is a completely different problem altogether.

When the PCs begin, read or paraphrase the following passage:

*You mount your brehms, position yourselves around the herd, the gates slowly swing open. A crowd of hopeful faces gathers on the walls and courtyards. They are silent, perhaps praying to their gods, perhaps realizing how feeble their chances of survival are. The aneenen snort and jostle, the brehm snap at them, nervous but obedient. You slowly speed up, the shimmering barrier of the force field right in front of you. A thick throng of the infected surges against it, detecting your presence. Then the archers on the walls fire all their remaining explosive cyphers at them, making a bloody breach you can go through. The field goes down and you storm through, leaving the mansion behind, you thunder along pipe-streets and town houses. How fast are you going?*

Now you must decide when the protoneveri appears. Remember, the longer it is chasing the herd, the more likely a PC's death is. The later it comes, the easier the whole ‘suicide mission’ gets! Halfway through is a reasonable distance, but it really depends how challenging you want this finale to be.

When the protoneveri comes, read or paraphrase the following passage:

*So far, so good. The herd is moving, their tall bodies swaying and bumping into each other. You pass abandoned*

### TIP

The 9th world is full of wonders. Instead of the brehm, your PCs might find it more fun to ride something else – biomechanical three-legged steeds, land-speeder bikes or flying carpets. Lord Oros might have any of these and make them available for the mission.



or burnt-out buildings, shops or small groups of the infected, who are too slow to react – they get up, or turn after you, reaching out and then – you are gone, another street behind you, the tower getting closer and closer.

Suddenly your mount bucks under you and the herd bleats in terror. You look over your shoulder – and there it is! A tidal wave of black, seething mass explodes from a street behind you, smashing into the opposing building and accelerating after you! A forest of grasping tentacles, claws and snouts emerges from the mass, extends toward you, judging the distance or just hoping for a lucky kill.

When the monster appears and begins chasing the herd, the characters have to make an additional level 4 Riding test to control their mounts (it is a free action). Both the protoneveri and the herd have movement speed long, so as long as the animals are running, the monster is just behind them.

A character may want to stop and fight the monster, giving other characters or the herd some time to recover. This is very likely to end in heroic death, since unless the PC has any means to quickly evacuate to a rooftop, they will be left alone with the monster while the other PCs drive the herd further.

In this case the monster stops to fight for one round then moves short distance, effectively “rolling” over and around the character and still attacking it and then moves a short distance again, still attacking. The PC, if alive, is now behind the neveri.

The characters can also split some of the herd to buy some time.

Finally, they approach the tower and the PC leading the herd must make one last Riding test (level 5) to lead the herd inside (they may or may have not realized this necessity beforehand!) It is possible to jump off the mount just before going through the entrance (level 5 Athletics test). Otherwise the leading PC goes into the tower, the herd behind it and all the animals smash into the walls and



each other, a tangle of bodies, legs and noise. The PC has to escape before the neveri comes, which happens a round or two later (depends whether the monster has been delayed on route). Once the whole neveri is inside, it begins to consume hapless aneens, which takes it only a round or two in game mechanics terms, but don't tell your players that – you might want to extend this time, but not too much, just keep them on their toes. In that time the PCs have to activate Starheart (or discover, if they have installed remote activation, that it has to be activated from the inside), close the doors (by activating them from the inside) and/or launch the tower.

## COMPLICATIONS AT THE TOWER

If lady Isaltha and her co-conspirators have reasons to believe that the PCs were bluffing, or if they plainly refused to help her, she has had her people positioned around Skytower. Noticing them is a level 5 Perception test (accounting for cover). First of all, these agents (level 4) may have removed Starheart from the tower – but none of them is a numenera expert, so if the device is attached or visibly modified in any way, they leave it be. However, by then they are sure

### GM Intrusion

It is a very dangerous part of the adventure and you might want to cut down on GM intrusions here, or make them fairly easy to overcome (for example +1 difficulty level on next task).



the PCs are not going to use the device to kill or hinder Lord Oros.

In this case they wait for the protoneveri to enter the tower and if a PC is still inside, they launch a couple of cypher-tipped arrows that explode around the entrance, instantly creating a wall of raging fire (6 ambient damage). Alternatively, they may wait for the PCs to finish the neveri and then attack the undoubtedly exhausted heroes.

Meanwhile, if the PCs have warned Lord Oros about the conspiracy, friendly reinforcements may arrive (Oros' people or even PCs' friends from other enclaves) and attack the conspirators.

Additionally, the nearby infested will be undoubtedly drawn in by the neveri and the commotion and attack anything in sight – so a three-way battle may be raging on the nearby rooftops, while the PCs are desperately trying to complete the task!

## CONCLUSIONS

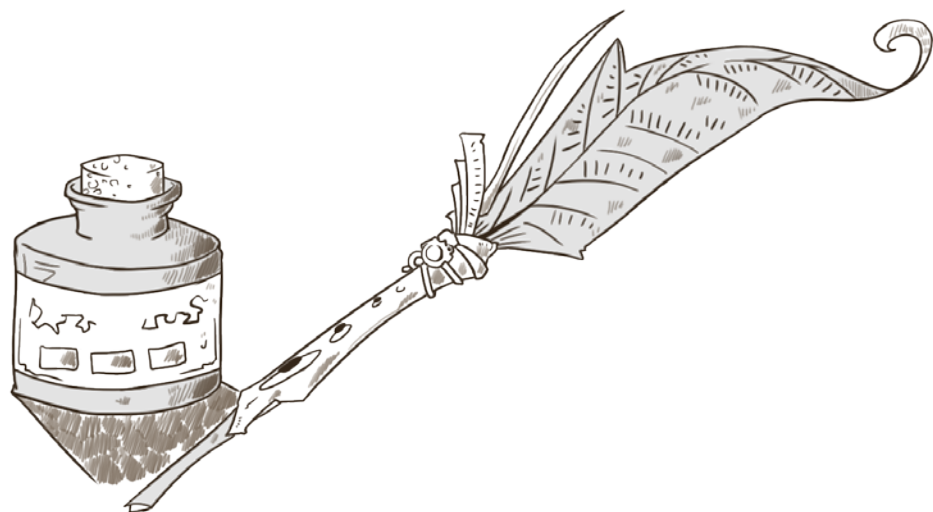
Finally, hopefully, the PCs emerge victorious – the protoneveri is dead, sent away to space, or both. The PCs have saved the city and thousands of lives – over the next few days the growths, without controlling signals from their master, slowly wither, die and fall off.

The survivors hail the PCs as they return to the mansion and messengers are sent to all known enclaves, spreading the news about their victory. A great feast is thrown out, one night of indulgence before lean times. The PCs are given their rewards and the camera slowly pans up, showing the dark sky – who knows what other dangers are lurking in the void among the stars?

Of course, for those PCs who have survived the ordeal, a new chapter begins – do they want to stay and help rebuild the city? Are they its new lords? Will the enemies, like Isaltha or Hirgo, try to punish them? Or will Isaltha keep her word, if they have helped her? Or perhaps the PCs have elected to keep Starheart for themselves? There are also other things to consider – for example the lesser neveri or infestors to kill off, and then there is the whole relentless reaper thing to resolve.

Thank you for playing this campaign – I sincerely hope you and your players have had a blast! You might want to check my [other titles](#), leave a comment or rating on the product's store page or [facebook!](#)

Keep exploring,  
Janek Sielicki.





# Non-Player Characters

This section presents all the important NPCs from the book, for your convenience gathered in one place, divided into chapters they appear in and separated into friends and enemies. However, bear in mind that most of the friendly NPCs are nobles and as such it might be very easy for the PCs to antagonize them. In the case of enemies, you might want to adjust their levels and abilities: for example if your party consists of 3 Tier 3 glaives, you will want a lot more enemies running around.

## CHAPTER 1:

### Friends:

**Lady Carinthia Milagros**, level 4, social skills level 6. Stunningly beautiful, clever and intuitive diplomat, despite her relatively young age she is already considered an ally by most of the noble families

in Uxphon. She comes from a very old house, which is not currently very important – yet, as it is clear that Milagros is going to change that. Some would call her manipulative and scheming, others applaud the way she utilizes her beauty and mind to get what she wants. On the other hand, she is still a bit naïve and simply inexperienced, her young age also makes her think she is invincible.

In recent months she has survived two attacks: one when she was travelling, another when she was visiting another noble. In both cases the assailants fled or were all killed and Milagros dismissed these events as clumsy attempts of her enemies to scare her.

When roleplaying Milagros, try to make her instantly likeable without making her sound stupid or haughty. She knows how to talk with explorers and mercenaries and is not beyond using

Permission to photocopy or print this page for personal use only.



a curse word or arranging a sparring session with the party's glaive. She knows how to use her beauty, but this does not mean she seduces everyone she meets; on the contrary, her flirting is full of sarcastic comments and hidden (but ultimately funny) jabs.

**Lord Oros**, level 6. A portly man in his 60s, he is the head of one of the most prominent families in the city. And he knows it and loves it. He has grown to expect everyone around to obey his commands and fear his soldiers and will do anything to hold this position. On the other hand, he is quick to laugh and loves stories about far-away lands and barbaric customs.

**Lord Nimir**, level 6. An elderly man who walks with aid of a strange artefact, Lord Nimir is one of the authors of the laws (or the lack thereof) in the city. He truly believes that nobles are better people, but it does not mean he treats "lesser folk" as trash, after all it is not their fault they were born as peasants or merchants, and just as nobles are needed to lead the world, there are needed to provide food and items. He is always courteous, even when insulting someone, and will happily explain his view of the world to anyone interested.

**Eenosh** – a Nevajin and expert on numenera artefacts, he usually lives not far from the city, working on his machines and receiving visits from fellow scholars and adventurers. Although he dislikes crowds, he was convinced to come to the ball and present his Projector. Of course, then Kravos found him: first he befriended Eenosh and dazzled him with his expertise on artefacts, then he intimidated him to install the reality mod on the projector. Eenosh is really, really terrified of Kravos and his organization, but since he always acts strange, no-one notices anything is off. He might allow a PC (if the PC knows his way about artefacts) to help him assemble his pro-

jector, but will be extremely unwilling to divulge any information about the machine. Soon after activating the projector, Eenosh slips away from the ball and hides in the city.

**Captain Desmond**, level 5 is the young knight responsible for House Oros' protection. Although he is in slightly over his head, he is determined to make sure that the ball is a safe and secure event.

**Lady Isaltha** of House Bavvini, level 4. A noblewoman who has recently recovered from a strange illness and to celebrate this joyous occasion other nobles are throwing a ball. She is still weak, but really happy – both for being alive and for being a center of attention. However, she knows she is being used for high lords' intrigue and is rather careful with what she says. If you want, she might be the masked woman who appears in Chapter 5.

**Caprix**, level 6. Caprix the Goat-man, Caprix the Wanderer, Caprix the Fool – Caprix is a living legend. He comes from an alien race (although no-one has ever seen another like him) and resembles a white-furred humanoid goat, with long, straight horns. As such, he might be confused with margrs, but over the years he has been stoical about this. He is an explorer and has seen many wonders during his adventures, he is also always eager to talk with other travelers and adventurers: he travels the world searching for the lost city of Patz, where legendary armor smiths live. Despite being a skilled warrior and athlete, Caprix has a weakness – he can't wear armor. For unknown reasons any armor he wears deteriorates and falls off his body, and as the PCs well know, armor saves lives. Legend says, armor smiths from Patz used to make armor for Caprix's race and so he is searching for the city. Caprix is here to help and support the groups who are short on members and you can change his abilities as you see fit, for



example, if your group of players is small and there is no real warrior, Caprix will be eager to help them fight, etc.

**Ignatius Veldro**, level 3, social interactions level 4, is a high servant of the House of Oros, which means his lord trusts him with secrets and important tasks. However, he - Ignatius - does not see running around the city and giving invitations to random peasants and mercenaries as important. But he does what he must and obeys his lord. He is old-fashioned, stiff, talks with overemphasized accent and simply does not tolerate boorish behavior, especially with women. However, if the PCs manage to earn his respect, he can be great help and teach them all there is about proper manners and etiquette.

**Lord Bittermany**: this is an example nobleman the PCs can encounter in the city. He looks down on lesser folk, kisses all the arses he is required to, and - although not very powerful - he can be a useful ally or a mean enemy.

**Nobles**: Nobles are people. Some are nice, some are kind, others are nasty, spiteful and/or rich. And there are a lot of them in Uxphon. It's best not to "overcreate" these NPCs - think about 2 or 3 extra people the PCs might encounter at the ball (a rich widow seeking new love? A noble seeking a fencing teacher for their overweight son? An impoverished noble looking for people who can discreetly lend him money?).

**Servants**: As with nobles, create a couple of "faces" for the PCs to encounter. A friendly cook, a handmaiden, etc. Then during the attack these people can get into trouble and the PCs might want to save them, especially if the PCs really dislike nobility and prefer to help "the common man."

**Guards**, typically level 2 or 3, professional soldiers serving the noble houses.

They're proud of their colors and distrust their house's rivals.


#### **Enemies:**

**Magister Kravos**, archnano level 7. Kravos is fully described below, in Chapter 1 he is the force behind the attack and the PCs do not meet him. They might hear his name (for example from Milton), but for now he remains a mystery.

**Milton**, level 6, Health 20. Milton is an elite Convergence warrior, trusted by Kravos to complete the mission. He has cold, blue eyes, cropped dark hair and is built like a bull. Convergence is everything to him and he will never betray the organization. However, he is not a fanatic and won't throw his life away - if the mission goes bad, he escapes to try again. Combat: speed defense and attack as level 7. During the attack he is wearing a battlesuit, which gives him armor 5. He fights using a glass sword (dmg 8) and a shield. He carries 3 cyphers and might have another artefact (for example something to help him escape if in trouble).

**Convergence Agent**, level 4, armor 2, health 12. Highly trained and dangerous enemies, these convergence warriors are dedicated to fulfill their mission. During the attack they are usually encountered in groups of 3 or 4. Each of them carries a cypher, usually a detonation device or something to slow their opponents down.

**Alien Creature**, level 4, armor 3, health 12, move long (flying) - resembling armored butterflies, these strange aliens attack everyone except Convergence agents. They are solitary fighters, or act in support of their warmachines. They attack using energy beams (range short, damage 4), flamethrowers (range short, dmg 3, ignores armor) or, in close combat, various spikes and blades attached to their limbs and wings (dmg 4, can attack twice). If in trouble, they can summon

 **Detonation cyphers**  
Numenera  
Corebook pp.  
284-285

Permission to photocopy or print this page for personal use only.



a warmachine for help (a good idea for a GM Intrusion).

**Alien Creature's Warmachine**, level 4-5, armor 3, health 12, move short. Various strange, vaguely insectoid machines that utilize a wide range of weapons. Some act as artillery, some as air support, others transform into fortifications and protect the warriors. You can also "re-skin" them as other dangers during the battle: orbital energy strikes, minefields... Unleash your imagination!

## CHAPTER 2

This section presents the NPCs for Chapter 2, divided into enemies and friends. However, Chapter 2 can be run without any combat encounters.

**Chapter 1 NPCs:** All the NPCs from Chapter 1 may appear again in Chapter 2. However, bear in mind how the events at the ball may have influenced their demeanor and appearance. Some are in shock, others scared, others angry – with their guards, with lord Oros, or with the "heroes" for not saving their family.

**Hirgo**, level 6. Hirgo the Leg is a wiry man with an artificial leg that puffs and hisses when he moves. However, it is only an act and Hirgo can move in complete silence if he wants. He knows how to fight – no-one controls the most powerful gang in Uxphon without such basic skills – but his true strength is his talent for business and management. He runs his gangs as if they were a business organization, including mutually beneficial deals with several noble families. When dealing with the PCs he is serious, business-like and trustworthy. However, should the PCs ever try to change a once-agreed deal, cheat Hirgo or otherwise make him feel not treated seriously enough, he will make their life in the city very difficult.

**Brother Mat**, level 4, deception level 7. Brother Mat's history and motivations

are explained throughout the scenario. When roleplaying him, act as a kindly, honest old man, genuinely distressed with the current state of Amber Priests in the city and the last night's attack. And no-one even listens to him these days, they all wait for him die...

**Prior Xaveri**, level 8 nano, is a serious man who does not tolerate any challenges to his authority. A large, slightly overweight man in his 50s, he was moved to Uxphon from Qi 10 years ago to better represent the Amber Throne than the previous prior. He is an excellent diplomat and all the noble houses in the city respect him and go to him to adjudicate disputes between rivals. He is more involved in local politics than in the Order's typical activities, and some priests – especially younger ones – resent him for that.

**Aeon Priests:** Characteristically, most of them are young or middle-aged at best. They are usually helpful and really interested in any numenera-related questions the PCs might have. They are very proud of their magnificent temple, especially of the library, at the same time saddened with the fact that there are too few of them and there are not as many visitors as they would like to welcome.

**Guards:** Remember that Uxphon has no City Guard, instead each noble house has their own guards to keep peace in their area of the city. Moreover, the guilds have their own enforcers, and in the Docks it is often the gangs who keep order. Yeah, that can lead to very convoluted legal disputes.

**Citizens of Uxphon:** In this adventure the PCs will encounter various ordinary citizens: craftsmen, tailors, merchants, etc. Try to make one or two of them more memorable than the others (for example, a trader they're asking for information about Milton's group will invite them





for family dinner) – this connection with the city will be important in Chapters 4 and 5!

### Enemies:

**Convergence agents** – if you decide to use them (in one of Milton’s hideouts), they’re the same as in Chapter 1.

**Blitzer-Husks** (see Ninth World Bestiary p. 25) – Blitzers are detailed in Ninth World Bestiary. However, the Convergence have managed to take the creation process a step further, their blitzers can wait patiently in one place for a preprogrammed condition to happen and then activate. Of course, they don’t eat or drink in this time, so after a few months their bodies just stop functioning.

If you do not have access to the Ninth World Bestiary, consider using two yellow swarms.

**Relentless Reaper** (see Ninth World Bestiary p. 106) – the reaper presented in Ninth World Bestiary is not a real challenge for a Tier 3 character. To make them more dangerous, consider adding the following points:

- ◆ they attack only when a PC is alone
- ◆ once a day they are able to materialize in a dark corner of a room (this is how they usually begin their attack once they locate their target)
- ◆ while pursuing their prey, they can move long distance and attack in the same round.

If you do not have access to the Ninth World Bestiary, consider using the Abykos instead.

## CHAPTER 3

This section presents NPCs for Chapter 3, divided into enemies and friends.

The friends in this chapter include only Milagros and Manorio and their motivations and actions are detailed elsewhere. When roleplaying Milagros, try to show that she is tired by the exper-

iments, but determined to escape and realizes that she might not get another chance.

Manorio is – well – crazy. He lives among the worms, they’re his life. He babbles about their magnificence and life cycles, he knows how to avoid or bait them, his clothes and tools are made from cragworm parts. However, although he may seem so, he is far from being harmless. First of all, he knows the area inside out and is excellent at hiding. If he doesn’t want to be found, a level 7 Perception test is required. Secondly, if hard-pressed he can bait cragworms and direct them at his enemies, which should give him time to escape.

### Enemies

**Magister Kravos**, a powerful level 8 nano, can be a very dangerous opponent if he really has to fight. He has 30 health points, 2 points of armor (ward) and his standard attack – a blast of energy – deals 8 points of damage (long range). Additionally, he has a vast array of esoterics at his disposal, which focus rather on augmenting/hampering than dealing damage, for example:

- ◆ as an action, he can disappear and a life-like image of him appears a few meters away, while he quietly moves to a better position.
- ◆ as an action, he can boost armor of up to 5 other people by 2 points
- ◆ as an action, he can speed up actions of up to 3 people, granting them long movement and an additional attack
- ◆ as an action, he can slow down reactions of a target (level 8 Might defense action). The affected target attacks and defends as if their opponents were 2 levels higher. Lasts 3 rounds.
- ◆ an Intellect attack, which targets 1 target. Affected targets hear loud ringing in their ears and strange symbols appear in front of their eyes – ef-

☞ **Yellow Swarm**  
Numenera  
Corebook p. 266

☞ **Abykos**  
Numenera  
Corebook, p. 230

Permission to photocopy or print this page for personal use only.



fectively the target drops anything they're holding and does nothing in their next round.

**Milton**, level 6, Health 20. Milton is an elite Convergence warrior, trusted by Kravos to complete any mission he is assigned. He has cold, blue eyes, cropped dark hair and is built like a bull. The Convergence is everything to him and he will never betray the organization. However, he is not a fanatic and won't throw his life away – if something goes wrong, he will try to escape. Still, his main task is to ensure Kravos' survival and he will fight to protect his master even if it means his death.

**COMBAT:** Speed defense and attack as level 7. If he is on duty when combat erupts, he is wearing a battlesuit, which gives him armor 5. If the PCs want to negotiate, he will first don his weapon and armor and then go to Kravos. He fights using a glass sword (damage 8) and a shield. He carries 3 cyphers and might have another artefact (for example something to help him escape if in trouble). If he has fought with a PC before (during the attack at the ball), he might choose different weapons, for example, if he knows a particularly dangerous PC should be eliminated first and they are good at melee, he might select a great bow and fire at the said PC from a distance.

**Convergence Agent**, level 4, armor 2, health 12. Highly trained and dangerous enemies, these convergence warriors are dedicated to fulfil their mission. Each of them carries a cypher, usually a detonation device or something to slow their opponents down.

## CHAPTERS 4 and 5

This section presents NPCs and monsters needed in Chapters 4 and 5.

## THE INFECTED

After the protoneveri escaped its prison and regained all of its powers (by devour-

ing people and animals), it began setting up its hunting grounds, i.e. the whole city. Among the monster's many abilities is the one that allows him to produce small creatures, which – when flung at a living creature – attach to it with many tendrils, while simultaneously assaulting the target's brain with a psychic scream. The scream stuns the target, allowing the creature to complete the bonding process, which takes about a minute. After that, the target does everything the neveri tells it to. However, the monster is not constantly monitoring each and every one of them, they are following the last command they have received to the best of their abilities. A large commotion, though, may generate a psychic disturbance strong enough for the monster to come and investigate. The infested are unable to communicate (except for creepy “help me, please help me” while they're clawing out a PC's eyes).

Currently the infested operate in one of the following modes:

- a) hunting – most of the infested are scouring the streets looking for food for the neveri. These move in large groups and – when they find non-infested people – they capture or kill them to bring to the infestors or to a feeding chamber. Sometimes these groups converge on an enclave and try to take it down.
- b) infesting – some of the infected's growths have the ability to produce more of its kind. These infected are usually protected by infected soldiers, don't move around and wait for hunting groups to bring non-infected people. Slug-like, tendriled growths slither over their bodies, ready to jump on new victims.
- c) guarding – the neveri posted these infected at the city's gates and around larger enclaves. They make sure no-one escapes their master.
- d) feeding – these infected gather in one place, sometimes guarding captured



humans and animals, and wait for the monster to come and eat them.

The infected do not feed or drink – they slowly wither and, when their growth senses the host is about to die, they switch its mode to d) feeding. Thus most of the infected are not as strong or as healthy as even hungry, but non-infected people. However, there are a lot of them.

It is possible to remove the growth. Such a task requires proper surgical tools, at least several hours of uninterrupted work and a successful level 4 Medicine test.

### COMBAT AND GAME MECHANICS

The infested are mind-controlled drones serving the neveri. They don't have any special fighting abilities or powers. On the other hand, they retain any skills they had, so for example an infected level 5 elite knight continues to wear armor, knows how to swing a sword etc. However, remember that most of the infected are not trained fighters, but merchants, dockers, children, servants, craftsmen, or even nobles, so a single level 1 or 2 infected can be easily defeated.

As explained though, the infected are rarely, if ever, encountered alone. Instead, they move and attack in groups. A single group of 5 infected is treated as a single level 4 enemy. A group of 10 is treated as a level 6 enemy. Each normal infected has 5 health and no armor or weapons. Each such group may be accompanied by an infected trained in combat.

#### Attacks:

**Grab:** Typically, the infected try to overwhelm a single opponent and drag them away. This is a Might defence test. Fail means the PC is grabbed by several hands and cannot fight until they manage to free themselves (another Might action). If there are more groups, one or two try to do so, while others attack other enemies.

**Smash:** simple unarmed attacks

**Infest:** Some of the infected are infestors and can fling the growths at the PCs. This is a Speed defence test level 3. If cornered, the infestor can fling all of the growths it has on them, which is a level 6 attack.

**Health:** all of the infected are slowly dying of hunger. Although the growth helps them to retain their strength and coordination, their bodies are weakened. Thus, when calculating health, multiply the level by 2, not 3.

**Psychic coordination:** Perhaps the most dangerous ability conferred by the neveri through its growth, psychic coordination allows the infected to contact other nearby infected to corner detected prey, summon reinforcements, and eventually inform the neveri about a large number of people to devour. It doesn't have any mechanical effect.

### THE PROTONEVERI

A normal neveri is a creature terrible enough. The protoneveri is something from the worst nightmares. The one (perhaps THE original one) currently preying on Uxphon is a seething, black mass of eyes, grasping claws and teeth that emerge and disappear into the bulk as the monster flows over streets, boils up through cracks in the floor, or simply drops from ceilings. It is an elemental force of death and destruction and not many have survived encountering it, and those who by some miracle weren't eaten or infected are reduced to gibbering wrecks.

No-one knows where the creature came from. Tiszal theorized that it fell from the darkness between the stars, or was created eons ago by those-who-came-before. Regardless of its origins, it is now in Uxphon and is going to stay there until every ounce of available flesh and meat is devoured.

There are three forms of the monster the PCs might encounter while travelling across the city.

Permission to photocopy or print this page for personal use only.



## 1. The Protoneveri

After eating so much, the Neveri is so large and malign that it is almost impossible to defeat in straight combat. What is more, if even a small part of it survives, the creature is able to fully regenerate. Thus it is recommended to use carefully and when the PCs confront it, always make sure they have a moment to regroup and escape. Getting rid of it for good requires special means and weapons, and a plan. Chapter 5 explains the plan to do so.

Level 7 for effects and attacks not discussed below.

HEALTH: 100

ARMOR: 3 (hard plates or rubbery substances that form moments before being hit)

MOVEMENT: Long. Able to split its body into multiple “rivulets” in order to get through windows, doors or even smaller openings. Short if burrowing. This form of neveri cannot fly.

FEAR: Seeing the Proto-Neveri is a soul-shattering experience and only the bravest can face such a creature. If you want, you can tell the players to test their PCs’ resolve and courage. This is a level 7 Intellect test. Simply failing it means that until the creature is gone, all PCs’ actions are 1 level more difficult. Failing the test by 10 or more means the PC has to flee in panic. A GM Intrusion means that the character drops everything they’re holding and, with tears streaming from their eyes, curls on the ground, waiting to be eaten. Snapping out requires a level 5 Intellect test.

COMBAT:

The Proto-Neveri is a unique opponent. It does not have “front” or “back” and can freely attack anybody around it, up to short range, at once. Anyone within short range has to make a level 7 Speed defence test, or is hit by a tentacle, tendril or expelled acidic enzymes. These attacks deal 10 points of damage.

The Proto-Neveri can create specialized organs that shoot acidic globules,

rock-hard shards, or generate arcs of bioenergy at long range against up to three targets at one time. This attack deals 7 points of damage.

Any characters in immediate range of the protoneveri must succeed on a Might defense roll each round or be caught by a mouth, tendril, or talon. A grabbed character is pulled into contact with the neveri’s body and each round he sustains 10 points of damage.

Finally, the protoneveri can create growths which it can fling at enemies. It is a level 6 short range attack that can affect up to 5 targets. The growths created by the neveri are the infestor growths, which means that if they find a host, they will start producing their own “childlets.” A character hit by a growth must use his next action on getting rid of it, which is a level 4 Might defense task. A torn-off growth will scuttle and seek a target on its own. See below for details on the growths. However, currently the neveri is reluctant to create more infested – it has more than enough and controlling all of them is taxing even for this mighty creature. This attack is used instead of the creature’s other attacks.

The protoneveri in Uxphon feeds every day and its regenerative powers are astounding. Each round it regains 5 points of health.

## ENCOUNTERS

The protoneveri cannot communicate, be reasoned with, threatened or manipulated. It exists to feed. However, it is not a mindless creature, but a cunning enemy. It is perhaps most vulnerable when attacked from afar, thus it will avoid being lured into large, open areas. The city is in many ways a perfect hunting ground for this creature.

There are many ways for the PCs to meet the protoneveri before the final battle. Consider the following ideas:

1. A random encounter while traversing the city. For example, if the PCs think they have perfected travelling safely by rooftops, a GM Intrusion might cause





a roof a PC is landing on to fall in. Two children hide in the ruined building. Then suddenly the infested begin to converge and the protoneveri boils up from under the floor. Will the PCs try to save the kids? Fight the creature? Just flee?

2. PCs might actively seek the creature to observe it or actually attack it. Fools. The best place to do so is one of the feeding areas, where the infested bring captured prey or come to be devoured. Imagine a city green, now full of motionless people. Some are wounded, some are just tired or have given up to despair. They are ringed by a thick throng of the infested. Suddenly a nearby building groans and then its doors and windows burst open and a wave of darkness swims over the crowd. Eyes, teeth and clawed tentacles form in the mass, snatching bodies, tearing them apart, dragging them into the boiling mass. And then it is gone. And the square is empty.

3. While visiting an enclave, perhaps because of a side mission, it is attacked by the infested. After initially successful defense, the protoneveri comes. And the enclave is gone, the PCs probably fleeing with other survivors.

## 2. The Neveri

This is the “standard” neveri, as described in the Ninth World Bestiary, p. 91. It is still a terrible monster, but a group of determined Tier 3 characters is able to defeat it. The protoneveri created only 2 or 3 of them – perhaps this is the way it breeds? They are still young and thus semi-autonomous, i.e. they eat only enough to sustain them and because of this they cannot regenerate and can be normally killed (contrary to the description in the book).

Use these creatures for winnable “boss fights,” for example in exciting side missions or key areas, like the Old Temple. You might also consider the following: after the PCs hear so much about that unkillable monster, they quickly come across this lesser neveri (only they PCs

don’t realize it is the lesser form). They kill it and then brag about it, perhaps convincing the Upxhonians that they really won. Then the real monster attacks.

Alternatively, you can avoid this variant completely.

## 3. The growths

Level 3, health 5

A mind-controlling slug-like neveri growth might attach itself to a PC after they are attacked by an infestor or the protoneveri. After hitting a target, a growth will try to attach itself to its host. If not torn off, the growth extends mind-controlling roots that painfully penetrate the host’s body. This pain, coupled with the psychic shriek the growth emits, causes confusion and is treated as a level 4 Intellect attack. Failure to defend means that the host does nothing this round. After three successful attacks the parasites take control over the host, creating another infected.

It is possible to tear off a growth while it is still settling in. Unless it happens in combat or another difficult situation, it doesn’t require a test. However, it does harm the host and deals 3 points of ambient damage on the first round, 6 on the second and 9 on the third and later, thus such an action will likely kill most of the infected.

More than one growth can attack and adhere to the same host, speeding up the takeover process and exerting greater control over the host. Typically more powerful NPCs (like knights etc.) have more growths on them.

It is possible to safely remove a growth. Such a task requires proper surgical tools, at least several hours of uninterrupted work and a successful level 4 Medicine test.

## NPCs

Most of the NPCs in Chapter 4 are the ones the PCs have already met in Chapters 1 and 2. Consider how the new reality has affected these people. Are they

Permission to photocopy or print this page for personal use only.



still alive? Infected? In an enclave? Leading the fight, trying to escape, or just waiting for better times? Or perhaps, like Hirgo, they thrive? How are they disposed towards the PCs – do they want to use them, are they angry with them, or see them as saviors?

There are also several new characters to meet:

**Grand Chronicler and Prior Barthans** – level 6 amber priest. He spent most of his life as the resident chronicler and historian, and thus became known and respected by most of Uxphon’s noble families, who would invite him to witness important family events. He became quite an influential figure in the city and considers himself a great historian. However, he doesn’t know about the Old Temple (he arrived to Uxphon with the “new wave” of priests after the rebellion) and scoffs at such nonsense.

When most of the priests died fighting the monster, he was hastily elevated to the position of the new Prior. He believes himself an excellent choice, although realizes that he might not live long enough to get used to his status.

**Barthans** is a tall, thin man with wiry, silvery hair and a long nose. He walks slightly stooped and is very fond of showing off his historical knowledge, quoting useless historical facts in discussions and everyday conversations.

Although it is unlikely the PCs will fight him, in these dangerous times he always has 3 cyphers with him and a level 4 artefact that allows him to pass through walls (depletion 1 in 6), must be activated before each obstacle.

**Brother Jaoir**, level 4 amber priest. Jaoir is a young priest, scared and confused, but trying to help. He specialized in taming animals and devised various more or less successful harnesses. Now these skills are useless (but see Chapter 5). He can be the PCs’ help in the Amber Temple, assisting in the research or acting as a mes-

senger between them and other priests. One moment he is enthusiastic and eager to help, the next he remembers they are all going to die and sulks in the corner.

**Deenah**, level 2 commoner. Deenah, her husband, son and daughter escaped the infested and found shelter in Lord Oros mansion. They had a modest, but comfortable life as skilled herbalists. After initial joy she quickly realized that life in the refugee camp was going to be hard. Food was scarce, the nobles didn’t really care about them and Hirgo took over. She has been one of the most outspoken critics of Hirgo’s rule, but then her heart was broken when her own son joined Hirgo’s goons and the daughter became one of Hirgo’s girls. When her husband protested, he was savagely beaten. Deenah might ask PCs for help, or other people might point them to her, to illustrate what happens to people who oppose Hirgo.

**Sergeant Krampos**, level 6 fighter who fights with two weapons. 20 health. Armor 2. Two attacks per round. Krampos is a large and cunning man whose bushy eyebrows and long moustache give him a somewhat friendly appearance. However, he is a cruel, evil man who enjoys bullying those weaker than him. He spent most of his life serving House Terentio and was delegated to the refugee camp to keep it in order. Hirgo noticed his potential and soon the sergeant was working for him. He wants to die rich, or better still – escape rich – and he thinks Hirgo is his best option. He is loyal to Hirgo, but if the PCs offer him a lot of money or find a way to blackmail him etc., he will betray the crime lord.

Remember that Krampos has at least 10 level 3 guards at his disposal, who may or may not realize how corrupted he is, but if given a direct order they will follow the sergeant’s orders.

**Katal**, level 2 leader, is a young woman who lives in the docks enclave and be-

believes they should move from the platform before it is too late. Small, but athletic, and an excellent climber, she used to work as a messenger in the docks. She is very energetic and hates just sitting on the tower and watching the city die. Thanks to her skills, she is one of the enclave's main supplier and perhaps the only person there fully realizing how difficult getting food and water to the platform has become.

**Yugrantor**, level 2 leader. A portly middle-aged and very loud man, who somehow always manages to lift everyone's spirits up, Yugrantor opts to stay on the platform "until the lords move their gilded asses and do something." He is a locksmith and as such he is leading the effort to open more and more vaults. He feels appreciated and needed and - although there are hungry days - they are all alive and safe up there, on the platform.

**Dirk Tereyo**, level 5 mercenary commander. Health 18, armor 4, commanding level 6. Tereyo and his drones were hired by a wealthy merchant (now dead)

to escort him out of the city. When all the escaping people got stuck in the market, Tereyo took command and managed to defeat the infested.

Tereyo is literally half man, half machine. Due to circumstances he doesn't want to discuss, half of his body (along the spine) is made from thick, greenish metal. It is not a mutation - inside there is machinery, wires, etc. It is obviously a painful state and when Tereyo speaks he sometimes pauses to fight another wave of pain. The only moments when he doesn't feel it is when he is in combat, so if he has free time he practices melee with his drones.

**Tereyo's Drones:** five level 4 bulky metal humanoid robots (although some speculate they once were humans). Health 12, armor 5. Attack with built-in hammers (5 damage) or shoot exploding mini rockets (long distance, 4 damage in immediate distance). They are able to communicate, but follow only Tereyo's commands. Tereyo is able to communicate with them and knows their exact location and status within 500 meters.

Permission to photocopy or print this page for personal use only.

# Appendices



## APPENDIX 1

### RUNNING THE SCENARIOS SEPARATELY

Although the individual scenarios from “The bridges we burn” are linked and designed to be run one after another, it is possible to select any of them and run it separately. Below you will find some suggestions how to adapt the scenarios for such occasion.

**Chapter 1**, being the opening scenario, can be run without any changes. However, if you want to offer your players some closure and explanation regarding the attack and the projector, you might want to include Kravos in the strike group (or replace Milton with Kravos). If the PCs manage to capture him, he can explain his reasons and perhaps convince the heroes to help him? Alternatively, Eenosh can offer the same explanations after the dust settles.

**Chapter 2**, although based on the consequences of the attack described in the first chapter, can still be run separately. The PCs did not participate in the ball, but were present in the city when it occurred. Afterwards, whether Milagros

was kidnapped or the attackers were stopped, Lord Oros hires the PCs to investigate the group behind the attack. Again, if you do not want to continue with the campaign, you may consider placing Milton or Kravos in one of the Convergence bases, covering their tracks before leaving the city.

**Chapter 3** is a typical exploration scenario and can be easily inserted into any existing campaign. The PCs might have heard rumors about a mysterious base out in the desert, might have found a map leading there, or an NPC could have sent them there to retrieve a valuable artefact. Consequently, you will also need to alter the ending, when the PCs return and complete their mission.

**Chapters 4 and 5** are easily adaptable for a separate game. The PCs might be in the city when brother Mat releases the monster. They must first fight to survive, perhaps organize an enclave of their own, learn about the temple, the monster, and experience all the events that happened in the first two weeks of the attack.



## APPENDIX 2 A SAMPLE NPC MATRIX

Many of the NPCs the PCs meet during their adventures in Chapters 1 and 2 return in Chapters 4 and 5. However, due to the changed situation in the city, their locations and status might have changed. To keep track of all these people, an NPC matrix is provided below. There is also another one, already filled in for your convenience.

Non-Player Character Matrix						
NPC	Before the attack (Chapters 1 and 2)			After the attack (Chapter 4 and 5)		
	Location	Status	Disposition towards the PCs	Location	Status	Disposition towards the PCs
Lady Carinthia Milagros	The Hotbed	Alive, might have been captured	Friendly			
Lord Oros	Oros Mansion	Alive	Friendly, appreciative			
Lord Nimir	Nimir Mansion	Alive	Neutral			
Eenosh	Uxphon	Alive, hiding (Chapter 2)	Friendly, then scared			
Captain Desmod	Oros Mansion	Alive	Neutral			
Lady Isaltha	House Bavvini Mansion	Alive	Friendly, if the PCs saved her life			
Caprix	Uxphon	Alive	Friendly, if the PCs prove their worth			

Ignatius Veldro	Oros Mansion	Alive	Neutral				
Lord Bittermany	Tailor	Alive	Unfriendly				
Hirgo the Leg	The Docks	Alive	Neutral				
Prior Xaveri	The Amber Temple	Alive	Neutral				
Sabazia (from the Devil's Spine)	The Docks	Alive	Neutral				
Derris (from the Devil's Spine)	Craftsmen's Quarter	Alive	Neutral				
Om the Orsbergian (from the Devil's Spine)	The Hotbed	Alive	Neutral				

## EXAMPLE MATRIX

Non-Player Character Matrix						
NPC	Before the attack (Chapters 1 and 2)			After the attack (Chapter 4 and 5)		
	Location	Status	Disposition towards the PCs	Location	Status	Disposition towards the PCs
Lady Carinthia Milagros	The Hotbed	Alive, might have been captured	Friendly	With the PCs or in Oros Mansion	Alive	Friendly
Lord Oros	Oros Mansion	Alive	Friendly, appreciative	Oros Mansion Enclave	Alive	Friendly, Suspicious
Lord Nimir	Nimir Mansion	Alive	Neutral	Oros Mansion Enclave	Alive	Neutral, suspicious
Eenosh	Uxphon	Alive, hiding (Chapter 2)	Friendly, then scared	The Market Enclave	Wounded	Wants to impress them
Captain Desmod	Oros Mansion	Alive	Neutral	City Gates	Infected	hostile
Lady Isaltha	House Bavvini Mansion	Alive	Friendly, if the PCs saved her life	Oros Mansion	Alive	Wants to use them in her intrigues
Caprix	Uxphon	Alive	Friendly, if the PCs prove their worth	Roving the city, rescuing people	Alive	Friendly
Ignatius Veldro	Oros Mansion	Alive	Neutral		dead	



Lord Bittermany	Tailor	Alive	Unfriendly	Oros Mansion	Alive	Unfriendly
Hirgo the Leg	The Docks	Alive	Neutral	Oros Mansion	Alive	neutral
Prior Xaveri	The Amber Temple	Alive	Neutral		dead	
Sabazia (	The Docks	Alive	Neutral	The Docks Enclave	Wounded	Unfriendly (had a glimmer it is all their fault)
Derris	Craftsmen's Quarter	Alive	Neutral	The Craftsmen Quarter	Infected	Hostile
Om	The Hotbed	Alive	Neutral		dead	

Permission to photocopy or print this page for personal use only.

# Art Gallery



What the future holds



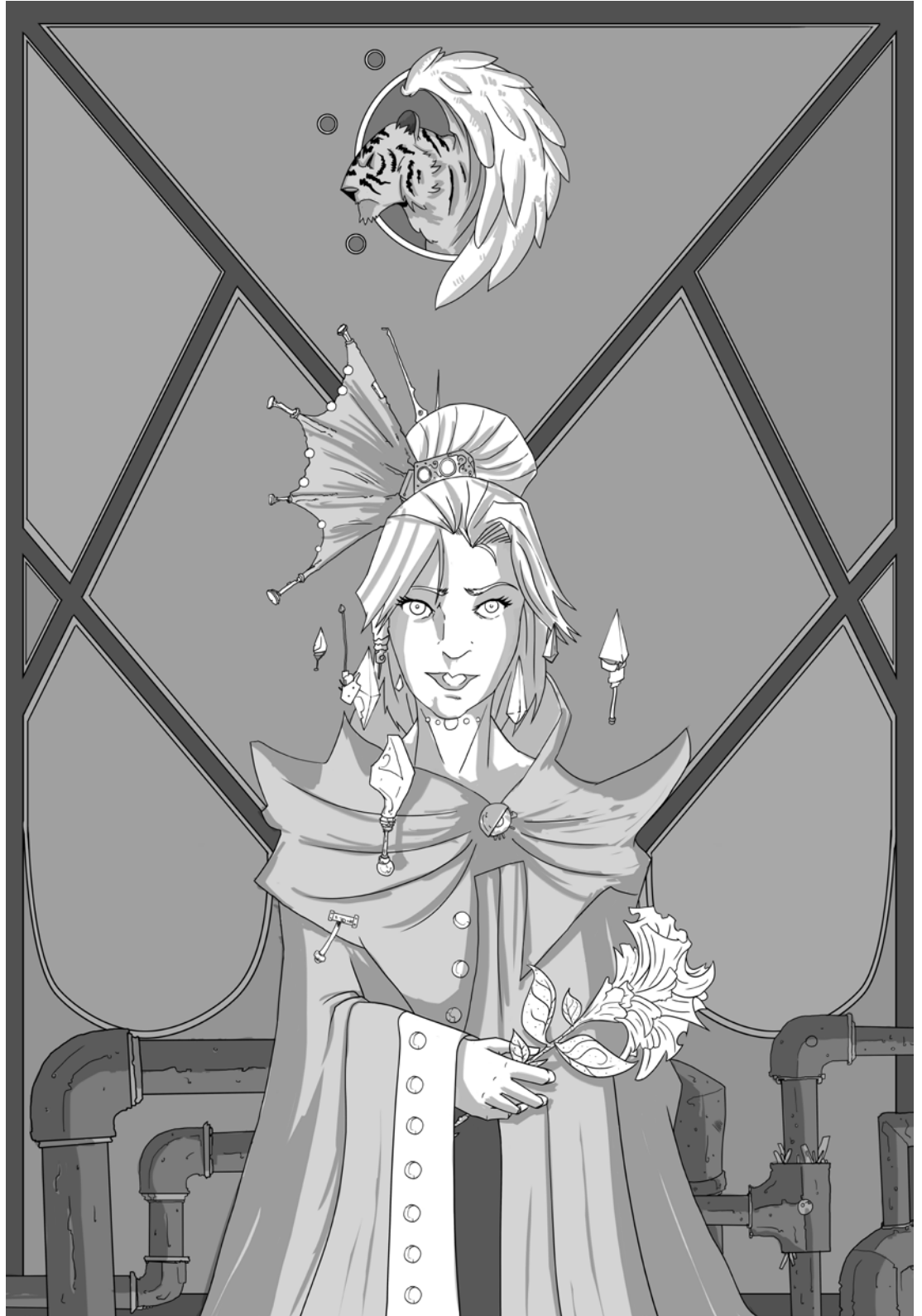






Manorio and Sanctum Draconis





Lady Carinthia Milagros



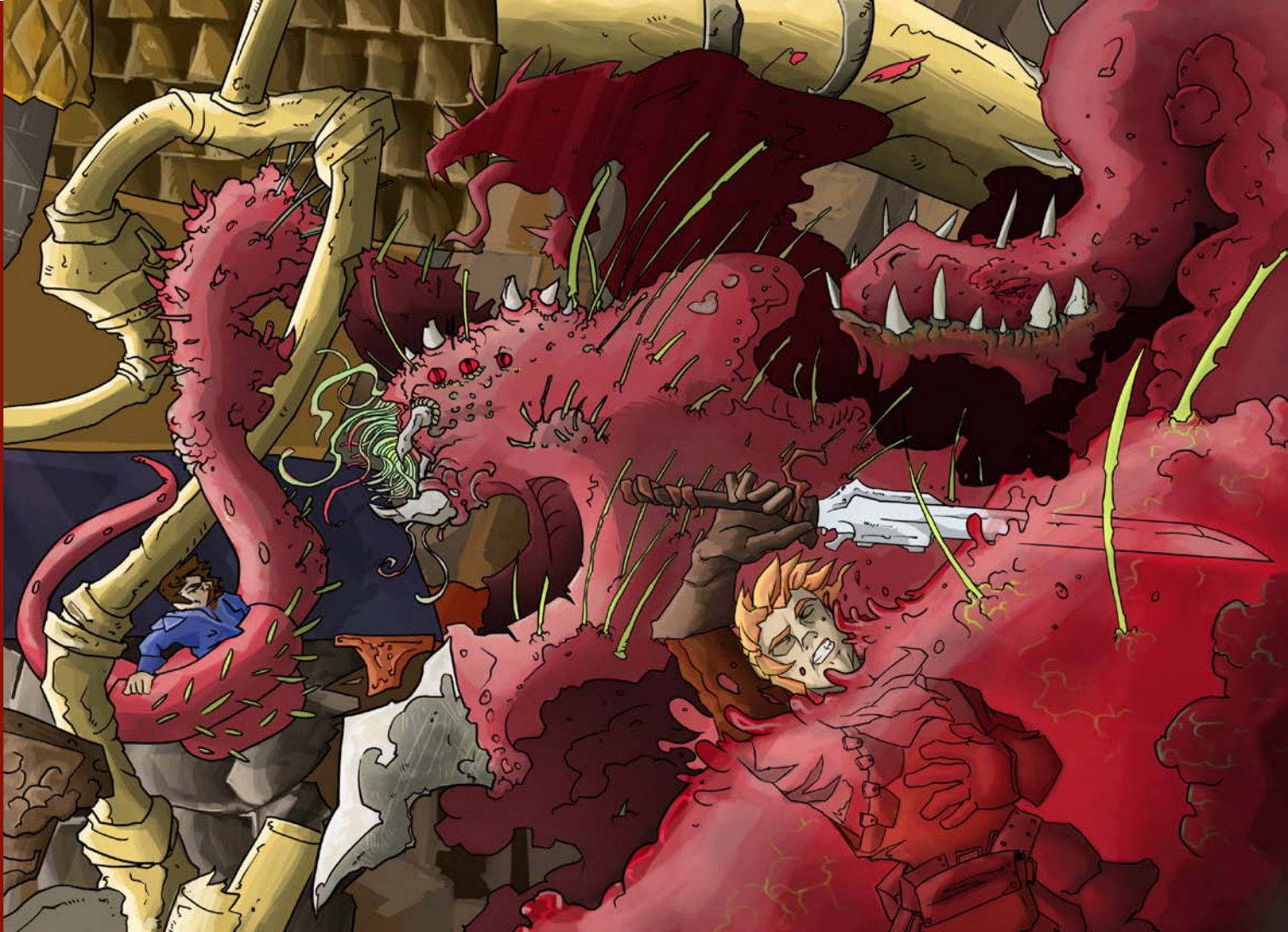




Grand ball in the Glass Gardens







Protoneveri cannot be stopped!







Lord Oros





Uxphon

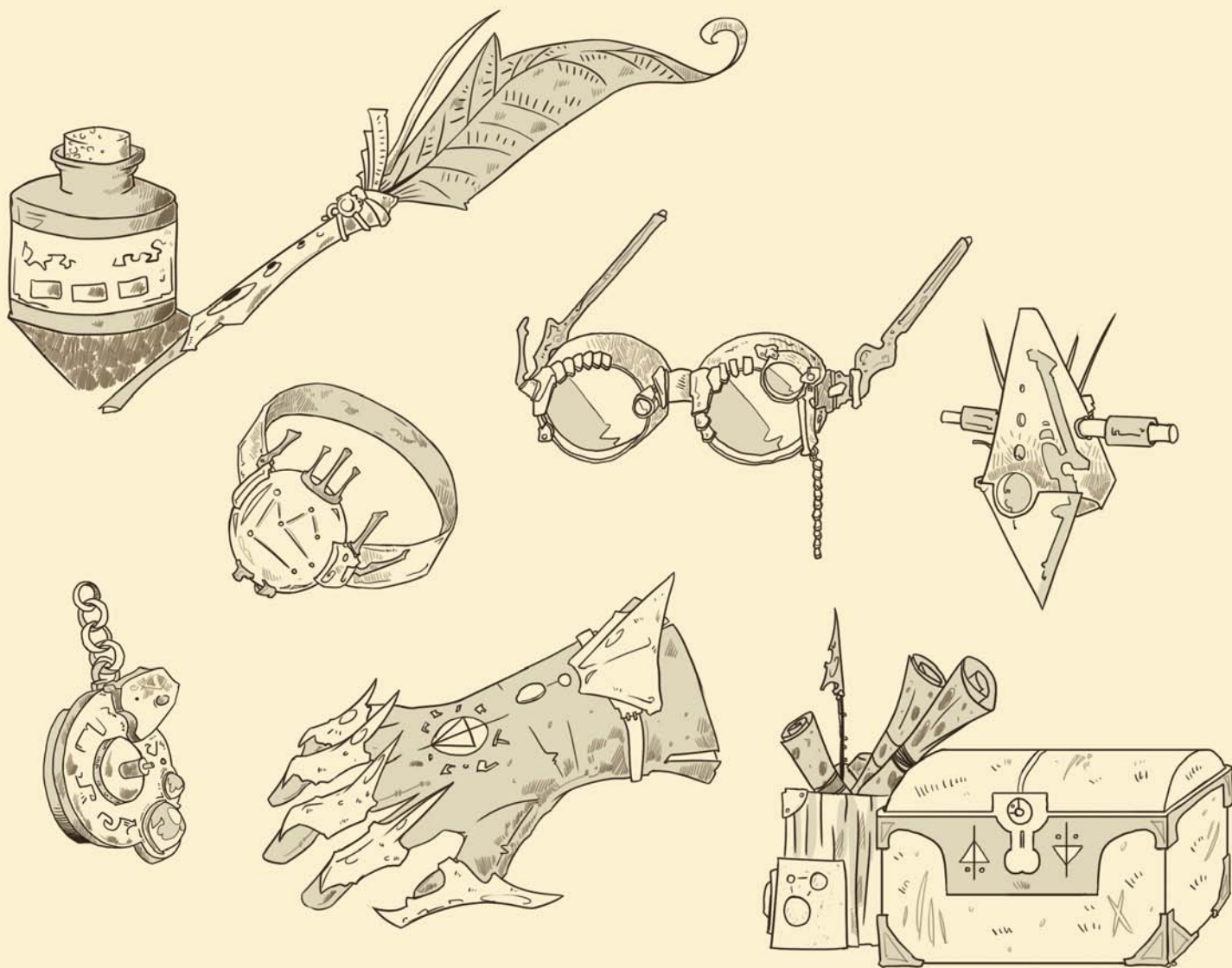




Uxphon in ruins







## Cyphers and Treasures







The infected take many forms...





The Ninth World is full of wonders and dangers. Just how far will your heroes go to explore them all? How many traps will they disarm, how many ancient tombs unearth? And while doing so, will they ever stop and think about the consequences of their actions?

How many bridges will they burn to get treasures, knowledge and glory?

This campaign consists of 5 linked scenarios that can be also played separately. They are designed for Tier 3 characters and offer a variety of challenges: a grand ball and mingling with nobles, investigation, exploration of a strange fortress and finally – battling a powerful monster and its minions to save a city.

The campaign provides 25-30 hours of play, but can be easily expanded and built upon for even more fun and adventures!

Includes never-before seen art to inspire your imagination.

This is an adventure module for Game Masters and requires the Numenera Corebook from Monte Cook Games