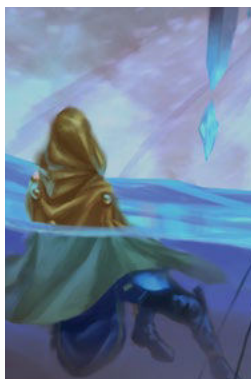


NUMENÉRA



IN ALTERNATE DIMENSIONS

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IN ALTERNATE DIMENSIONS

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During a Numenera game, player characters are entirely likely to accidentally—or purposefully—travel to another plane of reality. Things are different in alternate dimensions, sometimes so wildly that players have a hard time figuring out where to begin sorting out the environment. Other times things are just slightly different, as in the case of the thousands of parallel planes where things in the Ninth World are somewhat like the published setting, except for a few historical deviations that created a spectrum of diverging possibilities. Whatever the case, the GM will find it useful to have a few extra tools in their toolkit for dealing with situations beyond even the already weird Numenera status quo.

In this glimmer, you'll find three tools:

- 100 transdimensional GM intrusions
- Using insight to help players understand very weird alternate dimensions
- 100 options for parallel dimensions

100 TRANSDIMENSIONAL GM INTRUSIONS

Many resources provide example GM intrusions, including those that accompany focus descriptions, creature descriptions, the *Numenera* corebook, and in a glimmer called *Taking the Narrative by the Tail: GM Intrusions & Special Effects*. But with the release of *Into the Outside*, which describes several new alternate dimensions and methods of traveling to these transdimensional locations, GM intrusions tailored specifically for situations related to traveling in alternate dimensions become possible.

When you announce a GM intrusion, everyone wants to know how the story will be changed by what you say next. That means it's up to you to make the best of the situation. It's time to update the story of the game to add complexity and, possibly, danger.

GM intrusions are your primary tool for helping craft the story that you and your players are creating. On their turn, a player may tell you that they're going to hide or attack the broken hound, or something else. The GM intrusion is *your* turn. It's your contribution to the situation, a contribution that should make things more interesting.

Intrusions represent the natural course of events outside the PCs' control: the rest of the world, fate, luck, and so on. In the past, such things have been solely in the purview of often-cumbersome rules for NPCs, weather, the environment, and so on, as well as the realm of GM fiat.



But with GM intrusions, your fiat has become a codified game mechanic that players recognize, respect, and even look forward to (sometimes), if only for the XP you hand out as recompense.

Of course, when it comes to GM intrusions tailored to situations involving

alternate dimensions, you've got even more leeway to introduce bizarre complications, which is saying something in a place as weird as the Ninth World. So don't be afraid to shatter the moon, so to speak. Because even if you do it literally, it's probably just in a parallel dimension.

USE WHILE TRAVERSING DIMENSIONS

The trip may be an entire encounter in and of itself, especially when the unexpected occurs.

1d20 Traversing Dimensions

| | |
|----|---|
| 1 | The phase transition between two different dimensions threatens to turn the character to crystal. |
| 2 | Nanites from the environment are drawn to the disturbance and disrupt active transdimensional energy. |
| 3 | The character's armor, clothing, or pack does not make the transition to the new dimension. |
| 4 | A being of pure transdimensional energy is attracted to the character and follows them for no immediately apparent purpose. |
| 5 | The device used to traverse the dimensions malfunctions, threatening to hurl the characters who knows where. |
| 6 | The character is bounced back to their starting dimension, though the reason why isn't immediately obvious. |
| 7 | The character's foot or hand is caught in the last dimension and could get ripped off during the transfer unless the character succeeds on a difficulty 4 Intellect task. |
| 8 | The character's armor is damaged during the transfer and becomes partly phased, reducing its Armor value by 1 until it can be brought "into tune" with the new dimension or until the PCs return to their home dimension. |
| 9 | The dimension-traveling device triggers in an unexpected or undesirable way, sending the characters back to the dimension they started in. |
| 10 | The dimension-traveling device triggers, but sends the PCs to a random dimension. |
| 11 | The dimension-traveling device detonates . |
| 12 | The dimension-traveling device triggers, but sends each traveler to a different dimension. |
| 13 | The dimension-traveling device fires a ray that randomly attacks one character as they transition between dimensions. |
| 14 | The dimension-traveling device triggers, but creatures in the area other than the PCs are sent to the destination dimension. |
| 15 | The dimension-traveling device "clogs," creating a spatial instability where one or more alternate dimensions begins to bleed through. |
| 16 | The trip seems to take <i>years</i> of subjective time, risking insanity for one or more of the travelers subjected to the lengthened mental period. (The trip doesn't take any extra physical time.) |
| 17 | Transdimensional leeches attempt to attach in transit. |
| 18 | Just before travel commences, PC doppelgangers arrive from an alternate timeline and attempt to steal the transdimensional device. |
| 19 | The transit occurs through a collapsing connection, threatening to drop PCs one or more steps on the damage track. |
| 20 | The characters travel, but back in time, not into an alternate dimension. |

Transdimensional detonation: *level 3*

Transdimensional leech: *level 4*



USE UPON ARRIVAL IN NEW DIMENSION

Sometimes the first few moments in a new dimension are among the most exciting.

1d20 Upon Arrival in a New Dimension

| | |
|----|---|
| 1 | The characters end up in a dimension where the temperature is well below freezing, and everything is dead. |
| 2 | The area is dimensionally unstable, and everyone falls prone. If the instability is strong, characters must succeed on a difficulty 5 Intellect task or be hurled into yet another dimension. |
| 3 | The device used to reach the new dimension malfunctions, threatening to strand characters. |
| 4 | Greenish, thick fluid begins to rain from the sky, smelling slightly rank. Tasks are one step more difficult while the rain persists. |
| 5 | The characters end up in a dimension where the predominant intelligent life form appears to be giant telepathic slugs with a taste for flesh. |
| 6 | The characters end up in a dimension so beautiful, alluring, and free from pain that any NPCs accompanying the PCs elect to stay behind, regardless of their relationship to the PCs. |
| 7 | For ten minutes after arrival, the character can't affect or be affected by normal matter or energy. |
| 8 | The characters appear in an unexpected dimension, chosen by the GM. |
| 9 | A cypher in the character's possession interacts with the new dimension and begins to act oddly. It might explode, release dangerous energy, or take on a whole new temporary ability. |
| 10 | The environment of the new dimension is somehow toxic, and characters must succeed on a difficulty 4 Might task each hour or descend one step on the damage track. |
| 11 | A cry for help is heard nearby. |
| 12 | A guardian automaton/entity detects the arrival and demands identification from newcomers, possibly not in a language or communication mode the travelers understand. |
| 13 | Natural weather in the new dimension arrives, but it's toxic to the travelers. |
| 14 | One of the characters (perhaps an NPC, perhaps an absent player) fails to make the transition. |
| 15 | Natives of the newly reached dimension, having seen the travelers' arrival, decide they are demons or spies. |
| 16 | Natives of the newly reached dimension, having seen the travelers' arrival, decide they are gods or forerunners. |
| 17 | An "elastic" effect threatens to yank the travelers back to the previous dimension. |
| 18 | The characters appear right in the middle of some sort of important function, ceremony, or mating ritual being held by the natives. |
| 19 | Something in the new landscape, a strange smell, or something else unique to the new dimension seems familiar to the PC, as if from a forgotten memory in their own past. |
| 20 | Transdimensional carnivores are drawn to the dimensional travelers. |



USING A TRANSDIMENSIONAL ITEM

Transdimensional items are not merely items that might trigger a trip to an alternate dimension, but also items that function by siphoning transdimensional energy, items retrieved from another dimension, or cyphers and artifacts salvaged from a dimensional portal or similar item.

1d20 Using a Transdimensional Item

| | |
|----|--|
| 1 | The item jerks and threatens to fade into an alternate dimension. |
| 2 | The transdimensional energy given off by the object poisons the character. The character must succeed on a Might defense task or suffer 4 points of Speed damage (ignores Armor) as their body seems to fade slightly. |
| 3 | The item opens up a portal mouth (possibly additional to one already expected) to an unknown dimension. |
| 4 | Another possession the character owns fades and is lost to an alternate dimension. |
| 5 | The object releases an anomalous blast of power that targets an ally with an attack equal to the level of the item. |
| 6 | Using the item wipes the character's memory of the item's existence, and they drop it. |
| 7 | The character seems to freeze in place as if turned to stone. In fact, the character has been sidelined to an extremely slow temporal track, where they remain until the item is turned off or destroyed, or the character is otherwise extracted. |
| 8 | The item explodes, opening a portal from which a dangerous transdimensional creature emerges. |
| 9 | The item was actually a trap set by a rival or a long-dead intelligence. The trap either detonates or delivers the PCs into the presence of the trap-maker. |
| 10 | Transdimensional leeches are drawn to the area by the item's presence. |
| 11 | The item turns out to be sentient and self-willed. |
| 12 | The item inexplicably becomes phased and difficult to interact with. |
| 13 | The item randomly triggers, affecting an unintended target. |
| 14 | The item salvaged from another dimension calls a creature from that dimension when it is used. |
| 15 | If possible, the intended effect of the item is reversed; travelers are sent to their previous dimension, not the intended one. Transdimensional creatures are not banished but fortified. And so on. |
| 16 | Other than creating a feeling of peace and calm, plus a minor healing effect, the item has no further effect, and it depletes. |
| 17 | The item detonates. |
| 18 | The device emits a high-frequency screech, extends metallic tendrils, and attempts to hide. |
| 19 | The device seems to have a negative effect on the light of the sun when it's active. |
| 20 | The device doesn't activate as expected, but one of the character's cyphers activates in its place. |



USE WHILE IN COMBAT WITH A TRANSDIMENSIONAL FOE

1d20 Combat with a Transdimensional Foe

- 1 The character is knocked out of phase by the foe's attack, a situation that persists until the damage is healed.
- 2 The foe's doppelganger from a parallel dimension shows up to help its double unless it can be convinced otherwise.
- 3 The foe attempts to escape through a dimensional portal.
- 4 The foe vomits "slow time" on the character. The difficulty of all actions is increased by two steps for the character for the next two rounds.
- 5 The foe treats the character's weapon as if the weapon exists in a different phase, rendering the foe immune to attacks by that weapon.
- 6 The foe pulls itself and a character into a sub-dimension where they can fight alone.
- 7 The foe pulls off a mask and reveals it is the character's parallel dimension doppelganger. The shock inflicts 1 point of Intellect damage (ignores Armor), and the difficulty of all actions is increased by one step until the point is restored.
- 8 The foe surrenders. If the offer is a ruse and the character accepts, the foe tries to use an item or ability to escape with a valuable object carried by the character and take it back to their home plane.
- 9 A wound from the fight becomes infected, and a day later several glowing maggots drop out and then phase into alternate dimensions.
- 10 Using a cypher or artifact has a different effect on the transdimensional foe than expected (determine randomly).
- 11 The foe gazes into a parallel timeline and as a result, gains insight into the character's next few actions. The difficulty of all attack and Speed defense rolls against the foe is increased by two steps.
- 12 Striking the foe creates a reality vibration that makes vision shimmer between events in this reality and many nearby parallel dimensions. It's difficult for characters to see straight, which increases the difficulty of all actions by one step.
- 13 An injury begins to bleed the character into an alternate dimension at a rate of 1 point of damage per hour until a method can be found to nullify the effect.
- 14 The foe sincerely offers the character a chance to flee into a random alternate dimension if the character breaks off combat and leaves immediately.
- 15 The foe seems to gain mass and health from some alternate dimension. It regains its original maximum, plus 15 points.
- 16 The foe partially fades into an alternate dimension. For the rest of the combat, the difficulty of the foe's attacks increase by one step, but so does the difficulty of attacks made against the foe.
- 17 The foe strikes the character so hard that a piece of equipment used by the character (not a weapon or armor) is sent into another dimension.
- 18 The strike phases through the character's Armor and outer layers of skin and bone, inflicting 4 additional points of damage.
- 19 The character realizes that the foe must not be killed because the foe's death will open a portal to a dimension of horror, possibly because of an item the foe carries or because of the transdimensional nature of the foe itself.
- 20 The foe opens a portal to a dimension of horror, with potential long-term consequences if the portal is not closed quickly.



REPERCUSSIONS OF PAST INTERDIMENSIONAL TRAVEL

Sometimes the effects of traveling into other dimensions can linger, sometimes for weeks or longer, only to arise as unexpected repercussions at inopportune moments.

1d20 Repercussions of Past Interdimensional Travel

| | |
|----|--|
| 1 | A doppelganger of the character from an alternate timeline appears, wounded and crazed, and attempts to take the character's place. |
| 2 | The character still retains transdimensional energy, and a dimensional predator is attracted to the character. |
| 3 | The character still retains transdimensional energy, and when they use a cypher, the interaction blasts the character into an alternate dimension. |
| 4 | Foes from an alternate dimension finally track the character down. |
| 5 | The character has such a vivid dream of passing through another dimension that, upon waking, they're not sure whether it was a dream or it was real. |
| 6 | A black box phases into existence before the character. However, the character apparently lacks the key. |
| 7 | The characters thought they had returned to their home plane, but after a period of days (or weeks), they realize they only reached a parallel dimension, possibly when they finally return to their home city and find that it never existed. |
| 8 | The characters unwittingly bring a dangerous infection, contagion, or creature with them when they return to their home dimension. |
| 9 | The portal mouth or device used to travel to an alternate dimension begins to blight reality around it, risking a runaway disaster unless the characters can intervene with a successful Intellect task to repair the device. |
| 10 | The character becomes physically addicted to dimensional travel. Following any period longer than a week in which the character does not travel to a new dimension, the character suffers a one-step penalty on Intellect tasks. |
| 11 | Blisters form on the character's hands. Instead of popping, they open and are revealed as eyes of some alien transdimensional being. |
| 12 | The character has a flashback memory so strong of a previously visited dimension that something from that dimension slips into reality. |
| 13 | The character has a flashback memory so strong of a previously visited dimension that an object or NPC the character is handling or speaking with falls into that alternate dimension. |
| 14 | When the character falls asleep, they dream of the old dimension so lucidly that something from that dimension is summoned to the character's reality. |
| 15 | When the character falls asleep, they dream of the old dimension so lucidly that an object or other character is shunted into that prior dimension. |
| 16 | Aeon Priests who study alternate dimensions have reason to believe that the character has upset the dimensional continuum, and must be killed to safeguard reality. |
| 17 | A creature from an alternate dimension that has been trailing the character finally catches up to them. The creature is a predator. |
| 18 | A creature from an alternate dimension that has been trailing the character finally catches up to them. The creature wants to replace the character and take over their life. |
| 19 | A creature from an alternate dimension that has been trailing the character finally catches up to them. The creature accuses the character of stealing something from it. |
| 20 | A creature from an alternate dimension that has been trailing the character finally catches up to them. The creature wants the character to come back and save the creature's people from some interdimensional threat. |



USING INSIGHT TO HELP PLAYERS UNDERSTAND VERY WEIRD ALTERNATE DIMENSIONS

Some alternate dimensions are so bizarre that characters—and players—might have difficulty figuring out exactly what's going on. If players find themselves in a place where they exist in only two dimensions, there is no light, or they exist as pure sound (such as the dimension of the Tumult in *Into the Outside*), things will probably be initially confusing, and intentionally so. Part of the adventure is the characters figuring out exactly what's going on and how they can effectively interact in the new dimension where they find themselves.

But even before that happens, players may need a hand in figuring out the “theme” of the new dimension. Characters can experiment with their environment in a structured way in order to learn how to best operate and accomplish their overall goals.

One way players can do this is by using a game mechanic introduced in the *Cypher System Rulebook* called Insight.

GAINING INSIGHT IN ALTERNATE DIMENSIONS

If players want to experiment with their environment, they may need to be able to test their assumptions. For instance, if they are in a dimension where time is inconstant, before they can work with that fact, they need to learn it in the first place. Things that happen to the player characters may be enough to make it clear to everyone. But in case they aren't, players need a way for their characters to figure things out.

This is why PCs can gain Insights to help them. If a character is doing research, gathering information, or trying to figure out the nature of the new dimension they've just entered, they can spend 3 Intellect points and use one action to gain a single bit of special knowledge from the GM that they can count on with certainty. Insights are always presented as absolutes, and once established, they should never be changed, unless it is through the direct and deliberate intervention of the PCs.

Insights are never an end in themselves—they are a means to an end. If the whole point of an adventure is to figure out how to move through a dimension of pure sound, the characters can't get an Insight to learn how to do this. They could, however, use Insights to help them figure out that sound is the essence of the dimension, and that various methods of producing and harmonizing with environmental sounds might give them a way to interact with the new situation.

Ultimately, the GM decides each Insight's revelation, so there's no chance that the PCs will gain too much information (if such a thing is even possible). But GMs are encouraged to give a valuable Insight if the characters look for one (by spending Intellect points and taking an action), even

SAMPLE INSIGHTS

- The creatures just encountered are not native to this dimension.
- A special object is required to open this interdimensional gate.
- The interdimensional gate leads to a dimension where the PCs will be greatly changed, but not killed.
- Keeping one's thoughts serene and under control is the safest way to navigate a dimension of pure thought.
- The thief that burgled the camp was specifically trying to steal the PCs' objects related to dimensional travel.
- The dimension itself is sentient.
- In this dimension, absolute speed is restricted to only an immediate distance each round.
- Whenever a dimensional transfer is about to take place, the odor of smoke precedes it.
- The dimensional gate will collapse if more than one person walks through it each minute.
- The two colliding dimensions will cause each other to collapse if nothing is done.
- The more time spent in this dimension, the stupider travelers become.
- The dimension is presenting a false face, hiding some other completely bizarre aspect.

if it must be made up on the spot. Doing so allows the players to make intelligent plans and feel confident and—more important—competent.

GM-INSTIGATED INSIGHTS

Sometimes, the GM can flag a potential Insight to a player in a given area. Usually, this is something the GM has specifically designed ahead of time for this purpose. After the PCs have explored an area and are ready to leave, the GM might say, “There’s an Insight to be had here.” This kind of Insight can’t be gained by spending Intellect points. Instead, if the character wants to follow up on the GM’s comment, they spend 2 XP as if they were buying a short-term benefit. No player is required to make this expenditure.

100 OPTIONS FOR PARALLEL DIMENSIONS

Parallel dimensions are those where space and time generally move as expected and might vary only a little from a player character’s home dimension. In other parallel dimensions, a historical divergence creates a spectrum of diverging possibilities.

In one universe, the Earth was never saved from the growing luminosity of the

sun millions of years ago, leaving it a world capable of barely supporting microbial life and nothing more—no plants or animals. It’s simply too hot and too bright this close to the oppressive sun in the sky.

In another parallel universe, another civilization still flourishes, making the Earth unrecognizable to Ninth World travelers. In fact, they probably wouldn’t understand that what they have found is a version of their own world.

In yet another parallel plane, the Ninth World flourishes as expected. In fact, travelers might not realize that they are not home. But as time passes, the differences begin to multiply. People who should be dead are not, and vice versa. Buildings in the dimension walker’s city are different or located in different places. Enmities where none existed before come to light. And so on.

If players come into possession of a vehicle or other means to quickly travel into many different dimensions, having an aid for inspiring new parallel dimensions found by the PCs, where they probably won’t spend too much time, could be useful. Roll or choose on the following table to quickly generate ideas for new dimensions parallel to the base dimension described in the *Numenera* corebook.

1d100 Parallel Dimension Trait

- | | |
|----|---|
| 1 | No humans have risen to create the Ninth World. Only a handful of savage abhuman tribes war across prior-world ruins. |
| 2 | Humans that rose in the Ninth World were imprisoned by the datasphere, and are now mostly stored in crystal tubes. |
| 3 | The sun is much larger in the sky, it’s hellishly hot, and most things are dead. |
| 4 | No apparent difference, but with additional versions of the characters. |
| 5 | No immediately obvious difference, but no versions of the PCs have ever existed in this world. |
| 6 | The Aeon Priests are an oppressive organization, and the Convergence are freedom fighters. |
| 7 | No immediately obvious difference, but humans are all controlled by an intelligent alien fungus. |
| 8 | No immediately obvious difference, but humans are in the grip of an unstoppable flu-like sickness. |
| 9 | World ravaged by dimensional flaws that have multiplied and spread. It’s literally not safe to walk more than a mile without risk of falling through a dimensional anomaly. |
| 10 | Intelligent slug-like entities are the inheritors of this world, not humans. |



- 11 No evidence of any past civilizations, or any previous intelligent life. Just natural wildlife.
- 12 World locked in perpetual winter, average temperatures -30 degrees F (-34 degrees C), snow everywhere.
- 13 Airless, lifeless, rocky world covered with craters, with no evidence it was ever anything else.
- 14 A thick layer of automation covers anything, but its purpose is hard to discover, as are free-roving intelligences.
- 15 Humans have advanced beyond medieval understanding, adopted science, and are using prior-world tools to reach amazing new heights.
- 16 Humans remain at a medieval understanding, but have woken battle machines and are locked in civilization-ending war.
- 17 No immediately obvious difference, but a few hours or days after arrival, Earth is struck by a *massive* meteorite.
- 18 The sun is missing; light and heat are provided by a string of artificial satellites in orbit.
- 19 Earth has been reassembled as part of a much larger ringworld.
- 20 Entities from "hell" ravage the world, stealing "souls" and bodies and using them like toys.
- 21 No immediately obvious difference, but a few hours or days after arrival, a supervolcano touches off just a few hundred miles away.
- 22 No immediately obvious difference, but instead of the Aeon Priesthood there is the Sisterhood of Silicon, which is so fascinated with ancient devices of the numenera that literacy tests in the topic are mandated.
- 23 No immediately obvious difference, but parts of the world just seem to be "gone." The populace (but not newcomers to the dimension) are oblivious to these dangerous blank spots.
- 24 This dimension is being exploited by humans in yet another parallel dimension; they are strip-mining it and taking slaves.
- 25 Giant titanothaur-like beasts stomp among the ruins; humans live like vermin.
- 26 No living men; women give rise to new children (all female) using numenera devices to begin pregnancy.
- 27 No immediately obvious difference, but anyone revealing themselves to be nanos or otherwise associated with the "outlaw" Aeon Priests is tried and killed for witchcraft.
- 28 No immediately obvious difference, but a few hours after arrival, the sun goes supernova.
- 29 Earth is overrun with strange and often dangerous plant growth; something in the light of the sun's radiation is responsible.
- 30 Sentient clouds prowl the skies, sometimes descending to throw a cloak of fog over everything. When they lift, people and objects are simply gone.
- 31 No immediately obvious difference, but the characters discover their alternate-version selves were renowned villains that have all supposedly been put to death for terrible crimes.
- 32 A second moon orbits earth like a massive alien beehive, and infested with dangerous spectral entities that exploit living creatures on Earth.
- 33 The datasphere has taken over the minds of every tenth human on Earth, using them as avatars.
- 34 Falling stars are so common (and dangerous) that the human Ninth World civilization teeters on extinction's brink.
- 35 Dinosaur-like creatures have created a Ninth World-like civilization, not humans.



- 36 Time moves slower in this continuum; the parallel world is similar to present-day Earth.
- 37 Time moves slower in this continuum; the parallel world is similar to present-day Earth, but one where other breaches from alternate dimensions have essentially created a class of superheroes and supervillains.
- 38 Time moves slower in this continuum; the parallel world is similar to present-day Earth, except a nuclear war touches off a few hours or days after the newcomers arrive.
- 39 Earth seems to be in orbit around a massive gas giant planet (that might be Jupiter). Storms touched off by this association are especially massive and dazzling.
- 40 Earth is in orbit around a black hole and its blazing accretion disk. Most life is dead from intense radiation.
- 41 No immediately obvious difference, but an odd tang to the air soon reveals itself as something the characters can't long breathe and continue to live.
- 42 Similar to the Ninth World, but dirigibles formed from floating creatures are everywhere across the skies.
- 43 Most of the world is underwater, civilization drowned.
- 44 The Amber Pope, the self-proclaimed god-king, rules with an iron fist.
- 45 Sky is purple, gravity is halved, and humans are thin and large-headed. But civilization similar to the Ninth World exists here.
- 46 Deep faith in a pantheon of gods. Anyone who questions the veracity of such faith, or asks questions about matters that could lead someone to doubt the gods' existence, is severely punished.
- 47 Primates have arisen in the ruins of the previous worlds, but they're no more intelligent than clever animals.
- 48 Some quality of the new dimension begins to soften newcomers' bones.
- 49 Just floating rubble and dust in the vacuum of space where the world used to be.
- 50 A plague of insects has eaten most of this world down to nothing. The plague arrived from some parallel dimension, and seems to have a method of spreading further.
- 51 15 foot (5 m) tall humanoid creatures hunt humans through the ruins for food and sport.
- 52 No immediately obvious difference, but those who spend even just a few minutes here begin to have trouble with incontinence.
- 53 Automatons have taken control. They are sad that the humans are no more.
- 54 Earthquakes constantly rumble and shake the ground, and the rising human civilization has become very mobile and used to losses. Most ruins have shaken down and are gone.
- 55 Miles-high towers filled with exotic, motionless machines cover most of the land mass.
- 56 A series of transparent moons orbits Earth, each containing what looks like an artificial habitat.
- 57 The air is immediately poisonous to dimension walkers.
- 58 Strange, cone-like creatures scuttle here and there on tendrils. Their single eyes stare meaningfully at newcomers, but they seem at first unable to communicate. No humans are immediately visible.
- 59 Earth has been disassembled into a swarm of space habitats being towed by a super-massive alien spacecraft.
- 60 Many more ruins are visible than in the Ninth World, as if the prior civilization didn't end millions of years ago, but maybe just hundreds. And maybe it's still ending, with a few stragglers hiding.
- 61 Intelligent creatures similar to rats have risen in this world, not humans.





- 62 The entire planet seems to have been made into a prison world by aliens. Humans number among many millions of strange inmates. Food and water is provided by automaton stations.
- 63 No immediately obvious difference, but humans are telepathic and regard dimension walkers who physically speak as amazingly disgusting and uncouth.
- 64 This dimension is in the process of breaking up, which can randomly destroy objects and creatures, or send them hurtling into yet other parallel dimensions.
- 65 No immediately obvious difference, but when night comes, it is revealed that the world (or at least a portion of it) is under some kind of clear synth dome on display in some vastly larger space where strange macroscopic creatures move.
- 66 Empty of anything but dunes of grit, except for a few half-buried enigmatic structures. Minutes after arrival, dimension walkers begin to notice grit building up on their skin and possessions, and in their eyes. It is the first sign of total molecular breakdown. Staying more than a few days converts the newcomers and their gear to more grit.
- 67 Some sort of temporal weapon has stopped time here, a persistent effect that could also snag dimension walkers if they stay too long, locking them into the long now.
- 68 Sky is green, gravity is doubled, and squat but broad humans with pale skin and slab-like heads have created a civilization here.
- 69 It's as if the entire planet has been converted by a runaway process into shiny metal. Even the people and creatures, the ground, the mountains, and the ruins.
- 70 It's as if the entire planet has been converted into a thick gaseous nebula. Crystalline structures with low-level telepathic resonance float through it.
- 71 Similar to the Ninth World, but entry into the dimension by the newcomers causes an inexplicable chain reaction that kills every living thing (except the new arrivals).
- 72 This vegetation-overrun version of the Ninth World struggles against the ongoing campaign of sentient plant creatures who want to plow all humans under as fertilizer.
- 73 Rude matter has somehow been injected with intelligence. Clothing, houses, cyphers—everything can think and has a voice, though not always animation.
- 74 Only a single, miles-wide sprawling ruin exists on this parallel Earth. Inside, crystal corridors seem empty, but distant sounds of speech and laughter tempt the explorer onward.
- 75 Akin to the Ninth World, except the dominant life form is a kind of flying insect with compound eyes and red stripes that communicates by pheromones. Transdimensional travelers are initially seen as food.
- 76 Similar to the Ninth World, except versions of the dimension walkers have previously visited and committed a terrible crime (perhaps assassinated the Amber Pope). Their likenesses are known everywhere.
- 77 Similar to the Ninth World, except cannibalism is rife. Avoiding becoming food requires avoiding running afoul of even the most minor rules and regulations, some of which are entirely arbitrary.
- 78 Similar to the Ninth World, except the sun is much dimmer, creating small outposts of Aeon Priests and others skilled with the numenera where life is possible; the rest of the world is covered in snow composed of water and frozen atmosphere.
- 79 Once similar to the Ninth World, except a mad nano has infected the world with nanites that turned every living human being into a clone of the original nano, down to thoughts and attitudes.
- 80 Once similar to the Ninth World, except now the human population is in a pitched battle with alien invaders accidentally led back to the planet by an organization called the Moonwreckers.





- 81 Once similar to the Ninth World, except some past event has apparently turned every living thing to crumbling glass.
- 82 Idyllic world of rolling plains, temperate weather, and intelligent sea life that never comes on land unless threatened.
- 83 Once similar to the Ninth World, except a collision with the dimension of Panaton (a bizarre dimension that exists outside of time) has created all manner of temporal disasters, time loops, and paradoxes.
- 84 Once similar to the Ninth World, except it's so overrun with Nibovian creatures of every type that it's difficult to find any actual humans, if any are left.
- 85 No immediately obvious difference, but it turns out that humans lay eggs instead of get pregnant.
- 86 No immediately obvious difference, but once every year, a festival known as Amber Day allows anyone to commit any crime they can get away with without any lasting legal repercussions.
- 87 No immediately obvious difference, but there is no Amber Pope. Instead, all revere an alien called Padosu, an entity of pure energy flashing in every spectrum, who becomes angered if any question its "divinity."
- 88 Once similar to the Ninth World, except self-replicating devices got loose and converted all structures into animate entities that "eat" inhabitants. Now all survivors live out-of-doors in structures no more permanent than tents.
- 89 Once similar to the Ninth World, except a nanite virus destroys all crafted objects of synth, metal, and glass that exist in the world, or that enter the world.
- 90 Automatons have taken control. They are glad that the humans are no more, and viciously hunt any new ones they find.
- 91 The world seems to have undergone some interaction that has converted it entirely to a solid metallic chunk, including all the structures, animals, and people.
- 92 Once similar to the Ninth World, except the abhuman race of murdens has become ascendant. Humans are slaves, second-class citizens, or criminals.
- 93 Once similar to the Ninth World, except spiny living tubes sprout from the ground almost everywhere, each an appendage of some kind of vast, intelligent fungus that lives in the drit. Humans seem to be missing (they've all been absorbed).
- 94 Automatons have taken control. Most of them wear a human-like facade and pretend that life goes on, but every so often, the mask slips.
- 95 Similar to the Ninth World, but inexplicably, no one has eyes. People navigate by improved hearing, touch, smell, and so on.
- 96 Similar to the Ninth World, but the characters are all famous in some way. Conveniently, the actually famous doppelgangers are currently out dimension walking.
- 97 Akin to the Ninth World in some ways, but the "land" is broken up into hundreds of smaller islands that are actually the backs of gargantuan sea-dwelling crustaceans that are normally placid, but sometimes fight.
- 98 Similar to the Ninth World. The only obvious immediate difference is that the sun is bright blue.
- 99 Once similar to the Ninth World, but some kind of effect caused the world's rotation to gradually stop, ending the day-night cycle and creating habitable zones only along the perpetual day-night terminator.
- 00 Roll twice and combine the results.

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