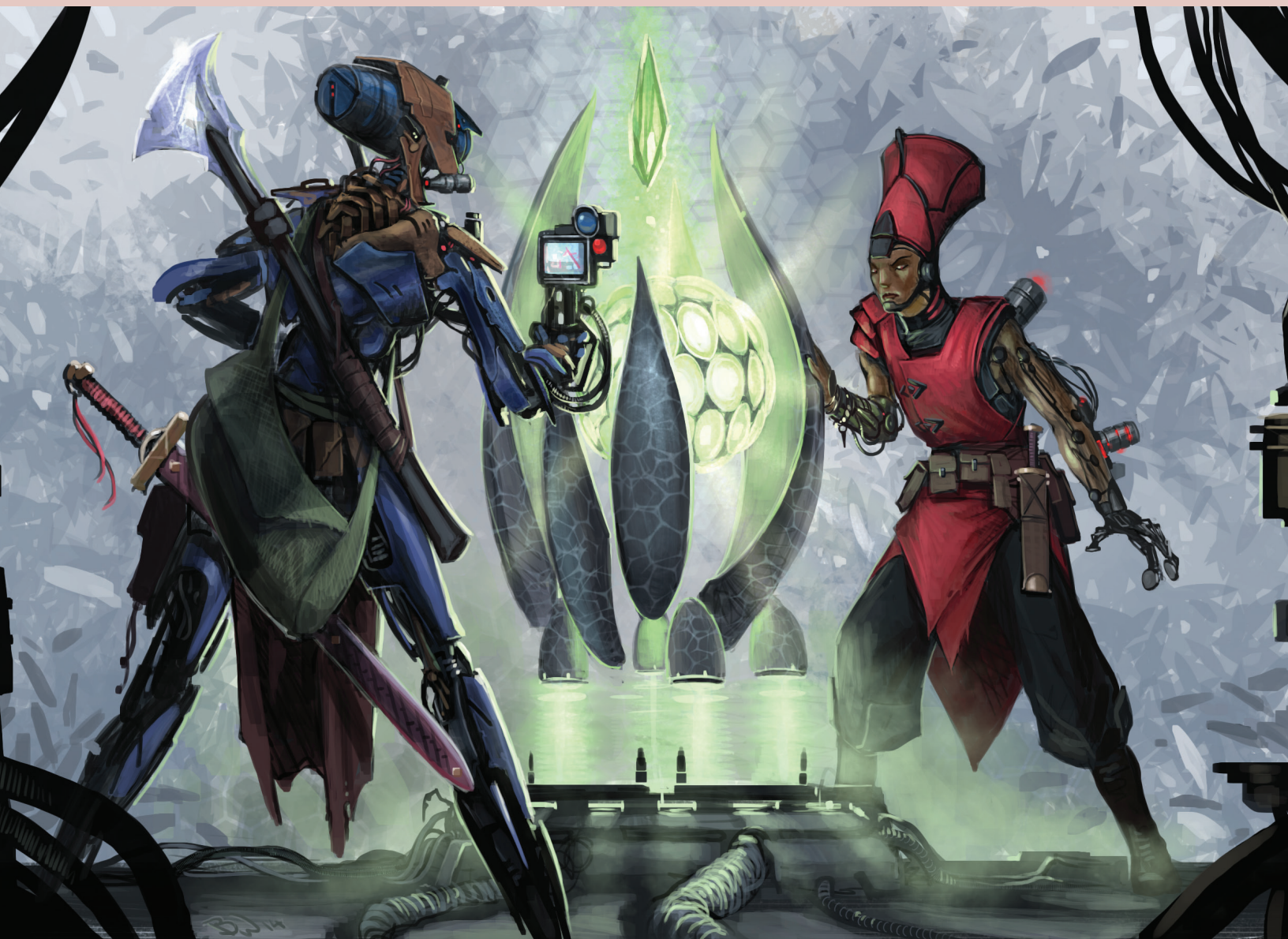


NUMENÉRA™



INJECTING THE WEIRD

BY MONTE COOK



WHAT IS THE WEIRD?

Numenera is all about the weird. But what does that really mean? What is “the weird?”

The weird is that which makes people realize that this isn’t the present—it’s the Ninth World. It’s that which makes people think, “Wait, this isn’t standard fantasy or science fiction.” It’s what makes the setting stand out. It’s the stuff that makes players gasp with wonder, wrinkle their foreheads in disbelief, or exclaim with delight. It’s every single example of something that can’t be explained by either a Ninth World character or a 21st-century player, but—if done right—suggests that in a prior world, there was a reason, an explicable cause, or a perhaps mundane purpose to it.

Of course, Numenera didn’t invent the weird. Weird fiction has been around for a very long time. The pulp era, for example, was filled with weird tales. How do you categorize this stuff? It’s hard. It’s like so many things—you know it when you see it.

Sometimes the weird is creepy. Sometimes it’s disturbing. Sometimes, however, it’s merely odd or unexpected. It’s wondrous, imaginative, and out of the ordinary. The weird relies heavily on context. To a Ninth Worlder, is something that turns you into a cloud of animate dust particles weirder than something that allows you to talk to your friend a thousand miles away? Not necessarily. How about a stick that launches exploding balls of fire? We may be used to that kind of thing from other games, but to a Ninth World native, that would be pretty weird.

For our purposes, the weird is the stuff that we—players and GMs in the 21st century, jaded by fantasy and science fiction—find odd, creepy, surprising, unnerving, or out of the ordinary. Sometimes, the stuff that I’ll call “weird” is really not that weird, but it’s an idea you might not have thought of before. It’s the idea that is the key. Ultimately, my own definition is “anything that is inexplicably wondrous.” Not *wonderful* (because sometimes the weird is decidedly not wonderful) but *wondrous*—with an emphasis on the *wonder*. That’s what it’s really about. Something that sends your mind reeling because it’s just so... weird.

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Throughout this supplement, you'll see page references to various items accompanied by this symbol. These are page references to the Numenera corebook, where you can find additional details about that item, place, creature, or concept.



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EXPLAINING THE WEIRD

Sometimes, coming up with the reasons behind the weird makes for an interesting discovery. If you roll randomly and determine that the NPC the characters encounter has a shadow that doesn't match his body, perhaps he is actually from another universe and the exotic matter of his physical form doesn't interact with the light in ways that we expect or understand. Or perhaps it's not just that particular NPC—maybe the area where he stands is under the effect of a fundamental reality distortion caused by processes created by the ancients for some unknown purpose. (Sometimes the answers simply create bigger questions.)

The actions of the prior worlds created deep, pervasive, and, well, *weird* changes to the earth. Some of these were intentional, the results of planetary engineering or even reality engineering. Other changes expressed in the Ninth World are long-term, unintentional effects caused by the passage of incredible amounts of time—hundreds of millions of years—and perhaps the actions of people of the prior worlds using vastly different technologies in the same place at very different times. For example, an ancient civilization created a device that drew upon thermal energy in an area where, millions of years earlier, others had used a device that changed the fundamental forces of the universe, and today the two effects have produced a region where the ground flows like syrup.

Sometimes, the weird is utterly bewildering and can't be explained, at least not by the players or the characters. This makes it just "window dressing" in a way, but dressing that conveys the mood and atmosphere unique to Numenera.

THE POINT OF THE WEIRD

Ultimately, the point is to reinforce that the inhabitants of the prior worlds were incomprehensibly advanced and alien, as were their motives, actions, and creations.

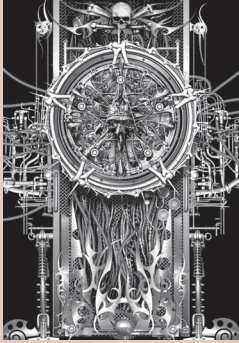
We can't ever begin to understand the science behind what they could do or the motivations for why they did it. In some cases, this alien nature comes from the fact that some of the prior worlds were entirely nonhuman, but in other cases, it's just a reflection of the passage of time. Could a Neanderthal understand how and why you're reading this Glimmer right now? That's the kind of thinking that the weird can portray in your game.

RANDOM WEIRDNESS

Randomness—or perhaps just the appearance of randomness—is a great tool to use with the weird. Not because it's truly random (a weird cypher or creature doesn't just materialize randomly in space in front of the PCs—unless, of course, that's exactly what it does), but because randomness allows the GM to associate things in a way that she never would have done normally. When a device allowing someone to walk on water shows up in a desert because the GM rolled on a random table, that makes the device seem even more weird.

Thus, the primary focus of this Glimmer is random tables. The vast majority of the entries in the tables aren't particularly dangerous. They aren't threats. Many aren't even what you would consider "encounters," although certainly some could become encounters. If you want to introduce a more standard combat or interaction encounter, choose an appropriate creature or challenge from another source. These tables are just about introducing weird elements.

Roll on these tables—or pick from them—as you need. They're great for generating ideas, so even if you don't use the weirdness as written, the entries might spawn ideas of your own. For some of the tables, particularly those having to do with ancient structures, you're likely to want to roll twice or more because those places are *very* weird. And weirdness compounds exponentially.



Asarphans are serpents with mechanical heads and stingers that genetically alter their victims.

A WEIRD THING ABOUT THAT ANCIENT STRUCTURE

1. Entrance is a sinkhole
2. Entrance is a cave
3. Entrance is a dimensional gateway
4. Entrance is a living mouth
5. Entrance is an excavated pit surrounded by the corpses of dead excavators
6. Entrance is a massive door hundreds of feet across
7. Entrance is an organic membrane that reseals if broken
8. Structure is embedded into a cliff face
9. Structure is completely overgrown with plants
10. Entrance is a crack or hole in the structure's wall
11. Entrance is at the top of the large structure
12. Impossible to enter unless one's eyes are closed and ears are covered
13. Impossible to enter unless one is unconscious
14. Impossible to enter unless one is flying or floating
15. Impossible to enter unless one is a certain kind of creature (mutant, varjellen, lattimor, etc.)
16. Structure was once a giant bioengineered creature
17. Structure rests in the middle of a riverbed, the river flowing around it
18. Structure floats 1 foot off the ground
19. Structure floats on water
20. Structure is deep underwater
21. Structure floats very high in the sky
22. Structure floats next to a high cliff face
23. Structure balances impossibly atop a precipice
24. Structure was once a tower, but now lies on its side
25. Structure was once a vehicle
26. Structure was once a bridge suspended high above a chasm
27. Structure's exterior is made of ice
28. Structure's exterior is made of energy
29. Structure is invisible from the outside
30. Structure is only two-dimensional on the outside
31. Structure is made of living, engineered plant life
32. Ancient structure is surrounded by a much newer Ninth World structure (now abandoned)
33. Interior is a maze of huge, transparent tubes
34. Structure is a series of power conduits, and one must be transformed into energy to travel through them
35. Entire interior is one huge chamber shaped like an inverted cone
36. Interior is filled with a clear, breathable liquid
37. Interior is entirely vertical without stairs or elevator
38. There are no doors or doorways within, so rooms must be accessed via teleportation, phasing, or wall-smashing
39. Interior walls and floors are made of planes of energy
40. Interior doors are intelligent and telepathic and must be reasoned with to open
41. Blowers blow air in great, constant gusts straight down in every corridor and chamber
42. The atmosphere within does not conduct sound
43. The interior walls are made of a regenerating paperlike substance
44. The interior walls are made of two layers of glass, with fish-filled water between them
45. The interior is an incomprehensible, impossible, non-Euclidean maze
46. Ninth World cultists have transformed the place into a temple, decorating every surface with symbols and icons
47. There are no doors or corridors, but a teleporter in each room is keyed to another room or rooms
48. The entire place is flooded
49. The entire place is half flooded
50. Gravity changes orientation from chamber to chamber
51. Gravity changes orientation in the entire structure at regular intervals
52. Every corridor and chamber is crowded with organic tubes pumping foul liquid
53. Up and down are inverted, so (for example) those within think they enter at the middle and get to the top floor, but they've actually reached the bottom
54. Metallic plants grow from the metallic floors
55. The interior floors are uneven, contoured like natural landscapes
56. The interior floors are rounded rather than flat
57. The corridors are cylinders that spin very fast
58. The corridors are diamond-shaped in cross-section with no real "floor"
59. All surfaces are covered in spikes and needles



60. Although everything is “right side up,” it all hangs from the ceiling—furniture, machinery, etc.
61. Everything is mounted on the ceiling and seemingly upside down
62. Water flows across the ceilings, to a depth of about a foot
63. The interior walls and ceilings are metal, but the floors are soft, warm soil
64. All interior surfaces are soil and provide growing surfaces for strange plants
65. All interior surfaces are incredibly slick—almost frictionless
66. All corridors and chambers are slowly rotating cylinders
67. Walls, floors, and ceilings are made of masses of crawling insects so thick that they are quite firm
68. Randomly placed helmets connect to the ceiling via cables, allowing wearers to access information about the structure
69. Windows in the structure show what was happening outside exactly fourteen and a half hours earlier
70. Interior is dark, and illumination is impossible
71. The only thing visible within are emotions, which appear as different colored lights
72. Filled with icy surfaces and dangerously low temperatures
73. Walls and floors constantly shift, and getting caught in the movement is dangerous
74. Walls reach out with gentle pseudopods to caress those within
75. Interior walls, floors, and ceilings are made of the secretions of a large creature
76. Most (but not all) interior surfaces are covered in thick, shaggy fur
77. Random force fields activate and deactivate, giving and taking away access to areas
78. Space warps within, so that distances seem variable
79. Space warps within, so that directions seem variable
80. Everything inside is covered with hardened slime, so getting access to anything requires cutting into it
81. The interior layout shifts and moves periodically
82. Everything, including corridors, is oriented vertically rather than horizontally
83. Every surface is a touch-sensitive control panel, so just walking activates and changes things
84. All furnishings are living, amorphous blobs

85. All furnishings are made of ice, although the interior is not cold
86. Interior is riddled with corrosion, pitted metals, and jagged edges to the extreme
87. Interior doors open only when presented with a particular badge or device
88. Random words activate sound-sensitive mechanisms throughout
89. Floors within are mosaics of colored lights
90. All that enter are encased in protective shells because the interior is super-hot (or otherwise dangerous)
91. Filled with defensive turrets with energy weapons that attack anything that moves
92. Floors within show a schematic of the structure and where the current position is
93. Screens in each chamber show what just happened in the last chamber explorers were in

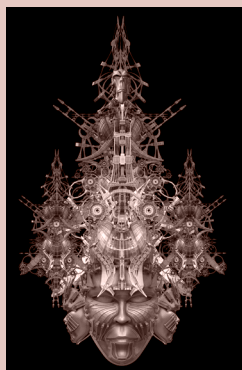
For more random weirdness of the Ninth World, check out [WeirdOfNumenera](#) on Twitter.



94. Interior is akin to a hive, with honeycomb walls, floors, and ceilings
95. Interior is a single shaft lined with conduits and pipes, with small branching chambers and halls extending from it
96. Filled with ancient numenera designed to look like statues and decorative pieces rather than machines
97. Interior radiation can be survived only by those who take DNA-altering injections
98. Entire structure moves from place to place via teleportation
99. Entire structure moves by flying from place to place
00. Entire structure moves from dimension to dimension

Reducer, occultic cypher: level 1d6 + 2. Complex handheld device that shrinks the user to one-tenth her normal height for one hour. The user retains her mass. The user's stats do not change, but she gains an asset for stealth tasks and Speed defense rolls.

A WEIRD THING GOING ON INSIDE THE STRUCTURE



Oddity: a small metal ball that, if dropped or thrown, lands five minutes in the future.

1. Millions of insects unlike anything found anywhere else flutter about
2. Ringing with music so beautiful it's painful to leave
3. Nutrients and oxygen are projected into all inhabitants via constant beams of energy
4. Every living thing that enters is transformed into a weird bird-insect creature and returned to normal upon exit
5. Delicious and nutritious fruit grows on the metal walls and ceiling
6. Constantly "rains" an oily substance throughout
7. Everyone entering quickly (and painfully) grows or shrinks an inch, permanently
8. Living creatures teleport to random locations within, at random intervals
9. Incomprehensible machines argue audibly with each other in an unknown language
10. Batlike creatures feed upon the metal machines within
11. Gravity changes in strength at random intervals
12. Living flesh in the structure slowly turns blue
13. A chemical in the interior atmosphere intoxicates
14. A chemical in the interior atmosphere slowly causes illness
15. Nonliving organic matter (such as packs, leather armor, and clothing) slowly disincorporates
16. Upon exit, intelligent creatures are shown a vision of their future (may be incorrect)
17. Different chambers cause different mental afflictions to those entering
18. The speed of sound is slowed way, way down, so that sounds come very late
19. Dramatic temperature changes occur, seemingly at random
20. Dramatic temperature conditions move slowly through the structure
21. Normal food cannot be digested within
22. Thinking creatures' minds are switched at random
23. Prolonged flesh-on-flesh contact results in fusion that is painful to separate
24. Time seems to move at different speeds throughout the structure
25. Creatures age rapidly
26. Creatures age in reverse
27. The words of everyone are translated into a language no one speaks
28. Everyone gains a random mutation that fades when they leave
29. Some (but not all) who enter are incapable of making sounds
30. Random bits of meaningless and confusing information are constantly transmitted into the brains of all within
31. The feelings that those who enter have for each other are randomly altered while within
32. Ghostly creatures move about and carry on their own business, but they cannot be affected or communicated with in any way
33. Random creatures from the surrounding wilderness suddenly appear inside at random intervals
34. Devices randomly emit dangerous energy beams in random directions, accompanied by music
35. All sounds (including spoken words) are repeated again sometime later
36. The walls and ceiling are an acidic ooze
37. Invisible creatures move about on their own business and never interact with others except to jostle, make noise, or move objects around
38. Walls randomly liquefy (splashing a poisonous liquid about), only to reform later
39. Gravity's orientation depends on the material—organic materials are pulled one way, metal another, synth another, etc.
40. Touching the ceiling is addicting and causes hallucinations
41. The floor constantly flashes with colored lights that are annoying and disorienting
42. Creatures lose their sense of touch and feel no pain
43. Each creature instantly disbelieves in one object it carries and can't be convinced the object is real
44. Sexual drives are greatly enhanced
45. Although they appear solid, all surfaces are extremely elastic (but do not break)
46. Creatures suddenly remember where they lost something in the past
47. Creatures experience visions of their own birth over and over
48. If four or more thinking beings concentrate on someone outside the structure, that person is brought to them, but he can immediately return if he wants to
49. Groups of individuals slowly begin to think of themselves as a single entity
50. Everyone becomes telepathic until they leave
51. Some entering become immediately convinced that they have been here many times before



52. Ghostly sounds and voices are heard, but the sources are never found
53. Everyone can fly until they leave
54. Portions of the bodies of those within become permanently invisible
55. Random objects brought in are transformed to a different substance
56. Metal becomes brittle
57. Mirrored walls reflect only certain colors
58. Synth becomes rubbery and pliable
59. Creatures and objects instantly and permanently change color
60. Creatures gain some form of permanent synesthesia
61. Some creatures that enter gain amnesia until they leave
62. Everyone gains memories that are not their own
63. Creatures spending more than six hours within begin to reproduce asexually via budding
64. Candles and other flames burn endlessly within
65. Dangerous electricity arcs across the rooms and corridors, seemingly at random
66. Screaming echoes throughout the place, but the source can never be found
67. Cast-off and broken cocoons litter the floor
68. Fist-sized red gemstones clutter the place but turn to powder if removed
69. Damaged automaton moves about, utterly unaware of explorers
70. Defense system fires beams of destructive energy at anything that is red
71. Vents pump out memory-altering gas
72. Anything made of wood ceases to exist inside (but returns to normal outside)
73. Large mirrors on walls display x-ray reflections, showing the insides of people and objects
74. Central area is a true vacuum accessed via airlocks
75. Liquid-filled tanks hold ancient creatures in suspended animation
76. Still-functioning equipment is a transmitter keyed to another dimension
77. Giant globe shows what the earth looked like 500 million years ago
78. Tiny glowing frogs infest the entire structure
79. Recently dead reptilian creature has synth tendrils and eyestalks sprouting all over its body
80. A hard crust slowly grows over the bodies of all who enter
81. It's impossible to scratch, stain, or otherwise mar or damage anything in the structure
82. Machine generates static, which takes on a physical form of ultrathin metal wire twisted upon itself
83. Curtains of living plasma guard certain areas
84. Matter randomly becomes energy and vice versa
85. Walls are covered in graffiti that is ancient but far newer than the structure itself
86. Automatons made of smoke utterly ignore intruders
87. A variety of organic eyes stare down from the ceiling
88. Huge mausoleum filled with the remains of tens of thousands of corpses, none of them human
89. Headless, legless rodents roll about the structure
90. Paths of movement within the structure are traced in thin red lines that trail behind the moving creature or object
91. Vivid memories triggered in people's minds make it difficult to perceive actual reality
92. Those who enter begin to randomly (and painfully) grow feathers
93. Holographic images display meaningless and incongruous scenes of unidentifiable creatures and situations
94. Pits open to randomly dump intruders into the workings of giant machines, eventually to be incorporated into the mechanisms
95. All who enter henceforth must imbibe liquid methane to survive (unless the condition can be reversed)
96. A constant droning sound is heard at all times while within and for 1d20 days after leaving
97. After exiting, explorers find that animals and children shy away from them
98. It's impossible to sleep within the structure, although the reason can't be determined
99. Those exiting the structure are carriers of a disease that causes chronic weariness and turns exhalations visibly blue
100. One dead person known to a random explorer who enters the structure is alive again when the explorer exits (time has been altered)

The vutshal are a race of mechanical beings that nevertheless reproduce sexually and rear children from infancy to adulthood, which takes more than one hundred years.



The armies of Warlord Ushmark wear armor made from the glistening red shells of large crustaceans called gillurn.



A WEIRD THING OUT IN THE WILD

1. Bush's flowers open, and each emits a different musical note
2. One tree in a copse blows in an unfelt wind while the rest are still
3. Trees and plants in an area appear to be melting despite normal temperatures
4. The depth of a pond with no inlet seems to be raised or lowered about a foot a day
5. Hole in the middle of a rock opens, revealing a tiny tunnel
6. Alien spacecraft descends from the sky
7. When cut, a tree bleeds what looks like animal blood
8. Vine winds its way through midair
9. Antlike insects construct a huge nest of mud that looks like a human face
10. Glowing red crystals erupt from the ground
11. Fungal spores cause tiny mouths to erupt on flesh and cry out
12. Lake contains inhabitants that are far too large to make logical sense
13. Small ravine where gravity reverses for one second at the same time every day
14. People pound on the inside of a transparent, soundproof, impenetrable energy dome
15. Mist forms tendrils that follow people traveling through the valley
16. The "water" in a small lake can't be touched—it moves away from any attempt
17. All the small animals in a forest are actually automatons
18. Meteor strikes the earth, and the spot where it lands becomes freezing cold
19. Small village is populated entirely by artificial constructs that reproduce sexually
20. Spring-fed pool starts to flow up into the air for a moment at random intervals
21. Hill where the bright orange soil slowly eats away at any metal it touches
22. Large but innocuous serpent with symbols of light on its scales, glowing from within
23. River freezes over randomly
24. Humanlike creatures cavort in a clearing, but they are as intelligent and skittish as deer
25. Lake has no surface tension, so nothing floats on it
26. Vents in the ground emit gas that drives creatures mad
27. Pit seems to have no bottom and is always enshrouded in mist
28. Small, innocuous mammal seems to trail fires wherever it goes
29. Strange, floating lights bob about but can never be caught
30. Occasionally, random inanimate objects vibrate violently in the area
31. The trees look too much like people (with faces, hands, etc.) to be a coincidence
32. A huge stone has a humanlike face on one side that sometimes mouths unknown words
33. Innocuous-looking animal is intelligent and erudite (but not a threat)
34. A small stone monument near which sound turns into physical matter (usually soft foam)
35. Pool filled with water that is solid but is not ice
36. Time moves a little more quickly in a secluded glen
37. Trees' branches bloom with gas-filled sacs that explode if touched
38. Berries on a bush cry like baby animals
39. Fruit in a tree gives an ability like a random cypher
40. Eggs on the ground are hatching, and tiny beings of light are emerging
41. Giant spiderwebs fill the forest, but no spiders can be found anywhere
42. Reeds and plants floating in the pond form the shape of unknown animal heads
43. Space is distorted in an open field so that north-south seems twice as far as east-west
44. Grotto stores the minds of anyone who dies nearby in what appear to be rocks
45. Bird swoops at those who come too close to its nest, and anyone touching it is teleported 100 miles away
46. Fungal growths cover everything, and most patches or fruiting bodies bear a single human eye that watches
47. Plants grow inside fragile, membranous bubbles that float through the air
48. Wind direction changes constantly and randomly
49. Bits of an ancient ruin dot the landscape but cannot be touched or interacted with in any way
50. An ancient road winds its way through a lovely glen
51. The night sky, viewed from within a particular vale, has entirely different stars
52. Regardless of climatic effects, an open field is always shrouded in mist
53. Landscape is a jumble of synth and metal wreckage, but plants thrive there anyway
54. Hill is actually an ancient artificial dome, covered with a thin layer of soil and plants
55. Cliff wall is actually the side of an ancient building



56. Animals and insects in the small glen are utterly silent
57. Animals in the area are extremely tame and docile
58. Normally docile animal attacks savagely (but likely ineffectually)
59. Unique tree is intelligent and telepathic, but relatively uninterested in the world
60. Cypher lies inexplicably in the grass
61. Grass is razor sharp
62. Fish briefly fall from the sky like rain
63. Obviously wet, amphibious creatures live in a dry desert
64. Pools of fresh blood dot the ground
65. Lone metal monolith shows images from the childhood of anyone gazing upon it
66. Some of the animals in the area are intelligent holograms
67. Two otherwise normal animals are fused together but somehow survive
68. Clearing appears to be the scene of a recent battle involving very strange energy weapons
69. Innocuous animal is intelligent and can speak, but it doesn't believe that humans are real
70. Nonaggressive, floating sphere creature with many eyes watches passersby
71. Otherwise normal trees flash with inner red lights (clearly mechanical)
72. Recently built, isolated temple or monastery stands empty, the inhabitants curiously absent
73. River is made of a toxic, greenish-yellow sludge rather than water
74. River's waters speed up and slow down inexplicably
75. Layer of salty crust covers everything (including living creatures)
76. Absolutely everything in an isolated region seems to be the wrong color
77. Temporal stutter causes travelers to pass through the same small region 1d6 + 1 times
78. Earthquake uncovers a long-buried structure
79. Pool of tarry black substance traps passersby
80. Sinkhole opens up, dumping the characters into an ancient structure
81. Small lake quickly drains while the characters watch
82. Pool shows the thoughts of anyone standing near it
83. Recently dead corpse of a woman is fused with a tree
84. Dead explorers lie near a glowing crystal



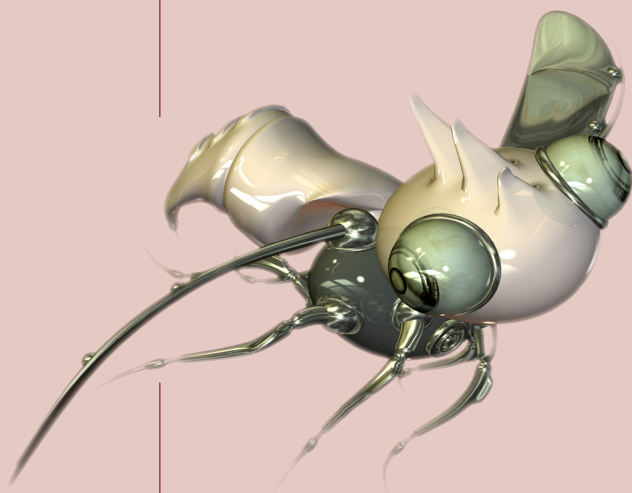
85. Group of bandits attacks, but before any of them can strike, each bandit mysteriously drops dead
86. Old woman in a shack claims to know the future, but all of her predictions are wrong (though almost right)
87. Wounded man on the road asks for help, tells a story, and then turns to dust and blows away
88. Small farmstead where a family raises a herd of giant insects
89. Traveler on the road looks just like a friendly local in the last village but has no knowledge of that person
90. Traveling merchant sells a concoction that makes anything transparent for a time
91. Despite the dangerous wilderness, a lonely farm never seems to have any trouble
92. Farm raises cybernetic livestock
93. Farm grows extremely poisonous crops, which the farmers and their families can eat safely
94. Farm grows fungus underground, although the farmers live aboveground
95. Isolated cult's temple slowly sinking into a bog is half submerged, but the cultists refuse to leave
96. Isolated cult worships ugliness and deformity
97. Isolated cult worships a mysterious monolith
98. "Wizard's Guild" dwells within a tower incorporating a great deal of numenera
99. Monks in a monastery spend all day meditating on moving the world back in time
00. Hidden school teaches students to control the weather

Crystallization beam, artifact: level 1d6 + 1. Handheld device that projects a ray inflicting damage equal to the artifact level. Wounds transform living flesh to crystal, which then shatters on the next round, inflicting the same amount of damage again. Depletion: 1 in 1d10.

Memory milk, anoetic cypher: level 1d6 + 2. Luminescent milky fluid that, if drunk, causes the imbiber to vomit a soupy mixture that contains copies of all his memories, which can be accessed by drinking the mixture.

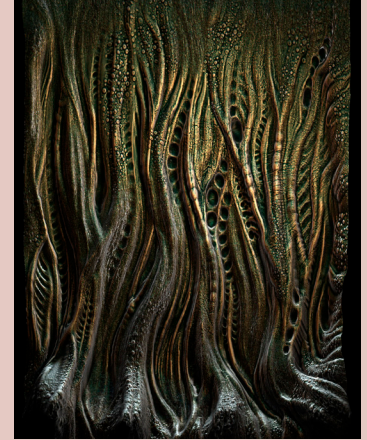
A WEIRD (BUT NOT PARTICULARLY DANGEROUS) CREATURE

1. Shimmering blue creature that seems to almost become invisible when it turns slightly
2. Bird like a stork with a nimbus of brilliant light around it at all times
3. Fish that "swims" through the air
4. Rodent with a hundred legs like a centipede
5. Two-headed, cranelike bird that can heat liquids it touches to boiling (which does not harm it)
6. Creature that flitters in the wind like a discarded piece of paper
7. Tiny, monkeylike reptile that lives in trees
8. Four-winged bird whose presence enhances mental processes in other creatures
9. Serpent whose exhalations are blue smoke
10. Monkeylike creature that can mimic human voices perfectly
11. Fluttering butterflylike creature whose presence disrupts electronic numenera
12. Antlike insects that prefer to live in the ears of large, warm-blooded creatures
13. Reptile that spits foul-smelling blood to drive enemies away
14. Horselike mammals that are only a few inches tall
15. Jellylike thing that lives beneath stones and burns flesh
16. Broad, tortoiselike creatures that usually sport colonies of lichen on their shells
17. Small primate with a vastly oversized head and even more oversized eyes
18. Small reptiles that eat pure minerals (but nothing artificially worked or produced)
19. Six-legged, five-horned cattle that leave hoofprints that glow orange for a few hours
20. Vulturelike bird with four legs and a long, prehensile tongue
21. Tiny, hairless mammals that build webs like spiders
22. Serpent that can split into two separate creatures
23. Small mammal covered in armored plates in addition to fur
24. Cyclopiian, three-horned, four-legged mammal
25. Wolf with a body like a deer
26. Innocuous-looking, rabbitlike mammal with enormous teeth
27. Almost balloonlike bulbous creature that floats in the air
28. Hairless hound with wrinkled skin and large ears
29. Deerlike mammal that walks upright on rear legs
30. Bulbous, almost amorphous amphibian
31. Large reptile with a tentacle-covered head
32. Tree-dwelling mammal with bright pink and purple fur and four eyes
33. Furry crustacean that disrupts thoughts in nearby mammalian brains
34. Floating black blob
35. Large arachnid with a pair of somewhat birdlike heads with sharp beaks
36. Serpent with color-changing scales
37. Fish with a humanlike head
38. Tree-dwelling spider the size of a human (but harmless)
39. Fish that looks (and moves) very much like a bat through the water and even up into the air
40. Huge furry insect that emits a low, resonant hum at all times
41. Spiny reptile with six legs, three eyes, and a penchant for climbing into bedrolls and other warm spots
42. Flying insect with a hawklike head and beak
43. Fish with one very large, prominent eye
44. Burrowing mammal with a single eye on a long stalk
45. Toadlike animal with a spiky shell that can swallow stones and spit them back out
46. Worm with six legs that each branch off into six smaller legs
47. Large, multicolored insect with a prehensile tail ten times longer than its body
48. Swarm of mothlike creatures that somehow absorb light
49. School of small fish that lives inside a much larger fish, leaving and returning through special orifices

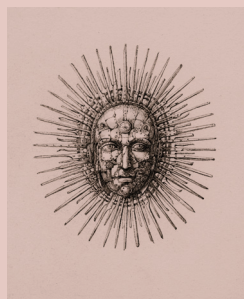




50. Oxlike mammal with bulbous, transparent sacs on its sides where its partially digested food can be seen
51. Huge armored arthropod that uses six pincers to pull leaves off of trees to feed
52. Antelope with an elephantlike trunk and long, violet hair
53. Fish that can poke its head up from the water and mimic other animals' sounds
54. Froglike amphibian with a single horn
55. Small, flightless bird that is drawn toward human brain waves and gains sustenance from them
56. Reptile that can detach its head, which has its own limbs, and rejoin the parts
57. Large, web-building spider with tentacles rather than legs
58. Insect swarm that moves as a single mass along the ground, as if one creature
59. Spiky hog that exudes a euphoric gas
60. Long-bodied mammal with a long, sail-like fin
61. Bird with a serpent's head and neck
62. Froglike thing with leathery wings
63. Tree-dwelling, feathered octopus
64. Wolf with birdlike legs and talons and a long, serpentine neck
65. Extremely long and thin ferretlike mammal with six legs and milky blue fur
66. Kangaroolike reptile that can turn completely invisible
67. Small primate with multiple pouches for young and a tail that looks very much like a poisonous snake
68. Aquatic mammal that is similar to an anteater and has some telekinetic abilities
69. Tiny amphibian that feeds on synth and artificial oils
70. Serpent with two tails that can raise the temperature around it to uncomfortable levels
71. Large, predatory cat that has hands with opposable thumbs and an almost simian head
72. Metal-eating mammal that looks like a furred theropod with massive claws
73. Globular flying insect with the ability to manipulate magnetism
74. Mammal with a large head, four spiderlike legs sprouting from the top of that head, and a tiny, limbless body
75. Bird whose call calms most creatures around it, putting some to sleep
76. Reptile that can generate a powerful electrical charge between its front legs
77. Telepathic deer (but with normal deerlike intelligence)
78. Hippolike creature with six legs and a massive head that somehow produces vast quantities of water, pouring out of various orifices
79. Slinky little tree-dwelling mammal that can teleport short distances
80. Multidimensional serpent that fuses itself with other creatures in an inexplicable symbiosis
81. Burrowing reptile that can transform solids it touches to gas
82. Four-legged mammal with no tail and four furry tentacles on its back
83. Single reptilian eye that can phase in and out of reality
84. Sheeplike creature without limbs that moves its body telekinetically
85. Bird that can produce large and terrifying holograms
86. Mollusk that lives beneath large rocks, feeds on lichen, and is moderately intelligent
87. Froglike creature that exhales a powerful hallucinogen
88. Large insects with broad, almost batlike wings that build nests out of synth high in trees
89. Bearlike creature with armored plates and eyes that can detach from its body, fly around, and rejoin it
90. Long fish with clawed tentacles that can temporarily breathe air
91. Amphibious, badgerlike mammal with the ability to produce inky black clouds to hide itself
92. Large, flightless bird with a thick horn atop its head and clawed limbs rather than wings
93. Flat, broad fish with a snakelike head and neck
94. Sphere of hardened flesh with multiple eyes and one long tentacle
95. Green, lustrous, smooth-sided pyramid with many insectlike legs
96. Round, flat, fleshy thing that flutters across the ground, eating anything small it finds
97. Furry torus with four legs and eyes spaced equidistant around its odd body
98. Beaked reptile without wings that can fling itself high into the air and land safely
99. Symbiotic patch of flesh that grafts onto other animals
00. Huge froglike thing with multiple insect legs, each ending in a humanlike face



Oddity: injection that makes the user's voice ten times louder than normal for a time. 1d6 + 2 doses.



The buildings of the city of Killuk in the Beyond are made from living fungi and lichen, and the entire city is suspended over an enormous canyon by tens of thousands of organic, rootlike strands.

A WEIRD THING ABOUT THAT VILLAGE/TOWN/CITY

1. A whispering voice speaks from within a deep well
2. The waters of a fountain sometimes consume people (sending them to another dimension)
3. One particular street wraps around itself like a Mobius strip
4. Important resident has a single eye on a long eyestalk
5. Important resident lives within a transparent sac inside another creature that must vomit him out to speak with anyone
6. Merchant sells seeds that grow into small, living buildings
7. Merchant sells glowing insects in jars that dim when mutants are near
8. Merchant sells plants that glow as brightly as a glowglobe while alive
9. Merchant sells pills that allow you to forget one hour of your choosing
10. Merchant sells knife that cuts only synth
11. Merchant sells caged bird that sings only when it cannot see another creature
12. Merchant sells powerful artifacts and cyphers that work only in her presence
13. Farmer sells produce that tastes delicious but fades away rather than spoils
14. Farmer sells insects that he claims are tastiest when eaten alive
15. Resident has a pet that looks like a goat with an insect's head
16. Aeon Priests have erected a tower emitting transmissions that give pleasant dreams
17. Aeon Priests have equipped everyone in town with camera implants
18. Aeon Priests have replaced the lower half of each resident with a four-legged reptilian body
19. Aeon Priests have equipped everyone in town with a powerful healing injector for emergencies
20. Fifty years ago, Aeon Priests arrested aging in the town, but the process is now lost
21. Marketplace has elaborate theft-detection security devices
22. Constabulary has a flying platform from which to monitor the city
23. All wealthy people in town have slave creatures that can teleport themselves and their masters
24. All wealthy people in town have crystals embedded in their flesh
25. Merchant caravan arrives in town, using a travonis ul as a beast of burden
26. Traveler arrives in town and announces that a horde of tiny, ravenous worms is on its way
27. Troupe of mechanical acrobats and thespians arrives in town
28. Strange lights are sometimes seen floating down dark alleyways at night
29. Prophet foretells doom, predicting that huge fists will come down from the sky and kill everyone
30. Sickness in town makes the eyes of those stricken turn black and fall out
31. Water in the fountain in the town square glows in the dark
32. Woman carries a large insect in her arms and insists that it's her child
33. Small child glows with an eerie blue luminescence
34. Vendor sells tasty brew that turns flesh bright red for one hour when imbibed
35. Vendor sells soup that, if eaten, makes one smell incredibly pungent for the rest of the day
36. Vendor sells people mysterious exact duplicates of things they already own
37. Everyone seems to be obsessed with playing a particular kind of strange flute
38. Everyone worships a metal egg of great size in the city center, along with what they believe will emerge from it
39. Back alley is filled with dozens of recently severed fingers
40. Section of a street is always illuminated in a greenish light
41. Streets are paved in synth
42. The city is covered in fungal growths
43. Numerous large, noisy birds nest in the city, disrupting everything
44. Many of the ancient buildings are made of indestructible glass
45. Plants in the city quickly wither and die
46. Milk curdles near one particular home, and people suspect a witch
47. Some of the oldest buildings are made to look like giants
48. All the buildings are cones, wider at the top than the bottom
49. The town is built among the branches of a very large tree
50. The city is built into the side of a cliff, more vertical than horizontal
51. The city is a single, massive tower
52. A large metal dome encloses the city



53. A wall around the city is built to resemble the coils of a massive serpent
54. The city is surrounded by a wall of solid sound
55. All the buildings are underground, with hatchway doors giving access to each
56. The city is built amid the jagged metal ruins of a huge, ancient structure
57. The city is built amid the petrified bones of an impossibly huge creature
58. The city is built amid a series of natural gas vents
59. For defense, the city is surrounded by a field of fungus with poisonous spores
60. Religious festivals involve exposing a few children in the city to a gas that mutates them
61. The city is a series of towers joined by elevated walkways
62. The city's police force and guardians are inhuman creatures
63. Populace of the city use giant armadillo-like creatures as mounts and beasts of burden
64. Leader of the city is a fused entity of six different people
65. Leader of the city is a superintelligent machine
66. Leader of the city has her consciousness infused in every structure
67. Leader of the city is a giant sluglike creature with an army of maintenance worker drones
68. All leaders of the city are octopoidal creatures in liquid-filled tanks
69. Resident has a pet that looks like a cat with the head of a human infant
70. The walls of a building are covered in graffiti that appears to have been written by one of the PCs
71. The city has a machine that keeps the weather pleasant all the time
72. The city moves very slowly—no more than an inch a day—across the landscape
73. It's the fashion there for everyone to speak in rhyme
74. Residents want to burn a man and woman they believe to be evil witches
75. Criminal has been stealing people's hair while they sleep
76. Burglar who walks through walls is hunted by local constables
77. Numenera possession has recently been criminalized
78. People are healthy, despite a deeply jaundiced appearance
79. People in the city are nonhumans in human guise to protect them against prejudice, not for sinister ends
80. Residents wear masks and helmets made from giant insect carapaces
81. Residents have a tradition of wearing lots of garish face paint and cosmetics
82. Everyone in the small town goes to sleep and wakes up at precisely the same moment
83. Many people in town appear to be exact duplicates
84. Many people in town have prosthetics made of bio-crystal
85. Religion in the city worships the passage of time
86. Religion in the city worships the concept of worship
87. Religion in the city worships a damaged automaton as a god
88. Religion in the city worships the sun, and their temple bears a giant magnifying glass lens
89. Nanos are looked upon as demigods
90. City is built on the carcass of a giant creature, feeding off its flesh and using its bones for materials
91. City is built atop a massive stone statue of a nonhuman creature
92. City is located within the folds between dimensions, accessed only through a series of gateways
93. All residents of the city bear the same scar on their heads
94. Everyone in town has their brain attached to a central mechanical brain via long cords
95. Helium-filled balloons are used to reach the tops of tall, ancient towers without staircases
96. City is always warm, thanks to a subterranean numenera device of great power
97. Huge, ancient arch of synth and glass arcs above the entire city
98. Town is infested with rodents that feed on glass and synth
99. Human residents believe visitants and abhumans are demons and must be stoned to death
00. Automatons entering town are immediately attacked by vicious, metal-beaked birds that carry off the parts they tear away

Reading these briefs from a billion years in the future is putting neuronal tags in your brain designed to enable eventual datasphere upload.



Amid a number of normal trees grows an enormous pale white plant that completely absorbs small creatures that venture too close.

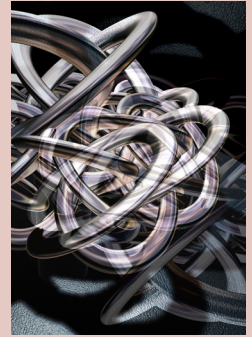
A WEIRD NPC

1. Automaton has a screen in its chest or front that shows a stereotypical human villain's face
2. Automaton has human bones or a skull incorporated into it
3. Automaton is "pregnant" with a human baby
4. Automaton is fueled by animal blood
5. Automaton is made from a hodgepodge of bits and parts
6. Man wears only a kilt, with an array of metal cones and antennae instead of a head
7. Woman wears armor with a large blank helm, and her head is a jewel in which her consciousness is stored
8. Hulking brutes have the heads of human infants
9. Tall, thin man has no eyes
10. Otherwise normal human woman has a large insect head with antennae and mandibles
11. Woman has flower-shaped scars all over her body
12. Man's tongue is twice as long as normal
13. Woman can make other people's hair grow faster
14. Man can speak any language, but has no idea why
15. Important woman speaks so quickly that few can understand her, so a translator accompanies her
16. Woman wears a flowing gown that allows her to float 2 inches off the ground
17. Man wears a full helmet with a single eyehole
18. Woman requires a device like a gas mask to breathe in this atmosphere
19. Man has one arm that is 1 foot longer than the other
20. Woman's head is a giant metal pyramid
21. Man has eyes that float 2 inches in front of his eye sockets
22. Woman has one invisible leg
23. Small creature similar to a housecat is intelligent and speaks
24. Small, nonflying insects orbit a fat man's head
25. A bestial brute, not even capable of using weapons or tools, has an obvious numenera implant in his temple
26. Everyone a woman touches gets hives
27. Everyone a man is near smiles uncontrollably
28. Woman has a face that is impossible to remember if you turn away
29. Leaves and flowers grow out of a man's flesh
30. Woman's voice is out of sync with the movements of her mouth
31. Yellow blob of ooze is intelligent and speaks
32. Adult male looks like a three-month-old infant, but he can walk and talk
33. Woman's head detaches from her body, grows insect legs, and scuttles away
34. Man's head is fake, and his real face is on his chest
35. Woman's entire body is a numenera machine housing her real body—emaciated and tiny—within
36. Insects scuttle across a man's body, but he doesn't appear to notice
37. Woman wears a mirrored helmet that reflects everything but what she looks at
38. Man's eyes are actually mouths, and his mouth is an eye
39. Woman's face is covered in tattoos of words describing her
40. Man has small antlers
41. Woman can change her eye color at will to any color she chooses
42. Woman wears transparent platform shoes that contain small animal cages inside them
43. Man wears a synth mask that looks exactly like his own face, but he insists that it looks completely different
44. Woman insists that invisible creatures are following and watching her
45. Man's shadow does not match his body
46. Woman's accent keeps changing





47. Man doesn't speak but conveys messages by drawing in the air with light
48. Woman leaves a trail of twinkling red lights behind her like a wake
49. Man grows slowly but visibly taller and then shorter
50. Woman believes that she is from the distant past
51. Clearly human man insists that he is not human, just trapped in the body of one
52. Pregnant woman wears a device around her belly to protect her unborn child
53. Man's arms are skeletal but still functional thanks to a stasis field around them
54. Person whose consciousness is infused in a seemingly mundane item can speak telepathically
55. Hermaphrodite is split vertically, so the right half is feminine, and the left half is masculine
56. Wildly arrogant man is very proud of the stars that he has placed in the sky
57. Woman is actually a just-born, vat-grown replicant, trying to fit in by mimicking those around her
58. Man's flesh constantly erupts in pus-filled boils
59. When not doing something else, woman constantly counts, but she won't say why
60. Man is dressed in outfit made from still-living animals
61. Man is clothed in nothing but mist that follows him, draping him perfectly
62. Woman's clothing is made of metal, but she somehow makes it supple enough to move
63. Woman has two tongues
64. Crystals leak like tears from a woman's eyes
65. Man's skin temperature is so warm that he's painful to touch
66. When man speaks, he seems to have two voices that speak in concert
67. Woman's arm hangs uselessly, hardened to a stonelike substance
68. Man keeps pausing in conversation because he is in the middle of multiple other—telepathic—conversations
69. Woman has a crippling fear of any and all numenera
70. Man claims to be untethered in time
71. Woman claims to be only a few months old, artificially aged
72. Man is uninterested in anything other than the insect buzzing around his head
73. Varjellen with insomnia hasn't slept for weeks
74. Lattimor has cybernetic implants that make the bursk-neem bonding more difficult
75. Mass of various fungi can speak, but their primary method of communication is odor
76. Woman is thin and extremely tall, and her movements are slow and awkward
77. Man speaks backward
78. Woman is only partially in phase—her feet sink a few inches into the ground
79. Man has only a few moments of short-term memory
80. Woman's flesh is covered in a thin layer of flexible, shiny metal
81. Woman wears a terrifying inhuman mask all the time
82. Man falls asleep in the middle of conversations and even activity
83. Man is blind but tries to cover it up
84. Woman has lost her legs, but two short men that she refers to as Right and Left carry her wherever she needs to go
85. Man feeds on intoxication and blows green smoke from his hooka pipe that intoxicates others (but not him)
86. Woman addicted to a narcotic tries to sell a tiny automaton that is crying in despair
87. A swirling mass of misty tendrils has a central brain bobbing in the cloud
88. Man regards emotion as beneath him
89. Woman gains all sustenance directly from the sun
90. Gelatinous blob holds a human head and some limbs within its mass, claiming that they once belonged to it
91. Man can detach and reattach his limbs
92. Woman has eyes in the palms of her hands, but not on her head
93. Man can transform portions of his body to energy
94. Woman is very slowly disintegrating
95. Small fires ignite around woman for no visible reason
96. Man is accompanied by an inhuman brute companion
97. Woman has a pair of defensive automaton bodyguards
98. Man has a pet that resembles a very large earthworm
99. Woman is entwined in the vines of a trained carnivorous plant that protects her
00. Man can recover from any wound, injury, or illness

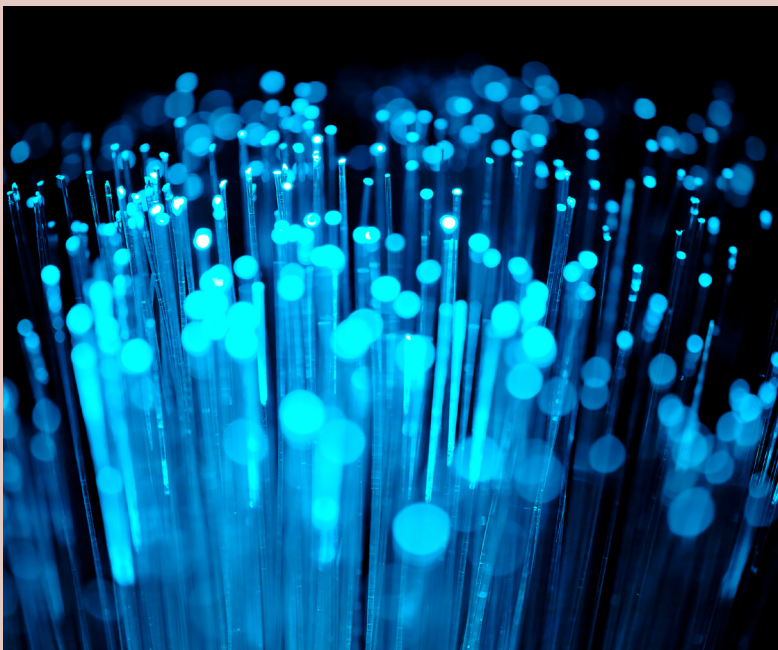


Nevei Diiv is followed around by a floating metal replica of her own skull and spine.

The explorers find an ancient chamber where a tiny crystal hangs from a chain. The crystal contains another chamber, accessed by touching the crystal and activating it with the password. The interior chamber is larger than the original, and hanging within it is another crystal, which contains another room (larger still) with a crystal... and so on.

A WEIRD ASPECT OF THE DEVICE

1. Has a bizarre, asymmetrical shape of white synth
2. Looks like metal, but is actually living, organic tissue
3. Made of translucent, organic sacs and tubes
4. Made of glass globes connected by synth wires and metal chains
5. Made of blue synth in the shape of a naked human male
6. Has an extraneous analog 26-hour clock built into its outer surface
7. Outer surface covered in blades and spikes
8. Made of green crystals that show different (irrelevant) scenes in each facet
9. Hops three times if placed on the ground
10. Leaves a dark stain if placed on a surface for more than an hour
11. Slightly intoxicates all creatures within immediate range
12. Pieces both inside and out are in continual motion to no discernible effect
13. Powerfully magnetic
14. Always inexplicably slippery
15. Incorporated into a wooden box (of recent manufacture) with mystical runes
16. Made of glass with tiny insects crawling around inside
17. Amorphous
18. Always very warm
19. Always very cold
20. Clings to any flat surface
21. Hovers in the air if a switch is pressed
22. Covered in a thin, rubbery plastic coating
23. Produces random sounds at random intervals
24. Fills the air with greenish smoke when used
25. Outer casing made of bony ridges
26. Has a humanlike eye that watches the user constantly
27. Has an otherwise extraneous screen that shows images of small, cavorting people
28. Smells of lilac
29. Looks and acts like a 2-foot-long earthworm
30. Gives user a powerful sense of euphoria when used
31. Gives a terrible rash to any flesh touched
32. Anyone viewing it inexplicably desires it
33. Deactivates one random nearby device when used
34. Speaks in a monotone, using an unknown language
35. Gives anyone touching it a mild cold for 28 hours
36. Convinces anyone touching it that it will allow them to fly (it doesn't)
37. When used, the user winks out of existence for one round
38. Hums a resonant tone unless used
39. Made of reflective black metal
40. Sweats
41. Fashioned to look and function like a decent broadsword (item is not a weapon)
42. If left unattended, it slowly spins
43. Over time, user begins to believe that out-of-phase, three-armed, blue-skinned humanoids are following her
44. Is as soft as a pillow
45. Very large device folds up small enough to put in one's pocket
46. Drips with delicious fluid
47. Sprays oil from an extraneous nozzle when used
48. Fills the mind of anyone touching it with the memory of using it, even though they never did
49. Creates mental images of vicious, prowling creatures around the user that only the user can see
50. Gives anyone carrying it severe heartburn
51. Using the device induces sexual arousal
52. Turns to liquid after use
53. Made of chitinous shells
54. Mentally broadcasts to all creatures in immediate range that it is a deadly weapon (it may or may not be)





55. While touched, it slightly improves the user's vision
56. Disappears when user wishes it, reappearing in her hand when she desires
57. Made entirely of plantlike fibers
58. Bundle of exposed wires and cracked housing randomly gives off sparks and mild shocks
59. Glows with a faint greenish light
60. Made of hardened fungus
61. Speaks nonsense to user telepathically
62. Pulses as if it is breathing
63. Grows roots and shoots over time
64. Leaks black, inky fluid from time to time
65. Disappears for a few minutes every day
66. Made of solidified foam and is extraordinarily light but durable
67. Features a large prism at its center
68. Extraneous parts are removable
69. Crawls with worms that live within and on it
70. Fashioned to look like a serpent
71. Appears to be fashioned from dried flesh, bones, and gristle
72. Covered in unknown graffiti
73. When first touched, it's so hot that it burns flesh, and afterward, it's normal
74. Every time it's used, it produces a completely different effect
75. Creates a brief window (not a door) to another place/time/world whenever it's activated
76. When activated, puts the user in temporary mental contact with a random intelligent creature on the planet
77. User is famished every time the device is used
78. Lightly adheres to any smooth surface
79. Clings to flesh
80. Functions twice as effectively if within immediate range of another device, which seems to have no other purpose
81. Vibrates so forcefully that it's difficult to hold
82. Randomly leaps into the hands of anyone who has it stored on their person
83. Continues to appear amid the user's possessions no matter what is done to get rid of it



84. Carved with dozens of human faces
85. Increases in weight by a thousandfold for a random few minutes every day or so
86. Exposed components seem fragile and sensitive
87. Wobbly, as if a few screws are loose or missing
88. Only functions if pointed in a specific direction
89. Smells of burned nuts
90. Attracts flies
91. Made of glass with swirling colors within
92. Functions properly only when the user is inebriated
93. Item is a pair of vibrating crystal shards that defy gravity and always remain within 5 inches of each other
94. Item is a living toadlike creature
95. Item is a transparent cylinder filled with living insects
96. Item is a sealed synth canister filled with loose orbs the size of marbles
97. Item is a metal cube that is searing hot on one side and freezing cold on the other
98. Item is made of solidified sound
99. Item is made of solidified light
00. Item is made of solidified liquid

Green fruit from the gavorin tree gives the eater very limited, very unreliable, and very temporary access to the datasphere.

WEIRD CHARACTER OPTIONS

Although Numenera is mostly about fairly normal characters exploring a weird world, sometimes it's fun to have the characters also be weird. As examples of how that can be done, this section presents a new descriptor, Weird, and two new foci, Masters Insects and Sees Beyond.

Some of the foci in the game are pretty weird already—**Exists Partially Out of Phase** comes to mind, as does **Howls at the Moon**. But if you want to keep pushing that envelope, it's not hard to conceive of foci that allow characters to do stranger and stranger things, like create transdimensional portals or sing mind-influencing songs. The options presented here are really just to get you started.

NEW DESCRIPTOR: WEIRD

You aren't like anyone else, and that's fine with you. People don't seem to understand you—they even seem put off by you—but who cares? You understand the Ninth World better than they do because you're weird, and so is the world you live in. The concept of “the weird” is well known to you. Strange devices, ancient locales, bizarre creatures, storms that can transform you, living energy fields, and things most people can't even name populate the world, and you thrive on it. You have a

special attachment to it all, and the more you discover about the weirdness in the world, the more you might discover about yourself.

Weird characters might be mutants or born with strange qualities, but sometimes they started out “normal” and adopted the weird by choice.

You gain the following abilities:

Inner Light: +2 to your Intellect Pool.

Distinctive Physical Quirk: You have a unique physical aspect that is, well, bizarre. For example, perhaps instead of hair, you have metal spikes on your head. Perhaps your hands don't connect to your arms, although they move as if they do. Maybe a third eye stares out from the side of your head, superfluous tendrils grow from your back, or you have no nose. Whatever it is, your quirk might be a mutation, a biomechanical transformation, or a feature with no explanation.

A Sense for the Weird: Sometimes—at the GM's discretion—weird things relating to the numenera or its effects on the world seem to call out to you. You can sense them from afar, and if you get within long range of such a thing, you can sense whether it is overtly dangerous or not.

Skill: You are trained in numenera knowledge.

Inability: People find you unnerving. The difficulty of all tasks relating to pleasant social interaction is increased by one step.

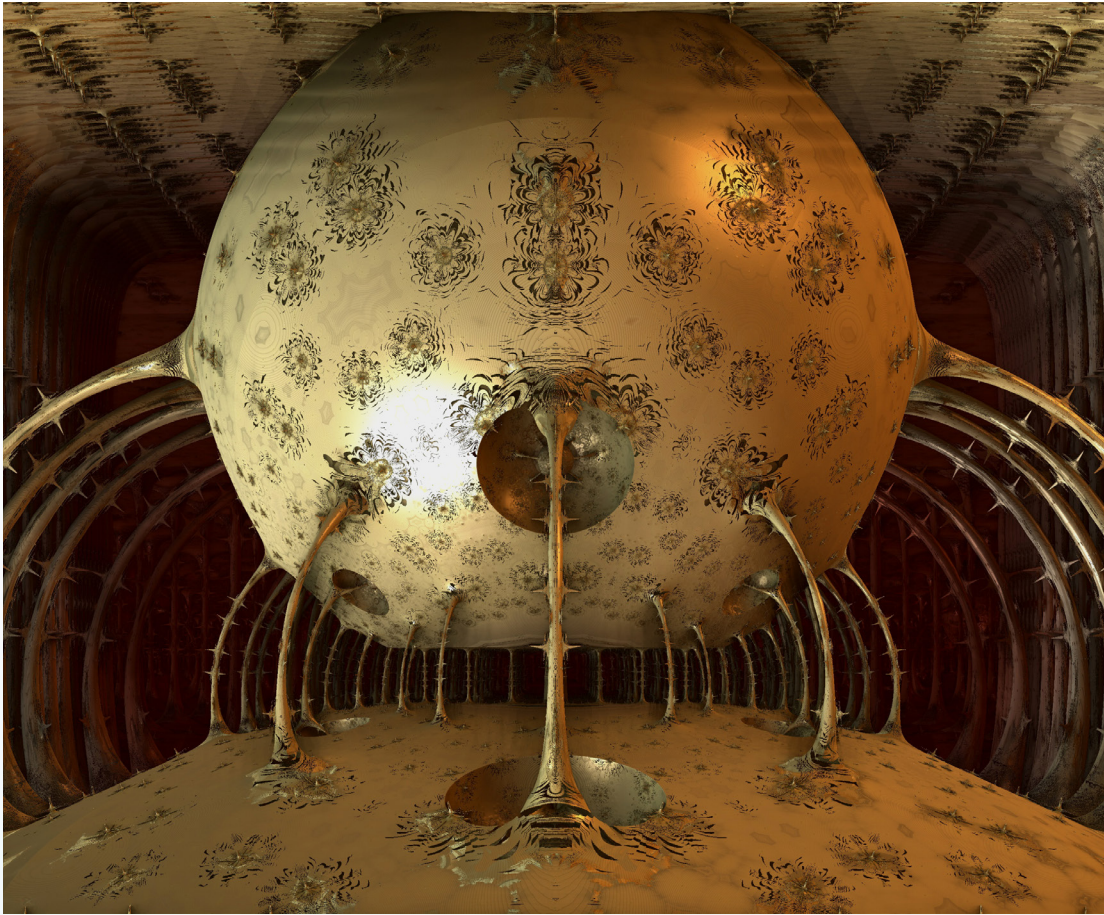


*Exists Partially
Out of Phase, page 60*

*Howls at the Moon,
page 64*

*Body infiltrator,
anoetic cypher: level
1d6 + 1. Handheld
device that allows user
to fuse her body into
another creature's
body, taking control of
it for one hour.*





Masters Insects GM Intrusions: *You might think you have perfect control of the hive mind, but that's not always how it works. Telepathic connections break. A swarm receives an incorrect signal. Accidental stings or bites occur.*

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. It seemed weird, so why not?
2. Whether the other PCs realize it or not, their mission has to do with something weird that you know about, so you got involved.
3. As an expert in the weird, you were specifically recruited by the other PCs.
4. You felt drawn to join the other PCs, but you don't know why.

NEW FOCUS: MASTERS INSECTS

You are a master of the hive mind, controller of those with compound eyes, friend to all that fly and flutter. It's a weird skill—as you've been told far too many times—but you've seen the benefits both in and out of battle, and you've fully embraced it.

Your dress likely bears some mark of your predilections. Perhaps you use **goldgleam** or other insectoid elements to adorn yourself, or perhaps your cloth is the rainbow hue of a beetle's back. Butterflies and other insects sometimes alight on your person even when you don't purposefully call them.

Nanos are most often the masters of insects—or swarm lords, as they're sometimes

called—simply because dealing with insects is mentally taxing, and they are usually the characters most able to cope.

Connection: Choose one of the following.

1. Pick one other PC. This person seems deathly afraid of some or all kinds of insects and has a watchful eye on you.
2. Pick one other PC. Your insects are attracted to this person for reasons you cannot understand.
3. Pick one other PC. You are indebted to this character for an act of kindness in the past.
4. Pick one other PC. This character has an insect-shaped birthmark, mole, or other feature. Does it mean something?

Additional Equipment: You have an oddity that makes random insect noises when you press a button.

Minor Effect Suggestions: The insect swarm is particularly thick and angry, and everyone within it suffers 1 point of damage this round.

Major Effect Suggestions: Everyone within the insect swarm suffers 3 points of damage this round.



Goldgleam, page 180

Tier 1: Influence Insects (1 Intellect point).

Insects within short range will not harm you or those you designate as allies for one hour. Action to initiate.

Tier 2: Control Insects (2 Intellect points).

Insects within short range do as you telepathically command for ten minutes. Even common insects (level 0) in large enough numbers can swarm about a single creature and modify its task difficulty by one step to its detriment. Action to initiate.

Tier 3: Insect Armor (4 Intellect points).

If you're in a location where it's possible for insects to come, you call a swarm of insects around you for one hour. They crawl over your body and fly around you in a cloud. During this time, the difficulty of Speed defense tasks is decreased by one step, and you gain +1 to Armor. Action to initiate.

Tier 4: Call Swarm (4 Intellect points). If you're in a location where it's possible for insects to come, you call a swarm of common insects to you that remain for one hour. During this hour, they do as you telepathically command as long as they are within long range. They can swarm about and modify any or all creatures' task difficulties by one step to their detriment. While the insects are in long range, you can

speak to them telepathically and perceive through their senses. Action to initiate.

Tier 5: Insect Companion. You gain a flying insect as a constant companion. It is level 4, probably the size of a small dog, and follows your telepathic commands. You and the GM must work out the details of your creature, and you'll probably make rolls for it in combat or when it takes actions. The insect companion acts on your turn. As a level 4 creature, it has a target number of 12 and a health of 12, and it inflicts 4 points of damage. If your insect companion dies, you can hunt in the wild for 1d6 days to find a new companion. Enabler.

Tier 6: Deadly Swarm (6 Intellect points). You call a swarm of insects in a place where it is possible for insects to come. They remain for ten minutes, and during this time, they do as you telepathically command as long as they are within long range. They can swarm about and modify any or all creatures' task difficulties by one step to their detriment, or they can focus the swarm and attack all creatures within immediate range of each other (all within long range of you). The attacking swarm inflicts 4 points of damage. While the insects are in long range, you can speak to them telepathically and perceive through their senses. Action to initiate.

Insect swarms don't typically have game stats, but if needed, a typical swarm is level 2. Only attacks that affect a large area affect the swarm.





NEW FOCUS: SEES BEYOND

Unlike most people, you know there are far more than three dimensions. More colors than can be found in the rainbow. More things in the world than most can see, sense, or even understand. With practice and help (through drugs, lenses, manipulated energy fields, or a combination of all three), you can perceive things that others cannot.

What you see in other dimensions has changed your understanding of even the most basic things like weapon and dress. Where others might see your drab outfit and plain weapons, you see something entirely different—myriad colors and patterns that showcase your unique vision of the world. Your weapons likely bear marks of other dimensions as well.

Connection: Choose one of the following.

1. Pick one other PC. You are fairly certain that this character doesn't believe that your abilities are real.
2. Pick one other PC. You see a gathering of energy and colors on this character that seem to imply that she too can See Beyond. Whether you ask her about it is up to you.
3. Pick one other PC. Whenever this character is near, your abilities seem to take longer and become more difficult.
4. Pick one other PC. Wherever this character goes, you are aware of the general distance and direction of his location.

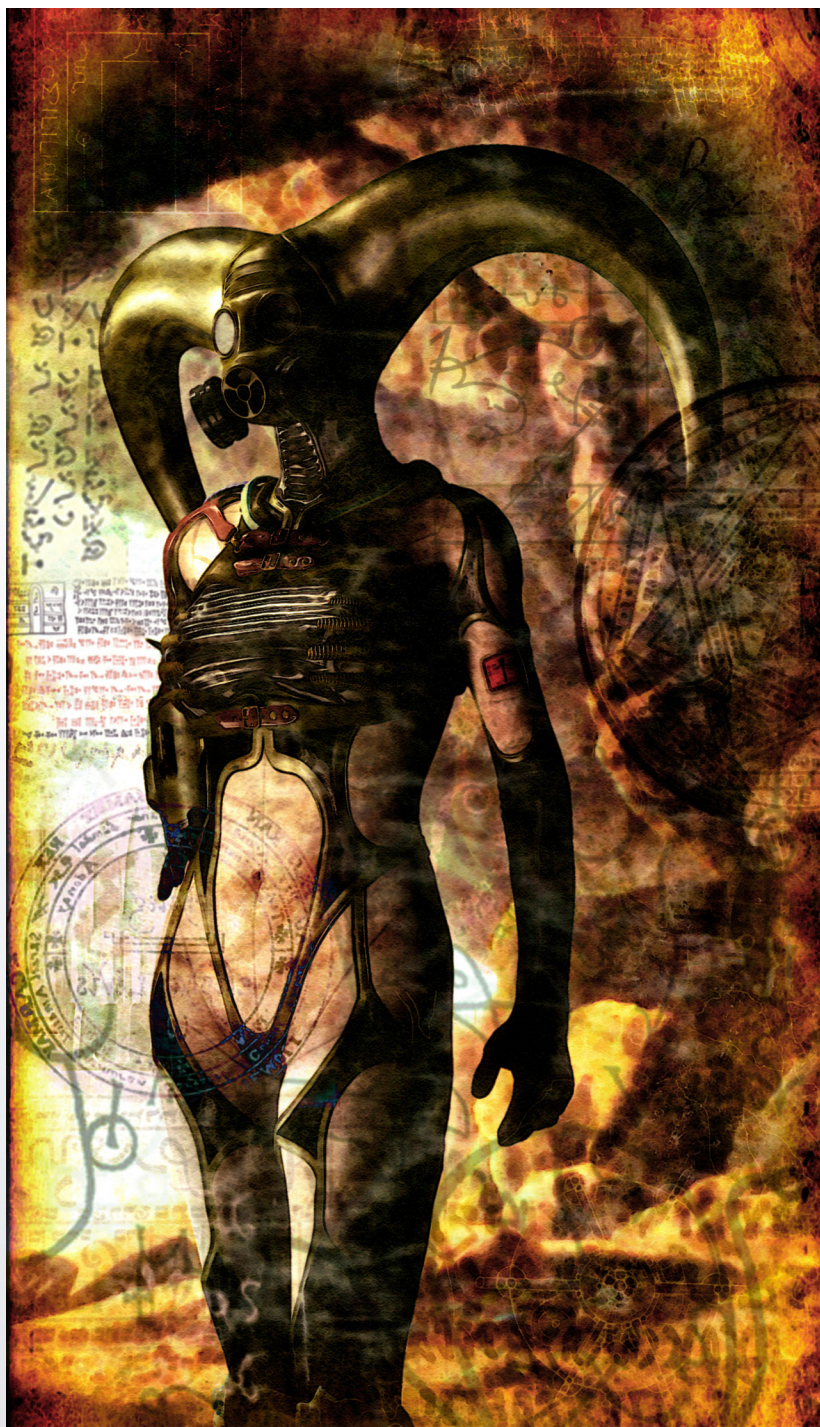
Additional Equipment: You have a single item of your choosing—drugs, lenses, or a piece of the numenera—that helps you perceive things that others cannot.

Minor Effect Suggestions: The period of concentration needed is cut in half.

Major Effect Suggestions: You see even more than you normally do and can ask the GM one question about what you're looking at.

Tier 1: See the Unseen. You can perceive creatures and objects that are normally invisible, out of phase, or only partially in this universe. When looking for things more conventionally hidden, the difficulty of the task is also reduced by one step. Enabler.

Tier 2: See Through Matter (3 Intellect points). You can see through matter as if it were transparent (or you had "x-ray vision"). You can see through up to 6 inches (15 cm) of material for one round, although some materials might be harder to see through than others. Action.



Tier 3: Find the Hidden (4+ Intellect points).

You see the traceries of objects as they move through space and time. You can sense the distance and direction of any specific inanimate object that you once touched. This takes anywhere from one action to hours of concentration, depending on what the GM feels is appropriate due to time, distance, or other mitigating circumstances. However, you don't know in advance how long it will take. If you use at least two levels of Effort, once you

Sees Beyond GM Intrusions: *Not everything that can be seen should be seen. Sometimes seeing too much can be overwhelming.*



have established the distance and direction, you remain in contact with the object for one hour per level of Effort used. Thus, if it moves, you are aware of its new position. Action to initiate; action each round to concentrate.

Tier 4: Remote Viewing (6 Intellect points).

Distance is an illusion, as all space is one space. With great concentration, you can see another place. This ability can be used in one of two different ways:

- Distance and direction. Pick a spot a specific distance away and in a specific direction. For one minute, you see from that vantage point, as if that was where you stood.
- Think of a place that you have seen before, either conventionally or using the other application of this power. For one minute, you see from that vantage point, as if that was where you stood.

Either application takes anywhere from one action to hours of concentration, depending on what the GM feels is appropriate due to time, distance, or other mitigating circumstances. However, you don't know in advance how long it will take. Action to initiate; action each round to concentrate.

Tier 5: See Through Time (7 Intellect points).

Time is an illusion, as all time is one time. With great concentration, you can see into another time. You specify a time period regarding the place where you now stand. Interestingly, the easiest time to view is about one hundred years in the past or future (difficulty 5). Viewing farther back or ahead grows more difficult, so that a million years in the past or future, or moments behind or ahead of the present, are both difficulty 10.

This takes anywhere from one action to hours of concentration, depending on what the GM feels is appropriate due to time, distance, or other mitigating circumstances. However, you don't know in advance how long it will take. Action to initiate; action each round to concentrate.

Tier 6: Total Awareness. You possess such a high level of awareness that it's very difficult to surprise you, hide from you, or sneak up on you. The difficulty of any initiative or perception task that you attempt is reduced by three steps. Enabler.

A one-armed man emerges from nearby ruins. He claims that he found a talking seskii that offered to read his fortune in cyphers.