

NUMENÉRA™



STRANGE CREATURES OF THE NINTH WORLD

BY MONTE COOK



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Throughout this guide, you'll see page references to various topics accompanied by this symbol. These are references to the Numenera corebook, where you can find additional details.



Next to this symbol, you'll find page numbers to the creature listings in The Strange Bestiary.

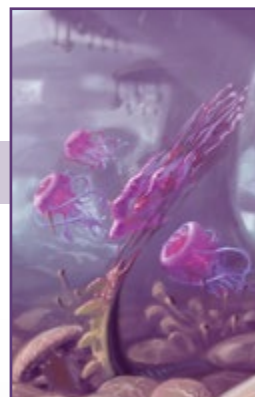


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INTRODUCTION



This product is for game masters of Numenera. It describes how to use the creatures found in *The Strange Bestiary* in their campaigns. Because Numenera and *The Strange* are fully compatible in terms of rules, very little of this product is focused on game mechanics. Instead, it provides setting material to make most of the creatures in *The Strange Bestiary* not just usable but fully integrated into a Numenera campaign.

First, a few general caveats that apply to using many (if not all) of *The Strange Bestiary* creatures in Numenera are in order.

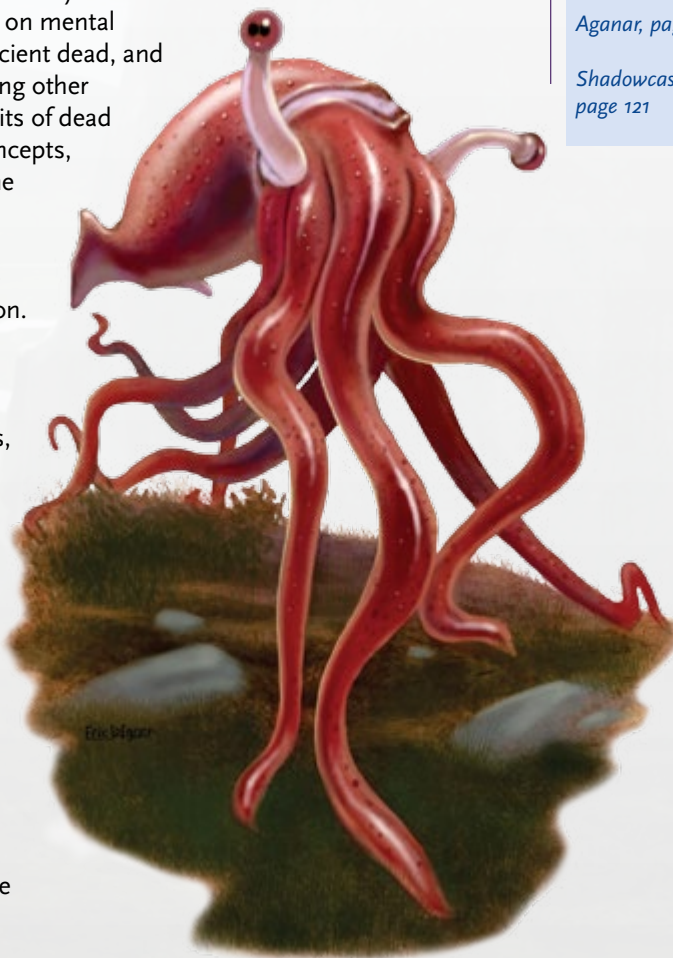
Laws: Every creature in *The Strange* has a “law” that governs it: Magic, Mad Science, Psionics, and so on. Numenera GMs can ignore this information. It has no relevance to Numenera.

Magic: Recursions in *The Strange* often use real magic, which isn’t always appropriate for Numenera. Although—as Arthur C. Clarke said—any sufficiently advanced technology is indistinguishable from magic, some aspects of magic aren’t appropriate for a setting that is founded primarily on science (even extraordinarily advanced science). So in Numenera, an *aganar* doesn’t steal dreams—it feeds on mental energies. *Shadowcasters* aren’t really spirits of the ancient dead, and their touch doesn’t chill one’s soul. Dreams as anything other than expressions of a subconscious mind, actual spirits of dead people walking the earth, and souls are all fantasy concepts, not appropriate for Numenera. Of course, to someone living in the Ninth World, these ideas are all part of reality. So they might *believe* that shadowcasters are ancient spirits of those long dead, for example. In the end, it’s mostly a matter of semantics and presentation.

The Strange Itself: References to “the Strange” (meaning the dark energy network, not the name of the game) should be slightly altered to refer to other dimensions in general. When you see such references, just think about the myriad parallel and alternate universes that exist in the Numenera setting.

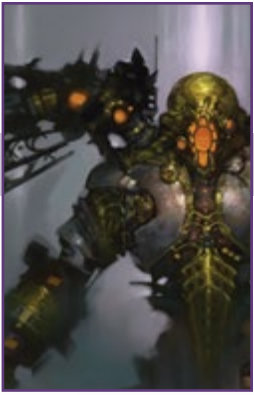
Missing Entries: If a creature from *The Strange Bestiary* is not presented here, it is not usually found in the Ninth World. However, it can be used in Numenera if you wish to make it so. This is particularly easy if you want to make the creature a unique specimen or one that is extremely isolated in the world.

The Strange Bestiary is especially handy if you want to inject more conventional creatures—vampires, zombies, and so on—into your Numenera game. Although they might not fit the officially established mood and theme, whatever you think will be fun is the right thing to do. It is, after all, your game.



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Shadowcaster,
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THE CREATURES



Aganar, page 16

All-Seeing Eye, page 17

Aviatar, page 18

Barrage crusader, page 19

In case of any contradictions, the descriptions in this product supersede anything in *The Strange Bestiary* if you are using the creatures in Numenera.

AGANAR

Aganar are ultraterrestrial entities found near human communities, usually in the *Beyond*. It's not uncommon to use the otherwise incomprehensible inner workings of these creatures to form a cypher.

ALL-SEEING EYE

As often as not, these biomechanical creatures are called silent watchers. No one knows exactly where they hail from or why they are watching, but some people wonder if they are the creations of the *philethis*.

AVIATAR

There are those who call aviatar "angels" and think them to be some kind of divine presence. Only one enclave of these beings is known in the Ninth World, and that is near the *Foundation Stones*, a unique site in Matheunis. Aviatars see themselves as guardians of the floating stones but do not touch the stones if they can help it. They eschew the numenera in general.

BARRAGE CRUSADER

Known as ruin wardens, these biologically engineered and numenera-enhanced beings operate more like automatons than living creatures. They attack without warning in ancient ruins and fight to the death. They cannot be reasoned with or understood using any form of known communication.

A dead ruin warden might yield a cypher or an oddity, or one might carry a cypher or an artifact.



The Beyond, page 174

Philethis, page 252

Foundation Stones, page 211



BATTLE CHRYSALID

In the land of **Seshar**, a warlord named Yime Storul has kidnapped and enslaved a number of numenera experts, including **Aeon Priests**. For years, these slaves have toiled to create an army for her. Of late, they have taken other kidnapped slaves into dire, so-called “Seeping Caverns” deep below the ground. These recent victims emerge greatly transformed as battle chrysalides that fanatically serve Yime.

Occasionally, some of them emerge from the Seeping Caverns horrifically insane. These individuals usually go on suicidal killing sprees until stopped.

Disassembled, a battle chrysalid contains 1d6 cyphers.

BLOB

“And worst of all,” Dyrell said, closing his eyes, “sometimes a part of the fields just sorta ‘comes alive.’ I’ve seen it myself. A bit of the ground—if you can call it ground, that is—just heaves up and starts moving around.”

~**Vebar** native Dyrell Hing, describing the many dangers of the Amorphous Fields

Many scholars have postulated that the **Amorphous Fields**, or large parts of it, are in fact alive (according to some definition of “alive,” anyway). Lending credence to that theory, sometimes a portion of the roiling environment behaves like a creature. These living embodiments of the region are sometimes called “blobs,” but just as often “amorphous terrors.”

CALLUM

Callum are creatures that feed on nanites, somehow absorbing them through their flesh. An area or object infested with nanites sustains callum, but so do many creatures. This is true—whether they realize it or not—of most nanos but also others, particularly those with otherwise inexplicable powers.

CATASTROPHE CLOUD

Some people think it a locust swarm at first. Others fear that it is the **Iron Wind**. Neither is true—the catastrophe cloud is a unique numenera plague left over from some prior world. Woe to any village in the **Beyond** that sees the dark cloud approach. The entire village—people, buildings, and all—might cease to exist in short order.

Once destroyed, bits of hundreds of catastrophes might be used to create a cypher.

CHALLA HOST

This creature is almost more akin to a semi-intelligent biotech artifact. It is found in ancient places, unable to communicate except with its symbiote. Normally, a challa host interacts with a symbiote for a few days at most and then rejects it, moving on to find a new one.

Disassembled, a challa host contains 1d6 cyphers.



The GM can determine that any character with abilities beyond the norm is infested with nanites, but not all are. What’s more, seemingly “normal” creatures might be infested with nanites and not know it. Almost any sort of numenera device can be based on nanotechnology, but again, not all are. Most PCs have no way of determining if this is the case or even understanding what the callum crave.

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Aeon Priest, page 222

Vebar, page 202

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Iron Wind, page 135

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Cyber sorcerer, page 35

Data sentinel, page 37

CHAOS TEMPLAR

Extraterrestrial entities, the Yaval-kirene (the name “Chaos Templar” is not used) have inexplicable motives. They do not communicate with humans but sometimes aid them when their purposes align. Less often, they oppose humans and kill without compunction. The Yaval-kirene seem preoccupied with the numenera and other extraterrestrial entities and matters.

A Yaval-kirene individual always possesses 1d6 + 1 cyphers and oddities, plus an artifact.

CHIMERA

The word “chimera” is rarely used in the Ninth World, but the amalgam abominations represented by the name are all too common in the ancient remnants of old laboratories and breeding pits. Often, the features of the original creatures fused into the beast are unrecognizable. In other words, it is composed of various portions of animals that no longer exist.

COG MITE

These biomechanical creatures infest and defend the giant machines found in many lonely, ancient complexes in the wilderness.

COLLECTIVE

An ultraterrestrial entity from a universe very different from that of the Ninth World, a collective is a rare sight—thankfully. In a desolate region of *Malevich*, a collective has enslaved a number of humans and abhumans alike, and forces them to build it a castle of metal and stone under threat of death.

CRAZR

“Crazr” has no meaning in any language still spoken, but these biomechanical automatons are all-too-real guardians of ancient locales. They attack living and mechanical prey (but prefer mechanical or partially mechanical victims). A few members of the *Convergence* have recently rebuilt and restored a number of these creatures in a lab in the Golden Sanctum and now sell them to other members as hunters or guards.

CRUCIBLE

Living relics of a prior world, crucibles are machine intelligences that work toward a mysterious goal that seems to involve literally reshaping the reality of the Ninth World in subtle ways over millions of years. As they investigate ancient complexes or interact with powerful numenera devices, they occasionally come into conflict with humans.

CYBER SORCERER

Intelligent automatons wielding nanotech-based powers (akin to human nanos), these machine sorcerers are rare. The *Angulan Knights* hunt them as threats to humanity.

DATA SENTINEL

Data sentinels are another form that dangerous machine intelligences can take. Most people speculate that they are utterly insane.

The inner workings of a data sentinel yield 1d6 cyphers and 1d6 oddities.



Malevich, page 154

The Convergence,
page 223

Angulan Knights,
page 224



DEEP ONE

Deep ones are dangerous, aquatic abhumans that dwell along the coastal regions in the *Steadfast*.

DEVOLVED

A nobleman named Baron Charestral in *Navarene* has been performing experiments on some of his vassals, and the result are the devolved. Most operate as his slaves, but some have escaped and plot their revenge against their maker and all other humans.

DRONEME

These biomechanical creations toil at tasks given to them by dead masters aeons ago in long-abandoned complexes and factories. In many cases, dronemes work in places where they—among other things—create new dronemes to replace the ones that die or fall apart after millennia of work.

DYNOD

These ultraterrestrials are explorers and have come to the Ninth World to investigate and learn. They enjoy talking to humans but find them almost incomprehensibly ignorant and limited.

ELDER THING

Far older than humanity, the elder things dwell in particularly remote areas of the world. Very few people know of their existence. Beyond the *Southern Wall* is a city of stone and glass buried in the ice where a few still remain.

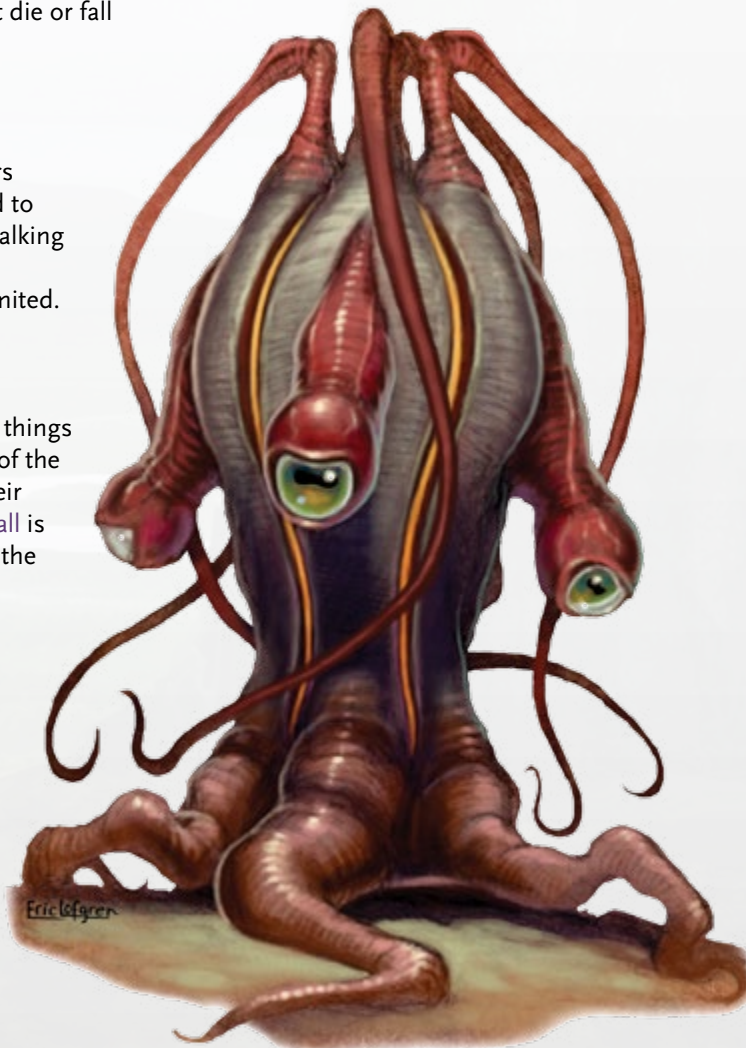
EXTEREON

Extraterrestrial creatures, extereons are found in the Ninth World only in a small haven on an island along the southern portion of the *Sere Marica*. They have a relationship with the *Yaval-kirene*, but its nature is unknown. They seem to have a particular hatred for *varjellen*.

FRACTAL WORM

Fractal worms are ultraterrestrials that almost never fully enter the Ninth World. The only way to encounter one is to travel to another universe or to encounter a special gate they can create through which they draw a hapless victim (a Might defense roll is required to resist this pull). The gateway stays open for about five minutes after a victim is snatched, so if her friends act quickly, she might be able to be saved and returned home.

It is possible that a curious or hungry fractal worm might create a gate so large that it truly enters the Ninth World. Woe to any cities that lie near the point where it emerges.



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Mytocyctic pool, page 11

FRENETIC HOB

These creatures are feared denizens of the wilderness in central **Iscobal**, particularly around a mysterious lake of poisonous liquid found there. The center of the contaminated lake is actually a **mytocyctic pool**.

FUNGALAR

Wherever forests of strange fungus are found in the wilderness—more common than one might think—a fungalar might be present, feeding on whatever happens by.

FUSION HOUND

The deserts of **Errid Kaloum** are the hunting grounds of these predators, which operate in packs. Most people simply call them flame hounds and don't understand their ever-burning nature (other than to say "it's magic").

GAMMA SPIKER

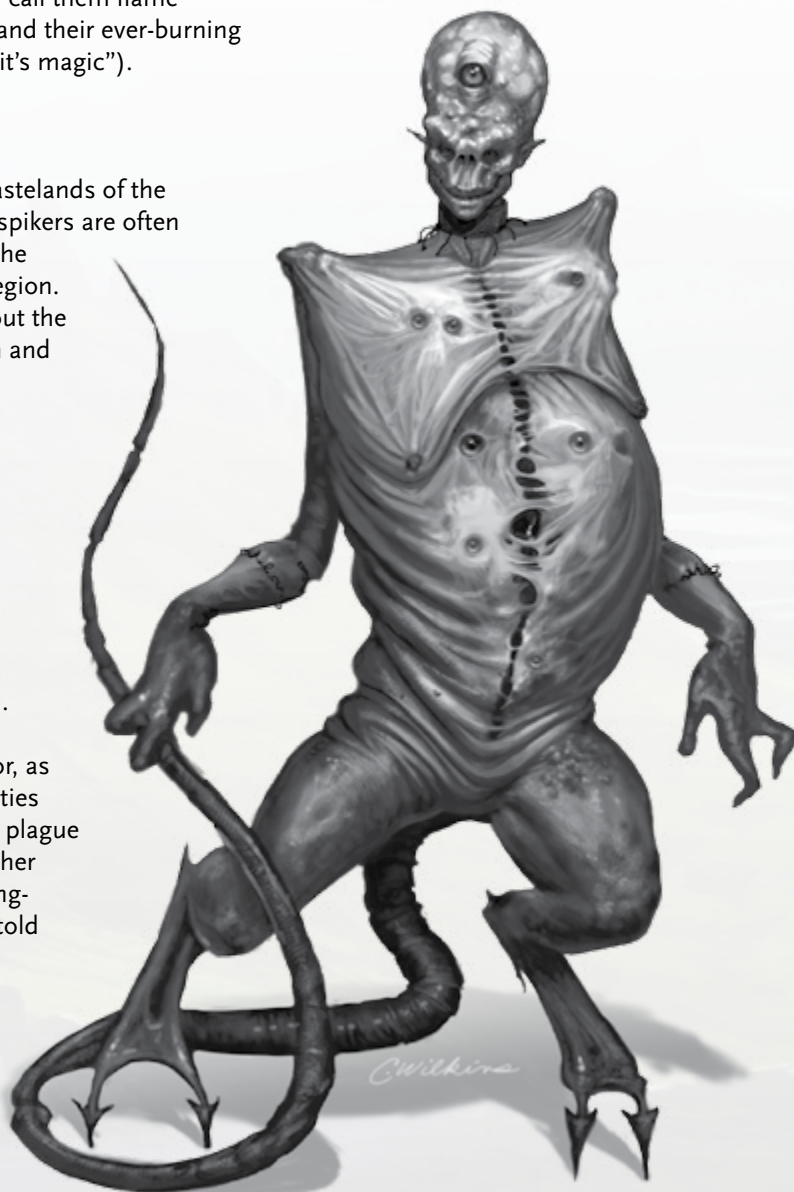
Deadly predators of the wastelands of the northern Beyond, gamma spikers are often thought to be demons by the nomadic peoples of that region. The natives tell stories about the spikers that terrify children and adults alike.

GLITCH

Another type of dreadful ultraterrestrial, glitches inflict 5 points of Intellect damage with their psychic attack (there is no "alienation" in Numenera). They seem to exist only to spread madness and horror, as if they were created by entities that unleashed them like a plague on a prior world from another universe, waging a now-long-forgotten war that no one told them has ended.

GNOCK

Gnocks are disembodied entities, likely originating from another universe but now inhabiting this one with unknowable goals other than the delight of controlling intelligent organic creatures. Gnocks are vulnerable to attacks from energies, weapons, and devices keyed toward transdimensional foes. Gnocks and **abykoses** hate each other and may be from the same universe.



Iscobal, page 158

Errid Kaloum
page 191

Abykos, page 230



GREY

Greys are *visitants*, like varjellen or lattimors, that dwell in the deepest, darkest regions of the *Black Riage*. They have a great affinity for the numenera, but (unlike the greys presented in *The Strange Bestiary*) not all carry a ray emitter or a personal shield, though some do. In contrast to many other visitants, greys keep to themselves and look upon humans as foes to occasionally experiment on but to usually just avoid. Greys have their own language and name for themselves that they have never shared.

HOLLOW KNIGHT

In the kingdom of *Draolis*, a numenera tinkerer named Gymanes has found a way to use magnetism and various hidden devices to make hollow knights. His goal is to encourage people to believe that they are plate armor suits haunted by spirits.

Those in the know can search the remains of a destroyed hollow knight and find enough to cobble together a cypher.

ID THIEF

The head of all criminal activity in *Lhauric* is actually a creature called an id thief, likely the result of the strange sciences of a prior world, or perhaps an extraterrestrial. No one knows the truth of its identity, as it has operated as Hile Therakal, a withered old woman, for decades.

IGNITHERM

The wilderness is a dangerous place, and part of the reason is wandering relics like the ignitherm, a leftover from aeons past.

A destroyed ignitherm yields 1d6 cyphers and 1d6 + 1 oddities.

IMPOSTER

The *Convergence* has long sought a way to develop a completely trustworthy and efficient network of spies to gather information from rival “wizards” or other experts in the numenera. The biomechanical imposters are a new development toward this end.

Anyone in the know might find one or two cyphers and an oddity in the detonated remains of an imposter.

KAIJU

These ultraterrestrials usually enter the Ninth World for only short periods—short periods of horrific, wanton destruction. However, some people have speculated that beyond the Beyond, far to the east, there may be a place where such creatures dwell all the time.



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page 87

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KILLER ROBOT

Although the word “robot” is unfamiliar to Ninth World ears, these automatons exist and seek the death of all intelligent, organic creatures.

KILLING WHITE LIGHT

One of the great dangers of the *Augur-Kala*, the killing white light is a hideous threat for travelers in the night. Its origin is unknown.

MAD CREATION

Whether the tinkering of a numenera aficionado has borne fruit or explorers simply stumbled upon the products of an ancient biotechnological lab, the mad creation is no stranger to the Ninth World.

MAGGOT FIEND

Horrible mutants, maggot fiends like to consider themselves supernatural demons (hence the name). And many humans believe it—for good reason.

MECHADRONE

There’s no shortage of dangerous automatons left over from the prior worlds, and the mechadrone is a typical specimen.

From the inner workings of a mechadrone, one might salvage 1d6 cyphers, a few oddities, and perhaps an artifact.

MECHANOMANCER

A mechanomancer is a nano that has somehow tapped into the datasphere and fused his own consciousness with it while remaining an energy being in the physical world. Mechanomancers are rare, but a secret cabal of them is said to dwell in a glass fortress in the *Ba-Adenu Forest*.

METALLICON

Amid the rubble of ancient citadels, sometimes the weird energies in play can—over the aeons—have bizarre effects even on the ruin. Such is the genesis of the metallicon.

MONUMENT SPIDER

If a land where *kaiju* roam freely does exist, it’s likely that monument spiders build webs there to catch truly enormous prey.



Augur-Kala,
page 215

Ba-Adenu Forest,
page 189



MYTOCYTIC POOL

The lake in and around which the **frenetic hobs** dwell in Iscobal is a mytocyctic pool. There may be others out in the Beyond, in particular in the Amorphous Fields.

NAKARAND AVATAR

Nakarand is an ultraterrestrial in a transdimensional realm that extrudes itself into the Ninth World occasionally as an “avatar” to gather food. It is often seen in the darker corners of the city of **Qi**.

NECURATU

Necuratu are strange mutant predators that seem to prey almost exclusively on **visitants**. It's thought that they are unable to digest the flesh of most other creatures.

NEURORAPTOR

These flying biomechanical predators scour the wasteland looking for any large prey to kill and carry back to their roost. They are often called mind raptors in the Ninth World.

One can salvage 1d6 cyphers from the body of a mind raptor.

NGESHTIN

These creatures dwell in cold regions, such as those found along the **Southern Wall** (and farther south). Small nomadic tribes in Matheunis worship them as winter spirits.

NIGHTGAUNT

Along the southern slopes of the **Clock of Kala**, these creatures flit about, usually at night. Wise folk leave them alone, but sometimes nightgaunts carry off victims into the dark, never to be seen again.

NIGHT SPIDER

Living in tunnels, these subterranean predators dwell mainly in the **Cloudcrystal Skyfields** and regions north of the Steadfast.

NIGHT WYRM

A nocturnal hunter, the night wyrm is a danger along the eastern edge of the **Black Riage**, where the huge creature feeds but once a season and then hibernates underground.



Mytocyctic pool,
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*Octopus sapien,
page 101*

Polymous, page 106

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*Questing beast,
page 111*

NUL

Deep in the wilderness, these small creatures gather and perform strange rites to stranger gods. If startled, they attack, even creatures far larger than themselves. No one has ever understood them or been able to explain their existence.

NUPPEPPO

Horrific creations of twisted science, these creatures stalk lonely reaches, particularly in the Beyond.

OCTOPUS SAPIEN

The octopi of the Ninth World are keenly intelligent and have a sophisticated (and incredibly old) society. Octopus sapiens are a breed of particularly large warrior octopi that clamor for war against the return of humanity. They can operate more efficiently and survive out of the water longer than their brethren.

POLYMOUS

Worshippers of a deity known as the All-Consuming live on the edges of the *Amorphous Fields*. They have encountered the polymous, creatures native to the region, and rather than be repulsed or terrified, they see the strange beasts as representatives of their god. The devotees seek to capture the creatures, transport them to civilized areas such as Vebar, and let them loose. Of course, many of the worshippers themselves are taken by the polymous.

POSTHUMAN

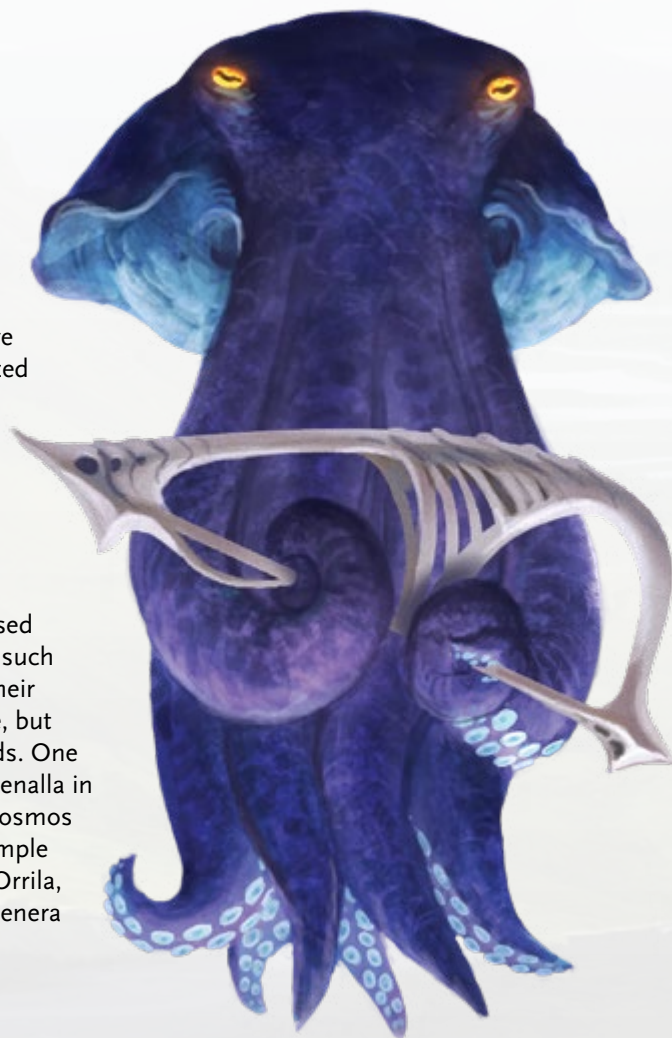
Posthumans are humans that have fused with the technology of the ancients to such a degree that they have transcended their humanity. They are extraordinarily rare, but those that exist are worshipped as gods. One such example is a goddess named Quenalla in Milave. When she isn't exploring the cosmos or other universes, she resides in a temple built for her 30 miles (48 km) east of Orrila, surrounded by faithful who bring numenera offerings to her.

PRANCE

A mutant plant in the *Westwood*, the prance is a known danger to the loggers and trappers in the region. Prance seeds and pollen are commodities in the northern Steadfast, although some people would like to see both destroyed.

QUESTING BEAST

The creature known as the borrim is a singular beast owned by the Empress of *Pytharon*. Criminals and other unwanted individuals are cast into the chamber where it dwells in the *Sunken Palace*.



*Amorphous Fields,
page 200*

Milave, page 163

Westwood, page 137

*Pytharon Empire,
page 161*

*Sunken Palace,
page 162*



REANIMATED

These automatons are made entirely of stitched-together corpses, laced with devices to give them power. Despite what they may appear to be, they have no memories or free thoughts.

REGOID

Regoids are machine intelligences that attempt to control and master other automatons, as well as organic beings.

SAPIENT TREE

These carnivorous plants hunt animals, birds, and humans. Their ability to blend into a normal forest makes this task much easier. They can be found in any wooded area.

SCORMEL

Mutant creatures banded together in the wilderness, scormel are found in the [Plains of Kataru](#) and the surrounding regions.

SCRAP DRONE

Although scrap drones can be found in many places, a number of them are known to inhabit the [Weal of Baz](#) in the Beyond.

A character knowledgeable in the numenera can scavenge 1d6 cyphers and oddities from a scrap drone.

SERPENT PERSON

These abhumans are called sallasti in the Ninth World, and they are common in Scorpion's Reach in [Ancuan](#). They may be among the most ancient of abhumans, and the ones most familiar with the numenera.

A sallasti always carries a cypher or an oddity.

SHADOWCASTER

Extremely rare extraterrestrial creatures, these beings are able to shape shadows and light to create powerful illusions. They somehow tap into the essence of any organic creature that is also laced with mechanical parts, including any creature with numenera implants, many biomechanical creatures, and of course any character who fuses flesh and steel. Shadowcasters can enslave these victims like puppets on strings.

SMOTHERER DEMON

One of the many scourges of [Matheunis](#), the Cold Desert, so-called smotherer demons (or, as they are just as often called, smotherers) prey upon almost any living thing they encounter. Laced with regenerative nanites, they are difficult to permanently destroy and must be burned or disintegrated to ensure that they do not return. Although myths state that they make bargains for their victims' lives, this does not appear to be true—they are simply clever and powerful predators.



SPINE



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Sapient tree, page 117

Scormel, page 118

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Serpent person,
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Venopus, page 134

Veridial, page 135

Vertebroid, page 136

Viroid, page 137

SPINE TINGLER

These weird beings are found only amid the strange structures of the **Cromulus Ranks**. If they are connected to the pyramidal peaks in some fashion, the details are unknown.

SPLICED

Perhaps another type of visitant or the result of biological engineering in the past, these “almost humans” are dangerous predators. They are rare but have no limit to where they can be found.

TARANID

Microfilament implants in their silvery, wiry hair make taranids dangerous opponents. They are humans enhanced by a process developed in **Thaemor** by a mad nano named Varthalis who claimed to be a goddess before she was killed.

VAT REJECT

Abominations crawling out of ancient ruins, so-called vat rejects are deadly killers that, once awoken, rampage until destroyed. They razed an entire town in the **Pytharon Empire**, a disaster that caused many in that land to forbid anyone from disturbing ancient sites.

VENOPUS

These psionic beings are said to have arrived on the shore of **Ghan** about fifty years ago in a strange ship of synth. Today the weird predators are dispersed throughout the Steadfast.

VERIDIAL

Inhabitants of the **Caecilian Jungle**, veridials attack only in self-defense when they are disturbed.

VERTEBROID

Vertebroids inhabit the **Cloudcrystal Skyfields**. Although they can “feed” upon the energy in many numenera devices, they seem to get a small fix from certain types of crystals as well.

VIROID

Rare defensive mechanisms encountered by numenera hunters in ancient complexes, viroids are unwilling or unable to spread into the world at large—thankfully.



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Thaemor, page 152

Pytharon Empire,
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Ghan, page 145

Caecilian Jungle,
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page 174



VOOT

The Caecilian Jungle is home to a variety of plant creatures, including voots. They are revered in certain hidden enclaves of mutants, who seek out the creatures' fruit to enhance their mutations. The mutations granted by a voot tend to fade after a week or so.

WARBOT

Another automaton lost out of its original time, a warbot (usually just called a warrior automaton) attacks anything that enters its designated protected space.

The destroyed remains of a warbot yield 1d6 cyphers and one or two oddities.

WHITE APE

The wilderness predators known as white apes can be found almost anywhere warm and wet. In the city of **Uxphon**, they are a favorite challenge in the gladiatorial arena when the crowd grows weary of slave fights.

WITCH

Sometimes nanos go too far in the use of their powers and become twisted versions of their former selves. Ninth World witches do not ride brooms (although they favor gravity-nullifying devices that allow them to float or fly), and their familiars are creatures as weird and warped as they are.

NOBLE KNIGHT

Although the **Angulan Knights** are the most famous, there are many knightly orders in the Ninth World. Noble knights tend to go off questing into the wilderness alone (or with a squire or band of retainers). Some wield numenera devices as well as a mighty sword and shield.

THE ORACLE

A singular entity possessed of both mutant and technological powers, the Oracle can actually see through time. She dwells alone in **Dessanedi**, avoiding contact with most others. Still, people make long, arduous pilgrimages to seek her out.



Voot, page 138

Warbot, page 139

White ape, page 142

Witch, page 143

Noble knight, page 152

The Oracle, page 158

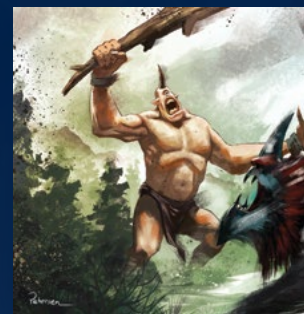
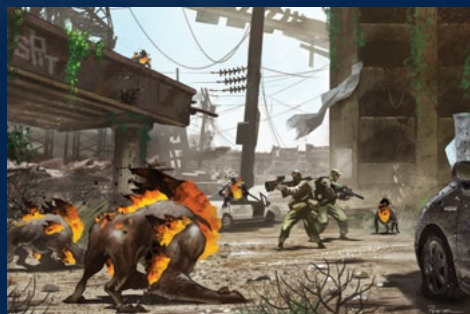


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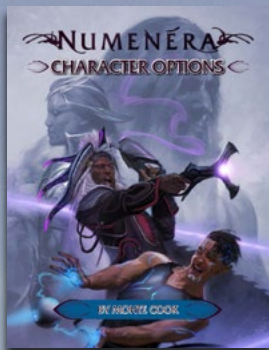


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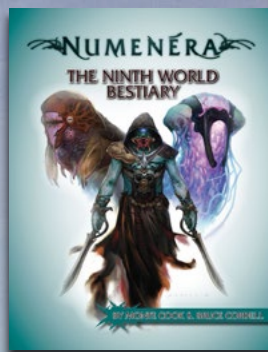
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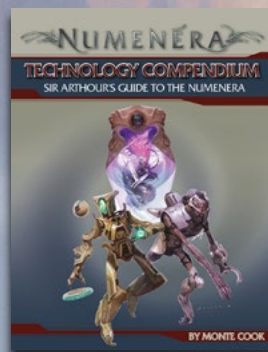
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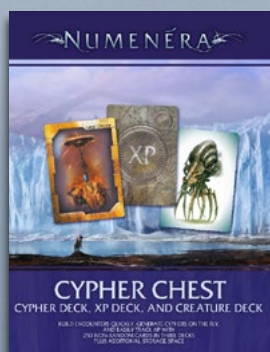
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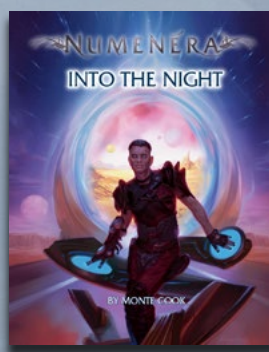
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