



NUMENÉRA™

JADE COLOSSUS: RUINS OF THE PRIOR WORLDS

BY BRUCE R. CORDELL



NUMENÉRA™

JADE COLOSSUS: RUINS OF THE PRIOR WORLDS

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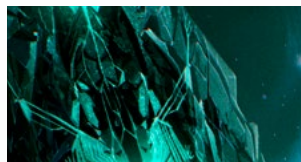


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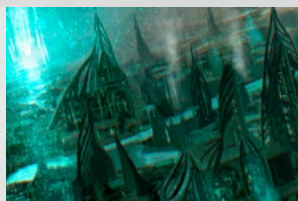
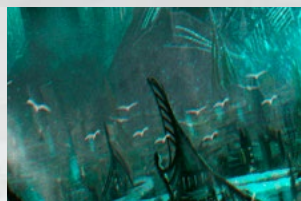
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INTRODUCTION



*Amber Monolith,
page 144*

*Obelisk of the Water
God, page 144*

Installations surviving from the eight previous worlds are scattered everywhere. Travelers speak of strange silhouettes on distant horizons, such as the **Amber Monolith** and the **Obelisk of the Water God**. What looks like a mountain or a cliff might actually be an ancient structure weathered by time. The very landscape is literally a collection of ruins upon shattered ruins that seem like nothing more than odd-looking hills or valleys. These and other remnants conceal unending mystery, despite the years that a dedicated few have spent trying to understand and explore them. And these are only the visible ones; who knows how many hide beneath the surface?

Five years ago, one that was hidden revealed itself, waking after aeons of somnolence. The land screamed and shuddered as the moon eclipsed the sun. After the tremors subsided and the day crept back, something enormous was revealed. A massive new structure, many miles in diameter, had burst up through the ground. It was expelled—or moved under its own power?—to the world's surface. It was the Jade Colossus.

This book can be used in a variety of ways.

If you're looking for an interesting place for your player characters to explore, look no further. The ruin known as the Jade Colossus is massive, unknown, and weird. It's perfect for exploration.

If you want to start an entirely fresh Numenera campaign, the step-by-step walkthrough offers one way to launch your brand-new game.

Want some new foci, organizations, and creatures? Those are provided here as well.

Last but not least, this book contains the Numenera Ruin Mapping Engine, which was designed to provide game masters with the ultimate tool to rapidly generate new ruins usable in nearly any location in the Ninth World. The engine works great with the Jade Colossus, of course, but it was specifically designed so you can create original ruins filled with weird and inscrutable areas perfect for your Numenera campaign.

So read on, and take in the wonder that is the newly arisen Jade Colossus.



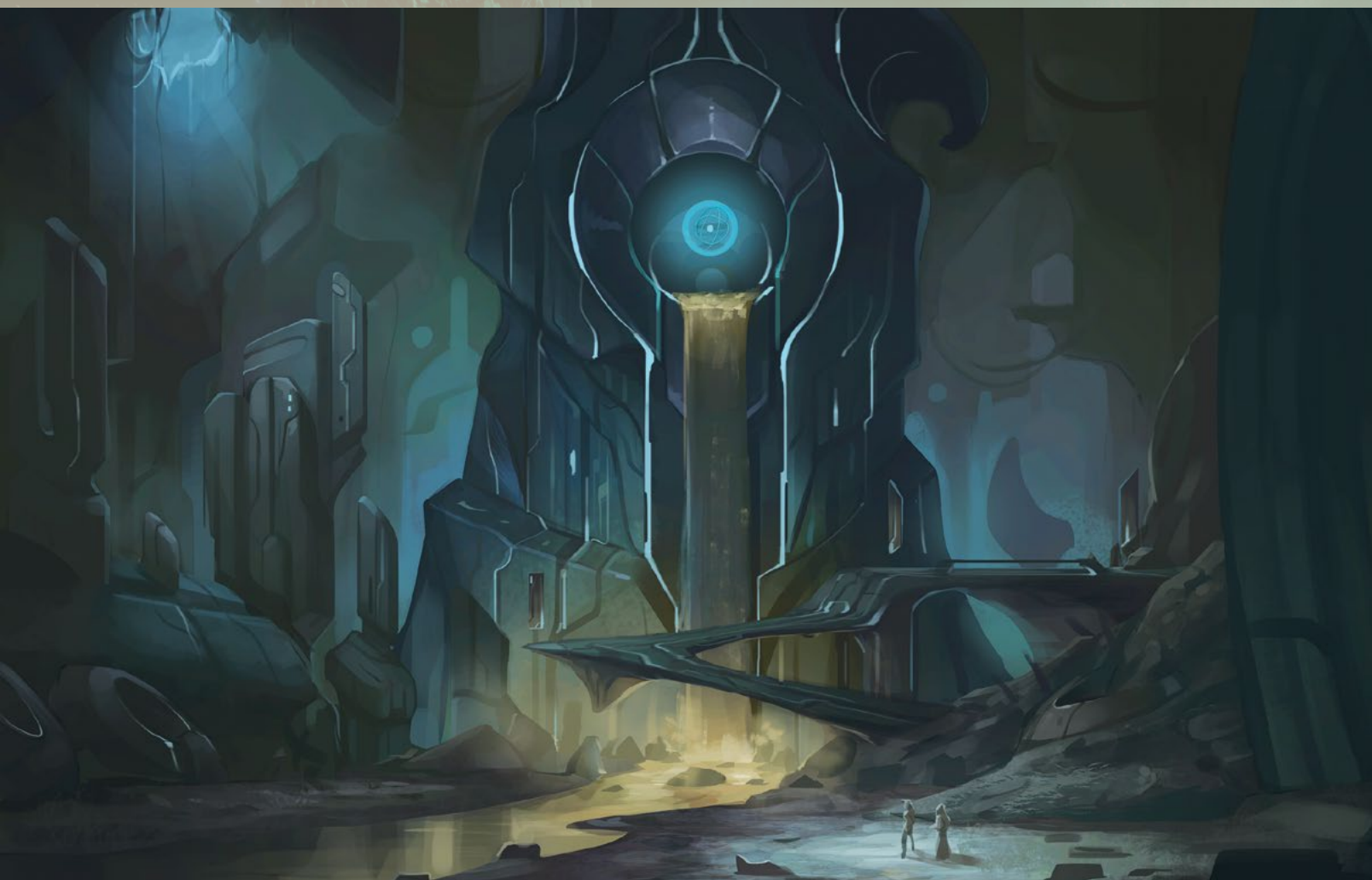
Throughout this book, you'll see page references to various items accompanied by this symbol. These are page references to the *Numenera* corebook, where you can find additional details about that item, place, creature, or concept. It isn't necessary to look up the referenced items in the corebook, but doing so will provide useful information for character creation and gameplay.



Ninth Worlders know of the new ruin called the Jade Colossus, the Colossus, or sometimes the Citadel of Midnight Green, after the greenish-black stones touched with "void matter" that can be found near and within the structure.

PART 1:

NEW NINTH WORLD CAMPAIGN



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CHAPTER 1

USING THIS BOOK

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Hanging Tower, page 77

Red Labyrinth, page 66

You can use this book to start a new campaign, create interesting locations for your existing campaign, or generate maps for any prior-world installation—or do all of these.

New Campaign: If you're looking to start a brand-new campaign, the chapters in Part 1 are designed to get you going. Follow the step-by-step process outlined, and you'll be running a new campaign set in the Ninth World in no time. Whether you adhere to the outlined process or not, the optional **campaign threads**, **character connections** that provide backgrounds suited to the area, and suggested **introductory scenes** to get your first few games off the ground can be used as written, or used as seeds to grow your own unique campaign.

Additional options for your players include new **foci** for characters who begin play in the area around the Jade Colossus, new **organizations** to join (or fight against) that seek to exploit the ruin, and new **creatures** for the player characters (PCs) to encounter.

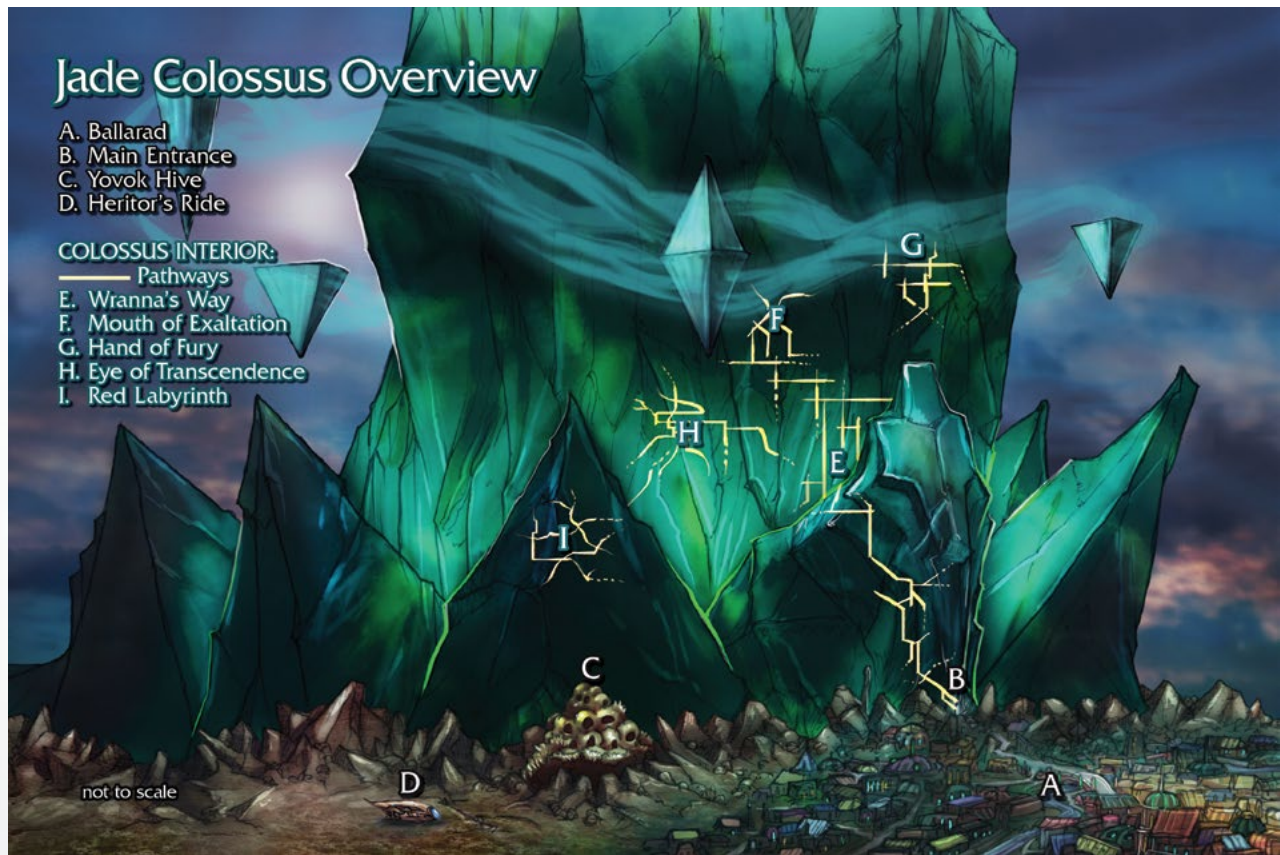
Interesting Locations: If you've already got a Numenera campaign with established characters, or if you're just looking for a few one-off adventures, the *Jade Colossus* is a great resource. It contains an all-new location filled with fresh wonders and challenges for PCs that aims to provide the game master (GM) with something truly astonishing, weird, and entertaining for their game. The adventure locations include the city of **Ballarad**, the **Yovok Hive**, the **Hand of Fury**, the **Hanging Tower**, the **Red Labyrinth**, and many additional sites in and around the ruin. Other ruins are also

provided in chapter 15, though not with the same level of detail.

Procedurally Generated Ruin Engine:

The map generation system presented in chapter 16—the **Numenera Ruin Mapping Engine**—can be used to create the interior of nearly any prior-world installation, including unmapped areas within the Jade Colossus. Given the immensity of many installations, mapping more than a fraction of all the areas within would be impossible in a book this size. Instead, we've designed a robust system for generating prior-world maps that can be used to chart new areas or find alternate routes to known areas. The engine is designed to be incredibly versatile. Use it anytime you want to create new and weird encounter areas for your game.

For instance, if your PCs are exploring a ruin known as the Temple of the Vortex, they discover that portions of it exist outside of normal space. Part of the structure, called the Narthex, intrudes upon the world at shifting intervals. The cult that inhabits this so-called “temple” actually uses only a small portion of the structure. In fact, the cultists have never come close to exploring the wider spaces in all the many decades that they have revered the location. This means that other than a few pre-keyed focus areas (such as a Nave, a Path, the Chamber of the Vortex itself, and a few other locations), the vast space inside this shifting ruin is unknown. If the PCs want to explore the unknown area, the GM can flesh it out with relative ease using the mapping generation provided here.



JADE COLOSSUS OVERVIEW

The newly arisen ruin called the Jade Colossus is in **Navarene**, west of the confluence of the Tithe and Jerribost rivers, which puts it almost exactly between the aforementioned Amber Monolith and Obelisk of the Water God.

The main bulk of the massive structure rises up to form a blocky silhouette that some imagine conceals a standing humanoid shape, though one that reaches approximately 3,000 feet (900 m) into the sky. The expansive surrounding structure is even more impressive in the area of ground it covers, though it extends to an average height of only about 500 feet (150 m), save for a few spire and tower-like extensions and free-floating elements that reach higher. The entire installation is composed of an unknown substance whose surface sometimes shimmers and whirls through various shades of green and black.

RELICS OF THE COLOSSUS

The central, obelisk-like structure isn't articulated like a humanoid, despite the

shape implied by the name "Colossus." It's likely that the massive disarticulated limbs and body parts found by explorers inside the installation influenced its name, at least as it's referred to today. The body parts found (so far) include three hands (including the **Hand of Fury**), one foot, one eye (including the **Eye of Transcendence**), two mouths (including the **Mouth of Exaltation**), and a few objects that might be internal organs, including what might be a stomach.

Each separate part resides in its own area of related chambers. The body parts, called "relics," are composed of a level 8 textured, synth-like substance (a "ceramic") that is mottled black and green. The substance resists damage or inquiry. What the limbs and body parts actually represent, why they're separated, and what their ultimate purpose is remain hotly contested issues by those who live in the city at the Jade Colossus's periphery.

In addition to the weird material they're made from, the relics thrum with strange energy. Some have learned to tune themselves to that energy and gain focus

Navarene, page 137

Hand of Fury, page 57

Eye of Transcendence, page 62

Mouth of Exaltation, page 52

Delved Too Deeply,
page 17

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Has Three Hands,
page 18

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page 15

Speaks in Exaltation,
page 20

Jade Protectors, page 26

Heritors of the Colossus,
page 25

Ballarad, page 32

*A midnight stone counts
toward a character's
cypher limit, but it takes
two stones to equal one
anoetic cypher.*



Datasphere, page 12



*Void matter is unstable, mysterious, and dangerous. However, that doesn't stop people from attempting to exploit it or draw its power into themselves, as demonstrated by the foci *Delved Too Deeply* and *Taps the Void*.*

abilities as a result. For example, those with the **Has Three Hands** focus have attuned with the **Hand of Fury** relic, while a few of those who've listened to the **Mouth of Exaltation** have gained the **Speaks in Exaltation** focus.

The relics have also drawn the attention of organizations in the area. The **Jade Protectors** in particular are confident that the relics must be studied and safeguarded against casual exploitation. The **Heritors of the Colossus** are more concerned with enriching themselves and their organization.

CITY OF EXPLORERS

The city of **Ballarad** was around long before the Colossus showed up. Nearly 20,000 people lived there before more explorers, Aeon Priests, merchants, and others arrived to exploit the newly emerged structure. It was (and remains) a somewhat prosperous city that already used midnight stones, which could be found throughout the region decades before the Jade Colossus rose, though in smaller quantities.

Player characters probably begin their time at the Jade Colossus in Ballarad, either as people who have always lived there, or as

explorers who arrived in the last couple of months or years.

If you're beginning a new Numenera campaign with this book, see the **character connection** options provided in chapter 2.

MIDNIGHT STONES

Midnight stones are commonly found throughout the installation and in scattered locations just beyond it. They're apparently composed of greenish-black "stone" (or maybe some kind of hard synth) and are usually only a few inches (5 cm) in diameter. They're as smooth to the touch as river rocks or eggs. They represent a type of device akin to cyphers, in that each midnight stone contains a quantity of something locals call "void matter." Once used or drained, the stone crumbles.

Void matter is a mysterious energy source that doesn't seem to obey many of the laws that other forms of energy do. It might not be an energy at all—sometimes it acts as if it's partly alive.

Whatever the truth, void matter can be siphoned to power other devices, unless it paradoxically drains them. Other times the energy can be used to ease hurts, unless it inexplicably mutates a victim instead. Occasionally, those who tap a midnight stone learn a secret, as if they'd

tapped into the **datasphere** or something similar, but the information



MIDNIGHT STONE EFFECT TABLE

To activate a midnight stone's void matter, a character must hold the stone and succeed on a difficulty 4 Intellect task. If successful, a ribbon of greenish-black energy coils out of the stone and produces a random effect, such as one of those in the table below. A character can try to channel the energy to achieve a specific effect, either one on the table or one of the character's own choosing (with the GM's permission), but this requires a successful difficulty 8 Intellect task. On a failure, the player rolls normally on the table.

Once used, a midnight stone crumbles, turns to ash, and is gone.

Roll	Effect
01	The user makes a free one-action recovery roll and adds 2 to their Intellect Edge for one hour.
02	The stone sprouts fine glassy tendrils similar to hair. If the user continues to hold the stone, their body sprouts the same sort of hair (first their hand, then their arm, and so on across their body), inflicting 4 points of ambient damage each round, until they let go of the stone.
03	A thundering sound somehow blinds (rather than deafens) the user for several minutes.
04	A used cypher in the user's possession is renewed, or a depleted artifact is recharged.
05	The skin around the user's eyes, mouth, ears, and all other orifices is sealed with a sudden surge of new skin growth. The user suffocates if not helped by someone poking a hole over the mouth or nostrils and keeping it open (the skin keeps trying to grow closed). After about ten minutes, the growth reverses if the user is still alive.
06	The user makes a free one-action recovery roll and adds 2 to their Might Edge for one hour.
07	The user's legs and arms bloodlessly drop off. If held in place to where they were once attached, reattachment occurs if the user makes a recovery roll.
08-10	The user learns the answer to one question in an intuitive leap, but this leaves a nagging headache for several hours afterward.
11	The user becomes distracted by the sound of a strange crunching noise that only they can hear, apparently coming from behind the nearest wall or the floor. It increases the difficulty of all Intellect tasks by one step for a few days.
12	As part of the same action used to activate the stone, the user can direct a ray of transdimensional energy, inflicting 6 points of damage on a target within long range with a successful attack.
13	The midnight stone detonates, inflicting 6 points of damage on the user and everyone within immediate range who fails a difficulty 6 Speed defense task.
14-16	The user gains a beneficial mutation that lasts for 28 hours.
17	The user gains a harmful mutation that lasts for 28 hours.
18	The user gains a beneficial mutation that is permanent, replacing any previous beneficial mutation from a midnight stone.
19	The user gains a harmful mutation that is permanent.
20	The user gains a powerful mutation that is permanent, replacing any previous powerful mutation from a midnight stone.



Once used, a midnight stone crumbles, turns to ash, and is gone.



*Beneficial mutation,
page 124*

*Harmful mutation,
page 124*

*Powerful mutation,
page 125*

PCs specifically looking for midnight stones must enter the Jade Colossus and spend a few hours exploring an area they haven't previously visited. If they succeed on a difficulty 5 Intellect task, they discover one or two midnight stones. Additional information on finding midnight stones is presented with the Numenera Ruin Mapping Engine.

Numenera Ruin Mapping Engine, page 84

Dritch, page 135

might be a lie (or if once true, not so now, or perhaps true in an alternate dimension to which the stones are connected, as at least one explorer has guessed).

Midnight stones also resonate with the so-called relics found within the Colossus. When one is brought into proximity of a relic, the relic gains a greenish shimmer, and the stone heats up. If the energy of a midnight stone is released into a relic, the relic shudders and seems to wake for up to a minute—a hand flexes, an eye blinks, or a mouth speaks in an unknown language. (Other effects are possible, as indicated under specific relic entries.) Then the relic falls back into mute silence, and the midnight stone is used up.

Midnight stones are prized by locals and explorers in and around Ballarad (each is worth about 20 shins). Those who search specifically for midnight stones are called void miners. Void miners usually don't dig up stones, but instead rely on several strategies for finding them, including simple exploration. When possible, void miners use a creature called a **dritch** that can sense midnight stones within a few hundred yards, as long as those stones are not already claimed by someone.

TALL TALES OF THE COLOSSUS

It's impossible to know the original purpose of the installation that Ninth Worlders call the Jade Colossus. It's entirely possible that the purpose defies human understanding. That doesn't stop locals from guessing, even when those guesses contradict each other. Visitors to Ballarad might hear one or more of these stories being told (and, often enough, elaborated upon) in the city's public houses, merchant warehouses, and other places where explorers gather. The tall tales usually center around the various relics discovered inside the ruin, though the midnight stones found within also figure prominently.

Several stories include the central tenet that the relics could form (or once formed) a massive, singular being if they were assembled. Despite the fact that the pieces found so far seem somewhat humanoid, the being formed by the relics would

presumably not be human, since most humans don't have three hands or two mouths. Other duplicate relics are known to hide within the Jade Colossus as well.

Prison: The disarticulated body parts could be the purposefully separated portions of a transcendent being that threatened Earth, but was defeated. Rather than being destroyed, the entity was disassembled and imprisoned in an impotent state, where it remains harmless as long as it is never reassembled.

Armory: The disarticulated body parts could be pieces of a weapon of immense power and mobility, which if ever assembled would be capable of traveling to other worlds or dimensions with the capacity to rain destruction down on enemies of the civilization that built it.

Factory: The disarticulated body parts could be pieces to create not one being, but several. Why else are there three hands and two mouths among the relics discovered so far? In this case, transcended beings used the installation as a sort of factory to swap out spares over the course of millions of years as their constructed bodies wore out. This means one of those transcendent beings could return at any time to claim a replacement.

Museum: The disarticulated body parts could be spoils from a transdimensional conflict or safari, in which the icons of the losing side (or specimens collected) were shipped to this facility to be put on display and provide other experiences that are beyond human ability to appreciate.

Transcendence Machine: The disarticulated body parts could be designed to give a prior-world being an indestructible and immensely powerful new body. Apparently, that individual never took advantage of the chance, which means that if someone in the Ninth World could figure it out, perhaps they could seat themselves in a chamber (yet undiscovered) that would trigger the process, making them a godlike being.

Research Facility: The disarticulated body parts could be assembled by the researchers of a later prior world in order to study an earlier civilization's inexplicable relics.

CHAPTER 2

STARTING A NEW
NUMENERA CAMPAIGN

Whether you're new to Numenera or a veteran GM of the game, the Jade Colossus can be a great vehicle for beginning a new campaign in the Ninth World. If you want to take full advantage of the connections, foci, and other associations with the area provided, starting with fresh tier 1 characters is ideal. However, the installation and encounter areas described are also suitable for established Numenera characters looking for new challenges. Even characters of tier 4 or higher will be tested by creatures and situations within the installation. The Colossus is vast, and like some other locations in the Ninth World, it's potentially larger on the inside (in some areas) than on the outside.

If you wish, you can break the process of starting a new campaign down into several steps, listed here. Some of the steps are for you, and others are steps you'll instruct your players to take.

Step 0: Familiarize yourself with the Jade Colossus.

Step 1: Determine if your players will be using established characters or creating new ones. If they will be using established characters, skip step 2.

Step 2: Provide new characters with Jade Colossus connection, focus, and organization options.

Step 3: Choose a campaign thread from chapter 3.

Step 4: Choose an introductory scene from chapter 6.

Step 5: Assemble your players and begin!

NUMENERA CAMPAIGN
ALREADY ACTIVE?

If your characters are already embroiled in a campaign, you can still get a lot of use out of the Jade Colossus as a place the PCs visit during their adventures. And of course, the Numenera Ruin Mapping Engine is useful for generating interesting prior-world ruins on the fly in any Numenera game. This book can help you generate the interior for almost any Ninth World structure you desire. Simply ignore the instructions for starting a new campaign and go straight to Part 5. Even so, chapter 3's campaign threads and chapter 6's introductory scenes could prove useful for creating encounters. And of course, established characters could still decide to journey to the Jade Colossus that appeared in Navarene.

Jade Colossus character connections, page 15

Foci, page 17

Organizations, page 25

Campaign threads, page 12

Introductory scenes, page 28

Part 5, page 83



To familiarize yourself with the Jade Colossus as part of preparing to run a new campaign, you don't have to read this book from cover to cover or study the details of every ruin feature, creature, or focus ability. Just check out the Introduction, the Jade Colossus Overview in chapter 1, Campaign Threads in chapter 3, and Introductory Scenes in chapter 6.

CHAPTER 3

CAMPAIGN THREADS AND CHARACTER CONNECTIONS

As a series of connected games, your Numenera campaign tells a continuing story. Stories like those found in novels and movies are a collection of arcs and threads that weave together to create a larger, richer experience. A campaign is like a novel or movie in some ways, and is composed of similar arcs and threads. This chapter provides sample threads you can use to add complexity to your campaign.

CAMPAIGN THREADS

If you'd like, you can inject a few additional underlying plots for the player characters to follow that go beyond simple exploration. A specific campaign thread typically lasts through two or more sessions, while others might extend throughout the entire campaign. In sum, all the threads weave your campaign. Example threads are provided on the Campaign Threads Table, and are customized for use with the Jade Colossus.

When you begin your campaign, you can choose one or more of the threads to get things rolling, come up with your own thread, or use a motivating factor from one of the characters' **connections**. It's okay if multiple campaign threads are in play at the same time, though typically PCs can focus on following only one thread to completion at a time.

Jot down which campaign thread or threads you decide to start with wherever you keep your notes for your campaign.

CAMPAIGN THREADS TABLE

d20 Thread

- | | |
|----|--|
| 01 | A young Aeon Priest named Tystarn , who stays at the inn in Ballarad called the Raised Hand, is on the outs with the Jade Protectors. He wants to use midnight stones and the void matter they contain to blast a fresh hole in the side of the installation to gain easier access to the interior. He has a small but growing number of explorers who believe as he does, despite warnings from the Jade Protectors that they'd attempt to prevent such an action. |
| 02 | At night, a free-floating section of the installation—shaped like a star that stretches several hundred feet from point to point—glows with an amber-white light. During the day, the floating star isn't apparent. According to popular sentiment in Ballarad, if someone can reach and enter this section of the installation, they will be granted knowledge and some measure of control over the rest of the structure. |
| 03 | A yovok colony that infests the installation has taken to raiding Ballarad. During a raid less than a week ago, the yovoki broke into the village central food store and stole a two-month supply of food (in the form of grains and hard cheese). Without that food, Ballarad will go through hard times. |

Jade Colossus character connections, page 15

Tystarn, page 36



Yovok, page 267

- 04 A woman named **Sansal** is the face of the Salvation Council, the group that putatively leads Ballarad. Rumors swirl that she's made a secret deal relating to the Jade Colossus with agents of the **Convergence**, an organization inimical to Aeon Priests. Sansal vehemently denies this and says the rumors are propaganda and lies courtesy of her enemies, which include the local organization called the Heritors of the Colossus.
- 05 An ancient being named **Thenaxis** lives nearby. Thenaxis is a quotien, and spends most of its days embedded in a warren of wires and strange machines. Having recently discovered it was dying, Thenaxis says it wants to pass on some portion of its wisdom and power to a worthy successor. To that end, the quotien has designed a series of challenges related to exploration and discovery within the Jade Colossus.
- 06 A strange fungus is growing through certain zones of the installation. Some explorers recently became exposed and returned to Ballarad, where even more people were exposed. (Treat the fungal infection as a level 6 disease.) A healer named **Gerob** believes he can cure the affliction, but he'll need samples of the mother fungus that grows somewhere in the Jade Colossus's heart.
- 07 The organization called the Jade Protectors believes that the various disarticulated body parts—the relics—located throughout the installation belong to a divine being, one that requires protection and study until it eventually is reassembled. A splinter group has started preaching in Ballarad's streets that any intrusion into the installation is sacrilege and should be prevented at any cost. Apparently, someone is on board with that sentiment, because explorers are turning up dead, the victims of murder.
- 08 Midnight stones have become common enough in the vicinity that their trade value remains relatively depressed. But outside the area in large cities to the south, the stones are rare and extremely valuable. **King Noren** of **Iscobal** in particular will supposedly pay for midnight stones with small grants of land, artifacts, or other generous considerations.
- 09 Along some corridors of the installation, a new kind of automaton has become active. These automatons sport gold domes, have multiple arms made of black synth, and seem intent on gathering components and objects within the structure. However, they also target explorers or abhumans they find in small groups. The Aeon Priest named Chelvan dubbed them "**marauding vaults**" and believes the automatons aren't part of the installation, but rather invaders sent by a nano who lives to the north and wants to claim the entire Colossus for herself.
- 10 At midday, the entire installation seems to ring like a bell for a period of about a minute. This behavior started only recently. It might be nothing. Then again, it could be a warning system engaging, the sign of an impending disaster, or some other signal that things are about to change. Choose one of the **tall tales of the Colossus**; the sound is the warning system that something similar to one of the events predicted there will come to pass (or fail to occur) if the PCs don't step in.
- 11 Just before dawn, Ballarad residents are woken from sleep by what sounds like a pack of **broken hounds** or similar creatures stampeding through the streets. Those brave enough to venture out see nothing; however, each time the sound is heard, one or more Ballarad residents is later discovered to be missing. The only clue left at the site of each disappearance is a midnight stone that, though small enough to fit in one hand, looks almost like the missing person's face.
- 12 Every few days, a conveyance can be seen traversing the sky, heralded by a cacophonous blast of dreadful sound. The grand object resembles a series of stubby towers laid end to end, gapped by several feet of air but still somehow connected. The vehicle exterior changes from hour to hour or even moment to moment. Sometimes the surfaces resemble dark metal. Sometimes they're bright with complex patterns of light. The conveyance is seen leaving an opening in the tip of the tallest part of the Colossus, but never entering.

Sansal, page 33

Convergence, page 223

Sacrarium of Thenaxis, page 79

Gerob, page 34

King Noren, page 158

Iscobal, page 158

Marauding vault, page 136

Tall tales of the Colossus, page 8

Broken hound, page 232

CAMPAIGN THREADS TABLE (CONTINUED)

Aster, page 37

13 **Aster**, an explorer in Ballarad with a musical bent, has discovered a way to use midnight stones to create a series of notes that seem to resonate with other nearby stones. She believes she can treat some stones to resonate with any sound and thus create a way to communicate across long distances. Aster offers to create a paired set of devices for the characters, but first they must provide her with an especially large midnight stone to work from.

Mariq's Supply, page 38

14 The father-and-daughter-owned general store in Ballarad is called **Mariq's Supply**. Here, explorers can purchase all manner of gear useful to those wishing to exploit the ruin. The prices are fair. However, a story has started going around that Mariq and his daughter Mariqa are secretly thieves who use their interactions with customers in their shop to gauge whether they should later attempt a theft when the customer's guard is down. Many recent thefts might be their responsibility, if the rumors are true.

Chelvan, page 39

15 A swirling horde of bright red insects has appeared on the floors and ceilings of many zones within the Jade Colossus. These unwelcome creatures eat synth and similar materials, and they seem to be causing untold damage in the sections of the installation where they've erupted. An Aeon Priest named **Chelvan** believes the scourge could be eradicated, but only if someone can reach the proper chamber in the installation and reinitiate ancient safeguards.

The Oracle, page 41

16 **Derred Sura** was an explorer who was absorbed into a relic somewhere in the Colossus. Days later he emerged, his left arm replaced with a narrow metallic spike. The spike seems useless as an arm, but it grants him knowledge about items (and creatures) that he touches with it. Now everyone calls him the **Oracle**. He asks to see the characters, indicating that only they can help him remove the arm, which he tells the PCs in confidence is slowly taking over his mind. He wants the characters to return him to the relic, though he doesn't quite remember where it was (or, really, who he was before).

17 Merchants who keep slaves arrive in Ballarad. One slave gets loose, finds the PCs, and begs them to help him and his fellows escape bondage. Doing so could put the PCs on the wrong side of the merchants and others who depend on the supply line to keep the community in food and goods.

Kuran Bluelake, page 40

18 At certain times of the day, mechanisms emerge from some corridor walls inside the ruin, waving bladed tentacles. The tentacles lop off heads and siphon out the brains of explorers. A few days later, the mind of the explorer wakes up in a new body that's sometimes human, sometimes abhuman, and sometimes an inert object without the ability to move. This happened to **Kuran Bluelake's** son, who was transferred into an oddity composed of yellow light. Kuran would give much to find the mechanism in the Jade Colossus responsible and, if possible, transfer his son's mind into something with the power of movement.

Eye of Transcendence, page 62

19 The organization known as the Heritors of the Colossus has discovered a disembodied eye, the location of which they keep secret. Rumor is that the organization calls it the **Eye of Transcendence**. Members who attain a suitably high rank within the group are allowed to look into the Eye, which supposedly confers upon them a secret and powerful ability. Lately, however, the Heritors have been much agitated because the Eye of Transcendence has disappeared. The organization tries to keep that secret while trying to find the Eye and punish whoever took it.

20 Ballarad holds an annual celebration commemorating the day the Jade Colossus rose from the earth (also known as "the emergence"). The celebration, called **Eve of the Colossus**, is a couple of months away, but planning has already begun. Rumors swirl that this year an actual disarticulated limb (a relic) will be brought forth from the installation to serve as the celebration centerpiece, courtesy of the Heritors of the Colossus. The Jade Protectors vow to prevent such a display because they warn it would be incredibly dangerous. Tensions mount, and explorers not aligned with either group begin to get hassled to choose a side.

JADE COLOSSUS CHARACTER CONNECTIONS

In addition to (or in place of) the character connection provided by character types, the PCs might have backgrounds related to the Jade Colossus, especially those that are created as part of a new campaign centered on the material in this book. Players can roll d100 or choose from the following table to determine a specific fact about their character's background that provides a connection to the rest of the world.

CHARACTER CONNECTIONS TABLE

d100	Background	
01–03	You were part of the Heritors of the Colossus and have friends who still belong, but you left the group.	<i>Heritors of the Colossus, page 25</i>
04–06	You were part of the Jade Protectors , but after being accused of a crime, you left in disgrace.	<i>Jade Protectors, page 26</i>
07–09	You lost a lover while exploring the Jade Colossus, and sometimes you think you can hear their voice.	
10–12	Your brother Tystarn is an Aeon Priest in Ballarad, and you have a difficult relationship with him.	<i>Tystarn, page 36</i>
13–15	Your mother is Sansal , the administrator of Ballarad, who thinks you can do no wrong.	<i>Sansal, page 33</i>
16–18	The Aeon Priest Chelvan in Ballarad was your mentor, but you had a disagreement and left.	<i>Chelvan, page 39</i>
19–21	Mariqa caught you trying to pilfer from her store but let you go, saying that now you owed her a favor.	<i>Mariq's Supply, page 38</i>
22–24	Your uncle Kuran Bluelake runs the Ballarad Inn and lets you stay there when he has room.	<i>Kuran Bluelake, page 40</i>
25–27	The first time you used a midnight stone, you died and then came back to life, apparently because of the stone's power. You're still a minor celebrity around Ballarad because of that.	
28–30	You've been exploring the Colossus for years. You once found a relic head but lost the route back to it.	
31–33	You spent time in the Ballarad prison until you escaped a year ago. There is still a bounty on you, so you usually go out wearing a disguise or a mask, claiming to conceal horrible burns.	<i>Ballarad prison, page 41</i>
34–36	You came to Ballarad as a merchant, but yovoki killed your love. Now you want revenge.	<i>Yovok, page 267</i>
37–39	The Ballarad criminal mastermind Lesym the Render was your friend when you were children.	<i>Lesym the Render, page 40</i>
40–42	You were a warden at the Ballarad prison for a time, until you made too many enemies.	
43–45	You ran with a previous group of explorers until everyone but you was killed by dangers in the Colossus.	
46–48	Your sister is the infamous bounty hunter Cyna Wene , who sometimes stays in Ballarad.	<i>Cyna Wene, page 40</i>
49–51	Your best friend Sestina is a knowledgeable sage and scholar employed by the Jade Protectors.	
52–54	During a previous trip into the Colossus, you found a room that changes location by shifting through time.	
55–57	You used to prey on other groups of explorers in the Colossus until you changed your stripes.	

Colossus Theatre, page 37

Gerob, page 34



Margr, page 244

Yovok hive, page 44

The Infinite Stomach is a relic of the Colossus, but one that few have ever seen or even heard about.

Sacrarium of Thenaxis, page 79

The Oracle, page 41

CHARACTER CONNECTIONS TABLE (CONTINUED)

58–60	You're a midnight stone addict. You grind up stones and sprinkle them into your eye like a drug.
61–63	You were an actor in the Colossus Theatre for years, and people still recognize you from your roles.
64–66	To save yourself, you killed a friend who'd gone mad after using a midnight stone. No one knows.
67–69	You have your mentor's journal detailing her explorations of the Colossus, a journal that's unfinished because she went missing.
70–72	Everyone seems to love Gerob the healer, but you know Gerob is an assumed name because the two of you used to run together as hired killers in a city to the south.
73–75	Ballarad citizens believe you're a hero because you warned them of a margr attack. They don't know that you accidentally incited the attack.
76–78	You bear the mark of a strange relic you stumbled upon and later lost, which appears on your body as a mouth. It sometimes opens and speaks a riddle.
79–81	You learned about the Colossus in a ruin hundreds of miles away and came looking for the structure, following the enigmatic hints of a brooding artifact.
82–84	Although everyone else would have killed it, you saved the life of a yovok raider. It remains friendly to you, even though it's gone back to its people in a hive embedded in the side of the Colossus.
85–87	You owe money to the Ballarad criminal mastermind Lesym the Render but don't have the funds to pay.
88–90	You bear the mark of the Infinite Stomach and can safely ingest anything you are able to chew.
91–93	You are running from a bounty for crimes you committed in Qi. Cyna Wene seeks to bring you in.
94–96	You're secretly an agent for Thenaxis, a being that lives not far from the Colossus.
97–00	Derred Sura was a close friend before he disappeared. When he reappeared days later, he had no memory of you whatsoever, though he seemed to remember everything else, and people started calling him the Oracle.



CHAPTER 4

FOCI

If the PCs begin the game near the Jade Colossus, their players have additional foci to choose from when creating their characters.

FOCI

Delved Too Deeply
Has Three Hands
Speaks in Exaltation
Taps the Void

DELVED TOO DEEPLY

Because of an accident, you were exposed to a substance that you call “void matter,” which you liberated in a prior-world ruin. Void matter is part matter and part energy, appearing as a greenish-black ribbon that coils beneath your flesh, sometimes bulging under your skin like a parasitic worm, other times staining your skin the unhealthy hue of a bruise.

Void matter makes you stronger, faster, and a quicker healer, and it unlocks several other powerful, if disquieting, abilities. The downside is that void matter can’t abide the light. For you, light is pain, which means that most people never see how weird you look beneath all your protective layers.

You probably wear a hood, a mask, gloves, some sort of eye protection, and other layers to protect yourself as much as possible from stray glints of light.

Anyone who explores could find themselves with this focus, though that makes *Seekers* slightly more likely.

Connection: Choose one of the following.

1. Pick one other PC. This character knows a little something about void matter, or at least claimed to at one time.

2. Pick one other PC. You are friends, and you’d hate to see this character harmed.
3. Pick one other PC. They don’t understand the danger your void matter represents.
4. Pick one other PC. They were exposed to void matter, the same as you, but didn’t become infused with it. You think they might be immune.

Minor Effect Suggestions: Your foe is frightened by the green-black energy that resides in you and backs away, unwilling to attack. It can still defend itself.

Major Effect Suggestions: Your foe is terrified by the green-black energy that resides in you and flees.

Tier 1: Void Matter Infusion. You gain +1 to Armor, +1 to your Might Edge, +1 to your recovery rolls, and 5 additional points to your Might Pool. In addition, you can see in very dim light as though it were bright light. You can see in total darkness as if it were very dim. Enabler.

However, you must remain covered during the day or in any conditions other than total darkness. Even then, during the day the difficulty of your Speed defense rolls is one step higher. If you lose your protection from light, you take 1 point of damage (ignores Armor) each round you are exposed. Likewise, if you are attacked by a weapon that inflicts damage via light, you take 1 additional point of damage per attack. Finally, should you ever perish, the void matter infusing you is likely to seep out and infect the nearest host. You get the feeling it would not treat a new host as well as you were treated—it would probably just eat them.

Delved Too Deeply GM Intrusions: *Brighter-than-normal lights shine on the character. Protective clothing is rent by an attack or fall. Void matter seeps out and threatens an ally. Void matter threatens to overcome the character, transforming them into a divellent.*

Divellent, page 134

Seekers are a type of character introduced in Numenera Character Options 2.

Tier 2: Void Matter Blast. You can unleash a blast of void matter at a target within short range at will. It inflicts 3 points of damage (ignores Armor). Action.

Tier 3: Void Ghost (3 Intellect points). The void matter infusing you pulls you slightly out of phase. For the next ten minutes, you are trained in sneaking tasks. During this time, you can move through solid barriers (but not energy barriers) at a rate of 1 foot (30 cm) per round, and you can perceive while phased within a barrier or object, which allows you to peek through walls. Action to initiate.

Tier 4: Void Matter Fingers. You can extrude streamers of void matter from your fingertips for one minute at a time, increasing your normal reach from

Hand of Fury, page 57

immediate range to short. In addition to being able to operate devices and manipulate distant controls as if you were standing next to them, you are trained in attacking with your void matter streamers as if they were a melee weapon. An attack inflicts 5 points of damage (ignores Armor), and on a second failed Might defense roll, the target is immobilized by a detached streamer that wraps around them in tight circles until they can use an action to escape. Enabler.

However, you become even more sensitive to light. If you lose your protection from light, you take 3 points of damage (ignores Armor) each round you are exposed. Likewise, if you are attacked by a weapon that inflicts damage via light, you take 4 additional points of damage per attack.

Tier 5: Void Inflation. You can infuse an item you hold with void matter. It functions as if two levels higher for the next minute.

However, at the end of that minute, the object is completely consumed by the void matter, destroying it. The resultant residue unerringly finds you like greenish-black drops of oil rolling downhill, which you reabsorb, allowing you to restore 1 point to any Pool. Action to initiate.

Tier 6: Void Infection. When you inflict damage on a creature with Void Matter Blast, it becomes infected with void matter and continues to take 3 points of damage (ignores Armor) each round until the creature succeeds on a Might task to force the infection out. If the infection kills the target, it is immediately consumed by the void matter and is destroyed. The resultant residue unerringly finds you like greenish-black drops of oil rolling downhill, which you reabsorb, allowing you to restore 1 point to any Pool. Enabler.

HAS THREE HANDS

It's possible you didn't seek it, but when you found the relic called the *Hand of Fury*, it kindled something in you or perhaps granted it to you. Either way, when you woke



the next day, you discovered you had gained a free-floating third hand made of the same material as the relic in the Jade Colossus (a strange sort of greenish-black synth). Merely by thinking about it, you can move this hand around as if it were one of your own—if one of your hands weren't attached to your forearm, that is.

Knowledge regarding the original relic and its purpose wasn't transferred when the third hand appeared. You assume that your new third hand is a freely given gift, though you've heard whispers that some believe such hands are akin to parasites, and will one day reveal their true purpose.

You can choose to keep the hand hidden, have it follow you around ready for action, or carry a bag, small pack, or an extra weapon you want to keep on hand (so to speak).

Nanos and Jacks seem most drawn to this focus.

Connection: Choose one of the following.

1. Pick one other PC. The character believes your third hand moves about and even leaves your presence while you are sleeping. Maybe it does, but you like to believe the hand is just keeping watch.
2. Pick one other PC. You were able to save that character from a long fall by grabbing them with your third hand and pulling them to safety, though doing so strained your mind, and you suffered splitting headaches for days afterward.
3. Pick one other PC. You're pretty sure they're jealous of your third hand. It's up to them whether they are or not.
4. Pick one other PC. They asked you to keep your hand out of sight when possible because it's unsettling.

Minor Effect Suggestions: The hand grants you an asset on your next action.

Major Effect Suggestions: You can take an extra action with the hand.

Tier 1: Third Hand. A level 2 free-floating hand-like construct of textured green-black material accompanies you and follows your instructions. It is twice the size of your own hand. The third hand can move up to a long distance from you, lift something about as heavy as you could lift with one

hand, manipulate objects with about as much grace as you could, and so on. You'll probably make rolls for your third hand when it takes actions. A third hand in combat usually doesn't make separate attacks but helps with yours. On your action, if the third hand is next to you, it serves as an asset on one attack you make on your turn.

If the third hand is destroyed, a new one forms within a few days and follows you like the previous one. Enabler.

Proprioception. You are trained in tasks related to finding your way in the dark by using your third hand to feel the way ahead of you. Enabler.

Has Three Hands GM

Intrusions: *The third hand antagonizes a character's allies. The hand goes missing for some mysterious reason. The hand is adversely affected by a strong energy source.*





You could attempt flight by using Stronger Hand on yourself, which would let you fly for about ten minutes, or until you use the hand for any other purpose.

Tier 2: Deflect Attacks (2 Intellect points).

Using your third hand, you protect yourself from incoming attacks. The hand intercedes against one attack made against you each round for the next hour, granting you an asset on Speed defense tasks. During any round in which you use the hand to do something else, you can't use it to deflect attacks. Action to initiate.

Tier 3: Umbilical Finger (3 Intellect points).

You can insert one of your third hand's fingers into any socket that would accept a machine umbilical to provide a connection. If a connection is established (which is an Intellect task), you can speak telepathically with the connected machine. Further, you are trained in all interactions with intelligent machines to which you are connected through your third hand. Such machines and automatons that normally would never communicate with a human might talk to you in this fashion. Enabler.

Tier 4: Stronger Hand (4+ Intellect points).

Your ancillary hand can move heavy things around as you wish. You can target a creature or object (up to twice your mass) within short range with the floating hand. If the target is successfully caught in the hand's grip, you can move the target up to a short distance in any direction each round that you retain your hold. A creature in your ancillary hand's grip can take actions, but it can't move under its own power. Each round after the initial attack, you can attempt to keep your grip on the target by spending 2 additional Intellect points and succeeding at a difficulty 2 Intellect task. If your concentration lapses, the target drops back to the ground and your ancillary hand returns to you. Instead of applying Effort to decrease the difficulty, you can apply Effort to increase the amount of mass you can affect. Each level allows you to affect

a creature or object twice as massive as before. For example, applying one level of Effort would affect a creature four times as massive as you, two levels would affect a creature eight times as massive, three levels would affect a creature sixteen times as massive, and so on. Action to initiate.

Hand Improvement. Your third hand increases to level 4.

Tier 5: Disharmonic Touch (6 Intellect points).

If you successfully touch a target within long range with your third hand (which requires an attack roll if the target resists), the hand gains a sense of the target's resonant frequency. If you touch the target again with the third hand on a succeeding round within one minute, the hand releases a disharmonic pulse tuned destructively to the target, inflicting 13 points of damage that ignores Armor. Two actions.

Alternatively, instead of harming a target you've touched within the last minute, you can restore 6 points to a Pool of your choice with a harmonic pulse. Two actions.

Tier 6: Transcendent Hands (8 Intellect points).

Your third hand splits into six glowing hands that hover around you for one minute, bathing you in an otherworldly light. While the effect lasts, you gain an asset on your Speed defense, +2 to Armor, the ability to fly a short range each round, and a slap attack that inflicts 6 points of damage on all creatures you choose within immediate range. You can also use other abilities from this focus without disrupting this effect. Action to initiate.

SPEAKS IN EXALTATION

You came before the Mouth of Exaltation in the installation of the Jade Colossus, and were humbled. It spoke, and you listened,

*Mouth of Exaltation,
page 52*



Those who spend enough time listening to the Mouth of Exaltation usually come away convinced it is inhabited by a mind far beyond human, though they are divided on whether that mind is concerned for or inimical to human welfare.

and were thereby exalted. So ennobled and inspired, you pledged yourself to the relic, even though you don't really understand its origin or ultimate purpose. Anything that could touch you so profoundly using merely words and verse is something you'd give anything for. This is now why you walk the path of the Mouth of Exaltation, as one who speaks with its voice.

Nanos and Glints are slightly more likely to devote themselves to the Mouth of Exaltation, because the Mouth answers questions and persuades doubters.

Connection: Choose one of the following.

1. Pick one other PC. When your ancillary mouth gives advice to that PC, the character sometimes has an asset on a task they are attempting.
2. Pick one other PC. You suspect that they are discomfited and afraid of your ancillary mouth. They choose whether or not this is true.
3. Pick two other PCs. They've asked you to show them the chamber where the Mouth of Exaltation waits. One day, you will.
4. Pick one other PC. In the past, this character has indulged you by listening to your rhetoric about the glory that is the Mouth of Exaltation. They choose whether or not this is still true.

Minor Effect Suggestions: After your ancillary mouth helps you attempt to persuade a foe, your foe is dazed for one round, during which time the difficulty of all tasks it performs is modified by one step to its detriment.

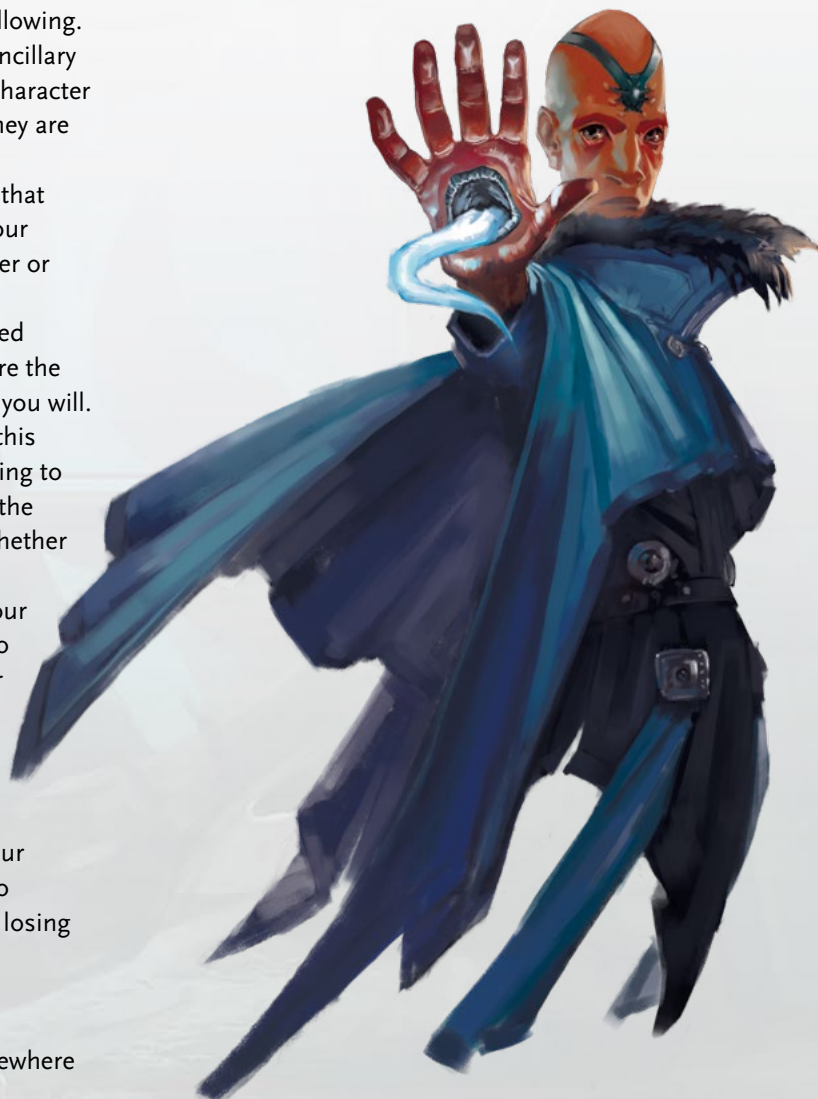
Major Effect Suggestions: After your ancillary mouth helps you attempt to persuade a foe, your foe is stunned, losing its next turn.

Tier 1: Ancillary Mouth. A secondary intelligence takes up residence somewhere

on your body and serves as a kind of companion. It takes the form of a second mouth with textured green-black lips and a tongue composed of blue energy. You can use an action to position the mouth on your body as you choose, though when you're not paying attention it sometimes moves around on its own. To use the mouth most effectively, it must not be covered.

You can treat the ancillary mouth as a level 2 NPC that speaks your language as well as all the languages ever spoken in the

Glints are a type of character introduced in Numenera Character Options 2.



Speaks in Exaltation

GM Intrusions: *The sound of your ancillary mouth's voice has an unexpected effect on an ally or other NPC.*

Rations go missing when the character sleeps, eaten by the ancillary mouth. The character loses the use of their arm for a round when the associated ancillary mouth decides to intrude on a fight or conversation.

Jade Colossus. It sometimes speaks its own mind, but usually follows your lead. It can't help you in combat, but it can help you with knowledge, persuasion, and intimidation checks by providing an asset on those tasks when you allow the mouth to speak and provide support.

When you sleep, the mouth sometimes hums strange tunes, never the same one twice.

Enabler.

Tier 2: Devotee. The Mouth of Exaltation has whispered glories in your ear, and you were strengthened by it, becoming something more and better than you were before. You gain 4 additional points to your Pools, divided up as you wish. Each time you gain a tier, you can choose to redistribute these 4 points as you wish. Enabler.

Proselytizer. Infused with words of encouragement straight from a relic, you gain confidence and skill in speaking. You are trained in tasks related to persuasion. Enabler.

Tier 3: Ask the Mouth (4 Intellect points). Your ancillary mouth, as an extension of the Mouth of Exaltation, is always right. You can ask the GM one question and get a very short answer from the mouth. Action.

Tier 4: Scream of Exaltation (4 Intellect points). Your ancillary mouth utters a modulated scream that you can channel a few different ways.

First, you can emit a ray of focused sonic energy at a target within short range that inflicts 7 points of damage. Action.

Alternatively, you can blast sound in all directions, deafening all creatures within short range that fail a Might defense task for one minute. Action.

Finally, you can elicit a song of encouragement from the ancillary mouth, which bolsters you and your allies each round while the mouth continues to sing. Allies gain an asset on one specific kind of action you decide each round, whether that is attacks, defenses, knowledge tasks, and so on. Action each round.

Tier 5: Tongue Lashing (5 Intellect points).

You can use this attack in one of two ways. The first is to attack a foe within short range using your ancillary mouth's lashing tongue. This attack is a Speed action, and if successful, it inflicts 6 points of damage on the target.

The second way is to use the lashing tongue against an inanimate object within immediate range no larger than half your size. Succeed on an Intellect task to instantly destroy the object; the difficulty of this task is decreased by three steps (compared to breaking it with brute strength). Action.

Tier 6: Return to the Relic (8 Intellect points).

You call upon your devotion to the Mouth of Exaltation. Your ancillary mouth triggers a portal to open before you. If you step through it, you are instantaneously transmitted to the chamber in the Jade Colossus that contains the Mouth of Exaltation, no matter how far you are from it. The portal remains open for as many rounds as you specify, up to one minute. Your allies can use it as well. You can also use this ability to travel back, returning to the exact spot you left. You can use this ability to travel to other locations besides the relic chamber, though this increases the difficulty by one step and requires that you have specific knowledge of the alternative destination. Action.

TAPS THE VOID

You have learned a deeper secret of the strange **midnight stones** associated with some prior-world ruins, including the Jade Colossus. Other people blindly activate the stones, hoping that the released void matter provides them with a boon rather than a bane. But you have a special resonance with void matter, thanks to an implanted device, special training, or sheer luck. You discovered your ability the first time you tried to activate a midnight stone. Just when it seemed you'd triggered an inevitable detonation, your advantages allowed you to tap the void matter in a very specific way instead. Now you can shield

Midnight stone, page 7

yourself in a sheath of midnight-colored armor and activate midnight stones with a better chance of success. If you continue to explore your abilities, you'll be able to use the void matter to attack other creatures, fade from sight, and eventually even disintegrate objects.

Jacks find the ability to Tap the Void especially useful because the diverse abilities granted tend to enhance their broad interests.

Connection: Choose one of the following.

1. Pick one other PC. You saved them from a void matter incident that nearly took that character's life.
2. Pick one other PC. When you were almost disintegrated during a void matter mishap, this character helped you regain control by talking you through it.
3. Pick one other PC. This character was the one who first showed or gave you a midnight stone.
4. Pick one other PC. You and this character were childhood foes.

Additional Equipment: You have one midnight stone.

Void Miner: If you wish, you can swap an ability gained from your type for the following.

Pet Dritch: You own a trained **dritch**, which is a creature proficient at sniffing out midnight stones. In effect, whenever you look for midnight stones, the difficulty of finding one is reduced by one step. If the dritch dies, you can find another within a few weeks. Enabler.

Minor Effect Suggestions: You get an additional +1 to Armor for one minute with Midnight Armor.

Major Effect Suggestions: You get one free effect of your choice from the **Midnight Stone Effect Table**.

Tier 1: Midnight Armor (2 Speed points). Void matter covers your skin, giving you

MIDNIGHT STONE RELIANCE

Someone with the Taps the Void focus should expect relatively easy access to midnight stones. That's the case for anyone who adventures in or near the Jade Colossus. Thankfully, the focus abilities can still be used without a midnight stone as long as the character has carried (or used) a stone at some point in the last thirty days. With a midnight stone in hand (or recently in hand), the abilities operate as described. However, if the character triggers a GM intrusion by rolling a 1, in addition to any other effect the GM determines, one of the character's stones is drained, crumbles, and turns to ash.

However, if a character with Taps the Void purposefully drains a midnight stone to enhance a focus ability, all tasks attempted while using that ability are one step less difficult for one minute.

the appearance of a lightless silhouette and giving you +1 to Armor for up to one hour. While your Midnight Armor remains active, you have an asset on stealth tasks related to moving through dark areas. Action.

Void Knowledge: You are trained in tasks related to activating a midnight stone's void matter, which means you have a better chance of gaining a desired effect instead of a random effect. If you activate a midnight stone to gain its effect, it is used up and turns to ash, as normal. Enabler.

Tier 2: Shadow Dash (3 Speed points). You move a short distance and make an attack as part of the same action, leaving a trail of void matter in your wake like black lightning. If you hit your foe, you inflict 2 additional points of damage (ignores Armor) from the void matter discharge. Action.

Dritch, page 135

Midnight Stone Effect Table, page 9



Though characters who Tap the Void can channel more specific and stronger effects from midnight stones than the average person, they will be the first to admit that they don't really know what midnight stones are or where void matter comes from.

Taps the Void GM
Intrusions: *The character can't locate their cache of midnight stones. Void matter infects an ally by accident, inflicting damage equal to the character's tier until the victim makes a successful Might defense roll.*

Void Discharge: If you are wearing Midnight Armor when hit by a foe's melee attack, you can choose to retaliate immediately by discharging your void matter into your foe, inflicting 2 points of damage (ignores Armor); however, the benefit of your Midnight Armor immediately ends. Action.

Tier 3: Void Fist (3 Speed points). A sheen of boiling void matter is fused to your fist for one minute. You can use your hand normally during this time. If you attack and successfully strike or touch a target with your fist, the void matter inflicts 2 points of damage (ignores Armor) on the creature touched in addition to any other damage dealt. Action to initiate.

Tier 4: Midnight Body (4+ Speed points). For up to one hour, your body is converted to void matter, which provides all the

advantages of Midnight Armor (+1 to Armor and the option to retaliate against an attacker with Void Discharge) and Void Fist (your attacks inflict 2 points of void matter damage). Each time you use Void Discharge or Void Fist, there is a chance that your void matter charge is used up and the effect ends if you roll a natural 1 on a d20. Alternatively, you can choose to expel all your void matter at once, which inflicts 5 points of damage (ignores Armor) on all creatures within immediate range and 2 points of damage (ignores Armor) on you. Because the detonation is an area attack, adding Effort to increase your damage works differently than it does for single-target attacks: for each level of Effort applied, the detonation deals 2 additional points of damage to each target, and even if you fail your attack roll, all targets in the area still take 1 point of damage. Action to initiate.

Tier 5: Invisibility (4 Speed points). While your Midnight Armor or Midnight Body ability is active, you can tune the void matter covering (or infusing) you to bend light around you, which renders you invisible for up to one hour. While invisible, you are specialized in stealth and Speed defense tasks. This effect ends if you do something to reveal your presence or position—attacking, using an ability, moving a large object, and so on. If you become visible, you can regain the remaining invisibility effect by taking an action to focus on hiding your position. Action to initiate or reinitiate.

Tier 6: Void Annihilation (5 Speed points). While your Midnight Body ability is active, with a touch, you disintegrate one nonliving object that is smaller than you and whose level is less than or equal to your tier. If the GM feels it appropriate to the circumstances, you can disintegrate a portion of an object (the total volume of which is smaller than you) rather than the entire thing. If you use this ability on a creature, it suffers 10 points of damage, and if it is killed, it is disintegrated. Using this ability doesn't discharge the effect of your Midnight Body ability. Action.



CHAPTER 5

ORGANIZATIONS

The two largest organizations associated with the Jade Colossus are the Heritors of the Colossus and the Jade Protectors.

HERITORS OF THE COLOSSUS

The Heritors of the Colossus describes itself as a group interested in human welfare brought about by leveraging assets discovered in prior-world ruins. A Heritor would think nothing of liberating a mechanism or relic from the installation and breaking it down into its component parts for cyphers and shins.

Some explorers share this viewpoint, but others cast the Heritors in the role of brigands and thieves who will do anything for a shin. Sometimes that includes fighting abhumans that threaten Ballard, but they've also made deals with various abhuman groups to gain right-of-way for organization members, and no one else. Members have provided aid when other explorers needed it, but were insistent about payment later, usually in the form of secrets about the structure, midnight stones, or, when possible, information pertaining to new relics hidden within the Colossus. In some circles, the group is considered nothing more than a gang of criminals who care only about enriching themselves, regardless of the consequences. Others think of them as shrewd.

Several Aeon Priests are associate members of the group, but the organization is not affiliated with or supported by the Order of Truth, which remains neutral (to the extent that the Order has ever heard of the Heritors). The organization's most serious rival is the group called the Jade Protectors. When members of both groups come into contact, arguments almost always break out. Sometimes these arguments are so heated that weapons come out.

The organization has a satellite office in Ballard, which is staffed with clerks, a few information officers, and not much else. It's a good place to request a contact with the larger organization, but that's about it. The main headquarters is located in a massive prior-world craft called the *Heritor's Ride*, which is usually on the move, circling the Colossus, looking for new entrances. They've found a few, but they keep the locations of those alternate entrances secret, reserving that information for members of their organization. They use these entrances anytime they enter the ruin on a salvaging run, which cuts down on interference from the Jade Protectors in Ballard.

Many Heritors are detached members, and rather than living or working in *Heritor's Ride*, they travel with other unaffiliated groups (such as groups of PCs).

Heritor's Ride, page 46



A prominent member of the Heritors of the Colossus is Bruhone, a tall woman who always wears a silver face mask.

But as Heritors, they still serve as scouts, informants, and potential warm bodies should their mother organization have need of them. PCs who are members usually fall into this category.

Symbol: Dark green fist

Motto: Leave no shin behind.

Badge of Membership: Amulet set with a midnight stone carved like a closed fist

Member Benefits: Heritors of the Colossus gain several advantages in lieu of taking a new skill. These include access to any leads related to the location of interesting new areas within the Jade

Colossus that haven't yet been explored, plus knowledge of at least one alternate entrance to the structure. In addition, members gain a midnight stone as their badge of membership, which they can use in an emergency. Finally, members learn passphrases and other rights-of-way that have been negotiated with several abhuman tribes that infest the ruin.

JADE PROTECTORS

The Jade Protectors are a relatively small organization pledged to study and safeguard the relics of the Jade Colossus against casual exploitation. They're not shy in waxing poetic about the weird wonder and mystery of the relics and the immense structure that houses them. The Protectors are motivated by a yearning for understanding and a sense of stewardship over the Jade Colossus. They hope to discover exactly what the various disarticulated body parts represent, but never at the cost of damaging or destroying the installation or the relics themselves. The group refers to those who would do so as "poachers."

If a poacher is found stealing, salvaging, or destroying a relic, the average Protector first tries to deter the offender with reason and persuasion. If that doesn't work, the Protector may resort to violence, but only in extreme circumstances. Usually a Protector will return to headquarters and alert the others of the incident so preparations can be made to deal with the problem.

Many Protectors are also historians, scholars of the numenera, Aeon Priests, and others with a specialty related to explaining or studying the inexplicable. A few are explorers who came to the area simply looking for treasure or lore, but who were so impressed and awed by the relics that they came around to seeing the organization's point of view. To finance their ongoing stewardship and research, the Protectors sell lesser objects of the numenera that they discover, but only items that are approved for sale by the leadership. They once sold midnight stones, but they now believe the objects are somehow essential to the relics'



core purpose, and instead stockpile the stones (carefully).

Would-be members are given an oral quiz to determine whether an applicant is motivated to join out of awe or greed. If the test is passed, the probationary member can expect a visit from **Quaran the Watcher** within a few days. Quaran assesses whether the candidate is acceptable or not. Quaran carries an artifact shaped like an ebony star, which burns those who lie in its presence. Quaran is part of the group's leadership, and thus belongs to the Salvation Council.

The Salvation Council meets in the Jade Citadel, the Protectors' main headquarters, which is located in a large structure of metal and glass in the Old Town section of Ballarad. Replicas of known (and suspected) relics are situated around the building in a way meant to evoke how the actual relics are found within the Jade Colossus. One large chamber of the citadel is given over to active research. The chamber is jammed with worktables set with samples and objects of the numenera, and at least five members are always here, hard at work. Another, much smaller chamber contains records, the results of study, and map fragments of the Colossus. Other important areas include an auditorium for large meetings, council chambers, and a small armory.

The Salvation Council also includes **Daica the Preserver**. Daica and Quaran are partners, and were among the original founders of the Jade Protectors. It's whispered that Daica shares a rapport with the Eye of Transcendence, which sometimes looks out through the woman's eyes for purposes of its own. When it does, her eyes shine like stars.

Symbol: Open eye (similar to the Eye of Transcendence)

Motto: Through study and stewardship, we vow to protect the Jade Colossus, preserve its magnificent relics, and one day comprehend its origin and destiny.

Badge of Membership: Journal with inscribed symbol of an open eye

Member Benefits: Jade Protectors gain access to maps that show the route to a few specific locations within the Jade

Colossus. In addition, in lieu of taking a new skill, a new member gains a headband on which an eyelike symbol is set. The device is an artifact that allows its wearer to see in complete darkness as well as through difficult atmospheric conditions such as smoke, fog, or otherwise opaque vapor for up to eight hours (level 6; depletion: 1 in 1d20).

Quaran the Watcher:
level 5; Armor 2 from an esotery; level 6 artifact inflicts damage (ignores Armor) on any creature that lies within immediate range (depletion: 1 in 1d20)



Daica the Preserver:
level 6; Armor 1; can selectively see through solid material of up to level 6

CHAPTER 6

INTRODUCTORY SCENES

*Eye of Transcendence,
page 62*

*Mouth of Exaltation,
page 52*

Once all the players have created their characters and you've selected one or more campaign threads to begin with, it's time for the first Jade Colossus game session. If you like, you can use the material presented here in whole or in part as you begin play.

PLAYER BACKGROUND INFORMATION

Unless you're using pre-existing characters that have just discovered the Jade Colossus, the players should know the following background before they begin the game:

Five years ago, a colossal prior-world structure appeared, possibly rising up from a subterranean location, near the city of **Ballarad** in northern Navarene. Locals named it the Jade Colossus. The main bulk of the massive structure reaches approximately 3,000 feet (900 m) into the sky. The expansive surrounding structure is miles in diameter. The entire installation is composed of a strange material whose surface sometimes shimmers and whirls through various shades of green and black.

Explorers have found immense disarticulated limbs and body parts inside

the installation. The parts found (so far) include three hands, one foot, one eye (including the **Eye of Transcendence**), two mouths (including the **Mouth of Exaltation**), and a few objects that might be internal organs. The relics thrum with strange forms of energy. Some people have learned to tune themselves to that energy, and gained focus abilities therefrom. An organization in Ballarad called the Jade Protectors seeks to safeguard and study the relics, while an often-opposed group called the Heritors of the Colossus is interested in exploiting everything they can find.

In addition to a variety of creatures, a handful of other explorers, and more treasures of the numenera than most people have ever imagined, the Jade Colossus is also littered with **midnight stones**. In fact, Ballarad was rich in these greenish-black stones well before the Jade Colossus appeared. The stones store what locals call "void matter." Void matter is a mysterious energy that defies logic, but that doesn't stop people from trying to tap that energy to create a variety of different effects, though doing so is dangerous.

Ballarad, page 32

Midnight stones, page 7





“Seek the Canticle in the Red Labyrinth before it is found and employed by eternity’s judge.”

OPENING SCENE OF THE CAMPAIGN

As you begin play for the first time, you need to answer a couple of basic questions. Where are the characters, and what’s the starting situation? If you don’t already have plans, you can use one of the following suggestions.

- 01 If you selected a campaign thread in chapter 3, use it to build your opening scene. For example, if you picked **Tystarn** the Aeon Priest (option 01 in the Campaign Threads table) who wants to use midnight stones to blast a new entrance in the installation, start the characters at the **Inn of the Raised Hand** in Ballarad after having received an invitation from Tystarn to hear a proposal. When the PCs arrive, Tystarn explains that he’d like to hire them to collect midnight stones from a zone of the ruin called the Glass Cathedral. He might not initially tell them why he wants the stones.
- 02 Once the PCs have selected their connections from the **Jade Colossus Character Connections** table, use one of them with a background in the Ballarad area to construct the opening scene. For example, if one of the characters bears a mouth-like mark on their body from a relic (option 76-78 on the table), start the PCs at an open-air cafe where they’ve gathered for lunch. Unexpectedly, the affected character’s mouth-like mark begins to speak in the **Truth**, relaying the riddle, “Seek the Canticle in the Red Labyrinth before it is found and employed by eternity’s judge.” The **Red Labyrinth** is a zone within the installation that at least a few of the characters have heard of. For an added complication, an NPC at a nearby table also hears the riddle, after which she immediately departs and begins her own plans to enter the Red Labyrinth to find the Canticle for herself. (“Eternity’s judge” is a reference to a creature known as a **rhadamanth**.)
- 03 Begin things “in media res” (in the middle of things at a crucial point of the action), which for an RPG means in the middle of a fight. Tell the characters that they entered the Jade Colossus to deliver a message to an Aeon Priest named Fesshenar who spends much of his time near the Hand of Fury. However, during their passage, the characters are attacked by two **nanos**. The nanos are not well; their clothing is charred and they have gaping holes instead of eyes (though they can still apparently see just fine). With the two nanos are five **murdens**, all of which seem intent on killing the PCs. If the PCs win, the mostly burned journal of one of the nanos has this single clue written in the **Truth**: “To meet the gaze of the Eye of Omnipresence is to see all of existence in a glance.” The Eye of Omnipresence isn’t a relic that’s yet been discovered, at least not by anyone who has come back sane from the experience.
- 04 The characters begin by meeting for breakfast at a cafe in Ballarad called the Veselkan, allowing the PCs to introduce themselves, their backgrounds, and what they hope to accomplish. From here, they can draw up their own first moves and how they’d like to proceed. During breakfast they notice a traveler at a nearby table, wearing dun clothing and a silver headscarf that covers her features. If greeted, she introduces herself as “the Teacher.” Apparently a local scholar of the numenera, the **Teacher** could become a useful NPC contact during later adventures, as she knows many interesting details (though not all) regarding the Jade Colossus. She also keeps a secret, which is that she’s actually a spy for the **Convergence**.

Tystarn, page 36

Inn of the Raised Hand, page 36

Jade Colossus Character Connections, page 15



The Truth, page 133

Red Labyrinth, page 66

Rhadamanth, page 138



Nano, page 271

Murden, page 247

The Teacher: level 5, tasks related to the numenera as level 6



Convergence, page 223

*Numenera Ruin
Mapping Engine, page 84*

Werimbur: level 4;
Armor 2 from esotery;
long-range energy
attack inflicts 6 points of
damage

Divellent, page 134

- 05 The PCs begin play having accepted a job from the Jade Protectors to map a new route between the main entrance and the Mouth of Exaltation. The current route works but is dangerous. Bandits, yovok, and sometimes even Heritors of the Colossus attack scholars and other explorers who use it. Mapping a new route means that the characters will likely spend several sessions generating new connected locations using the **Numenera Ruin Mapping Engine**, until (or if) they finally discover the route they were hoping for. Actual play could begin with the GM making the first roll on the tables associated with the map generation system on the PCs' behalf.
- 06 The PCs begin play having accepted a task set for them by an Aeon Priest named **Werimbur**. They are to track down a figure sighted around Ballarad and within the ruins who is so completely swaddled in layers of clothing that not a millimeter of flesh shows. Werimbur believes this figure is an explorer named Gyrak. According to the Aeon Priest, Gyrak ingested the essence of midnight stones found in and around the Jade Colossus far too deeply, and is now so infested with void matter that he isn't even human any more. Werimbur says Gyrak was his friend and ally, but now he worries the man has gone mad and is a danger to himself and those he encounters. Werimbur asks the PCs to check around Ballarad, asking for information regarding Gyrak's location. In this way, the PCs can get a quick tour of various locations before they finally face down a crazed and dangerous Gyrak, who has essentially devolved into a creature called a **divellent**.



PART 2:

SKIN OF THE COLOSSUS



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CHAPTER 7

BALLARAD

The Tithe River is the same river that the Obelisk of the Water God draws from, creating its own delta basin more than a hundred miles to the northeast.



Obelisk of the Water God, page 144

Wreckage, page 39

The Old Town contains about 11,000 people.

Jade Protectors, page 26

Salvation Councilor,
typical: level 4, tasks
related to governance
and persuasion as level 6

The isolated city of Ballarad, already prosperous and large, has increased in population as a direct result of the Colossus's appearance. Sections of the city were destroyed when the prior-world structure emerged from the earth, but the damaged sections that remained have been mostly rebuilt since then, except for an area simply referred to as the [Wreckage](#).

In the immediate aftermath of the Jade Colossus's emergence, many fled. But as hours and then days passed without any obvious additional movement or overt threat, most returned. The city began the process of rebuilding and investigating the massive structure that now partly shadowed Ballarad.

After a few months, curious residents managed to open one of the many sealed entrances visible on the Colossus's face, despite opposition from those who worried about what might be unleashed within. Once the gate was opened, a new chapter for Ballarad began, turning the city into a nexus of exploration for the massive prior-world installation.

The city is divided into two sections: the Old Town, which contains most of the structures not destroyed during the emergence, and the Boomtown,

which is comprised mostly of the new neighborhoods that have been rebuilt or, often enough, repaired and repurposed in the last five years. The two sections mostly fall along the natural divide of the Tithe River, which runs through Ballarad's center.

THE OLD TOWN

High porticos attached to larger galleries and other pillared buildings are common in the Old Town. Mixed among these are statuary carved in mottled green stone, often depicting past people of renown now mostly forgotten and a variety of simple geometrical shapes. Sturdy but elegant bridges provide a quick way over the Tithe River.

A. JADE CITADEL

The Jade Citadel stands atop a bluff overlooking the river and facing the Colossus, and serves as the headquarters for the [Jade Protectors](#). Within, the Salvation Council helps set policies and settles disputes within the city as a whole (as well as for the organization they represent). These policies are meant to fall in line with the organization's stated purpose, which is to preserve the Colossus against undue



The land screamed and shuddered as the moon eclipsed the sun. After the tremors subsided and the day crept back, something enormous glistened under the sun. A massive new structure, many miles in diameter, had burst up through the ground. It was expelled—or moved under its own power?—to the world's surface. It was the Jade Colossus.



exploitation, but with a focus on the relics. Given that there are disagreements about what “exploit” means, the Salvation Council and members of the Jade Protectors are often stymied. Yet they persist in handing down policies that are rarely followed outside of the Old Town.

At any given time, several Aeon Priests and others with special abilities associated specifically with the Jade Colossus can be found in the structure. A library of lore about the Colossus, as well as other prior-world installations, is also maintained here. Locals who petition for library privileges might be granted the opportunity to do research. Research at the library often provides helpful information for newcomers to the area, including at least one or two well-known routes into the structure. (However, the majority of routes through the Colossus are unmapped or are kept secret.)

A woman named **Sansal** is the face of the Salvation Council. She is always accompanied by what looks like a fist-sized spider made of pure bluish light. The light

spider is often perched on her shoulder, but it sometimes crawls away to investigate various nooks, crannies, and strangers. Sansal seems gracious, kind, and open to hearing the concerns of citizens and visitors to Ballarad. But according to rumor, she never actually acts on anyone's behalf but her own. Sansal is a confederate of **Quaran the Watcher** and **Daica the Preserver**.

B. MIRROR FORTRESSES

The Old Town and parts of the Boomtown are defended by two Mirror Fortresses (there were three before the emergence, but one now lies ruined in the Wreckage).

Each fortress uses a mirrorlike device powered by midnight stones. Fortress guards can direct the mirror to reflect creatures they see within a mile (1.6 km) with a fairly tight focus. Creatures within the focus up to a short distance in diameter suffer one of the negative effects ascribed to normal midnight stone use, as chosen by the guards using the mirror. Using a mirror requires a fairly large quantity of the stones. Enough stones are on hand in either

Quaran the Watcher,
page 27

Daica the Preserver,
page 27

Sansal: level 5; Armor 2 from esoterics; long-range force ray attack from esoterics; accompanied by a level 3 automaton made of solid light that regenerates to full health each day even if “killed”

Mirror Fortress guard: level 3; Armor 1; long-range crossbow attack inflicts 4 points of damage

Lasmera, Mirror Fortress captain: level 5; Armor 2; long-range crossbow attack inflicts 6 points of damage; likely to carry at least one functioning cypher

Relics of the Colossus, page 7

Kelmaro is a leafy plant that grows throughout the region. The leaves can be prepared in a variety of ways, or just eaten raw.

Freemunt: level 3, tasks related to positive social interaction and cooking as level 7; can see in the dark via artifact

Duvald Mercantile, page 37

Gerob: level 4; tasks related to healing as level 7; tasks related to knowledge of creatures, plants, and organisms as level 7; Armor 4 for an hour if green tattoo is activated as an action



Seskii, page 258



fortress to use each of the mirrors about three times before a restock is required. Each fortress contains about a dozen **guards** and a captain.

The captain of the west fortress is named **Lasmera**. She is known for her collection of the numenera, which is striking in its size, given that her duties keep her in the fortress instead of exploring. Often, she carries several cyphers (even if they've already been used) on her belt, fingers, face, and so on, in a sort of gaudy display of wealth and possibly as a method of intimidating those who might otherwise cross her.

In fact, Lasmera has a deal with the Heritors of the Colossus, which is essentially to look the other way should the Heritors ever manage to pull a **relic** out of the Colossus and bring it into Ballarad. The putative leadership in Ballarad—the Salvation Council—expressly forbids such an act of “theft,” so Lasmera’s ethics would come under a strain should such an event ever come to pass.

C. HEALING HOUSE

White marble steps sweep grandly up to doors that are usually open, leading straight into a courtyard open to the sky. This manor was once held by the **Duvalds** (a family of merchants), but when their fortunes declined, it was given over to control of the Salvation Council. The council in turn deeded it to a group of healers, under the condition that the healers provide their services to residents and visitors to the city at large.

Thus, a man named **Gerob** lives here, along with a handful of other healers, gardeners, and tenders after lost animals and **seskii**. Anyone who needs help is welcome at the Healing House, though a donation from those in the position to make one is requested to help keep the house afloat.

Gerob has no hair, but an electric green, glowing tattoo covers his scalp and part of his face in a design that slowly shifts from day to day. Gerob says that as long as the design sees at least a little light each day, it won't eat him, whatever that means. He is also usually accompanied by two **seskii** named **Mirage** and **Green Eyes**, who act like spoiled pets but serve as guard beasts in a pinch.

D. THE VESELKAN

A popular place for early morning meals and lunches in the Old Town is called the **Veselkan**, after the original owner who died during the emergence. The **Veselkan** has an open porch and a covered interior seating area, a large kitchen, and a large slate board on which the day's menu is scribbled. Most days it features eggs, sausage, spicy **kelmaro** stew, and **Tithe** fish on bread and cheese.

The proprietor of the **Veselkan** is a man named **Freemunt**. He always wears spherical goggles of solid ebony over his eyes, though he is able to see just fine, if not better than normal. **Freemunt** makes a wonderful quiche, but after making several for the day during a pre-dawn cooking sprint, he spends the rest of his time talking with customers, relying on his children to cook, clean, and wait tables. He has many stories to tell, some farcical, some touching, and some that might help characters learn about new routes or areas in the **Jade Colossus**, if the PCs flatter his cooking.

A sadness suffuses everything **Freemunt** does. Though it's not something he often talks about, his wife **Sekara** disappeared inside the ruin a few years ago while exploring. Everyone assumes she ran afoul of something dangerous.

The **Veselkan** closes up in the afternoon and doesn't open again until dawn.



*The day that the **Jade Colossus** burst from the earth is often referred to as the “emergence.” Some people around Ballarad have unofficially started celebrating **Emergence Day**, an anniversary of the appearance.*



Residents of Ballarad who live south of the river call themselves Old Towners and refer to those who live to the north, closest to the structure, as Boomtowners. Both groups have less flattering names for each other, too.

E. MARLANA'S ODDITIES

This shop is small and seems out of place in the Old Town, given its newer and somewhat shoddier construction than most of the surrounding buildings. However, **Marlana** was in the place long before the emergence, and Old Towners think of her as one of their own.

Inside her shop are metallic springs, glass vessels, parts, broken cyphers, and **oddities** of all sorts, as well as a few midnight stones under glass domes. Several half-completed machines cobbled together from unlike parts lie in the periphery of the chamber. Marlana refers to them as her hobbies.

Marlana is an elderly but vital woman who is always accompanied by **Xam**, a large, hovering automaton with several tendril-like manipulators. When she needs something, she has the automaton fetch it, or if she is

feeling cranky, she has the automaton forcibly see customers to the door.

She asks for the PCs' story or what she can help them with, but as she listens, most of her attention is focused on her hobbies, which she continually tinkers with.

Characters can purchase a variety of oddities, a few cyphers, or perhaps even a midnight stone, though Marlana only takes in-kind trade. She also takes dead cyphers in payment to use as parts, exchanging two dead devices for one that is active.

Marlana: level 4, knowledge of the numenera as level 6



Oddities, page 314

Xam, automaton: level 6; Armor 3; attacks all creatures (excluding Marlana) in immediate range with flailing, electrified tendrils





"Come see Aster and the Quanta Messengers perform tomorrow night at the Colossus Theatre. Hear Aster talk afterward about her biggest influence, the 'entity' she encountered inside the Colossus! Half-price admission for the first twenty through the door!"



*Aeon Priest,
page 269*

Jansenk Hroe: level 5; short-range psychic attack inflicts 4 points of Intellect damage (ignores Armor) and dazes foe for a minute from Mind Sipper artifact

The Observatory's viewing device is a level 6 machine that allows the viewer to examine all aspects of a chosen object, even those normally hidden from view, if the controls can be mastered.

Satina: level 4, using the Observatory device as level 6; can phase through walls three times per day from an artifact (depletion: 1 in 1d10; on depletion can't be used again for a week)

F. INN OF THE RAISED HAND

A large sculpture of a human forearm and hand clenched into a fist raises the profile of this inn, as it somewhat resembles a relic in the Jade Colossus called the Hand of Fury. The inn is quite pricy, costing guests several shins a night, unless the proprietor makes a special deal with a customer, which could include mutual aid, information, or something more exotic.

Jansenk Hroe is the proprietor. Surgically attached to his head is a strange device that causes anyone within immediate range to hear a sort of telepathic "ringing" sound, slight but potentially annoying. If asked, Jansenk explains that the device allows him to harvest unwanted emotion from people, which helps both them and him. This, he explains, is why so many people are so happy to stay at the Raised Hand. He offers to harvest the characters' sadness or regret,

and if one or more PCs agree, he allows them to stay for a week free of charge.

Several other people stay at the inn. Many of them come and go; however, there are a few that stay with relative permanence, including an **Aeon Priest** named Tystarn. A youngish man despite his status with the Order of Truth, Tystarn always seems to be about. He wears green, form-fitting clothing and wears metallic gauntlets (or perhaps his forearms have been replaced by mechanisms) that click, whirl, and sometimes snap with electrical energy. Tystarn approaches anyone he thinks resembles an explorer, indicates that he's interested in collecting midnight stones, and offers to pay a bounty to those who bring stones to him.

G. OBSERVATORY

A large device hums and blinks atop this three-story domed tower. Locals refer to it as the Observatory, though it is the home of **Satina**, a human sage and scholar who is sometimes employed by the Jade Protectors, and other times by other groups or individuals in the city. Before the emergence, Satina used the device she installed at the top of her tower to study points of light in the sky. But now the Jade Colossus has captured her imagination. So Satina focuses her odd instrument on the exterior of the massive structure, visually studying it and learning what she can from ongoing monitoring.

Satina is a grey-haired woman with glimmering tattoo tracers covering much of her skin. The tattoos grant her the ability to phase through solid objects, which she does to enter the chamber of her viewing device, since the door is securely sealed and fused. In the floor below, she keeps copious records of her findings on winding scrolls,

ARTIFACT: MIND SIPPER

Level: 1d6 + 2

Form: Small metal and synth cube with metallic legs that fuse into wearer's head

Effect: This device grants its wearer a short-range psychic attack that inflicts 4 points of Intellect damage (ignores Armor) and dazes a foe for a minute, during which time the difficulty of all tasks increases by one step. If the wearer wishes it, the attack doesn't deal damage but instead removes one regret from a willing target's mind. Doing so could simply blunt a target's sadness regarding one particular event, or excise the memory entirely from the target's consciousness.

Depletion: 1 in 1d100

all written in cipher that she keeps secret. Drawings of the Colossus from various angles also cover the walls and large work desk. Satina is willing to sell information, which includes odd happenings, a couple of external routes between sites that cross the face of the Colossus exterior, and activities of other groups she has spied on. In fact, she probably knows a lot that others would wish kept secret.

H. COLOSSUS THEATRE

This fairly large structure is given over to public festivals, the occasional talk, and, more often than anything else, the performance of short plays and concerts by locals. No one lives here, though at any given time there might be a group practicing their performance or, in the evening, actually performing. Performances draw a crowd of sixty or more people, on average, though sometimes fewer. Large events are often catered.

An explorer named **Aster** is here about twice a week in the evening, singing or playing a large stringed instrument that she either plucks or blows through a special nozzle. She is a favorite, considered something of a virtuoso, but she's also recognized as an explorer with a lot of knowledge of the Jade Colossus. Sometimes other groups of explorers buy tickets to a performance she is in just so they can talk to her afterward.

THE BOOMTOWN

Most of the buildings in the portion of Ballarad north of the river are constructed from wood, recycled synth, or stone blocks repurposed from the wreckage from this part of the city. A few bits and pieces of the statuary common in the Old Town can also be found here, but often enough, they've been incorporated into the newer structures.

I. WHITEBRIDGE

The largest bridge across the Tithe River is an impressive arch reinforced with synth cables and made of pale stone. It reaches a height of 90 feet (27 m) as it arches over the river. At either end of the bridge, statues

carved in dark stone—a human, a **varjellen**, a **lattimor**, and something unfamiliar—each stand 20 feet (6 m) tall. The bridge is older than living memory, and something about the synth cable reinforcements allows it to adjust to the flow of the Tithe. Though the river tends to change its course over decades, Whitebridge maintains itself. Indeed, when the other bridges across the Tithe crumbled during the emergence, Whitebridge merely swayed and trembled, saving the lives of many of those fleeing from the prior-world structure's apocalyptic appearance.

Sometimes youths from one of the Boomtown gangs shake down those who use the bridge at night by claiming to be **Whitebridge preservationists** asking for a voluntary donation for the bridge's upkeep. Since so many explorers are new to the area, many are taken in by the ruse and donate shins. The “preservationists” spend the donations they gather on drink, drugs, and similar pursuits.

The preservationists are led by a girl named **Hala** who has bright red spiked hair and carries an incredibly long sword-like blade that seems to weigh next to nothing. She is sometimes able to get donations through intimidation when simple persuasion fails.

J. DUVALD MERCANTILE

The Duvalds are a family of merchants who were far more prosperous before the emergence. They had sewn up trade in midnight stones, which were once far less prolific. But now the bottom has fallen out of that market, and anyone who spends enough time searching in the Colossus is likely to find at least a few midnight stones. As a result, the family is reduced to a simple store, though it's more of a flea market, covering the interior of a large empty structure. Tables clutter the warehouse, holding heaps of the numenera (mostly scraps and junk). For just 2 shins, a buyer can take whatever they can hold in two hands. Sometimes that junk can be salvaged for parts that might prove useful to those who know how to craft and repair items.

Varjellen, page 121

Lattimor, page 122

Whitebridge preservationist: *level 3, tasks related to persuasion and deception as level 5*

Aster: *level 5, knowledge of certain parts of the Jade Colossus as level 6, singing and playing a unique musical instrument of her own design as level 8*

Hala: *level 5, tasks related to persuasion and deception as level 6; Armor 1; health 20; sword attack inflicts 8 points of damage*

The Boomtown contains about 15,000 people.



Market Saber, typical:
level 3, intimidation tasks
as level 4; Armor 1; sword
attack inflicts 5 points of
damage

Lesym the Render,
page 40

Wreckage, page 39

Jurana: level 3, tasks
related to running a shop
as level 5; Armor 3 from
force field provided by
purple belt (depletion: 1
in 1d20)

Skurvan: level 6,
persuasion and positive
social interaction tasks
as level 7; usually carries a
cypher that grants +4 to
Armor for an hour, a level
8 detonation, and a level
8 ray emitter

Kolorad: level 7

Jurana is the matriarch of the family, and she and her six children run the place. Jurana is sturdy and enjoys wearing a shade of purple in all her garments, including her many hats. Her first husband took the ruin of the family business badly and ran off to the south three years ago. A year ago, Jurana took a lover named Kolorad.

Kolorad is a tall man with several scars who rarely talks, and then only in short sentences. Rumor has it he was once a close personal friend of one of the rulers

to the south, but they had a falling out. Fleeing, he ended up in Ballarad. Anytime a newcomer to the city asks about people matching Kolorad's description, he makes himself scarce until they go away. Usually, that's by heading into the Jade Colossus with a cart, where he collects more piles of defunct devices for Jurana to sell.

K. CEASELESS MARKET

A few hundred merchants offer their wares along this main street in the Boomtown, some in permanent shops, but many in portable stands and carts selling a variety of crafts, foods, and oddities. Given that the travelers and merchants arrive not only from overland but also from up and down the Tithe River, the Ceaseless Market is probably one of the more robust in all the Steadfast. If there is an item a resident or explorer wants, they can probably find it here if they look long enough.

L. TRADE DOCKS

Two main piers allow riverboats that carry cargo for trade to tie up. A small tax is exacted for each cargo by a group called the **Market Sabers**, who make it their business to inspect each ship and police other docks for merchants attempting to smuggle in goods without paying the tax. The tax is actually little more than protection money because the Sabers have no standing with the Salvation Council, though rumor has it they do pay some of what they gather back to the Council in secret, in order to continue to run their operation unopposed. They also pay some of what they make to **Lesym the Render**, who lives in the **Wreckage**.

The head of the Sabers is a varjellen named **Skurvan**, who seems to be the soul of hospitality and politeness. Right up to the point where Skurvan must make an example of a recalcitrant trader who won't pay back taxes.

M. MARIQ'S SUPPLY

The father-and-daughter-owned general store in Ballarad is called Mariq's Supply. Here, explorers can purchase all manner of gear useful to those wishing to exploit the ruin. That includes preserved food and spices; general equipment for camping and

hiking; specialized equipment for climbing, blazing a trail, and navigating; and other related bits.

Mariq is elderly and nearsighted. He spends most of his time straightening the merchandise. His daughter **Mariqa** has taken on most of the duties related to running the shop. She is slight, but she wears artifact boots with heels that give her stature and, if need be, lift her up with a thought so she can reach higher shelves. She is willing to haggle or trade with customers, but also gives advice about other shops that her customers should check out if they can't find what they're looking for with her. "Tell them Mariqa sent you!" she tells those to whom she provides recommendations. If possible, she tells visitors to check out Chelvan's Workshop, run by an Aeon Priest who sometimes crafts custom devices. She has feelings for him, but he pretends to ignore all her advances.

N. CHELVAN'S WORKSHOP

An Aeon Priest named **Chelvan** has a semi-public shop where he considers requests for custom-crafted devices. His prices aren't exorbitant, but he doesn't take most requests. The reasons why he decides to take some crafting jobs over others aren't immediately obvious. He's made simple items and items as complex as artifacts that others find amid the ruins. So it's not ability that keeps him from agreeing to more work. Nor is it time; he spends hours simply reading and studying.

Chelvan appears weirdly young—about twenty years old—for an Aeon Priest with as much experience and ability as he possesses. He freely admits to anyone who asks him that, yes, he doesn't look his age because he's aging backward. He doesn't know exactly why that is. His best guess is that some combination of factors related to the

particular cyphers, artifacts, and oddities he happened to use created the condition.

If Chelvan agrees to create an item for a buyer (which requires two successful difficulty 5 Intellect tasks), he charges about 100 shins on average. Items he can create are on par with cyphers or artifacts in the corebook of up to level 5.

O. THE WRECKAGE

A field of debris surrounds the Jade Colossus, thickest where it intersects the city. The Wreckage is a tumble of shattered towers, broken slabs of earth, garbage, and rusted devices. It represents the area of town that was never reclaimed and rebuilt after the emergence, though that doesn't mean people don't live there. In fact, it has become something of a slum. Among the debris, fragile and makeshift shelters are common. Tunnels through drifts of wreckage, crevices down to partly preserved cellars, and other unexpected areas are abundant. According to rumors told by those who live in the Wreckage, a "demon" is trapped in an underground safe that was cracked, but not shattered, during the emergence. The demon's master, an Aeon Priest named Hark, was killed, and thus his power to contain it finally ended. And now the crack grows a little wider each month, from which the sound of metallic grunting and roaring echoes faintly. Residents fear what one day might escape.

Qoist, a gaunt man with patchy hair, is the unofficial "mayor" of the Wreckage. He gets around using a synth exoskeleton crafted by Chelvan that gives his otherwise palsied and limp limbs the ability to move, as long as he remains strapped into the device. It also gives him great strength, but at the cost of constant pain. Qoist helps defend those who make the Wreckage their home from all that would harm them.

Mariq: level 2, recalling stories related to events in Ballarad as level 5

Mariqa: level 4, tasks related to positive social interaction as level 6; high-heeled artifact boots allow her to levitate up and down (depletion: 1 in 1d20)

Chelvan, Aeon Priest: level 5; Armor 4 from an esotery; long-range attack that inflicts 7 points of damage from an esotery; can teleport to another location in Ballarad with an esotery; carries three cyphers

Qoist: level 3, all tasks related to Might as level 6 while he wears his exoskeleton, Speed defense as level 3 due to exoskeleton rigidity and constant pain



If the dream message imparted to those who sleep near the edges of the Jade Colossus were ever heard without psychic distortion, the hearer would risk becoming infected with a self-replicating nanite virus that produces a creature known, appropriately enough, as a whisper.

Lesym the Render:

level 5, knowledge of the local criminal activities and deception as level 7; Armor 4 from a belt (depletion: 1 in 1d20); energy sword attack inflicts 8 points of damage, and, on death stroke, cuts target in two pieces (level 6; depletion: 1 in 1d20)

Cyna Wene: level 5;

metallic hand attack inflicts 8 points of damage and on a failed Might defense task, a victim is held immobile until they can escape the level 8 grip

Mother Erasin: level

4, tasks related to persuasion and positive social interaction as level 6

Kuran Bluelake: level 6,

all tasks related to feats of strength as level 8

Whisper, page 141

Lesym the Render is a varjellen who lives in the Wreckage in a surprisingly clean and well-tended home. Or perhaps not so surprising, once it's learned that Lesym is a criminal mastermind who has her hand in most of the organized shady goings-on in Ballard. Lesym prefers to wear form-fitting yellow shirts and trousers with a dramatic cape of the same hue. She is always accompanied by a couple of brutish bodyguards who are completely loyal to their mistress. If asked why she's called "the Render," she laughs and says it's due to a misunderstanding that happened years and years ago. But she doesn't actually say what the misunderstanding was, nor ask people not to call her that anymore. That makes her smile and easy-going manner slightly chilling to those paying attention.

P. CHURCH OF THE WHISPER

Residents of the Wreckage who live along the skin of the Colossus sometimes hear strange whispering in their dreams. The words are urgent, but dreamers can't quite decipher what they mean. Some decided the message was from a banished god, maybe one who lives in the Colossus, and they set up a church in the Wreckage next to the ruin.

Mother Erasin—a human woman who dresses in long, blue, diaphanous gowns—holds nightly services here that essentially come down to drinking "sacred wine" as a relaxant, followed by several hours of sleep. Mother Erasin wakes sleepers a little after midnight, and everyone relates whether they heard the dream **whisper** and, if so, what the words might actually be.

Everyone who has the dream feels that the words convey a great promise of change or transformation. That excites some. It scares others, who say that perhaps the message

should be shut out instead of welcomed into the undefended minds of the gullible.

Q. BALLARAD INN

A city as large as Ballard has many inns, but the most popular shares its name with the city, and is located in the heart of the Ceaseless Market. Known for its many noodle dishes, including its Mushroom Noodle Surprise, Whipped Berry Noodles, and Pickled Fish Spice, the place is always full of people slurping from white bowls. The Inn also has three upper stories where rooms are set aside for short-term guests. Explorers with a few shins to spare often stay here between expeditions, if not to enjoy the food then to speak in a relaxed atmosphere with other experienced expeditioners who've entered and returned from the Colossus.

One semi-famous personage who can often be found in the Ballard Inn's common room is **Cyna Wene**. Others, especially those who are running from trouble, probably think of her as infamous, since she's a bounty hunter who takes pretty much any job, regardless of whether those paying her are in the right or wrong. She just wants to get paid so she can turn around and spend it on strong drink and debaucheries. Cyna has no hair, a surprisingly delicate frame, and a metallic hand whose grip is inescapable.

The Inn's proprietor is **Kuran Bluelake**, a grizzled man who looks like he'd be more at home on a battlefield swinging a weapon than in hospitality. Despite first impressions, Kuran treats everyone with courtesy, including the wait staff. But woe betide anyone who causes trouble at the Ballard Inn. Those poor fools learn just what Kuran can do when he's angry. Rumors suggest that the proprietor has a secret



The Warden charges, on average, 20 shins per prisoner for each night they are his "guests." A prisoner is fed, housed, and clothed, but only at the most basic level, with few amenities and no entertainment. As the Warden is fond of saying, he isn't running an enrichment center.

strength, and that if he needs to make a point, he could go toe to toe with a ravage bear and come out on top.

R. PRISON

In a city where the rulership is disputed, it's difficult to know who has the jurisdiction to keep someone imprisoned in this blocky structure built of reclaimed masonry. The prison has about twenty cells, most able to hold a couple of people in elbow-to-elbow comfort, but a few with the capacity to hold up to ten or more individuals at a time.

The Warden doesn't care who has jurisdiction; he'll imprison whoever is brought through the Intake entrance by a third party, as long as sufficient funds are also provided by that third party and the prisoners are subdued or bound. As the Warden is fond of saying, he doesn't imprison people for his health. He does it for cash (which means he is also amenable to letting prisoners go if someone else has the funds or an enticing trade).

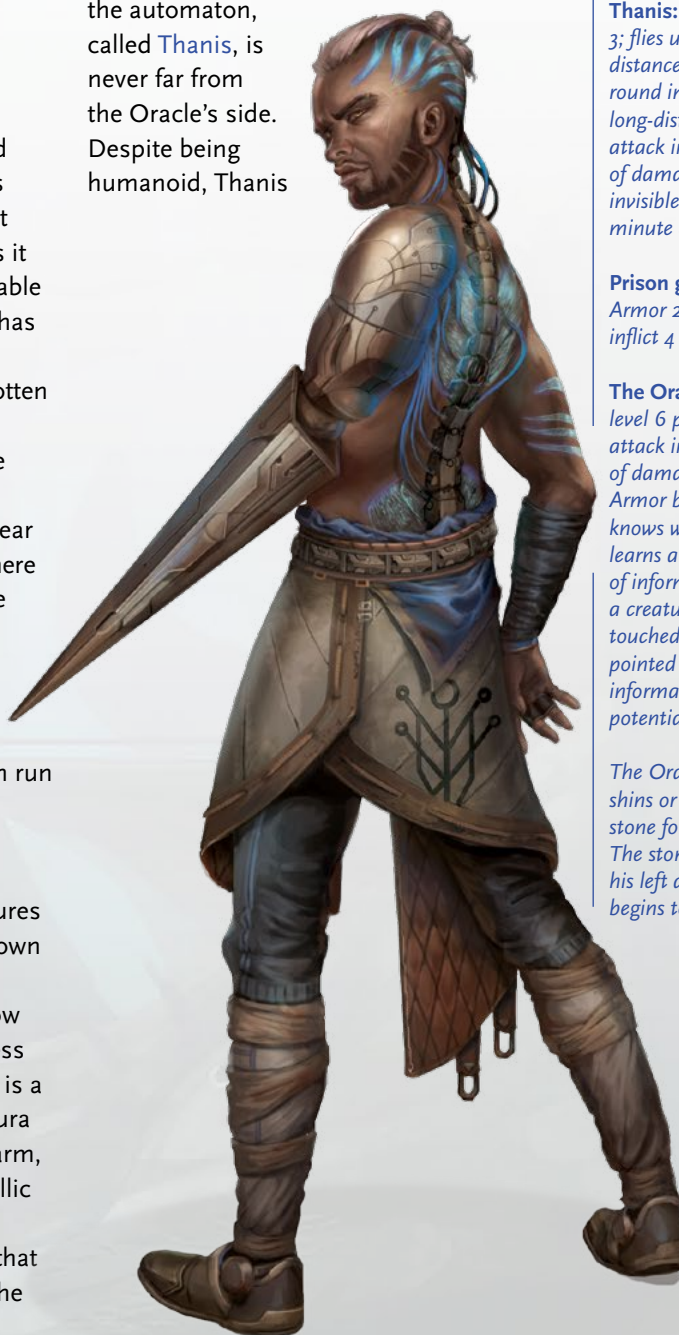
The Warden (who claims to have forgotten his original name) has fused flesh and steel to such an extent that some believe he might be entirely an automaton. His face can be hazily made out behind a clear synth mask, which argues that maybe there is some living tissue in there yet. On the other hand, it could be a facade. As the Warden enjoys taunting prisoners who try but fail to escape, bone breaks long before metal. The Warden also employs a handful of **guards** to help him run the prison.

S. ORACLE

One of the only original Ballarad structures to survive the emergence in the Boomtown stands out with its circular footprint, pillared porch, and domed ceiling. It now serves as the home and place of business for a man called the **Oracle**. The Oracle is a local who was once known as Derred Sura before he lost his memory and his left arm, which was replaced with a narrow metallic spike. The incident occurred during an interaction with a relic in the Colossus that the Oracle no longer recalls, except in the vaguest detail.

The spike seems almost useless as an arm, but it grants the Oracle knowledge about items and creatures he touches with it. Sometimes the knowledge only comes true hours or days later. The knowledge he gains is apparently random, but sometimes it proves amazingly useful. Other times, he learns trivia of little value.

The Oracle is always in the company of a humanoid automaton that appeared a few days after Derred returned from the ruin with no memories. No one knows exactly what happened between them, but the automaton, called **Thanis**, is never far from the Oracle's side. Despite being humanoid, Thanis



The Warden: level 5; Armor 4; health 30; makes two arm-blade attacks as a single action, inflicting 6 points of damage per attack; self-repair node restores 2 points of health per round

Thanis: level 6; Armor 3; flies up to a long distance every other round in jumping glides; long-distance energy attack inflicts 7 points of damage; can become invisible for up to a minute at a time

Prison guard: level 3; Armor 2; spear attacks inflict 4 points of damage

The Oracle: level 4; level 6 pointed "arm" attack inflicts 6 points of damage that ignore Armor because he knows where to attack; learns a random piece of information about a creature or object touched with his pointed arm, including information about potential futures

The Oracle charges 50 shins or one midnight stone for each reading. The stones seem to revive his left arm when it begins to lose efficacy.

Wranna's Way, page 48

Numenera Ruin
Mapping Engine, page 84

Gavarán: level 6; Armor 2; health 24; ability to choose which direction to treat as down as an esotery; long-range attack inflicts 8 points of gravity damage from an esotery; attacks that would move her, knock her down, and so on are two steps more difficult



Laak, page 243

can call upon all sorts of internal devices that emit beams of destructive energy, allow it to bend light in order to hide, and let it glide high above the ground for brief periods. Some whisper that the automaton is built for killing. Thankfully, Thanis never does that—well, not often, anyhow. Most people assume it is the Oracle's influence that keeps the unsettling automaton in line. However, if the topic is ever broached to Thanis, it insists exactly the opposite. Its purpose, Thanis says, is to keep the Oracle in line, and should he ever remember who he was before, to kill him lest he reveal a terrible, apocalyptic secret.

T. MIDNIGHT GATE

Several gates provide entrance into the Jade Colossus, but only a few are known. The so-called Midnight Gate is the only one that abuts the city of Ballarad. The entrance was originally made using a series of detonations to blast a hole into the side of the Colossus, which is still evident along the edges, where ragged sections of rent wall material protrude in contorted swaths. Left to its own devices, the metallic outer wall material would "grow" closed like a living person's skin might scab. But Ballarad explorers were quick to build an artificial tunnel into the rupture, holding the gap open like a massive piece of surgical equipment. They built large metallic gates for the tunnel, which are closed and locked every night.

A woman named **Gavarán** is in charge of the gate. She has incredibly long hair, which she normally wears in a thick braid down her back, and a tattoo of a complex symbol on her forehead. Monitoring the gate is a duty Gavarán claimed for herself. No one has been able to make her give it up, though a few have tried. She charges 1 shin per admittance into the Jade Colossus, though nothing for those who want out. That is,

unless they wish to exit when the gates are closed, in which case she accepts bribes in the form of cyphers or midnight stones.

Gavarán has a small home next to the gate, which allows her to monitor and meter Colossus traffic. The gates also have small spyholes, so even when they're closed, one could peer through into the rupture that exists immediately beyond, inside the structure. Unlike the outermost wall material, the damaged interior shows no sign of healing itself.

Those who use the gate find themselves on a well-known route called **Wranna's Way** (after the explorer Wranna who first mapped it), which eventually leads by a winding path to the Mouth of Exaltation.

In addition to Wranna's Way, seven other passages lead off into the depths of the Colossus. If these areas have been previously explored, no one has volunteered a public map of the destinations that might be found. If characters wish to take the road less traveled, they might choose one of these passages. To determine what PCs can find down these corridors, generate results using the **Numenera Ruin Mapping Engine**.

U. VESTIBULE

Just beyond the artificial cuff that keeps the outer skin of the Jade Colossus from growing shut is a ragged, irregular space created from the detonations used to breach the structure in the first place. A wooden bridge connects the cuff leading through the gate to the corridor beyond, known as Wranna's Way. Beneath the bridge, the floor is made of shards of metal and synth and drifts of drit. The walls and ceiling are similarly jagged. A colony of **laaks** has taken up residence in the drit, but they usually don't bother explorers. In fact, many explorers bring bits of cheese and other food to drop to begging laaks that line up below in expectation of just such treatment.



Sometimes, weird and beguiling music echoes from down the long, mostly dark corridors of the Jade Colossus, sounding as if the source is just a few chambers away. However, those who chase it never seem to be able to find the music's source.

BALLARAD HEARSAY

Spreading Laaks: Despite the fact that explorers who frequent the Midnight Gate tend to think of the laaks that live in the Vestibule beyond almost like tiny mascots, others in Ballarad see them as pests bordering on becoming a dangerous scourge. A man named Tharad says the laaks swarmed his house in the night and stole away his daughter, and that her bones likely lie beneath the drit drifts of the Vestibule. However, dark whispers say the man sold his daughter to pay debts.

Sliding Scars. An explorer named Naleb Thon emerged from the ruin with strange scars scratched across his face, arms, and palms, with no memory of what made them. Given that scars take months to form, and that Naleb remembers entering the ruin only a few days earlier, he is suspicious that they are not what they seem. However, whenever a healer or someone with knowledge of the numenera tries to look at them, the scars migrate across his body like snakes.

Brothers Bleak: Three brothers named Chelan, Ridge, and Morto go into the Wreckage every day and work on reclaiming one area in particular, which was once a large structure that everyone used to say was haunted by a ghost that ate tears. The brothers claim that the ghost is their mother, and that they miss her. However, no one remembers the three being around before the emergence.

Yovok Embassy: For years, a figure has appeared almost daily on the western edge of Ballarad, along the trail of broken, upthrust, and splintered stone that surrounds the Colossus. The figure wears a bright green cloak, mask, and boots. Short and squat, it stands for several hours before trudging back the way it came. If stories out of the Wreckage can be believed, the figure is a yovok from the nearby hive who has been cast out by its own kind.

THE WEIRD OF BALLARAD

Mole Rider: A nano of great power, his massive head bulging with strange nodes and pods, is sometimes seen “flowing” through the structure in various places, mounted on a strange creature. Whenever he’s confronted, his steed simply descends through the floor as if it were water, leaving only a ripple in the material that closes behind.

Warmth Stealer: In an antechamber off Wranna’s Way is a delicate, spinning machine that gives off random tones. Whenever anyone comes too close, the temperature seems to plunge as tiny tendrils explode from the machine and seek out new heat sources, siphoning every last quantum of warmth in moments, leaving behind a frozen husk.

Party Thrower: Every few months a woman named Plasra appears from upriver in a large craft that might well be a vehicle salvaged from some other ruin, what with its sleek styling and lack of sails or paddles to provide a motive force. Plasra dresses in fashionable clothing and throws amazing, all-night-long parties aboard the craft. Invitations to these events are sought after, even though rumor says that the last person to leave the gathering is never seen again.

The Spy: A Heritor of the Colossus from the Heritor’s Ride somehow manages to emerge from the Midnight Gate every few days without Gavaran being any the wiser. Named Orish, this Heritor wears little clothing but is covered in thick scars that form a jumble of overlapping, apparently random words in the Truth. Orish leaves a single midnight stone before the doors of the [Jade Citadel](#) as an offering, an insult, or perhaps a warning before becoming lost again in the press of Ballarad’s citizenry.

Jade Citadel, page 32

CHAPTER 8

YOVOK HIVE

Several miles to the west of Ballarad, along the circumference of the external wall of the Jade Colossus, is a yovok hive. Like the unsightly pustules on the skin of someone suffering extreme acne, the yovok hive is a series of crusted ledges and irregular cavities scattered up the side of the Colossus, connected by a sticky mash of mucus and drit to form an extensive hive. One of the covered cavities contains a small entrance into the ruin interior, though that's not obvious from the exterior.

The only apparent access is up the Viscid Ladder.

YOVOK OF THE COLOSSUS

Jaundiced skin is draped loosely over the short, squat, flabby, and hairless bodies of the yovoki. They hunt and kill for pleasure, although they happily eat whatever they kill as well. In fact, they eat constantly and seem able to digest almost anything. Unlike other tribes of yovoki, the ones living here all revere an entity they refer to simply as Grandmother.



Yovok, page 267

VISCID LADDER

A "ladder" composed of bones and stones embedded in the sticky mash of mucus and drit used to build the hive ascends from the base of the Colossus and up its side some 50 feet (15 m). The ladder is not particularly stable, as the "rungs" are subject to coming unstuck. Climbers must succeed on a difficulty 2 Speed task to avoid this outcome; those who fail fall when a rung comes loose. The climb is made more difficult by the yovoki likely watching from the crusted ledges. Unless climbers are successful at being stealthy, alerted yovoki on those ledges continually pepper the intruders with rocks and crude knives, as well as the poisonous barbs they spit that can paralyze victims.

CRUSTED DOME

Patches of blue fungus grow inside this crust-covered cavity, providing a depressing blue light and revealing the small circular entrance to the Jade Colossus's interior.

A control surface glows dully next to the open entrance. Several yovoki lie sleeping in the chamber, enjoying the hallucinatory effect of the blue fungus. Other creatures who breathe in the spores concentrated under the dome must succeed on a Might defense task or take 2 points of Intellect damage (ignores Armor) and fall asleep until slapped and prodded awake.

Beyond the circular entrance, a synth corridor is visible.

GM Intrusion: A character investigating the control surface must succeed on a difficulty 6 Intellect defense task or inadvertently close the entrance to the Colossus interior.

CRUSTED LEDGE

About six yovoki live on each of these ledges, which are connected to each other and the central crusted dome by viscid catwalks. The abhumans have no regard for decorum, sanitation, or privacy. They serve as guards for the entire hive, though they're not especially observant. But if they see or hear intruders, they assemble at the edge of each ledge and spit poison barbs. A few might even demonstrate their amazing leaping ability, attempting to knock climbers from the Viscid Ladder with their own ungainly forms.

Each ledge holds a collection of garbage, crude weapons, one or two cyphers, an oddity, and 1d6 + 10 shins.

GM Intrusion (Group): Some aspect of the fight jolts the ledge so hard that it breaks off the side of the Colossus and falls.

Yovok: level 3, defends as level 4, jumps as level 5; Armor 2; health 9; short-range poison barb attack increases the difficulty of all victim's tasks by two steps for one round on failed Might defense task, then completely paralyzes victim on the succeeding four rounds

COMMAND AND CONTROL

A semicircular device protrudes from the wall, displaying dully glowing energy patterns that shift and iterate. Someone who succeeds on a difficulty 5 Intellect task can discern that the surface seems capable of granting a user control over a very localized nearby area. Control includes functions such as lighting, temperature, and whether the opening to the exterior remains open, closed, or even in its current location. However, accessing each of these functions requires a successful difficulty 6 Intellect task, and a failure causes the control device to retract as a countermeasure is deployed. Salvaging the control surface for 1d6 + 10 shins and a couple of cyphers is possible, but this also requires a successful difficulty 6 Intellect task to avoid the countermeasure.

GM Intrusion: A countermeasure appears in the form of a small metallic cylinder sliding from the wall that sprays a mist of nanites into the chamber. Characters must succeed on an Intellect defense task or lose several hours of consciousness as they are mentally turned about and sent back to wherever they came from.

GRANDMOTHER

A gaggle of five “bridegrooms” lounge in this chamber, enjoying a largesse of food and care provided by other yovoki thanks to their status. They react aggressively to intruders, but listen to Grandmother.

A massive yovok, measuring almost 10 feet (3 m) in diameter, floats within clear but glowing blue fluid behind a pane of transparent metal. This is the yovok that the others call **Grandmother**. Once a normal specimen of her kind, she was ingested by the machinery here, which seemed intent on extending her life and capabilities, though at the cost of her mobility. She opens her eyes and greets humans she sees in halting sentences of the Truth. Despite being advanced far beyond others of her kind, she is still a yovok and would delight in seeing humans dissected and eaten for her viewing pleasure, unless intruders can convince her that it would be in her best interest to compromise.

The device that sustains and enhances Grandmother is encased behind a level 6 synth partition. Once accessed, it is easily destroyed or salvaged for 2d10 shins and a couple of cyphers.

Grandmother: level 6; floats immobile behind level 6 synth pane; short-range nanite spray inflicts 4 points of Intellect damage (ignores Armor) on failed Intellect defense task, and Grandmother takes control of victim's body through nanite interface until victim can escape the mental control

INTAKE

A couple of yovoki can usually be found here, squabbling over an oddity or cypher. The yovoki use this area to store their “treasures” by handing the object to one of several metallic arms that hang down from a high ceiling. The arms are usually quiescent, but they grab anything offered to them, whereupon they retract to deposit the object in a hidden sealed cavity in the ceiling. If the cavity is breached and drained (a potentially dangerous act; see the GM Intrusion), amid the bones, garbage, and rocks are 3d20 shins, 1d6 cyphers, and an artifact, in addition to a couple of preserved yovoki and at least one **random creature**.

GM Intrusion: The character is mistaken for an object to be stored. On a failed difficulty 5 Might defense task to resist, the character is pulled up into a hidden cavity and doused in a preservative fluid. Doused victims take 5 points of damage from the numbing fluid each round until they can escape. A character “killed” by total immersion is actually in stasis, and could be revived later.

Creature Table, page 100

WINDOW

About six yovoki are usually sprawled in an odoriferous, grumbling heap watching the window. They react aggressively to intruders.

The window is a 3-foot (1 m) diameter sphere of light and sound that hangs in the air. The sphere responds to voice commands, but not in any language the characters likely know. Through the sphere, a warped perspective of the exterior of the hive can be seen, but as if through hundreds of separate tiny eyes. Attempts to control where the window looks depend upon the characters first managing to figure out how to communicate with it. If that's successful, they can change the window location as if controlling an external, invisible sensor able to fly up to a long distance each round. However, the window sphere itself can't be moved.

GM Intrusion: The character attempting to interact with the window must succeed on a difficulty 5 Intellect defense task, or their mind is transferred into the body of a metallic flying insect (level 1) for about an hour.

INTO THE COLOSSUS

These passages lead off into the depths of the Colossus. Yovok gathering parties use these to go looking for food within the interior of the ruin, which is often in the form of nutrient paste, but sometimes takes the form of unlucky explorers who entered from elsewhere. To determine what the characters might discover down these corridors, generate results using the **Numenera Ruin Mapping Engine**.

Numenera Ruin Mapping Engine, page 84

CHAPTER 9

HERITOR'S RIDE



Whispers about Bruhone say she has personally eliminated rival groups of explorers encountered within the installation, especially if those groups failed to pay her a "toll."

*Heritors of the Colossus,
page 25*

*The Ride is a level 7
vehicle.*

Heritor, typical: level
4, knowledge of one or
more locations within the
Colossus as level 9

Midnight stone, page 7

Bruhone: level 6; Armor
3 from an esotery;
long-range electrical
attack inflicts 8 points of
damage from an esotery;
carries a midnight stone
or two

The **Heritors of the Colossus** maintain a mobile base that is always moving, thanks to their discovery of the prior-world vehicle within the Jade Colossus. After learning its secrets, they claimed it as a visible symbol of how exploration can bring great bounties to those willing to take risks. The Heritors call it the Ride, and they use it to great advantage in continuing to explore the edges of the vast structure, looking for new entrances—especially those large enough to accommodate their vehicle—and other secrets.

Once every week or so, the Ride travels to the edge of Ballarad. Heritors disembark for trade, rest, and relaxation, and possibly to make room for other members who have petitioned to take a shift aboard the Ride. Non-affiliated PCs who want to enter the Jade Colossus through an entrance different than Ballarad's can petition to be let aboard the Ride, a petition granted if they pay about 50 shins (or one cypher) per traveler.

The Ride is large, about as big as a medium-sized building. However, all the corridors and

cabins within are small and weirdly cramped, as if the craft had been designed for creatures just slightly smaller than humans. The front-most chamber has a wide curved crystal window and several control surfaces allowing the Heritors to maneuver the vehicle.

The vehicle usually carries twenty or thirty Heritors at any one time, crammed into the tiny cabins. Other spaces are set aside to store the organization's latest haul of cyphers, shins, artifacts, and **midnight stones** looted from the interior.

One of the leaders and a prominent member of the Heritors of the Colossus is **Bruhone**. She is a tall woman who always wears a silver face mask. She speaks with a buzzing voice from a device on her belt, ever since an accident that occurred within the Jade Colossus involving a nameless relic. Though she is often found on the Ride, Bruhone still regularly returns to explore within the ruin, searching for her lost face and voice that were taken by a relic—if the rumors can be believed.



PART 3:

INSIDE THE COLOSSUS



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CHAPTER 10

WRANNA'S WAY



Wranna's Way leads from the Ballarad Colossus entrance all the way to the Mouth of Exaltation. The route is named after the explorer who first mapped it. Wranna is a well-known jack in the city, though she hasn't been seen lately.

Many explorers who've entered the Jade Colossus have done so with a desire to find wonders of the prior worlds, usually in the form of cyphers, artifacts, or even the relics that the structure has come to be known for. Others explore it for the wonder alone, finding the act of exploration itself to be a tremendously fulfilling pastime, despite the challenges and dangers. The joy that wakes in an explorer's heart when the total lightlessness gives way to the gleam of a still-functioning device is almost literally magical.

Wranna is widely agreed to be an explorer in the "for the wonder of it" category. In addition to the satisfaction of exploring the interior of the structure, Wranna was a careful record keeper and serious about

letting others know about each new survey and map route she'd discovered. In a widely distributed tract, she published the route to a relic she dubbed the Mouth of Exaltation, a route now called Wranna's Way.

However, with Wranna's disappearance, rumors of her hobby proving to be her undoing have begun to circulate. Some say she found a "wonder" within the Colossus that killed or caught her. Others suspect it might have been a rival group of explorers who didn't like Wranna publishing the routes that others wanted to keep secret. These include groups like the [Heritors of the Colossus](#), who see such routes as something to be closely guarded, or at least sold in private to other discrete explorers.

Wranna, a jack: level 5,
all exploration-related
tasks and stealth-related
tasks as level 6

Heritors of the Colossus,
page 25





WRANNA'S WAY HEARSAY

Standing Obelisk: Explorers believe that to safely pass by a particular chamber called Standing Obelisk, they must pour out a small amount of special wine to placate the “spirit of the obelisk.” But the special wine (called Zber’s Late Harvest) has been all used up. Some groups offer a reward of 100 shins for each authentic bottle that remains.

Parade: The Heritors of the Colossus sponsor a yearly parade of explorers for some length along Wranna’s Way. Last year’s parade included only about ten explorers. This year promises twice that many; however, a group of murders secretly prepares an ambush.

Find Wranna: The Jade Protectors announced a bounty of 300 shins for information leading to finding Wranna.

THE WEIRD OF WRANNA'S WAY

Relic Face: Along a tributary to the Way, a side chamber is rumored to hold a relic in the shape of a human face.

Running Mechs: At seemingly random intervals, eight sparking automatons charge down the Way, buzzing and chirping strange tones. Where they emerge from and where they end up isn’t known.

Woman of Yellow: A woman made of what seems to be yellow synth wanders the Way, looking for something.

The Sleeper: About halfway along the route, nestled in the mouth of a collapsed shaft, a cube of soft translucent gel holds what looks like a woman. She has glowing silver hair and three eyes, and she appears to be resting peacefully.

WRANNA'S WAY

Wranna's Way leads from the Ballarad Colossus entrance (from a chamber called the **Vestibule**) all the way to the **Mouth of Exaltation**. The route passes through a series of corridors, chambers, at least one vertical shaft, and one interstitial space. Most of the chambers along the route have been salvaged by teams of explorers who use the route as a jumping-off point for brand-new explorations, or as a relatively safe way to get to the Mouth of Exaltation. Literally hundreds of other exits, most unexplored, lead off the Way at periodic intervals.

Mouth of Exaltation, page 52

EXPLORERS ALONG THE WAY

This encounter takes place when the GM feels it would be best.

While moving through any part of the Colossus, running into other **explorers** is a possibility, but it's almost a certainty while traversing Wranna's Way. That said, the traffic is light. It isn't like that found along a city street, unless it's a street a few hours after midnight when seeing more than one or two others out so late would be abnormal. Typically, a group encountered along the Way has four to five explorers. They are courteous but standoffish, not asking about the plans of other explorers they meet, and expecting the same consideration in return.

GM Intrusion: One of the encountered explorers recognizes the PC from the character's previous bad behavior, such as cheating in a game of chance or stealing. Even if it's not true, the character will have to convince the angry explorer of that to avoid a fight.



Explorer, page 271

HAUNTED HALL

This chamber, stained with long, black smears of grease, is normally safe enough to travel through, though not always. It's intermittently "haunted" by entities most explorers think of as **ghosts**. They appear to be humans, though humans composed of a viscid, black, tar-like substance. When a haunting begins, the ghosts bubble out of seams in the floor and take their human shape. Sometimes they seem to be mutely imploring explorers. Other times they mutely attack.

The ghosts are actually constructs of a mostly broken level 6 device set in the floor beneath the chamber. The only way to stop the ghosts permanently is to pull up the floor and destroy the device (which could be salvaged for 2d6 shins and a couple of cyphers).

GM Intrusion: The character realizes that the ghost has the character's own features and body.

Tar ghost: level 4, attacking and defending against one character in particular (who that ghost is an imperfect mimic of) as level 6; attacks inflict 5 points of damage, and on a failed Might defense task stick the target in place for one round

OOZE-FILLED RUPTURE

Wranna's Way bisects a large gap (a long distance across and a short distance deep) that is obviously the result of a catastrophic energy release. The rupture intersects with a variety of different rooms and corridors, but the mapped route specifies which one to select in order to continue along the known Way.

A waxy ooze that is slightly cool to the touch pools, drips, and undulates within the rupture. Most explorers leave it alone, though the general feeling is that the material is harmless. That's not entirely true. If a character takes a sample of the material away from the room, the separated substance reacts. It begins to vibrate and tremble in whatever container it was placed in, more violently the farther it is removed (and the longer it remains apart) from the rest of the ooze slick. If not returned in a timely manner, it spontaneously detonates as a level 9 detonation in a short-range radius, creating an all-new rupture with qualities very similar to the one where the ooze was first collected.

GM Intrusion: The character slips on a smear of waxy (and slippery!) ooze, and when reaching out to steady himself, finds the nearest handhold also slicked with ooze. On a failed difficulty 5 Speed defense task, the character tumbles a short distance into the ooze-filled crevice and is trapped until they can escape the slippery-sided pit.

SALVAGED MACHINE

This 12-foot (4 m) tall metal and glass pyramid standing at the center of the chamber is like many along the route, in that explorers have previously salvaged it. However, every few weeks, it begins to hum and blink with tiny glows again, at least until a new group of explorers comes along and scavenges 1d20 shins and a random cypher from it.

An opening like an eye provides access to the interior, which is filled with numenera components, some very obviously cobbled together. Scavenging is easy enough, though it results in a burst of invisible, hot radiation. All within short range must succeed on a difficulty 5 Might defense task or move one step down the damage track and break out in oozing sores.

Every few weeks, a yovok agent of a creature called **Thenaxis** appears. The yovok is unusual because of the strange device welded to its skull, which apparently keeps the creature in thrall, and also gives it the skill to repair the glass pyramid. The yovok acts as if in a daze, and does nothing to protect itself from harm. The parts it carries and the device in its head could be salvaged for a random cypher, but the latter kills the yovok.

GM Intrusion: A character trying to operate or salvage the machine activates something that causes a voice to ring out through the pyramid. In the Truth, the voice tells the character that they are being watched, then goes silent again.

Sacrarium of Thenaxis, page 79

POWERED SHAFT

A vertical corridor—a shaft—ascends several hundred feet, connecting to different levels of the installation. The synth and metal walls of the shaft measure 20 feet (6 m) across and do not offer any obvious means of ascent or descent. However, Wranna learned how to manipulate the control surface at the base of the shaft, which zips someone in the shaft to the next leg of the mapped route. That specific knowledge is an integral part of Wranna's Way that almost every explorer knows. Manipulating the control surface in some other way could conceivably deliver an explorer to some other location along the shaft, but doing so entails risk, because the destination could be a rupture where a stable corridor existed millions of years earlier.

GM Intrusion: The character notices that someone has been tampering with the control surface, but to what end isn't clear.

MOUTH OF EXALTATION

SINGING MACHINE

Midway along the shaft is an ancient device of spinning cylinders and “singing” crystal shards. Lines of yellow and purple energy snake from the machine and into the wall, where the device is embedded. Explorers who use Wranna's Way often see (and hear) it as they are whisked from a lower level to the next leg of the main route, but none (that anyone knows about) have managed to linger in the open shaft long enough to study the machine.

The device is level 7. If characters can safely reach and activate it, the machine emits a series of tones that seem to burrow into the minds of all nearby creatures, such that they can never forget it. In fact, it acts like an earworm for some time. The tones can be hummed at will by a creature who had it embedded with perfect pitch, but to what end? It seems likely that the tones have more utility, but without more context, it's nearly impossible for the PCs to determine their purpose. (In fact, humming the tones to any relic found in the Colossus causes the relic to light up and tremble, and grants a PC an asset on any task associated with understanding or using the relic.)

GM Intrusion: When attempting to activate the device again, the character is absorbed into it and then ejected one minute later. The character is moved one step down the damage track but has gained a new cybernetic component in the form of a nodule on their throat. It gives them the ability to make a short-range shout attack that inflicts 6 points of sonic damage (ignores most Armor) but moves the character one step down the damage track from sonic feedback. Depletion: 1 in 1d10.

VERTICAL CROSS-SECTION

EGGS

Hundreds of solid synth oblate spheroids the size of a human fist fill this chamber. Every few weeks, a new clutch of them drops from a tiny chute, like eggs being laid. The eggs seem inert to most investigation.

GM Intrusion: When a midnight stone is used in proximity to an egg, the egg “hatches” a full-size *dritch* that attacks the character with the triggering stone.

TO VESTIBULE BALLARAD ENTRANCE

CHAPTER 11

MOUTH OF EXALTATION

The discovery of the “zone” containing the Mouth of Exaltation, as it was named by the explorer Wranna five years ago, marked a transition from a time of trepidation and anxiety in Ballarad to one of hope and a dream for a better tomorrow. Ask the average person in Ballarad about the Mouth of Exaltation, and they’ll tell you that it can speak your fortune, divine your future, and chart a path of happiness.

But that’s not really true, at least not for most people who encounter the relic.

THE MOUTH ITSELF

The Mouth of Exaltation appears as a level 8 disembodied humanoid mouth about 10 feet (3 m) in diameter, with lips of a level 8 textured, synth-like substance (a “ceramic”) that is mottled black and green and resists damage or inquiry. The relic is suspended within a metallic bracket device via faintly visible lines of force. The Mouth constantly speaks, and as it does, a tongue of blue flame dances within what is otherwise a void of utter blackness. In addition to the ceaseless babble of what is apparently hundreds of different languages, an underlying frisson of power thrums through the Mouth.

FROM THE MOUTH

What is the Mouth of Exaltation saying? Newcomers have a hard time discerning the utterances on account of all the many different languages being spoken simultaneously. However, they can make out a few words here and there in a language they know. To focus on just that language to the exclusion of all the others requires a successful difficulty 6 Intellect task. (Some people who come to this chamber spend time to become trained in “hearing the Mouth.”)

Listening to the relic in this way, without first asking it any questions, is an interesting exercise, because the Mouth seems to be reciting an endless list of disassociated answers to questions across a variety of topics, most of which are probably completely foreign to the listener. Numbers, odd terms, recipes, instructions for repairing simple objects and complex; these and more come from the Mouth in an endless stream—though not like a stream of consciousness, which shows some connection between discrete elements. The Mouth’s answers seem completely arbitrary.

An example: *idolatry; fifty-seven; replace the tank switch; your father hid the vernaculus*



The Mouth of Exaltation speaks forever and always, in every language, some of which may not have come into being yet, and some of which went extinct a billion or more years in the past. But if you listen long enough and hard enough, you’ll eventually hear a message in a language you can understand. That message may be one of joy, of knowledge, or of doom.

*beneath the clowder; $N = R^* \cdot fp \cdot ne \cdot fl \cdot fi$
 $\cdot fc \cdot L$; input should never exceed 3.8×10^{33}
 ergs/second to remain within safe operating
 margins; three ants; north; Gi Sadr ruled for
 60,000 years before stepping down; take three
 steps and bow to your partner; any group of
 simple proteins soluble in blood; the selected
 range of frequencies does not suffice; set the
 transdimensional array to $3.9E+45:41\ 24:12$
 $2:10$; blue-green; Convoy of the Sky God; the
 philethis traitor is dead; the tower of living
 flesh reaches toward the sky; red metal spheres
 each contain an atom of degenerate matter...
 And so on.*

Listening to the unfiltered Mouth is an activity that some find soothing, almost a form of meditation. Those who listen every day for one or more months sometimes gain a connection to the Mouth in the form of the [Speaks in Exaltation](#) focus.

LEARNING FROM THE MOUTH

Anyone can attempt to learn something specific from the Mouth of Exaltation. To do so, a petitioner merely needs to name a topic. The Mouth responds with a random piece of information that might be related to that topic. However, to understand, the petitioner must succeed on a difficulty 6 Intellect task as described above. If the petitioner “feeds” the Mouth a midnight stone when they ask a question, the difficulty of the task is reduced by three steps, and the information delivered is much more likely to be useful.

MOODS OF THE MOUTH

Sometimes the Mouth acts differently, though such incidents are thankfully rare. These behaviors follow two different paths.

Speaks in Exaltation,
 page 20



MOUTH OF EXALTATION AND SURROUNDING CHAMBERS

The route known as Wranna's Way leads to this small zone of rooms that are in some way influenced by the relic that lies in their midst, even if only by mere connection. If the characters spend more than a few hours here, odds are good that another explorer or three will show up, either to interact with the Mouth or as the first leg of their own unrelated explorations.

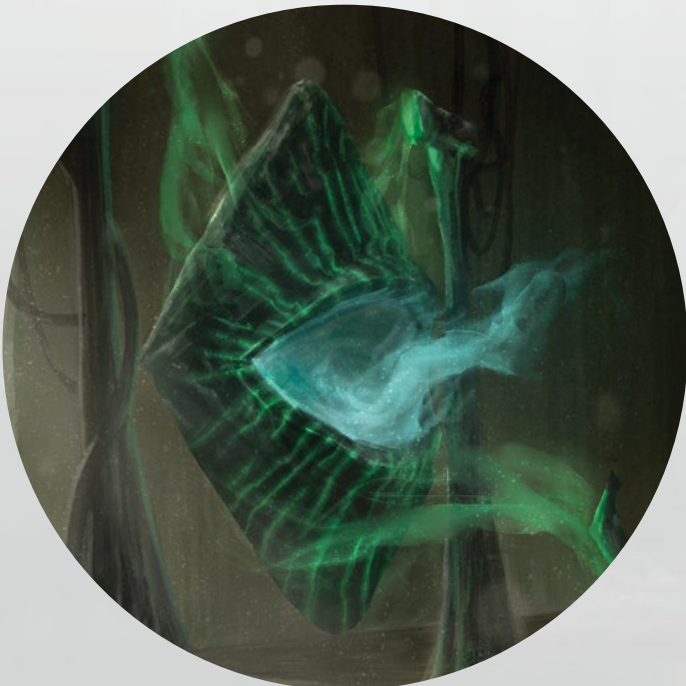
In addition to an exit from the zone of the well-known route, at least a dozen other exits lead off into the vast interior reaches of the Colossus. You could use the Numenera Ruin Mapping Engine to determine what lies beyond some or all of these, if characters express an interest in further exploration.

SPIN TO BALLARAD

A shattered disc of synth and metal lies in this chamber. It's about 30 feet (9 m) in diameter, but broken in half. Despite its obvious malfunction, the half-disc features several distinct regions that yet glow with a hint of function. A character who succeeds on a difficulty 6 Intellect task can activate the disc, though it's not at all clear what will happen. If activated, the disc vibrates and spins around once (requiring all creatures in the chamber to succeed on a difficulty 5 Speed defense task or take 5 points of damage from being bludgeoned). In addition, the disc produces a horrendous noise that summons one or more nearby creatures to investigate.

GM Intrusion: The disc that just jumped into motion comes to rest on the character, who takes an additional 5 points of crushing damage each round until they can escape.

Refer to the Creature Table (page 100) to generate one or more random creatures.



JADE PROTECTOR FIELD STATION

The Jade Protectors have claimed the Mouth of Exaltation to be under their protection. They maintain an adjoining chamber, which they salvaged and cleared, as a place to do their own research on the Mouth and its influences. When no member is present (as is often the case), the entrance is locked, requiring a successful difficulty 6 Intellect task to open the door via a control surface. When the door is open, the babble of the Mouth is clearly audible within.

Two walls of this chamber contain shelves (made in Ballard) filled with a variety of oddities, many of them appearing as small crystal spheres of various shades. A central table holds a device and clear crystal spheres. The device has the capacity to distill a sentence or passage of spoken words down into their essence and infuse it into a sphere, though this normally works only for the random words and phrases issued by the Mouth.

PCs can search through the spheres (most of which act as random oddities, but a few act like cyphers, as determined by the GM). Sample sphere: Holding the sphere instills a sense of nostalgia in the character, and they remember a favorite moment from their childhood.

GM Intrusion: A sphere still on a shelf touched by the character bodily sucks them in, shrinking them in the process. The trapped PC can attempt to escape by succeeding on a difficulty 7 Might task to wiggle the sphere so that it rolls off the shelf and smashes on the floor, releasing the character. This also inflicts 5 points of damage to the PC.

MINDS STOLEN WITH A WORD

A few who listen overlong to the Mouth of Exaltation become so enthralled that they never come back to themselves. They don't die, but all the higher functions of their intellect collapse, leaving only human-shaped husks that can become dangerous if riled up. When this happens, the attendants and other Jade Protectors on hand herd the victims into this chamber. Each mindlost constantly repeats one word or phrase, each different from the other, which might be the word or phrase spoken by the Mouth that catalyzed their mind's departure. For instance, one mindlost mutters "experience" over and over again, the next "mitotic recombination," and so on.

The chamber is kept regularly stocked with water and food (usually stale bread, somewhat moldy cheese, and tough jerky). But it is also kept barred from the outside, because after a while, the mindlost grow aggressive and violent. If the door to this chamber is unbarred, the seven mindlost inside rush out, attacking everything and everyone with their teeth and fists. They can be sated with an offer of fresher food, wine, or other tasty gifts, or driven off with a superior show of force.

GM Intrusion: A mindlost repeats its word or phrase to the character, triggering a chain reaction in the PC's mind that mimics the effect that created the mindlost in the first place. The character can take no action until they succeed on a difficulty 6 Intellect task.

Mindlost: level 3, all Intellect tasks as level 1; bite attack inflicts 2 points of damage

VAT OF EVOCATION

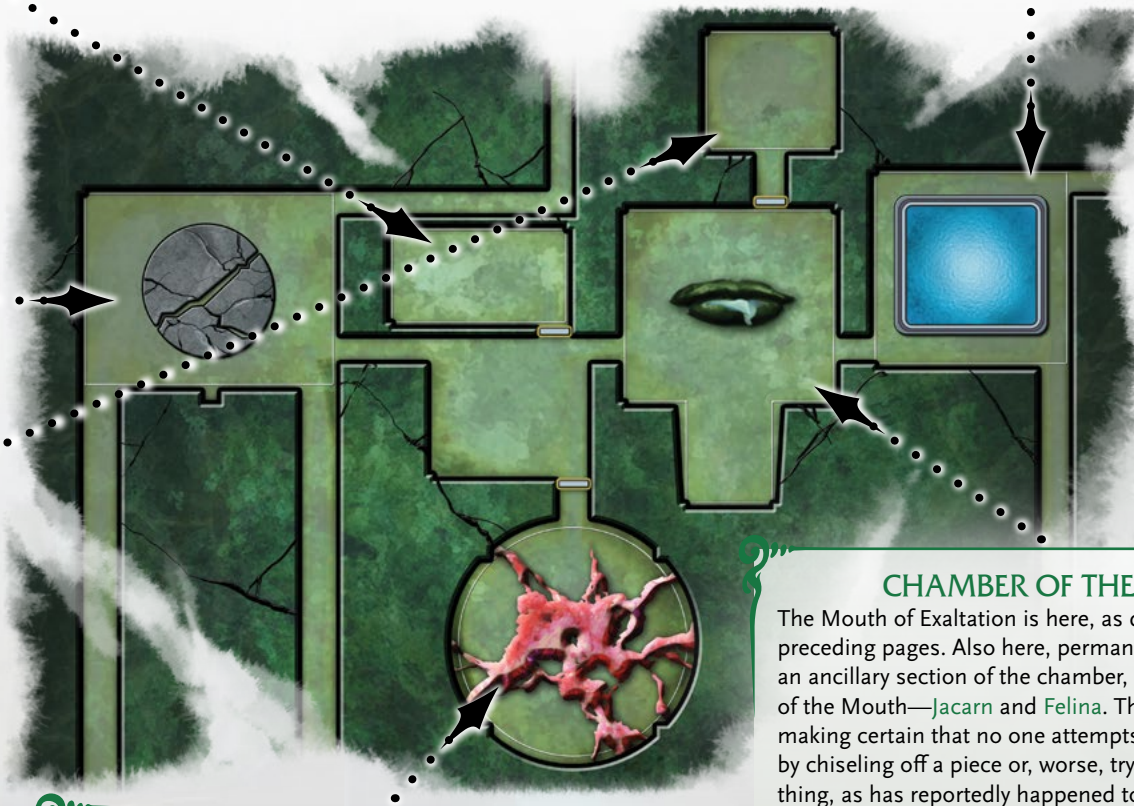
The Mouth of Exaltation can be heard easily in this chamber. The attendants tell PCs who ask to avoid the chamber, as it can be dangerous. The large basin here is half filled with a scintillating bluish fluid that bubbles and boils in reaction to the Mouth's constant utterances. The reactive fluid sometimes gives rise to objects formed of the fluid that have some resemblance to the words that are spoken, but usually those objects fall back into the basin before they're more than half formed, since the Mouth never stops, and the fluid is already evoking a new object or semblance.

Random objects observed in the basin could be anything. For example, in the space of a minute, characters might spy a chair, a utensil, a pair of pants, a ravage bear, a hat, a tree, a small child, a strange feathered creature with big eyes, their own face, and so on. But it's hard to be sure because the objects rarely fully form.

Control surfaces along one side of the chamber might entice characters to interact with the fluid. If they succeed on a difficulty 6 Intellect task, they can attempt to cause an object (or potentially a creature) forming in the pool to attain its full shape and become "real" (or, at least, a blue-tinged level 3 replica made of animated synth). The characters don't have control over what they see; that's mediated by the Mouth's babble. But they could wait until a named object to their liking appears, and try to solidify that, though that could take several hours. Created objects or creatures are deposited on the side of the basin. A created creature is a level 3 replica, but normally only waddles about like an oversized toy.

GM Intrusion: The characters' interactions with the basin cause four or five leathery-winged creatures to emerge from the fluid, each with a face like one of the PCs. These **mimic bats** speak nonsense, but in the voices of the character whose face each imitates, as they attack.

Mimic bat: level 4; fly a short distance each round; bite inflicts 5 points of poison damage



CHAMBER OF THE MOUTH

The Mouth of Exaltation is here, as described on the preceding pages. Also here, permanently encamped in an ancillary section of the chamber, are two "attendants" of the Mouth—**Jacarn** and **Felina**. They are tasked with making certain that no one attempts to damage the relic by chiseling off a piece or, worse, trying to steal the entire thing, as has reportedly happened to a few other relics.

Jacarn is a stout man who has fused flesh and steel and who knows his way around a spear. Felina is a nano who wears some sort of opaque and constantly fluctuating force garment, which makes it difficult to discern her true shape and guise. The two have hit upon a way to enrich themselves by extorting 10 or more shins (or other valuables) from each visitor who arrives. They turn away anyone who can't or won't pay, and they're not afraid to get violent.

GM Intrusion: The character does something to anger one of the attendants, who in turn doubles that character's fee to enter the area.

Jacarn: level 5; Armor 4; health 20; two spear attacks as one action, each inflicting 6 points of damage

Felina: level 5; Speed defense as level 6 from an esotery; long-range attack from an esotery inflicts 5 points of electricity damage on all creatures within immediate range of each other

NURSERY

A massive, leathery, living **growth** occupies this chamber. It resembles nothing so much as an excised cancer that has continued to grow outside the body. It's nourished by the sound of the nearby Mouth's muttering. The growth has extended dozens of reaching tendrils to various walls of the enclosing domed space, tendrils that in some cases have broken through and presumably continued to grow behind the walls. If left undisturbed, the growth poses no immediate threat to explorers. However, taking a sample or cutting a tendril causes the growth to react defensively (as a GM Intrusion).

Growth: level 5, Speed defense as level 1 due to immobility; lashing tendril attack inflicts 6 points of damage and entangles target, who can take no physical actions except attempt to escape. All those touched begin to grow a brown bud on their skin. The bud initially seems benign.

MOUTH OF EXALTATION HEARSAY

Down With the Attendants: Explorers have had enough of the two attendants—Jacarn and Felina—who are usually found in the chamber containing the Mouth, because of the way they extort visitors before allowing them into the Mouth's presence. Thus, there's a secret plan to overthrow them. But who will help?

Brigands: Explorers turned brigands have encamped in a chamber a few hundred yards from the zone containing the Mouth of Exaltation. It's only a matter of time before they do something violent.

Swallowed One: An explorer named Kethris is heartbroken that her partner Shanoar was swallowed by the Mouth. However, she believes that instead of being dead, he has been transferred to a vault somewhere else in the Colossus.

THE WEIRD OF THE MOUTH OF EXALTATION

Red Spheres: For no apparent reason, the Mouth sometimes vomits up insanely heavy red spheres composed of synth. Each sphere, no larger than a couple of human fists, weighs over 200 pounds (90 kg).

Rhyme Vine: Certain hardy fungi and plants grow unchecked but sporadically throughout the Colossus. Long, stringy vines that grow in proximity to the Mouth sometimes grow pods that sprout tiny, blue-tongued mouths of their own that hum and speak nonsense words in rhyme.

Silence: Sometimes the Mouth of Exaltation closes. When it does, silence descends, but more than that, a sense of gloom psychically pervades the minds of everyone nearby. Light sources provide only half the normal illumination they'd otherwise emit. Other creatures within the installation, which usually stay out of the chamber containing the relic, are drawn by the silence to investigate.

Normally, the Mouth returns to its voluble state within a few days, especially if it's tempted by midnight stones. It's not always clear why the Mouth sometimes goes quiet or why it returns to its normally talkative state.

Hungry: On three previous occasions, the Mouth of Exaltation stopped speaking hundreds of shifting languages and providing thousands of different answers to unasked questions. Instead, it started saying the same thing, over and over again, in every language: "I hunger."

Staying near the Mouth when it's in this state is dangerous, because the Mouth may try to swallow a human-sized or smaller creature whole as a level 5 attack. A creature that is hit has two additional chances to

escape being swallowed as they are held in the Mouth, but on three failed attempts to get free, they are swallowed. Where they go is anyone's guess, and those guesses are usually along the lines of "digested."



CHAPTER 12

HAND OF FURY



The Hand of Fury reverberates with violence, force, and breakage. To stand before the Hand is to risk all these things, either directly or as a kind of curse. Most people would prefer to face this violence directly, because the alternative can be far worse. Sometimes an avatar of the Hand appears just when a display of violence and anger would be least welcome.

Other relics have been found besides the Mouth of Exaltation and the Hand of Fury. However, these two have received the most study, and, for the most part, even an explorer new to Ballarad can buy one of the several known routes to the zone of chambers that holds them. In another few years, the safest route to the Hand will likely become as well known as Wranna's Way.

The average person in Ballarad thinks that the Hand of Fury is a great talisman to meditate on, especially for glaives, given its ability to incite violent fury. But of course it's more complicated than that.

THE HAND DESCRIBED

The Hand of Fury appears as a level 8 disembodied humanoid hand about 45 feet (14 m) from the tip of the index finger to the wrist. As with other relics, its skin is a textured, synth-like substance (a "ceramic") that is mottled black and green and resists damage or inquiry. It is suspended within a metallic bracket device via faintly visible lines of force. The Hand changes configuration every few minutes, going from an open palm, to a closed fist, to a jab, to a chop, and every

other possible conformation. As it does, the Hand sometimes dances with a flare of blue flame. In addition to the thousands of subtly different gestures, an underlying frisson of power thrums through the Hand.

HAND GESTURES

What do each of the conformations assumed by the Hand mean? It's easy to dismiss each new gesture as meaningless, but that would be wrong. Those trained in the art of conflict, especially those with some knowledge of fighting without weapons, recognize that many of the conformations seem like they could be used as some kind of strike. Those who spend long periods gazing at the Hand know this is true. The Hand of Fury seems to be running through hand strike positions from thousands of different martial traditions. This becomes even more clear when the Hand occasionally takes on alien and bizarre shapes that are not hands of humans, but those of other kinds of creatures entirely.

To mimic a Hand gesture exactly requires a successful difficulty 6 Intellect task. (Some people who come to this chamber spend



Anyone can study the Hand of Fury and attempt to gain a small (and temporary) insight into fighting techniques using only their hands and fists without taking the associated focus.

*Has Three Hands,
page 18*

Awakened relic, page 131

**Avatar of the Hand,
lesser awakened relic:**
*level 5, Speed defense as
level 4 due to size; Armor
2; health 25; grab attack
encloses target and
crushes target for 5 points
of damage each round
until target can escape*

time to become trained in “watching the Hand.”) Spending time mimicking the hand is a sort of meditation that reveals that the Hand of Fury is doing more than simply demonstrating proper hand postures for fighting techniques; it is also using an arcane and unknown language made up of only hand signals. At least, that’s what those who have spent hours studying the Hand claim.

If someone succeeds on a difficulty 7 Intellect task, they begin to get a sense of what some of the symbols mean, though how that sense of knowing is conferred doesn’t seem immediately obvious. There doesn’t seem to be any psychic phenomena leaking from the Hand of Fury. Instead, the communication seems rooted in some form of kinesthetic knowing.

Examples of the symbols’ apparent meanings, which seem to flash about once out of every twenty purely martial hand postures: *anecdote, instrument, spine, electric, root, organ, stem, radiation, file, wild, bough, animal, tree, book, trance, rancid, critic, rescind, seizure, royal*, and so on.

If someone spends several hours a day watching the Hand of Fury for several days in a row, and they succeed on the Intellect task described above, they gain a connection to the Hand. This gives them

the option of choosing the **Has Three Hands** focus or the **Needs No Weapon** focus (found in *Numenera Character Options*, page 68).

DANGERS OF THE HAND

When someone tries to gain a Hand-related focus, it’s even odds that doing so triggers a kind of “test” for the petitioner. An avatar of the Hand appears—an **awakened relic**—to engage the character in a fight to the death. Thankfully, the avatar that appears isn’t as powerful as a normal awakened relic. Instead of being level 8, the **avatar** is only level 5.

LESSONS OF THE HAND

Anyone can study the Hand of Fury and attempt to gain a small (and temporary) insight into fighting techniques using only their hands and fists without taking the associated focus. Doing so requires spending a minimum of one hour watching the Hand and a successful difficulty 6 Speed task to correctly mimic a fighting hand posture. If mastered, the character is treated as if trained with their fists and inflicts 2 additional points of damage when making unarmed attacks for the next ten hours, after which the knowledge visually departs as an electric blue flare of light.

If the character tosses a midnight stone to the Hand, which catches and crushes it, the difficulty of the task to gain a temporary fighting improvement is reduced by three steps.

INCLINATIONS OF THE HAND

Certain gestures made by the Hand, which thankfully are rare, seem to trigger effects that move beyond the relic and affect its

A character can change their current focus the next time they gain a tier. The character keeps already-known abilities from their previous tier, but adds abilities from the new focus each time they advance a tier. A character must choose an ability from the new focus that is at least one tier lower than their new tier. See page 90 of *Numenera Character Options* (if available) for additional guidance on changing foci.

surroundings in unexpected ways. When these events occur and characters are affected, it's appropriate to present them as GM intrusions.

Gesture of Force: One particularly complicated gesture that no one has been able to mimic exactly causes the area around the Hand to “ring” with expanding waves of invisible force. When this happens, all creatures in the area are battered as if facing a horrendous windstorm. On a failed difficulty 5 Speed defense task, they are bodily lifted from the area and blown several hundred yards down a random connected passage or series of chambers. This inflicts 5 points of damage from incidental battering. Those so lofted must succeed on a difficulty 5 Intellect task or discover that they are lost. Finding their way back could require navigating a newly created route via the *Numenera* *Ruin Mapping Engine*.

Gesture of Calm: Another hard-to-mimic gesture causes all creatures who observe it to feel a great lassitude and peace. Those who fail a difficulty 5 Intellect defense task fall into a deep slumber. When they wake a few hours later (or sooner if violently disturbed), all their Pools are restored and most ills of body and mind are healed.

HAND OF FURY HEARSAY

Heritor Avarice: Rumors suggest that it's only a matter of time before the Heritors of the Colossus attempt to seize control of the Hand of Fury so they can keep its secrets to themselves.

Missing Explorers: A group of explorers were forcefully evacuated by the Hand's “gesture of force” and dispersed into other parts of the ruin. Most of them remain lost, and likely in want of rescue.

THE WEIRD OF THE HAND OF FURY

Constellation Hand: One or more of the Hand's postures resemble the positions of a group of stars in the sky, or at least how those stars will appear in five more years.

Numenera *Ruin Mapping Engine*, page 84



HAND OF FURY AND SURROUNDING CHAMBERS

A variety of routes through the Jade Colossus lead to the zone of chambers containing the Hand of Fury, including those that stem from Wranna's Way. However, characters will either have to explore using dead reckoning and directions, or purchase a route (and hope it's accurate) from a group in Ballarad. You could use the Numenera Ruin Mapping Engine to determine the specifics of these routes if characters want to reach the Hand of Fury.

INCONSTANT STONE

This chamber contains something that is almost like a mock version of the Hand of Fury, at least sometimes. A greenish-black chunk of stone is embedded in the center of a basin here. It's much smaller than the Hand, being only about 10 feet (3 m) wide and 15 feet (5 m) tall. Devices on the walls here once offered salvage, but they've been well picked over. However, touching the stone causes it to ripple and quaver as if it were water or some kind of gel. If a character succeeds on a difficulty 4 Intellect task, the stone seems to collapse into liquid for a moment in the basin, then rise back up shaped like a hand, or sometimes an eye, mouth, or face, but always sized to the character. The reproduced body part is an exact copy of the body part of the character who touched it. The item could be taken and used as a prosthetic, if desired. Otherwise it is absorbed back into the main mass when the stone collapses into the basin a minute later.

GM Intrusion: Instead of mimicking a body part, the stone sucks the PC inside. The trapped PC can attempt to escape by succeeding on a difficulty 7 Might task to break free. They must do so within a minute or suffocate.

CHAMBER OF THE HAND

The Hand of Fury is here, as described on the preceding pages. The Hand has no official attendants, but it's rare if there's not at least one person in the chamber, standing rapt and watching the gestures, and often there are half a dozen explorers, nanos, jacks, glaives, and so on.

Also usually present is **Galia**, a woman who has one eye and one hand replaced with a greenish-black prosthetic. She also claims to keep a pet dimension curled under her thumb (she indicates the thumb of her prosthetic hand) that she threatens to set on anyone who makes trouble in the chamber. Galia enjoys meditating in front of the Hand, and wants to preserve that experience for everyone.

GM Intrusion: Six **Heritors of the Colossus** choose this moment to attack! They'll let people leave, but are adamant about taking control of the chamber.

Galia: level 5; Armor 2; health 20; immediate-range dimensional "swallow" attack traps a target who fails a difficulty 5 Speed defense task in a small pocket dimension until they can escape

Heritor of the Colossus: level 4; Armor 1; sword attack inflicts 5 points of damage; usually carries a cypher useful in combat

TRANSPORT DISCS

Synth discs are set in the floor of the central chamber containing the relic and the three satellite chambers. Stepping on a disc instantly transports the stepper to the nearest disc in the closest adjoining chamber. Subtle control surfaces nearby offer a character a chance (with a successful difficulty 6 Intellect task) to temporarily change a disc's destination, which could send characters to a completely unknown region of the Colossus, or even to a different prior-world installation altogether. Avoiding getting lost would require keeping careful track of the complex workings of the connected devices, and avoiding running afoul of a malfunction.

GM Intrusion: The disc malfunctions and the character is transported to a Hanging Tower that is in almost complete ruins outside of the Colossus. The PC must succeed on a difficulty 5 Speed task to grab something or fall at least a hundred feet (10 points of ambient damage and at least one step down on the damage track).



SYNTH ADVOCATE

As is true of the Time Crystal room, this chamber bears a superficial resemblance to that described under Inconstant Stone. Instead of a chunk of greenish-black stone, a shard of white synth, about twice as big as a human, is embedded in the chamber's center. Touching the shard causes it to seemingly implode, leaving behind a small white pellet on a bare platform. If left alone, it is absorbed back into the shard when the synth reforms a minute later, streaming up from minuscule nozzles in the platform and immediately hardening. The shard will form only one such pellet per 28-hour period, and never more than once for the same person. The pellet is a protective servant cypher.

GM Intrusion: The character is accosted right after they touch the synth shard by a group of three **explorers** who, piling into the chamber through the disc transport, are angry that the character has used up the device for the day.



TIME CRYSTAL

This chamber bears a superficial resemblance to that described under Inconstant Stone. Instead of a chunk of greenish-black stone, a splinter of roseate crystal is embedded in the chamber's center. Visual distortions haze the air around it, sometimes static, sometimes swirling around the crystal like a whirlpool. Standing utterly frozen in midstride are half a dozen explorers, mostly standing at the outermost edges of the room. Other figures, closer to the crystal, also stand unmoving, though these are not human, and some are not even humanoid. None are immediately recognizable to the characters.

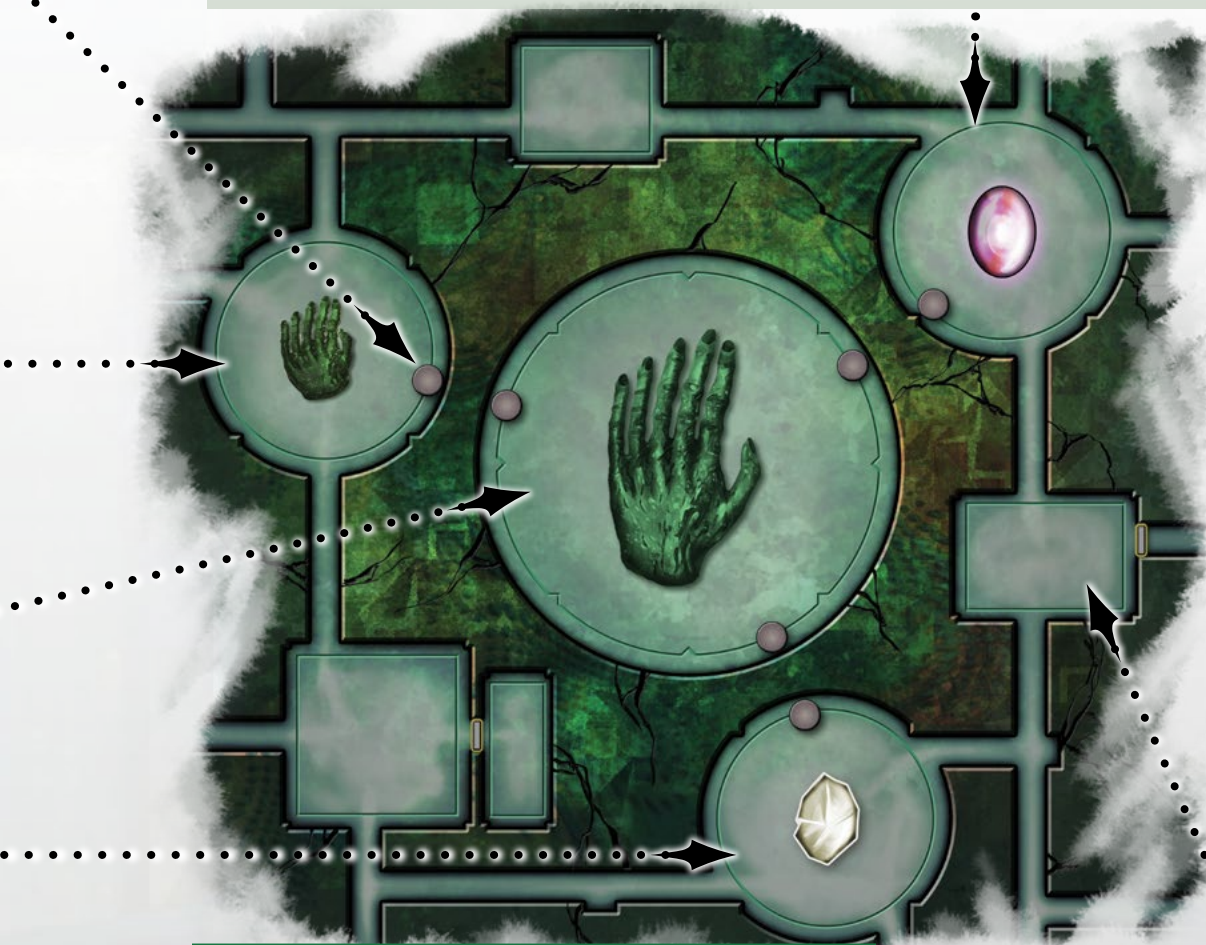
A temporal phenomenon has trapped the explorers and other creatures here. Some have been here for months or years, and those nearest the crystal for short geological ages. To them, time is passing normally and they're simply moving to touch the crystal. But who knows how many millions of years have passed for them?

One of the explorers standing frozen in time is *Sekara*, the wife of *Freemunt* from Ballard. Given that she is near the outer edge, she could probably be rescued if the PCs could devise a means of grappling her or otherwise moving her out of the slowed time region without entering it themselves.

GM Intrusion: The character must succeed on a difficulty 4 Intellect task to notice that one or more of their allies in the chamber has begun to move abnormally slowly. If the noticing character immediately warns the others, who haven't noticed anything since the time effect is relative, the others have at most one round to retreat or become time-trapped like Sekara.

Freemunt, page 34

Sekara: level 5; Armor 2; carries two midnight stones and two cyphers



PROTECTIVE SERVANT

Level: 1d6 + 2

Usable: Synth pellet (thrown, short range)

Effect: Pellet inflates into a humanoid shape about the user's size. It is a level 3 creature that can understand the verbal commands of the character who activates it. Once activated, commanding it is not an action. The servant can make attacks or perform actions as ordered to the best of its abilities, but it cannot speak.

The servant operates for 28 hours, unless the user is attacked before that time, whereupon it "hugs" the character that activated it, stretching to completely cover the character's normal skin, adhering and conforming to the character's body shape. This coating doesn't impair the character, and in fact grants the character +1 to Armor and an asset on Might defense tasks for up to one hour.

HEAVY IS THE HEART

A variety of mostly salvaged devices is embedded in the walls here, though another attempt yields 1d6 shins. The force of gravity is twice normal in the chamber. The difficulty of attacks (and all physical actions) made here is increased by one step.

GM Intrusion: The character salvaging for shins or cyphers disrupts something, and the gravity increases to six times its normal level. This pins characters to the floor and inflicts 2 points of ambient damage per round until they can crawl out of the chamber with a successful difficulty 5 Might defense task, or figure out how to switch the effect off with a successful difficulty 6 Intellect task.

CHAPTER 13

EYE OF TRANSCENDENCE

The Eye of Transcendence has seen age upon age unfold. It has stared into the abyss of civilizations collapsing, and witnessed the cradle of new civilizations rising to unimaginable heights, only to depart, die off, or transcend. The Eye sees all, and those who wish to see what is normally impossible may gain, for a time, an amazing vision. But seeing with the Eye's aid can burn the eyes and sanity out of those who are not worthy.

The Eye of Transcendence sees into your thoughts, your past, your future, and your soul, if there is such a thing. To allow its gaze to fall upon you is to be judged. And to look back unflinchingly into that harrowing gaze is to see broken moments and shattered memories of inexplicable events. Staring too long invites understanding, but those who grasp the full truth have only moments before fire leaps from their eyes as the soft matter in their head bursts into flame.

Most people in Ballarad haven't heard of the Eye of Transcendence, or if they have, only as a bare rumor. Finding it would require discovering someone who has what is probably an incomplete map to the location, or simple brute exploration.

THE EYE DESCRIBED

The Eye of Transcendence appears as a level 8 disembodied humanoid eye about 9 feet (3 m) in diameter, with lids of a textured, synth-like substance (a "ceramic") that is mottled black and green and resists damage or inquiry. The iris is all black except for a burning blue flame of a pupil. The relic is suspended within a metallic bracket device via faintly visible lines of force.

VISIONS OF THE EYE

Anyone who visits the Eye understands immediately that it is a relic of great power. The Eye of Transcendence, whatever its origin, is like a visual portal that provides the past and future course of history to those willing to risk its withering gaze. The Eye is what the nano Calcurdan used to

defeat roving dark fathoms in the base of the Colossus, if you believe the rumors. But most people who try to get more than a passing insight from the Eye of Transcendence end up dead and the contents of their head charred to a smoking crisp.

MOTES IN THE EYE

Looking into the Eye is easy. But maintaining contact as a headache immediately clutches the mind of the viewer is less so. Each round a viewer wishes to maintain eye contact requires a successful difficulty 6 Intellect task. Each round a viewer succeeds, they gain one "transcendence mote" (visible as a flicker in their eye). But this success comes at a price. Each round after the first that they continue to maintain their gaze, they suffer 4 points of Intellect damage (ignores Armor, including Armor that normally protects against mental attacks; this isn't a mental attack, it is unfiltered reality impinging on brain matter never meant to bear such a load).

Transcendence motes can be redeemed in a few ways.

General Cognizance: A mote can be used to gain a general insight into the immediate future. Each mote spent grants the user an immediate asset on whatever task they're currently attempting. Only one transcendence mote can be spent per round if used in this way.

Mental Acuity: Three transcendence motes can be spent to give the user +1 to their Intellect Edge. Motes can be spent this way once per character. Attempting to gain more than one Edge boost in this

If a character tosses a midnight stone to the Eye, it smokes away as the Eye gazes at it. Afterward, the difficulty of maintaining eye contact with the relic is three steps easier for that character for one minute.

fashion fails, and risks the character's brain exploding in flame.

Transcendent Knowledge: Motes can be redeemed to gain specific information about things the character otherwise knows nothing about. Each mote redeemed allows the character to know something about a topic that they name. While it's not necessary to succeed on an Intellect task to accomplish this, succeeding on a difficulty 6 task provides the user with information they were specifically looking for.

always a chance that the next time the Eye opens, it'll finally return when the Eye renews its observation of reality. This means that an opening Eye sometimes triggers the appearance of one or more strange creatures or other entities into the chamber. Sometimes these are random creatures that were trapped, like explorers sometimes are (roll on the [Creature Table](#) to determine what kind of creature appears). Other times, entities called **mesotemi** are released.

Unspent transcendence motes tend to fade after a few days, sometimes leaking out of a character's eyes as a sort of greenish oil that quickly evaporates.

Creature Table, page 100

Mesotemus, page 137

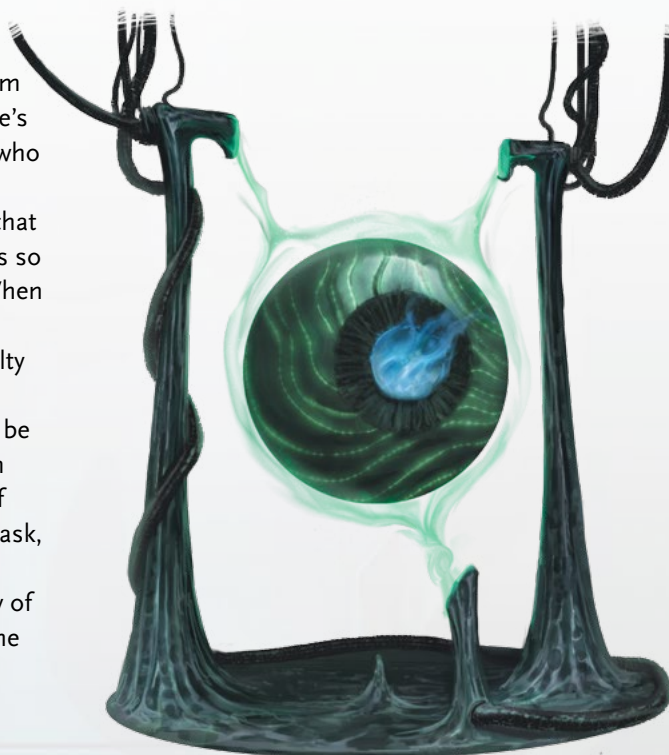
Ballarad Inn, page 40

DANGERS OF THE EYE

In addition to the danger that comes from merely meeting the Eye of Transcendence's gaze, other, subtler perils afflict anyone who remains overlong in the area.

The most difficult to guard against is that the Eye sometimes simply closes. It does so no more than once every few months. When it does, all nearby creatures that it was apprehending must succeed on a difficulty 3 Intellect task or blink out of existence. When the Eye opens again, which might be minutes, hours, or days later, any person or creature that previously blinked out of existence can attempt another Intellect task, and if they succeed, they appear exactly where they were before, with no memory of what happened to them, and with no time having passed for them.

No matter how long an entity has remained wiped from existence, there's



EYE OF TRANSCENDENCE HEARSAY

Beating the Sparkle: The silvery “sparkling” webs that are common in and around the zone of rooms containing the Eye of Transcendence have been the bane of many explorers. But an explorer named Alish says she has a confirmed route to the Eye and a confirmed method of cutting through the so-called sparkle that pervades the area.

Returning Explorers: A group of explorers that disappeared en masse during an Eye-closing event has returned. Flush with the success of surviving being wiped from existence, they are putting together a new expedition to return to the Eye. Ask for Kanthras at the [Ballarad Inn](#) if you want to be part of this new effort to examine the Eye.

THE WEIRD OF THE EYE OF TRANSCENDENCE

Projections of Emerald: Sometimes the Eye projects visions onto the far wall of the chamber where it resides, which appear like amazingly realistic and moving pictures. Often, the scene depicted is of a group of strange, multi-limbed animals breathing out puffs of emerald-hued mist, moving through what seem to be sparkling, silvery webs.

Blink Pattern: Some explorers claim that they've seen the Eye blink in rapid, non-repeating patterns. Those patterns might be a message, but so far no one has been able to discern it, especially since being near the Eye when it closes sometimes erases those watching it from reality.

EYE OF TRANSCENDENCE AND SURROUNDING CHAMBERS

Several routes through the Jade Colossus lead to the zone of chambers containing the Eye. However, few are known. To find the relic, characters must stumble upon it, be lucky enough to find one of the rare few explorers who know its location, or find it through some other means. You could use the Numenera Ruin Mapping Engine to determine the specifics of these routes if characters want to reach the Eye of Transcendence.

THE SPARKLE

Tiny, cobweb-like masses of silver threads fill the corners and shadows of many rooms in this zone. The threads sparkle in and out of visibility. Explorers call it the sparkle.

The sparkle is thickest here. It covers the chamber, forcing anyone who wants to proceed to push through the material. Doing so creates a sort of hissing sound, like a snake might make. Prodded webs dissolve into dispersing mist. If a character prods a patch of sparkle, they must succeed on a difficulty 4 Might task (the difficulty increases by two steps if they prod the sparkle with their hands, or if they accidentally stumble into it). On a failure, a bit of sparkle adheres to a character and begins insinuating itself under their skin, inflicting 4 points of damage initially and then 1 point of damage per minute (ignores Armor). An infected character who sustains damage in any other way (except from the device in the Energy Applicator chamber) causes the sparkle under their skin to grow dormant. If the character dies at any point later in their career, a new patch of sparkle sprouts from their corpse.

CHAMBER OF THE EYE

The Eye of Transcendence is here, as described on the preceding pages. Given the difficulty in discovering the Eye, it is usually alone.

GM Intrusion: The Eye is closed when the characters first arrive, but soon opens. When it does, four *mesotemi* appear, too.

Mesotemus, page 137

PROJECTION CHAMBER

A 9-foot (3 m) diameter blue glass disc is embedded in the wall closest to the chamber of the Eye. Symbols of light intermittently flash across the disc's surface. A character who approaches the disc receives a telepathic message that says "The Eye sees and knows you completely." The disc then displays the contents of the character's mind as a series of dizzying images that essentially plays out their entire recollection of their life up to the present moment, even events they've consciously forgotten, over the course of about a minute. A character who watches the contents of their own mind play out this way gains an asset on any memory-related task for the next few days.

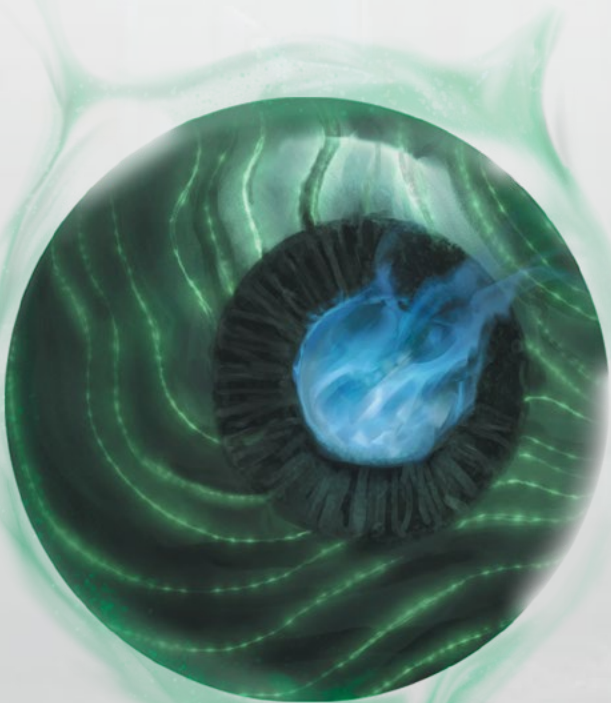
GM Intrusion: The character watching their own life play out risks having a seizure from the experience, and must succeed on a difficulty 5 Intellect defense task or spend the next minute convulsing on the floor (during which time they suffer 4 points of Speed damage, which ignores Armor).

ENERGY APPLICATOR

A device composed of many overlapping metallic discs depends from the ceiling. From its lowest point (which is suspended about 3 feet [1 m] above the floor), reddish electricity dances and arcs. Anyone who comes within immediate range is jolted for 4 points of damage. If someone is infected by the sparkle, this causes the infection to begin to spread visibly under the character's skin, which inflicts another 1 point of damage. However, being infected with the sparkle is the one sure way to avoid the secondary effect created by the reddish energy; on a failed difficulty 4 Might defense task, targets become highly magnetized so that metal of all sorts is attracted to them. This effect is so strong that smaller items fly through the air and pelt the character, while the PC is drawn through the air and becomes stuck to fixed metallic objects (such as the Metal Spools in a nearby chamber). This effect is removed when a victim suffers at least 1 point of damage from another energy source.

Loot: There are 20 shins and two cyphers to be scavenged here.

GM Intrusion: The character must succeed on a difficulty 3 Intellect task or accidentally move through a few nearly invisible patches of sparkle.



SPHERES OF WATCHING

Ten level 3 glass spheres float in the center of the room in a shaft of illumination. Each glass sphere looks something like a disembodied eye. Studying the spheres for more than a few seconds draws their gaze in return. If all ten spheres lock gazes with a character, the PC feels their mind “itch” and must succeed on a difficulty 5 Intellect task. On a failure, they take 3 points of Intellect damage. On a success, the character gains an asset on all other tasks related to the Eye of Transcendence and every other chamber in the same zone, thanks to a memory-like insight that takes root in their brain.

GM Intrusion: The character’s mind is so overwhelmed that they become phobic of eyes. They can’t meet another creature’s gaze (or look at disembodied eyes) unless they succeed on a difficulty 5 Intellect task.

METAL SPOOLS

Several 6-foot (2 m) diameter metallic discs held apart by metal rods are stacked and tumbled in this chamber. Some of the rods are wrapped with coils of synth fiber. The synth fiber is a level 7 material, which means it’s quite strong, and possibly difficult for characters to cut into usable lengths.

Beneath a tumble of spools, something whines and beeps, and the spools there periodically shift. A small automaton (level 2) is here, wrapped in loose synth fiber and trapped beneath a heavy metallic spool. If freed, it rights itself and begins the herculean task of righting the few dozen heavy metallic spools in the room. It doesn’t seem to have any other function.

Loot: There are 10 shins and one cypher to be scavenged from the automaton.

GM Intrusion: A spool tumbles from above onto a character who fails a difficulty 5 Speed task, crushing them for 9 points of damage and trapping them beneath it until they escape.

POOL OF UNSEEING

A circular pool of liquid, 12 feet (4 m) across, radiates light. Whatever is immersed in the liquid becomes partly invisible, but living flesh takes 3 points of damage (ignores Armor) if just a hand or arm is doused, while full immersion inflicts 9 points of damage (ignores Armor). A fully immersed character becomes completely invisible, as does any object they are wearing, for about ten hours. Unfortunately, that character is unable to see light during the same period and must get around by touch, hearing, and memory until they fade back into the normal spectrum of light.

GM Intrusion: Something normally out of phase, including visually, becomes aware of the partly (or fully) invisible character, and attacks. It might be an *abykos* or something similar. A fully invisible character can see and interact with this creature normally, even if they can’t see anything else.

ACTINIC FLUID

Images of incredible realism are layered over the floor and ceiling here in some kind of ink. Older images are faded and overlapped by new images, so it’s hard to pick out what most of the underlying images might be. The topmost images include strange-looking automatons, a few abhumans of various known types, a mesotemus, and at least two humans wearing explorer clothing.

A synth tube, broken off at the end, protrudes from one wall amid the debris of broken devices that have been previously salvaged, though someone sifting through the material could probably gain a few shins. Every minute or so, a droplet of what seems like liquid light emerges from the tube and falls to the floor. If left undisturbed, the liquid—called actinic fluid—spatters on the floor and evaporates over the course of several rounds.

GM Intrusion: The glowing liquid adheres to the character who touched it and flashes brightly. In the afterglow, and on a failed difficulty 3 Intellect defense task, the character disappears, but a photorealistic image of the character appears on the floor or ceiling. (Reversing the process requires flicking a drop of actinic fluid on the image.)



CHAPTER 14

RED LABYRINTH

At the heart of the Red Labyrinth is something called the Canticle, a device about which even less is known than the various relics within the Jade Colossus. Its nature, like all numenera, is a mystery. However, some within Ballarad have come to believe that the Canticle could be employed as a kind of divining rod that might allow them not only to find more relics, but also to interact with already-known relics far more safely and efficaciously. However, reaching the Canticle (which even the few people who have heard of it are likely to mistakenly imagine as some kind of device or canister) is insanely

difficult. To reach all the way to the center of the Red Labyrinth is an amazingly hard feat to pull off.

THE CANTICLE DESCRIBED

Those who reach the inmost whorl of the Red Labyrinth might be initially disappointed to find the area apparently empty. However, the Canticle exists there as a level 7 psychic construct, which can be accessed telepathically, by going out of phase, or by using some kind of device that modifies transdimensional or psychic energy. In the latter case, the





Red as blood that sprays from a wound, the interior of the Red Labyrinth weeps scarlet fluid. Called “the Red” by those who have encountered it, the scarlet fluid is by turns gelatinous, prone to evaporation, or, alternatively, prone to freezing solid, potentially trapping those wading through it in manacles of stone. To venture into the Red Labyrinth is to court death at every turn.

Canticle responds to these disturbances by manifesting a physical avatar that takes the shape of a glyph-scribed rod about 3 feet (1 m) in length. The glyphs wrap around the rod to an ever-finer degree, which means it's easy to recognize the first level of symbols, but as they continue to wind around the rod, they quickly descend in size, plunging down to the scale of nanites, and possibly smaller.

The avatar isn't the actual Canticle, which remains embedded in the area as a concept—a psychic construct—that maintains itself by constant self-reflection. However, the avatar could be used as a limited version of the Canticle (as an artifact) until it's depleted.

UNDERSTANDING THE CANTICLE

Creatures that manage to evoke the appearance of an avatar of the Canticle can feel the psychic potential rippling from it, but even more so, the sense of presence focused throughout the entire area. Those with telepathic ability who attempt to connect to this source must succeed on a difficulty 6 Intellect defense task or fall senseless, overcome by something they can't later recall.

Those who succeed witness the indescribable psychic form of the Canticle itself, which is thought, music, purpose, and regret from what might well be an entire world concentrated into a single quantum point of mental power.

SONGS OF THE CANTICLE

Apprehending the psychic construct of the Canticle itself without falling unconscious

and forgetting the last few hours has both rewards and dangers.

Each benefit granted has a level. A character communing with the Canticle has a general sense of the benefits it can provide. To achieve any one of them, someone who has already successfully apprehended the construct must succeed on one more Intellect task. On a failure, the character falls senseless, takes 5 points of Intellect damage (ignores Armor), and forgets the previous few days of their life.

A character can gain only one benefit from the Canticle at a time.

Summon Avatar (level 3). An avatar of the Canticle manifests and can be claimed.

Psychic Form (level 4). The character is transformed into a psychic construct, which normally can be apprehended only by telepathic creatures or devices that grant psychic sensitivity. As a psychic construct, the character can move through almost any substance of up to level 6. The character can communicate telepathically with any intelligent creature they touch, even if that creature is not telepathic. However, the character is limited to using abilities that are purely mental; they can't

ARTIFACT: AVATAR OF THE CANTICLE

Level: 8

Form: Rod scribed with ever-smaller glyphs

Effect: User knows exactly where to find a named or described location for the next 28 hours, regardless of where it is, as long as they retain their hold on the artifact. If there are shortcuts, the user also knows them.

Depletion: 1-3 in 1d6

CANTICLE AND RED LABYRINTH

Several routes through the Jade Colossus lead to the zone of chambers containing the Canticle. However, none are known. Most people have never heard of the Canticle, and the handful who have know only the general area where it might be found, based on vague rumors. To find it, characters must either stumble upon it, or learn about it through some other means. You could use the Numenera Ruin Mapping Engine to determine the specifics of these routes if the PCs want to reach the Canticle.

THE RED

Many areas of the Labyrinth ooze a scarlet fluid called **the Red**. The fluid represents an intelligent entity that can change the shape and phase of the distributed fluid that makes up its body. Whenever characters enter an area where the Red flows, the fluid forms a weird shape to draw them closer to some other danger in the area or attempts to trap them, smother them, or turn them against each other by covering one PC in a shell of fluid that it shapes into a horrific, monstrous visage.

If nothing else works, the Red can also directly attack, forming tentacles of rigid fluid to puncture PC bodies and inject a bit of itself into victims. Victims must succeed on a Might defense task if injected or descend one step down the damage track per failure. Those who completely succumb to this living poison melt to become more constituent fluid for the Red.

GM Intrusion: The fluid the character wades through (or has fallen into) solidifies, holding the PC in place until they can escape.

The Red: level 5; immune to physical attacks; able to shape itself into nearly any form or degree of solidity to make barriers, attacks, or facades; if injected into a creature, acts as a living poison

REFINERY

Cylinders hang from the ceiling, each with an aperture at the end. Poised next to five of these cylinders are five floating **automatons**. They continuously monitor and adjust control surfaces. Every so often, a red droplet falls from a cylinder and is sucked into a small hole (one beneath each cylinder on the floor). The automatons utterly ignore the PCs, though they will pause long enough to answer a character in a halting version of the Truth to say, "We refine the Red to stanch the wound."

If scanned by a character, the scarlet material seems to be a jelly of interconnected nanomachines, which is essentially an oddity. When molded into a new form, it holds that form in a wavering, gel-like fashion.

Study of the area reveals that conduits in the ceiling lead from the hanging cylinders to a central conduit that passes into the area beyond the Locked Portal.

GM Intrusion: One of the PCs does something that makes the automatons believe that the character is interfering with their refining operation.

Automaton: level 4; Armor 2; electric touch attacks inflict 4 points of damage, and on a failed Might defense task, the victim is stunned and loses their next turn

THE COIL OF ARAN

The transdimensional door of the Locked Portal deposits travelers in a bizarre dimension apparently made up of whorled, craggy landforms that march off to the horizon. Nearby, a humanoid creature—a **colchin**—stands guard over the entrance. The colchin is thin, spindly, and "clothed" in a variety of layers of fungus, providing it with weaponry and armor. It doesn't speak any languages the characters are likely to know, but it will motion them further into the Coil, or let them leave back through the portal. It seems intent on not allowing intruders to pass into the wider dimension, however, and fights to the death to prevent them from doing so.

With some investigation (or if communication can be opened with the colchin), the surface of the dimension is revealed to be the rough epidermis of some sort of titanic creature, one so large that it has its own gravity and surface ecosystem. In these canyons and arroyos of flesh, humanoid beings called colchin thrive. The colchin call the creature Aran.

GM Intrusion (Group): Four more colchin arrive to reinforce the lone guard.

Colchin, page 133

LOCKED PORTAL

To use this level 8 entrance, the characters must succeed on an Intellect task or touch it with a bit of the Red (live or refined from the Refinery area), whereupon it slides open. On a failure (or if attempting to simply force the door), a slot on the side of the door opens and vents a hallucinatory gas into the chamber. All creatures within immediate distance of the door who fail a difficulty 5 Intellect defense task become violently confused, seeing each other as **ravage bears**, and attack whoever is nearest to them. They remain affected until they succeed on an Intellect defense task.

Everything beyond the Locked Portal is lost in a reddish-yellow haze (somewhat akin to the color and smell of the hallucinatory gas, but far less potent). A scan reveals that the open door is a transdimensional portal.

GM Intrusion: A character who initially resists the hallucinatory gas gets another sniff and must succeed on a new difficulty 5 Intellect defense task or be affected.



*Ravage bear,
page 254*

LETHAL FLOWERS

Several fungal blooms grow along this area, adding yet another toxin into the air. Breathing the air near the flowers is dangerous and deals 1 point of Speed damage per round. Moving more than an immediate distance from the flowers prevents further damage.

GM Intrusion: The Red manifests as a tube-like shape that blows the toxic air to where the characters have retreated.

CHAMBER OF THE CANTICLE

The Canticle is here, as described on the preceding pages. Also here are a few bodies of explorers who were not able to escape the Labyrinth, becoming lost and finally succumbing to the Red. Characters can salvage 1d6 cyphers and basic equipment from the remains.

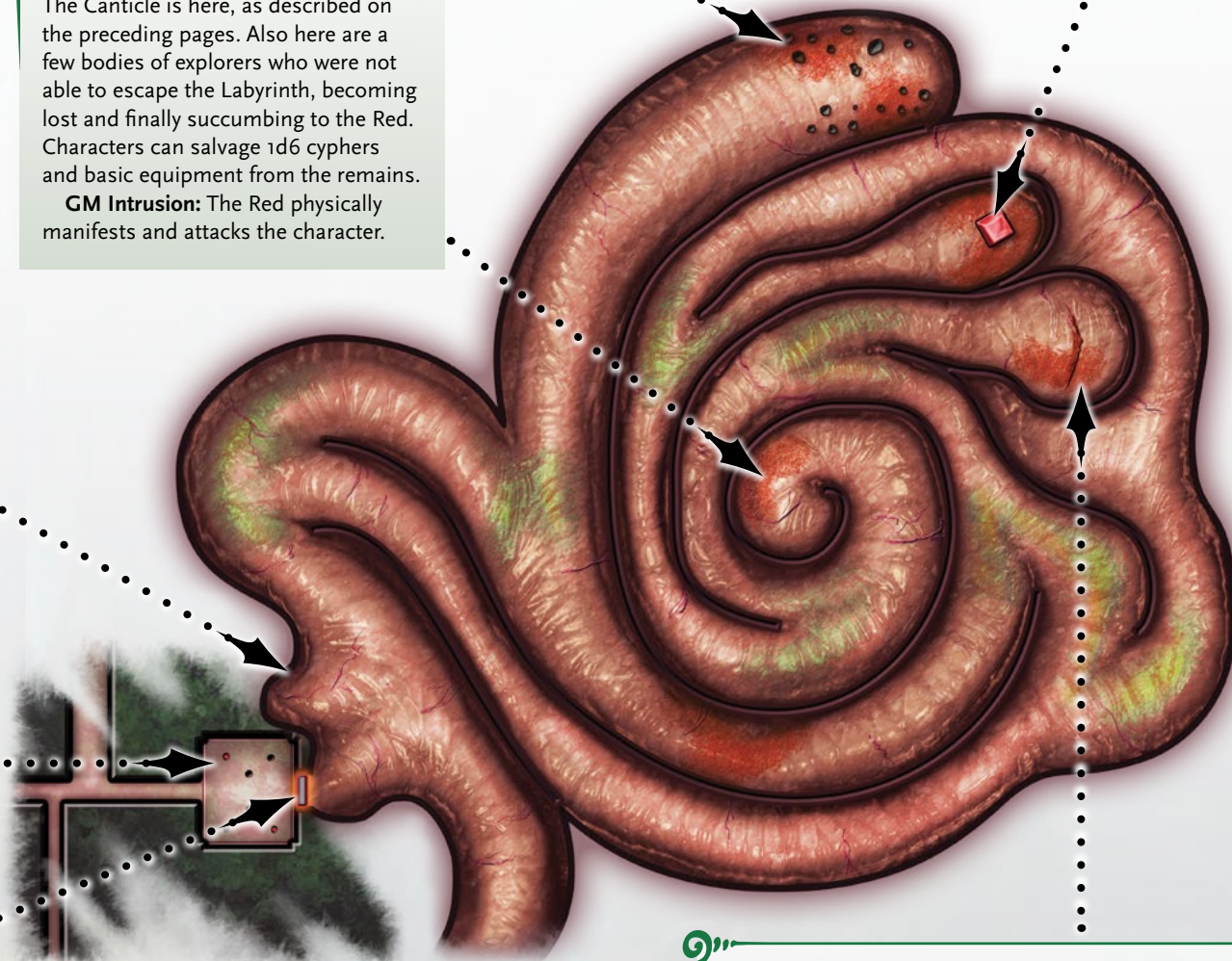
GM Intrusion: The Red physically manifests and attacks the character.

STUCK RHADAMANTH

A *rhadamanth* (a kind of automaton) is stuck in what seems to be a cube of translucent red slime that is actually a manifestation of the Red. If the characters free the rhadamanth, it immediately heads toward the Canticle, whereupon it attempts to gain an avatar and then leave. Because it is not a breathing creature, it is not affected by the hallucinatory haze, and if characters who have become lost hit on the idea of following it out, they can do so.

GM Intrusion: The rhadamanth sees the characters as enemies, or at least as rivals, and attacks them unless convinced that the PCs are not deserving of being punished for “past crimes.”

Rhadamanth, page 138



HALLUCINATORY HAZE



The reddish-yellow haze is thicker in these areas. Those who walk into an area, either alone or as part of a group, become disoriented. Explorers believe they are going straight, but in reality they become turned around or otherwise turn into an area other than where they think they are going. Choose which direction the characters go as a group, if there is more than one opposite choice, or determine it randomly. If the PCs realize that the hallucinatory haze is screwing up their ability to map, they can resist the effect with a successful difficulty 5 Intellect task. The difficulty is two steps easier for characters who try to hold their breath through the haze.

SPIRACLE

A slit in the canyon floor randomly opens and sucks in a vast quantity of air and whatever else is around, including surface dirt, fungus, portions of the Red, and so on. If the PCs are in the area, they must succeed on a difficulty 4 Might defense task to hold onto a whorl in the ground or be sucked toward the spiracle. Two failed Might tasks means a character is sucked into the spiracle. At this point, the PC has four more rounds to crawl out (now a difficulty 5 Might task) or they will be sucked so far into the body of Aran that they will likely decompose within the vast creature.

GM Intrusion: Characters in the area “tickle” the spiracle simply by walking normally; it opens and begins sucking.



The world from which the Canticle is created might be a prior world, an alien world, a simulated world, or something not capable of being apprehended by Aeon Priests.

affect the material world in any way. On the other hand, only psychic attacks and transdimensional effects can harm the character. This effect lapses after 28 hours, or sooner if the character chooses to discharge the effect as a psychic blast, which inflicts 5 points of Intellect damage on all creatures within short range and 2 points of Intellect damage (ignores Armor) on the character.

Psychic Trip (level 5). The character is instantaneously transmitted as a psychic construct to any location that they have previously visited or that they know to exist (even if they don't know exactly how to get there). If the traveler wishes, they can apply Effort to try to overcome any resistance or protection against entry that some locations possess. Upon arrival at the destination moments later, the character can choose to manifest physically, which ends the effect, or immediately return to the Canticle and there return to physical form, ending the effect.



RED LABYRINTH HEARSAY

Brotherly Contest: Two brothers constantly squabble, fight, and dare each other to greater and greater risks. The current dare is that whoever brings the fabled Canticle back to Ballarad first wins the hand of the one they both court, a prefect named Malan. (No one's asked Malan's opinion on this contest.)

Red Seepage: The scarlet fluid found in the Red Labyrinth is prized by some in Ballarad as a constituent for their alchemical experiments, and they'll pay 50 or more shins for a good-sized sample.

THE WEIRD OF THE RED LABYRINTH

Imprisoned Face: On the walls of the Red Labyrinth, a vaguely human face sometimes forms, but usually never in the same location twice. If someone with telepathic ability attempts contact, the face responds with a secret that might help those seeking the center of the Labyrinth, or those seeking to get out.

Scarlet Child: A child made of transparent, gelatinous fluid wanders the ruin near (and sometimes within) the Red Labyrinth, looking for something.

PART 4:



OTHER RUINS



Chapter 15: Ruins of the Ninth World

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CHAPTER 15

RUINS OF THE NINTH WORLD

Specific locations of the ruins in this chapter aren't provided in most cases so that you can place them in the context of your campaign as desired.

Numenera Ruin Mapping Engine, page 84

Over the course of deep time, it's impossible to estimate how many structures were raised up, inhabited by inscrutable entities or used for some purpose impossible for humans to comprehend, and then abandoned. Such structures fall into disrepair, and in many cases, completely erode away over hundreds, thousands, millions, or even hundreds of millions of years. But some remain, known as ruins by people of the Ninth World.

Most rightly fear entering these enclosed spaces where the numenera yet glimmers and sometimes stirs in weird, incomprehensible, and often dangerous ways. The settlements and cities containing humans are isolated from each other for a very good reason: the over-curious come to an early and often unfathomably violent end. Fear keeps most people in the places where they grew up, even when they know another village lies just a day's walk away. A day's walk, but the path might require they get too close to a ruin where strange energies lurk.

But not everyone is afraid. Some nanos, glaives, jacks, glints, seekers, and other types yet unnamed are drawn to these ancient installations, not repulsed. They want to learn the nature of the unearthly sounds, the meaning of the blinking lights, and why the unknown signal seems to be counting down to some future unknown event. Exploring the ruins is a great way to solve such mysteries.

Or maybe they just need to solve a more prosaic problem, like the disappearance of a child, the delivery of a parcel, or the discovery of a necessary component to fix a device, and the ruin is the obstacle they need to overcome in order to do so. This chapter provides brief descriptions of places that explorers can visit if they dare to. It's difficult to fully encapsulate a prior-world installation in a few paragraphs, even if most of the ones described here are not as expansive as the Jade Colossus. That said, you can use the [Numenera Ruin Mapping Engine](#) to flesh them out to be as large and expansive as you want them to be.

OTHER RUINS

The following ruins are described in this chapter.

Changing Road: One could spend ten lifetimes walking, or riding upon a prior-world craft of wondrous speed, and still not reach the road's end.

Dead City: Walking this city's narrow blackstone lanes in the shadow of the high walls is an exercise in avoiding the drifting infinity wells, where gravity is strong enough to crush bone, metal, and stone.

Eye of God: When the Eye opens, visions of other places, times, and worlds become real.

Fissure of the Crystal Angel: A great chasm is bridged by a transparent synth bridge.

Hanging Tower: This mobile floating tower only recently moved to its current location.

Inamorata Towers: Two towers, one love. Love burns across the divide between Sky Caller and Mist Bringer, each trapped in their prison spires of bone and synth—separated, but close enough to call to each other forever.

Sacrarium of Thenaxis: Dusty with immobility, lost in ancient dreams, and mad with senile age, quotiens are said to live almost forever. But one named Thenaxis is tired.

Silent Houses: In the Silent Houses, hunters stalk on noiseless feet. Noiseless, until they begin to click.

Steel Citadel: The Convergence uses tech they found within this ruin to fuse their flesh to steel.

Sunken Sagene: A city still rich with the numenera lies drowned at the bottom of a shallow sea.

CHANGING ROAD

The Changing Road is a cylindrical corridor whose diameter varies from as little as 10 feet (3 m) to many miles or more. Accessing the road requires finding the right doorways or falling into the wrong malfunctioning transdimensional anomaly. Walking just a few dozen feet along the road allows one to advance miles across the Earth's face, if the walker could reliably find an exit again. Walking farther along the Changing Road could move a traveler off the Earth entirely, and even into other dimensions.

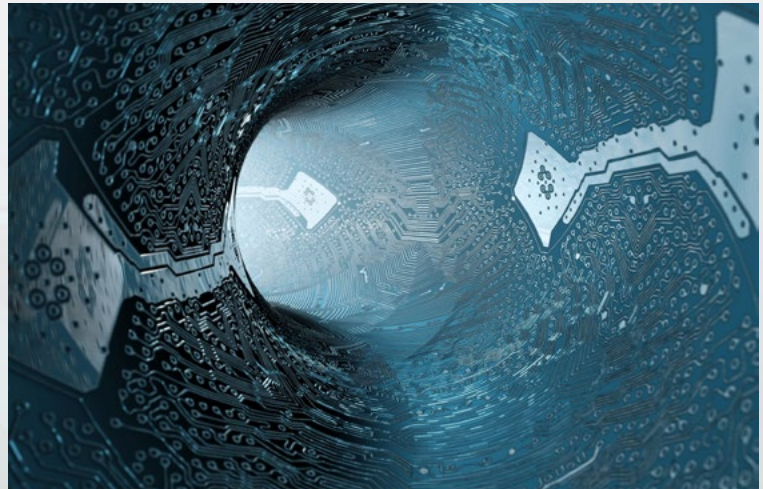
Aeon Priests in aclave guard one known portal to the Changing Road, and sometimes they admit travelers onto it through a special doorway that they call into existence using their knowledge of weird tech. The priests regard the Changing Road as sacred, and those who would walk it must be purified. If they are judged worthy enough, they may also be given a priceless oddity that resembles a fist-sized crystal globe. Using the globe is the only way the Aeon Priests know how to trigger an exit for those already walking the road. Without one, travelers would have to find some other way out or remain trapped. Even with a globe, a successful difficulty 6 Intellect task is required to cause an exit to open. (Figuring out how to open an exit to exactly where one wants to go would require a few hours of study using the globe and another successful difficulty 6 Intellect task.)

Different lengths of the road are different in character. Some are controlled by powerful entities, others are wild with odd life forms, some are barren, and a few are drowned or worse. In the "vicinity" of the Earth, creatures called weyrshani reside. Weyrshani look more like spiders than anything else, but they are intelligent. The most accomplished *weyrshani* learn a special discipline giving them power over the Changing Road. They can cause the road to arbitrarily bend, widen, narrow, and otherwise flex as their action, which could be treated as a level 5 attack if used against foes. They can also use this power to create an exit for travelers that find favor with them. The weyrshani inhabit tower-like nodes in a large outpocket of the road in a city they call Orund.

Weyrshan Changelord:
level 5; climbs a long distance each round; can manipulate road conditions through concentration

The Numenera Ruin Mapping Engine can be used in conjunction with the Changing Road, but modify the results so that there is only ever one exit, and it is always forward, farther along the road.

Numenera Ruin Mapping Engine, page 84



One could spend ten lifetimes walking, or riding upon a prior-world craft of wondrous speed, and still not reach the road's end. It doesn't have one, or a beginning. Within its silvery, shimmering walls, others are sometimes encountered. Some are trapped, others are chance travelers, and a few reside in great flying cities that scrape the walls of the road as they move ponderously forward, forever.

DEAD CITY



Some disaster overtook the city. Perhaps it was the Iron Wind or a dread destroyer. Or just perhaps, gravity itself turned on the residents. Walking its narrow blackstone lanes in the shadow of the high walls is an exercise in avoiding the drifting infinity wells, where gravity is strong enough to crush bone, metal, and stone.

The Numenera Ruin Mapping Engine can be used in conjunction with the Dead City, but modify the results so that corridor results are streets, and chamber and similar results are discrete buildings.

Numenera Ruin Mapping Engine, page 84

One tale about the Dead City claims that it was rendered unlivable millennia ago, when rivals from the moon dropped “gravity detonations” from on high, attempting to wipe out their foes. Perhaps they succeeded, but the ruins that were left behind became a lethal trap for anyone who attempted to loot the prize. Though the toxic gravity that once claimed all of the city has waned, modern-day scavengers of the Ninth World must still stay clear of areas of extreme gravity that are speckled throughout the region.

Most extreme gravity areas—called infinity wells—are fixed, and a canny explorer may note that they are often marked by outlines of crushed birds like shadows, flattened pieces of metal armor, and other residue of past victims. Other

infinity wells roam about, invisible except for their effects.

Creatures within immediate range of an infinity well must succeed on a Might defense task each round. Those who fail are drawn into the very center, where they sustain 30 points of damage. Characters who die from this damage are smashed utterly flat, becoming another shadowlike silhouette.

Given the lethality of the Dead City, it's no wonder that no abhumans, humans, or other creatures have tried to recolonize it, despite its relatively good condition. A few daring explorers have devised mechanisms to detect fluctuations of gravity far in advance of discovering one the hard way. In fact, a tiny village of explorers and those interested in exploring live just outside the Dead City. Here, one could purchase a gravity wand “guaranteed” to detect infinity wells, the perfect thing to ensure that a courageous scavenger who braves the Dead City will emerge alive. A few of the wands actually work, but most are frauds.



ARTIFACT: GRAVITY WAND

Level: 1d6 + 2

Form: Crystal rod with wires

Effect: The crystal lights up, vibrates, and produces a shrill whistle when a gravity anomaly is within short range. Waving the wand around shows the direction of the anomaly.

Depletion: 1 in 1d6

EYE OF GOD

The Eye of God is an assembly of related structures, most of which have entrances and internal areas that contain varying degrees of preserved, broken, and previously salvaged objects of the numenera.

The standout feature of the area is a central plinth of stone and synth, several hundred feet high, over which a 100-foot (30 m) diameter sphere of glowing energy sometimes manifests. The sphere is nearly as bright as the sun, and it usually persists for about eight hours before it dims and disappears again. While the sphere is present, images of unknown creatures, other worlds, strange hovering devices, weird weather, and other less identifiable things are revealed in its light. Sometimes these creatures and objects pass over into reality, and other times creatures of the Ninth World pass into the light, and then disappear when the sphere dims.

The phenomenon is not associated with transdimensional energy, as some Aeon Priests might assume. It's more like the creatures and objects that pass out of the light and into reality are being created right then and there. If true, then explorers who pass into the light and disappear are being unmade. Are the descriptions of those unmade creatures and objects stored somewhere? Maybe. If so, it would be in the interior of the plinth itself, in the strange devices that whirl and pulse within.

The plinth where the Eye appears also holds a series of connected chambers and

corridors. Inside, the gravity is slightly less than normal and the air is extremely cold (explorers without winter gear will likely be forced back out, or they risk dying of exposure). **Tiny automatons** scuttle about, bent on maintaining some devices, but apparently unconcerned with others. They swarm explorers who attempt to salvage a central device, which itself is shaped like a golden sphere, though this one is composed of crystal, not energy, and is only about 15 feet (5 m) in diameter. It lights up when the energy sphere on the plinth surface appears. Someone who succeeds on a level 8 Intellect task can probably take some control of the mechanism and cause it to unmake or remake previously unmade creatures or objects within a few thousand feet of the energy sphere.

Scuttler automaton swarm: level 6, Speed defense as level 4 due to size; Armor 2

Those who wish to trigger the transition from reality to "image" while the sphere is present must succeed on a difficulty 5 Intellect task. Those who wish to avoid blinking out of reality and being stored as information must succeed at the same task when the sphere blinks out.



"When the goddess opens her bright eye, she blesses us with her gaze. In her sight, we see visions of places, times, and worlds. All bow down and give reverence to the Eye of God."

~message found scratched in the drit

FISSURE OF THE CRYSTAL ANGEL

Crystal Angel: level 7; Armor 4; energy pulse attacks all creatures within short range for 7 points of damage; can create cyphers "out of thin air" to use itself or dispense

Kaseyer: level 3, disguise and stealth as level 5; health 12; touch attack inflicts 3 points of Intellect damage (ignores Armor) and on failed Might defense task, stuns target so they lose their next turn; for more information, see page 80 of the Ninth World Bestiary 2



A great chasm is spanned by a transparent synth bridge. The chasm houses a prior-world entity called the **Crystal Angel**, which makes an appearance most days, flaring with strange light and glorious music. A tribe of abhumans called **kaseyera** gathers each day to hear the singing. They regard the entire fissure as a holy place, which they jealously guard against all intruders.

Explorers who bypass the kaseyera can venture out onto the synth bridge to attempt to interact with the Crystal Angel. Alternatively, they can descend into the chasm; climbing down is a difficulty 5 Might task. If characters think to try it, they can also descend along the looping metal track, which is as easy as walking on a narrow path because those on the track ignore regular gravity. (Leaping from the bridge to the track is a difficulty 5 Might task.)

The chasm descends about half a mile (1 km) before becoming clogged with an array of interconnected, metallic, cage-like structures without solid walls, floors, or ceilings. The track winds among them in a confusing manner. Items of the numenera are available for scavenging among these odd structures.

The Crystal Angel moves along the track at a varying speed, sometimes at an easy walking pace, and other times up to a long distance each round. It's never been seen off the track, but it could probably manage the feat if required. The entity is almost entirely oblivious to outside factors, and could very well plow into characters who

happen to be on the track when it passes, which could knock a character off the track on a failed difficulty 5 Speed defense task.

The Crystal Angel sings only at its apogee (when it's on the part of the track that emerges from the chasm). At that point, characters can attempt to communicate with it. The Crystal Angel seems to be fluent in whatever language it is exposed to. On the other hand, it makes up an entirely new language every few rounds, which makes understanding it difficult if it decides to use those languages instead of the few the characters likely know.

According to kaseyera stories, thousands of Crystal Angels once worked for a godlike race of creatures who fashioned vast cities in the sky. But the angels rebelled, the cities fell, and the angels dispersed to hide from the wrath of their makers.



The Angel, confined in concentric rings of steel, rides a looping metal track to the surface of the chasm each day to greet the sun, then descends once more into the depths of the fissure where it hides in gloom.

HANGING TOWER

It just hangs there in the sky, nothing supporting it—at least nothing visible. The tower wasn't always there. It drifted in a few years ago, drawn by a disturbance. Now the base of the Hanging Tower floats more than 1,000 feet (300 m) above the ground, an omen for most, but for a few, bait.

The tower is composed of a greenish-black substance; it might be stone, or it might be some kind of strange synth.

Three large **automatons** are usually attached to the tower's exterior, equally spaced around a rectangular inset area at the base that acts as a sort of porch. The inset is large enough that a group of humans, having somehow managed to ascend to the tower, can rest there and take stock without falling. The inset contains a control surface on the interior wall, but no obvious door. Characters who succeed on a difficulty 2 Intellect task can trigger the appearance of a hologram of a vaguely humanoid (but not human) blurred figure.

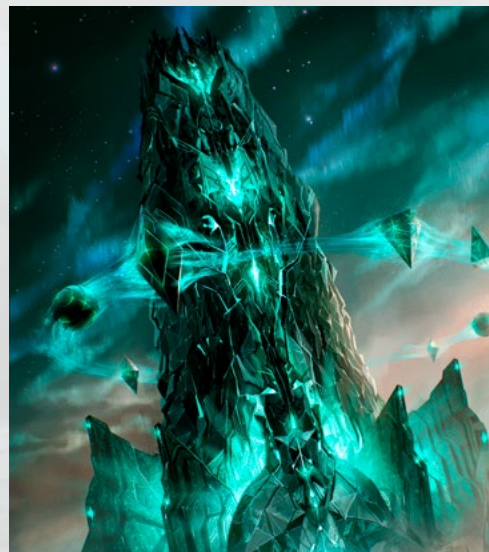
The summoned hologram asks a question in an unknown language, but responds to the characters in whatever language they use, repeating, "What is the nature of the universe?"

Characters who don't know the answer (an answer that'll serve will require a successful difficulty 6 Intellect roll) are attacked by the three automatons, who extend metallic arms into the inset like ice fishers into a hole and attempt to fling the PCs out and down to a long fall. Providing the passphrase (or succeeding on a difficulty 6 Intellect task to use the control panel) opens an entrance to the Hanging Tower.

The interior is an excellent source to scavenge for the numenera, as it is filled with strange devices, most of which still function thanks to the efforts of several more automatons of the variety guarding the entrance. If four or more automatons

come together, they can form a unified entity called a **Tower Lord**. A Tower Lord commands nano spirits, giving it additional abilities. Tower Lords seek something they call the Blue God, though they know not where it is. They say that once, their entire tower was part of the Blue God's domain, but they were cast off in some kind of catastrophic war.

At the center of the Hanging Tower is a wide space that contains the holographic representation of the Earth and the other children of Sol, making it seem as if the space is incredibly immense. At the very center of the representation is a metallic sphere with controls for changing the view shown in the holographic display to nearly any arbitrary area of focus (on a successful difficulty 7 Intellect task). The sphere also has controls for causing the Hanging Tower to move (on a successful difficulty 8 Intellect task). Given the tower's state of disrepair, it only moves at up to a long distance each round. Moving the tower would also require that characters overcome a host of tower automatons or convince them that the PCs are taking them to the Blue God.



Tower Lord: level 7;
Armor 4

Automaton: level 4,
maintenance tasks as
level 5; Armor 1; treats
any arbitrary direction as
if down

*If you're using the
Hanging Tower in
conjunction with the Jade
Colossus ruin, the tower
was "attracted" by the
Colossus's emergence and
showed up about a week
afterward, taking up a
position that it's held ever
since.*

*The passphrase is
something the characters
might have learned in
another nearby ruin,
such as from the Eye of
Transcendence or the
Mouth of Exaltation.*

*Eye of Transcendence,
page 62*

*Mouth of Exaltation,
page 52*

INAMORATA TOWERS



Love burns across the divide between Sky Caller and Mist Bringer, each trapped in their prison spires of bone and synth—separated, but close enough to call to each other forever.

Mist Bringer, psychic avatar: level 8; can appear anywhere in the eastern tower; long-range attacks inflict 8 points of Intellect damage; can call on a variety of other psychic abilities to control and confuse foes

Sky Caller: level 7, Speed defense as level 2 due to size; Armor 5; battering limbs attack all creatures within short range for 8 points of damage; can access various cyphers and artifacts

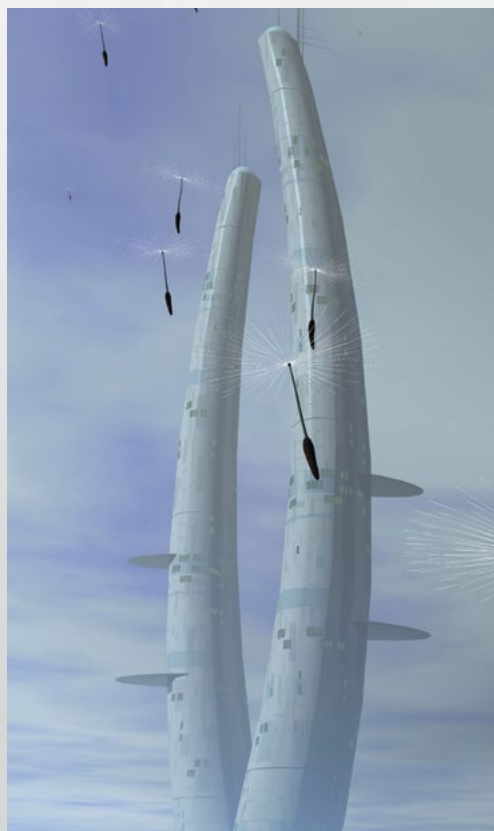
Soaring above an empty plain, standing close but never touching, are twin towers that stretch toward the sky, each almost a mile high. The tower interiors include serried levels of chambers and corridors that are rich locations for scavengers seeking wonders and oddities of the prior worlds. But the towers are not ruins in the traditional sense, because each one is also partially maintained. The western tower is under the care of a gargantuan automaton known as **Sky Caller**, while the eastern tower

is given to a bodiless organic brain housed in a central cavity called **Mist Bringer**.

Each controls a variety of lesser servitors to aid them in the upkeep of their tower; those servitors are made up in large part by captured abhuman and human explorers who tried to salvage on the “wrong” floor of one of the Inamorata Towers. Explorers might enter a tower, scavenge some shins and cyphers, and leave, none the wiser how close they were to being captured and pressed into service by Sky Caller or Mist Bringer. However, most such intruders are discovered and must interact with a servitor or avatar of the tower in which they explore.

Mist Bringer is completely immobile. It relies on nano spirits to create a pleasing psychic avatar of itself anywhere in its tower. The avatar commands its servitors and sings its songs. According to those songs, it was once the warden to Sky Caller, who was imprisoned for awful crimes. But time has erased that, and now they feel only love for each other. If it could, Mist Bringer would release Sky Caller, who is so close, and yet so far.

Indeed, Sky Caller’s massive ten-story (30 m) bulk is confined to a central cavity within the western tower. However, it uses manipulator arms called “waldos” to reach into nearly every part of its own tower. It uses normal language to communicate, and confesses its love for Mist Bringer audibly and often. Privately, however, it might ask newcomers to free it so it can escape its long torture.



SACRARIUM OF THENAXIS

The strange creature called Thenaxis inhabits a structure several miles north of the Jade Colossus. Thenaxis was once a human scholar of the numenera who discovered a way to live much longer than normal. Over the centuries, the process he used to cheat death was revealed to have serious consequences. Thenaxis was slowly transformed into a horrific parody of humanoid anatomy and normal psychology known as a quotien. It—no longer “he”—had all but given up hope of finding some relief from the endless nightmare of existence when the Jade Colossus emerged.

Thenaxis bends much of its attention to the nearby ruin and has sent many devices to investigate the installation. These devices serve as the quotien’s eyes and ears. Thenaxis has also cowed a nearby tribe of yovoki and fitted some with brain nodules, which allow it to control the abhumans with enough precision to serve as its hands when a technical issue must be resolved.

From the exterior, Thenaxis’s “sacrarium” (as it calls the place) is difficult to distinguish from many other crumbling ruins emerging from eroded cliff faces. However, one crevice, about 70 feet (20 m) up the cliff face, leads back into an area containing the quotien’s lair. Here it spends most of its days embedded in a warren of wires and strange machines. Reaching Thenaxis, however, isn’t easy. The quotien can’t help but ward itself against danger of every sort, and that includes the gauntlet it created for those attempting to enter directly into its presence. The gauntlet includes the following elements.

Outgas. Those entering the cliff-face crevice entrance are repulsed by a buffeting gust of warm wind smelling of chemicals. On a failed difficulty 5 Speed defense task, targets are blown back outside, where they

fall 70 feet (20 m) to the cliff base unless they have some means to remain aloft.

Fetid Pool of Hunger. Descending stairs transform, becoming a slide. Those who fail a difficulty 5 Speed defense task plunge into a fetid pool composed of liquid-phase nanites that corrode flesh for 3 points of damage per round until a victim can climb out (a difficulty 4 Might task). Climbing out is further complicated by nearby yovok spears, which increase the difficulty by one step.

Yovok Spears. A group of six yovoki lairs near the nanite pool. Whenever intruders fall in the pool, the abhumans use their spears to push those trying to escape back into the vat. Their superior position grants them an asset on all attacks and defenses.

Unearthly Radiance. A few empty chambers and corridors past the fetid pool is one with a crystal cylinder running its length and a control surface. Accessing the control surface to open the way requires a successful difficulty 6 Intellect task. On a failure, unearthly light shines from the cylinder, inflicting 5 points of Intellect damage each round.

Once past these and potentially other challenges, the chamber of Thenaxis beckons. The quotien rests in an open-faced tube thick with connecting devices, appearing shrunken within the embrace. (In fact, the level 8 device is what transformed Thenaxis into a quotien over decades of use.) Depending on why the characters have come, they may find the quotien open to negotiation, especially if they offer to find something of value for it within a nearby ruin, or if the quotien somehow asked them to come. Otherwise, it tries to kill intruders.

Dusty with immobility, lost in ancient dreams, and mad with senile age, quotiens are said to live almost forever. Each one is a storehouse of knowledge and ancient secrets that can be learned by those willing to risk a quotien’s erratic grasp on sanity.

Quotien is pronounced KWO – shen.

Yovok, page 267

If you don’t use the Sacrarium of Thenaxis with the Jade Colossus ruin, Thenaxis is interested in some other newly discovered nearby ruin.

Thenaxis, a quotien: level 7, knowledge of history and the numenera as level 9; Armor 3; long-range psychic attack inflicts 7 points of Intellect damage (ignores Armor) on all foes in an immediate area; regenerates from remaining tissue if killed



SILENT HOUSES



In the Silent Houses, no voice is heard. Neither the wind's whine nor the predator's growl. But the lack of sound doesn't indicate an absence of danger. In the Silent Houses, hunters stalk on noiseless feet. Noiseless, until they begin to click.



Clicker: level 3, Speed defense as level 2 due to size; health 12; touch attack inflicts 4 points of damage, and on a failed difficulty 5 Might defense task, victim is swallowed; swallowed targets suffer 8 points of damage per round until they can escape; for more information, see page 35 of the Ninth World Bestiary 2

The series of ancient structures called the Silent Houses cover an area just under a mile (1.6 km) in diameter. Possibly once a city or an installation of some sort, the area is now abandoned and mostly ruined. The interior of the structures that can be entered are riddled with narrow, meandering, tube-like corridors that lead to chambers partly stripped and scavenged of their numenera. However, dedicated searchers can still make a trip into the Silent Houses worth their while—at least, if they can avoid catching the attention of the clickers.

Clickers are impossible to detect until they begin to hunt, at which point they “appear” as 9-foot (3 m) tall black, shadowy silhouettes composed of focused sound. Predators from another dimension that have made the Silent Houses their home, clickers feed upon any living creature that produces sound. They are blind, but they sense their environment and hunt prey by

emitting rapid clicking noises—hence their name.

Besides clickers, the ruin contains growths of hairlike stalks that smother sound. The clickers don't go in these hair-infested areas. However, these areas also absorb all sound made by other creatures. In addition, the strands are sticky and have a numbing touch. Creatures who stay in one area for more than a few rounds become stuck and must succeed on a difficulty 4 Might defense task to pull free. Those who pull free experience a physical withdrawal and suffer 4 points of Intellect damage (ignores Armor) each hour until they succeed on a difficulty 6 Might defense task to get past the craving.

Some sealed chambers within the Silent Houses contain atmospheres that are dangerous for humans to breathe, and those doing so suffer 1 point of damage each round.



STEEL CITADEL

The so-called Steel Citadel is still a ruin, though it is now wholly claimed (though only partly inhabited) by a group of **Convergence** magisters.

The ruin appears as three slab-like “fingers” of dark steel that rise a few hundred feet in the air at steep angles. The entrance lies at the base where the slabs converge, like an always-open mouth. These days, black smoke that smells of oil pours out of the entrance tunnel almost constantly. The entrance tunnel is 30 feet (9 m) long and descends at a sharp angle. The smoke hides the grooves that run along the floor and wall every few feet, which were cut by the magisters as part of a trap involving scissoring blades. The sound of the blade trap triggering is audible to intruders as a series of metallic clangs, followed swiftly by the sound of metal sliding on metal. Intruders in the entrance must succeed on a difficulty 5 Speed task or be caught by the scissoring blades, which inflict 6 points of damage. If smoke fills the area, the difficulty of the Speed task is increased by one step. Those hit by a blade must also succeed on a

Might defense task or move one step down the damage track.

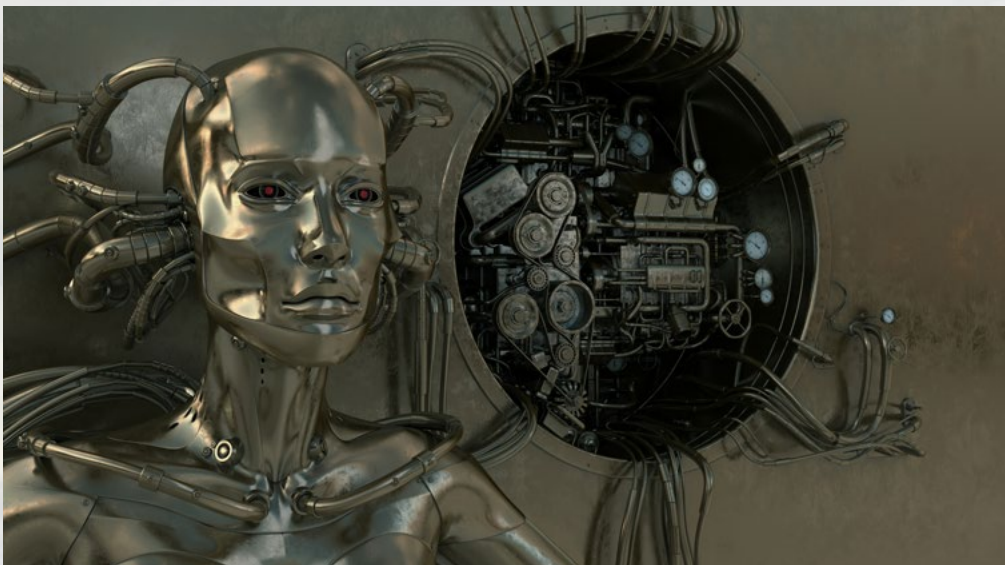
Just past the entrance tunnel is a wide chamber—the “Greeting Hall,” as the Convergence calls it—from which several corridors diverge. Smoke pours up some of these, issuing from huge machines the Convergence has inexpertly managed to restart. **Grinbada**, a glaive so fully fused to steel that no part of her remains flesh, always guards the wide chamber. Nor can she leave the Greeting Hall, because her mobility depends on the metallic wires that connect her with a massive device set into the wall that constantly roars and vibrates.

Besides Grinbada, a few dozen Convergence magisters and about double that number of servants inhabit a handful of chambers in the Steel Citadel. One of the chambers they control allows someone to become fused with steel, though the process is quite dangerous. A much larger, unexplored section of the installation lies beneath, but the Convergence tries to keep access to those areas sealed for now, since the tech they want from the ruin is already under their control.

Convergence, page 223

Grinbada: level 7; Armor 5; pummeling steel fist attacks inflict 8 points of damage; regains 3 points of health each round she remains connected to level 5 machine inset in wall; loses 3 points of health each round she isn't connected

They woke a demonic knowledge in there, a ruin better left to the dead worlds of before. They walked in as people. A few years later, heralded by black smoke belching from almost every opening in that cursed citadel, they walked out again with their flesh fused to steel and their minds consumed by demonic automation.



SUNKEN SAGENE

Drowning: After every three rounds with no air, a character moves one step down the damage track, with no roll necessary. If it's possible to struggle for air (drowning, but near the surface), a character who succeeds on a difficulty 4 Might defense task gets a breath and resets the process, but any steps moved down the damage track remain until they can rest. More information about survival underwater can be found in *Into the Deep*.

Colostran, page 132

Various structures make up Sunken Sagene, which once may have been part of a single installation, though if so, that was hundreds of thousands of years ago, if not much longer. The scattered structures that remain are remarkably preserved, given that they lie on the floor of a shallow sea, just under 30 feet (9 m) beneath the surface. Most sections of the ruin are completely filled with water, though some sealed areas have potentially breathable—though perhaps quite stale—air. Both drowned and sealed sections encompass a series of connected rooms and corridors filled with oddities and other potential salvage for those able to dive down and reach it. Weird plants that grow in snarled, weedy clumps give off a bluish glow, creating light where otherwise there would be none. Sea life of various sorts is also thick throughout much of the ruin.

Intelligent creatures made of mobile coral called *colostrans* inhabit Sunken Sagene. They've done so long enough that they regard the Sagene as their own. Explorers who find their way into a structure and run across a *colostran* may at first mistake it for more of the sea life that has overgrown parts of the ruin. However, when the coral

gets up and comes after an intruder, the truth is revealed. *Colostrans* vary in size, and the oldest ones are enormous.

In one sealed area of breathable air is a series of connected chambers built around a central cavity containing glass vessels (each about the size of a human torso) filled with purplish swirling gas. The gas moves in response to external motion, almost as if it's alive, but trapped. If released, the gas attempts to infiltrate the lungs of a living creature (a level 5 attack requiring a successful Might defense task to avoid). If the gas infiltrates a creature's lungs, the creature gains the ability to breathe normally underwater (if it couldn't do so already), but it no longer can breathe air.

Over a period of days, the gas begins to slowly mutate the infiltrated creature into some other kind of being entirely, though the process usually fails to reach completion because the host creature dies from shock. An electric shock (one that is level 5 or higher or that inflicts at least 6 points of damage) ejects the gas, ending the breathing alteration, but possibly leaving the creature looking distorted if the gas remained within them for more than a day.



PART 5:

GENERATING RUINS OF THE NINTH WORLD



Chapter 16: Numenera Ruin Mapping Engine

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Chapter 17: Creatures of the Colossus

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CHAPTER 16

NUMENERA RUIN
MAPPING ENGINE

The map generation system presented here—the Numenera Ruin Mapping Engine—can be used to create the interior of nearly any prior-world installation, including unmapped hundreds of miles of corridors and chambers within the Jade Colossus that are not already explored, as well as specific chambers for the other ruins presented in the previous chapter. The engine is also a wonderful tool for creating entirely new areas and ruins of your own.

MAPPING THE RUINS

The interior of a prior-world ruin is often an expanse of chambers and interstitial spaces. Maps of known routes are a limited resource and thus in short supply. Explorers are by nature a jealous lot. If someone goes to the trouble to chart a new route through a ruin to an interesting area within, they're unlikely to sell that information or give it away to the first person who comes asking.

This means that, for the most part, characters will have to rely on general directions to find locations of note and, if they're lucky, route markers scribed on walls by previous explorers. Of course, pure exploration has a lure all its own. Many of those who come to a new ruin are happy to plunge into the structure without any foreknowledge or predetermined destination in mind. For them, the joy of

exploration is as satisfying as the act of discovery itself.

In either case, the system provided here is designed to allow you to generate mapped routes, complete with new locations and encounters, through whatever prior-world ruin you're interested in filling out.

Mapping the Jade Colossus: Part 3 of this book contains keyed locations in the Jade Colossus interior, including major corridors, relic chambers, and other interesting sites, all of which have associated keyed encounter maps. What Part 3 doesn't contain are the thousands of corridors, tunnels, small rooms, accessways, interstitial spaces, ruptures, undiscovered relic chambers, and other areas of interest that lie between. To determine the locations of these features, use the system described here. It allows you to determine what characters discover as they traverse an unexplored area. You can use this system during a game session, generating a route and map of an area on the fly. Alternatively, you can document a mapped route ahead of time to help set the stage for a larger adventure.

USING THE MAP GENERATOR

This is how the Numenera Ruin Mapping Engine works.



The map generation system presented here—the Numenera Ruin Mapping Engine—can be used to create the interior of nearly any prior-world installation.



Pad, Pencil, and Dice: Gather something to draw on, whether it's a sketch pad, graph paper, or some sort of computer illustration application. Also grab a d20 and two ten-sided dice (for rolling percentile results), which generate the results from the tables in the system.

Initiate Mapping: Choose an already-keyed area in a ruin with at least one exit that isn't yet mapped, or an entrance to a ruin beyond which nothing is yet known.

Alternatively, if you're starting fresh, roll on the Corridor Table and then on the Exit Table to determine how many additional exits can be found in the corridor (beyond what lies at the far end of the corridor). Choose a direction for your corridor, and assume its initiation point is an entrance

to a prior-world structure. Map the result by sketching the corridor and the exits you generated with your dice rolls.

Continue Mapping: The process unfolds organically once you've started. To determine what lies beyond each exit you generate (as well as the "exit" at the far end of a corridor), roll on the Main Feature Table.

Main Feature Table: A result that you roll on the Main Feature Table will be another corridor, a chamber, an interstitial space, or some other special feature like an abhuman colony or a matter leak. The feature has an associated table where specifics can be generated. Any other special instructions associated with the feature are also provided, as needed.

You don't have to roll to see what's beyond every exit generated; you can come back later if the exploring characters want to be thorough.



Tailor the maps generated to your needs, using judgment and common sense to curtail or adjust the results as necessary to ensure an interesting series of locations. In effect, use the engine as a guided series of design prompts to get the most out of it.

The tables associated with the elements of the Main Feature Table are arranged in alphabetical order, except for the Corridor Table, the Exit Table, and the Chamber Table, which appear first. These are out of alphabetical order to help facilitate their ease of use.

MAKING CONNECTIONS TO KNOWN LOCATIONS

If the characters are trying to find their way to a specific location or zone that is known (like many of the areas in Part 3), random feature generation won't make that direct connection. Instead, you need to decide, based on the relative distances and direction already mapped, if the characters are close enough to the area they're seeking for that connection to plausibly be made. If they are and you're satisfied, stop rolling and make a newly generated exit as the desired connection on your map.

To extend a previous example, characters who are looking for an alternate route through the Jade Colossus to the Mouth of Exaltation know that the chamber holding the relic lies about 2,000 feet (600 m) west and up of the main entrance to the installation. So until you (or the exploring characters) have charted a route that reaches that same general area, the new map must continue to extend. But once that area is reached, it's time to choose an exit that leads to the Mouth of Exaltation keyed area. And there you have it: a new route discovered.

For example, say you roll on the Main Feature Table and your result is "Integrated machine." When you look up the Integrated Machine section, you discover an associated table that allows you to generate the kind of machine discovered, whether one or more creatures are keeping the machine company, and instructions to roll on the Exit Table to determine the number of additional passages that lead out of the room where the machine was discovered. Let's say you roll on that table, resulting in three additional exits. Once you've placed the exits on the map in the area where the integrated machine was found, you've created three new potential connections to three more rolls on the Main Feature Table.

Making Calls, Interpreting Results: Despite the fact that random dice play a central role in the mapping process, the system presented here is not designed to be fully deterministic. The tables are meant as a robust guide and flavorful inspiration for creating interesting situations and encounters for characters exploring the interior of a Ninth World ruin. However, it falls to you as the GM to interpret the results and modify them as necessary to create logical and fun maps.

For example, if you've already determined through previous rolls that an area contains an interstitial cavity, then the corridor you've just rolled that veers into the same area on the map can't simultaneously be there. At least, not without some interpretation. You have several options.

Redirection: Remember that most ruins exist in three dimensions. Flip a coin to determine whether the corridor, chamber, or feature you just generated actually lies above or below the previously generated area.

Qualified Overlap: Maybe the corridor or feature you just rolled does exist contiguously with the previously rolled feature. For instance,

ROUTE MARKERS

Explorers often mark routes they've established within a ruin so they can find their way back out, find a previously discovered area, or show someone else. Route markers usually take the form of a mark made with paint, ink, or a similar method. The mark might simply be an arrow, or it could be a symbol. For instance, the Heritors of the Colossus and the Jade Protectors use their organizations' symbols—a fist and an eye, respectively—to mark routes.

Finding a route marker doesn't necessarily mean that a safe path has been discovered; sometimes explorers who make such marks do so to thwart others attempting to find the right path, making marks to lead them astray. Other times, inexplicable processes within the ruin itself obscure legitimate paths.

But generally speaking, finding a marker is good news for new explorers. When a marker is found, give explorers an asset on all tasks related to finding, tracking, locating, following directions, or otherwise navigating their way through the ruin.

in the case of a vast interstitial space, perhaps the corridor you generated is a slender path picking its way along one edge, or a catwalk that overhangs the space. In the case of a chamber overlapping another chamber or room, simply double the size of the previous room to fit the newer, smaller chamber inside it.

Ignore It: If nothing else works, remember that the mapping engine serves you, not the other way around. Ignore this result and make what was an exit with a special feature beyond it a dead end instead. Move on to another unmapped exit and go from there.

Congratulations. You've just begun mapping a Ninth World ruin.

MAIN FEATURE TABLE

After rolling a result, check the subsection of the same name to generate specific content for the indicated feature.

d100	Main Feature	Page Reference
01–20	Corridor	87
21–58	Chamber	88
59–70	Creature	99
71–75	Explorers	106
76–79	Interstitial cavity	112
80–82	Accessway	99
83–85	Rupture	121
86–88	Shaft	122
89–91	Abhuman colony	97
92–93	Integrated machine	109
94–95	Matter leak	115
96–97	Energy discharge	102
98	Weird event	126
99	Vault	123
00	Relic chamber	118
--	Exit	88

CORRIDOR TABLE

Generally speaking, a corridor is composed of synth and metal, and is about 10 feet (3 m) wide and tall. However, many variations exist. Corridors generally have a look and theme appropriate to the ruin in which they appear.

Procedure: To generate a corridor, roll on the Corridor Specifics Table. The table may request that you roll again after you obtain your first result, as it will do after a simple

length extension or a direction change.

Once you've rolled as many times as you're asked for the corridor length and direction, refer to the Exit Table to determine if the last section of corridor you sketched has exits along it, how many, and of what kind. Remember that the opposite end of the corridor you're creating may also represent an exit, unless it is blocked or it comes to a dead end.

About 5% of newly generated corridors reveal a cryptic route marker from a previous explorer. If mapping the Jade Colossus, about 10% of newly generated corridors contain one or two scattered **midnight stones**.

CORRIDOR SPECIFICS TABLE

d20	Corridor Specifics
01–07	Passage extends 20 feet (6 m), roll again
08–10	Passage extends a short distance
11	Passage blocked by a corridor collapse
12	Passage comes to a dead end
13	Passage bends left
14	Passage bends right
15	Passage slopes up
16	Passage slopes down
17	Passage runs a short distance parallel to previous chamber or corridor, roll again on this table; ignore if no previously rolled chamber or corridor
18	Passage runs an immediate distance into an interstitial cavity, then runs an additional distance across that cavity's entire width as a catwalk; roll on the Interstitial Cavity Table to determine nature of space passed through, and again on this table where the passage returns to normal (enclosed)
19	Passage runs a short distance and comes to a T intersection, roll on this table for each branch
20	Passage runs a short distance and comes to an X intersection, roll on this table for each branch

Midnight stone, page 7

EXIT TABLE

In most cases, exits are found on the same level as the corridor, chamber, or other space; however, sometimes they can be found in the floor or ceiling. Place new exits as best fits your conception of each new area generated.

Procedure: To generate exits, roll on the Exit Table. Most main features, whether a corridor, a chamber, a rupture, or even a relic chamber, have additional exits.

Each exit created is another opportunity to roll on the Main Feature Table for what lies beyond it. About 5% of newly generated exits reveal a cryptic route marker from a previous explorer.

EXIT TABLE

d20	Exit Specifics
01–04	No additional exits
05–12	1 additional exit
13–14	1 additional sealed* exit
15	2 additional exits
16	1 additional exit + 1 sealed* exit
17	2 additional exits + 1 sealed* exit
18	2 sealed* exits
19	1 additional trapped** exit, roll again
20	1 additional hidden*** exit, roll again

* A sealed exit is blocked by some kind of panel, force field, or closed partition, which prevents easy travel through the exit. A sealed exit might simply require a successful level 5 Intellect task to unseal, though a handful are locked and require a level 8 Intellect task (or the key or password) to open.

** A trapped exit presents as a sealed exit, but on a failed attempt to open it, an energy discharge inflicts 8 points of damage on the creature attempting to bypass the seal. Trap effects should be presented as GM intrusions. Other trap effects are possible, including releasing five level 4 defense automations, a spray of level 5 poison gas, and/or sealing up all nearby open exits to keep intruders penned.

*** A hidden exit is not obvious to a cursory search, though it's found if someone takes the time or uses special abilities that reveal what isn't obvious.

CHAMBER TABLE

All kinds of chambers exist within prior-world ruins, though it's difficult to determine what their original use may have been, especially given that Ninth Worlders don't even know the nature of those who built the structure. Despite that, explorers can usually discover useful aspects of a chamber's nature by experimenting with what they find. Sometimes they learn nothing. Other times they might elicit interesting effects.

Unless noted otherwise, the interior surfaces of a chamber are constructed of stained synth, metal, or, in some cases, a dark, stone-like substance.

Procedure: To generate a chamber, roll once on the Room Size Table and once on the Room Shape Table. About 15% of the rooms discovered are empty; however, if you determine that one isn't empty, roll on either the Chamber Features 1 subtable or the Chamber Features 2 subtable (choose one, or flip a coin to decide) to populate the chamber with interesting and weird things.

LIGHT

Unless noted otherwise, or the area is open to natural or artificial sources of light, areas generated by the engine are likely dark. Explorers who can't see in the dark will need a light source.

All effects, task difficulties, and defenses triggered by chamber features are, on average, level 5, but feel free to vary that. Generally speaking, features of a chamber are integrated into the room and can't be removed without destroying them. For example, they are inset, emerge from a wall or floor, or are powered by something else in the chamber. Exceptions are certainly possible.

Keep in mind that the geometric shapes indicated for room shape are rarely exactly perfect. Chambers that are a rectangle also might have insets, cubbies, and basins. A hexagon-shaped chamber might have a high domed ceiling. A square room might have an attached nook. And so on.

Once you've generated everything, roll on the Exit Table to determine the number of additional openings in the chamber.

Any room that has a feature can probably be salvaged for one or two cyphers and 1d10 shins. About 5% of newly generated chambers reveal a cryptic route marker from a previous explorer. If mapping the Jade

Colossus, about 10% of newly generated chambers contain one or two scattered midnight stones.

ROOM SIZE TABLE

d20	Room Size
01–02	Closet-sized
03–06	15 feet (5 m) across
07–15	30 feet (9 m) across
16–18	50 feet (15 m) across
19	60 feet (18 m) across
20	90 feet (27 m) across

ROOM SHAPE TABLE

d20	Room Shape
01–02	Circle
03–04	Square
05–17	Rectangle*
18	Hexagon
19	Half circle
20	Triangle

* Rectangle-shaped rooms are double the rolled room size in one dimension.

CHAMBER FEATURES 1 TABLE

d100	Chamber Features 1
01	Intricate knot in synth cable; re-knots if undone
02	Floating black sphere that shifts hue on touch
03	Glass panels that reverse reflections in time
04	Yellow fluid that turns to gas if warmed by touch
05	Crystal cylinders filled with thousands of dead laaks
06	Green crystal rods age explorers one day per minute
07	Spheres shed bright light, triggered by movement
08	Water leak creates ice sculptures in bizarre shapes
09	Umbilical ports provide those who can connect +1 to Intellect Edge for one hour, once a day
10	Umbilical ports provide those who can connect deep sleep and strange dreams for one hour
11	Crystal dome shows planetary sphere (real-time view of Earth from high above in the void)
12	Crystal dome shows a parallel-dimension version of the viewer
13	Crystal dome shows a map of the chamber and all other chambers within long range
14	Crystal dome shows the exterior of the ruin
15	Square pool of clear fluid, but thick as honey
16	Square pool of opaque black fluid that flows to cover explorers, forming a second skin that prevents wearer from seeing, breathing, etc.

Midnight stone, page 7

Laak, page 243



CHAMBER FEATURES 1 TABLE (CONTINUED)

d100 Chamber Features 1

- | | |
|----|---|
| 17 | Square pool of boiling white fluid that is cool to the touch |
| 18 | Square pool, empty but contains orange crystal residue; if rehydrated, a creature* emerges |
| 19 | Pod dehydrates any living creature that enters, creating a slim husk. Rehydration requires a successful Intellect task. |
| 20 | Floor electrostatically sticky, holds explorers |
| 21 | Black cylinder emits a low gravity field |
| 22 | Clear cylinder emits subsonic vibration |
| 23 | Synth sculpture moves incrementally when touched |
| 24 | Complex pattern in a crystal places target's mentality in psychic labyrinth until they can escape |
| 25 | Complex pattern in a crystal induces viewers to laugh with unexpected pleasure |
| 26 | Complex pattern in a crystal grants viewer an asset on next Intellect task attempted |
| 27 | Complex pattern in a crystal makes viewer feel unaccountably sad |
| 28 | Arch duplicates creature, without equipment, but dead |
| 29 | Arch cleans anything that moves through it |
| 30 | Arch steals one organ from any living creature that moves through it; replacing the organ requires a difficulty 5 Intellect task |
| 31 | Rack of devices hum and whisper in an unknown language if activated |
| 32 | Complex device with a flat, sparkling surface; all water is sucked from anything touched to the surface (inflicting 2 points of Speed damage to a character who touches it) |

A missing organ moves a victim at least one step down the damage track.

33	Rack of devices blink faster and faster for one minute when activated, then go dead again
34	Rack of devices become ten times heavier when activated
35	Rack of devices whisper insults in a language known to the holder
36	Wide metallic urn from which crystal bubbles emerge and waft until they burst
37	Wide metallic urn from which liquid bubbles emerge and waft, emitting psychic questions of surprise and curiosity, until they burst
38	Wide metallic urn from which acidic bubbles emerge and waft, endangering explorers
39	Wavering light sculpture resembling a human brain with three major divisions instead of two
40	Wavering light sculpture flicks into existence, displaying brain of nearest explorer
41	Wavering light sculpture of a circular portal through which stars and galaxies are visible
42	Dozens of translucent spheres, soft to the touch, form a mechanism that emits a lilac and ozone odor
43	Metallic pod petrifies objects
44	Metallic pod puts anything that enters into stasis, which lasts until the pod ejects the object or creature
45	Metallic pod dyes objects bright blue
46	Metallic pod turns opaque objects translucent
47	Metallic pod turns solids to liquids
48	Metallic pod freezes objects
49	Metallic pod constantly discharges thick grey fluid that is similar to drit “mud”
50	Metallic pod hums and vibrates but does nothing else that is obvious to observers
51	Random <i>oddtity</i>
52	Glass barrier holds healthy underwater biome
53	Glass barrier holds fluid-like translucent fog behind which strange creatures* seem to move
54	Crystal columns embed what seem to be skinless, dead humanoid creatures
55	Crystal columns glow when cyphers are near
56	Crystal columns sap nearby cypher’s energy
57	Crystal column displays strange symbols in a language too complex for normal humans
58	Black cylinder emits a high-gravity field
59	Black cylinder attracts nearby metallic objects
60	Black cylinder repels nearby metallic objects
61	Synth box adds tiny legs to objects placed inside
62	Synth box adds tiny eyes to objects placed inside
63	Empty synth boxes are conveyed along a portion of the chamber, emerging from one wall cavity and entering another. A dead mechanism meant to deposit material into the boxes intersects the moving containers.
64	As 63, but the central device deposits in 1/20 boxes a midnight stone
65	As 63, but the central device deposits in 1/10 boxes what seems to be drit “mud”
66	As 63, but the central device deposits in 1/10 boxes random dead objects of the numenera that someone with crafting or similar knowledge could use as parts

A character who enters a petrification pod must succeed on a Might defense task or descend one step on the damage track.

Metallic pods found in the Jade Colossus are just large enough to hold a human-sized creature or object.

Oddities, page 314

CHAMBER FEATURES 1 TABLE (CONTINUED)

d100 Chamber Features 1

67	Machine fuses any two objects brought near it
68	Machine halves any two objects brought near it
69	Machine grinds small object into drit
70	Machine heats objects to boiling temperature
71	Machine adds tiny wheels to any object
72	Machine adds metallic eyes to any object
73	Machine stitches metallic wires to any object
74	Metallic wires absorb all nearby sound
75	Metallic wires amplify all nearby sound
76	Synth machine rusts metallic objects
77	Synth machine magnetizes metallic objects
78	Synth machine electrifies metallic objects
79	Two large, hovering, spinning metallic spheres
80	As 79, but unlocks or powers nearby tech
81	As 79, but locks or powers down nearby tech
82	As 79, but spheres stop spinning when questions are asked in the chamber, and don't start again until some kind of answer is provided
83	As 79, but spheres glow bright red if a visitant from another world or dimension enters the chamber
84	Hovering orb-shaped space eats all light
85	As 84, but objects thrown in space appear elsewhere
86	As 84, but objects thrown in space are disintegrated
87	Black, rectangle-shaped slab emits deep hum
88	As 87, but thoughts of nearby creature are displayed as images on slab's surface
89	As 87, but slab transfers consciousness of nearby creature into small yellow, floating crystal sphere
90	Contact with wall causes slightly acidic gas to spray from ceiling fixtures for several minutes
91	Contact with wall causes white paste to emerge from wall fixture for several rounds; the paste is somewhat nutritious but tastes terrible
92	Contact with wall causes fixture elsewhere in the chamber to detonate, but only once
93-95	Contact with wall causes entire opposite wall to lift and reveal another chamber; roll to generate new chamber
96-97	Contact with wall causes entire opposite wall to lift and reveal another chamber; roll on Integrated Machine Table
98-00	Trapped** chamber

A character whose mind is transferred into a crystal sphere must succeed on an Intellect task to mentally escape.

Creature Table, page 100

* If a creature is indicated, roll on the **Creature Table** to determine what kind.

** A trapped chamber presents as a chamber with one or two normal features, but on a failed attempt to interact with a feature safely, a psychic scream inflicts 4 points of Intellect damage (ignores Armor). Trap effects should be presented as GM intrusions. Other trap effects are possible, including the room's wall pinching closed, a teleportation effect that transfers a target to a hidden lab or detention cell, or an alarm.

CHAMBER FEATURES 2 TABLE

d100 Chamber Features 2

01	Multidimensional crystal object the size of a human head floats and moans, as if in pain
02	Long, snakelike extensions made of metal extrude from the floor and ceiling of this room
03	Floor intermittently becomes intangible
04	Glass container on metallic pole contains rapidly darting gobs of red-glowing goo
05	Time stutters in area, causing rounds to replay over and over until a character succeeds on a difficulty 5 Intellect task
06	Device removes eyes of those who use it and stores them in nearby vessel
07	Leafless “tree” of bronze-colored metal whispers secrets in an unknown language
08	As 07, but questions are asked
09	As 07, but compliments are given, with a sprinkling of veiled insults
10	Thin vortex of grey mist sometimes springs up a chamber’s center, spins for a few minutes, then fades
11	Metallic headbands found in discarded jumble contain infectious psychic virus; initial symptoms are whispers that only the infected can hear, but as infection worsens, others also begin to hear them
12	Invisible device casts shadow, hums quietly
13	Messily disassembled automaton is scattered here
14	Disembodied mechanical hand floats in the air
15	As 14, but hand grips anything near it, attempting to crush what it holds
16	Door to chamber isn’t apparent on the inside
17	Spinning disc hangs at chamber’s center
18	As 17, but disc spins up only when disturbed, going faster and faster until it detonates after three rounds
19	As 17, but disc changes speed of spin to replicate sounds like words
20	Chamber suspended on synth cords attached to a much higher area; sometimes chamber moves between those areas
21	Torso of faceless humanoid of white synth protrudes from wall, makes strange gestures in response to questions
22	Turquoise-hued polyp drips ichor that pools here
23	Pool of cool-to-the touch liquid metal
24	As 23, but any material removed from pool hardens to steel-like rigidity a few rounds later
25	As 23, but liquid animates to form visages imitating anyone looking into pool
26	Creatures that trigger a slender device gain a glowing, symbol-like tattoo on their foreheads
27	As 26, but the “tattoos” replace a creature’s irises, though they don’t interfere with vision
28	Beam of light suspends a massive stone cube scribed with strange writing; breaking the light beam causes the cube to crash down and break
29	As 28, and broken cube contains a creature* in stasis, now waking
30	Beam of light lifts and suspends any creature or object that enters it

CHAMBER FEATURES 2 TABLE (CONTINUED)

d100 Chamber Features 2

31	As 30, but anything in the light begins to quickly age
32	Glass container holds slug-like creatures without eyes in a haze of orange mist that sustains them
33	As 32, but slugs are intelligent and telepathic, without much purpose or motivation
34	As 32, but slugs are intelligent, telepathic, and desperate to convince explorers to free them
35	Nozzles sporadically spray area with water vapor
36	As 35, but with acidic vapor
37	As 35, but with sleep-inducing vapor
38	As 35, but with vapor that erases concept of distance, the difference between near and far
39	As 35, but with a wonderful and pleasing odor
40	Mechanism in this chamber attempts to communicate by changing light intensity on a screen
41	Creature* uses chamber to gestate/birth/hide young
42	Remnants of shattered device scattered here
43	As 42, but if shards are brought together, they spontaneously assemble to create an artifact ; artifact seems normal but upon depletion it detonates
44	Synth and metal disc can be used as a levitating vehicle for up to one hour per day (depletion: 1 in 1d6)
45	As 44, but on second use, levitating metal disc delivers passengers to some other location in structure that they don't choose
46	Sparkling dust (inactive nanites) fills this chamber in fine drifts
47	As 46, but one investigating character gains a glowing nimbus (composed of orbiting nanites)
48	As 46, but one investigating character gains a light-eating nimbus that seems to alter odds slightly in the character's favor but with negative consequences for allied characters
49	As 46, but the character's glowing nimbus that enrages any visitant that sees the character
50	Pulses of green light are emitted from a sphere-like device, changing slightly with each pulse as if counting something down
51	As 50, but the event counting down is the destination of a nearby spatial portal, which changes at each turnover
52	As 50, but the event counting down is a dramatic reversal in local gravity
53	Spatial flaw, held in place by tech in chamber, closes if machine is deactivated
54	As 53, but those who enter chamber take ambient damage from folding space each round
55	As 53, but flaw begins to expand if machine is deactivated, risking sucking nearby objects and creatures into it
56	Walls of chamber striped with material that absorbs light and warmth, making area impossible to illuminate or heat
57	As 56, but material absorbs sound and vibration
58	As 56, but material absorbs emotion, making it impossible to feel happy, sad, curious, scared, or other motivating emotion
59	Area shakes, shifts, sometimes rotates



Artifacts, page 298

A nanite nimbus that alters odds gives the GM the opportunity to use more GM intrusions where one character benefits while one or more others are hurt in some way.



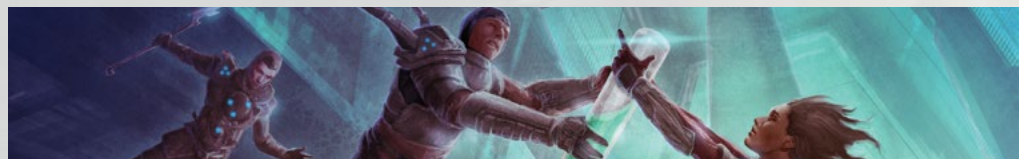
- | | |
|----|--|
| 60 | Area randomly spins rapidly, ejecting contents |
| 61 | Skull of dead human explorer has metallic insects for teeth, which attack investigators |
| 62 | Device attempts to operate on living creatures; it can heal hurts great and small, but often malfunctions |
| 63 | As 62, but device replaces a limb of a living creature with a long, pointed cone of red metal |
| 64 | As 62, but device replaces one eye with blank metal orb that doesn't initially seem functional |
| 65 | As 62, but device replaces mouth with input socket that can only take nutritional paste or similar |
| 66 | As 62, but device adds vestigial winglike projections to back that do not initially seem functional |
| 67 | Device close to malfunction; failed Intellect task causes device and chamber to disappear, causing a new rupture in the larger structure |
| 68 | Green metallic boxes hum and spit sparks |
| 69 | As 68, but red boxes induce malfunction in nearby active devices and tech |
| 70 | As 68, but blue boxes add +1 to level of all nearby active devices and tech |
| 71 | As 68, but clear boxes allow nearby creatures to stare into parallel dimensions, which can be confusing when scenes overlay the base reality |
| 72 | Thick blue disc emits a variety of intense, moody, and sometimes overwhelming sounds that can be pleasant or evocative, but which eventually draw other creatures* |
| 73 | Silver spheres on device seem like simple metallic orbs, but have an allure via telepathic induction that is difficult to ignore |

CHAMBER FEATURES 2 TABLE (CONTINUED)

d100 Chamber Features 2

74	As 73, but character must resist having one memory telepathically edited out
75	As 73, but character gains an affection for a kind of food, activity, or entertainment that previously never appealed
76	Milk-colored solid floating in transparent tube impossibly has nineteen equally matched sides and eight angles
77	Wall mirror reflects images upside down
78	Wall mirror reflects characters as silhouettes
79	Wall mirror reflects unfamiliar faces back
80	Wall “mirror” is actually glass pane behind which complex automatons try to exactly mimic what happens in front of the pane
81	Wall mirror births automatons that look like creatures pictured in it minutes earlier, but they have a lifespan of only hours
82	Platform causes extreme pain to creatures on it
83	As 82, but pain persists for a few hours, and one character begins to transform, becoming externally similar to a creature*
84	As 82, but platform provides pleasure/relief from malaise
85	As 82, but platform provides perfect recollection of past
86	As 82, but platform makes creatures voraciously hungry
87	As 82, but platform makes creatures crave and enjoy pain
88	Device fashions odd but somehow alluring synth bracelets that could be used as jewelry
89	As 88, but jewelry hovers around wearer
90	As 88, but jewelry begins to fuse to wearer’s flesh
91	Synth nests hold insect-like automatons that act as a single intelligence that knows a little of nearby areas
92	As 91, but intelligence guards nearby areas
93	As 91, but intelligence secretly tries to take control of and “infest” one character with nests
94	White fire “burns” here, but isn’t hot; objects and creatures that enter area begin to flame, but do not burn
95	As 94, but a flaming object or creature that leaves the area suddenly ignites normally (and potentially lethally)
96	Circular synth conduits run through the area, conveying pale liquids to other areas
97	As 96, but a conduit leak pools pale liquid here that has 100 times the surface tension of normal water
98	Anyone passing through the area suddenly accelerates to 10 times their starting pace, potentially turning creatures and objects into dangerous projectiles
99	Ceiling dome sparkles with random glows and hums
00	As 99, but dome instills extreme paranoia in creatures who stare into it

* If a creature is indicated, roll on the [Creature Table](#) to determine what kind.



Creature Table, page 100

ABHUMAN COLONY TABLE

An abhuman colony is a collection of vaguely humanoid creatures living in a community.

Unless noted to the contrary, an abhuman colony inside a ruin is constructed of salvaged rubble, synth, and equipment stolen from explorers or other creatures infesting the installation. Abhuman colonies must have some way to provide food and water for themselves. Those close to the exterior might have a secret exit they use to hunt in the lands beyond. Those deeper inside have likely found a machine or other oddment of the numenera that somehow sustains them, either directly by producing foodstuffs or through more esoteric means, such as the duplication of one living creature per day, direct life maintenance via biological induction, or something weirder.

Procedure: If an abhuman colony is generated on the Main Feature Table, determine whether the colony is located in

a corridor (01-33%), a chamber (34-75%), an interstitial cavity (76-90%), a shaft (91-96%), or a rupture (97-00%), then generate potential exits on the Exit Table.

Next, determine what kind of abhuman is present by using the Abhuman Colony Table. If you're using the *Numenera* corebook, roll a d6. If you have access to the corebook and *The Ninth World Bestiary*, roll a d10. If you have the corebook and both bestiaries, roll a d20.

Finally, roll on the Colony Specifics Table to determine the specific situation and nature of the abhuman colony generated. Generally speaking, a colony contains 8 + 1d20 abhumans.

Scattered among an average abhuman colony are 2d20 shins and one or two cyphers. The cyphers are usually kept by those with leadership roles in the community, and could be used against explorers. If using this table in the Jade Colossus, an abhuman colony is also likely to have collected three to five midnight stones.

Abhuman colonies found in the Jade Colossus were likely started well before the installation rose to the surface, indicating that these creatures somehow had prior access to it.

ABHUMAN COLONY TABLE

d20	Abhuman Colony
01	Chirog
02	Margr
03	Murden
04	Sathosh
05	Yovok
06	Yovok
07	Grush
08	Grush
09	Killist
10	Syzygy ghoul
11	Caprimag
12	Heeldran
13	Igothus
14	Kaseyer
15	Keltonim
16	Larus
17	Malvok
18	Olion
19	Umem
20	Zayrn

COLONY SPECIFICS TABLE

d20	Colony Specifics
01	Colony is dead, all mummified corpses
02	As 01, but colony is empty
03	As 02, but with a strange device salvaged from a chamber; roll on the Chamber Table to determine the device's nature. The device also emits a level 5 invisible toxin.
04	Colony is xenophobic and hungry
05	As 04, but willing to negotiate
06	Colony seems friendly
07	As 06, but it's a trick to gain trust before a surprise ambush and betrayal

COLONY SPECIFICS TABLE (CONTINUED)

d20 Colony Specifics

08	As 06, but a misstep on the explorers' part is likely to turn the abhumans into raging killers
09	Colony wars with another abhuman colony nearby; roll to determine enemy abhuman type
10	Colony is in some kind of suspended animation (cocooned, stasis, time-locked, etc.)
11	Colony keeps several victims kidnapped from the outside
12	Colony doesn't want to kill explorers, just take them prisoner as forced labor
13	Colony is on the verge of activating a "sleeping" <i>dark fathom</i> they believe will be under their control
14	Colony is dying; their access to hunting outside or the machine that provided nutrition is gone
15	Colony's leader is an Aeon Priest who "went native"
16	Colony has a map to a vault containing several artifacts; roll on the Vault Contents Table to determine specifics
17	Colony plans to ambush and overrun another group of explorers, a field camp of Jade Protectors, or an external community
18	Colony is being hunted by a group of explorers who want vengeance for a past wrong
19	Colony is flourishing thanks to a device they salvaged from a chamber; roll on the Chamber Table to determine the device's nature. The device also emits a level 2 healing field that grants up to 2 points of health each round.
20	Colony knows the secret entrance to an undiscovered relic chamber; roll on the Relic Anatomy and Relic Quality tables to determine that relic's nature; if applicable, one or two abhumans in the colony have been touched by the relic's power



*Dark fathom,
page 237*



ACCESSWAY TABLE

An accessway is similar to a corridor but is generally far smaller, apparently never intended for regular traffic. Some explorers guess they were used to provide maintenance for the structure, but others argue they served as the primary passages for much smaller creatures that built the structure.

Generally speaking, an accessway is composed of synth and metal and is about 3 feet (1 m) wide and tall, though they can become much narrower.

Procedure: To generate an accessway, roll on the Accessway Specifics Table. The table may request that you roll again after you obtain your first result for a simple length extension or direction change. Once you've rolled for the accessway length and direction, refer to the Exit Table to determine if the accessway has exits, how many, and what kind. Remember that the opposite end of the accessway may also represent an exit, unless it is blocked or it comes to a dead end.

About 5% of newly generated accessways reveal a cryptic route marker from a previous explorer.

ACCESSWAY SPECIFICS TABLE

d20 Accessway Specifics

01–09	Accessway runs parallel to previously generated chamber(s) or corridor(s) for a short distance, with hidden openings into each of those spaces; roll again on this table; if no previously generated corridors or chambers are mapped nearby, use result 10–15
10–12	Accessway extends a short distance; roll again
13	Accessway bends left
14	Accessway bends right
15	Accessway extends straight up
16	Accessway drops straight down
17	Accessway drops into reclamation pit containing a level 5 deconstructor automaton
18–19	Accessway narrows to 4 inches (10 cm) in height and width; roll again
20	Accessway runs a short distance and comes to a T intersection; roll on this table for each branch

CREATURE TABLE

Creatures are as described in their entries in the *Numenera* corebook (as well as *The Ninth World Bestiary* and the *Ninth World Bestiary 2*, if you have those books). Use the Interaction section of a creature's entry to determine how it might react to the PCs.

Creatures found in a prior-world ruin are often using the location as a lair or home, a place to hide, a location to loot and salvage in, a place to hunt for food, and so on. Most of the time, creatures encountered have very little or nothing to do with the original builders of the site.

Procedure: If creatures are generated on the Main Feature Table, determine whether they are located in a corridor (01–33%), a

chamber (34–75%), an interstitial cavity (76–90%), a shaft (91–96%), or a rupture (97–00%), then generate potential exits on the Exit Table.

Next, determine how many creatures there are. Use the Environment section of the creature's entry to inform your decision.

Finally, roll d100 to randomly generate a creature encounter for characters adventuring in the prior-world installation. This table is constructed to generate a useful result based on the resources that are available to you, with a section that includes only the *Numenera* corebook, a section that includes the corebook plus *The Ninth World Bestiary* (referred to as *Bestiary 1* on the table), and a section that includes both of those plus the *Ninth World Bestiary 2*.



CREATURE TABLE

Access to Corebook	Plus Bestiary 1	Plus Bestiary 2	Creature
01–03	01	01	Awakened relic*
04–06	02–03	02	Blood barm
07–09	04	03	Broken hound
10–12	05–06	04	Callerrail
13–15	07	05	Colchin*
16–18	08–09	06	Colostran*
19–21	10	07	Disassembler
22–24	11	08	Divellent*
25–27	12–13	09	Dritch*
28–30	14	10	Laak
31–33	15–16	11	Marauding vault*
34–36	17–18	12	Margr
37–39	19	13	Mesotemus*
40–42	20–21	14	Murden
43–45	22	15	Nevajin
46–48	23–24	16	Nibovian wife
49–51	25	17	Oorgolian soldier
52–54	26–27	18	Philethis
55–57	28	19	Raster
58–60	29–30	20	Ravage bear
61–63	31	21	Rhadamanth*
64–66	32–33	22	Rubar
67–69	34	23	Sarrak
70–72	35–36	24	Sathosh
73–75	37	25	Seskii
76–78	38–39	26	Stratharian war moth
79–81	40	27	Tarrow mole*
82–84	41–42	28	Thuman
85–87	43–44	29	Vaytaren*
88–90	45	30	Varakith
91–93	46	31	Whisper*
94–96	47–48	32	Yellow swarm
97–00	49	33	Yovok
	50–51	34	Accelerator
	52	35	Arch-nano
	53–54	36	Chance moth
	55	37	Coccitan
	56–57	38	Deadly warrior
	58	39	Decanted
	59–60	40	Dedimaskis
	61–62	41	Entrope
	63	42	Ergovore hound
	64–65	43	Erulian
	66	44	Flying elchin
	67–68	45	Gazer
	69	46	Grey sampler
	70–71	47	Grush
	72	48	Ishenizar
	73–74	49	Jurulisk

Access to Corebook	Plus Bestiary 1	Plus Bestiary 2	Creature
	75	50	Kalyptein crab
	76–77	51	Magmid
	78	52	Minnern
	79–80	53	Nalurus
	81	54	Neveri
	82–83	55	Nychthemeron
	84	56	Plasmar
	85–86	57	Quotien
	87	58	Rurtalian
	88–89	59	Shivern
	90	60	Slidikin
	91–92	61	Spurn
	93	62	Syzygy ghoul
	94–95	63	Vape
	96	64	Varadimos
	97–98	65	Xaar
	99–00	66	Xacorocax
		67	Aeon Cavalier
		68	Brendril
		69	Candescent sabon
		70	Carnivorous color
		71	Cypher zealot
		72	Cypherid
		73	Dal
		74	Datatar
		75	Decanted reaper
		76	Dread rider
		77	Elaan
		78	Flaw
		79	Gaphelin
		80	Gevanic
		81	Golden cachinnate
		82	Haneek
		83	Imorphin gonoph
		84	Imusten crawler
		85	Kelursan
		86	Latos adjunct
		87	Mozck automaton
		88	Nacreon wind
		89	Namnesis
		90	Neanic
		91	Nerodrod
		92	Nibovian guide
		93	Omath ranger
		94	Oorgolian tester
		95	Reconstructor
		96	Roummos
		97	Steel angel
		98	Stitcher
		99	Sweall
		00	Tanglet

* Indicated creatures are new to this book and can be found in chapter 17.

Chapter 17: Creatures of
the Colossus, page 130



Some energy discharges confer beneficial results, at least initially. Repeated exposure often leads to negative consequences.

ENERGY DISCHARGE TABLE

An energy discharge is the manifestation of energy from one area into another that is not meant to contain it. In the area where it is found, the energy is usually intermittently snapping, pulsing, or spitting, though it could manifest only when something that would make a good “ground” comes near.

The source of the energy discharge is usually a malfunctioning mechanism or piece of tech meant to store the energy hidden behind a wall or bulkhead. Sometimes a rent in the barrier is visible, and other times the energy just passes through. If the characters can breach the wall (a level 8 task) to access the tech, they could deactivate it and salvage it for one or two cyphers and 1d10 shins.

If a leak is dangerous, tasks associated with avoiding or defending against such effects are level 6, on average.

Often, characters must risk exposing themselves to a discharge in order to continue moving along their route.

Procedure: If an energy discharge is generated on the Main Feature Table, determine whether the discharge is located in a corridor (01-33%), a chamber (34-75%), an interstitial cavity (76-90%), a shaft (91-96%), or a rupture (97-00%), then generate potential exits on the Exit Table. Keep in mind that these exits could be blocked by the energy discharge generated.

ENERGY DISCHARGE TABLE

d20 Energy Discharge Specifics

01–02	Blue electricity grants those exposed +1 to Speed Edge for one hour, but repeated exposure causes a runaway reaction that inflicts 3 points of Speed damage each round until the victim succeeds on a Might defense task.
03–04	Gravity discharge pulses every few rounds, dramatically increasing gravity, which inflicts 6 points of ambient damage on a failed Might defense task.
05–06	Gravity drops to nothing every few rounds.
07–08	As 03–04, but a defunct dark fathom is the source; reactivating the dark fathom is a level 6 Intellect task.
09–10	Random green electrical flares create voice-like sounds of an entity that is probably hopelessly insane.
11–12	White-hot plasma discharge inflicts 10 points of damage to those in its path.
13–14	Warm red plasma discharge restores 6 points to a character's Pools, but each repeated exposure causes the character to descend one step on the damage track.
15–16	Pulsed light dazes victims for one round.
17–18	Pulsed light gives those exposed one random piece of knowledge; more than three exposures per day risks a stroke, which inflicts 5 points of Intellect damage and moves victim one step down the damage track.
19–20	Pulsed light programs victim who fails an Intellect defense task into believing they are on a secret mission to deliver a message to a creature* in another part of the ruin.
21–22	Pulsed light programs victim who fails an Intellect defense task into believing their allies are evil invaders and should be destroyed; effect lasts for one minute.
23–24	Pulsed light erases victim's memory of previous 28 hours on failed Intellect defense task.



*Dark fathom,
page 237*

Programmed messages from an energy discharge are usually random gibberish, but they could be code for something, like “Activate the Hand of Fury.”

- | | |
|-------|--|
| 25–26 | Pulsed light provides those exposed with 5 points to add to their Intellect Pool; each point over their maximum requires an Intellect defense task to avoid a stroke and descending one step on the damage track. |
| 27–28 | Pulsed light reprograms cyphers, automatons, artifacts, and other tech to assemble to create a new level 6 automaton that is erratic and potentially dangerous, though it could become an ally. |
| 29–30 | Purple electricity gives creature a static charge that can be discharged as part of a melee attack to inflict +4 points of damage; additional charges can be built up, but doing so requires an Intellect defense task to avoid a stroke and descending two steps on the damage track. |
| 31–32 | Incandescent plasma sears strange symbols and equations on exposed creature's skin and face. |
| 33–34 | Orange electricity supercharges a creature's carried cyphers and artifacts, increasing their level by 3. A repeated exposure causes charged cyphers to explode as if detonations of their new higher level. |
| 35–36 | Grey plasma forms aura-like nimbus around exposed creatures that persists for several days. |
| 37–38 | Turquoise plasma causes mundane equipment and clothing to melt into goo; important equipment resists on a successful Speed defense task by owner. |
| 39–40 | Psychic flare from an exposed conduit inflicts 3 points of Intellect damage (ignores Armor) each round on creatures within immediate range. |
| 41–42 | Psychic flare from an exposed conduit gives a random phobia to creatures within immediate range. |
| 43–44 | Large device with many conduits sparks and snaps with electrical discharge, but the discharge is directed into a point on the ceiling, rendering the device relatively safe to approach, despite appearances. |



ENERGY DISCHARGE TABLE (CONTINUED)

d20 Energy Discharge Specifics

45–46	Kinetic energy leaks from exposed conduit as red electricity, transferring to creatures within immediate range, potentially hurling them a short range in a random direction and inflicting 5 points of damage.
47–48	Kinetic energy leaks from exposed conduit as red electricity, which gives creatures +3 to Speed Edge for one hour. Additional exposures inflict Speed damage instead of conferring Edge.
49–50	Chronal energy leaks from cracked device, slowing exposed creatures to a state of stopped time, so that no time passes for them, while many minutes or hours pass externally.
51–52	Chronal energy leaks from cracked device, causing exposed creatures to begin to skip several seconds forward in time.
53–54	Chronal energy leaks from cracked device, causing exposed creatures to move more slowly through time. Their voices are noticeably lowered, and the difficulty of their Speed-based tasks is increased by one step when dealing with non-slowed creatures. The effect lasts for several hours.
55–56	Chronal energy leaks from cracked device, causing exposed creatures to move more quickly through time. Their voices are noticeably higher in pitch, and the difficulty of their Speed-based tasks is decreased by one step when dealing with creatures not in the same state. The effect lasts for a few minutes.
57–58	Chronal energy leaks from cracked device, causing exposed creatures to race through time. Their voices are a shrill whine that can't be understood by those not in the same state, they can take two actions instead of one on their turn, and the difficulty of their Speed-based tasks is reduced by one step when dealing with creatures not in the same state. The effect lasts for a few minutes.
59–60	Device on mount holds a tiny point of fierce light within a force field; however, an occasional warp in that field allows bursts of invisible accelerated particles to blast into the area and nearby areas, scorching objects and creatures in wavering lines of energy. Symbols in an unknown language, if they can be translated, read "solar wind tap."
61–62	Magnetic energy leaks from a milky complex of spheres and rods, visible as a pinkish shimmer that randomly magnetizes a creature's metallic possessions. Magnetized possessions are attracted to each other, repelled apart, or both.
63–64	Magnetic energy pulses from a milky complex of spheres and rods, visible as red pulses of light that create such intense reactions that the tiny bits of iron in a creature's blood become magnetized, repelling one another in a way that risks causing the creature to detonate. On a failed Might defense task, an affected creature descends one step on the damage track and takes 10 points of Speed damage (ignores Armor).
65–66	The surrounding area is oddly quiet as sound is stripped away and stored in a silvery device thick with metallic prongs. A malfunction in the device sometimes releases the stored energy in sonic crescendos of white noise that can deafen nearby creatures.
67–68	As 65–66; in addition, the sound energy reacts to one or more nearby cyphers, which might cause them to activate, or could reprogram them to take on a different function than previously determined.
69–70	Psychic energy leaks from exposed conduits, inciting discord among creatures in the area, potentially causing armed conflict among those who fail an Intellect defense task.
71–72	Psychic energy leaks from exposed conduits, inducing feelings of contentment and joy among creatures in the area, potentially making those who fail an Intellect defense task so satisfied that they slump down and refuse to continue their exploration.



Creatures that are repeatedly exposed to chronal energy leaks risk gaining a latent charge that often detonates devices of the numenera, including cyphers and artifacts.

- 73–74 Psychic energy leaks from exposed conduits, inducing feelings of fear among creatures in the area, potentially making those who fail an Intellect defense task so terrified that they freeze in horror.
- 75–76 Psychic energy leaks from exposed conduits, inducing feelings of trust among creatures in the area, potentially making those who fail an Intellect defense task so credulous that they are not ready to defend themselves from actual threats.
- 77–78 As 75–76; however, the leaking trust causes creatures* in the area that would normally be aggressive to welcome explorers as long-lost allies and friends.
- 79–80 Clear synth module filled with thousands of tiny flashing entities, normally too small to be seen by the naked eye, in a saline gel. The module is cracked, and the gel has spread into one or more nearby areas. Contact with the gel (and the tiny creatures in it) causes electrical damage to exposed flesh, but might repower used cyphers.
- 81–82 As 79–80, but instead of emitting light, the entities absorb light and energy, creating a reverse sparkle in the leaking gel. Contact with the gel drains Might (ignores Armor) and could also drain a cypher, rendering it useless.
- 83–84 Concentrated ion leaks from a crystalline and synth device, causing a howling, moaning sound to reverberate through nearby areas, along with a slight breeze. A fierce wind emanating from the device at its source makes it difficult to approach directly.
- 85–86 As 83–84; however, a few successful Intellect tasks could allow someone to find the leak and turn it off. But a mistake causes the entire chamber to be launched from the structure like a rocket, which could be lethal if navigation systems or other means of steering can't be found before the chamber crashes back to earth.
- 87–88 Psychic energy leaks from exposed conduits, inducing feelings of agony among creatures in the area, potentially making those who fail a Might defense task fall into writhing heaps.
- 89–90 Psychic energy leaks from exposed conduits, inducing feelings of ecstasy among creatures in the area, potentially making those who fail a Might defense task fall into trembling heaps.
- 91–92 Transdimensional energy swirls and flows through the area, sometimes condensing into objects that were not there earlier, or causing equipment of creatures in the area to randomly disappear.
- 93–94 Temporal energy swirls and flows through the area, which has a chance to transport creatures who enter the area to the location of their birth.
- 95–96 A device spits sonic energy through the area, which sometimes triggers changes through rapid nanite construction in flesh. Creatures that fail a Might task are replaced with silent versions of themselves called **whispers** over the next 10 + 1d6 hours.
- 97–98 Haze of brownish gas escapes from reservoir; the gas is a “flavored ion” that induces the sense of eating a very satisfying sugary treat in creatures that come into contact with it.
- 99–00 Massive cracked canister has leaked **electric algae**, which crusts all surfaces in the area and has advanced into some of the areas beyond. The growth has achieved sentience and can telepathically speak with those who are sensitive enough to hear it. The algae can electrify itself to gather fertilizer in the form of living creatures, or to defend itself from grazing.

* If a creature is indicated, roll on the **Creature Table** to determine what kind.

Explorers who are “replaced” by whispers are still present, but under rigid mental control. Deactivating the device might return an explorer to normal if done quickly enough, or it might kill them.

Whisper, page 141

Electric algae: level 6; Speed defense nil; health 100; inflicts 6 points of electrical damage on every creature within an area a short distance across

Creature Table, page 100



Arch-nano: level 6; for full stats, see page 139 of the Ninth World Bestiary



Non-Player Characters, page 269

EXPLORERS TABLE

Explorers represent other outsiders who have entered the ruin to exploit it, learn something from it, or gain information from the location in some manner. They are usually cautious and perhaps just a bit suspicious of others they find in the same ruin. However, unless noted as having an agenda or goal that works to the PCs' detriment, randomly encountered explorers are normally amenable to negotiation and even a brief alliance if the characters succeed on a couple of difficulty 5 Intellect tasks for interaction.

Procedure: If explorers are generated on the Main Feature Table, determine whether they are located in a corridor (01-33%), a chamber (34-75%), an interstitial cavity (76-90%), a shaft (91-96%), or a rupture (97-00%), then generate potential exits on the Exit Table.

Next, determine how many explorers there are (1d6 + 1), and then determine what sort of NPC each one is by rolling on the Explorer NPC Table.

If you have access to one or both of the Numenera bestiaries, you can substitute other NPCs for the Aeon Priest or nano entries to change things up. For instance, instead of a nano, the PCs might encounter an **arch-nano**.

Finally, roll on the Explorer Situation Table to determine the specific situation and nature of the explorers generated.

A group of explorers usually carries one or two cyphers and 1d20 shins each, and maybe one artifact between them. Remember that they might use those cyphers and artifacts if they get into a conflict with the PCs. If you're using this table in the Jade Colossus, a group of explorers is also likely to have collected a midnight stone.

EXPLORER NPC TABLE

d10	Explorer NPC
01-07	Explorer
08-09	Nano
10	Aeon Priest

EXPLORER SITUATION TABLE

d100	Explorer Situation
01-02	One of the explorers is suffering from an infected wound and might die if aid isn't found soon.
03-04	The explorers are flush with cyphers and artifacts, having just salvaged a nearby chamber.
05-06	One of the explorers is planning to betray their comrades within the next day to steal an artifact that was denied to them.
07-08	One of the explorers tries to defect to the PCs' group, indicating that they've had a falling out with their own group.
09-10	One of the explorers tries to defect to the PCs' group after alienating some of their own group by being a liar, a coward, and a thief.
11-12	The explorers are resting without a watch.
13-14	The explorers are resting with a "pet" creature* on watch.
15-16	Explorers are on the move, following the lead of a floating level 4 automaton salvaged from some other part of the installation.
17-18	Explorers are on the move, fleeing from several creatures*.
19-20	Explorers are investigating the remains of a dead creature*.
21-22	Explorers are found mysteriously and messily dead, but not looted.
23-24	One explorer has a strange device (level 6) stuck to their head, which seems to be slowly turning them insane. The explorer's friends don't want to admit it.

Creature Table, page 100



- 25–26 One of the PCs knows one of the explorers from an encounter several months or years ago, a meeting that left bad blood between them.
- 27–28 One of the explorers knows a PC and apparently feels as if they owe that character their devotion because the PC saved them in the past. The PC may or may not remember this event.
- 29–30 Two additional explorers accompany the group, each an apparent duplicate of the group leader, identical but for the odd device they have in place of heads.
- 31–32 One of the explorers is an apparent duplicate of one PC, identical but for the odd device the duplicate has in place of their head. The other explorers say their device-headed ally—who never speaks—joined them while they were traveling through the installation. The duplicate acts as if the PC doesn't exist.
- 33–34 The explorers all bear odd antennae-like metallic rods protruding from the backs of their necks. They act as if dazed and uncertain of where they are, or possibly even who they are.
- 35–36 One of the explorers is on the edge of heartbreak, having lost their pet *seskii* elsewhere in the installation.
- 37–38 A light-eating nimbus clings to one explorer, and their allies keep their distance. They say the nimbus just appeared one day, and since then, the group has suffered a series of unfortunate incidents they attribute to bad luck. According to their story, the bearer of the nimbus has enjoyed only good luck.
- 39–40 The explorers are only about a foot high. They say they've been wandering lost in the installation for days, not realizing they'd been shrunk; they thought they'd been transported to a parallel dimension where everything was larger.
- 41–42 A creature* accompanies the explorers, and they interact with it as if it were an oracle, even if it isn't normally known for such an ability or can't communicate in a way that seems to make sense.

Seskii, page 258



Anytime other explorers are found in a ruin, the possibility for armed conflict arises. But diplomatic characters will be able to turn most negative encounters to their advantage instead.

EXPLORER SITUATION TABLE (CONTINUED)

d100 Explorer Situation

43–44	The explorers use weapons that fire tiny darts covered with level 5 poison.
45–46	The explorers encountered a device that wiped their memories, and they've been wandering afraid and confused for days.
47–48	The explorers seem normal at first, if standoffish and quiet, but they are dead, and a device nestled in the back of one explorer is invisibly holding all of them up, making them seem alive.
49–50	One of the explorers has metal insects for teeth, which leave their host's mouth and speak for the host (or attack the host's foes).
51–52	The explorers are all related, including one or perhaps two parents and their children.
53–54	One explorer has been secretly killing off others in the group for their own reasons. The explorers say that when they entered the structure, they had double their current number.
55–56	On one of the explorers, one forearm has been replaced with an elongated metallic pyramid. It's a formidable weapon, but the explorer can't hold things with it, and they bear scars on other body parts where they accidentally cut themselves on the jagged point.
57–58	The explorers are part of a larger group that claims the structure for its own use, and they are very aggressive toward creatures and characters who are not part of that group.
59–60	One or two of the explorers have become addicted to a blue fungus they found growing in the area (or a nearby area), and now they can't go more than a few hours without needing to eat more.
61–62	The explorers were dazed by exposure to a device somewhere in the structure, and upon seeing the PCs, they respond like young animals do when imprinting on an adult. This lasts for a few hours or days, but eventually wears off.
63–64	The explorers seem friendly, but they're bandits.
65–66	One of the explorers is a cartographer and wants to see any maps the characters have made. In return, they offer to show the PCs their maps.
67–68	One of the explorers appears to be made of glass.
69–70	One of the explorers constantly expels shelled slugs from their mouth, one or two a minute, but seems to regard the condition as similar to having chronic hiccups. The slugs slowly glide away if allowed.
71–72	The explorers are partially out of phase after a run-in with a device that detonated, leaving them unable to interact with anything around them. They are looking for help.
73–74	The explorers ride a large, many-legged level 4 automaton. It is big enough to accommodate up to four explorers as a mount, but narrow enough to fit down most corridors in the structure.
75–76	One of the explorers floats in a silvery, transparent bubble just a foot above the floor. The bubble hedges out insults, harsh language, and shocking sights. To that explorer, the world seems idyllic and peaceful.
77–78	One of the explorers has the others in their group chained to the synth-reinforced band of their belt.

79–80	One of the explorers sings loudly and often, apparently believing they are raising their compatriots' spirits, when in fact the songs annoy the group—which is quite obvious to the PCs.
81–82	The explorers initially believe that the characters have been dispatched by some other group to find and assassinate them.
83–84	One of the explorers offers to tell the characters one of the seven hidden words and one of the six lost symbols, in return for an artifact. Are the word and symbol actually valuable, or is it a ruse? Maybe both.
85–86	One of the explorers wears a spherical helm, through which can be seen what appears to be a view of a spiral vortex, like a galaxy, instead of a face. This explorer never talks, but instead motions. The other explorers do whatever this one says.
87–88	On seeing the characters, the explorers react as if seeing their worst nightmares, dropping whatever they were holding and fleeing in random directions if possible. Either the characters have gained a reputation, or the explorers were reacting to something the PCs haven't yet noticed about themselves or about something that invisibly accompanies them.
89–90	One of the explorers claims to be a relative of the Amber Pope himself.
91–92	The explorers are connected by a thin, living tube, which is flexible and shifts of its own accord so it doesn't entangle or trip them.
93–94	One explorer is made up of hundreds of tiny serpents, which sometimes break apart into disparate creatures before returning to a single entity.
95–96	Scintillating crystals orbit around one explorer.
97–98	The explorers are desperately looking for a missing member of their group, who was gone when they woke from sleep. The one missing had been on watch.
99–00	One of the characters recognizes one or more of the explorers from an interaction in a nearby community. The interaction might have been positive, negative, or just weird.

* If a creature is indicated, roll on the **Creature Table** to determine what kind.

INTEGRATED MACHINE TABLE

An integrated machine resembles the kinds of devices that can be generated on the **Chamber Table**; however, they are more complex and more often than not can have a lasting effect on an explorer who invests the time in figuring them out.

To use an integrated machine, an explorer first must succeed on a level 6 Intellect task to learn something about the machine's function. About 30% of discovered machines require some additional component or repair before they can be used. Successfully using the machine is another level 6 task. A failed attempt to use the machine has negative consequences, usually inflicting 6 points of damage, but potentially having the opposite of the intended effect.

A machine often won't function more than once or twice before it runs down, requiring extensive repair and the application of special parts.

Generally speaking, an integrated machine has a control surface and an activation platform, arch, cavity, or other receptacle where objects or creatures to be acted on can be placed, or where objects or creatures appear if produced. An integrated machine can be salvaged for 2d20 shins and one or two cyphers, and maybe an artifact, which destroys the machine.

Procedure: If an integrated machine is generated on the **Main Feature Table**, determine whether it is located in a corridor (01-33%), a chamber (34-95%), or a vault (96-00%), then generate potential exits on the **Exit Table** (unless the machine is in a vault).

Amber Pope,
page 133

Creature Table, page 100



INTEGRATED MACHINE TABLE

d100 Machine Specifics

01–02	Grafts one extra automaton limb onto a user, which adds +1 to die rolls involving tasks where having an extra hand would be useful
03–04	Plates a user with flexible synth, granting +1 to Armor but an inability on movement-related tasks
05–07	Produces an offensive cypher
08–09	Produces a defensive cypher
10–12	Recharges a used cypher
13–14	Heals, cures, and “refurbishes” an unhealthy living creature or automaton; for example, a creature missing an eye or limb gains a new one, though one that is made of crystal and synth
15–17	Grants a user long-range telepathy for about a day; the following day the creature suffers a severe headache and has a temporary inability on Intellect-related tasks
18–19	Grants a user +3 to Might Edge for about a day; the following day the creature has severe stiffness and a temporary inability on Might-related tasks
20–22	Grants a user perfect pitch
23–24	Duplicates one nonliving object
25–27	Creates a wormhole that persists for an hour to a location the user knows to exist
28–29	Over the course of an hour, a user is returned to their most viable physiological age (for humans, that’s around 25 years old)
30–32	User gains a voice in their head that reduces the difficulty of all knowledge tasks by one step, but sometimes attempts to take over when the user is hurt, distracted, or sleeping
33–34	User gains a voice in their head that grants an asset on all tasks to detect falsehoods, but also grants the user an inability when trying to lie

35–37	User gains an additional eye that can't stand bright light, but allows the user to see in the dark
38–39	User gains "flesh flaps" between their arms, fingers, and sides of their body, allowing them to glide to a safe landing from all falls over 30 feet (9 m)
40–41	User gains the ability to eat literally anything (including rocks, synth, metal, and drit) and gain nutrition; objects of up to level 7 can be eaten and destroyed in this fashion with no harm to the eater
42–44	Produces a clone of the user that is mentally and physically only three months old
45–46	A person the user knows to exist of up to level 6 is immediately transferred from wherever they are to this location
47–49	User is transferred into the presence of a being of up to level 6 that they know to exist, wherever that being is located
50–51	Dead creatures brought here are reconstructed in animate glass, with a few memories of the dead creature
52–54	Grafts synth struts to user, increasing their strength (+1 to Might Edge) but causing them to move stiffly (3 points deducted from Speed Pool)
55–56	Grafts synth struts to user, which quickens them (+1 to Speed Edge) but makes them more fragile (3 points deducted from Might Pool)
57–59	Synth helm fitted to user alleviates their need to breathe
60–61	Synth helm fitted to user removes sight but greatly increases other senses; it's essentially a wash, except the creature can "see" in the dark
62–64	Grafts extra synth arm to user that functions only one minute per day
65–66	User gains a powerful mutation for 28 hours
67–69	User gains a powerful mutation, but only after being encased in a chrysalis for 28 hours, during which time they are insensate and vulnerable
70–71	Device contains knowledge of nearby star systems
72–74	Device contains knowledge of nearby dimensions
75–77	Device contains knowledge of esoteric mathematical formulas that could grant an asset on one nano ability or focus ability that deals with manipulation of nanites or the numenera
78–80	Device contains a wealth of confusing scenes from an ancient star-faring species
81–83	Device renders a creature or object out of phase for a random period, usually lasting no more than 28 hours
84–86	Device grows a flesh bud on user that contains a knot of neurological tissue; once integrated, it adds 1 point to the user's Intellect Pool
87–89	Device grows a flesh bud on user that contains a knot of neurological tissue; once integrated, it gives the user an asset on any knowledge task
90–92	Device grows a flesh bud on user that contains a knot of neurological tissue; once integrated, the PC's mind is transferred to the bud and their head slowly begins to atrophy
93–95	Device malfunctions on use, goes dead
96–00	Device malfunctions on use, detonates

 **Powerful Mutations,**
page 125

Characters who gain a neurological brain bud gain some advantages, but the bud could begin to develop a personality of its own, one potentially capable of controlling the PC when they sleep or are otherwise mentally incapacitated.



*"He found himself within a series of tunnels wending their way through vast, incomprehensible machines. Or perhaps, he considered, parts of one large machine."
~Sacred Chronicle of High Father Calaval*

INTERSTITIAL CAVITY TABLE

Within structures as vast as the Jade Colossus and many other Ninth World ruins are many hollows, voids, and liminal locations that probably were never meant for prior-world creatures to use directly, but exist rather as gaps, cavities, and empty regions normally hidden behind walls. These areas are often difficult to navigate (or in some cases, survive) because they weren't built with normal use in mind.

Unless noted otherwise, the interior surfaces of an interstitial space are constructed of stained synth and corroded metals.

If an active machine is discovered that can be induced to create an effect, it can usually do so only two or three times before it falls into disrepair or requires a lengthy charging process to get it to function again, and then only briefly.

Effects generated by features in an interstitial cavity are usually level 5.

Procedure: To generate an interstitial cavity, roll on the table below. Then roll on the

Exit Table and add +1d10 additional exits to whatever result you obtain there.

Unless indicated otherwise by the result, the average interstitial cavity within a massive prior-world ruin measures about 1,000 feet (300 m) by 500 feet (150 m). The orientation and overall shape of the space is as you require to make it fit onto the map. For instance, it could extend straight away from an exit from a connecting corridor, or it could plunge vertically up or down. The entrance leading into the interstitial cavity might be located midway along the side, on the "floor" (such as it is), or on the ceiling of the cavity.

A large interstitial cavity could bypass other mapped areas, or surround and enfold other mapped areas.

Finally, if you roll an interstitial cavity on the Main Feature Table for a prior-world installation that is relatively small, you can either ignore the result or extend the ruin in a subterranean or transdimensional direction to accommodate the cavity.

INTERSTITIAL CAVITY TABLE

d100 Nature of Interstitial Cavity

01–02	Empty and echoing.
03–04	Empty and echoing, but contains vast outlines of what must have been immense machines or machine components that have since been removed.
05–06	As 03–04, except slender trees with black bark have sprung up in a soft layer of drit and dust.
07–08	As 03–04, except spiders, worms, and similar vermin are thick in the area, infesting a few large masses that turn out to be the bones of long-dead creatures that were very, very large.
09–10	As 03–04, except one of the outlines seems like it might have been of a massive human shape.
11–12	Filled with immense, dead, corroded, long-silent machine components fused to interior. Each character who spends several hours clambering over the vast dead engines can find one or two cyphers and 1d20 shins, but must succeed on one level 3 Speed defense task to avoid slipping and falling from a great height (d100 feet).
13–14	As 11–12, but contains a lair for a creature*.
15–16	As 11–12, but the footing is far more dangerous due to a slick of oil-like fluid coating everything; moving safely around the chamber and avoiding falling requires a successful level 5 Speed defense task.
17–18	As 11–12, but a strange rust covers the mechanism and acts like a contact poison .
19–20	As 11–12, but several dead humans lie at the foot of the great machines. Investigation reveals they've been looted, but also that some of them have had their faces flayed off and sewn back on again with synth thread.

Contact poison: level 2; a few rounds after contact, continued contact inflicts 2 points of Speed damage (ignores Armor) each round



Poison, page 95

- 21–22 Filled with immense, partially functioning, colossal machine components fused to walls and ceiling high above. The components whirl, vibrate, and give off a constant bass roar that is difficult to endure over long periods. Each character who spends several hours clambering over the vast degraded devices can find one or two cyphers and 1d20 shins, but must succeed on one level 3 Speed defense task to avoid slipping and falling from a great height (d100 feet), and one level 3 Intellect task to avoid causing a local malfunction.
- 23–24 As 21–22; however, characters who spend a few hours studying the machines might discover that they could be induced to attach a massive (house-sized) device capable of creating an amazing amount of thrust, enough to potentially launch the object into space or even farther.
- 25–26 As 21–22; however, characters who spend a few hours studying the machines might discover that they could be induced to suck all the metal out of a very large object and deliver a metallic ingot of the stolen metals. The process inflicts 10 points of damage to a living creature and causes them to descend one step on the damage track.
- 27–28 As 21–22; however, characters who spend a few hours studying the machines might discover that they could be induced to extrude massive (house-sized) crystal solids that glimmer internally but have no obvious purpose.
- 29–30 As 21–22; however, characters who spend a few hours studying the machines might discover that they could be induced to plate an arbitrarily large object with a level 4 synth coating that grants +4 to Armor (the process would kill human-sized creatures, essentially encasing them in a chunk of solid synth).
- 31–32 As 21–22, but roll on the Integrated Machine Table to see what these machines might do. However, the ones found in an interstitial cavity would create the stated effect on a far grander scale, which means effects that might normally enhance or aid a human-sized creature will instead probably kill them.
- 33–34 As 31–32, but an entity has previously entered the chamber and scribed in a silvery metallic ink across the machine surfaces what are essentially “margin notes” to help those new to the area figure out what the vast machines might do.
- 35–36 Filled with tumbling components and machine parts 10 feet (3 m) to a side, apparently once fused to the walls but now weightless and dead, that crash and batter each other. Each long distance moved through the chamber requires a successful level 5 Speed defense task to avoid being battered for 5 points of damage.
- 37–38 Half filled with fluid from an ancient leak. Roll on the Matter Leak Table to determine the nature of the reservoir-sized spill. Opening the wrong exit could cause the fluid to leak into other sections of the ruin, causing flooding and dangerous conditions, depending on the nature of the material.
- 39–40 Vast machinery holds in place a massive sphere at the center of the cavity. The sphere is a planet, which, though small, is still much too large to be contained in the cavity. But thanks to the enclosing machinery that folds space, the planet is indeed held in place. About two-thirds the size of Earth, the strange planet is swaddled in red clouds and storms. Characters who attempt to access the planet’s surface find it habitable, but incredibly unstable. Volcanoes and earthquakes are common, but plant life is lush, though there don’t seem to be any animals or other ambulatory creatures, or in fact any sign of previous habitation. If anything did live here once, the constant upheaval on the surface likely recycled them deep into the planet’s core long ago.
- 41–42 High, narrow towers made of what appears to be dark red glass jut from the sides and floor (and hang from the ceiling) of this space. The towers have no doors, but sometimes spontaneously absorb those looking to enter, freezing them in stasis.

A malfunction of a machine in an interstitial cavity might be as simple as some components ceasing their activity, or as dramatic as an explosion.



If you roll an interstitial cavity while mapping the Jade Colossus, about 5% of such cavities contain a couple of midnight stones.

INTERSTITIAL CAVITY TABLE (CONTINUED)

d100 Nature of Interstitial Cavity

43–44	As 41–42, but the towers are hollow, and one serves as the home or lair to at least one creature*.
45–46	Metallic pyramids of all sizes, some as small as a thumbnail, others as tall as buildings, are jumbled in this space.
47–48	As 45–46, but the pyramids are magnetized, so automatons and creatures with metal armor stick to exposed surfaces; some dead automatons and a few explorers who couldn't get their armor off can be found here.
49–50	The space is occupied by an odd ecosystem of purple plants, tiny red clouds, and small, singing, gopher-like creatures with two heads.
51–52	Blotches of green and yellow color move like the shadows of clouds across the empty surfaces of this large space.
53–54	As 51–52, but the color "shadows" are attracted to motion and attack creatures by "staining" and then eating their substance, converting them into yet more color.
55–56	A massive crystalline object floats at the center of this cavity, slowly rotating, held in place by an unseen force.
57–58	As 55–56, but if light is directed on the crystal, the light is broken into all the colors of the rainbow and more; two of the colors are not normally possible in this dimension, and creatures that see them or that are bathed in their light risk temporary insanity.
59–60	As 55–56, but the head of a massive, multi-eyed creature that isn't completely humanoid is preserved in the crystal.
61–62	Broken conduits drizzle the exposed areas of the space with a yellowish, sap-like substance that has formed stalagmites and stalactites over hundreds of years; the sap is sweet to the taste and nutritious.
63–64	This space is apparently where some kind of creature has stored trophies for hundreds of years—trophies in the form of teeth, which lie in cascading piles across the cavity. The creature responsible is not immediately evident.
65–66	A broken, partly smashed vehicle capable of traveling into the void lies in—or has been somehow wedged into—this cavity. With enough time and effort, the ship might be able to be repaired, but getting it out of the cavity is another problem.
67–68	Waves of energy flow back and forth across this room like heat mirages over a hard surface on a hot day. The energy ruffles hair and clothing but doesn't seem directly harmful.
69–70	As 67–68, but devices of the numenera (cyphers, artifacts, and oddities) begin to glow brighter and brighter when exposed to the energy. Devices that remain exposed for more than three rounds detonate.
71–72	As 67–68, but with each wave, a mental surge of thousands of whispering voices intrudes on the minds of conscious creatures in the area.
73–74	As 67–68, but creatures in the area risk having their minds randomly switched. This can be especially disconcerting for characters whose minds get switched with a creature* that follows them into the area.
75–76	Refugees from a nearby village of humans overrun by creatures* hide in this chamber, living off the by-products of a large machine that produces tasteless but nutritious brown goo.

Carnivorous color: level 3; health 12; immediate-range attack inflicts 4 points of Intellect damage (ignores Armor); for more information, see page 32 of the Ninth World Bestiary 2

77–78	Filled with immense, partially functioning, colossal machine components fused to walls and ceiling high above. Broken devices emit sprays of pollen-like dust that changes the center of gravity of creatures and objects it touches, making it difficult for creatures to walk or run without tipping over.
79–80	Filled with immense, partially functioning, colossal machine components fused to walls and ceiling high above. Broken devices emit sprays of white mist that acts as poison to living creatures, but which coats automatons in a layer of protective coating granting +1 to Armor.
81–82	The air in this chamber is hazed with narrow vortices that move randomly about, sometimes spinning apart, other times spinning back together again. The vortices spin away from creatures and moving objects.
83–84	As 81–82, but the vortices represent splinter personalities of a machine intelligence that once inhabited this area. Individual vortices can speak by vibrating the air, but each has a very narrow slice of knowledge or specialty.
85–86	As 81–82, but each vortex is a level 4 threat; 1d6 of them zero in on any group of creatures trying to make their way across the cavity.
87–88	A lens dozens of feet across composed of clear synth has been crudely installed here; it focuses sunlight that sometimes shines in from cracks above onto a device that hums and vibrates when in bright light.
89–90	As 87–88, except the lens wakes for the span of time the beam is focused fully on it (about two minutes), during which time it serves as a terminal into the datasphere.
91–92	Discharges of electricity play throughout this chamber like some kind of cloud-wreathed hellscape of danger.
93–94	The holographic image of a gargantuan eye flickers into existence in the cavity, blinking and focusing on intruders before fading again for a random period. Devices in the area are found to project this image, as well as have many other functions that are less easy to identify.
95–96	Massive metallic ring dominates the cavity, cracked and possibly unstable. The ring magnetically holds a brilliant sphere of glowing white material at the center.
97–98	As 95–96, but the sphere at the center pulses in a variety of rhythms when creatures enter the area. The pulsing is actually communication from beings who exist in two dimensions and are curious about the dimension of the Ninth World.
99–00	As 95–96, but the sphere represents stored, massively compacted waste. Any object or creature thrown into the ring is compacted down to a thin layer of degenerate matter coating the sphere.

* If a creature is indicated, roll on the **Creature Table** to determine what kind. Note that even if a creature is indicated, it might not be immediately visible to explorers, especially if it is wandering nearby corridors and chambers.

MATTER LEAK TABLE

A matter leak is the discharge of a fluid, a powder, a liquid, or a collection of complex parts or components that has spilled from one area into another not meant to contain it. In the area where it is found, it is usually pooled or piled, but if the leak is ongoing, it may flow into neighboring corridors and chambers.

The source of the leak is usually a long-dead mechanism or reservoir hidden behind a wall or bulkhead—that is, hidden except

for the crack or fracture through which the leak manifests.

If a leak is dangerous, any tasks associated with avoiding or defending against such effects are level 5, on average. Often, characters must risk exposing themselves to a leak in order to continue moving along their route.

Procedure: If a matter leak is generated on the Main Feature Table, determine whether

Datasphere, page 12

Creature Table, page 100

If left undisturbed at room temperature, glass doesn't detectably flow over hundreds, thousands, or even millions of years; glass is an elastic solid.

the leak is located in a corridor (01-33%), a chamber (34-75%), an interstitial cavity (76-90%), a shaft (91-96%), or a rupture (97-

00%), then generate potential exits on the Exit Table. Keep in mind that the exits generated may be plugged or covered by the matter leak.

MATTER LEAK TABLE

d100 Matter Leak Specifics

01-02	Water, slightly briny but potable
03-04	Water, tastes oily but potable
05-06	Water, tastes sweet and fizzy but potable
07-08	Green “gunk” that sticks and stains
09-10	Green “gunk” that sticks and burns (like acid) those who stumble into the material
11-12	Brownish organic fluid that smells like alcohol and explodes into a raging inferno if exposed to flame
13-14	Silvery, metallic solid that flowed when it was white-hot molten metal
15-16	White-hot, flowing, molten metal that burns to the bone anyone who touches or falls into it
17-18	Viscous black ooze that contains trace amounts of void matter and acts as one large midnight stone from which several “uses” can be obtained
19-20	Drifts of yellowish powder that smells like metal
21-22	As 19-20, but composed of nanites that drain power from tech, cyphers, and artifacts
23-24	Drifts of crimson powder that is magnetic
25-26	Viscous transparent gel that reacts to the force of gravity in the opposite direction of other matter
27-28	Viscous brown gel that gives off light for the same duration and at the same intensity as light shined on it

Midnight stone, page 7





*Vast machinery holds in place a massive sphere at the center of the cavity.
The sphere is a planet, which, though small, is still much too large to be contained
in the cavity.*

29–30	Viscous black gel that shimmers and seems to emit sounds similar to laughing when jostled
31–32	Water-like fluid with blue tint that reflects images in its depths of strongly imagined scenes
33–34	Living fluid solvent that eats through 1 cubic foot (.03 cubic m) of material for five rounds if removed from area of leak
35–36	Drifts of pale dust that desiccate any object that comes into contact with them
37–38	Salty water in which reddish jellyfish dart and float
39–40	Salty water in which reddish jellyfish dart and float, plus a creature* lairs near or in the water
41–42	White fluid streaked with silvery strands is a concentrated consciousness that dazes those exposed
43–44	Multicolored marble-sized spheroids
45–46	Multicolored marble-sized spheroids that each weigh 10 times more than a similar amount of metal
47–48	Leaflike fractal wafers that rustle in response to thoughts
49–50	Leaflike fractal wafers that animate and flutter to exposed devices like insects drawn to light
51–52	Leaflike fractal wafers that stick like iridescent tattoos if applied to flesh
53–54	Thousands of what resemble insect eggs
55–56	Thousands of what resemble insect legs
57–58	Hundreds of disembodied tentacle suckers
59–60	Hundreds of metal and glass spheres with tiny silver wires leading from the back; they resemble disembodied human eyes
61–62	Four-fingered hands that are humanlike but smaller, more delicate, and composed of synth
63–64	Hair
65–66	Thick ebony fluid that acts like glue (level 6) if a bit is squeezed between two objects
67–68	Hundreds of invisible, many-sided stars about the size of a human hand; stars have sharp ends and are dangerous if trod upon or fallen into
69–70	Yellow putty
71–72	Orange putty; if sculpted into an object with limb-like projections, the shape animates as a level 1 creature and follows the sculptor
73–74	White putty; if sculpted into an object with limb-like projections, the shape animates as a level 3 creature and attacks the sculptor
75–76	Thousands of tiny metallic rods, flat at one end, pointed at the other
77–78	Gravel made of clear and translucent crystal
79–80	Liquid that infuses objects or creatures, making them shake and vibrate for minutes or hours
81–82	Chunks of white super-cold material that steams and dissipates when disturbed
83–84	Pink dust, easily disturbed to rise in clouds of particulate vapor that flows toward the nearest exit to the structure



MATTER LEAK TABLE (CONTINUED)

d100 Matter Leak Specifics

85–86	Dull grey dust that absorbs objects and creatures that fall into it as if sucking them in; actually transfers them to an alternate dimension
87–88	Thick whitish dust that smells sharp; sticks electrostatically to clothing and skin
89–90	Spiral shells of thumbnail size and smaller
91–92	Spiral shells of thumbnail size and smaller, each containing an inactive, burned-out device
93–94	Spiral shells of thumbnail size, each containing a small synth traction device that might allow the shells to move in unison, if a control device could be found or fabricated
95–96	Shattered dark red glass
97–98	Bone fragments from hundreds of different kinds of creatures
99–00	Panes of stacked (and tumbled) blue-tinted glass that is fragile; light takes minutes, hours, days, or even years to move through it, depending on the pane

Creature Table, page 100

* If a creature is indicated, roll on the *Creature Table* to determine what kind.

RELIC CHAMBER TABLE

This result indicates a previously undiscovered chamber containing another of the many body parts referred to as *relics of the Colossus*.

About 20% of relics previously undiscovered by the humans of Ballarad are untended, but 80% have attracted a creature of some sort; roll on the *Creature Table*. Creatures encountered with a relic tend to be possessive of it. Untended relics are often sealed behind a mechanical door that requires someone to succeed on a difficulty 6 Intellect task to open.

The interior surfaces of relic chambers are deeply textured level 9 synth facades over a metallic framework.

Relic chambers have no exits other than the one used to gain entry.

Procedure: To generate a relic, first determine the kind of space it is located in; roll on the Chamber Table subtables, once on Room Size and once on Room Shape.

Next, roll on the Relic Anatomy subtable to determine the relic's shape.

Finally, choose or roll on the Relic Quality subtable to determine its special abilities. (The abilities possessed by many relics seem somewhat related to their anatomy, which is why you might want to choose an ability; however, this is not a hard and fast rule.) A relic may have additional qualities and attributes not described on the table that could be unlocked through weeks of additional study. These abilities are related to the primary ability. For instance, if a relic has the quality of enhancing intuition, it could also answer simple questions, see the unseen, or grant the ability to detect falsehoods.

NOT IN THE JADE COLOSSUS?

If you're not generating maps for the Jade Colossus, you may decide that relics like those found in the Colossus are not right for your prior-world ruin. In this case, if a relic result comes up on the Main Feature Table, you can either ignore it or adapt the result to your ruin. For instance, instead of a disembodied limb that grants fleeting abilities to those who spend enough time nearby, you might decide that the same ability can be conferred by a special nano-fluid that fills a synth pool, from a massive device, or from an extreme cypher.

If the relics do indeed represent pieces of a disassembled being, such a being made whole would presumably possess unsurpassed powers and abilities, especially if it was more than the sum of its parts.

RELIC ANATOMY TABLE

d20	Relic Anatomy
01–03	Hand
04–06	Mouth
07–09	Eye
10–11	Ear
12	Face
13	Foot
14	Spine
15	Heart
16	Stomach
17	Lung
18	Intestine
19	Nose
20	Brain



RELIC QUALITY TABLE

d20	Relic Quality
01	Intuition. Characters who spend a few minutes in the vicinity of the relic gain insight into a problem they've tried but failed to solve before. An answer comes to them unbidden, one that might prove the perfect solution.
02	Strength. Characters who spend several hours in the relic's vicinity find the difficulty of any Might task reduced by three steps. This strength shift lasts for 28 hours.
03	Insinuation. Characters who spend several hours in the relic's vicinity can vault their minds into another creature's body within short range as a level 7 Intellect attack. If successful, the attacking character controls the target body for up to 28 hours while their own body remains in a deep sleep.
04	Expertise. Characters who spend several hours in the relic's vicinity find the difficulty of any Intellect task reduced by three steps. This strength shift lasts for 28 hours.
05	Void Manipulation. Characters who spend a few minutes in the relic's vicinity can extrude streamers of void matter for one minute at a time, increasing their normal reach from immediate range to short. Anything a character could do with their own hands, they can do at range through void manipulation. This ability persists for one hour.
06	Void Strike. Characters who spend several hours in the relic's vicinity can extrude a ray of void matter at a target within short range, inflicting 5 points of damage that ignores Armor. This ability persists for 28 hours.
07	Ancillary Anatomy. Characters who spend several hours in the relic's vicinity gain a secondary companion intelligence that takes the form of a vestigial limb or organ, similar to the relic, which remains attached to the character. Affected characters can treat the ancillary anatomy as a level 2 NPC that might provide aid, depending on the nature of the organ. For instance, an additional nose would grant an asset on perception tasks, but an extra foot might provide an inability in most movement tasks (but perhaps an asset on tasks to retain balance and stability). The vestigial anatomy persists for up to 28 hours.
08	Communication. Characters who spend several hours in the relic's vicinity gain long-range telepathy that lasts for 28 hours.
09	Discernment. Characters who spend several hours in the relic's vicinity always know when another creature is telling a lie. This ability persists for 28 hours.
10	Resistance. Characters who spend several hours in the relic's vicinity gain +2 to Armor and the ability to withstand poisons, venoms, and diseases of level 8 and lower for the next 28 hours.

RELIC QUALITY TABLE (CONTINUED)

d20	Relic Quality
11	Persistence. Characters who spend several hours in the relic's vicinity gain the ability to breathe in any atmosphere or in water. They can hold their breath for several hours without coming to harm in a vacuum. This ability persists for 28 hours.
12	Creation. Characters who spend several hours in the relic's vicinity gain the ability to mold other creatures' flesh as if it were clay. For targets that resist, using this ability is a physical attack. Molding another creature could provide them with wings, an extra limb, an extra eye, and so on, though someone with malign intent could remove a creature's eyes, pull off a limb, and so on. The GM will determine benefits or damage inflicted (or both) depending on the result. In any case, a character trying to mold the flesh of another must succeed on a difficulty 4 Intellect task (or higher, if attempting something complicated like adding functional wings) or suffer a negative mishap. This ability lasts for one hour, but the effects created by the ability are permanent.
13	Aggressive Destiny. Characters who spend several hours in the relic's vicinity gain the ability to harm another creature with certainty. When the character attacks a target with an ability, weapon, or device, regardless of the range or any barriers separating them, the attack succeeds (treat as a routine task). The user can attack any target, but only if they know that the target exists; the GM will decide if they have enough information to confirm the target's existence. This ability lasts for one minute, or until a target that isn't in the same chamber is attacked.
14	Healer. Characters who spend several days in the relic's vicinity gain the ability to touch a target and restore its Might Pool, Speed Pool, and Intellect Pool to their maximum values, as if it were fully rested. A single target can benefit from this ability only once each day. This ability lasts for 28 hours.
15	Spiritual Leader. Characters who spend several days in the relic's vicinity gain the ability to convert another creature (whose level is less than their own) to service and sacrifice. The target gives up whatever occupation and life it previously pursued to become the character's follower. It continues to serve the character gladly, unless or until the character does wrong by the target, as determined by the GM. This ability lasts until used.
16	Far Treader. Characters who spend several days in the relic's vicinity gain the ability to step between distant locations as easily as they might step into the next room. When using this ability, a character can move between locations no matter how far apart they are, as long as they have been to that location previously or can see it. This ability lasts for one hour.
17	Invincible. Characters who spend several weeks in the relic's vicinity gain +10 to Armor and the ability to withstand poisons, venoms, and diseases of level 10 and lower for the next hour.
18	Foldable. Characters who spend several days in the relic's vicinity gain the ability to fold themselves into much smaller spaces, including tiny cracks, or to inflate their mass by as much as 1,000% as long as there is space to do so. Each halving or increase by 50% in size requires one full round of effort. This ability lasts for 28 hours.
19	Contemplative. Characters who spend a few minutes in the relic's vicinity remember something they failed to note the first time around, perhaps a minor detail that seemed insignificant, but which on further thought emerges as a clue. If nothing in the characters' history suits, instead they gain +1 to Intellect Edge for one hour.
20	Communion Enabler. Characters who spend several weeks in the relic's vicinity gain the ability to speak telepathically with all creatures in a 2-mile (3 km) radius simultaneously, regardless of differences in language or physical barriers, for a few rounds. Though the effect is potentially overwhelming for those few rounds, the follow-on effect allows all connected creatures to gain a brief sense of each other and each other's point of view. For the next ten days at least, the difficulty of any positive interaction tasks attempted between affected creatures is reduced by three steps. The ability to enter into this communion lasts until used.

RUPTURE TABLE

Ruptures are unplanned gaps, voids, and hollows found within a prior-world installation. Unlike interstitial cavities, which were purposefully constructed by the builders even though they were not meant to be directly inhabited, ruptures are the result of events that occurred in the millennia since the installation was created. Earthquakes, detonations of strange energy, erosion and weathering, unchecked biological growth, and similar destructive effects create hollows and ruptures that intersect with regular rooms and corridors.

Procedure: If a rupture is generated on the Main Feature Table, it should encompass the most recently generated previous feature. For instance, if you rolled a rupture from an exit leading from a corridor, there is no exit; instead, the rupture becomes the exit, which might well “erase” part of the corridor too.

A rupture is a bounded space, but it might have one more exit that leads back into a non-ruined section of the installation. However, like the exit leading into the space, the opening should be irregular and obviously not part of the original architecture.

Generally speaking, a rupture is random in size, and can be as small as 10 feet (3 m) to a vast cavity reaching several hundred feet, depending on the installation. The orientation of the rupture is as you require to make it fit onto the map. For instance, it could plunge vertically up or down. The entrance leading into the rupture might be located midway along the side, on the “floor” (such as it is), or on the ceiling of the rupture.

A rupture could connect previously mapped areas, especially if they overlap on the map you’ve generated.

RUPTURE TABLE

d20 Nature of Rupture

01	Empty of all but drit.
02	Area (and potentially a few surrounding corridors) is filled with an orange-red mist that confuses the senses and turns around creatures who enter the space (a level 6 effect) so that when they think they are leaving the area in a known direction, they’re actually leaving and moving in a random direction.
03	Tiny metallic insects crawl everywhere; the insects are essentially harmless (level 1) but tend to get into clothing, hair, and bags and packs.
04	Area through which the rupture passes was once a vault; roll on the Vault Table to determine the ruined, inactive remains that are scattered through this area.
05	Tiny amoeba-like creatures the color of leaves drip and flow around the area; they carry a parasite, and living creatures that enter the area risk contracting a mind-enhancing sickness (a disease) that heightens their mental capacities even as it kills them.
06	Crater glowing with residual radiation inflicts 1 point of ambient damage on each creature in the area each minute they spend in the rupture.
07	If near the perimeter of the installation, the rupture extends to the outside and could serve as a new entrance/exit to the ruin.
08	Water flows swiftly through the rupture from a higher location before plunging in a dramatic fashion to a deeper location 1d10 x 100 feet (30 m) lower in an interstitial cavity; roll on the Interstitial Cavity Table.
09	Oddly whorled fungi cover the interior; some of the growths are taller than people.
10	As 09, but the fungi exude soporific spores, putting to sleep anyone who fails a difficulty 5 Might defense task.
11	Synth “grass” the color of milk grows in rough patches here and there, rustling slowly.
12	As 11, but the “grass” holds in place anyone who fails a difficulty 5 Might defense task.

Mind-enhancing sickness: level 5; each failure moves a victim one step down the damage track but grants +1 to Intellect Edge

Disease, page 95



Iron Wind, page 135

RUPTURE TABLE (CONTINUED)

d20	Nature of Rupture
13	Something has been storing skeletons of dead creatures, automatons, and explorers in this rupture, organizing the bones in neat, stacked rows.
14	A waxy, slightly cool-to-the touch ooze pools, drips, and undulates here and there about the rupture.
15	Stone “grows” through relatively quick crystallization in the rupture, forming geometric crystalline spires.
16	A creature* lairs here; roll again on this table to determine the nature of the rupture; the creature is immune to any negative effects.
17	Resin-like whorled secretions cover the area, apparently laid down over months or years by some kind of creature or biological process.
18	Slender, translucent organic strands hang down from whatever serves as the ceiling, filling the area so thickly that it’s impossible to move through without brushing the strands aside. The strands “sweat” a weak acid that inflicts 2 points of ambient damage each round a creature remains in or moves through the area.
19	Metal interior is twisted, warped, bent, and in some cases transformed into other substances; a scholar of the numenera might suspect that the Iron Wind caused the damage.
20	As 19, but a seed of the Iron Wind is still present and could be roused if disturbed.

* If a creature is indicated, roll on the Creature Table to determine what kind.

SHAFT TABLE

A shaft is a vertical (or nearly vertical) corridor that connects different “levels” of the installation.

Generally speaking, a shaft is composed of synth and metal, measures about 20 feet (6 m) across, and lacks any obvious means of ascent or descent. Climbing a shaft requires a successful difficulty 5 Might task for every long distance ascended or descended. A failure for someone not roped

in leads to a fall that is potentially several hundred feet or more.

Procedure: To generate a shaft, roll on the Shaft Table. Then roll on the Exit Table to determine if the shaft extension has exits along the side, how many, and what kind. Remember that the bottom or top of the shaft may also represent an exit, unless it is blocked or it comes to a dead end.

SHAFT TABLE

d20	Shaft Specifics
01–07	Shaft extends up and down for 1d10 x 100 feet (30 m)
08–10	Shaft ascends for 1d10 x 100 feet (30 m)
11–13	Shaft descends for 1d10 x 100 feet (30 m)
14–15	Shaft ascends for 1d10 x 100 feet (30 m) and has a conveyance field that whisks those who enter to the next exit named, or to the top of the shaft if nothing specified
16–17	As 14–15, but descending
18	Rubble chokes the shaft, which extends up and down 1d10 x 100 feet (30 m); however, the rubble is large and blocky, creating navigable spaces between pieces that explorers could squeeze through with time and effort
19	Shaft drops 1d10 x 100 feet (30 m) into reclamation pit containing a level 7 deconstructor automaton
20	Shaft ascends 1d10 x 100 feet (30 m) and contains a suspended abhuman colony* whose crude domiciles are “webbed” to hang suspended at the shaft’s middle point

* If an abhuman colony is indicated, roll on the Abhuman Colony Table to determine its nature.



VAULT TABLE

Vaults are usually sealed chambers where builders (or those who used the ruin after the builders) stored valuable, dangerous, or otherwise important items or, in some cases, creatures.

Getting past a vault's seal normally requires a successful difficulty 7 Intellect task for someone who interacts with a nearby control surface. About 50% of vaults contain defense systems designed to neutralize those who improperly attempt to gain access.

A defense system might simply inflict 7 points of energy damage, but it could trigger more elaborate defenses, such as awakening a level 7 defense automaton or causing an even more secure seal to drop in place in front of the already sealed vault entrance.

Unless noted otherwise, the interior surfaces of a vault are constructed of level

8 synth that repairs damage done to it over time.

Procedure: To generate a vault, determine its size by using the Chamber Table subtables; roll once on Room Size and once on Room Shape.

Objects, items, creatures, and other things found in a vault are level 7, on average, though feel free to vary that. Generally speaking, removing something from a vault has a chance to trigger some kind of automated response as described above for defensive systems.

Vaults have no exits other than the one used to gain entry.

If not used for its original purpose, an item of the numenera found in a vault could be salvaged for 1d6 cyphers, 1d100 shins, and an artifact.

VAULT CONTENTS TABLE

d20 Vault Contents

- | | |
|----|---|
| 01 | Stacks of metallic disc-shaped oddities that avoid being touched by anything organic, sliding away if possible (grabbing one by hand is a difficulty 3 task). |
| 02 | Four fluid-filled canisters each hold what seems to be a human spine grafted with metallic wires and modules. If some method is found for replacing a character's spine with one of the spines in a canister (and if the character survives), that PC would gain an ability determined randomly using the Artifacts Table in the corebook. |
| 03 | Black synth card on a pedestal. If found in the Jade Colossus, the card grants the user an asset on a task related to dealing with a relic, including resisting dangerous effects, avoiding attacks from creatures touched by a relic or that are infused with void matter, or understanding or using a relic. If found in another installation, the card grants access to a key area in the ruin. |
| 04 | Level 8 artifact vehicle capable of travel through space. The vault contains a mechanism allowing the vehicle to be deployed to the surface of the installation, where it can launch. It requires a crew of two to four, and can carry up to ten more people or some cargo. It can sustain passengers for up to three months before it needs to return to a planet with a breathable atmosphere. It can travel to locations within the solar system known to the pilot in a few days, or between known distant interstellar locations in about a month. Depletion: 1 in 1d100 (check per day of use). |

 *Artifacts Table, page 301*

VAULT CONTENTS TABLE (CONTINUED)

d20 Vault Contents

- 05 Solid black cube about the size of a human fist encased in a larger clear cube (a level 10 cypher). When the cypher is activated, the clear cube begins to dissolve, which takes ten minutes. After the outer cube dissolves fully, the black cube causes all living creatures in long range that are larger than a small dog to belch forth a cloud of black vapor. This vapor fills the immediate area around the victim, inflicting 10 points of damage to the victim and all other living creatures within the cloud. One round later, all living creatures larger than a small dog within long range of every affected victim belch forth the same cloud (even if they already did so before). This continues until no creatures are affected. The cypher is a horrific doomsday device that could easily destroy an entire city or wipe out an army.
- 06 Canister of four level 7 pellets in a mechanical case, each of which shimmers as if on the edge of disappearing. If a pellet is swallowed, mass is drawn to the user from another dimension, allowing them to grow 200 percent larger for one day. During this time, the user gains 12 points to their Might Pool and deals +8 points of damage with all melee attacks, but all Speed-related tasks, including defense, are two steps more difficult. In addition, moving through small spaces could become a challenge.
- 07 Humanlike head, but 50% larger than normal, preserved in a metallic device with a crystal face. The head may have been alive once or served as a tap into the **datasphere**, but some sort of error has rendered it so much numenera-suffused preserved flesh.
- 08 Canister of four level 8 pellets in a mechanical case, each of which is almost ten times heavier than a similar-sized piece of iron. If a pellet is swallowed, the user is transmuted into dull grey metal. The user has entered a safe suspended animation that lasts for 28 hours. While suspended, the user is impervious to attacks lower than level 8.
- 09 Vault is actually a vehicle that moves around the interior of the installation on lines of magnetic force, using a system of accessways built for it and similar movable chambers. Figuring out how to engage the vehicle is a level 5 Intellect task. However, it moves somewhat violently, and anyone not secured risks suffering 4 points of Might damage from the sudden starts, turns, and stops. The vehicle apparently has a variable number of preset destinations. Where it actually goes when activated seems to be random, though someone who spends a few weeks experimenting might figure out how to use it reliably.
- 10 Razor-thin metallic webs fill the vault. Moving through requires a difficulty 4 Speed defense roll to avoid suffering 4 points of damage per immediate distance crossed. Three level 5 automatons with spiderlike legs move to attack anyone that comes into the vault.
- 11 Mechanized vat containing an active nano-fluid. A mechanical crane can be used to douse objects or creatures in the vat (a level 4 Intellect task). Someone who succeeds on a level 6 Intellect task can confer a doused object or creature with +2 to Armor (in the form of a more resilient, damage-resistant outer surface) that lasts for 28 hours. However, a mishap with the vat seals the object or creature inside a level 6 caul that renders an object unusable or smothers a creature unless the caul can be removed.
- 12 This complex level 8 device is a rectangular obelisk twice as tall as a human, covered in screens, mechanisms, and controls. It's surrounded by a force-field globe (Armor 10), which must be dealt with to reach the device. The obelisk doesn't have an obvious purpose, so unless the GM has a need for a complex control device, it is good for little more than being a rich source of numenera salvage.



Datasphere, page 12

- 13 Stack of three red synth cards in a clear vessel. Each card, called a flying key, is an artifact (depletion: 1 in 1d10) useful for conducting surgical procedures. A touched target's skin disappears and the card adheres to the target, moving the target one step down the damage track. While skin is absent, the difficulty of any task related to curing the target's disease, ameliorating poison, mending broken bones, or other radical healing requiring surgery is reduced by two steps. The target's skin returns when the key is removed, moving the target one step up the damage track.
- 14 Level 8 transparent sphere has a diameter of 30 feet (9 m) but contains an area far larger than its size would seem to indicate. In this area, visible but as if through haze, is an ancient city of silver towers, permanently preserved and deserted. (Essentially, this is an entirely new prior-world installation, which could be explored if the level 8 sphere could be breached.)
- 15 Tomb of a 30-foot (9 m) tall humanoid creature wearing some kind of mechanized armor. The entity is dead and mummified, but its equipment could be salvaged.
- 16 Metallic level 8 artifact helmet contained in a clear glass case (depletion: 1 in 1d6). This synthsteel helmet has eight strange projections. If activated when worn (a level 5 Intellect task), eight 9-foot (3 m) long tentacles emerge from the device and remain for up to ten minutes. The tentacles are translucent, modulating between phase states. They can be used to pick up or manipulate objects, push buttons, and so forth, or to attack every creature within immediate range of the user for 8 points of damage. The tentacles can move through energy fields, including solid force fields, as if they were not there.
- 17 Complex level 7 machine with many glass reservoirs filled with different weird fluids. Manipulator arms are poised to grasp anything that stands on an activation plate. If any kind of organic material (including a living creature) steps or is placed onto the plate, the arms attempt to grasp it (a level 4 attack) and insert it into an opening at the machine's top. Ingested objects are broken down into their essential materials and stored as various complex fluids. Someone standing at the machine's controls who succeeds on a level 7 Intellect task could reconstitute an ingested living creature, or try to make a new creature from the materials gathered.
- 18 What appears to be an ornate mirror hangs on a pedestal within a clear synth dome. Examination of the "mirror" reveals that it's a vertical sheet of reflective liquid and touching it causes ripples. The sheet is a level 8 numenera artifact (depletion: 1 in 1d20) that can transfer someone who steps into the mirror to another dimension or level of reality. The user must know that the destination they seek exists; the GM decides if the user has enough information to confirm its existence and the level of difficulty needed to reach it. Otherwise, the user merely walks back out of the liquid surface of the mirror.
- 19 Immobile device with leaflike arms partly enfolds a glowing spherical ball of transdimensional energy. This level 7 artifact (depletion: 1 in 1d10) transforms a user who succeeds on a difficulty 5 Intellect task into an immaterial energy construct for up to one hour, during which time the user can't affect or be affected by normal matter or energy, except as follows. The user can attack a target within long range, inflicting 7 points of transdimensional energy damage; the attack returns the user to normal. Alternatively, the device can be used to recharge a depleted artifact.
- 20 Vortex of energy swirls above a raised circular platform surrounded by complex machinery. Its radiance makes it difficult to look at, and its heat makes it difficult to stand near. High-intensity energy in the area induces a feeling of awe in observers. The vortex is a wormhole that leads directly into the sun.



WEIRD EVENT TABLE

A weird event isn't something that occurs at a specific location. It's the result of a repercussion, mechanism, or ancient device in some other location or time that touched it off. Often, the origin of the event isn't obvious. Player characters and other creatures in the vicinity merely suffer reverberations of unrelated events that occurred elsewhere in or near the installation.

If a weird event has dangerous consequences, any tasks associated with avoiding or defending against it are level 5, on average.

Often, characters must endure the weird event, though its area of focus might be localized at the GM's option, allowing the PCs to retreat from the effect.

Procedure: If a weird event is generated on the Main Feature Table, don't generate a new corridor, room, or other feature. Instead, simply use the last chamber, corridor, cavity, or other space as the site of the event, and then roll on the Weird Event Table.

WEIRD EVENT TABLE

d20 Weird Event Described

- | | |
|----|---|
| 01 | Quake accompanied by blue haze and high-pitched musical tones goes on for almost a minute. Creatures must succeed on Speed defense tasks or suffer 5 points of damage from being knocked around. |
| 02 | Vague smell slowly sharpens, assaulting every creature in the area with an odor so indescribably delicious that they salivate in uncontrollable yearning. The odor fades after a minute, but the hunger awakened is so strong that it dazes creatures, increasing the difficulty of all tasks by one step, until they can enjoy a large meal. |
| 03 | Low, thrumming hum impinges on the senses of one-third of any group of creatures in the area. To those who can sense it, the humming is intense and hard to ignore. To the rest, nothing is detected or sensed. The humming dies away after a few minutes. |
| 04 | Swarm of thousands of tiny red insects covers the walls, floors, and ceilings, moving an immediate distance each round. They produce a rich, vibrating sound audible for miles. The insects are harmless individually, though potentially capable of smothering a creature that falls prone in their path. |
| 05 | Everyone hears a voice in their heads in a language that isn't known. The voice seems to be making some kind of announcement that lasts a couple of rounds. If the PCs have a translation device that allows them to understand an unknown language, the words seem to be stern instructions, but without the proper knowledge and context, they are still inexplicable. |
| 06 | Time wave washes through the area, though characters may not realize its full effect until they finally emerge from the installation to discover they were inside two months longer than they thought. |
| 07 | As 06, except the characters emerge from the structure two months earlier than when they entered. |
| 08 | Brilliant flash of light leaves in its wake small changes to reality in the vicinity, which characters might notice, such as a cloak color being different, a tattoo design being reversed, and so on. However, a large change, such as the addition of a new compatriot who believes they've always been part of the group, is possible. |
| 09 | Brilliant flash of light leaves in its wake a completely altered situation. Instead of exploring the interior of an installation, the characters find themselves clinging to the shell of a vast structure floating in airless void, with huge chunks of what might be the Earth spiraling around them in a planetary cloud. Stutters of other flashing alternative realities encompass the PCs before they expire in the vacuum, returning them to their original situation and reality. |

- 10 Stampede of phase-shifted creatures with milky fur, limbs dozens of feet long, and voices like children runs through the area, passing through objects, normal creatures, characters, and walls as if those objects were not there. Once past, they leave behind a slightly doglike scent that quickly fades.
- 11 Flying vessel impacts the exterior of the installation with so much force, the walls are cracked and the vessel is mostly destroyed. The vessel contains several creatures* who, maddened and injured, spill out into nearby corridors.
- 12 The temperature begins to drop, slowly and barely perceptible at first. But within a few hours, it drops far below freezing and stays that way within a large area for several hours, until the effect passes and normal conditions reassert themselves.
- 13 Spatial anomaly manifests as a sparkling hole in space. The one-way anomaly persists for several days, during which time it constantly spits out random objects, which are often broken or fused pieces of tech, but sometimes include contemporary objects of the Ninth World such as shoes, hats, and human body parts.
- 14 Dozens of previously undetected compartments iris open, from which a small fleet of fist-sized level 1 automatons emerge. The automatons skim along surfaces, leaving in their path a thin veneer of level 2 synth. If several automatons are caught and salvaged, a few cyphers might be gained.
- 15 Rumbling and shaking presages a flood of viscous brown fluid moving a short distance each round, spreading out to fill several connected corridors and chambers, potentially drowning any creature caught in its path. The fluid is somewhat nutritious, sweet, and sticky. It subsides and drains away over the course of a day.
- 16 Tech in the characters' possession designed to provide directions or information—including cyphers, artifacts, or oddities—spontaneously activates. Otherwise, one handheld device owned by a character, regardless of its function, activates with a previously unknown function that shows a representation of the PCs' location and a pointer indicating that they should follow a route through a hidden passage they'd not previously discovered. If they follow this weird prompt, they discover a shaft plunging down for several miles, at the bottom of which is an abhuman colony (roll on the Abhuman Colony Table). All the abhumans have been murdered as if hit by something large and fast moving. And that something (a level 6 creature of the GM's choosing) now hunts the PCs.
- 17 Handheld device owned by a character, regardless of its function, activates with a previously unknown function that opens communication with a voice that speaks a language the PC knows. The voice is in trouble and asks for help, indicating that some kind of terrible disaster has befallen, and only they are left. It should become clear soon enough that the voice is the character's own, but the apocalyptic events hinted at have not happened—at least, not in this reality, or maybe not yet.
- 18 All tech, devices, and automatons in the area of level 7 or lower spontaneously power down for several minutes. During the dead span, weird shadows flow and stream over all nearby surfaces, never quite resolving enough to determine their shape. When the shadows fade, items suddenly return to full function. Automatons have no memory of their function outage.
- 19 Void matter storm passes through the area; treat each affected creature as if they used a *midnight stone*.
- 20 Golden haze springs up out of nowhere, filling an area that includes many connected chambers and corridors for one hour. Creatures in the haze feel light-headed, happy, and at ease. Grudges are easier to let go, and long-held prejudices without factual basis can be judged for the chimeras of thought that they truly are. For one golden hour, clear-thinking rationality shines through, revealing what passes for normal human thought to be a series of mistakes in thinking that people generally ignore or explain away.

Midnight stone, page 7

SAMPLE KEYED ENCOUNTER MAP

This map was generated using the Numenera Ruin Mapping Engine as a sample to show what's possible. Nuance and additional themed content was incorporated where it made sense, which is part of the art of using the system. Interpreting the results, or using the results given by the engine as design prompts, will further improve your randomly generated ruins of the prior worlds.

CONVEYED

The two entrances to this chamber are each blocked by an opaque level 5 force field. A successful difficulty 5 Intellect task is required to cause the fields to fade for a minute. Within the chamber, ancient mechanisms continually convey head-sized synth boxes from one side of the room to the other, entering and then departing via a tiny accessway just large enough to fit them. A central mechanism in the chamber deposits a load of what seems to be a slurry of water and grit into every ten or so boxes. The devices here could be salvaged for one or two cyphers and 1d10 shins.

GM Intrusion: The device tries to deposit a slurry of water and grit into the character, who must succeed on a difficulty 3 Speed defense task to avoid 10 points of damage and descending one step on the damage track from the forced “meal.”

RUPTURE

Some catastrophic past event, or perhaps just collapse from extreme age, created this ragged void in the structure. The rupture has become home to oddly whorled fungi that cover the interior; some of the growths are taller than people.

Oozing purplish fungus discharge creates two difficulties. First, moving through the rupture, which is a ragged crevice rather than a corridor, requires a successful difficulty 3 Speed-based task. PCs who fail slip on the discharge, fall into the nadir, and become stuck there until they make a successful difficulty 5 Might-based task to climb out.

In addition, the fungi exude soporific spores, putting to sleep anyone who fails a difficulty 5 Might defense task. Each hour, a sleeping character can attempt a new Might task to wake, but each previous failure increases the difficulty by one step. A character removed from the area wakes after about an hour.

The rupture opens into an interstitial cavity.

GM Intrusion: One character has a bad reaction to the spores, which causes one of their abilities to act unreliably for the next 28 hours.

MARGR

A tribe of several dozen **margr** use this stripped chamber as a convenient place to sleep, store food, and hide valuables stolen from communities outside the prior-world structure. The tribe doesn't live here, or at least not in this chamber, which is why only about seven or so **margr**, plus a **margr leader**, are in this area at any one time, sleeping, eating, or torturing prisoners taken from Ninth World communities. Currently, an **Aeon Priest** taken from aclave is kept here, barely alive. If rescued, the Aeon Priest promises to provide a reward.

Margr: level 2; detects falsehoods, runs, jumps, climbs, and makes Might defense rolls as level 3; health 6; Armor 1; spear inflicts 3 points of damage

Margr leader: level 3; health 16; Armor 2; spear inflicts 5 points of damage



Margr, page 244

Aeon Priest, page 269

ENCAMPED EXPLORERS

Two fellow explorers—a female human **nano** named **Gijan** and a female human **explorer** named **Kelasron**—are encamped in this chamber next to a sealed vault, attempting to gain entry. Though cautious of other explorers, Kelasron might be even more jumpy around Gijan. A light-eating nimbus clings to Gijan, and Kelasron keeps her distance. If asked, Gijan shrugs it off, but Kelasron says the nimbus appeared when they first entered the structure, and that since then, Kelasron claims to have suffered a series of unfortunate incidents while Gijan has enjoyed only good luck. A character who spends several minutes studying Gijan (who would have to be persuaded) and who succeeds on a difficulty 7 Intellect task can determine that the nimbus is composed of thousands of nanites.

If the PCs offer to help the explorers get through into the neighboring vault, Kelasron and Gijan offer to split whatever they find with the characters.

Gijan, a nano: level 3; health 15; long-range bolt of electricity inflicts 3 points of damage; can turn invisible for one minute; has two cyphers

Kelasron, an explorer: level 4; health 18; Armor 2



Explorer, page 271

Nano, page 271

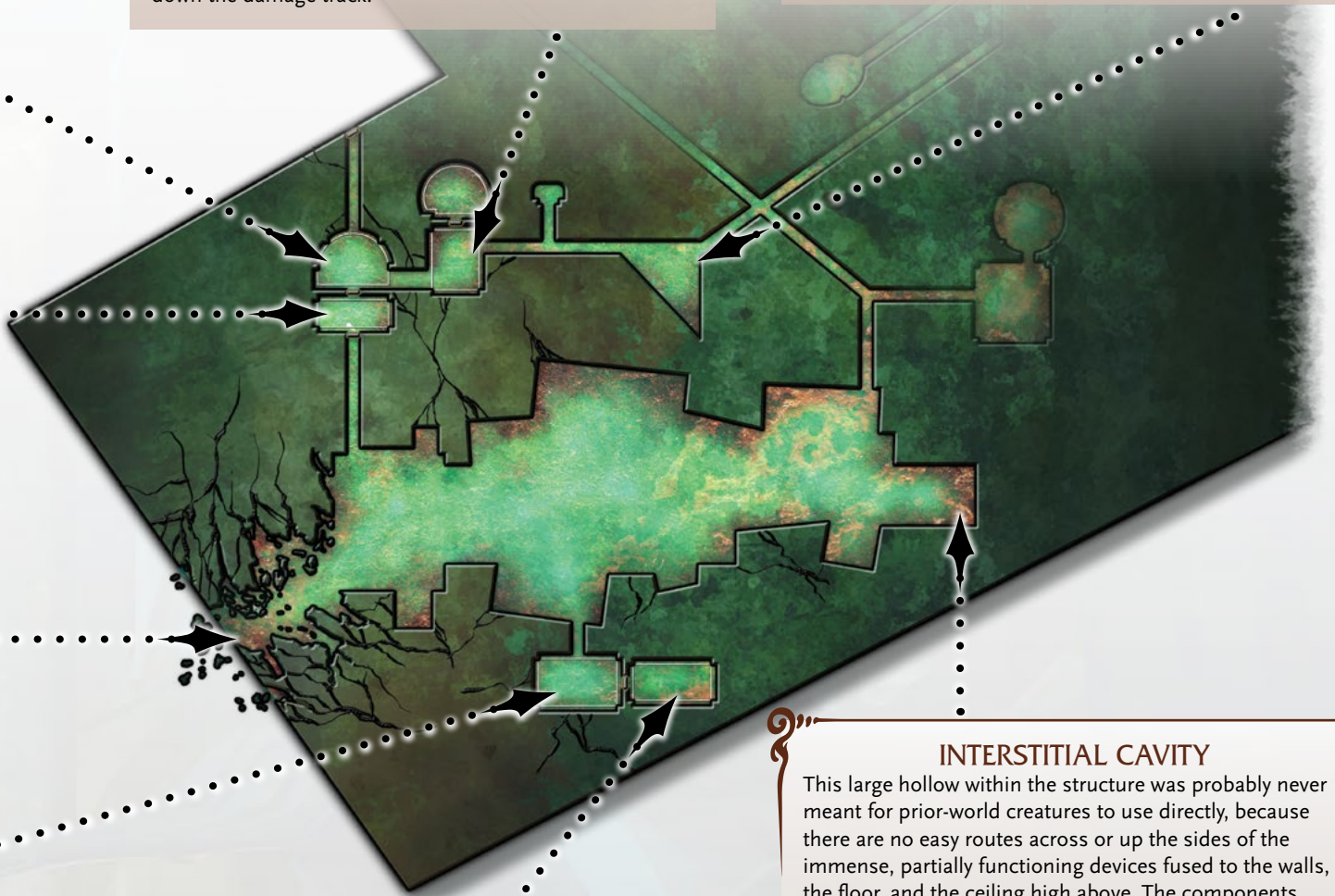
ORB OF OPENING

An orb-shaped hole in space hovers at the center of the chamber, eating light that falls into it. A sealed entrance with a transparent synth pane separates this chamber from a neighboring circular room with a pearly white synth coating. Looking through the pane, observers can see a strange, skinless (and dead) creature lying on the floor. (It's a margr.) Opening the clear pane requires a successful difficulty 5 Intellect task.

Objects or creatures that intersect with the orb are pulled in (requiring a successful difficulty 5 Might defense task to resist) and instantly transferred to the neighboring chamber, minus whatever counts as a surface layer or packaging. For living creatures, that usually means their skin, in which case the transference inflicts 15 points of damage (ignores Armor) and moves victims two steps down the damage track.

WHEELED

A device with an opening large enough to admit objects up to 10 feet (3 m) on a side blinks while others near it are dead and salvaged of anything useful. Any object placed within the machine is "attacked" by dozens of metallic manipulators working so fast that their movements blur. A round later, the object has been modified, giving it tiny wheel-like studs on its bottom. This process inflicts 5 points of damage (ignores Armor) on a living creature, and makes it very hard for them to stand without falling. However, given a few weeks or months of practice, someone with this modification could become proficient, and increase their movement rate to a long distance each round. On the other hand, removing the wheels is an operation that inflicts 10 points of damage and moves a creature one step down the damage track.



TOMB VAULT

Getting past the vault's seal requires a successful difficulty 7 Intellect task by someone who interacts with a nearby control surface. On a failed attempt, a level 7 automaton is deployed from a ceiling nook to defend the vault. The vault contains a clawlike metallic manipulator holding a massive humanoid corpse 30 feet (9 m) tall, mummified beyond recognition, wearing defunct mechanized armor. The armor could be salvaged for 1d6 cyphers and an artifact.

GM Intrusion: Salvaging the armor causes the armor to rise in defense (the creature inside remains dead) as a level 5 entity with Armor 3.

INTERSTITIAL CAVITY

This large hollow within the structure was probably never meant for prior-world creatures to use directly, because there are no easy routes across or up the sides of the immense, partially functioning devices fused to the walls, the floor, and the ceiling high above. The components whirl, vibrate, and give off a constant bass roar that is difficult to endure over long periods. Characters who spend a few hours studying the machines might discover that they could be induced to plate an arbitrarily large object with a level 4 synth coating that grants +4 to Armor. However, this process would kill human-sized creatures, essentially encasing them in a chunk of solid synth.

Characters who spend several hours clambering over the vast engines can find one or two cyphers and 1d20 shins, but they must succeed on one level 3 Speed defense task to avoid slipping and falling from a great height (d100 feet), and one level 3 Intellect task to avoid causing a local malfunction.

GM Intrusion: A character gets caught in the synth-coating devices on a failed difficulty 5 Speed defense task.

CHAPTER 17

CREATURES OF THE COLOSSUS

The creatures in this section can be found in the specific locations described in this book, but as always, GMs are free to use a creature however and wherever they want. Remember that the ruins of the Jade Colossus have a kind of limitless quality, which means that many more new creatures are possible than the few provided in the chapter. These entries only touch the surface of the types of creatures that characters might encounter in their travels.

The most important element of each creature is its level. You use the level to determine the target number a PC must reach to attack or defend against the creature. In each entry, the difficulty number for the creature is listed in parentheses after its level. The target number is three times the level.

A creature's target number is usually also its health, which is the amount of damage it can sustain before it is dead or incapacitated. For easy reference, the entries always list a creature's health, even when it's the normal amount for a creature of its level. For more detailed information on level, health, combat, and other elements, see the [Understanding the Listings](#) section in the *Numenera* corebook.

CREATURES BY LEVEL

Colostran	3
Whisper	3
Colchin	4
Dritch	4
Mesotemus	4
Marauding vault	5
Tarrow mole	5
Divellent	6
Rhadamanth	6
Vaytaren	7
Awakened relic	8



Understanding the Listings, page 228



AWAKENED RELIC

8 (24)



"Seeing a disarticulated giant's limb shambling down a corridor hardly large enough to contain it will spark nightmares for years afterward, if you're lucky enough to survive an awakened relic's attack."

~ Sekara, explorer

Inanimate, disarticulated, giant-sized limbs within the Jade Colossus are called relics. Sometimes, for inexplicable reasons, a relic comes awake and begins to wander. Awakened relics seem more machine than alive, though perhaps a machine that mimics life so well that it has transcended normal biology. The few that have been seen so far appear in the guise of massive humanoid hands. However, the hands move almost like giant spiders—they can scuttle, jump, and even cling to a vertical surface like an insect if need be.

Motive: Defense

Environment: Usually only within the Jade Colossus

Health: 60

Damage Inflicted: 8 points

Armor: 4

Movement: Short; long when jumping

Modifications: Speed defense as level 7 due to size and speed.

Combat: An awakened relic can focus a beam of void matter at all targets within immediate range of each other and up to 300 feet (90 m) away from the relic. The beam inflicts 8 points of damage (ignores Armor). Targets struck by the beam must also succeed on a Might defense task or any midnight stones they carry detonate like a level 5 cypher of the same name. All expelled void matter (as well as any released by secondary detonations) is drawn back into the relic.

An awakened relic can also batter foes with its massive fingers, attacking up to three times as one action to inflict 8 points of damage per attack. If facing a single foe, an awakened relic may attempt to grab the foe and enclose it within its grip. Creatures caught by such an attack are held and unable to take actions while the hand squeezes, inflicting 12 points of damage each round until the target can escape.

An awakened relic regains 2 points of health each round in which it inflicts damage with its void matter beam; it regains an additional 5 points for each midnight stone it detonates.

Interaction: If there is a consciousness directing an awakened relic, it doesn't seem to be located spatially (or perhaps temporally) with the relic. Awakened relics are not automatically aggressive, but defend themselves viciously. Otherwise, they seem more interested in "grazing" for midnight stones.

Use: After locating a relic, the PCs later find that it has awakened and started to wander. They might be able to lure it back to its proper resting place and sate it if they can provide it with a few midnight stones.

Loot: The remains of an awakened relic seem unlike most other devices of the numenera, in that they are much more life-mimicking. That said, they can still be salvaged for 1d6 cyphers and possibly an artifact.

Relics of the Colossus, page 7

GM Intrusion: A finger knocks the character prone. In addition to taking damage from the attack, the PC is also trampled under the relic for 8 points of damage.



COLOSTRAN

3 (9)

Colostrans are intelligent masses of coral that can move and swim, though slightly more stiffly than regular animals and fish. Normally they remain beneath water, but they can emerge and move about on land for periods of an hour or more before they must return to the sea. Colostrans vary in size, and the oldest ones are enormous, reaching dozens of feet or more in diameter. Their shapes can vary, too, but many adopt a body plan consisting of a central flattened core surrounded by three or more limbs. Over a period of several hours, a colostran can modify its shape to whatever its needs might be. Large ones can even split into separate smaller beings.

Colostrans are intelligent, but they don't have much need for tools, given their ability to adopt themselves to specific needs. In fact, some colostrans become specialized in specific tasks, including serving as structures like walls, cages, and (when many come together to cooperate) homes for other colostrans.

Motive: Defense

Environment: In or near water, in groups of five or more

Health: 12

Damage Inflicted: 4 points

Armor: 2

Movement: Short; short when swimming

Modifications: Speed tasks as level 2.

Combat: Colostrans can fire poisoned spines at a foe within short range, bash a foe with a weighty limb, or secrete a milky poison into the water to affect an area an immediate distance across. Spines and bashes inflict 4 points of damage. Foes hit with a spine or who encounter the milky fluid must succeed on a difficulty 3 Might defense task, or they are dazed and the difficulty of all tasks is increased by one step.

After about a minute, a previously poisoned target can attempt another Might defense task to throw off the effect; however, on a failure, the victim is paralyzed for several minutes. Because this interferes with normal breathing even for underwater creatures, a victim might drown if they can't throw off the paralyzation, though at this point, doing so requires succeeding on a difficulty 5 Might defense task.

Interaction: Colostrans are intelligent, but opening communication might be difficult. Really large colostrans, called **Old Ones**, usually lose interest in a colostran colony and move off to meditate. These are occasionally mistaken for normal corals. If a colostran colony is in trouble or in need of aid, they first ask the Old Ones for help or advice.

Use: A group of children collecting sea flowers from a coral bank nearby has gone missing. Some people assume they were drowned, but a fisher swears that the coral opened up and swallowed them.

Colostrans have colonized portions of the ruin called Sunken Sagene.

Old One: level 7; Armor 4; health 40

GM Intrusion: The poisoned character becomes confused and tries to escape the area by running (or swimming) in a random direction for several rounds.



COLCHIN

4 (12)

Squat and the color of burnt sepia, with several more eyes than a human, colchin speak their own language and use only the simplest tools and weapons. They use fungus both as clothing and as armor; the more layers, the better the armor. They also fashion a variety of different appurtenances and weapons from hardened fungi.

Colchin are mostly found in a bizarre dimension where they reside on the surface of a vast entity called Aran, though some have found their way through dimensional portals into the Ninth World. The colchin know that they live on a vast, godlike being, and they tell stories about how once every “cycle” Aran awakes and seeks its soul mate, a creature called Zaar that is composed of pure fire. But until then, colchin live in canyons and arroyos of flesh. They tend herds of smaller, wormlike grubs, raise rhizomes and other fungi, and amuse each other with a rich diversity of fabulous tales that stretch back to the Time of Fire.

Motive: Defense

Environment: Anywhere on Aran, sometimes near dimensional portals to the Ninth World

Health: 12

Damage Inflicted: 5 points

Armor: 2

Movement: Short

Modifications: Knowledge of fungi as level 7.

Combat: Colchin prepared to fight wear fungal layers that provide 2 (or more) points of Armor and have one or more strange weapons at hand, including a spine thrower. A colchin with a spine thrower can make a short-range attack that inflicts 5 points of damage, and on a failed Might defense task, inflicts 1 additional point of Speed damage.

Some colchin also carry a spore bomb, which acts like a level 6 corrosive spawn **detonation** but does not count against a character’s cypher limit.

Interaction: Colchin speak their own language but can make themselves understood using gestures and hand motions. They are open to negotiation, as long as no cultural taboos come into play. For the most part, they are opposed to allowing non-colchin to explore Aran.

Use: A colchin exploration party has come through a portal to the Ninth World and gotten into trouble with locals, or become lost. They could use some help in getting home.

Loot: A spine thrower (depletion: 1 in 1d10) or spore bomb might be found in a colchin’s belongings.

GM Intrusion: *The character struck by a colchin spore bomb notices that green fuzz has started to grow rapidly on their skin. They’ve contracted a level 5 fungal disease that inflicts 3 points of Speed damage each day.*

Detonation (spawn), page 285

Disease, page 95



DIVELLENT

6 (18)

Is there a person trapped inside the ghastly mass of writhing, undulating ribbons of greenish-black energy that coil and clutch like arms? Or is that person the living heart of a creature that delved far too deeply into lore and energies not suitable for people, for which they paid the ultimate price? If you believe the warnings mumbled by explorers who've seen it before, it's the latter. Divellents are the unhealthy result of those who try to use void matter to their own ends but are consumed by it.

Divellents fade from light, and use shadows and darkness to stalk prey. They squirm and pulsate through cracks and holes, hide under floors, and creep unseen along ceilings until they choose new prey to sate a hunger for flesh. Or perhaps they seek someone who can put an end to the constant pain they suffer thanks to their unwilling transformation into creatures.

Motive: Hungers for flesh and seeks to find surcease of pain

Environment: Anywhere near the Jade Colossus

Health: 32

Damage Inflicted: 4 points

Armor: 1

Movement: Short; short when climbing and swimming; immediate when burrowing

Modifications: Stealth as level 7; Speed defense as level 5 due to size.

Combat: Divellents can attack all within immediate range with void matter "fingers" that inflict 4 points of damage (ignores Armor). Alternatively, a divellent can unleash a blast of void matter at a target within short range, inflicting 4 points of damage (ignores Armor).

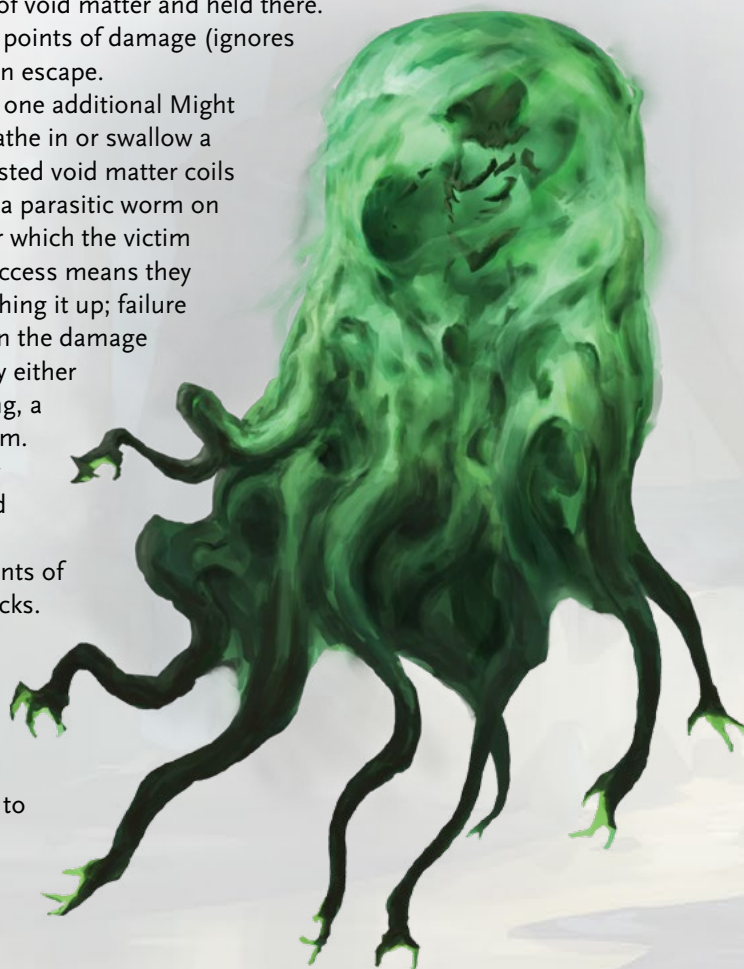
Creatures struck by the immediate-range attack must also succeed on a Might defense task or be pulled into the mass of void matter and held there.

Victims held in this way suffer 5 points of damage (ignores Armor) each round until they can escape.

Held victims must also succeed on one additional Might defense task or accidentally breathe in or swallow a portion of void matter. The ingested void matter coils and bulges under their skin like a parasitic worm on the move for about a week, after which the victim makes a Might defense task. Success means they eject the foreign matter by coughing it up; failure means they descend one step on the damage track and can try again until they either purge or die. But instead of dying, a new divellent is born of the victim.

Divellents abhor sunlight and other bright light. Most will flee it, and while exposed to bright light, a divellent suffers 3 additional points of damage from all successful attacks.

Use: An explorer went missing several weeks ago, and the PCs were given her route on a map and a job to rescue her. When they reach the area within the ruin where they hope to find her, they're attacked by the divellent that formed from her body.



GM Intrusion: The divellent grabs the character with one of its tentacle-like void matter arms and flings the PC 20 feet (6 m) into the air. Unless the character can catch themselves or otherwise succeed on a Speed task to land gracefully, they fall to the ground, suffering 4 points of damage.

DRITCH

4 (12)

The dritch is a variety of creature that eats void matter, or at least midnight stones. It spends much of its time sniffing out concentrations of void matter, and once it gets the scent, not much can deter it from going after what it's sensed. Oddly, it only seems to sense midnight stones that are not already claimed by an intelligent creature, which means it ignores stones found by other characters, as well as those who have foci like Delved Too Deeply and Taps the Void, which infuse them with void matter.

That said, a dritch can be especially dangerous to others who possess midnight stones or who are infused with void matter, because the creature has a special power over the strange energy.

A dritch has a mottled carapace that resembles a midnight stone and glows with a faint greenish light. It is slender and sleek, with a head on a long neck, two arms, and a long torso that narrows to a snakelike coil. A variety of antenna-like protuberances stud its glistening form.

Motive: Hungers for void matter

Environment: Anywhere within or near the Jade Colossus

Health: 15

Damage Inflicted: 4 points

Movement: Short; immediate when burrowing

Modifications: Tracking void matter as level 7.

Combat: A dritch can bite foes, though its first attack is to spit up a glob of void matter about once every minute. The glob targets a foe within short range who must succeed on an Intellect defense task or be stunned and lose their next turn. The stunned target must also succeed on a Might defense task, or gain a **harmful mutation** that lasts until their next ten-hour recovery roll.

If a dritch attacks a character in possession of a midnight stone or who is otherwise infused with void matter, the attacks inflict 2 additional points of damage (for a total of 6 points) and ignore Armor. Each such attack returns the dritch to full health, and in the case of a character carrying midnight stones, drains one of those stones.

Interaction: Ditches ignore creatures that are not threats, unless hunger or loyalty urges them to do otherwise. If they become hungry enough, they attack anything infused with or in possession of void matter, including other ditches.

In the case of loyalty, ditches may imprint on the first creature they see after "hatching." They will fight to the death to defend that person, or do as the person commands, unless it would lead to the dritch's own death.

Use: Ditches are not common in Ballarad, the village outside the Jade Colossus, but every now and then an explorer brings one in after a successful expedition into the installation. Characters who carry midnight stones may get a curious sniff or two, but nothing worse happens unless the characters escalate.

Harmful mutation, page 124

GM Intrusion: *The dritch burrows into the wall or floor, leaving a slowly healing tunnel behind it for about a minute. If one or more characters follow, they emerge into an entirely new zone within the Jade Colossus, one potentially miles away from where they left.*



MARAUDING VAULT

5 (15)

Marauding vaults might deliver their collections to an ancient cache, or possibly to someone who has learned to override and command these automatons.

GM Intrusion: *While placing an object into its dome, the marauding vault's stasis field flickers, allowing a previously collected level 4 creature or automaton to escape. The escaped creature lashes out at the character and the marauding vault in equal measure.*

Multiple manipulator arms of black synth emerge from beneath the wide golden dome of these hovering automatons the size of a large cart. Marauding vaults also support less obvious limbs, sensory devices, and other accoutrements that allow them to sense their environment, and in particular, devices that retain function or at least residual power. Marauding vaults seem to be collectors, as they use their synth manipulators to accumulate objects (and creatures) and stash them beneath their domes, which might be a kind of force field shell that keeps the prizes in stasis until released.

Marauding vaults don't seem to have any personal fear of destruction; however, they are intelligent, and they recognize that their destruction would interfere with their mission to collect.

Motive: Collect powered devices

Environment: Anywhere, usually in groups of two or three

Health: 23

Damage Inflicted: 6 points

Armor: 2

Movement: Short when hovering

Modifications: Perception of devices of the numenera as level 8; knowledge of the numenera as level 6; Speed defense as level 4 due to size.

Combat: Marauding vaults can defend themselves with their multiple synth manipulator arms, attacking up to two foes as a single action. If not resisted, a marauding vault deposits targeted items of the numenera into its dome, which is a force field that allows objects to selectively pass through.

Depending on the situation, a marauding vault could attempt to snatch a device from a

creature instead of dealing damage, or simply grab the whole creature (if it has multiple powered items) and pop it into the dome. In the latter case, a creature that takes damage must also succeed on a difficulty 5 Might defense task to avoid going into the dome. Once in the dome, creatures and objects are in stasis, and only destroying the marauding vault, or convincing it to switch off its dome, provides freedom.

Alternatively, a marauding vault can fire a beam of power at an object or creature within short range. This ability can be used in at least two ways. It can simply deal 6 points of damage to a target, or it can attempt to reprogram another automaton or device of the numenera, which if successful acts as the marauding vault desires. This could be as simple as detonating on command to as complex as animating and attempting to insert itself into the marauding vault's stasis dome.

Interaction: Marauding vaults are extraordinarily single-minded and literal. They speak a wide variety of languages, but first attempt to gain what they want by force before considering negotiation.

Use: These creatures might appear in a newly discovered ruin, strip it of the numenera over the course of several months, and then disappear again.

Loot: A marauding vault usually carries 1d6 + 1 cyphers, 1d6 oddities, and possibly an artifact.



MESOTEMUS

4 (12)

Mesotemi are strange, multi-limbed creatures that exhale puffs of emerald-hued mist with every breath. Lacking eyes, ears, mouths, or even nostrils, mesotemi sense and interact with the world via the green smoke they almost constantly emit from—and breathe back in through—nodules speckled across their bodies. Besides interaction and sensing, mesotemi rely on the emerald mist for nutrition. When they deem something is good to eat, their breath becomes digestive, so when they breathe back in, they can directly consume whatever lies around them.

Motive: Unknown

Environment: Anywhere, in groups of two to four

Health: 21

Damage Inflicted: 4 points

Armor: 1

Movement: Short; short when climbing

Modifications: Tasks related to perception as level 8 in areas where their breath can reach.

Combat: A mesotemus may use its limbs to immediately batter a foe. As part of the same action, the mesotemus can breathe out digestive fumes that inflict 4 points of damage on all creatures within immediate range who fail a Might defense task. Even on a success, creatures in the area still suffer 1 point of damage. Unless a target in the area is wearing garments that completely protect it from the environment, including the ability to breathe from a protected source, this damage ignores Armor. Each round a mesotemus damages living creatures in this fashion, it regains 1 point of lost health.

Alternatively, a mesotemus can use its breath to cause the following effects:

Vision: Targets must succeed on a Might defense task or hallucinate that they have become multi-limbed, acid-breathing mesotemi. This sensation is highly disorienting, and those who undergo it tend to flail and throw their body about, making strangled, gurgling noises as they try to make sense of what their senses are telling them. This effect lasts until victims succeed on a Might task.

Calm: Targets must succeed on a Might defense task or fall into a state of surreal calm. Nothing seems worrisome, not even attacks from dangerous creatures or the advent of dangerous circumstances. Those in this calmed state never engage in any form of aggression. The effect lasts until victims succeed on a Might task.

Interaction: The only way to communicate with a mesotemus is by allowing the Vision mist to produce the hallucination of becoming a mesotemus. Spending several minutes in this state allows very simple communication to begin, but a non-mesotemus could never hope to master the intricacies of the scent-based language. The only thing that can be gleaned is that mesotemi seem to always be searching.

Use: Mesotemi are the perfect kind of creature to add to an encounter to make it weird. They are not automatically aggressive, but could become so if they are thwarted in getting to a location where they want to go, or if they are attacked.

GM Intrusion: While surrounded by emerald mist, the character makes a misstep. On a failed Intellect defense task, they enter an unknown area, fall from a height, become lost, and so on.



RHADAMANTH

6 (18)

GM Intrusion: *The character attacked by the rhadamanth suddenly recalls someone they betrayed or deceived. A psychic projection of that victim appears as a level 5 creature that only the character can see, and it attacks the character until the PC “kills” it or succeeds on a difficulty 5 Intellect task to dissolve the projection.*

Floating mechanisms slightly taller than a human, rhadamanths are stern judges of reality, natural laws, and living creatures. Their origins are obscure, but when they appear it seems they do so to pass sentence on creatures and objects for their past deeds. Often, why those past deeds deserve punishment isn't readily apparent to humans. For instance, a rhadamanth might appear and pass sentence on a character for “violating ten degrees of freedom under stochastic conditions” or similar apparent nonsense. On the other hand, a rhadamanth might also punish a character who has recently lied or betrayed another.

Rhadamanths avoid the relics in the Jade Colossus, and if a character flees to the safety of a chamber containing such a relic, the rhadamanth not only breaks off pursuit, but “forgives” whatever offense it originally pinned on the target.

Motive: Pass and execute judgment

Environment: Almost anywhere in the Jade Colossus

Health: 24

Damage Inflicted: 6 points

Armor: 2

Movement: Short when flying

Modifications: Level 8 for detecting falsehoods and other tasks related to perception; level 7 for stealth tasks.

Combat: A rhadamanth can alter its coloration, giving it a chameleon-like ability to evade detection and simply observe its surroundings. But when it decides to act, its surface flares with energy that it can use to attack up to three targets within short range, inflicting 6 points of Intellect damage (ignores Armor). Foes struck must also succeed on a Might defense task or fall into a state of remorse so powerful that they're unable to take any actions other than defend themselves and attempt to mentally wrench themselves from their anguish. Each round a target fails to throw off the anguish, it suffers 3 additional points of Intellect damage.

Rhadamanths sometimes make use of tools and powerful artifacts they come across, especially those that increase their ability to observe their surroundings or the minds of other creatures.

Interaction: Rhadamanths are intelligent and driven by their purpose. They can be negotiated with, and if a target agrees to accept some kind of punitive action or serve the rhadamanth for a short period, the rhadamanth agrees to defer a portion of its punishment.

Use: After the characters break through a force field or other barrier, salvage shins or cyphers from a previously functioning mechanism, or venture into an area that was locked, a rhadamanth begins to track them for their crimes.

Loot: A rhadamanth can be salvaged for one or two cyphers, though doing so likely draws another rhadamanth, one per cypher salvaged.



TARROW MOLE

5 (15)

A tarrow mole appears to be a creature of both living and inorganic material. Flesh is fused seamlessly with metal, crystal, stone, synth, and, in some cases, fabric. This varied construction seems related to the tarrow mole's ability to flow through the solid walls, floors, and ceilings of prior-world structures as if they were composed of nothing more than thick fluid. Usually, the holes a tarrow mole leaves after passing through a solid substance close up immediately afterward, but sometimes a passage remains.

This mottled creature with odd winglike projections is about three times as large as a human. The winglike projections are unique organs that somehow help it to make solid substance flow like syrup.

Even when separated from potential food (which includes anything living or, in a pinch, a midnight stone), a tarrow mole's keen senses allow it to detect the slightest vibrations and pinpoint their source with amazing accuracy.

Motive: Hungers for flesh

Environment: Prior-world structures, alone or with a single rider when used as a mount

Health: 22

Damage Inflicted: 5 points

Armor: 2

Movement: Short; short when burrowing (after first using an action to begin the burrowing mode of movement)

Modifications: Perception as level 8.

Combat: A tarrow mole smashes targets with its powerful winglike stubs. When it does so successfully, it regains health by absorbing matter, whether that be flesh or inorganic material. For each 5 points of damage it inflicts, it regains 2 points of lost health by directly incorporating portions of the material, which seem to flow like honey before reforming as the new skin section of the tarrow mole.

Interaction: These creatures are somewhat intelligent, and if one or two midnight stones are offered, a tarrow mole may agree (using simple words and symbols scrawled on a solid surface) to serve as a mount for an explorer for a limited period.

Use: Although they can be encountered on their own, tarrow moles are even more interesting when used as a mount by an antagonistic NPC.

When a tarrow mole serves as a mount, the rider enjoys the same ability to move through solid substance without coming to harm.

GM Intrusion: *The tarrow mole attacks, appears through a wall or floor, or departs through one. In any event, the jostled character's armor, weapon, or other piece of equipment is absorbed on a failed Speed defense task.*



VAYTAREN

7 (21)

Vaytarens are sometimes found guarding other important chambers in installations not associated with the Jade Colossus.

Midnight stone, page 7

GM Intrusion: The vaytaren attempts to take control of an artifact or item of the numenera in the character's possession. The character must succeed on an Intellect task to retain control.

The rumbling, booming noise could be the sound of some distant, subterranean machine powering on for inscrutable reasons. But if the noise continues to grow, shaking up through the floor and tingling your spine with ever-greater ferocity, it could be a vaytaren, a creature associated with the Jade Colossus and the relics found therein. Sometimes—though not always—a vaytaren is released from a deeper chamber in the installation, whereupon it seeks out the nearest relic chamber and sets itself up as a guardian.

Vaytarens are humanoid but stand at least 20 feet (6 m) tall when upright. However, they can reconfigure their posture to run on all fours, allowing them to move very fast while maneuvering prior-world ruins that would otherwise be too small for them. The creatures are covered in armored synth plates and possess strange armaments as well as tech capable of pitting nearby mechanisms against foes.

Motive: Guard important locations rich in the numenera

Environment: Prior-world installations

Health: 27

Damage Inflicted: 8 points

Armor: 4

Movement: Short; long when reconfigured to run on all fours

Combat: A vaytaren can attack all targets within immediate range or up to three targets next to each other within long range with projectiles of greenish-black void matter they fire from one limb. A target who takes damage must also succeed on a Might defense task or be injected with a bolus of void matter that visibly coils and writhes as a greenish black ribbon beneath their skin. A victim should keep track of the number of separate ribbons that swim beneath their skin. When the combat is over, the victim must succeed on a Might defense task whose difficulty is equal to the number of ribbons still

infesting them. On a failure, the victim petrifies over the course of three rounds, mineralizing to become a figure made of black stone-like material infused with void matter.

A vaytaren can also use an action to take control of one item of the numenera within long range, perhaps a nearby machine or a relic of the Jade Colossus. The controlled object remains animate thereafter for up to one minute, fulfilling whatever programming the vaytaren encoded it with.

Interaction: Vaytarens are intelligent, but they do not speak directly. They can be negotiated with, but only if they can take control of a nearby device or machine that can speak for the vaytaren in a way characters can understand.

Use: When the characters find a chamber in a prior-world ruin that contains a powerful artifact, a vaytaren shows up to safeguard the device.

Loot: A vaytaren carries a few **midnight stones**, a few cyphers, and possibly an artifact.



WHISPER

3 (6)

He's muttering words, or maybe only nonsense. He's abandoned bathing, grooming, and possibly even eating by the way his clothes hang. He's eager to reach you, though, as if he has important news to share. As he approaches, you notice a thin, oily metal rod protruding from one side of the man's head. Is it a cypher? The stranger motions you to lean close because he's got a secret. But either he doesn't speak your language or he's insane, because the syllables that tumble out of his mouth sound like babble. So you continue on your way, wishing the stranger would stop following you, muttering and shambling. And you wonder why you suddenly feel so warm.

Motive: Expose intelligent creatures to the trigger phrase that causes them to transform into whispers

Environment: Anywhere, alone or in groups of ten or more

Health: 9

Damage Inflicted: 5 points

Armor: 2

Movement: Short

Modifications: Perception tasks as level 5; tasks related to knowledge and reasoning as level 1.

Combat: A whisper physically attacks another creature only in defense. When it does, it batters foes with frenetic punches, kicks, and bites.

Whether or not it physically attacks, a whisper always strives to verbally impart a trigger phrase to the nearest intelligent creature, preferably when a target is within immediate range. If a whisper can't get closer, it may shout the phrase from up to a long distance away, though this grants an asset on a target's difficulty 4 Intellect defense task to resist the effect. Non-intelligent creatures are immune to the effect. Intelligent victims who fail the defense task are not immediately harmed; however, the phrase triggers an ancient war protocol that the background nanites already suffusing their body and brain respond to. Within 10 + 1d6 hours, human victims lose their individuality as they undergo a conversion that turns them into a whisper. Intelligent nonhumans may also change, but usually they are unaffected (or there's a complication and they die).

Whispers have no sense of self-preservation whatsoever.

Interaction: Whispers do not respond to threats, offers to negotiate, or other inducements.

Use: While the PCs explore a prior-world installation, a character salvaging a device or attempting to understand its function activates a sound that risks triggering the change.

Loot: Sometimes a whisper carries a couple of cyphers and 1d6 shins; it never uses offensive or defensive cyphers because it doesn't recognize them as useful any longer.

Whispers were once normal people, but they were changed by a prior-world infection that took over their minds to achieve a purpose that may no longer have any meaning in the Ninth World.

GM Intrusion: The character who hears the trigger phrase, regardless of whether they resist it, has an immediate neurological reaction and must succeed on a second difficulty 4 Intellect defense task or fall unconscious for one minute.



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